

DRAGONS BEYOND

**Fantasy Medieval Wargame Campaign Rules
Playable with Pencil and Paper and Miniature Figures**

BY
ROD HAMPTON



3-VOLUME SET

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FORWARD

Beyond This Point Be Dragons is the title of what was almost certainly a 1973 play-test version of the original fantasy role playing game.¹ Two copies of this draft have been found. The first was a photocopy recovered by Keith Dalluhn from M. A. R. Barker. This first manuscript was missing a handful of pages. The second copy was in the possession of Mark Bufkin's daughter. Mark Bufkin "was a Twin Cities native....[O]ne of his gaming buddies was from Wisconsin and friends with one of the D&D creators, and they playtested an early version of the game, but didn't particularly care for some of the structure so they wrote their own version."² Mark Bufkin, a journalist and graduate of the University of Minnesota, is the best person to credit for putting together the material that we do have.³ This material, along with Dave Arneson's First Fantasy Campaign published by Judges Guild, are the two documents that best preserve a campaign and style of play that ended long ago.

Due to the need to go to press quickly after receiving an initial investment, Gary Gygax never incorporated all of Arneson's material into the final game. Some was intentionally edited and changed. The interoperation of what we now call "domain level" and "patron" play alongside dungeon "delving" was clearer in this early version of the game. Much the pity it was left on the cutting room floor and only handed down by word of mouth. Today, role playing games have lost their connection with wargaming, wargame campaigns, and these early gaming groups where the players themselves created strongholds, dungeons, and towers, along with raiding those created by others.

My purpose in editing and publishing **Dragons Beyond** is to resurrect a ruleset that played quite differently than the original game shipped in woodgrain boxes. To date, no one has put the content of Beyond This Point Be Dragons into a fully playable form. Although D.H. Boggs has done considerable work informed by this document, I have a different understanding of the authors' voices and vision and what was implied by these early rules. Where possible I have attempted to keep the original turns of phrase without providing a bevy of quotation marks, braces, and footnotes. This was done to aid in readability and playability.

What I hope to accomplish is to spark the imagination of other players who want to get as close as possible to the origin point of this hobby. To a limited extent, I have incorporated mechanics from 1974 or later. My own writing style, a bit legalistic, may sometimes get in the way. But I have tried to avoid hammering down every nail so there is enough ambiguity that every group of players and their Referee can make the game their own. When you play this game, I want you to feel like you've traveled back in time to 1973. To preserve this feeling, whenever a polyhedral is called for, you can substitute drawing from a set of playing cards (see **Appendix B**). This was how Mark Bufkin's group did it according to sources. For the most part these fantasy rules, like the wargame that preceded them, rely heavily on the use of six-sided dice.

I hope you enjoy playing this game. Even more, I hope you adapt it so that it lives, breathes, and evolves into your vision of how best to have fun.

¹ "The Dalluhn Manuscript shows an important transitional step between the earliest Blackmoor system and Dungeons & Dragons. Considered jointly with the Mornard Fragments, it preserves nothing less than a 1973 pre-publication edition of Dungeons & Dragons which includes original design decisions that were later abandoned by Gygax and Arneson, making the Dalluhn Manuscript a critical historical resource." Jon Peterson, **The Dalluhn Manuscript: A Pre-Publication Edition of Dungeons & Dragons** [Draft], December 28, 2015, p. 23 available at <https://www.dropbox.com/s/b8js9zz8lpQwzw/DalluhnManuscript-12.2015-Peterson.pdf?dl=0>.

² D.H. Boggs, **More Beyond This Point Be Dragons News**, November 2017, available at <http://boggswood.blogspot.com/2017/11/more-beyond-this-point-be-dragon-news.html>.

³ It is impossible to be certain what portions Bufkin merely edited or copied, and what portions represent independent authorship aside from proper names like "Brysbane the Blue."

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I. CLASSES

There are three classes that players can choose: Fighting-Men, Magic Users, and Clerics.

Fighting-Men

- Rely on weapons and fighting skill to stay alive and make a living.
- At lower levels, usually hire themselves out to wealthy or high-level characters or non-real persons. If so, typically wear some identification of their employer: surcoat, emblazoned heraldry, broach, helm, mask, banner, etc. Most don't strike out on their own until they reach 7th level (Champion).
- Every fighting-man desires to become an entitled land owner (Baron) and/or an investor.
- Fighting men may use any magical weapon.
- Fighting men are limited in their chance of successfully using other types of magic items based on intelligence:
 - 9+ = 85%
 - 8 = 80%; 7 = 75%; 6 = 70%
 - 5 = 65%; 4 = 60%; 3 = 55%

Table 1a: Fighting-Man Level Progression

LEVEL	HIT POINTS	IMPROVED DAMAGE	ADDITIONAL ATTACK(S)	TITLE	REQUIRED EP
1	1d6+1	1	N/A	Veteran	0
2	2d6	2	1	Warrior	1,000
3	3d6	N/A	2	Swordsman	2,500
4	4d6	N/A	3	Hero	5,000
5	5d6+1	1	3	Swashbuckler	10,000
6	6d6	-1	4	Myrmidon	25,000
7	7d6+1	1	4	Champion	50,000
8	8d6+2	-1	5	Superhero	90,000
9	9d6+3	1	5	Lord	150,000

Improved Damage and Additional Attacks

These columns apply to melee (not missile) attacks. Improved damage is added to any successful blow. Additional attack(s) apply if the Fighting-Man is facing more than one opponent; the number indicates the man's ability to handle multiple foes on an equal basis. Additional attacks cannot be combined against a single opponent. For example, a Warrior could take on a pair of normal men and inflict an additional 2 hit points of damage for any successful blow upon them.

Magic-Users

- Rely on magic and intelligence to stay alive and make a living.
- May belong to a Guild or Fellowship. If not a member of a Guild or Fellowship, may choose a color to distinguish himself from other magic-users and refer to himself as such, for example "Brysbane the Blue."
- Every magic-user desires to either form or head their own Guild or Fellowship, or to go off somewhere to brood and study in a tower.
- May wear armor; however, armor interferes with spell casting, especially if it constricts movement or is derived from "cold iron." Therefore, most wear simple clothing - boots, a tunic, and a cloak.
 - Plate mail (AC 3) completely negates the ability to cast a spell of any level. Chainmail (AC 5) has a 75% chance of interfering; some manifestation of the spell may still occur, though not in the way expected. Carrying or wearing a metal shield increases the chance of failure by 19%, likewise wearing a metal helm. In general:
 - AC 3 100% failure - spell negation
 - AC 4 87% failure - spell negation
 - AC 5 75% failure - some manifestation of magical energy
 - AC 6 57% failure - some manifestation of magical energy
 - AC 7 38% failure - spell delayed 2 rounds
 - AC 8 19% failure - spell delayed 1 round
 - AC 9 0% failure
- May use mundane bows as well as magical items capable of doing harm such as a wand.
- Upon reaching 7th level (Enchanter) a Magic User may manufacture and sell potions, scrolls, and other magical items, however, with a formula a lower level Magic User (or an Alchemist) can produce a potion.
- Magic Users of any level can research new spells, though any spell created cannot exceed the maximum level of spell the Magic User can cast.
- Magic Users of 8th level (Warlock) and above can conduct other magical research such as the creation of constructs, animations, hybrids, portals, rituals, or artefacts.

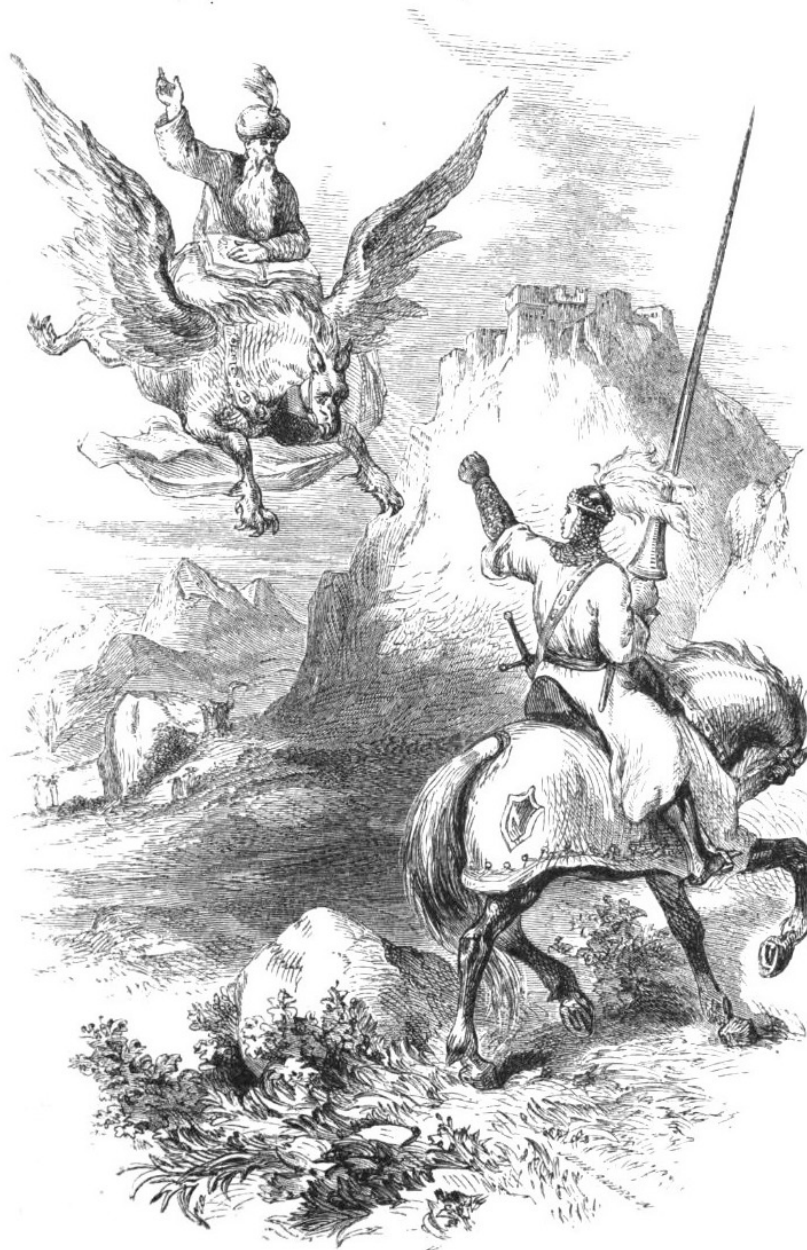
Table 1b: Magic-User Level Progression

LEVEL	HIT POINTS	IMPROVED DAMAGE	ADDITIONAL ATTACK(S)	TITLE	REQUIRED EP	1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL
1	1d6	N/A	N/A	Medium	0	1	-	-	-	-
2	1d6+1	1	N/A	Conjurer	1,000	2	-	-	-	-
3	2d6	N/A	1	Seer	5,000	3	1	-	-	-
4	2d6+1	1	1	Theurgist	9,000	4	2	-	-	-
5	2d6+2	N/A	2	Thaumaturgist	14,000	4	2	1	-	-
6	3d6	1	2	Magician	24,000	4	2	2	-	-
7	3d6+1	-1	3	Enchanter	40,000	4	3	2	1	-
8	3d6+1	N/A	3	Warlock	60,000	4	3	3	1	-

LEVEL	HIT POINTS	IMPROVED DAMAGE	ADDITIONAL ATTACK(S)	TITLE	REQUIRED EP	1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL
9	3d6+1	N/A	3	Sorcerer	85,000	4	3	3	2	1
10	3d6+1	N/A	3	Necromancer	125,000	4	3	3	2	2
11	3d6+1	N/A	3	Wizard	200,000	4	4	4	3	3

The term “level” can be used in three different ways, which may initially cause confusion. As a spell caster progresses through each “level” of experience, he gains the ability to cast spells of greater complexity. The “level” of a spell refers to its complexity. Finally, a “level” can refer to the depth of a dungeon; used in this way, “level” indicates the amount of challenge and reward possible.

In the table above, a level two Magic-User is able to cast two first level spells. The amount of spells shown is the number that can be cast in a 24-hour period.



Clerics

- Rely on clerical spells and Cunning (wisdom) to stay alive and make a living.
- Every Cleric desires to be accepted in, and work through, a Monastic or religious Order. To that end, a Cleric's gold is primarily important as a tribute or a tithe. Some Clerics adventure because they are on a Quest.
- If a Cleric belongs to a Monastery or Order he will wear the long, flowing robes of that affiliation in addition to any armor that he wears. Each Cleric will prominently wear or display a holy symbol denoting the god or pantheon that he serves.
- Clerics are skilled in medicine in addition to their knowledge of spiritual matters.
- May not use edged weapons with the exception of a magical Holy Sword.
- Clerics have a high resistance to magic and are empowered to dispel arcane magic (which draws its power from the lesser, phantasmal planes).
- A Cleric must be aligned with either Law or Chaos. At 8th level, this determines if he will be a Patriarch or Evil High Priest. Although, sometimes a Patriarch will misuse his spiritual power and turn to Evil.

Table 1c: Cleric Level Progression

LEVEL	HIT POINTS	IMPROVED DAMAGE	ADDITIONAL ATTACK(S)	TITLE	REQUIRED EP	1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL
1	1d6	N/A	N/A	Acolyte	0	-	-	-	-	-
2	1d6+1	N/A	N/A	Adept	500	1	-	-	-	-
3	1d6+2	1	N/A	Village Priest	1,500	2	-	-	-	-
4	2d6	N/A	1	Vicar	3,500	2	1	-	-	-
5	2d6+1	1	1	Curate	7,000	2	2	-	-	-
6	3d6	N/A	2	Bishop	12,000	2	2	1	-	-
7	3d6	N/A	2	Lama	24,000	2	2	2	1	-
8	3d6	N/A	2	Patriarch / Evil High Priest	50,000	2	2	2	2	2

Clerics gain the ability to cast spells of greater complexity as they progress in levels of experience. They likewise may only cast a limited number of spells in a 24 hour period as shown in the table above.

Turning the Undead

A Cleric has the ability to “turn” the undead by presenting his holy symbol to them. In some cases, success is automatic (T). In others, the player must roll **2d6** and meet or exceed the number shown in the table below. A result of (D) means that the undead creatures of that type are dissolved or dispelled. N/A means that the Cleric’s efforts will have no effect because he does not have the spiritual power to overcome the living dead.

A Cleric may make one turning attempt against a single group of like undead in a given round. If more than one type are present, he must make a choice or leave it to chance.

If the Cleric fails in his attempt, he may not retry against that particular group during the same day. However, other groups of the same type may still be turned if later encountered.

When done during the combat round, the intention to Turn the Undead must be declared. It takes place during the Magic segment.



Table 1d: Clerics vs. The Undead

CLERIC LEVEL/ TITLE	SKELETON HD 1	ZOMBIE HD 2	GHOUL HD 2	WIGHT HD 3	WRAITH HD 4	MUMMY HD 5	SPECTRE HD 6	VAMPIRE HD 7 - 9
1 Acolyte	7	9	11	N/A	N/A	N/A	N/A	N/A
2 Adept	T	7	9	11	N/A	N/A	N/A	N/A
3 Village Priest	T	T	7	9	11	N/A	N/A	N/A
4 Vicar	D	T	T	7	9	11	N/A	N/A
5 Curate	D	D	T	T	7	9	11	N/A
6 Bishop	D	D	D	T	T	7	9	11
7 Lama	D	D	D	D	T	T	7	9
8 Patriarch	D	D	D	D	D	T	T	7

II. RACES

There are four races that a player may choose: Dwarves, Elves, Humans, and Halflings. Race and class are interrelated so that certain classes are unavailable to characters of a certain race.

Dwarves

- May only be Fighting-Men.
- Experience Point (**EP**) advancement is **10%** faster due to their affinity for fighting; however, their ability scores in Strength, Intelligence, and Cunning may offset this bonus or strengthen it. Take the average score of these traits (rounding up) and cross-reference it with the prime requisite table.
- May not advance beyond 6th level (Myrmidon)
- Have a high resistance to magic and spells. Consequently, those saving throws are made as though they were **three** levels higher.
- Dwarves prefer to arm themselves with battle axes, morning stars, maces, and daggers. Dwarves rarely use swords or bows, viewing them as lesser weapons. Few among their kind have more than rudimentary skill with these weapons. In mass battle, Dwarves are known to form units armed with pikes.
- The most commonly available armor for Dwarves are helmets, chain mail, and small shields.
- Dwarves can see in the dark **90'** and are quite at home underground.
- Have an unshakeable sense of direction in natural caverns.
- May detect the presence of sloping passageways, though some grades are too gentle for them to notice.
- Dwarves may speak their own language (Dwarvish) without penalty as well as Goblin, Kobold, Gnomish, and Orc (though they are loath to speak in this tongue).
- Dwarves have a **2-in-6** chance to detect secret doors.
- Dwarves have a **1-in-6** chance to force open a stuck or locked door using a crowbar.
- Dwarves have a **2-in-6** chance to hear noise when listening at a door.



Elves

- Elves begin adventuring either as a Fighting-Man or Magic-User.
- Because Elves are magical creatures, they will handle magic items (wands and the like) well even if they are Fighting-Men (i.e. are not restricted by Intelligence).
- Only Elves may freely change class. The Elf progresses to the maximum level of that class, and then may switch to the other provided he has a score of 13 or better in the prime requisite of the second class.
- If an Elf qualifies to adventure as a second class, he may wield magic weaponry and still cast spells without interference.
- An Elf may not advance beyond 5th level (Swashbuckler) as a Fighting-Man. An Elf may not advance beyond 8th level (Warlock) as a Magic-User. Elves may not be Clerics.
- Upon reaching 5th level, an Elf may no longer fight for hire (by anyone or for anything).



- Elves may wear any normal armor, but usually prefer custom-made or elvish mail as they are slighter of frame than most humans. They sometimes bear a shield, but usually fight bare-headed.
- Elvish smiths produce a long sword with a thin blade; this is the preferred melee weapon for all Elves, especially if magical. When using a bow, an Elf has a base **90%** to hit any target. See **Precision Missile Fire** below. Additionally, he can split his move and fire even if on foot.
- Elves can see in the dark **90'** the same as most other fantasy creatures.
- Elves cannot get lost in a natural forest.
- Elves are fine natural horsemen and sailors.
- Elves may speak their own language (Elvish) without penalty.
- Elves have a **1-in-6** chance to detect secret doors.
- Elves have a **1-in-6** chance to force open a stuck or locked door using a crowbar.
- Elves have a **2-in-6** chance to hear noise when listening at a door.



Humans

- May play any of the three classes.
- May advance in level without restriction.
- Do not see in the dark.
- Humans have a **1-in-6** chance to detect secret doors.
- Humans have a **2-in-6** chance to force open a stuck or locked door using a crowbar.
- Humans have a **1-in-6** chance to hear noise when listening at a door.

Halflings

- May only be Fighting-Men.
- May use magic items valid for Fighting-Men without the restriction for intelligence.
- EP advancement is **10%** slower due to their size; however, their ability scores in Strength, Intelligence, and Cunning may offset this penalty or worsen it. Take the average score of these traits (rounding up) and cross-reference it with the prime requisite table.
- May not advance beyond 4th level (Hero).
- Have a high resistance to magic and spells. Consequently, those saving throws are made as though they were **four** levels higher.
- When using a sling, a Halfling has a base **97%** to hit any target. Additionally, a Halfling may make a "called shot" with a sling with a base **90%** chance to hit exactly what he aims at. See **Precision Missile Fire** below.
- Due to their size, they may only use a small weapon such as the short, stabbing sword, a dagger, short bow, or sling. Additionally, they may only wear armor that is custom made for them (most Halflings are not adventurers so their size is almost never in stock) or else make do with Dwarvish mail or helms.
- Halflings do not see in the dark (a common misconception).
- Move silently and are generally not heard by their opponents. See **Move with Stealth** under **Thievery** below.
- Halflings have a **2-in-6** chance to detect secret doors if their Cunning is 13 or above; otherwise, they cannot find secret doors at all.
- Halflings have a **1-in-6** chance to force open a stuck or locked door using a crowbar.
- Halflings have a **2-in-6** chance to hear noise when listening at a door.



III. SAVING THROWS

Use the tables below when a character is faced with grave danger as with spells cast against him during combat, poison, or a dragon's breath. The Referee checks the class and level of the victim to determine the number needed on a throw of **3d6** (not d20) to "beat" the problem he has. If the number rolled exceeds or equals the number needed, the evil has failed.

A Magic-User or Cleric whose spell fails due to a saving throw by a target will not get the spell back.

Table 3a: Fighting-Man (Human) Saving Throws

LEVEL	DEATH RAY	POISON	PARALYZATION	STONE	BREATH WEAPON	SPELLS
1-3	12	12	15	16	15	16
4-7	10	10	12	14	13	14
8-11+	7	7	8	12	9	12

Table 3b: Halfling Saving Throws

LEVEL	DEATH RAY	POISON	PARALYZATION	STONE	BREATH WEAPON	SPELLS
1-3	12	12	15	16	15	14
4	10	10	12	14	13	12

Table 3c: Dwarf Saving Throws

LEVEL	DEATH RAY	POISON	PARALYZATION	STONE	BREATH WEAPON	SPELLS
1-3	12	12	15	16	15	14
4	10	10	12	14	13	14
5-6	10	10	12	14	13	12

Table 3d: Magic-User (Human) Saving Throws

LEVEL	DEATH RAY	POISON	PARALYZATION	STONE	BREATH WEAPON	SPELLS
1-6	15	14	14	13	15	15
7-9	13	12	12	11	13	12
10-12+	11	6	9	8	10	9

Table 3e: Cleric Saving Throws

LEVEL	DEATH RAY	POISON	PARALYZATION	STONE	BREATH WEAPON	SPELLS
1-3	11	13	14	14	16	12
4-6	9	9	10	12	14	8
7-9+	6	6	7	8	11	Automatic

Table 3f: Elves (who start their career as Magic-Users) Saving Throws

LEVEL	DEATH RAY	POISON	PARALYZATION	STONE	BREATH WEAPON	SPELLS
1-6 M-U	15	14	14	13	15	15
7-8 M-U	13	12	12	11	13	12
1-3 F-M	12	12	12	11	13	12
4-5 F-M	10	10	12	11	13	12

Table 3g: Elves (who start their career as Fighting-Men) Saving Throws

LEVEL	DEATH RAY	POISON	PARALYZATION	STONE	BREATH WEAPON	SPELLS
1-3 F-M	12	12	15	16	15	16
4-5 F-M	10	10	12	14	13	14
1-6 M-U	10	10	12	14	13	14
7-8 M-U	10	10	12	11	13	12

IV. DIVISIONS

Players must align themselves with one of the divisions in the Cosmic Struggle: Law, Chaos, or Neutrality.

- Humans and Dwarves may belong to any division.
 - Exception: Humans who are Clerics cannot be Neutral.
- Elves may be Lawful or Neutral.
- Halflings must be Lawful.

Lawful characters are generally bound by rules of conduct (though not necessarily what modern humans would consider honorable). They will usually honor their word if given, or a contract for hire. They can be quite ruthless in dealing with Chaotic types, however. Lawful creatures - even monsters - will not attack a fellow Lawful creature if this fact is known. They tolerate Neutrals, to varying degrees.

Chaotic characters sometimes have a loose "honor among thieves" way of associating with others who share the same viewpoint or cause for a time. They will use any means available to destroy Lawful types. They tolerate Neutrals, to varying degrees. Chaotics are not restricted in attacking others even if they share the same alignment.

Neutrals view both Law and Chaos with tolerance and prefer a balance. Extreme proponents of one division (such as Patriarchs or Evil High Priests) are viewed with suspicion.

Divisional Language - Optional

Law, Neutrality, and Chaos each have their own language of signs, symbols, gestures, and words. A divisional language can aid in communication in circumstances where no other means of communication is possible. The danger of using a divisional language to communicate is that it incites a hostile reaction from those of the opposite division (i.e. Lawful used in the presence of Chaotic creatures or vice versa).

Characters automatically know their divisional language. When a character's alignment to a division changes, he forgets the previous divisional language and comes to know the new one.

A divisional language does not count as an **additional language** (see below).



V. TRAITS

The player rolls **3d6** to determine the starting score for each of his **six** personality **traits**:

- Strength
- Intelligence
- Cunning
- Ego
- Health
- Appearance

The player rolls **3d6** and multiplies it by **10** to find out his **starting gold**.

The player rolls **1d6** to find his starting **hit points**. Fighting-Men add **+1** to this total. Elves starting as Fighting-Men get this **+1** as do Halflings and Dwarves. Starting hit points are further modified by a character's **Health** trait. See below.

The player may alter the initial trait scores, depending on the class he decides to play. An **average score** falls in the range of **9-12** and generally confers no penalty or bonus.

- A player who wishes to play a Fighting-Man may take two points from Intelligence or Cunning, if above average, and add one point to his Strength.
- A player who wishes to play a Cleric may take two points from Intelligence or Strength, if above average, and add one point to his Cunning.
- A player who wishes to play a Magic-User may take two points from Cunning, if above average, and add one point to his Intelligence. But a player who wishes to play a Magic-User **may not** take from his Strength to supplement his Intelligence.

These "two for one" swaps can be done even if the attribute is only 13 and will be reduced to 11. Multiple swaps are allowed.

Example: A player who wants to play a Fighting-Man rolls an 18 Intelligence. He can reduce Intelligence by 6 points - moving it down to 12 - to get an additional 3 points of Strength.

A player records vital statics about each character on an index card or piece of paper. This **character sheet** is a living document that will be frequently revised, so be sure to use a pencil. A sample header for a character sheet is shown below.

<u>Name:</u> Grey Wanderer - Magic-User		<u>Level:</u> 1
<u>Intelligence:</u> 14	<u>Cunning:</u> 10	<u>Strength:</u> 5
<u>Health:</u> 14	<u>Appearance:</u> 8	<u>Ego:</u> 13
		<u>Hits:</u> 3
<u>Gold Pieces:</u> 160 (3 dice x 10)		
<u>Languages:</u> common, law, orc, dragon, eagle, goblin		
<u>Experience Points:</u> 0		

A character's **Prime Requisite** provides a bonus to earned Experience Points (**EP**) at the end of each adventure. **Intelligence** is the prime requisite of Magic Users; **Cunning** that of Clerics; and **Strength** that of Fighting Men.

Table 5a: Prime Requisite Adjustment

PRIME REQUISITE	EP ADJUSTMENT	PRIME REQUISITE	EP ADJUSTMENT
6 or less	-25%	13-14	5%
7-8	-10%	15 or more	10%
9-12	N/A	—	—

Strength and **Intelligence** are measures of physical and mental ability.

Cunning is a measure of intuitive wisdom or slyness. It is akin to the natural wit or instincts of certain animals. For example, the cunning of a snake (as compared to the inherent gentleness of a dove).

Ego is the measure of loyalty and self-interest. It influences how well a player can give or take orders; the reaction to a real or perceived insult; and the likelihood that the player will risk his life for his liege, religious Order, Guild or Fellowship. For hirelings, the Referee should track Ego as a **Loyalty** value. This can be influenced through time and boons as seen below.

Health measures how well a person stands up under the strain of events (such as being turned to stone or transformed into a toad) as well as the ability to withstand physical punishment and fatigue. A character's Health influences a character's **hit points**. When a character is created, and every time the character achieves a change in level, the player will roll or re-roll hit points. If the character has below-average Health, his total hit points are adjusted downward, however, a player will earn at least 1 pip per dice thrown. In cases of above average Health, the character may earn at least 3 or 4 pips per dice thrown.

Table 5b: Hit Point Adjustment

HEALTH	HP ADJUSTMENT	DICE ROLL FLOOR
6 or less	-2	1
7-8	-1	1
9-12	N/A	1
13-14	+1	3
15 or more	+2	4

Appearance is seldom used, but can influence how monsters and non-player characters interact with the player character.

Gold Pieces (gp) are the monetary standard of most fantasy RPG settings; gold pieces are used to purchase equipment, pay expenses and taxes, build strongholds, and make investments (see **Domain Play** below). Each character begins with **3d6 x 10** gold pieces.

Hit Points are the number of "chops" a player can endure in combat, or other sundry damage allowed before death will occur. Hit points are also an indication of an individual's fighting ability.

Languages

A common tongue is spoken throughout most of the known world and is known to most Humans. Humans who do not speak **Common** have their own regional language. All Halflings speak Common. Other creatures who can speak are only 50% likely to know Common as well as have their own language. Those with an intelligence of 8 or below are progressively less likely to know Common.

Characters having an **intelligence** of **11 or above** may learn **additional languages**.

Elves and Dwarves jealously guard their tongue to ensure it does not become known by their enemies. It is extremely rare for a non-Halfling player character to speak either Elvish or Dwarvish. A Halfling is allowed to learn Dwarvish and/or Elvish (although not to full fluency).

All Magic-Users speak **Magi** - the magical tongue used when casting arcane spells. However, their ability to read it varies with Intelligence. A Magic-User who cannot read Magi must use a **Read Magic** spell when attempting to read a scroll or other magical inscription.

Table 5c: Intelligence and Language Skill

INTELLIGENCE	COMMON	ADDITIONAL LANGUAGES	READ MAGI
3	85% chance does not know	N/A	15%
4	70% chance does not know	N/A	20%
5	55% chance does not know	N/A	25%
6	40% chance does not know	N/A	30%
7	25% chance does not know	N/A	35%
8	10% chance does not know	N/A	40%
9	N/A	N/A	45%
10	N/A	N/A	50%
11	N/A	1	55%
12	N/A	2	60%

INTELLIGENCE	COMMON	ADDITIONAL LANGUAGES	READ MAGI
13	N/A	3	65%
14	N/A	4	70%
15	N/A	5	75%
16	N/A	6	80%
17	N/A	7	85%
18	N/A	8	90%

Equipment and Encumbrance

All players must provision their characters for the journey which lies ahead. Initially, a character is equipped based on his starting gold (see **Equipment and Provisions** below). A player must plan for encounters his character might have, taking into consideration who and what he is, and equip him accordingly. Players must also keep in mind the total weight or material carried and the character's own strength and endurance (see **Encumbrance** below).

Example: A human Fighting-Man equips himself with chain mail (40# / 400 cns / 5 slots), a small shield (5# / 50 cns / 1 slot), basinet helm (5# / 50 cns / 0 slots), a 2-Handed Sword (200 cns / 2 slots), a dagger (13 cns / 1 slot), and miscellaneous equipment (totaling 40 cns / 1 slot). He is encumbered to a total weight of 753 coins / 10 slots. He moves at the speed of a Heavy Footman (9"). If he picks up treasure equal to another 147 coins (1 slot), he moves at the speed of an Armored Footman (6"). If he picks up yet another 500 coins (5 slots) he would move at one-half that speed (3") and if he picks up much beyond that, he might not realistically move at all. Of course this Fighting-Man can discard equipment to carry more treasure; an unarmed and unarmored man could carry weight equal to **150lbs (1,500 coins / 16 slots)** and still be able to move in combat, in the Underworld, and overland.

An **inch** (1") denotes either **10 feet** of movement indoors/underground or **10 yards** outdoors.

Trait Tests

The Referee may want to base a character's chance of doing something on one or more of his traits. The player should roll **3d6**. The DM may give a 1,2, or 3 pip bonus or penalty to the roll, depending on the difficulty of the action or other circumstances. If the modified result is less than or equal to the trait, the test is passed.

Relatives

The Referee may allow a player to designate one "relative" for each character. This relative can be brought into play if a character disappears. Sometimes a character dies, other times he may go missing and can be presumed dead (as with a teleportation platform sending him 1000 miles away).

The timing of the arrival of the relative is up to the Referee, but it should not be immediate; it can take a week, or a month, or more.

The relative must start at the lowest level of the class he opts for, but this relative is often designated as an "heir." If so, he will have the advantage of the inheritance (see below).

If a character who disappeared returns to play, the relative should be converted into a **Non-Real Player** -- oftentimes called a Non-Player-Character (NPC) by other fantasy role playing games.

A relative who 1) stays in the campaign and 2) was temporarily in custody of a disappeared character's inheritance and 3) whom the character takes on for service should be tested for Loyalty. If the relative is disloyal, it is possible that he will intrigue against the character to regain his fortune.

Inheritance

If a character dies in play, his inheritance (wealth, titles, land, possessions) will pass as soon as the body is put to rest and an "heir" arrives. Oftentimes, there are no remains to be settled - but if there are, then funeral expenses consume **10%** of the inheritance.

In many fantasy settings, patrilineal inheritance from father to the eldest son is the custom. However it is handled in a campaign, there is seldom question if inheritance passes from the dead character to his direct offspring.

In the case of a different relative, or with non-relations, the character must have drawn up a will and given this to the Referee for safekeeping. If the Referee has no will, all monies, items, and holdings revert to the ruler of the domain in which the character died (i.e. escheats to the state).

It is also possible for squatters to take over the dead character's land or stronghold, but this will likely be disputed as soon as a more legitimate authority becomes aware.

A dead character's valuables are subject to being stolen unless well-guarded.

Support and Upkeep

Each month a character must spend a certain amount of gold on living expenses and taxes. For non-Clerics this is equivalent, numerically, to **1%** of the character's experience points at the time the fee is assessed. For example, a 9th level Fighting-Man (Lord) would pay at least 1,500 gp per month.

Magic-Users, in addition to this fee, may have an obligation to his Guild (see **Domain Play** below). A Conjurer, for example, could pay at least 10gp a month for support while spending another 50gp per month for Guild membership.

Clerics must pay what spare money they have to their Monastery's fund or their Order's treasury. Real players who become retainers for other real players in the campaign do not pay support and upkeep if they have bargained for room, board, and equipment maintenance.



VI. EXPERIENCE POINTS

Experience points allow progress to higher levels of ability. There are several ways to earn them:

Combat

Characters gain experience from defeating enemies (slaying or subduing them). One hundred experience points are awarded for each Hit Dice overcome. Characters do not gain experience points for enemies who run away. The ratio of difficulty warrants increasing or decreasing the amount of experience awarded. The Referee divides the dungeon level by the average experience level of the party and multiplies this ratio by the hit points overcome on that level. Treat Wilderness as level 5. The ratio is capped at 1:1. Alternately, award 1EP for each HP overcome.

Treasure

Each character is awarded one experience point per gold piece value of treasure in his share. To receive this experience, the player must liberate the loot from a dangerous area and return to an area of relative safety.

Daring

Every character, upon returning to the surface, receives 100 experience points multiplied by the deepest dungeon level he penetrated during the session. This requires entering at least one room or chamber on that dungeon level. Once penetrated, the level no longer provides an award for daring for that character.

A Referee might also award experience points for accomplishing something heroic. For example, if a party rescues some prisoners the Referee might reasonably award of 150EP for each freed prisoner.

Using Magic

Players who were able to cast a spell receive 100 points for each level of the spell divided by the level of their character. Award 50% more experience points if the spell was cast while the player or party was imperiled.

Training

Players can spend their loot to purchase training in their area of expertise. For every ten gold pieces spent, one experience point is awarded. This can only be done during down-time between sessions and must be done in a locale where such expert training is available.

Captured

Magic items found (or acquired) in the dungeon may be worth experience points if brought safely to the surface. The Referee will determine the value, if any.

Saving Throws

If a saving throw is successful, multiply the dice roll by the dungeon level and award that many points to the player. Even if the saving throw fails, if he survives he has learned a valuable – and painful – lesson. Multiply the number of hit points lost by the saving throw roll and award that many experience points to the player. These awards are immediate.

Being Clever

In a tense situation, the use of a prime attribute like Strength to lift a portcullis or a particularly Cunning tactic may earn additional experience at the Referee's discretion.

Designer Note: Awards for Daring and Saving Throws are mechanics from the second oldest fantasy role playing game.

VII. MELEES AND COMBAT

Prior to combat the Referee must establish a definite order of actions and hold to it during the fight. When dealing with more than one attacker or monster, it is helpful to draw a diagram of the battlefield. Fighting will continue until one side surrenders, runs, or is killed.

The entire 9 segment Move/Counter-Move Round Sequence below comprises approximately twenty to sixty seconds of action depending on whether conducted in confined or open spaces.

The Move/Counter-Move Round Sequence

1. Note the effects of lighting, weather, wind, fire, or smoke on the skirmish.
2. Opponents declare any use of Magic (including wands, potions, and rings), Turning of the Undead, Heroic Challenges, Charges, Counter-charges, and attempts to Unseat Horsemen or Subdue a monster. Retreats and Fighting Withdraws must also be declared.
3. Each set of combatants rolls **1d6**. The side with the higher score has the choice of **electing** to move first (Move) or last (Counter-move). Put another way, the winner may either seize the initiative or defer the initiative.
4. The side that has **first move** moves its combatants, makes any split-moves and missile fire, and takes any pass-through fire possible at the same time. Opponents in a Heroic challenge are moved to a mid-point between their starting positions and put in base to base contact.
5. The side that has **last move** now moves its figures and makes any split-moves and missile fire, taking any pass-through fire. Charge and Counter-Charge movement is reconciled and any **Morale Checks** required by mounted charges are resolved.
6. **Missile fire** is taken for both sides. Do not apply missile fire casualties yet.
7. **Magic** and **Artillery** fire is taken for both sides. **Simultaneously** allocate the results of fire from the Missile and Artillery segments along with the effects of Magic. If the order of casualties is significant (as with spell casting), opposing players should dice for priority to resolve any dispute.
8. **Heroic challenges** are resolved using **Table 7g** for Fantastic Combat below.
9. **Melees** are resolved by pairs or groups of combatants in a set of blows, counter-blows, and additional blows.

Segments 1 through 9 are repeated throughout the remainder of the skirmish.

Missile fire from split-moving troops is considered to take effect immediately during the **movement** portion of the round, and the same is true of pass-through fire. A **split-move** is when a combatant (usually a mounted horseman armed with a bow) moves half distance, shoots, and then carries out the remainder of his move. **Pass-through fire** is when a **stationary** missileer is given a chance to shoot at a moving target at the mid-point of the target's movement.

A **Morale Check** can occur during the movement, fire, or melee portions of any given round, depending on the circumstances. There are the three types of Morale Checks that can arise:

- A **mounted charge** triggers a Morale Check and is resolved during the movement segment. Use Ego, Loyalty, and morale scores (ML) to decide who balks at being charged. Those who fail this test must retreat one move with back toward the enemy.
- Any time **casualties** are assessed, prisoners given up, or combatants made ineffective a Morale Check could be triggered. This varies based the **steadiness** of the monster or non-real player total force. The important thresholds are 25%, 33-1/3%, 50%, and 66-1/3%.
- The **approach of certain monsters** such as a Dragon, Griffon, or Hippogriff during the movement segment may trigger a Morale Check for figures within a certain distance from the monster.

Making an Attack - In General

Aside from **Precision Missile Fire** (see below), the attacker rolls **1d20** and cross references the result with the attacker's level of experience (or hit dice) and with the defender's armor class (AC) on **Table 7a** below. A roll that is equal to or greater than the number shown is a "hit." If the roll is **double** what is needed or more, the attacker will roll **twice** for damage (read one paragraph down).

When firing a **missile** weapon at **short** range, the attacker adds **+2** to his roll. When firing at **medium** range, the attacker adds **+1** to his roll. If a target has **partial cover** (scrub, trees, fencing or wall up to 50%), apply a **-1** modifier "to hit" for gunpowder weapons and a **-5** modifier if the missile is otherwise propelled. Targets with **hard cover** (roofed, enclosed, behind a mantlet or arrow slit, i.e. better than 50%) are hit with a **-2** modifier by gunpowder weapons, or completely "hit-proof" otherwise.

If a hit is scored, the attacker does **damage**. Roll **2d6** and compare the weapon used against the armor worn by the opponent (see the **Individual Fires with Missiles** or **Man-To-Man Melee Table** below). If the roll is equal to or higher than the number, the hit was a "killing blow" and does **6 points** of damage. Otherwise, the Referee may take the first die's result as the number of hit points inflicted, unless it is six in which case the second die is used even if the second die shows a six. Think of a "killing blow" as a critical hit due to full penetration of the armor. If the target is wearing **Magic Armor**, the Referee should reduce the attacker's roll instead of shifting columns.

An **Elf** who is dual-classed uses the best row possible on the "to hit" table based on his advancement as a Fighting-Man or Magic User.

Table 7a: Combined "To Hit" Table (1d20)

MONSTER HIT DICE	CLERIC	MAGIC USER	FIGHTING -MAN	AC 9	AC 8	AC 7	AC 6	AC 5	AC 4	AC 3	AC 2
1 or less	1-2	1	Normal Man	12	13	14	15	16	17	18	19
1 to 2	3-4	2-3	1	11	12	13	14	15	16	17	18
2+ to 3	5	4	2	10	11	12	13	14	15	16	17
3	6-8	5-7	3	9	10	11	12	13	14	15	16
4	Optional	8-11	4	8	9	10	11	12	13	14	15
5	N/A	Optional	5	7	8	9	10	11	12	13	14
6	N/A	N/A	6	6	7	8	9	10	11	12	13
7	N/A	N/A	7	5	6	7	8	9	10	11	12
8	N/A	N/A	8	4	5	6	7	8	9	10	11
9 or more	N/A	N/A	9	3	4	5	6	7	8	9	10

Individual Fires With Missiles

Roll **2d6**. A result equal to or greater than the number shown does 6 points of damage (i.e. is a “killing blow” against a normal man). **X** is an inability to penetrate the armor so **zero** damage is done instead of 1-5 or 6. The maximum range is divided into thirds with the first number representing close range, the second number for medium range, and the third number for long range. If the target has cover adjust the roll.

DEFENDER'S ARMOR PROTECTION

Max Range	Weapon	AC 9	AC 8	AC 7	AC 6	AC 5	AC 4	AC 3	AC 2	HORSE	
		NO ARMOR	PADDED OR SHIELD	LEATHER OR HIDE	RING OR STUDDED	CHAIN MAIL OR SCALE	BANDED OR SPLINT	PLATE ARMOR	PLATE ARMOR AND SHIELD	NO ARMOR	BARDED
3	Hand-Hurled (0-1 / 2 / 3)	6 / 7 / 8	6 / 7 / 8	6 / 7 / 8	7 / 8 / 9	8 / 9 / 10	9 / 10 / 11	11 / 12 / X	12 / X / X	10 / 12 / X	12 / X / X
15	Short Bow (0-5 / 6-10 / 11-15)	6 / 7 / 8	6 / 7 / 8	6 / 7 / 8	7 / 8 / 9	8 / 9 / 10	9 / 10 / 11	11 / 12 / X	12 / X / X	10 / 12 / X	12 / X / X
18	Horse-bow (0-6 / 7-12 / 13-18)	5 / 6 / 7	5 / 6 / 8	5 / 6 / 8	6 / 7 / 8	8 / 9 / 10	9 / 10 / 11	11 / 12 / X	12 / X / X	9 / 10 / 11	12 / X / X
18	Light Crossbow (0-6 / 7-12 / 13-18)	5 / 6 / 7	5 / 7 / 8	5 / 7 / 8	6 / 7 / 9	8 / 9 / 10	10 / 11 / X	11 / 12 / X	12 / X / X	9 / 10 / X	12 / X / X
21	Longbow (0-7 / 8-14 / 15-21)	5 / 6 / 7	5 / 6 / 7	5 / 6 / 7	5 / 6 / 8	6 / 7 / 9	8 / 9 / 10	9 / 10 / X	11 / 12 / X	7 / 9 / 12	9 / 10 / X
24	Composite (0-8 / 9-16 / 17-24)	5 / 6 / 7	5 / 6 / 7	5 / 6 / 7	5 / 7 / 8	6 / 8 / 10	8 / 10 / 11	9 / 12 / X	11 / X / X	7 / 10 / 12	10 / 12 / X
24	Heavy Crossbow (0-8 / 9-16 / 17-24)	4 / 5 / 6	4 / 6 / 7	4 / 6 / 7	5 / 7 / 8	6 / 8 / 9	7 / 9 / 10	8 / 10 / 11	10 / 11 / 12	7 / 9 / 12	9 / 10 / X
18	Arquebus (0-6 / 7-12 / 13-18)	5 / 6 / 8	5 / 6 / 8	5 / 6 / 8	5 / 6 / 8	6 / 7 / 8	6 / 8 / 9	7 / 9 / 10	8 / 10 / 12	6 / 9 / 11	8 / 10 / 12

Man-To-Man Melee Table

ATTACKER'S WEAPON	AC 9	AC 8	AC 7	AC 6	AC 5	AC 4	AC 3	AC 2	HORSE	
	NO ARMOR	PADDED OR SHIELD	LEATHER OR HIDE	RING OR STUDDED	CHAIN MAIL OR SCALE	BANDED OR SPLINT	PLATE ARMOR	PLATE ARMOR AND SHIELD	NO ARMOR	BARDED
1. Dagger	6	8	7	8	9	10	12*	12*	8	10
2. Hand Axe	7	8	7	9	10	10	11	12	9	11
3. Mace	8	8	8	9	8	8	7	8	10	12
4. Sword	7	8	8	9	8	9	10*	11*	8	10
5. Battle Axe	8	8	8	8	7	7	9	10	7	9
6. Morning Star	6	7	6	7	6	7	8	8	8	8
7. Flail	7	7	7	7	6	7	6	7	6	8
8. Spear	8	9	8	9	10	10	11*	12*	7	9
9a. Pole arms	6	6	6	7	7	8	9*	10*	6	8
9b. Halbard	8	8	8	7	6	6	7	8	7	9
10. 2H-Sword	6	6	6	6	5	5	6	7	6	8
11. Mtd. Lance	5	5	5	5	6	7	8	9	5	7
12. Pike	8	8	8	8	8	8	9	10	5	7

* If defender is dismounted and prone, a result of 7 or better is sufficient to do maximum damage (i.e. is a “killing blow”).

Melee and Hand Weapons



- When two opponents are within combat range (6' of each other) and decide to use hand weapons such as swords, maces, etc., one or several blows will be struck.
- The Referee identifies which weapon is being used by each of the non-real players or monsters. Players identify which weapon their characters will use.
- A player character will get the **first "chop"** at an opponent unless he is **surprised**, the opponent has the **higher ground**, he was forced to **switch** from missile to hand-weapon, or he is **attacked from behind**.
- Characters who are attacked from behind do not return a "chop" on the first round, and attack second in exchange of blows every subsequent round in the melee.
- Remember to apply **improved damage** (+2, +1, or -1) to any successful blow upon an opponent. For example, a "killing blow" may inflict 8, 7, or 5 points of damage.
- When resolving a monster's attacks, large and ferocious fantasy creatures such as Giants, Efreet, etc., will always roll twice the amount of damage (see **Twice Damage** below).

Multiple Attacks

Some monsters get multiple attacks in a round. Second, third, and fourth attacks are resolved after all combatants have resolved their first attack or counter-blow. Likewise, a character may have **additional attacks** when fighting multiple opponents.

A combatant might have a second attack if his weapon is four or more classes lower (faster) than his opponent (i.e. 1 v 5, 2 v 6). He might have a third attack if he is using a dagger, hand-axe, mace, or sword and his opponent is armed with a pole arm, halbard, two-handed sword, lance, or pike. In other words, if his weapon is considerably faster (eight or more classes lower) than his opponent.

Weapon Space

Each weapon needs a certain amount of space to use properly. A combatant may hit a companion by mistake by getting too close. For example, a player who is careless with positioning may swing his flail and hit a friend instead of his foe. Generally, six feet is required to wield a weapon.

Melee Between Horseman and Footman

The horseman must declare whether he will charge at the footman or circle on horseback and continually fight. If the horseman charges, the rider gets his "chop" first in the round. After a charge, the horse and rider cannot charge again until three rounds have passed.

If rider circles, he makes his attack(s) with **+1** to hit, while the unmounted opponent(s) will attack with a **-1** penalty for each blow. Starting on the second round of melee, a **horse** may attack a rider's opponent(s) when circling.

The horse rolls **1d20** "to hit" using the level shown. A hit is scored, use the melee "killing blow" table referencing the weapon class indicated.

The Referee may allow a character to track experience point acquisition for his mount. If so, the mount will progress as a Fighting-Man and gain 1 additional hit die per level until it has advanced two levels beyond where it began (e.g. a Heavy warhorse may fight as a level 5 Fighting-Man when it reaches full progression).

Table 7c: Horse Attacks

MOUNT TYPE	FIGHTING-MAN LEVEL	NUMBER OF ATTACKS	WEAPON CLASS
Light Horse	1	1	Mace
Medium Horse	2	2	Mace
Heavy	3	2	Flail

Melee Between Horseman and Horseman

Resolve combat using couched lances or long spears using the **Jousting** rules below. Resolve attacks with other melee or ranged weapons as normal.

Missileers and Melee

Missile fire is normally conducted during the movement segment and the missile segment. Once a **group melee** is underway, a character must defer action during those two segments and make missile attacks during the melee segment instead, with the restrictions below.

Combatants armed with missile weapons may not fire during the first round in which there is a group melee (more than three combatants engaged in individual melee). Starting during the second round, missileers can engage targets during the melee segment instead of the missile segment so long as they have unimpeded line of sight to a target.

If a missileer achieves a "hit" using the d20 table, he rolls **2d6** to see if he inflicted a "killing blow" doing 6 points of damage.

If an opponent moves within 6' of a missileer, the missileer must switch to a hand-weapon. The opponent will get a free "chop" when this happens and the missileer will go second in exchange of blows every subsequent round in the melee.

Precision Missile Fire

An Elf using a bow and a Halfling using a sling are both particularly accurate. Roll **1d100** and if the number rolled is less than or equal to the value shown, the missile has struck the target. This applies to missile fire during any segment (movement, missile, or melee).

Table 7d: Precision Missile Fire

MISSILE ATTACK	AC 9	AC 8	AC 7	AC 6	AC 5	AC 4	AC 3	AC 2
Short or Medium (Halfling)	97%	92%	87%	82%	77%	72%	67%	62%
Long Range (Halfling)	92%	87%	82%	77%	72%	67%	62%	57%
Called Shot (Halfling) or Short or Medium (Elf)	90%	85%	80%	75%	70%	65%	60%	55%
Long Range (Elf)	85%	80%	75%	70%	65%	60%	55%	50%

The roll needed "to hit" is the same for short- and medium-range. A long-range shot suffers a **-5%** penalty. A shot against partial cover has a **-25%** penalty. A shot against hard cover is ineffective.

A "called shot" may only be made at short range. This shot suffers a **-7%** penalty. Only a Halfling may make this type of attack. Statistically, this is equivalent to an attack made by an 9th level Fighting-Man. A "called shot" may be aimed at a particular appendage, eye, piece of gear, etc. The effects are left to the imagination of the Referee. A "called shot" may still do damage or result in a killing blow.

A Halfling's or Elf's experience level does not come into play. In both cases, even at maximum permitted level for these non-humans, the "to hit" values in the table above are superior to the standard d20 "to hit" values. Statistically, they are better than a Fighting-Man of any level.

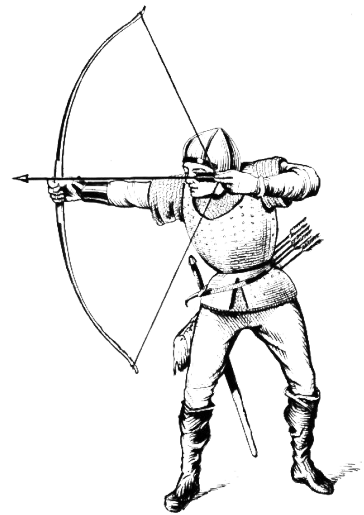
Missileers - Rate of Fire

An Archer or Longbowman who does not move and is not meleed can fire **twice**.

A Crossbowman, Archer, or Longbowman may move up to half of his normal movement (excluding charging) and fire **once** in the round. But if he moves more than half of his normal movement, he cannot fire unless he beats an opposed **1d6** roll.

A Heavy Crossbowman fires every other round. He may move up to one-half of his normal movement (excluding charging) and still reload **or** fire. If the Heavy Crossbowman moves more than one-half of his normal movement he must beat an opposed die roll to fire, and no reloading is allowed. A Heavy Crossbowman who charges cannot fire. Handgonners, Arquebusiers, and Musketeers have the same rate of fire as Heavy Crossbowmen.

Those armed with Hand Axes, Spears, and Javelins usually hurl them **once** per round. However, they can always throw at enemy troops charging them.



Armor Class

Armor Class (AC) is a numeric representation of the amount of protection provided by various combinations of armor. The **first number** is on the **descending** scale used in these rules. The number in **brackets** is on an **ascending** scale and is the number a 1st level F-M needs "to hit."

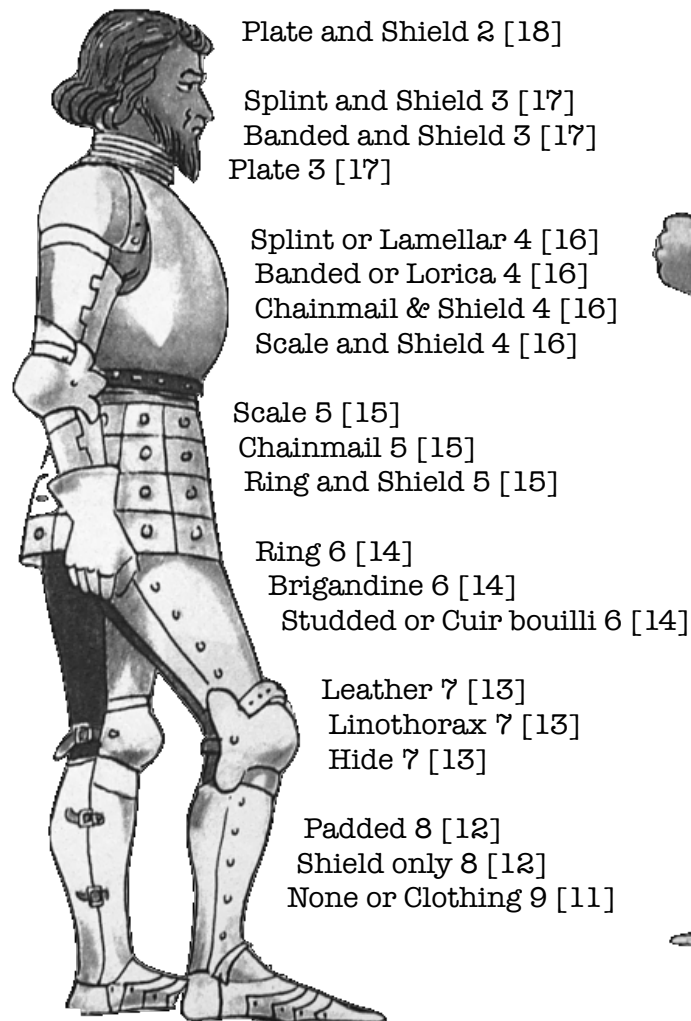


Plate and Shield 2 [18]

Splint and Shield 3 [17]

Banded and Shield 3 [17]

Plate 3 [17]

Splint or Lamellar 4 [16]

Banded or Lorica 4 [16]

Chainmail & Shield 4 [16]

Scale and Shield 4 [16]

Scale 5 [15]

Chainmail 5 [15]

Ring and Shield 5 [15]

Ring 6 [14]

Brigandine 6 [14]

Studded or Cuir bouilli 6 [14]

Leather 7 [13]

Linothorax 7 [13]

Hide 7 [13]

Padded 8 [12]

Shield only 8 [12]

None or Clothing 9 [11]



Armor is the single most important factor to determine how fast a combatant can move as it is both heavy and bulky. In a mass battle, the armor worn usually determines a troop's class for defense (i.e. Light, Heavy, or Armored Foot, etc.)

Shields

Shields confer no bonus to saving throws; they are ineffective against side-burst weapons and the like (Fireballs, Lightning Bolts, Dragon's Breath). Shields are assumed to be carried on the **left**.

Fighting Invisible Opponents

Until an opponent gives away his position by drawing a blade, or nocking an arrow, there is no way to attack him. Once detected, however, an invisible opponent may be attacked with a **-4** penalty. See **Invisibility** under **Spells** below. Also see **Pixie** under **Monsters**.

Fighting Monsters In the Dark - Optional

Should a character find himself in darkness and unable to see, monsters become truly frightful. Any blow blindly aimed at a monster is only half as likely to hit. In other words, if a hit is rolled, there is a **1-in-2** chance the blow missed instead. Monsters attacking with advantage of darkness will attack as though their hit dice -- or level -- was doubled.

Example: Sir Theodore, a Human 4th level Fighting-Man, is facing a Werewolf in a forlorn tower by torchlight. They trade several blows, but then the torch in the wall sconce burns out. Unfortunately, Sir Theodore now seems a step too slow, while the Werewolf seems to be upon him with twice the ferocity. It is doubtful Sir Theodore will survive.

Designer Note: This mechanic is adapted from the second oldest fantasy role playing game. Fighting in total darkness is far more disorienting than fighting an invisible opponent where the position of friendly combatants and at least some portion of the floor, room, or chamber is visible.

Recovery

At the end of combat, all lost hit points may be recovered naturally at a rate of 1 or 2 per day for lower-level characters and monsters. Those who start with more hit points recover at a faster rate left to the Referee's discretion; however, it should not be easy to recover if the character or monster was near death. In any case, a month of rest is always sufficient to restore all lost hit points.

Recovery - Optional

Because Clerics are skilled at medicine, any character who is tended by a Cleric will recover an additional 1 hit point per day.

Death

Any character, non-real person, or monster who reaches zero hit points is dead. The only way to restore the character or monster is through the use of the **Raise Dead** spell (see below).

Death - Optional

When a character reaches zero hit points or below, he must make a special saving throw against his Health trait. A roll equal to, or less than, the character's Health score means the character has been knocked unconscious or fainted due to loss of blood. If the character is not restored to 1 or more hit points within a day, he slips into a coma. The character must make a daily saving throw until either he reaches 1 hit point through natural or magical healing, or he fails his saving throw and dies. For non-real players and monsters, the Referee may decide to also apply this rule - either rolling a Health trait and then the saving throw, or else using 11 as the Health trait score.

ADVANCED COMBAT RULES

The rules below should not be added to the campaign until participants are familiar with the basic rules applicable to melees and combat above. Some of them are rarely used, while others add complexity that can slow down combat for novice players.

Melee Attacks from the Rear

A combatant attacked from the rear cannot return a blow on the first round and receives no defensive benefit from a shield. Thereafter he can turn about and face the attacker, but he will always attack second in melee against that particular attacker.

Melee Attacks from the Flank

A combatant who carries a shield is less able to reply to an attack from that flank. If attacked on the shielded flank, he will attack second against that attacker. This disadvantage lasts one round.

Shields - Optional

There is generally a **50%** chance of interposing a shield to ward off an attack, thus adding its defensive capabilities to the armor being worn.

Helms

If a helm is not worn, there is a **1-in-6** chance that an unintelligent monster will strike the bare head if it can be reached. A bare head has an effective Armor Class of 9 [11]. An intelligent monster will strike at the bare head as often as possible (a minimum **2-in-6** chance).



Setting Aflame

If within reach of flammable material (tapestry, wood pile, sail), and equipped with an open flame, a combatant may attempt to set it afire by rolling **2d6** and achieving a roll of **10** or better. A Fighting-Man of 4th level (Hero) needs a **9** or better, 6th level (Myrmidon) needs **8** or better, and 8th level (Superhero) or above needs a **7** or better. Creatures that naturally emit fire - like a Fire-Elemental, Dragon, or Bealuwearg - can set things aflame by rolling at least a **5**.

Improvised Weapons

An improvised weapon (rock, frying pan, pitchfork, torch, shield, etc.) can only inflict **1d3** points of damage. If a **3** is rolled, the Referee could allow a chance of putting a foe temporarily out of action if the blow was delivered to the back of an unprotected head. See **Backstab** under **Thievery** below.

Unarmed Combat

Sometimes a character might wish to grapple, pummel, or overbear an opponent. Complex rules to resolve such street fighting usually are unsatisfactory. The Referee and participants should jointly form a narrative of what is occurring. A "to hit" roll is still made as usual, though the Referee might allow a bonus or penalty of up to 4 pips depending on innumerable factors at play. A hit does only **1d2** hit points of damage plus any bonus the Referee might give due to the combatant's Strength (usually **+1** for above average and **-1** for below average). If a combatant inflicts the maximum amount of damage possible, there is a **1-in-20** chance he will immobilize his opponent. The losing combatant is knocked out, passes out, or is overcome by pain and will not recover for **2d6** rounds.

Unhorsing a Rider

A man afoot can unhorse a rider. This intent must be stated at the beginning of the round. If the footman scores a hit, and does **3 or more** points of **damage**, the rider is unhorsed. When jousting in earnest, if a rider is unhorsed he may be stunned.

Roll **1d6** and on **3 - 5** the rider is stunned for **3 rounds**. On a **6** the rider is stunned for **3 turns**. A stunned rider is assumed to be prone and senseless (i.e. unable to act).

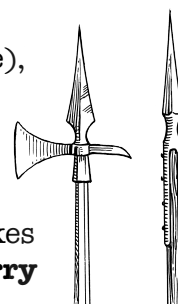
Mounting and Dismounting

Both mounting and dismounting take the entire round. No other action may be performed. At the end of the round, any desired weapon is in hand and the rider's shield is either stowed or readied.

Mismatched Opponents

Where there is a considerable difference in weapon length (generally 8 classes or more), the normal order of blows and counter-blows does not apply.

- If the combatant is armed with a spear, pike, or lance and makes either a mounted or dismounted **charge**, he will strike the **first blow** with the **longer weapon**.
- **Absent a charge**, if a combatant is armed with a much **shorter weapon**, he strikes the **first blow**. He also has the option to either make a second attack or else **Parry** the counter-blow from the opponent with the longer weapon.



Parry

When a combatant has a weapon of approximately the same or better deftness as his opponent, he may use his weapon defensively subject to the limitations below.

- The intent to parry must be announced sometime before the opponent rolls his attack.
- A parry is done in lieu of one attack. If the combatant who wants to parry has only one attack available in the round and has already made it, he cannot parry.
- The parry must be made with a weapon that is no more than 1 class slower/longer than the opponent's weapon.

The parry causes the opponent to make his "**to hit**" roll with a **-2** modifier (or **-1** if the parrying weapon is 8 or more classes shorter).

- If the attacker would have hit, but for the parry, the defender gets a free **counter-blow**.
- If the parry is made with a weapon more than 3 classes shorter than the opponent's weapon, the parrying weapon will **break** if the attack succeeds; however, no damage is taken.

Ranks Fighting - Optional

In constricted areas, normally only the first rank of combatants are able to engage in melee. The Referee may optionally allow longer spears, polearms, halberds, etc. to be able to make an attack from the second rank.

Charge

A charge cannot be made unless the charging combatant is almost guaranteed to reach his foe to engage in melee. Obstacles such as a stream, ditch, palisade, overturned tables, etc. prevent a charge.

The charge adds additional movement distance based on Encumbrance (see below).

- A combatant on foot who moves at 3" cannot charge; those who normally move 6" gain nothing; and, those who move at 9" or 12" gain **3"** of additional ground.
- Mounted combatants, or creatures with movement rates of 12", 18", or 24" gain **6"** of additional ground.

Missile armed combatants, if intermixed with friends armed with hand weapons, may "refuse" combat and backpedal 3" to avoid a charge. This is much like a **Fighting Withdrawal** (see below).

Once a charge (or counter-charge) is made, the same combatant cannot charge (or counter-charge) again until **three rounds** have passed.

If the charging combatant defeats his foe, he **must** carry out any **remaining movement** in a path that veers no more than 45 degrees right or left. This may result in contact with another figure.

Counter-Charge

A combatant, especially a mounted one, can counter-charge any charging opponent. A counter-charging combatant is able to interpose himself between the charging opponent and the original target of the charge. The counter-charge cannot travel further than half of the counter-charging combatant's charge distance. If it is possible for the counter-charge to intercept the charge at the mid-point of the charge, then the counter-charge may occur.

Example: Heavy Footmen armed with pikes are about to run down some Levies. Some Medium Horse nearby have not yet moved. The horseman (who normally could charge 24") may counter-charge 12" provided the mid-point of the footmen's charge is no further away.

Mounted Charge

Any non-real player or monster charged by a mounted opponent must make a **Morale Check**. Optionally, the Referee may require a player's character to make an **Ego** check. Failure indicates that the combatant is fleeing, with back toward the enemy until 1-1/2 moves away. After that, there is a **1-in-3** chance that the combatant can pull himself together. With encouragement from an unaffected Fighting-Man of 4th level (Hero) or above, the chance of rallying improves to **2-in-3**.

Impetus

All **mounted combatants** receive an impetus bonus when charging across level ground or ground that gently slopes downward.

Combatants who could be considered **Heavy Foot** or **Armored Foot** based on their arms and armor receive an impetus bonus when charging across the same type of terrain.

The impetus bonus allows the charging combatant to roll his "to hit" attack twice, taking the better of the two rolls (i.e. **with advantage**).

It is possible for the counter-charge and the charge to both receive an impetus bonus when they clash.

Gunpowder Weapons

Handguns are treated as a Heavy Crossbow to determine a "killing blow," but has half the range. The Arquebus receives a **+1** "to hit" if it is rested upon a wall or other prop such as aiming forks.

Push Back - Optional

An attack that achieves exactly the number needed to score a hit can, at the combatant's option, be used to push the targeted opponent back **1"** instead of doing damage. If the opponent's path is blocked by some object or another combatant, the Referee may impose additional consequences.

Examples abound:

- A combatant fighting at the edge of a ship's deck might be pushed overboard.
- A combatant might be forced to fall into a bottomless pit, or trip over a chair.
- A combatant forced rearward into the space of a friendly archer might either strike the archer with his weapon or else prevent the archer from shooting.

Fighting Withdrawal

An intelligent combatant can backpedal **up to 3"** during either the movement or melee segment, before or after blows are struck. The combatant maintains his ability to defend himself and to make attacks, but can make no other movement during the round. The intention to make a fighting withdrawal must be declared.

Retreat

Any rearward movement **in excess of 3"** during combat is considered a retreat. In some cases, a retreat is prompted by a failed **Morale Check**. In others, it is a conscious decision.

Characters who have not declared their intention to make a retreat, but move backwards should be reminded by the Referee of the consequences.

A combatant who retreats cannot make any attack or use any magic, and may receive one or more blows without the defensive benefit of a shield.

Surrender

Surrounded combatants who fail a **Morale Check** are assumed to surrender. Even if not surrounded, some opponents who fail a Morale Check may surrender.

Prisoners

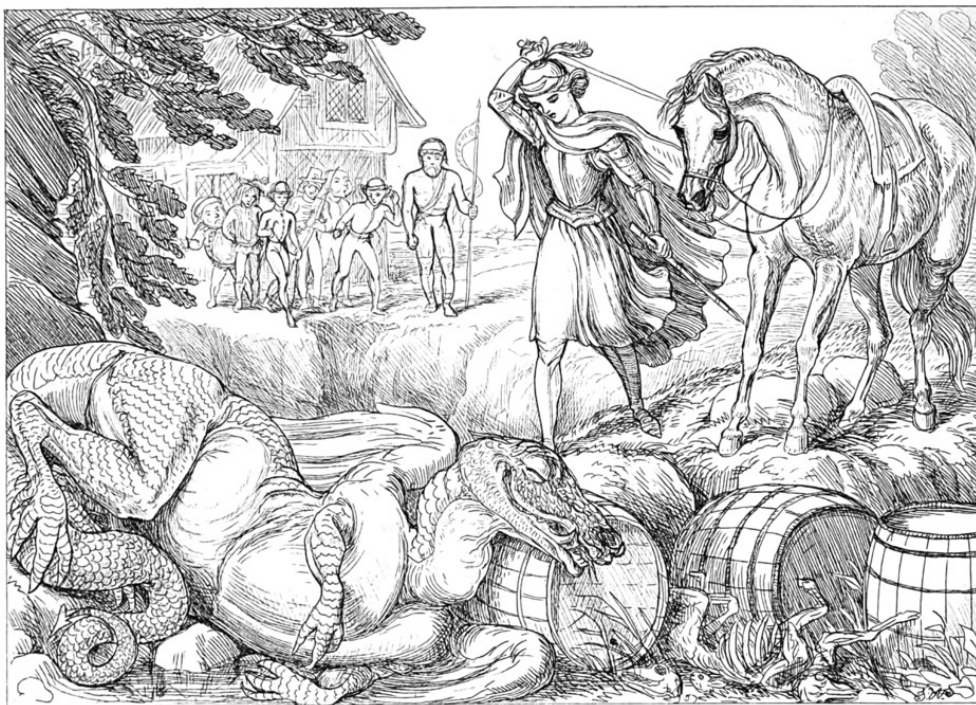
For every 5 prisoners taken, there must be at least 1 guard. Otherwise the prisoners will escape at the first logical opportunity, perhaps injuring or killing their guard(s) in the process.



Subduing an Opponent

A combatant must announce beforehand that he intends to subdue an opponent. Hits scored upon the opponent are then counted towards subduing rather than killing. These blows are assumed to be made, mostly, with blunt force such as the pommel of a sword, flat of a blade, bludgeon, gauntlet, etc.

Every round, the number of points of subdual damage inflicted are divided by the total hit points the opponent can take when healthy. This ratio is converted to a percentage and **1d100** is rolled. If the dice roll is less than the ratio, the opponent is subdued. The Referee must decide if a non-intelligent or semi-intelligent opponent can be subdued.



Until the opponent is subdued, he will fight normally.

While trying to subdue an opponent, it is possible for the combatant(s) to kill the opponent instead. The Referee should keep an eye on the number of hits scored to the number of hits the opponent can endure, without telling the players until it is too late.

Example: A very old Red Dragon is attacked while asleep. The attackers score two hits for a total of 9 points and then check to see if the Dragon is subdued. As it can take 66 hits, 9 is divided by 66 which is, as a percentage, roughly 14%. Assuming that the first dice roll is above 14%, the Dragon will then fight, perhaps using its breath weapon to immolate some of its foes. After a second round, subdual damage and total possible hit points are compared again, and so on.

Helpless Opponents

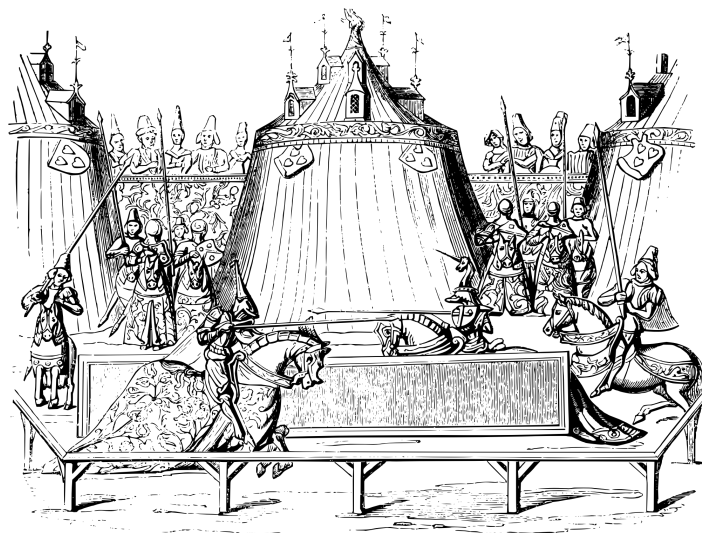
A helpless opponent can be slain without the need to roll for a hit or damage. This is done during the melee segment in lieu of one attack, or during the movement segment instead of half of a move.

Final Words on Melees and Combat

Combat can be the most trying experience of a Referee, with all of the participants swinging wildly and monsters dashing here and there. The trick to keeping order is not letting yourself get rushed. Remember that this part of the game is -- by far -- the most exciting. The Referee must be careful not to make combat too difficult or easy, for excitement is always at its height when a character's life is in danger. Good pacing and well thought out battles will make your game the topic of conversation by your players, and make them eager to come back for more.

JOUSTING

A Fighting-Man of any level of experience may joust, but he is not well-skilled until 4th level (Hero). An organized tournament is a way for Fighting-Men to gain fame and fortune.



As a Test of Arms

In a tournament, pairs of combatants are pitted against one another. Up to three passes are made (a tilt). Passes continue until one or both riders are unhorsed, a horse is hit, or a crest is torn off. If a combatant tears the crest off of his opponent's helm, the passes stop and that combatant advances to the next round. Combatants of similar levels of experience should be paired whenever possible.

Combatants accumulate points over the course of jousting. These should be tracked. For each broken lance award 1 point, for a strike to the helm or crest award 2 points, and for unhorsing an opponent award 3 points.

Winners continue to advance until a final pair of combatants remains. If, however, a combatant at any point in the jousting has torn the crest off of three helms, he is acclaimed the winner of the joust no matter the standing of points.

In Earnest

If two combatants are fighting an actual life and death skirmish, as many passes are made as necessary until one of them is killed or subdued. Generally, if a combatant is unhorsed, he is likely to be killed. Lance or spear blows do **1d6** damage, with a **+1** impetus modifier for a rider on a **light or medium** mount and a **+2** modifier for a **heavy** mount. A mount, if hit by a lance or spear, has a number of hit points determined by its level or hit dice. Once wounded, a mount only moves at half speed and cannot produce the impetus for additional damage.

Resolving Passes

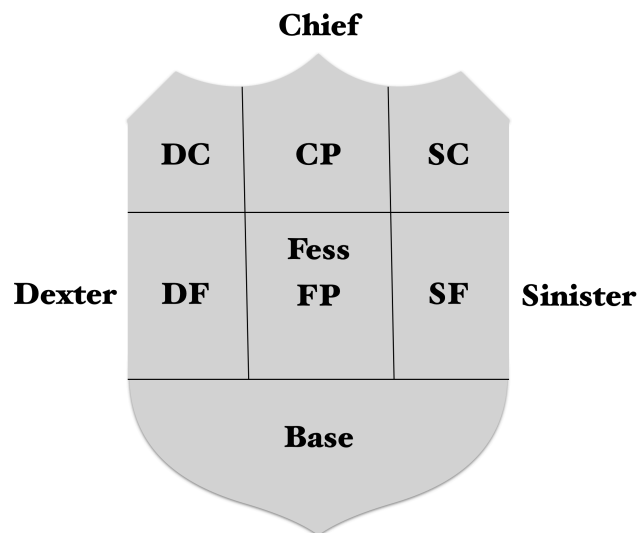
If players wish to pit themselves against one another, allow them to represent a combatant and choose his Point of Aim and a Defense. The level of experience for the combatant dictates which Points of Aim and Defenses are available. If the level of experience is not known (as with a Knight-errant) assign him a random level of martial experience sufficient to challenge both him and his opponent(s). Alternately, the passes for non-real players can be resolved with random attacks and defenses using dice against the entire table and ignoring the level of experience and variability rules.

Variability - Optional

Because the Point of Aim of a lance is very hard to control on a moving horse, the rider's level of experience is a factor. Roll **2d6**. If the number is less than or equal to the Variability score, the lance has gone awry. Roll **3d6**. On 3-12, use the dice total as the random point of aim on the table. On 13-16 the lance misses. On 17 the lance strikes the barrier between the riders and one point is deducted from the combatant's total. On 18 the lance strikes the opponent's horse, and the combatant is expelled with dishonor - unable to compete in another joust until he has made amends.

Point of Aim

The medieval shield was divided into three horizontal zones. Nearest to the top of the shield is the Chief, the middle is the Fess, and the base is the Base. The shield is further divided into three vertical zones. The rightmost from the perspective of the shield wearer is dexter (latin for right). The leftmost is sinister (latin for left). The central area is known as the Pale. A Gorget is the protective metal armor about the neck. A crest is affixed to the top of a helm.



Defenses

A well-trained warhorse is known as a Destrier. Such horses are very responsive to their rider after years of training. The pace or the lead leg can be altered by the rider. This will throw off the timing and, therefore, the aim of the opponent.

Injury

An injury during a test of arms might be fatal. The Referee rolls **2d6**. On a 2 the injured combatant **dies**. Assuming the rider lives, he still will not be able to compete for **1d6** rounds of jousting. It is possible that in smaller jousts, even a minor injury will delay the combatant from rejoining the tournament before a winner is named. Even if the injured man rejoins, he may not have enough points to be declared the overall winner despite how he performs the remainder of the day.

Winning

The winner of the joust most likely will both win the final pairing and have the most accumulated points. In case of a dispute, another set of passes is arranged to ensure a clear winner. If a character wins the joust he is awarded a prize by the ruler of the domain. He is also awarded experience points depending on the level of the opponents he bested. The winner of every pairing where the loser was unhorsed or scored no points also has the right to take the loser's armor at the end of the joust and hold it for ransom equal to its value (See **Equipment and Provisions** below).

Table 7e: Jousting Points of Aim, Permitted Defenses, and Variability

LEVEL OF MARTIAL EXPERIENCE	PERMITTED POINTS OF AIM (ADDITIVE)	PERMITTED DEFENSES (ADDITIVE)	VARIABILITY
1	Chief Pale, Fess Pale, Base	Shield Low, Shield High	7
2	Helm, Dexter Fess, Sinister Fess	Lower Helm, Steady Seat	5
3	Dexter Chief, Sinister Chief	Lean Left, Lean Right	3
4	Crest, Gorget	Destrier Change Pace or Lead	2

Table 7f: Joust Pass Resolution

POINT OF AIM (2D6 RANDOM #)	DEFENSE (1D6 RANDOM #)						
	SHIELD LOW (1)	SHIELD HIGH (2)	LOWER HELM (3)	STEADY SEAT (4)	LEAN LEFT (5)	LEAN RIGHT (6)	DESTRIER CHANGE PACE OR LEAD
CREST (2)	Crest Torn - Tilt Won	Helm Off	Lance Breaks	Crest Torn - Tilt Won	Breaks Lance	Breaks Lance	Miss
HELM (12)	Miss	Unhorsed	Miss	Helm Off	Miss	Miss	Helm Off
GORGET (3)	Unhorsed & Injured	Helm Off	Lance Breaks	Unhorsed & Injured	Miss	Miss	Glances Off
DEXTER CHIEF (11)	Miss	Breaks Lance	Unhorsed	Breaks Lance	Miss	Breaks Lance	Miss
CHIEF PALE (10)	Unhorsed & Injured	Breaks Lance & Unhorsed	Breaks Lance, Unhorsed & Injured	Breaks Lance	Glances Off	Unhorsed	Helm Off
SINISTER CHIEF (9)	Unhorsed	Glances Off	Glances Off	Glances Off	Breaks Lance	Miss	Miss
DEXTER FESS (8)	Breaks Lance	Miss	Breaks Lance	Breaks Lance	Miss	Breaks Lance & Unhorsed	Glances Off
FESS PALE (7)	Breaks Lance	Breaks Lance, Unhorsed & Injured	Breaks Lance & Unhorsed	Breaks Lance & Unhorsed	Breaks Lance	Glances Off	Breaks Lance
SINISTER FESS (6)	Glances Off	Glances Off	Glances Off	Glances Off	Breaks Lance & Unhorsed	Miss	Glances Off
BASE OF SHIELD (4-5)	Breaks Lance	Breaks Lance, Unhorsed & Injured	Breaks Lance	Breaks Lance	Unhorsed	Glances Off	Breaks Lance

HEROIC CHALLENGES

Fighting-Men who are at least 4th level (Hero) may issue a challenge to a Fantastic Creature that has two (2) or more Hit Dice, another Fighting-Man of 4th level or higher, or even a Magic-User of 3rd level (Seer) or higher. The reverse is also true. This challenge may be issued during a side's movement phase if within **90 feet** (earshot) of the enemy. The challenge need not be accepted.

If the challenge is accepted, both combatants usually begin the fight without interference from others. They exchange blows simultaneously. Each rolls **2d6** and cross references the table below.

A roll **equal** to the number shown simply **pushes back** the opposing combatant an **entire move's distance** and ends the Heroic challenge.

A roll **above** the number shown can be resolved using two methods: **either** a successful blow **kills** the opponent, **or** else does **6 points** of damage. If the latter, the combat continues as many rounds as necessary until others intervene, a combatant breaks off, or one or both combatants are dead.

For Monsters with multiple **special attacks**, like a Purple Worm who can both sting with its tail and swallow prey whole, the Referee may use a different row or column on the table that reflects this added capability. Do not do this for the first special attack, as it is already accounted for in the table. Certain named monsters are also cross-referenced using a different row or column than their hit dice might indicate.

For characters or non-real players with magical weapons or armor, adjustments should likewise be made, but no more than a shift of one or two columns.



Likewise, when defending, creatures like Gnomes and Dwarves may have an advantage if in a fight with a Giant so subtracting 1 from the Giant's attack roll might be appropriate.

When there is a particularly large skirmish with multiple low level monsters or non-real players, the Referee might also use this table to quickly resolve a portion of the combat, while using the other man-to-man rules above for the more important participants.

Example Heroic Challenge

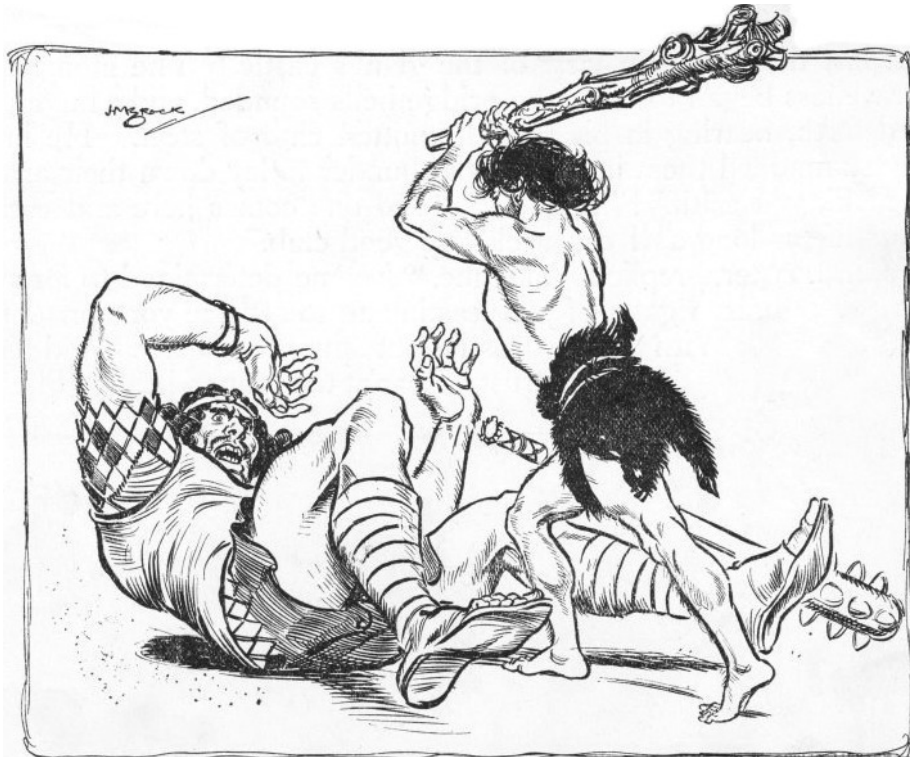
A Champion has been holding a bridge against all comers. He has already dispatched several lower level Fighting-Men due to his additional attacks and damage. A Hero challenges this axe-wielding executioner to a one on one duel calculating, rightly, that his odds are better. If the Hero rolls an 8, he can at least push this foe away from the bridge. The Champion only needs to roll a 6 to kill the Hero. At the request of the Hero, only one roll will be used to decide life or death. The exchange of blows is simultaneous. Who will win? Roll to find out!

Table 7g: Heroic Challenge / Fantastic Combat

ATTACKER		DEFENDER															
Named Monster	Hit Dice or Level	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Normal Man	0	7	7	8	8	9	9	10	10	11	11	12	12	L	L	L	L
Dwarf, Gnome, Goblin, Hobgoblin, Kobold, Elf, Fairy, Halfling, Orc, Pixie, Skeleton, Sprite, Zombie	1	6	7	7	8	8	9	9	10	10	11	11	12	12	L	L	L
Dire Wolf, Ghoul	2	6	6	7	7	8	8	9	9	10	10	11	11	12	12	L	L
Hippogriff, Giant Insect, Giant Spider, Wight	3	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	L
(Anti-) Hero, Lycanthrope, Wraith	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12
Cockatrice, Roc	5	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12
Basilisk, Griffon, Ogre, Wyvern	6	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11
Djinn, Efreet, Elemental, Magic-User 3rd - 5th level Seer, Theurgist, Thaumaturgist	7	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11
(Anti-) Superhero, Treant, Troll, Magic-User 6th - 7th level Magician, Enchanter	8	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10

W or L indicates that the result is pre-ordained or fated to occur without Divine intervention.

ATTACKER		DEFENDER															
Named Monster	Hit Dice or Level	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Chimera, Giant, Magic-User 8th level Warlock	9	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10
Bealuwearg, Magic-User 9th - 10th level Sorcerer, Necromancer	10	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9
Magic-User 11th level Wizard	11	W	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9
Dragon	12	W	W	2	2	3	3	4	4	5	5	6	6	7	7	8	8
	13	W	W	W	2	2	3	3	4	4	5	5	6	6	7	7	8
	14	W	W	W	W	2	2	3	3	4	4	5	5	6	6	7	7
	15	W	W	W	W	W	2	2	3	3	4	4	5	5	6	6	7



VIII. EQUIPMENT AND PROVISIONS

A **copper piece (cp)** is one tenth of a **silver piece (sp)**. A silver piece (sp) is one tenth of a **gold piece (gp)**. The Referee may prefer to add flavor to the campaign world by giving names to the metallic coins such as the denarius, denier, or penny for a copper piece; solidus, sou, or shilling for a silver; and liber, livre, or pound for a gold piece.

When buying in bulk in a medieval setting, there are limitations on the organization of men and materials for mass production. There was also the possibility of disrupting and inflating the local economy with too much specie. The Referee is cautioned against providing "discounts" to players.



Table 8a: Armor Costs and Encumbrance

NAME	WEIGHT (IN POUNDS)	SLOTS	COST (GP)
Padded (Quilted or Gambeson)	10#	1	7
Hide	20#	2	11
Leather or Linothorax	15#	2	23
Studded or <i>Cuir bouilli</i>	30#	3	24
Brigandine	25#	3	25
Ring	30#	3	27
Chain mail	40# (20# if Elven)	5	40
<i>Lorica Segmentata</i>	35#	4	48
Banded	40#	5	48
Splint or Lamellar	35#	4	42
Scale	35#	4	51
Plate	60#	6	60
Shield (Buckler, Small, Large)	3#, 5#, 10#	0, 1, 2	5, 10, 15
Helm (Leather, Normal, Great)	2#, 5#, 10#	0, 0, 1	3, 6, 9

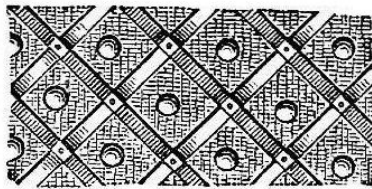
Padded - A heavy, quilted coat that protects the upper body and may extend to the knees. Sometimes the coat is worn with padded trousers as well, but it is usually paired with leggings. The quilting might be stuffed with wool, horse hair, or cotton. A thinner variation might be worn as an arming doublet underneath mail or plate.

Hide - Usually worn by more rustic peoples, this armor consists of pieces of thick hide from an animal such as a bear, bull, elk, or even an exotic species such as the rhinoceros or elephant. At best, this armor might protect against a single broadsword cut. Multiple hides and furs may be held together by leather thongs or straps.

Leather - A protective coat along with gauntlets, leggings, and boots made from leather sewn onto a cloth backing. Some pieces may be shaped and stiffened by using boiling water or wax. A surface coating of resin may also stiffen the shoulder pieces.

Linethorax - Specially woven linens -- or perhaps a glued, laminate -- form this lightweight armor used to protect the torso, hips, and nape. Linethorax was often paired with leather or bronze greaves and bracers for better protection.

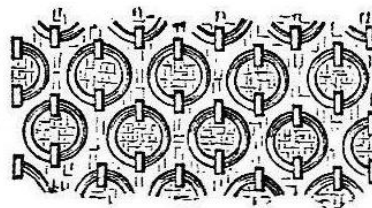
Studded - Pliable sheets of leather improved by adding metal plates (studs). The studs are held in place on the outside of the leather backing. The studs may be attached via rivets, sewing, or a latticework of leather strips. Studded armor may have been a precursor to Brigandine.



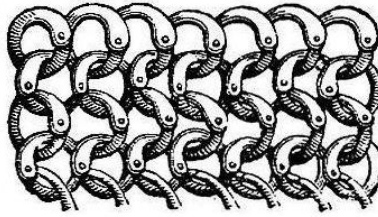
Cuir bouilli - Named for a specialized process of hardening and infusing leather, perhaps using hot wax or oil, which blackens it. The leather may also be exposed to dry heat and its temperature more carefully regulated. The resultant material is able to be stamped and worked into intricate designs. The exact process is known only to the best leatherworkers, while the general public believes that Cuir bouilli refers to the widely known process of using boiling water to harden leather (a technique that leads to shrinkage).

Brigandine - A coat made with oblong steel plates sewn or riveted to a layer of canvas or leather. With Brigandine, however, these plates are usually covered by an outer layer of cloth. Leather straps and buckles are used to close these coats, and some conveniently have these straps in the front so a man may don the coat unassisted. Usually gauntlets, bracers, or shoulder pieces (spaulder or pauldron) are added to complete protection of the upper body.

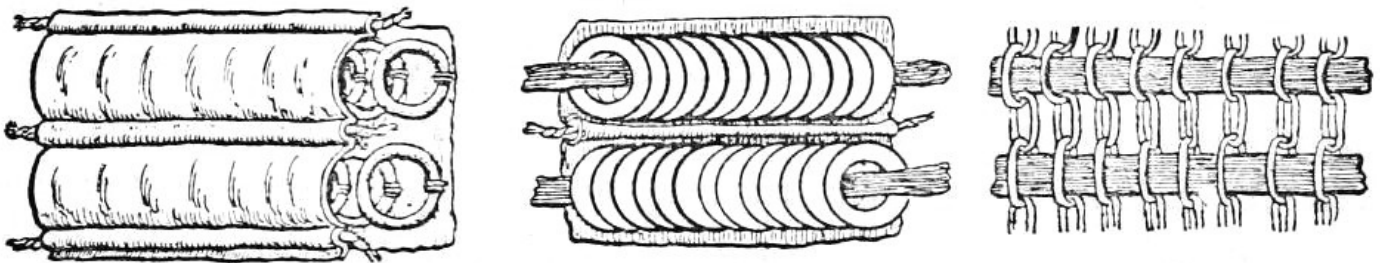
Ring - An early type of armor consisting of thick steel rings sewn to the outside of a pliable leather backing. The rings do not touch one another, though they are closely set. Although easier to construct and repair than studded armor, ring is perhaps less effective against bludgeoning weapons.



Chain - The most commonly used armor across a span of centuries. The mail consists of an interlocking mesh of rings (thinner than those used in ring armor). The wearer always has some type of undergarment for comfort and protection. A double layer of chain is sometimes worn to protect vulnerable areas like the neck. Chain mail may come as a shirt (with either half or full length sleeves), a hauberk (often extending below the thighs and groin), or as an entire suit with shirt and trousers (some even covering the feet).



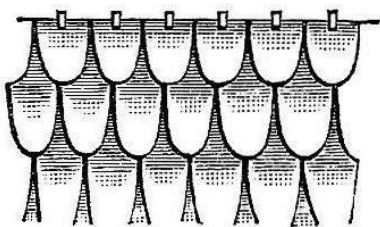
Banded - A series of washer-like rings strung over a length of cord or strip of metal. The bands are arranged in horizontal rows. Sometimes the rings are sandwiched between layers of cloth stitched to a backing to ensure they remain uniformly distant from the bands above and below. The rings are more densely packed than those in chainmail, but there are unprotected areas between each row.



Lorica Segmentata - A style of armor consisting of sheets of metal two to four inches in height. The sheets are arranged in overlapping horizontal rows and held together by leather thongs, rivets, and hooks internally. A lightweight garment is usually worn underneath the armor to prevent chafing. Note: Romans used the term “lorica lamminata” when describing this armor.

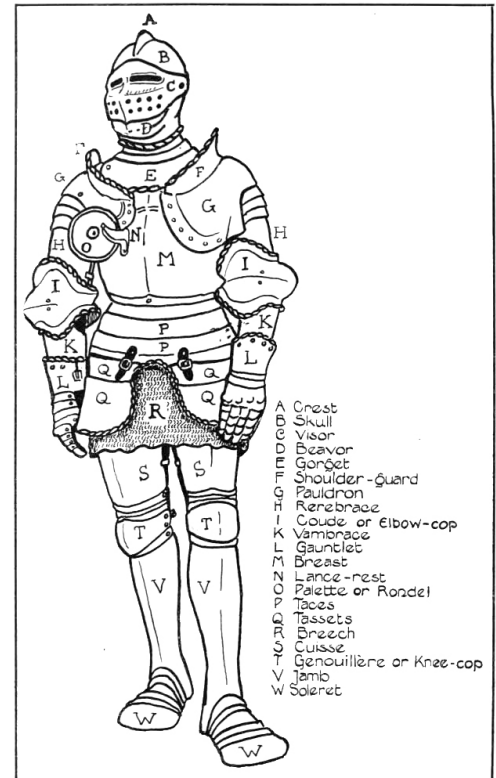
Splint - Vertical strips of metal (splints) attached, usually via rivets, to the back of a piece of hardened leather. The inside was often lined as well. These splints were used as greaves, rerebraces (protecting the upper arm), cuisses (thighs), and vambraces (forearms). A leather coat -- similar to a brigandine except with longer strips arranged in columns -- could also be added, though a single piece metal cuirass was the more common accompaniment.

Lamellar - A style of armor more commonly worn in the Orient. Although the armor from these eastern nations is just as varied and interesting as that of Europe, for gaming simplicity this single category must, for now, reflect them all. The plates are generally sewn to one another without need of a backing and have minimal overlap. The plates could be made of hardened leather, bone, horn, or metal.



Scale - A set of petal-shaped metal plates (scales of brass or steel) that are wired or sewn to a backing (usually leather though sometimes chain). The scales tend to overlap one another in an imbricated pattern. Because the scales are only attached to the backing at the top, scale armor is vulnerable to upward thrusts. The armor mimics the appearance of a fish or serpent and has been replicated by many cultures, if only briefly.

Plate - Multiple shaped plates of steel are fashioned into a single suit of armor that cannot be easily doffed or properly donned without assistance. When expertly fitted, the weight is evenly distributed and does not hamper the limbs. The plates are carefully curved and angled to deflect both missiles and edged weapons. The armor is expensive and is also uncomfortable to wear in the winter and summer. Padded undergarments are always a necessity. The price given assumes that some portions of the body are still protected by chain such as the insides of the elbows and knees, the groin via a skirt, and the neck via an aventail (so-called "field" plate mail). A suit of full plate incorporates a gorget or bevor, rondels, etc. while eliminating the need for mail. Full plate is two or three times as costly, has a heat-treated breastplate, and is only made by specialized armorers.



Buckler - A round shield, 12 to 18 inches in diameter. The Buckler is either attached to the forearm (favored by missileers) or else held in the hand via a grip beneath the boss (convex or conical center). A Buckler provides no protection against missile attacks. The Referee might use the same mechanics when dealing with wicker shields favored by ancient peltasts and some tribal peoples.

Small Shield - A shield with dimensions between two to three feet in length. Most are made of wood, though they might be reinforced with a metal band (especially around the edge of a round shield). Some also have a metal boss. Usually, there is an additional wood or metal plate on the inside and oriented horizontally to which adjustable leather straps are fastened. These straps allow the shield to be affixed to the arm or carried on the back. Some shields are clad in leather or a thin layer of bronze. Historical examples include the Norman Kite shield, the Heater shield, the Viking round shield, and the Greek Aspis.

Large Shield - Any shield with a dimension measuring 3-1/2 feet or more. All large shields are made of wood, though some have reinforcing material. Historical examples include the tower shield, pavisen, and the Roman scutum. A large shield provides double protection against missiles.

Helm, Leather - This helm is easy to remove for listening at doors. It provides minimal protection against weaponry, having an effective armor class of 7. A leather helm is a rarity in ancient and medieval times. The Mycenaean and Minoan cultures produced a leather helm with horn or tusk plates sewn on for added protection. Treat a plain metal skull cap or leather hood the same.

Helm, Normal - When wearing this type of helm, the head has an effective armor class somewhere between 3 and 6 — generally, this is as good as the armor worn on the rest of the body. Historical examples include the ancient Illyrian or Phrygian helm, the medieval Kettle helm, the Bascinet (without visor, though perhaps with a nasal or chain veil), and the Sallet (without bevor).

Helm, Great - This helm fully protects the face and neck and gives the head an effective armor class of 2, which is especially helpful against stone slung by a Halfling or bow shots from an Elf. A Great Helm restricts peripheral vision so the wearer can only see 60 degrees to either side of center without turning his head. To listen for noise, the helm, any chainmail coif, and padded cap or hood must first be removed, taking an entire round. Historical examples include the ancient Corinthian, the Crusader "bucket" and "sugarloaf" helms, and the Bascinet or Armet with a hinged visor.



Table 8b: Melee Weapons Cost and Encumbrance

MELEE WEAPON	WEIGHT (CNS)	SLOTS	COST (GP)
Club	40	1	2
Staff	50	2	2
Javelin	20	1	2
Spear, Thrusting (7')	35	1	2
Dagger	13	1	3
Spear (12')	60	2	4
Hand Axe	45	1	4
Lance	100	2	5
Mace	60	1	5
Morning Star	110	1	6
War Hammer	75	2	6
Battle Axe	75	2	7
Pole Arm	150	2	7
Halbard	165	2	7
Pike	150	2	8
Flail	95	1	8
Short Sword	35	1	8
Sword *	70	1	10
Two-Handed Sword	200	2	15

* The Referee may place limitations on the availability of an Elven long sword. Its price might also be adjusted to account for its rarity amongst non-Elves.

Table 8c: Ranged Weapons Cost and Encumbrance

RANGED WEAPON	WEIGHT (CNS)	SLOTS	COST (GP)
Bullet, Stone (10)	10	0 (tiny)	Free
Arrows (20)	40	1 0 (with weapon)	5
Bolts / Quarrels (30)	60	1 0 (with weapon)	7
Sling, Hand	10	1	2
Sling, Staff	20	2	4
Short Bow	35	2	15
Horse-bow	20	2	17
Crossbow, Light	60	2	18
Longbow	30	2	21
Composite Bow	25	2	24
Crossbow, Heavy	140	2	25
Handgun **	60	2	25
Arquebus **	100	2	35
Musket **	110	2	45
Bullets, Lead (10)	20	0 (tiny)	1
1 Silver bullet	2	0 (tiny)	1
1 Silver arrow	2	0 (tiny)	5

** Gunpowder costs, along with leather accessories for ranged weapons, are minimal and subsumed into the cost to purchase the weapon. A medieval Handgun is little more than a barrel, breach, and long aiming stick. A Musket, if allowed, automatically scores a “killing blow” if it hits. The odds of a trained F-M hitting a target are **2-in-3** at short range, **1-in-2** at medium, and **1-in-3** at long range.

Standard Equipment and Descriptions

Accommodations - These are places where characters and non-real players spend time recuperating from fatigue, injuries, illness, and insanity. If the campaign is using 1:1 time, the Referee should subsume these costs into Support and Upkeep. When not handling downtime between gaming sessions, however, it is acceptable to deduct these costs from the party. The Referee might introduce higher chances of catching disease or being subject to petty thievery for those in poor accommodations, while those in good accommodations might recover hit points at a faster rate.

Acid - A vial of acid can be used to assist with opening a lock, adding **+3** to an **Open Locks** check (see the optional **Thievery** rules below), however the lock is destroyed in the process. If the attempt to open the lock fails, the lock cannot be tried again and another means of opening whatever it protects must be found.

Antitoxin - If administered promptly to a victim of poison, this alchemical concoction gives the character or non-real player an additional chance to make his saving throw.

Backpack (holds 300cns) - Usually made of leather or wicker, the shoulder straps of a backpack allow the owner to keep his hands free. There is up to three cubic feet of space inside the pack, and things may be tied to its outside. The disadvantage is that it cannot be easily removed should the owner suddenly find himself immersed in water.

Bandages - A Cleric may use bandages to bind a wound, make a tourniquet, or improvise a sling or splint. Some Referees may devise rules for injury and some published adventures also have such mechanics.

Barrel, small - This cylindrical, oak container is large enough to contain 4 gallons of ale or 4 1/2 gallons of beer. The old English term 'pin' is more appropriate than 'barrel' for the volume contained within.

Barrel, large - This cylindrical, oak container is large enough to contain 8 gallons of ale or 9 gallons of beer. Ale completes its fermentation in the cask from which it is dispensed. The old English term 'firkin' is more appropriate than barrel. A wine firkin is larger than one for ale. A true barrel holding 50 gallons can be purchased for 10 - 15 gp depending on locale.

Bedroll - A durable, wax-treated canvas covering meant to provide extra insulation and protection from branches and rocks on the ground. A wool blanket can be combined with the bedroll. The canvas is approximately 42 - 46 inches by 80 - 96 inches stitched together in a bag, possibly with a flap that can be used as a hood.

Belladonna (bunch) - Sometimes called deadly nightshade, all parts of this plant are poisonous especially the roots and berries. If a character or non-real player eats a bunch of belladonna leaves (or drinks an infusion brewed from the leaves) within **6 turns** of being bitten by a Lycanthrope, there is a **1-in-4** chance that it will counteract the disease such creatures carry. At a minimum the consumer will be too weak to adventure for **1d4** days. At worst, there is a **1-in-100** chance that the belladonna will kill the consumer.

Bell, hand - A brass or bronze hemisphere with a clapper affixed. Sometimes the bell has a wooden, broom-like handle. It can be used to improvise a warning device, summon a servant, enhance a religious ritual, or make music.

Blanket, wool - A dyed blanket measuring 86" by 62" which provides insulation even when wet. This is a must-have for travelers in the Upper World who expect to get any restful sleep.

Block and tackle - The block is the pulley that is usually fixed to a surface (such as a spar). A rope is reeved between the block and one or more other pulleys (also called sheaves) and perhaps even to another block on the far end. There is a trade off between the number of pulleys and the amount of rope that must be used to lift or move a load. For simplicity, with a 50 foot rope and a block and tackle, a person can move 300 pounds (twice his maximum load) up to 25 feet before the block and tackle must be repositioned. Investing in a second set of pulleys and a 100 foot length of rope would allow for moving 600 pounds (four times the normal load) up to 50 feet.

Bottle, alcoholic - Imbibing alcohol temporarily increases courage and deadens pain, though there will always be a cost.

- A person who is **moderately** intoxicated has a **+1** bonus to any **Morale Check**, and a temporary increase of **1 hit point** but he suffers a **-1** penalty to any **"to hit"** roll and a temporary impairment of **-1** to both **Intelligence** and **Cunning**. It takes **1d3+1** hours to recover from moderate intoxication. The temporary hit point increase may be sufficient to revive an unconscious character or non-real person. An average human who has three or more shots of liquor within 1 hour is moderately intoxicated.
- A person who is greatly intoxicated has double the bonuses and penalties (for example, a temporary increase of two hit points). It takes **1d3+3** hours to recover from great intoxication. A person who reaches this level of intoxication must make a save versus his **Health** trait or else he has imbibed too much and will be comatose for 8 hours. An average human who has six or more shots of liquor within 1 hour is greatly intoxicated.

Bucket, wooden (5 gallon) - This sturdy bucket can be used to bail water, put out fires, or even carry drinking water.

Caltrops, iron (1 bag) - This small bag contains 9 caltrops which can be used to cover a 4 square foot area. Each caltrop has four spikes, each just over one inch long. When thrown down, a caltrop will always land so that it rests on three spikes with a fourth spike in the air. In battle they are often used to slow down footmen, horsemen, and charioteers. In the Underworld, caltrops may dissuade pursuit, or do minor damage to a pursuer, and impede a pursuer's movement until healed. As with any trap, there is only a **2-in-6** chance to step on the caltrops, unless several bags are used.

Candle, beeswax - A candle casts dim light in a 5 foot radius area. It is easily stored, and seldom ruins the element of surprise. However it is easily blown out and the wick is hard to light with just flint and steel. Beeswax candles are high quality so they burn steadily without much smoke or odor.

Candle, tallow - A tallow candle is made from refined fat and each will vary considerably in quality. Most are brown, sputter and smoke, emit odor, and require wick trimming to keep lit.

Candleholder - This prevents the hot wax or melted tallow from dripping on the candle carrier's skin.



Chain (iron, 10' long) - A short section of chain with 3/8 inch diameter links, capable of holding 3 tons (60,000 lbs), or restraining most creatures. Light chain is also an option, but it has smaller links that are only half as strong.

Chalk or Charcoal (5 sticks) - Both chalk and charcoal are useful for blazing a trail through the Underworld. Charcoal can be used to sketch on parchment and start a fire in wet conditions. Chalk can write on a flat stone surface (such as slate) and, when powdered, counteracts corrosive acids.

Chest, large and small - A wooden chest, bound in iron, with a hinged lid and a hasp closure suitable for a padlock. The interior of the chest may have wooden trays or compartments. A small wooden chest has **1d6** hit points; a large wooden chest has **2d6** hit points. A lead chest has an additional **1d3** hit points, and an iron chest has **1d6** additional hit points, compared to its wooden counterpart. Contents of a lead chest are protected from scrying spells used by a Magic-User.

Cloak - A cloak protects a traveler in the Upper World from low temperatures and inclement weather. The Referee may apply penalties such as fatigue, slower movement, temporary loss of Health or Strength, or loss of hit points for those who do not equip themselves properly. In winter, a fur-lined cloak is recommended. A cloak might provide a temporary improvement to Armor Class to a single blow aimed at the back.

Clothes, traveling - When worn, clothing has no encumbrance. Clothes is a catch-all item that include boots, breeches, braies, tunic, chemise, dress, kilt, kerchief, hat, etc. without the need to purchase separate items. Most non-adventurers have two or three sets of clothes, including winter garments like mittens, woolen caps, etc.

Coins, 100 - When using the **slot-based encumbrance** system, each character has **16** slots. Each slot is the equivalent of almost 100 coins.

Cordage, Sinew (100') - Used to make primitive tools and weapons, garments, tarpaulins, sails, etc. In the Upper World, sinew can be used to lash together a shelter or raft or improvise a snare strong enough to temporarily hold most normal animals.

Crampons - A set of spikes set in a metal frame with leather straps to attach the assembly to a set of boots. Crampons are used to give better purchase when walking across ice or climbing slippery surfaces. A Referee might require a saving throw in certain circumstances, or impose a penalty to a Thievery skill roll for "a head for heights" when crampons are not used.

Crowbar - A goose-necked, one foot long, piece of steel, often with a chisel and a device to hook nails and pull them loose. A crowbar is used to force open stuck doors, shutters, and chests.

Gunpowder Trick - A paper or thin wooden cylinder packed with a black, granular, explosive, alchemical concoction and having a wick to provide a short delay before the powder combusts. This trick either makes a pop or a boom that may startle, stun, or distract one or more monsters. In damp conditions the powder may not ignite or may fizzle -- making a lot of acrid or sulfurous smoke.

Firewood, bundle - A set of split and cured wood held together by twine. Most pieces are 11 inches by 10 inches by 16 inches so the bundle is small enough to fit into a backpack.

Fishing Rod and Tackle - When traveling over water in the Upper World, the Referee may allow a **2-in-6** chance to forage for food if fishing gear is equipped amongst the party.

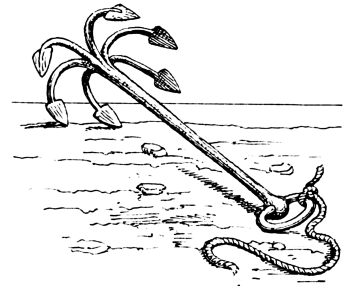
Fishing Net (10' square) - This net is made from twisted cotton fibers tied together in a mesh of 3/4 inch squares. It is used to trap fish. When camping aside a body of water, the Referee may increase the chance to forage food if at least one of the travelers has a fishing net.

Flask (8 oz) - A flask is a stoppered container suitable for storing a few quaffs of liquid. Sometimes an adventure in the Under World leads to the discovery of some elixir in font or pool.

Flour (1 bag, 5lbs) - Milled flour is useful as provender, bait, and even as a temporary means to mark an otherwise invisible object or opponent.

Garlic (1 bulb) - A single bulb of garlic, if crushed and rubbed on a portal is sufficient to ward it from entry by a Vampire for a few (**1d6**) hours. In combat, the smell of garlic might prevent a vampire from attacking for a handful of rounds (**1d4**) at best before the Vampire's instinct for self-preservation and hunger overcomes this reticence. When a Vampire is not so insensate, an entire wreath of garlic about ones neck can ward off predations for **1d6** hours as with a portal. Some Sages believe that a bulb of garlic should be placed in the mouth of a Vampire after it is slain to prevent its return.

Grappling Hook - A multi-pronged, iron device used to anchor a rope so that a wall can be scaled, or to catch a passing ship for boarding. The odds that the grapple will take hold vary between a **1-in-5** to a **1-in-3** chance depending upon conditions.



Hammer, carpenter's - This hand tool has a number of uses including hammering in pitons (iron spikes) or nails, breaking off a poor quality padlock, and as an improvised weapon or implement of torture.

Holy symbol (Unholy Symbol) - A symbol represents a particular deity or pantheon and is necessary for a Lawful Cleric or Chaotic Anti-Cleric to be able to turn or gather the undead, ward off a Vampire, and perform other rites. The Referee, optionally, may describe any advantage or disadvantage for using a symbol made of wood, iron, or silver. An iron symbol, for example, might have additional effects against fey or demonic creatures. A silver holy symbol, for example, might be more efficacious or even necessary when curing Lycanthropy. The holy symbol must be consecrated for use (see the second-level Clerical spell **Bless** and the second-level Anti-Clerical spell **Blight** below).

Holy water (1 vial) - Holy water will cause **2d4** hit points damage to undead monsters when splashed upon them. Treat this splashing as though it was an attack with a hand-hurled missile weapon, though the vial itself is not really thrown. The Referee may specify that Holy water is necessary for certain clerical rituals such as an exorcism, hallowing the ground prior to burial, or purifying an evil altar. Holy or Unholy water is created by a higher level Cleric or Anti-Cleric through use of a first-level spell. See **Purify** (or **Putrefy**) **Food or Water** below. The container in which the water is placed must be consecrated (or bewitched) prior to its use, otherwise it immediately reverts to its normal nature. See the second-level spells **Bless** and **Blight** below.

Horn - An instrument used for signaling in battle or during a hunt. Alternately it may be used in clerical rituals as a musical accompaniment. It is made of brass or from the actual bony horn of an animal. Depending on wind conditions and the environment, a horn may be heard as far as a mile away.

Hourglass - A set of glass cylinders fused together with a narrow opening between them. The cylinders are held and protected by a wooden frame and grains of sand run from top to bottom between them. Aboard ship, the hourglass helps to set watches and enables the Captain (or Navigator) to know when to make celestial observations, soundings, and measure the "knots" of forward progress made.

Incense and Thurible/Censer - Small bits of plant material and essential oils bound together with resin into small balls are exposed to a source of heat or flame such as charcoal in a brass container. The incense emits an odor along with varying amounts of smoke. Incense is used in clerical rituals

and sometimes as a source to aid in healing or meditation. A Referee might require the use of incense, for example, when praying for a spell to control the weather or winds.

Ink, bottle - A solution containing a dye or pigment such as lampblack, ochre, graphite, etc. contained in a small clay, ceramic, or glass bottle. Ink is required to transcribe a scroll into a spell book, to make finer maps, or to write long-lasting messages on parchment.

Iron filings (1 pouch) - Cold iron is rumored to be a bane to fey creatures, and sometimes used as a barrier to keep summoned creatures at bay (or to entrap them). More mundane uses include making crude welds, and detecting the presence of a strong magnetic field.

Ladder - A ten-foot tall, oak ladder capable of supporting 200 pounds. A ladder up to forty feet tall can be fashioned for long-term use by multiplying the cost. Lesser materials are often used to make improvised ladders, especially during a siege.

Lantern - This device casts light to a maximum range of 30 feet. Most lanterns are oil filled and a flask has enough fuel to last 24 turns. Some lanterns merely house a candle and are seldom used for Underworld adventures. Lanterns come in two varieties:

- A Hooded Lantern has a movable shutter that can be closed to hide the light. The shutter can also prevent strong winds from extinguishing the light.
- A Bullseye Lantern has a partial shutter and reflector, allowing it to create a beam of light less likely to be seen by Underworld inhabitants.

Loadstone - This piece of the mineral known as magnetite is closely related to iron ore, except it has become magnetized through a natural process. Although its field is weak, it can be used as a crude compass. Sometimes it is found in mines, beach sands (especially black sands), and even amongst desert dunes. Sages theorize that Dwarves owe their unerring sense of direction in natural caverns to this substance.

Lock - This is a common iron lock with a key used to secure a door to a room or cell. If a poor lock is used, the Referee should grant a bonus to any attempt to circumvent the lock.

Mallet, Wood - Used in much the same way as a carpenter's hammer (see above), a mallet has a more sizable head, and is best used to drive wooden stakes home. If used on nails or pitons, there is a **1-in-10** chance that the mallet head will split and be ruined. Hammering with a mallet is quieter than using a carpenter's hammer.

Manacles - A set of hinged rings that open to accommodate either the hands or feet of a man-sized creature. One or two padlocks are required to secure the rings depending on construction. The rings may be separated by an iron bar, or links of a chain.



Map - A parchment containing a representation of either a local domain (Barony) or the entire realm (Kingdom). World maps and accurate naval charts were extraordinarily rare in the medieval era. Additionally, scale, topography, and many other things we think of today as a map will likely be missing or highly stylized. Inaccurate maps were quite common, especially regarding political boundaries, shifting rivers, and ever changing centers of population.

Marbles, clay (pouch) - These clay spheres used by children and adults for simple games can be used in other ways when adventuring in the Underworld.

Mirror, Hand - In the Upper World a mirror can be used as a signaling device. In the Underworld, a mirror can be used to look around corners. A Vampire has no reflection and recoils from a mirror. The Basilisk and a Medusa can be viewed in the mirror without harm; if either monster sees its own eyes reflected back, it must make a saving throw or be turned to stone. There are rumors of magical mirrors with entrapped entities within. A silver mirror, generally, has a clearer reflection than a polished steel mirror; the Referee must decide if this limits the range of use or alters any saving throw made.

Mistletoe (sprig) - Sages, travelers, and soldiers carry tales of a type of holy order that uses mistletoe in its rituals. Generally, this parasitic plant is sought by Alchemists for use in brewing poisons, purgatives, and folk cures. Some superstitious adventures believe that Mistletoe has some protective effect and will not take truly deep delves into the Underworld without a sprig.

Nails, iron (1 bag) - Each nail weighs about 1 ounce and is 1-1/2 to 2 inches long with a 3/8ths inch head. One bag may be sufficient to hold open/closed one to two doors in the Underworld depending on the circumstances.

Naphtha / Greek Fire (1 flask) - A flask filled with a highly flammable alchemical substance that may not be available in all campaign settings. If the flask is hurled against a hard surface, there is a **1-in-20** chance that it will not break. If poured on the floor, it makes a pool 5 feet in diameter. Greek Fire sticks to solid objects and creatures. Greek Fire must be ignited, though it is rumored that contact with water will, oddly, ignite it. It will burn, even on the surface of water, until entirely consumed in **4 rounds** or put out with vinegar, urine, or smothered in sand. Each round, the Greek Fire does **1d6** points of damage.

Net (10'x10' with 3" mesh) - A net of this size is capable of ensnaring a creature less than ten feet in length (or height). In general, a net has weights along its bottom edge and is hurled at its target (or rigged as a snare). Creatures of larger size are simply slowed to half their normal movement rate and number of attacks. A successful "open doors" attempt, or Strength or Cunning trait test (possibly modified for conditions), will allow the victim to free himself. If a creature is ensnared, rather than slowed, it cannot move or attack and might be pulled prone on the following round.

Oil, Lamp (1 flask) - A single flask has enough oil to keep a lantern alight for four hours. Unlike the mundane world, the oil in the campaign world is highly flammable. Treat as Greek Fire above, except it has no special properties related to water, nor will it stick to victims. Lamp Oil only burns for 2 rounds, doing **2d6** points of damage on the first and **1d6** points on the second for anyone exposed to the flames.

Padlock - A poor quality lock used to secure manacles, chests, and some door hasps. It can be circumvented with a crowbar or hammer given enough blows. The padlock comes with at least one set of keys.

Parchment (1 sheet) - A single sheet of parchment might be large enough to contain the instructions for one spell of limited complexity. It is best written on using ink, though sometimes charcoal is used, especially by those mapping a portion of the Underworld. In some campaign settings, paper, papyrus, wax, copper plates, or even stone might be a more appropriate medium for the written word.

Pickaxe - This tool has a 36 inch wooden shaft and a 5 pound metal head with a tapered pick on one side and a wedge-like blade on the other. A pickaxe is used to break up hard-packed earth, and to

more easily break up or dig out chunks of rock before shoveling. A pickaxe is sometimes called a mattock.

Pitons (12) aka Iron Spikes - A handful of these can be hammered into a door to, hopefully, keep it open or shut. Many times these spikes will have an open ring attached or integrated into the shaft that is suitable for anchoring a rope or wide enough to allow a foothold on an otherwise sheer surface. These cannot be driven into stone with a wooden mallet, only a metal hammer will suffice.

Poison (vial) - There are two main varieties of poison available for sale to discrete buyers: ingestive and insinuate. Contact poison is seldom worth distinguishing outside of its use in assassinations. Saving throws for poison or paralyzation might be given a bonus or penalty of **+/- 2**. Some poisons might not take immediate effect, especially against larger monsters or those with a slow metabolism like a Zombie. Some monsters such as a Dragon might also be completely immune. Lesser effects might vary between causing weakness, paralysis, or acting as a soporific. The poisons of most interest to campaign participants are usually those that cause death, or enhance damage. Insinuate poisons are introduced into the victim via a weapon. There is sufficient insinuate poison in a vial to coat a long, edged weapon like a sword, or up to 5 arrows or bolts. Insinuate poison smears off after three successful blows. An insinuate poison that enhances a weapon's damage might vary in potency doing some multiple of damage between **1.5** to **4**. The Referee is encouraged to give each poison its own name and characteristics as the campaign progresses. Curare, for example, might do double damage. Giant Spider venom might slowly take hold, cutting a victim's movement rate in half in two rounds, and completely paralyzing him in four.



Pole, segmented - Sometimes used to support the corners of a lean-to or a tent, adventurers also have been known to use a segmented pole to probe ahead when moving through the Underworld. Pole segments have metal collars crimped to their ends. The metal collars have two widths allowing them to mate with the other segments.

Pole (10') - A simple, if cumbersome, device that is thick enough to support the full weight of a man without breaking. It is long enough to probe the depth of a pit or pool, pole a raft along a stream or river of limited draught, and even used as the center pole for a pavilion tent. Some tall tales relate instances where a person has used a pole to vault across an obstacle.

Prayer Beads or **Wheel** - Sometimes used as an adjunct to, or replacement for, a holy symbol in certain rituals or prayers for miraculous intervention or atonement.

Prayer Book (simple) / **Holy Book** - The prayers, rituals, genealogies, scriptures, bits of wisdom, and holy interpretations by the founders a Monastery or religious Order often assembled in writing. Some Clerics may need to study the written words to have a chance to work miracles. The Referee must provide guidance specific to his campaign.

Purse or **Pouch** - A small cloth or leather bag with a drawstring or button closure. It is large enough to hold 50 coins.

Quill - A feather with its downy barbs trimmed back and its shaft sharpened to a point. Sometimes feathers are removed for easier handling. The quill is used to scribe words in ink. The feathers from the outer edge of a Goose's wing are often in highest demand. In some campaign worlds, reed pens are more common than quills.

Quiver or Case - A leather container either strapped to one's back or side and capable of holding between a dozen and a score (20) arrows or bolts. The length of the quiver or case varies depending on the type of missile carried.

Rations, standard (7 days) - These victuals are fresh and will go bad if more than a week passes before they are consumed. If dropped, unintelligent monsters and animals are more likely to stop to eat, or at least consider eating, fresh rations.

Rations, iron (7 days) - These victuals are dried or preserved so that they can be carried on long journeys where forage may be limited or unavailable (travel by sea, air, or a prolonged journey in the Underworld). Apples, beans, dried fruit, cheese, flour, honey, jerky, lentils, nuts, pemmican, and other food that may keep for a month or more are typical fare. Often this food is packed in containers designed to minimize moisture and sometimes sealed with fat or wax.

Rope (hemp, 50' long) - This rope is braided of rough, fibrous material into a 1/2 inch thick cord capable of safely supporting two or three man-sized creatures. If unknotted, a load of up to 1,600 pounds might be lifted with an even chance the rope will immediately snap. Knots in a rope halve the maximum load.

Rope (silk, 50' long) - Silk is more supple than hemp so these ropes are less bulky. This type of rope is 3/8 inch in diameter, which requires a firmer grip to climb unaided. Up to four or five man-sized creatures can be safely supported along its length. It has a similar maximum load and knots are likewise more likely to cause a silk rope to break at lower weights.

Sack, Large or Small - Each sack is made of canvas, cloth, hemp, jute, or leather and can hold one or three cubic feet of goods respectively. Sometimes the material is cut or stitched so the sack is easily draped over a shoulder. A sack may be tied to a cart, saddle, or wagon on long trips. A small one may even be tied to the end of a quarterstaff.

Salt (1 jar) - This natural preservative and alkali is stored in a stoppered or covered jar a little wider than 5 inches in diameter and almost 5 inches in height. The container is usually clay or terracotta, though stoneware might be used in the richer parts of a city. Salt is rumored to have more esoteric uses in protecting against summoned spirits or poisoning Zombies.

Scroll case - A container designed to protect a map, magical scroll, or other writing against the elements. These are made of oiled leather, waxed canvas, bone, or ivory. One end is usually completely sealed and the other has a fitted cap to guard against moisture. A cord or strap might be fitted to larger cases so they are more readily accessible. Most cases can hold ten sheets of parchment -- enough media for a Magic-User to inscribe even the most complex spell.

Shovel - A tool used by those with strong backs to move loose packed material out of the way. The overall length is 38 inches from the tip of the steel blade to the top of the oak handle.

Signet Ring (personal seal) - A ring with an enlarged and engraved face containing a crest or sigil representing a person, family, Order, Fellowship, or Guild. The price shown above is for a signet ring of fine silver. Gold would cost considerably more, while brass or bronze might be slightly discounted.

Sledgehammer or Maul - This tool has a 31 inch oak handle and a 6 to 8 pound cast iron head. A maul is used for splitting wood and has a dull, wedge-shaped head. A sledge has a hammer-shaped head used for driving pilings or poles; breaking through walls or doors; or, forcing beams or shoring into place.

Soap, Bar - Fats or oils are heated and mixed with wood ash or quicklime to produce a slippery substance that is suitable for cleaning (skin, garments, furniture, etc.) or as an expedient lubricant.

Spell book (25 pages) - A Magic-User or an Elf writes spells permanently in one or more books. Sometimes volumes are organized by the complexity of the spells contained within. Those who travel on adventures may make copies that remain at their domicile or are secreted away. They take considerable time to inscribe in Magi, as it is a language requiring exactitude. The Referee must decide how many pages each spell requires, though most decide that the page count should be equal to the level of complexity of the spell. Thus a Warlock might be able to squeeze an entire day's worth of spells into a twenty-five page spell book, but a Sorcerer could not.

Spyglass (2x-3x) - A leather or brass cylinder containing a refracting lens and an eyepiece. Sometimes more than one tube are fitted together so that the length of the spyglass is adjustable or collapsible. A spyglass is held in such high regard by mariners that most keep it in a cloth padded, wooden case when not in use. Such a case weighs 4 or 5 coins. Some campaigns may limit or deny the availability of this technology.

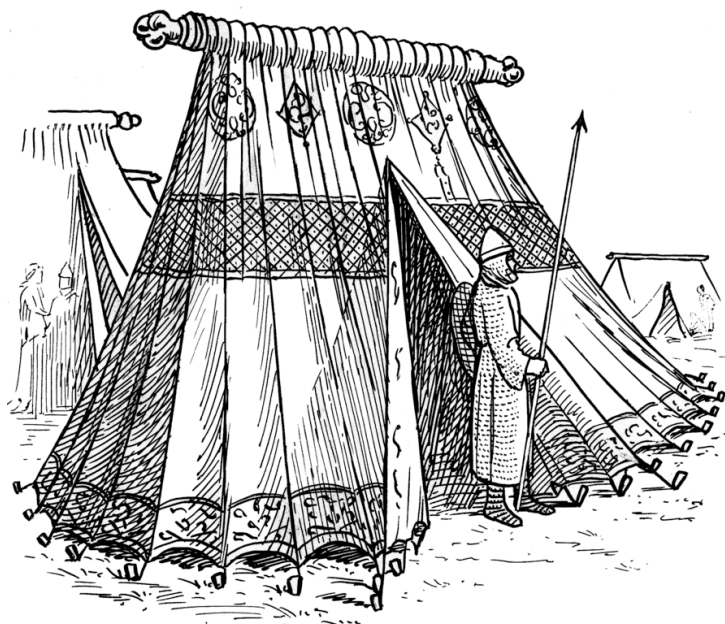
Stakes, Wooden (3) - A set of sharpened yew branches of sufficient heft to cleave the heart of a Vampire. Most are cut to 12 or 18 inches in length. Superstitious woodcutters will only sell them in quantities of three.

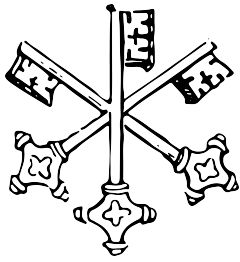
Surcoat or Tabard - These outer garments are made of 1-1/2 yards of heavy cotton or canvas to withstand the rigors of the field. Some have embroidery or other refinements to distinguish men holding an office such as a herald. At a minimum, the surcoat or tabard has the colors of the noble house to which the man has given his fealty. A personal coat of arms is often added by those of higher station.

Tent, large - This enclosure fits 5 people comfortably with room to sleep and store their gear, though as a mere shelter against the weather up to 8 can fit inside uncomfortably (a situation that does not count as rest for recovering spells nor removing fatigue). A Large Tent can be erected in 3 turns or less and weighs 116 pounds. It takes about 30 stakes and lines to erect, has more than one interior pole, and has a hexagonal base.

Tent, pavilion - This enclosure is made from more lightweight, brightly colored, materials and is more intended for splendid tournaments than extreme field conditions. A maximum of 4 people can sleep in a Pavilion Tent comfortably -- enough for a knight, his squire, and one or two attendants. Its base is circular and the interior measures between 9 to 12 feet in diameter. Twelve pegs and cotton ropes hold the tent in place. Poles are not included in the encumbrance value, and must be fashioned from materials at the camp site. The central ridge should stand 10 feet high when the tent is erect.

Tent, small - This two-person pup tent consists of waterproofed pieces of canvas (wax or oil treated) along with ropes, stakes, and poles. The components can be broken up and carried by its two occupants. If necessary, half of the components can make a half shelter (like a lean-to) for one person.





Thieves' Tools - A set of tools suitable for fine work such as finding and removing small traps, opening locks, and making a snare. The tools are kept in pockets sewn on a leather backing that can be rolled up and stored when not in use. Contents vary on supply, but can include any of the following: awl, bronze handsaw, small chisel, file, deerskin or cloth gloves, grease (in a small pot), leather cordage, metal probe and hook, penny nails (handful), pliers, pump drill or tubular drill, sand (in a container), scalpel, skeleton keys, rake and tensioner, screw(s) and driver, shims or wedges, tiny hammer, spool of fine copper wire, twine, wax or soap, and a thumbscrew (miniature vice).

Tinder box (w/flint and steel) - a small wooden or copper box that contains a piece of flint, a C- or D-shaped steel striker, and some tinder (char cloth, wood shavings, dried evergreen needles, hemp, pitch, etc.). Igniting a light source using a flint and steel takes a full round. Some Referees may wish to assign a probability of doing so while in the dark and under stress such as **2-in-6** per round.

Tobacco pipe - A wooden pipe with a bowl, shank, and stem along with a small metal tool to scrape the bowl.

Tobacco, 1 lb - Dried leaves usually smoked, snuffed, or chewed for their stimulating effect. As with any stimulant, the recovery time from intoxication can be cut by **1d3** hours. Tobacco smoke leaves a distinctive and long lasting scent that may make evading an encounter more difficult.

Tools, common - A set of tools suitable for handling **room traps** where precision instruments are not necessary and greater leverage is required. Room traps are best avoided or outsmarted but can be disarmed if thus equipped. If using standard Thieves' Tools to disarm a room trap, the odds of failure increase by **1-in-6**. If failure occurs, the Thieves' Tools have been damaged in some way and may not work as well (or at all) for the uses for which they were actually designed. Common tools usually include a ball peen hammer, chisel, large file or rasp, hand drill (auger with a T-shaped handle), keyhole saw, leather gloves, pliers, tongs, wood-handled razor and sheath, and spools of copper wire (both thick and thin).

Torches (6) - A one to two foot wooden stave with combustible material at its head (fatwood, tar, resin, cotton, pinecones, etc.). In the campaign world, each torch can burn for up to one hour though in the mundane world most will burn, at best, for 25 minutes. A torch is easily blown out by strong gusts of wind. A dropped torch has a chance of extinguishing. When used as an improvised weapon in combat, treat a torch as a club. Torches can be used to set fire to wooden structures.

Twine - Three strands of jute twisted about each other and wrapped about a wood spindle. A single length of twine can only support ten pounds of weight or less. Twine deteriorates rapidly if exposed to harsh conditions. Trolls are rumored to have a fetish for gathering twine.

Trap - A trap is a mechanical device consisting of a set of jaws that are spring loaded, a chain and spike to anchor the trap, and a pressure trigger that releases the jaws. A Small Trap is suitable for catching beaver, fox, mink, rabbit, and weasel. A Medium Trap can ensnare fox, otter, and wolf. A Large trap can halt a bear, boar, lion, or tiger. When running a trap line, each should be set no closer than one mile from the next. Traps must be cleared of game once per month. Many traps may not survive the abuse if an oversized animal is entrapped. Creatures with desirable pelts are not guaranteed to come into contact with a trap. The frequency of encounters may vary with the terrain type. Every trap has a **1-in-2** chance of being damaged beyond repair and an animal escaping before the trap line is checked. Lycanthropes hate traps and will destroy any they encounter or even hunt down the trapper(s). Here are some suggested pelt values:

ANIMAL	PELT VALUE (PER HIT POINT)	ANIMAL	PELT VALUE (PER HIT POINT)
Beaver	2 - 6 gp	Mink	3 - 5 gp
Bear	4 gp	Otter	5 gp
Boar	1 sp	Tiger	2 gp
Fox	1 - 3 gp	Weasel	4 sp
Lion	3 gp	Wolf	2 sp



Waterskin (1 quart) - A treated hide skin sewn with very fine stitches, suitable for carrying a quart or so of water or wine. This is the absolute minimum required by a person for a day in mild and temperate conditions. In a desert, especially if moving during the day, a person could consume up to ten times that amount. Water or wine can be used to wash away a monster's corrosive acid.

Wax (suitable for sealing) - Beeswax that has been infused with a dye when liquified, and then re-hardened. Wax seals impressed with a signet are often used to ensure that folded pieces of parchment originate from a known sender.

Wedges, wooden (12) - A set of hardwood wedges, suitable to jam a normal door open. Wedges are also used for squaring a wooden framework until it can be nailed, or to hold glued pieces of woodwork together until cured.

Whistle - A whistle can be used for signaling in the Upper or Under World. Above ground, dependent upon wind conditions, it can be heard up to a mile away. In the Underworld, intervening doors, bends in corridors, and strange convergence zones, make it impossible to specify exactly how far the sound may travel.

Wolfsbane - This plant is capable of driving away any Lycanthrope, not just Werewolves. It is sometimes called Monkshood or Aconite. Sold as a single sprig or in a bunch (5 sprigs), it is effective both when fresh and when its flowers are dried. A sprig is a stem bearing leaves or flowers, taken from a bush or plant. Sages speculate that some peltasts have used this toxic plant to enhance the effects of their darts and javelins. All parts of a Wolfsbane plant are poisonous, especially the roots and flowers. Anyone who handles Wolfsbane without gloves finds that his fingertips go numb, and he develops an irritating rash. Ingesting a bunch of Wolfsbane can cause death by suppressing the cardio-respiratory system. It takes a successful melee attack against a Lycanthrope with a sprig or bunch of Wolfsbane in hand to drive one off. If the Lycanthrope fails its saving throw versus Poison, it will flee.

Vial - A stoppered container usually an inch or two in diameter and three or four inches high. The container is usually made of a non-reactive material such as glass, ceramic, or porcelain. A vial is suitable to hold Holy or Unholy water once magically prepared for such use.

Table 8d: Standard Equipment

ITEM	WEIGHT (CNS)	SLOTS	COST
Accommodations	N/A	N/A	Poor (day) 5 cp Poor (week) 2 sp Poor (month) 6 sp Common (day) 5 sp Common (week) 3 gp Common (month) 9 gp Good (private, day) 2 gp Good (private, week) 8 gp Good (private, month) 24 gp
Acid	1	0 (tiny)	25 gp
Antitoxin	1	0 (tiny)	50 gp
Backpack (holds 300cns)	15	1 (storage)	5 gp
Bandages	1	0 (tiny)	1 sp
Barrel, small	500 Small (empty) 3000 Small (full)	5 (empty) 30 (full)	3 gp
Barrel, large	1000 Large (empty) 6000 Large (full)	10 (empty) 60 (full)	45 sp
Bedroll	80	1	15 cp
Belladonna (bunch)	1	0 (tiny)	10 gp
Bell, hand	1	0 (tiny)	3 sp
Blanket, wool	49	0 (tiny)	3 sp
Block and tackle	150	1	5 gp
Bottle, alcoholic	5	0 (tiny) 1 (2 pints of wine)	Ale (pint) 2 sp Beer (pint) 1 sp Bottle (empty, pint) 5 cp Brandy (pint) 2 gp Liquor (shot) 2 sp Mead (mug) 2 sp Mead (pint) 1 gp Moonshine (pint) (1d8+8) sp Rum (pint) 15 sp Wine, Good (pint) 5 sp Wine, Watered (pint) 25 cp
Bucket, wooden (5 gallon)	90	1	5 sp

ITEM	WEIGHT (CNS)	SLOTS	COST
Caltrops, iron (1 bag)	20	1	1 gp
Candle, beeswax	3	0 (tiny)	1 sp
Candle, tallow	1 each	0 (tiny)	2 cp
Candleholder	1 each	0 (tiny)	3 sp
Chain (iron, 10' long)	160	1	6 gp (heavy) 45 sp (light)
Chalk or Charcoal (5 sticks)	5	0 (tiny)	5 cp
Chest, large	75 (empty)	1 (storage)	17 sp 56 gp (iron) 112 gp (lead)
Chest, small	25 (empty)	1 (storage)	8 sp 18 gp (iron) 36 gp (lead)
Cloak	15 50 (fur lined)	0 (tiny)	5 sp
Clothes, traveling	0 (worn) 20 (packed) 40 (winter, packed)	0 (tiny) (worn) 1 (packed)	5 sp 8 sp (cold weather)
Coins, 100	100	1	Varies
Cordage, Sinew (100')	3	0 (tiny)	1 sp
Crampons	0 (worn) 9 (packed)	0 (tiny)	4 gp
Crowbar	12	1	10 gp
Gunpowder Trick	1	0 (tiny)	5 sp
Firewood, bundle	200	2	1 cp
Fishing Rod and Tackle	55	1	3 sp
Fishing Net (10' square)	5 20 (40' square)	0 (tiny)	7 sp

ITEM	WEIGHT (CNS)	SLOTS	COST
Flask (8 oz)	3 (8 oz) 6 (16 oz)	0 (tiny)	3 cp (leather) 2 gp (steel) 20 gp (silver)
Flour (1 bag, 5lbs)	50	1	1 sp
Garlic (1 bulb)	1	0 (tiny)	5 gp
Grappling Hook	30	1	25 gp
Hammer, carpenter's	5	1	2 gp
Holy symbol (wooden) Unholy symbol same price	2	0 (tiny)	7 sp
Holy symbol (iron)	3	0 (tiny)	4 gp
Holy symbol (silver)	4	0 (tiny)	25 gp
Holy water (1 vial)	2	1	25 gp
Horn, Brass or Bone	16	1	5 gp
Hourglass	11	1	25 gp
Incense (resin) and brass Thurible/Censer	12 40 (brick)	0 (tiny)	1 gp (stick) 4 gp (brick)
Ink, bottle	4	0 (tiny)	3 gp
Iron filings (1 pouch)	15	0 (tiny)	3 sp
Ladder	354	3	1 gp + 5 sp each additional 10' section up to 40'
Lantern	10	1	10 gp
Lantern, Bullseye	10	1	13 gp
Lantern, Hooded	10	1	7 gp
Loadstone	1	0 (tiny)	8 sp 16 gp (ship's compass)
Lock, Good	3	0 (tiny)	100 gp

ITEM	WEIGHT (CNS)	SLOTS	COST
Lock, Poor	2	0 (tiny)	20 gp
Mallet, Wood (10 oz)	6	1	2 gp
Manacles	12	1	6 gp (requires padlock)
Map, Realm	1	0 (tiny)	17 sp
Map, Local	1	0 (tiny)	3 sp
Marbles, clay (pouch)	60	1	8 sp
Mirror, Hand silver	1	1	15 gp
Mirror, Hand steel	1 (hand) 220 (full-length)	1 (hand) 3 (full-length)	5 gp (hand, steel) 20 gp (full-length, steel)
Mistletoe (sprig)	1	0 (tiny)	1 gp
Nails, iron (1 bag)	10 (qty 16)	0 (tiny)	2 sp
Naphtha / Greek Fire (1 flask)	6 (flask) + 16oz of oil 9 = 15	1	10 gp
Net (10'x10' with 3" mesh)	73	1	20 gp
Oil, Lamp (1 flask)	15	1	2 gp
Padlock (consider as a Lock, Poor)	3	0 (tiny)	9 gp
Parchment (1 sheet)	1	0 (tiny)	3 sp
Pickaxe	71	1	3 gp
Pitons (12) aka Iron Spikes	18	1	1 gp
Poison (vial)	1	0 (tiny)	100 gp
Pole, segmented	90	1	15 sp
Pole (10')	85	2	1 gp

ITEM	WEIGHT (CNS)	SLOTS	COST
Prayer Beads or Wheel	1	0 (tiny)	1 gp (beads) 3 gp (wheel)
Prayer Book (simple) / Holy Book	1	0 (tiny)	25 gp
Purse or Pouch	1 (empty)	1 (storage)	15 sp (purse) 2 gp (pouch)
Quill	1	0 (tiny)	6 cp
Quiver or Case	19 (empty)	Included with missile weapon	1 gp
Rations, standard (7 days)	18 per day 126 per week	3 (bundle)	4 gp Meal, poor 1 sp Meal, common 3 sp Meal, good 5 sp
Rations, iron (7 days)	9 per day 63 per week	3 (bundle)	12 gp
Rope (hemp, 50' long)	120	1	1 gp
Rope (silk, 50' long)	16	0 (tiny)	50 gp
Sack, Large (holds 300cns)	1	1 (storage)	2 gp
Sack, Small (holds 100cns)	1	1 (storage)	1 gp
Salt (1 jar)	90 (18 for jar, 72 salt)	1	16 cp (6 cp jar, 10 cp salt)
Scroll case	1	0 (tiny)	15 sp (leather) 5 gp (bone)
Shovel	45	1	2 gp
Signet Ring (personal seal)	1	0 (tiny)	5 gp
Sledgehammer or Maul	70	1	2 gp
Soap, Bar	1	0 (tiny)	5 sp
Spell book (25 pages)	1	0 (tiny)	8 gp
Spyglass (2x-3x)	8 12 (with case)	1	100 gp

ITEM	WEIGHT (CNS)	SLOTS	COST
Stakes, Wooden (3)	2 each	1 (bundle) w/3 stakes	1 gp
Surcoat or Tabard	8	0 (tiny)	1 gp (surcoat) 15 sp (tabbard)
Tent, pavilion	617 (4 person max)	6	100 gp
Tent, large	1160	11	25 gp
Tent, small	110 (2 person) 55 (1 person)	1	10 gp (2 person) 5 gp (1 person)
Thieves' Tools	63	1	25 gp
Tinder box (w/flint and steel)	7	1	3 gp
Tobacco pipe	1	0 (tiny)	25 cp
Tobacco, 1 lb	10	0 (tiny)	1 gp
Tools, common	49	1	17 gp
Torches (6)	5 each 30 for qty 6	2 (bundle)	1 gp
Trap	8 (small) 112 (medium) 215 (large)	0 (tiny) (small) 1 (medium) 2 (large)	4 gp (small) 8 gp (medium) 12 gp (large)
Twine	10 for 500' 1 per 50'	0 (tiny)	1 gp (500') 1 sp (50')
Waterskin (1 quart)	1 empty 11 half-full (pint) 21 full (quart)	1	1 gp
Wax (suitable for sealing)	10	0 (tiny)	3 sp
Wedges, wooden (12)	12	0 (tiny)	12 cp
Whistle	1	0 (tiny)	5 cp
Wolfsbane (bunch)	1 sprig 5 bunch	1 (bundle)	1 gp (sprig) 5 gp (bunch)
Vial	1 (empty)	0 (tiny)	1 gp

Availability of Goods

Some Referees may want to make more specific item availability charts, assigning a certain percentage to the ability to find a particular item in stock in a locale. Likewise, a Referee might also make a price table specific to a particular store or locale. This can explain some widely different prices as with a booming mining town versus a sleepy hamlet.

In Villages and smaller, there is not sufficient coinage in circulation to "make change" for transactions. In a Thorp it is highly likely that barter and the use of copper coins is predominant. Characters would be wise to keep a variety of coins in their purses.

Table 8e: Availability of Goods

INHABITATION	POPULATION	AVAILABILITY OF GOODS	PRICE RANGE
Thorp	20 - 80	Nothing beyond fresh foodstuffs, livestock, and common clothing.	70%-80%
Hamlet	100 - 400	Some tools, daggers, clubs, javelins, spears, slings, bows, and iron rations are available. Padded, hide, or leather armor; wooden shields; and, leather and steel caps are also available.	80%-90%
Village	600 - 900	Fair possibilities to purchase standard mounts and find hirelings and mercenaries. Metal shields and better armor are available, but will fetch a premium. Swords, maces, and polearms of all types can be had. There is sufficient surplus so that chariots, carts, and wagons can be acquired.	90%-100%
Village	1,000 - 1,499		
Town	1,500 - 6,500	All weaponry and armor are available. Some Halfling, Dwarvish, and even Elvish gear may have found their way to the marketplace.	100%-110%
Large Town	6,500 - 9,200	All mundane items available and a few magical items too. Some non-standard mounts and a market for subdued creatures may exist. Expert hirelings can be found.	100%-120%

For either a new Referee or new participant, it is helpful to limit choices for the first adventure:

- **Armor** - Leather, Chain, or Plate supplemented by a small shield and normal helm
- **Weaponry** - a single hand weapon supplemented by a Dagger or Hand Sling or Short Bow
- **Storage** - either a Backpack or Sack(s) (both small and large)
- **Light Source** - Torches or a Hooded Lantern with one or two flasks of oil
- **Food/Drink** - Either a one week quantity of Iron or Standard Rations and a Wineskin filled with water or wine
- **Adventuring Gear** - Rope, pole, iron pitons, hammer, mirror, holy symbol, holy water, and tools

If the adventure may involve Were-creatures or a Vampire allow wooden stakes, garlic, wolfsbane, or belladonna. If some distance overland must be traversed, allow a Mule or Pony with Saddle and/or Saddle Bags, saddle blanket, bit and bridle. If a short jaunt across a body of water is in store, either a Raft or small Boat should be available for purchase.

Equipment from a Different Age

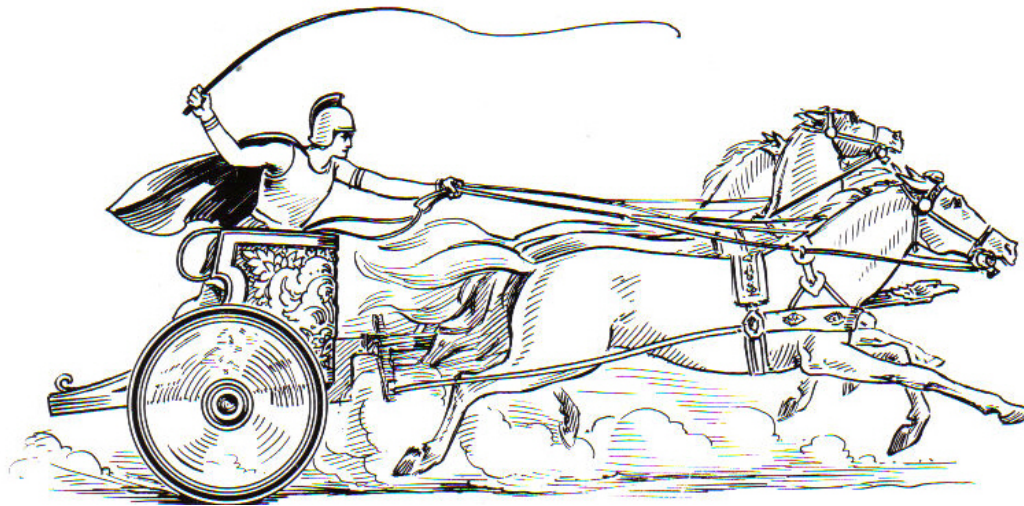
On occasions where a campaign sets up a scenario where civilizations of one Age clash against another, there is a chance that weapons and armor made of lesser materials will break. This test should be made at least once a combat, and perhaps every round.

- Steel typically need not test for breakage except in rare circumstances determined by the Referee. Even then, there is only a **1%** chance of breakage.
- There is a **2%** chance that **iron** will break if used against stone or steel.
- There is a **28%** chance that **bronze** will break if used against any harder material; likewise for **silver** weapons.
- There is a **58%** chance that **copper** will break if used against any harder material; likewise for ceremonial weapons or armor made of **gold**.
- There is a **92%** chance that a **stone** edged weapon will chip or shatter if used against anything harder than flesh. Even some bony ridges and shoulders may be enough to warrant this test.

Using steel weapons and armor as the standard, the lesser materials generally have a different price and encumbrance:

- **Iron:** 75% cost; 125% encumbrance
- **Bronze:** 10% cost (or express gp as sp); 50% encumbrance
- **Silver:** 1,000% cost; 100% encumbrance. A silver dagger would cost 30 gp for example.
- **Copper:** 5% cost, 75% encumbrance
- **Stone:** 1% cost (or express gp as cp); same encumbrance

Designer Note: This mechanic was adapted from the second oldest fantasy role playing game.



Beyond Basic Equipment

The remaining tables are not usually needed by low-level characters since they have to do with transition from Underworld exploration to wilderness travel and domain warfare.

Table 8f: Historic Mount Costs

MOUNT	COST (GP)
Pony	25
Horse, Riding	55
Horse, Light warhorse	100
Horse, Medium warhorse	185
Horse, Heavy warhorse	415
Horse cost modifier	x2 high spirited, destrier x4
Camel, Bactrian or Dromedary	68
Elephant, African (HD 9)	1,200
Elephant, Asiatic (HD 8)	1,075

Ponies, Donkeys, and Mules can survive purely on grazing unlike other equines. Horses need high quality fodder including grain.

Elephants require considerable fodder, about 300 pounds per day, but in dense forests they can graze with ease.

Camels must also receive fodder; their main advantage is being able to go without water for **1d3+3** days though some Referees may allow them to travel for up to 2 weeks without drinking. Camels are ill tempered beasts prone to biting and kicking out with a leg.

Sometimes giving a horse its own personality and exceptional traits can add flavor to the game. Exceptionally well-trained mounts cost more. A high-spirited animal may be better at carrying an armored man and protecting him in combat. A destrier might be half again as fast as a normal horse. The Referee is left to his own imagination as to how horses will react to their human companions and other mounts. One or two such traits for each animal is more than enough.

The purchase of a Bit and Bridle includes a halter and lead rope.

Purchase of a Saddle includes a matching girth.

Table 8g: Historic Mount Accessories

MOUNT ACCESSORIES	COST (GP)
Chariot	250
Howdah	125
Horse Barding, Leather or Padded	135
Horse Barding, Chain	320
Horse Barding, Scale or Studded or Lamellar	408
Horse Barding, Plate	480
Camel Barding (categories as above)	100 / 300 / 400 / 450
Elephant Barding (categories as above)	675 / 1600 / 2040 / 2400
Horseshoes (with shoeing)	1
Pack Saddle and Saddle Bags	19
Saddle Blanket	3 sp
Saddle, Light Horse or Pony	15
Saddle, Medium or Heavy Horse	20
Bit and Bridle	15 sp

Table 8h: Supply / Baggage Train Costs

SUPPLY / BAGGAGE TRAIN	COST (GP)
Donkey	8
Mule	19
Ox	20 / 40 if a matched pair
Horse, Draft	75
Yoke	4
Cart harness	6
Cart (2 wheeled)	60
Wagon (4 wheeled)	200
Teamster	1 sp / mile
Horse fodder (1 day)	1 sp
Standard rations (1 week)	4
Iron rations (1 week)	12
Hunting Dog	25
Guard Dog	50
Trap	1 per hit point of game to be snared
Hunter	18-25 per month

Referees may wish to give a movement bonus to a matched pair of **Oxen** when pulling loads.

Employing a **Hunter** with **Traps** and **Hunting Dogs** should improve the ability of a large adventuring party or war band to forage.

Guard Dogs should provide an advantage to a camp's ability to react to a night time encounter.

Table 8i: Livestock and Accessory Costs

LIVESTOCK OR ACCESSORY	WEIGHT (IN COINS)	SLOTS	COST
Chicken	75	1	3 cp
Cow	N/A	N/A	10 gp
Goose	105	1	5 cp
Parrot	25	1	65gp 130 gp (talking)
Pig	N/A	N/A	3 gp
Songbird	10 (with cage)	1	4 cp
Pigeon	7	1	2 cp
Birdcage	14 (wicker) 28 (metal)	1	5 gp 10 gp

Animals with no encumbrance given are not amenable to being carried for any long distance, and prefer to walk.

Livestock are valuable for barter, and for more creative use by clever players.

Table 8j: Nautical Vessel Types

VESSEL	COST (GP)	HULL POINTS	CREW AND PASSENGERS	MAX HOLD (TONNES)
Merchant Ship, Small	5,000	60-90	10 - 12 sailors up to 25 troops	100 - 200
Merchant Ship, Large	12,000 - 20,000	120-180	20 - 25 sailors up to 50 troops	300
Galley, Small	10,000	70 Triaconter 80 Penteconter 90 Bireme	10 sailors 50 - 60 oarsmen 20 troops	20 Triaconter 23 Penteconter 26 Bireme
Galley, Large	20,000	100 Trireme 110 Dromand 120 Quadrireme	20 sailors 100 - 180 oarsmen 50 troops	40 Trireme 48 Dromand 60 Quadrireme
Galley, War	40,000	120 - 130 Quadrireme 140 - 150 Quinquereme	30 sailors 140 - 300 oarsmen 75 troops	60 - 100 Quadrireme 150 Quinquereme
Longship	8,000 - 24,000	60 Knarr 70 Snekkja 80 Skeid 90 Drakkar	64 - 75 who act as sailors, oarsmen, or troops as the situation requires	40 - 50
Boat	400	24	3 seamen up to 15 troops	15
Raft	40	10	3 seamen up to 5 troops	5

A Referee can adjust the **Cost** upward or downward to reflect the age of a ship, scarcity of construction materials, or novelty of the ship class.

Hull Points are on a 240 point scale. Each hull point is approximately equal to 1-1/2 (1.583) hit points. If green wood is used for construction, a hull point is only worth 1/4th hit point.

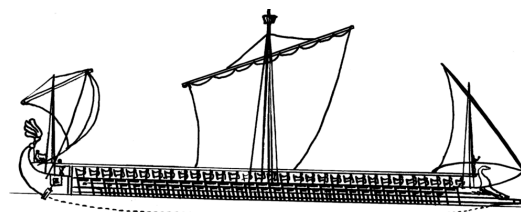
Max Hold reflects the amount of tonnage of cargo / supplies that a vessel can carry. For each tonne, a troop or passenger may be substituted. For every four tonnes, a horse may be transported instead - though two tonnes of space are lost for every 48 horses carried due to reconfiguring the hold to add hurdles (stalls). For ease of conversion, one tonne is equivalent to 1,000 coins of encumbrance.

Small Merchant Ship - Despite its size, this is a seaworthy watercraft, usually with a single mast. These are often used for cargo transport along coastal areas or as lighters. Seldom converted to warships or troop or horse transports, these vessels are usually arrested or commandeered by rulers for use as supply ships. The Cog, Byzantine skeuophora, and Roman corbita are historical

examples. Vessels of this type are usually 60 - 80 feet long with a 20 - 30 foot beam and 5 - 8 foot draft, and are of clinker construction with rounded hulls and lateen sails.

Large Merchant Ship - A large seaworthy vessel with up to three masts, multiple decks, and castles at fore and/or aft that are integrated into the hull. These ships are suitable for long cruises to distant lands or voyages of exploration. Historical examples include the Great Cog, Carrack, Caravel, and ancient Cladivata. They are between 100 - 150 feet long, 25 - 30 feet wide, have a deep, 10 - 12 foot draught, are of carvel construction with rounded hulls and square sails.

Small Galley - A ship with a shallow draft and a single mast rigged to hoist a square sail. Small galleys are distinguishable from their larger cousins because they have but a single bank of oars, usually with only a single rower per oar. Homer's descriptions of war ships during the Trojan war vary from twenty to fifty oars. These ships have very little cargo capacity; although they could be used as merchantmen, for gaming purposes consider all ships of this class to be warships. Most of these hulls were aphract style with no decking and little protection at all for the oarsmen to attacks from the side. Some small galleys later developed by the Irish and Scottish use clinker construction, but the hulls of all early galleys used mortise and tenon joinery. Historic examples include the Triaconter, Penteconter, Bireme, and Early Dromand. Each has a narrow hull with only a 2 - 3 foot draft. Although they are typically 60 - 100 feet long, some are as short as 30 foot. The beam varies between 10 - 15 feet, though the smallest could be only 8 feet wide.



Large Galley - This type of vessel often has multiple banks of oars. Large Galleys dominated naval warfare for many centuries. The disadvantage of a galley is that it can become waterlogged and carries limited supplies. For this reason, most would not venture far from land and could put in to shore overnight on any sandy beach. Historical examples include the Trireme, the later Dromands, and even the Quadrireme. These vessels are 120 - 150 feet long, typically with a 15 - 20 foot beam, and a shallow 3 foot draft. Each is of mortise and tenon construction with a square sail. They have some decking over the rowers. They have either a ram or bow spur as well as light artillery or Greek Fire.

War Galley - A large, specially constructed, two-masted galley. War galleys have three or even four men to each oar. A fitted ram or bow spur is included in its cost. There is a full deck above the rowers (so-called cataphract style). Upon the deck there are square wooden towers (10' to 20') that rise above the bow and stern. These towers are turned 45 degrees from the axis so they will be square on the opponent when it is rammed from an angle. A quinquereme is suitably impressive and often best used as a fleet's flagship. All are armed with multiple pieces of light artillery.

Longship - Like the galley, a longship has the flexibility to be used in rivers and coastal waters. Unlike a galley, however, the longship is less likely to take on water because of its higher freeboard and can be used to traverse open seas. As the name implies, the longship has a lower ratio of beam width to length of keel than most water vessels. The crew is cross-trained and can capably sail her or row her as necessary. This is the favorite ship of the Berserkers. Classes include the Knarr (a supply ship), Snekkja, Skeid, and the mighty Drakkar (used only by the richest of raiders). These ships are universally of clinker construction with a square sail. Round shields are hung from the side of all but the smaller Knarr to provide added protection for the crew until it is time to go ashore or fight a boarding action. Longships are typically 60 - 80 feet long, 10 - 15 feet wide, and have a draft of 2 - 3 feet.

Boats and Rafts are smaller craft meant to be poled, rowed, or even sailed. They are used inland or along sheltered coasts. Those forced, or foolish enough, to use them at sea usually come to a bad end.

Table 8k: Fantastic Mounts, Accessories, and Mercenary Costs

FANTASTIC MOUNT, RIDER, OR ACCESSORY	COST (GP)	RIDER, TRAINED (GP PER MONTH)	RIDER, WELL TRAINED (GP PER MONTH)
Roc, Egg	100	N/A	N/A
Roc, Hatchling (HD 1-1)	200	N/A	N/A
Roc, Racing (HD 2+2)	300	4	9
Roc (HD 4), Light	400	8	15
Roc (HD 5), Medium	1,600	12	22
Pegasus (HD 2+2)	1,800	20	32
Hippogriff (HD 3+1)	2,500	28	39
Griffon (HD 7)	5,500	38	49
Roc (HD 6), Heavy	6,400	48	60
Roc Trainer	135	N/A	N/A
Hippogriff / Pegasus Saddle	15	N/A	N/A
Roc / Griffon Saddle	45	N/A	N/A
Lizard, Giant (5'-7' HD 3-5)	550	5	12
Lizard, Giant (20' HD 6+)	1,000	12	22
Barding for Giant Lizard	250 / 500	N/A	N/A
Lizard saddle and bags	20	N/A	N/A

Roc Eggs may not hatch. Hatchlings may not take to training. Caveat emptor. The price of every other mount is for a trained adult.

Saddles for aerial mounts include the price of the girth, safety harness for the rider, and control harness. The trained mount receives some signals from its rider via a set of straps attached to the head and neck.

As in cock fighting, flying animals can have their talons and spurs enhanced with weaponry. This is left to the players and Referee to work out. Barding, however, is not practical on flying mounts as it reduces speed and, if damaged, can impede movement of the wings.

A **Roc Trainer** is as likely to be eaten as he is to be underpaid.

There is no such thing as an untrained rider for an aerial mount. All of them died while violating the laws of gravity and aerodynamics.

The Barding for a Giant Lizard comes in two sizes, one set for a 5'-7' lizard, and the other for a 20' lizard. This barding is like ring or banded armor. The lizard saddle and bags also comes with the tack and a goad for the rider to use.

The **Gorean Tarn** is the equivalent of a Roc.

The Barsoomian **Thoat** is the equivalent to a Giant Lizard and also comes in two sizes, both HD 6+.

The Barsoomian **Zitidar** costs 500 gp to purchase and is comparable to a large elephant in size and necessary accessories.



IX. ENCUMBRANCE

Although encumbrance may also refer to bulkiness, in general it corresponds to weight. Two systems of encumbrance are provided in these rules. The traditional system is the one used in the original text. The slot-based system is a modern interpretation that can streamline administration.

In the traditional encumbrance system, **ten coins (cns)** of weight is equivalent to **one pound (#)**. Each character normally carries up to 1,500 coins of arms, armor, and equipment. As a character carries more, this slows his movement. To give participants a better idea of how encumbered their characters are by equipment and prizes, the Referee may require that they note on a sheet of paper just where or how each item they have with them is stored or carried.

The traditional encumbrance and movement system is based on troops engaging in mass battles using wargaming rules. To aid understanding, the arms and armor of historical forces can help players and the Referee visualize how troops were classified by the authors of the earliest fantasy role playing game:

- Light Foot: Missileers, Peltasts, Swiss/Landsknechte, Peasants, Artillery Crews
- Heavy Foot: Normans, Saxons, Turks, Vikings, Men-at-Arms.
- Armored Foot: Dismounted Knights, Sergeants, Italian City Levies and Condottiere
- Light Horse: Magyars, Mongols, Spanish (javelin armed troops circa 1200), Turks, Hobelars
- Medium Horse: Mongols, Norman Knights, Esquires, Spanish, Turks, Turcoples
- Heavy Horse: Knights, Reiter, Gendarms

The encumbrance of various items has already been outlined in the sections entitled **Equipment** and **Armor Class** above. In general, encumbrance dictates the movement rate of a character with these **restrictions**:

- Characters wearing Studded, Chain, and Banded Armor cannot exceed 9" per round. Some types of Padded armor may also fall into this category at the Referee's option.
- Characters wearing Splint or Plate cannot exceed 6" per round

Table 9a: Traditional Encumbrance and Movement

WEIGHT (IN COINS)	MOVEMENT RATE	EQUIVALENT TROOP TYPE
<= 700	12"	Light Foot
701 - 800	9"	Heavy Foot
801 - 1,000	6"	Armored Foot
1,001 - 1,500 (maximum)	3"	N/A

Movement rates are given in inches: Indoors / Underworld **1" = 10 feet**; Upper World **1" = 10 yards**.

Some items have very atypical traditional encumbrance, and are highlighted here:

- Magical scroll 20
- One piece of jewelry 20
- Magical potion or vial 30
- Flagon (full) 50
- Magical wand or cane 25
- Magical staff 40
- Gem 1

Slot-based encumbrance is modeled on Old School Essential's Item Based Encumbrance play test. Basically, 0 - 5 occupied slots equates to 12" movement; 6 - 10 slots = 9"; 11 - 13 slots = 6"; 14 - 16 slots = 3"; and, 17 or more slots means no movement is possible. Tiny items do not encumber the player unless carried in large numbers. The parenthetical notations "storage" and "bundle" are kept for cross-compatibility with OSE, but can be ignored. The Referee may optionally allow characters with above average Strength to have one or two additional slots.

For expeditions into the wilderness, mounts provide additional carrying capacity as shown in the tables below.

Table 9b: Historic Mounts

TYPE	PRIMARY RIDER	ADDITIONAL CARRYING CAPACITY (IN CNS)
Light Horse	Light armor (<=700)	500
Medium Horse	Medium armor (<=800)	500
Heavy Horse	Heavy armor (<=1,000)	1,000
Elephant, Large	Heavy armor (<=1,000)	20,000

Table 9c: Fantastic Mounts

TYPE	PRIMARY RIDER	ADDITIONAL CARRYING CAPACITY (IN CNS)
Pegasus	Light armor (<=700)	500
Hippogriff	Medium armor (<=800)	500
Roc	Heavy armor (<=1,000)	1,000
Griffon	Heavy armor (<=1,000)	3,000
Mastodon	Heavy armor (<=1,000)	20,000

Table 9d: Barsoomian Mounts

TYPE	PRIMARY RIDER	ADDITIONAL CARRYING CAPACITY (IN CNS)
Light Throat	Heavy armor (<=1,000)	1,000
Heavy Throat	Heavy armor (<=1,000)	3,000
Zitidar	Heavy armor (<=1,000)	20,000

X. SPELL CASTING

Many aspects of spell casting are the same for both Magic-Users and Clerics. The term "caster" applies when this is true.

The caster must be able to **gesture** and use his **voice** to cast a spell. A caster aboard ship in rough seas or in a storm / gale cannot gesture freely so no spells may be cast under those conditions.

A Magic-User must remain stationary to cast a spell; a Cleric need not.

Traditional spells vary in complexity and casting time; at a minimum, the caster must utter a phrase while pointing at the place where the magic will manifest, i.e. a target. The **target** must be within the caster's **line of sight** and within **range** (see below).

Each caster may only cast one spell per combat round. This is done during the Artillery segment.

Some spells require a caster to maintain **concentration**. For these spells to operate properly, the caster must remain **stationary**. A caster aboard ship in rough seas or in a storm / gale cannot maintain concentration.

A caster who is successfully attacked (i.e. he is wounded and loses hit points) or opts to make a saving throw cannot complete casting his spell during the round and it is lost for the remainder of the 24 hour period.

A caster who is successfully attacked or opts to make a saving throw likewise **loses concentration**.

A Magic-User can only cause so many magical manifestations to occur simultaneously (see **Concurrent Spells** below). Clerics do not have this limitation, as they are essentially working divine miracles.

Range

The distance at which the Magic-User can manifest magic is based on his level of experience. As with movement above, 1" = 10 feet indoors or underground and 10 yards in the Upper World. Unless otherwise noted in the spell, Clerics have no range limitation as they deal with omnipotent power.

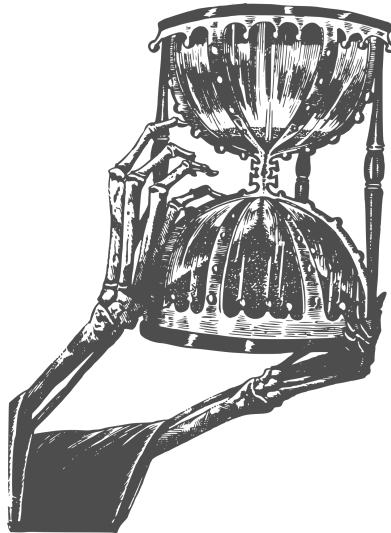
Table 10a: Magic-User Spell Range

LEVEL OF EXPERIENCE	RANGE
1 - 3	24"
4 - 6	36"
7 - 8	48"
9 - 10	60"
11 or more	Unlimited

Duration

A spells' duration is usually limited, but a spell also may end if:

- Negated by a saving throw.
- Countered by a Cleric or Magic-User (see **Dispel Magic**; Also some spells may be devised which counter each other if cast on the same target such as **Stone to Flesh** and **Flesh to Stone**).
- The spell's effect dissipates due to an outside force like the wind.
- The Magic-User chooses to end the spell. (Once divine power is invoked by a Cleric, its end is not in his control).
- The caster loses concentration.

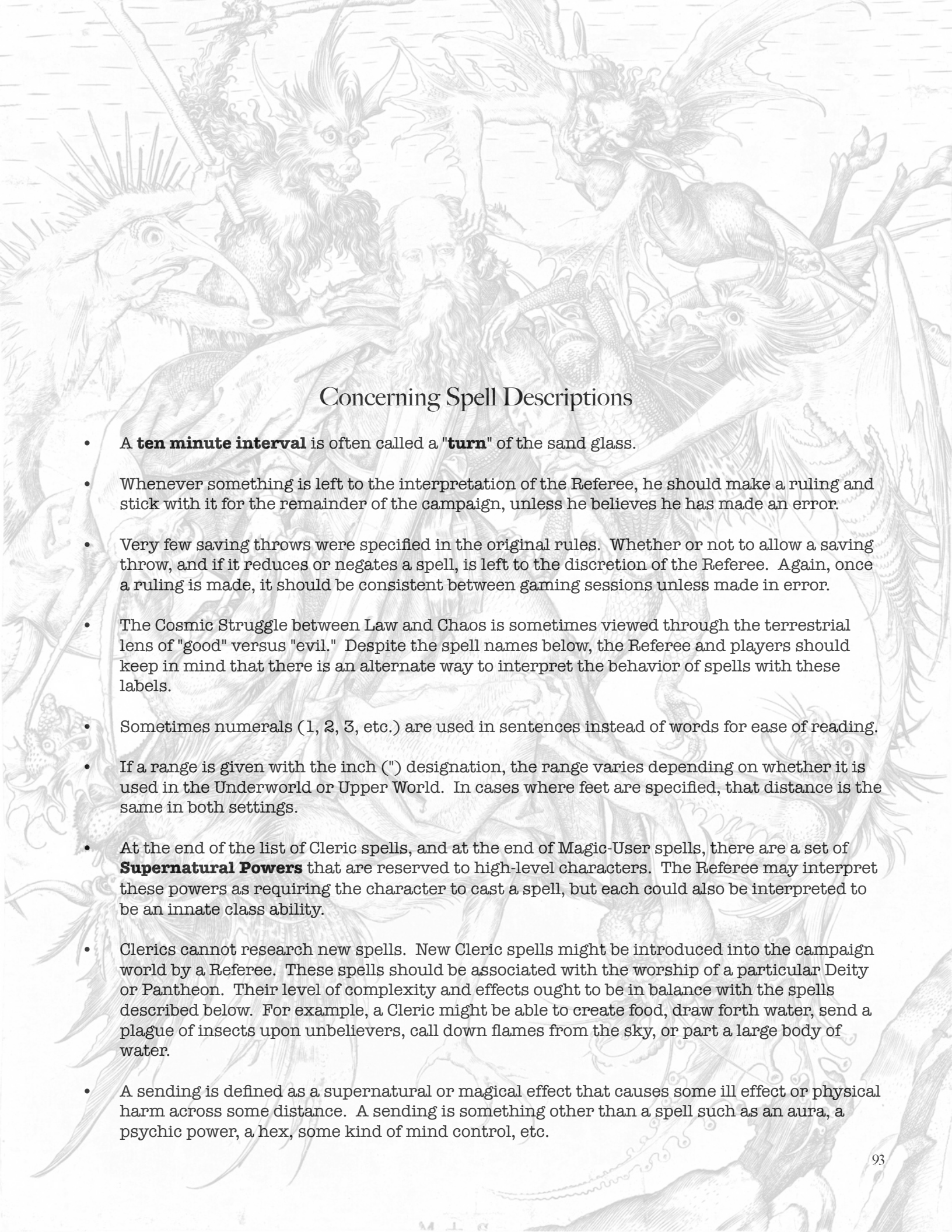


Concurrent Spells

As a Magic-User gains experience, he is able to keep more than one spell in operation at the same time. This might limit the number of people or creatures he might charm or polymorph, for example.

Table 10b: Concurrent Spells

LEVEL OF EXPERIENCE	CONCURRENT SPELLS
1	1
2-3	2
4-5	3
6	4
7-8	5
9-12	6
13 or more	7



Concerning Spell Descriptions

- A **ten minute interval** is often called a "**turn**" of the sand glass.
- Whenever something is left to the interpretation of the Referee, he should make a ruling and stick with it for the remainder of the campaign, unless he believes he has made an error.
- Very few saving throws were specified in the original rules. Whether or not to allow a saving throw, and if it reduces or negates a spell, is left to the discretion of the Referee. Again, once a ruling is made, it should be consistent between gaming sessions unless made in error.
- The Cosmic Struggle between Law and Chaos is sometimes viewed through the terrestrial lens of "good" versus "evil." Despite the spell names below, the Referee and players should keep in mind that there is an alternate way to interpret the behavior of spells with these labels.
- Sometimes numerals (1, 2, 3, etc.) are used in sentences instead of words for ease of reading.
- If a range is given with the inch (") designation, the range varies depending on whether it is used in the Underworld or Upper World. In cases where feet are specified, that distance is the same in both settings.
- At the end of the list of Cleric spells, and at the end of Magic-User spells, there are a set of **Supernatural Powers** that are reserved to high-level characters. The Referee may interpret these powers as requiring the character to cast a spell, but each could also be interpreted to be an innate class ability.
- Clerics cannot research new spells. New Cleric spells might be introduced into the campaign world by a Referee. These spells should be associated with the worship of a particular Deity or Pantheon. Their level of complexity and effects ought to be in balance with the spells described below. For example, a Cleric might be able to create food, draw forth water, send a plague of insects upon unbelievers, call down flames from the sky, or part a large body of water.
- A sending is defined as a supernatural or magical effect that causes some ill effect or physical harm across some distance. A sending is something other than a spell such as an aura, a psychic power, a hex, some kind of mind control, etc.

Clerical Spells

The miracles available to Clerics vary in complexity. Spells from the first level of complexity to the fifth level are shown in the table below. Descriptions are given afterward. A Cleric receives his spells through prayer and meditation at the moment they are needed, thus there is no need to select a spell in advance. Sometimes the use of prayer beads, a prayer wheel, a holy symbol, or a holy book are necessary to help the Cleric focus his mind upon connecting with the Divine and working the miracle. This is left to the discretion of the Referee. A particular Monastery or Order may be granted additional spells not shown here, perhaps based upon completion of a particular divine mission or series of Quests.

Table 10c: Cleric Spells

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL
Cure Light Wounds	Bless	Cure Disease	Cure Serious Wounds	Commune
Detect Evil	Find Traps	Curse	Dispel Magic	Dispel Evil
Detect Magic	Hold Person	Continual Light	Neutralize Poison	Raise Dead
Light	Protection from Evil	Locate Objects	Protection from Evil: 10' radius	
Purify Food or Water	Tranquilize			
Remove Curse				

First Level

Cure Light Wounds: When the Cleric lays his hands upon a wounded character, non-real player, or creature, this spell will restore **1d6+1** lost hit points. The hit points are restored over the course of a turn.

Detect Evil: The Cleric can detect an evil thought or intent in any person or enchanted object. This effect lasts for **2 turns**. Unlike most spells, it has a limited range of **20 feet** plus an additional **5 feet** for every level of experience of the Cleric above 5th. This spell will not detect poison because such toxins operate regardless of intent.

Detect Magic: This spell determines whether there is magic present within or about a person or creature, place, or thing. It can be used to find out if an item is magical, a portal is locked or held shut by magic, whether a person is ensorcelled, or even if someone or something is hidden by magic -- though in the latter case, hidden persons, creatures, or things cannot be discovered if the magic was cast by a caster of a higher level of experience than the one who has cast the detection spell.

Light: This spell removes all darkness (both natural and magical) in an area extending **24"** in all directions from the caster. Whether the light moves with the caster or remains stationary about the point from which it was cast is up to the Referee. The spell endures for **6 turns** plus a number of turns equal to the level of the caster. The light does not shine as brightly as full sunlight but the exact brightness is left to the interpretation of the Referee.

Purify Food or Water: A Cleric can purify food or water in his possession - at most enough to satisfy the needs of a **dozen** adherents for one day. This spell does not neutralize deadly poison, but will remove any spoliation, parasites, or impurities likely to cause disease or distress. The Cleric can use this spell to create enough **Holy Water** sufficient to fill a vial or vessel, though it will be ruined if the vial or vessel itself has not been blessed (see **Bless** below).



Remove Curse: This spell will remove one curse or evil sending. The person or object being exorcised of the curse must be within arm's reach of the Cleric. The spell will not neutralize a cursed scroll before it is read, but may be able to remove the curse if the victim is near. The curse of a **Sage** (see below) can only be removed by a Bishop or higher level Cleric. This spell may remove the **Holy Disease** (see below) with varying success. If the Cleric who tries to remove the Holy Disease is equal in level with the Cleric who cast it, there is a **50%** chance of removal but if the levels are different, the chance of success is adjusted **+/- 10%** per level difference.

Second Level

Bless: A Cleric may speak a blessing over any person or creature that will stiffen their resolve in mortal combat. Those already engaged in a fight cannot benefit from the blessing. The recipients must be within earshot so they can hear and reflect upon the blessing. The effect endures for **6 turns**. Any attack made by these recipients has a **+1** "to hit" and any Morale Check they must make is also done with a **+1** bonus. A blessing can also be spoken over an object to consecrate it for holy use such as a symbol, altar, font, or vial.

Find Traps: The Cleric is able to locate any manually or mechanically operated trap that is within **30 feet** of where he is standing. The effect of this spell endures for **one turn**, so that as the Cleric moves he may be sure not to fall into the snares of his enemies.

Hold Person: The caster is able to paralyze a single mammalian figure equal to or less than man-size, excluding all monsters in the "Undead" class but including Sprites, Goblins, Orcs, etc. The figure is entitled to a saving throw. If the spell is successful, the figure is held for **2d6 turns** plus (+) the **level of the Cleric** who cast the spell minus (-) the level or **hit dice of the figure held**.

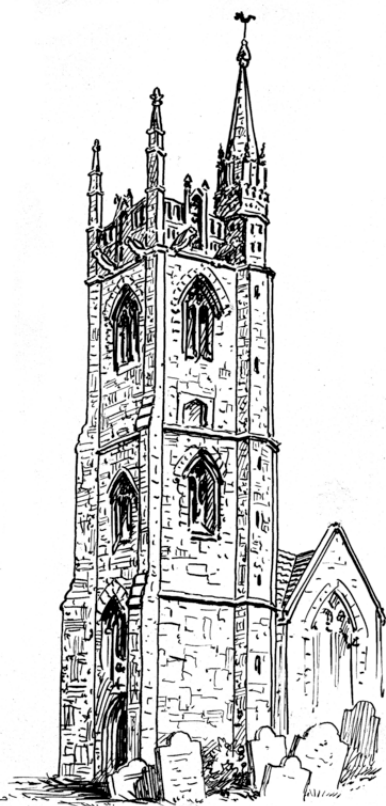
Protection from Evil: This spell hedges the caster around with a magic circle that **prevents attacks** from **conjured creatures** such as Elementals or those summoned from another plane. The spell does not prevent Phantasmal Forces no matter the guise in which they appear. The protective hedge also acts as an armor of sorts against evil attacks, adding **+1** to the caster's saving throws and penalizing the value an evil opponent needs "to hit" the caster by **-1**. This protective spell endures for **6 turns**.

Tranquilize: The Cleric is able to calm any character, non-real person, or creature who is in hysterics, becoming insane, or paralyzed with fear (see **Spectre**). This spell is of no help to those who brought insanity upon themselves by trying to contact or commune with a higher plane.

Third Level

Cure Disease: This spell enables the Cleric to cure any disease **except** the curse of the **Holy Disease**. The spell has an **80% chance** of success. The Cleric can, for example, heal the rotting disease caused by a Mummy or a disease caused by an Alchemist or even the plague.

Curse: This spell gives the Cleric the power to call down the dreaded **Holy Disease**. The Holy Disease is a noninfectious, eventually fatal disease. Every day the cursed individual gets weaker



and his hit points and health decrease by an amount determined by the Referee. If not treated in one week of game-time, the cursed individual will die. The Holy Disease can only be removed by a **Remove Curse** spell (see above). The Referee may, optionally, provide other noticeable symptoms of this disease.

Continual Light: This spell removes all darkness (both natural and magical) in an area extending **24"** in all directions from the caster. This spell will burn around the caster like a giant halo and move with him. The caster need not concentrate to maintain the effect and can do other things. The caster may opt to transfer the light to an object, such as a stick, that is in contact with him. If the light is transferred to an object, the light appears to emanate from the object instead of burning around the caster. The spell endures for **24 hours** unless discontinued earlier by the caster; the spell does not require **Dispel Magic** to discontinue, instead the player must simply state that he is discontinuing the spell. The light does not shine as brightly as full sunlight but the exact brightness is left to the interpretation of the Referee. Note: The Referee must decide what happens to the light if the object is no longer connected to the caster.

Locate Object: The caster is able to magically search for any desired object. The exact nature, dimensions, etc. of the object to be located must be known, and the desired object must be within the radius of the spell. The spell radius is **60 feet** plus **20 feet** for each level the caster is above 3rd. For example, if a Bishop (6th level Cleric) cast Locate Object, the spell radius would be 120 feet.

Fourth Level

Cure Serious Wounds: When the Cleric lays his hands upon a wounded character, non-real player, or creature, this spell will restore **2d6+2** lost hit points. The hit points are restored over the course of a turn.

Dispel Magic (Clerical): Because spiritual power is greater than the phantasmal power, a Cleric can dispel any magic or enchantment of any Magic-User below their own level, without failure. For example, a Patriarch (8th level Cleric) can dispel without chance of failure any spell cast by an Enchanter (7th level Magic-User). If the levels are equal, the Cleric has a **75%** chance of success. In all other cases, no matter what the level of Magic-User above the Cleric, the Cleric has a **50%** chance of success. Note, if the **Glittering Eye** is dispelled it is completely deactivated, and that particular object cannot be used again to hold the enchantment (see below). Dispel Magic is also able to remove the paralysis caused by a **Spectre**, but only if cast upon figures within **30 feet** of the Cleric. A Cleric cannot use Dispel Magic to dispel an Elemental -- he should use Dispel Evil instead.

Neutralize Poison: This spell has an **85%** chance to neutralize a fatal poison affecting one individual. For example, the victim of a Gorgon's breath or a Wyvern's sting could be saved if the Cleric is timely in casting this spell upon him. The Referee must decide how long after the poison takes hold that the Cleric has to effect this miracle, keeping in mind that only a Lama (7th level Cleric) or Patriarch may cast this spell. Neutralize poison may also be cast upon a suspicious substance or draught to make it safe to handle or to drink.

Protection from Evil: 10' radius: Those within the spell radius when the spell is cast are hedged round just like the caster. The radius moves as the caster moves. It prevents conjured creatures from physically entering the protected space. It is possible for someone -- other than the caster -- to

exit the protective space and thus lose its benefit. Otherwise, the spell's effects and duration are the same as with Protection from Evil above.



Fifth Level

Commune: This spell allows the Cleric to pose one question to a spiritual being residing on a higher plane of existence. There are also four holy days per year upon which the Cleric may pose multiple questions while in communion with a higher plane. The higher the plane with which the Cleric seeks to commune, the greater and more accurate the advice, i.e. the Seventh Heaven is more likely to have a complete answer than the Sixth. There is a **10%** chance per plane above the 3rd that the Cleric will be so awed and overwhelmed by the experience that he is effectively insane and totally incapacitated for a number of weeks equal to the level of the plane he was attempting to contact.

Dispel Evil: Similar to Dispel Magic, this allows the Cleric to dispel any evil sending or thing within a radius of **30 feet**. No die roll is required for it to function. This spell is capable of dispelling an Elemental, Djinn, or Efreet so that it returns to its native plane. It can cause an Invisible Stalker, a type of evil sending, to depart for a time (see below). Often Dispel Evil is used to exorcise an area, thing, or possessed person of an evil or demonic spirit so that it returns to its own plane or home. When cast on beasts or monsters who have been

enchanted to perform some evil task, they are freed of this obligation.

Raise the Dead: The Cleric can raise a character or non-real player within 7 days after death occurs. The Cleric simply points his finger and the dead person is brought back to life. However, such a person will then need two weeks to rest and recover before he will be able to perform normal activities such as adventuring. Optionally, if the Referee allows Clerics to advance beyond 8th level, the Cleric may raise someone 7 days after death + 2 weeks for each additional level above 8th.

Supernatural Powers - Cleric

The Finger of Death: Any Patriarch can, in a matter of life or death, use his finger to send forth a "death ray." This ray will kill any creature and is not subject to a saving throw. If this weapon is not used in a matter of life or death, the Patriarch undergoes an immediate conversion and becomes an Evil High Priest. An **Evil High Priest** may exercise this spiritual weapon at any time he so desires up to three times a day, however the victim gets his saving throw.

Holy Quest: A Patriarch can, once a day, compel a person to undertake some great task in the service of Law. If the person refuses this task, a curse will fall upon him the exact nature of which is left to the Referee to decide. Sometimes a Patriarch will impose a quest as penance for failing to tithe to the Patriarch's Monastery or Order. An **Evil High Priest** has the same ability, except the task undertaken will be done in the service of Chaos.

Magic-User Spells

The spells available to Magic-Users also vary in complexity. Spells from the first level of complexity to the fifth level are shown in the table below although spells of complexity as high as **11th level** may be researched or discovered. A Magic-User memorizes spells daily by studying one or more spell books. He must select one or more spells well in advance of when they are needed. Some spell

books may contain every spell of a given level of complexity, though detailed rules about spell books and how a Magic-User acquires his spells are left to the discretion of the Referee. A particular Fellowship or Guild will very likely have researched spells that are only available to their members. Again, the Referee can provide more detail as the campaign evolves.

Table 10d: Magic-User Spells

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL
Charm Person	Continual Light	Clairaudience	Charm Monster	Animate Dead
Detect Magic	Detect Evil	Clairvoyance	Confusion	Conjure Elemental
Hold Portal	Detect Invisible Objects	Dispel Magic	Polymorph Other	Contact Higher Plane
Light	ESP	Fireball	Polymorph Self	Glittering Eye
Protection from Evil	Invisibility	Fly	Redirect Edged Weapons	Hold Monster
Read Magic or Languages	Levitate	Hold Person	Wall of Fire	Magic Jar
	Locate Object	Invisibility 10' radius	Wall of Ice	Move Earth
	Phantasmal Forces	Lightening Bolt		Teleport
	Wizard Lock	Protection from Evil: 10' radius		Transmute Rock to Mud
				Wall of Iron
				Wall of Stone

First Level

Charm Person: This spell applies to all mammalian figures equal to or less than man-size, excluding all monsters in the "Undead" class but including Sprites, Goblins, Orcs, etc. If the target fails his saving throw, the charmed person is completely under the influence of the Magic-User. The spell endures for **6 turns** plus (+) **1 turn** for **every level** of experience the Magic-User has.

Detect Magic: As the first level Cleric spell above.

Hold Portal: A temporary holding spell on a door, gate, etc. The portal is magically held for **2d6 turns** plus (+) **1 turn** per level of experience the Magic-User has over 1st level. Of course, a magical creature or a higher level Magic-User will either **negate** the spell (shattering the door as with a Bealuwearg), or **weaken** it. There are **even odds** of either result. If the magic is **weakened**, it will

endure **1 less turn** per level of the Magic-User or hit dice of the creature trying to get through the portal. A Magic-User negates or weakens a Hold Portal spell by casting **Dispel Magic** upon it. The Referee must decide which creatures are magical.

Light: As the first level Cleric spell above.

Protection from Evil: As the second level Cleric spell above.

Read Magic or Languages: For this spell to work, the caster must have known that the language existed and the writing must be legible. If so, he will be able to read items written in the otherwise unintelligible language. If, however, this language is completely new to the Magic-User, he will be unable to read it, therefore wasting the spell. This spell also can be used to read most items of magic (written in Magi), and decipher any symbols or writing on maps.

Second Level

Continual Light: As the third level Cleric spell above.

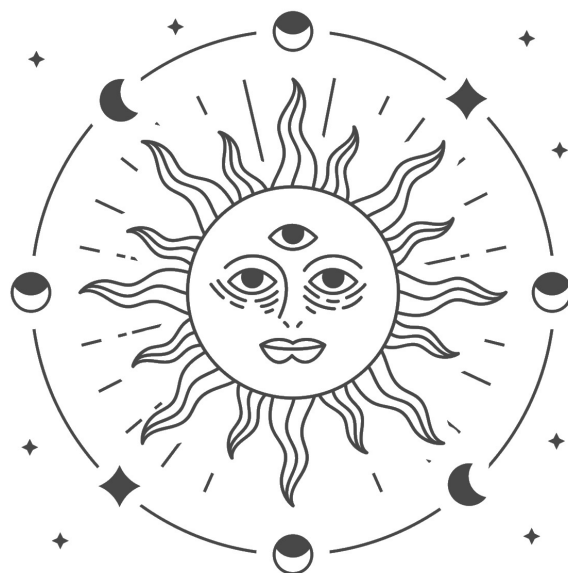
Detect Evil: As the first level Cleric spell above.

Detect Invisible Objects: This spell allows the caster to be able to "see" all **objects** either magically or naturally invisible. Despite that an Invisible Stalker is a sending, it is also detected by this spell. This spell endures for **12 turns** (2 hours). The spell has a limited range of **20 feet** multiplied by (**x**) the **level** of experience of the Magic-User employing it. Even though hidden persons or creatures carry or wear objects, they cannot be discovered if the invisibility was worked by a caster of a higher level of experience than the one who has cast the detection spell.

ESP: This allows the Magic-User to discern what lies behind doors, walls, etc., up to **60 feet** away via extra-sensory perception (ESP). Solid rock over 20 feet thick or lead plating will usually prevent ESP from working. This spell endures for **6 turns**. The Referee will describe sensory impressions such as smells, textures, and tastes. The Referee will avoid giving an exact visual depiction as that requires the use of a **Clairvoyance** spell (see below). Instead, the Referee may provide colors, rough shapes and sizes, and impressions of movement or stillness. Likewise, the Referee will avoid giving exact information about sounds and speech as that requires the use of a **Clairaudience** spell (see below).

Invisibility: This spell allows the caster to turn himself -- and whatever he is wearing or carrying -- invisible. As soon as an object loses contact with the caster, it becomes visible. For example, a sword blade drawn from its scabbard or an unsheathed dagger is immediately seen. The spell endures for **12 turns** plus (+) **1 turn** for each level the Magic-User is above 5th level (Thaumaturgist). Certain creatures, such as a **Dragon** or a **Spectre**, have the power to detect invisible enemies. They are not affected by this magical concealment. A Fighting-Man who is 8th level (**Superhero**) or higher has such keen senses that he is able to detect an invisible Magic-User in his presence.

Levitate: This spell allows the caster to magically "lift" an object a limited height and then only move the object horizontally thereafter. The weight of the object, the height it is lifted, and the horizontal speed are left to the discretion of the Referee, but the maximum possible horizontal speed can be no greater than 60 feet per turn and the weight able to be lifted should be no less than 250 coins per level of the caster. This spell endures for **12 turns**.



Locate Object: As the third level Cleric spell above.

Phantasmal Forces: The ability to create the illusion of any type of man, monster, creature, or beast known to the caster. When in doubt, the Referee should allow the creation of anybody or anything listed in the Monster section of these rules. Multiple creatures or men can be portrayed as if they were a unit on the battlefield. If the phantasm touches any seeing, living creature, that creature is shocked and takes damage equal to **1d6** plus (+) 1 hit point for every two levels of the Magic-User above 3rd level. For example, if cast by a Wizard the Phantasmal Forces would inflict 1d6+4 points due to shock. This spell endures for up to **6 turns**. The caster must concentrate to maintain the apparition.

Wizard Lock: This spell holds a portal shut indefinitely. Yet, the portal can be passed through by the caster or any Magic-User above the level of the one who cast the spell. Despite the fact that the portal is passed through, the spell continues to operate after the portal has been closed. This spell can be cast on a door, gate, drawer, lid, chest, etc. The caster and other Magic-Users may dispel the Wizard lock simply by holding that intent in mind while passing through the portal. If a Magic-User of equal or lesser experience level than the caster wants to pass through or dispel the wizard lock, roll **3d6** and subtract (-) the **difference in levels**. If the result is **10 or better** the Wizard Lock is circumvented.

Third Level

Clairaudience: As with the ESP spell above, except the Referee may provide more exacting descriptions of any sounds or language heard within range. The Referee might still impose a listen check for faint sounds. The ability to understand a spoken language is limited by the caster's knowledge. Alternately, the Referee might describe sounds as heard by a person or creature within the spell's range.

Clairvoyance: As with the ESP spell above, except the caster receives more exacting visual imagery, perhaps through the eye(s) of a person or creature within the spell's range. If so, the Referee might limit or alter the visual imagery conveyed based on the visible spectrum sensed by the person or creature.

Dispel Magic (Magic-Users): This spell negates any one spell or enchantment. There is a base chance of success of **50%**, modified by the difference of the level of Magic-User casting the spell minus the level of the caster whose magic is being dispelled. For each level of difference, the base chance is modified **+ / - 10%**. A spell or enchantment is either negated or it is not. There is no such thing as partial negation. A Magic-User can use this spell to dispel a conjured Elemental. At the Referee's option, this spell can be used to remove an enchantment from a magical item.

Fireball: A Magic-User has an affinity for either Fireball or Lightning Bolt; he cannot learn both spells. When a Fireball is thrown by the Magic-User, the accuracy will vary with the distance of the intended target. A target within 50 feet can be hit with **99%** accuracy, at 55 feet **95%** accuracy, and the accuracy decreases at **5%** per every 10 feet. Thus the spell is completely inaccurate when hurled at anything 245 feet or further away, though the caster may still try if the target is within the spell's range.

If the fireball misses its target, roll **1d6** to find out in which **direction** it has gone.

Dice Roll	Result
1	Over and left
2	Over and right
3	Left
4	Right
5	Under and left
6	Under and right

Next roll **two dice**. For each pip difference between the two dice, the fireball has gone **1" away** from the intended target. A miss is always at least 1" off target.

When the fireball reaches its destination, it explodes with a blast radius of **20 feet**. In a confined space, this blast will elongate or otherwise conform to the area giving the blast a path of least resistance. Magical walls (see below) may affect the path of the blast. The Referee must decide the exact area of effect, but a minimum of **twelve 10' x 10' squares** are filled with fire. A **Protection from Evil** or **Protection from Good** spell will shield anything within its hedge against the blast. A **Dispel Magic** spell can stop a fireball from exploding if it is cast before the fireball reaches

its destination. Any creature with one or fewer levels or hit dice who is within the blast area is **killed** instantly with no saving throw. All others may make a saving throw to take half damage. The spell does **1d6** damage for every level of experience of the caster.

Fly: This spell allows the Magic-User to fly both horizontally and vertically at the character's discretion. The speed in any direction is limited to **15"** per round or per turn depending on whether the caster is in the Underworld or Upper World. The Referee should roll **1d6** in secret. The spell endures for **1 turn** for each level of the Magic-User plus(+) the result of the secret die roll.

Hold Person: As the second level Cleric spell above.

Invisibility, 10' Radius: This spell allows the caster to turn himself -- and anyone within 10 feet of him -- invisible. As soon as an object or person moves more than 10 feet away from the caster, it becomes visible. Weapons when drawn or unsheathed become visible. In all other respects this spell is the same as the second level spell above.

Lightning Bolt: Much like the fireball above, except the Magic-User throws a bolt of lightening. The caster must select a point of aim called the "grounding point." This is used to determine the direction the lightening will travel. The lightening forms its head at the grounding point and then either travels backwards towards the caster or skywards toward an aerial target. The Magic-User's accuracy is the same as that of a fireball. If the lightening bolt's grounding point is inaccurately placed, roll dice as above to find out in which direction and distance it is actually anchored. If used at ground level, the stroke of lightening catches everything within a **3/4"** wide path that originates at the grounding point and travels backward **6"** toward the Magic-User. If used against an aerial target, the bolt originates at the grounding point and heads skyward either hitting its target or sizzling by if inaccurately placed. Concealed or invisible opponents can be slain if the Magic-User makes an educated guess. All that matters is that they are caught in the path of the lightening. Likewise, if the Magic-User should happen to inaccurately place the grounding point too close to himself, he or his companions may be in the bolt's path. Solid obstacles made of stone, if within the path of the lightening bolt, cause it to bounce off at a random angle until the stroke reaches its full length. Wooden obstacles struck by the lightening may be damaged or destroyed at the Referee's option. The bolt is as deadly as the fireball, with the same likelihood of making a saving throw or being instantly deadly. Protection from Evil/Good are effective against the lightening. Unlike the fireball, there is no chance to Dispel it prior to it striking.

Protection from Evil: 10' radius: As the fourth level Cleric spell above.

Fourth Level

Charm Monsters: As with the first level Charm Person spell as far as effect and duration, but applicable to all creatures regardless of size or mammalian nature. If animals are involved, or creatures with 3 or fewer hit dice or levels, roll **3d6** to see how many it affects. Members of the Undead class are unaffected by a charm.

Confusion: This spell causes numerous enemies to behave in a confused manner. Roll **2d6** and subtract the level of the Magic-User who casts the spell. The difference is the number of turns after being uttered that the spell will take effect. If the difference is zero or less, the spell takes immediate effect. When the spell takes effect, **2d6** creatures become confused. Those affected wander aimlessly about and attack their own fellows. Creatures with 6 hit dice or of 6th level or more will throw **2d6** each turn to see if they can resist the confusion. A roll of 7 or better is successful. This spell endures for **12 turns**.

Polymorph Other: This spell morphs its target into the form of any living creature desired, but without any control being exerted by the Magic-User casting it. The transformed creature takes on all of the attributes of the creature he has been changed into, except its consciousness. After the transformation, the target's Intelligence is used as a counter that counts down 1 point every day the enchantment remains in place. When the target's Intelligence counter reaches zero, the target assumes the intelligence of the creature he resembles, and will act accordingly. The spell can only be negated via Dispel Magic to remove its effect, and the target's Intelligence will return at once. This spell does not require the Magic-User to maintain concentration. It endures until dispelled and thus can be neigh perpetual. The spell does count as a concurrent spell, so it is only possible for the Magic-User to polymorph a limited number of targets at one time.

Polymorph Self: This spell allows the Magic-User to take the shape of anything he desires, but he will not thereby acquire the special ability or abilities of the thing he resembles. However, he will have all of the creature's natural abilities. For example, the caster may turn himself into a Dragon and fly away or he may use the Dragon's claws to rend foes, but he cannot use the Dragon's breath weapon. The spell endures **6 turns** plus **1 turn per level** of the Magic-User employing it.

Re-Direct Edged Weapons: This spell hedges the Magic-User with a field that turns away all edged weapons, i.e. any weapon a Cleric cannot use. The spell endures **6 turns** plus **1 turn per level** above 7th of the Magic-User casting it.

Wall of Fire: This spell lasts as long as the Magic-User **concentrates** upon it. The wall entirely prevents vision through its flames. A creature with four hit dice or levels cannot pass through the wall. More powerful creatures who pass through will take either **1d6** or **2d6** points of damage depending on their rate of movement. Slower moving (0" - 6") creatures take more damage as they pass through. The Magic-User may shape the wall any way he likes. It covers an area of 12" and may be formed as far as 6" away from the caster.

Wall of Ice: As with the Wall of Fire, except the wall is solid. Any creatures which employ fire and/or fire-based spells find that the wall negates these effects so long as the creature or spell comes in contact with it during a combat round. Powerful creatures may break through the ice as with a wall of fire, however, they take **1d6** points of damage when doing so. The wall covers an area of 12" and may be formed as far as 12" away from the caster.

Fifth Level

Animate Dead: This spell animates skeletons or zombies from bones or dead bodies. The spell endures as long as the animations are not destroyed or dispelled. The skeletons and zombies will

have purpose only so long as the Magic-User can concentrate on them. Without purpose, they will wander aimlessly or stand motionless. The number that can be animated with each cast of the spell is **1d6** plus **one die** for each level the Magic-User is above 9th (Sorcerer). If all of the animations are dispelled or destroyed, the spell no longer counts as a concurrent spell.

Conjure Elemental: This spell summons an Elemental from its native plane. No more than one of each type (Air, Earth, Fire, or Water) can be conjured up at the same time (this does not apply to Djinn and Efreet). The Magic-User must maintain concentration on a conjured Elemental to keep it under control. If the Magic-User who conjured the Elemental is disturbed (attacked), he loses control of it, and it will attack him. If the Magic-User is killed, any Elementals that he conjured will attack the nearest figure. Such rogue Elementals must be dispelled via Dispel Magic or Dispel Evil or they can be killed in combat. So long as the Magic-User remains in control, he may release the Elemental to return to its home in peace.

Contact Higher Plane: This spell permits the Magic-User to seek advice from a higher plane (the Referee). Of course, the higher the plane the greater and more accurate the advice. There is a **10%** chance per plane above the 3rd that the Magic-User will go insane from the strain of the attempt and so will be totally incapacitated for a number of weeks equal to the level of the plane he was attempting to contact. At the Referee's option, any attempt to contact the higher planes more often than once per week causes the Magic-User to suffer a nervous breakdown that lasts **1d6** days.

Glittering Eye: The caster designates a specific non-living item within **30 feet** as a vessel to hold the patterns of one or more spells currently held in the caster's memory. The number of spells that can be transferred is dependent on the caster's level of experience. An 11th level caster can transfer two spells, a 12th level caster can transfer three spells, and so on. The vessel is somewhat autonomous in operation. If a hostile humanoid or creature passes within **60 feet** of the vessel, it will trigger one of the vessel's spells to target it. The spell is selected at random. Should another hostile creature pass into range, another spell is triggered until none are left. Whether the target gets a saving throw is based on the spell cast upon him. **Dispel Magic** will eject the spells held by the vessel, but each spell must be dispelled independently. Ejected spells return to their home in the Magic-User's memory if a spell slot is available, otherwise they are lost. If not triggered, the magic in the vessel **fades away** over the course of **several days** until it resumes its mundane nature. Once used in this way, the vessel is no longer able to hold any kind of enchantment; its matrix has been permanently scarred by magic which was not permanently fixed in place. It takes at least **one round** to **transfer** a spell into the object.



Hold Monster: As with the **Hold Person** spell as far as effect, saving throw, and duration, but applicable to all creatures regardless of size or mammalian nature. Undead creatures are not affected by this spell.

Magic Jar: This spell gives the Magic-User the means to house his life force in some inanimate object (even a rock), and **possess** the body of any creature or person of his choice as long as it comes within 100 feet of his Magic Jar. If the possessed creature or person is destroyed, the life force of the Magic-User returns to the Jar, and from thence it may return to the Magic-User's body. However, if the Magic-User's body has been destroyed in the meantime, his life force must remain in the Magic Jar until another creature or person can be possessed or the Magic Jar is destroyed. In the latter case, the Magic-User is annihilated. Creatures of 8 hit dice or more, or persons of 8th level or more, can avoid being possessed if they make a saving throw versus magic. Otherwise, there is no way to prevent possession. A **Dispel Evil** spell can exorcise the Magic-User's life force from a possessed creature or person.

Move Earth: When cast above ground, the Magic-User can move prominences such as hills. The spell takes one turn to go into effect and will affect only one prominence. The earth will move at a base rate of **60 feet per turn** modified by the level of the Magic-User above or below 11th level (Wizard). For each level above or below, the base rate of movement increases or decreases **10 feet** per turn. The Magic-User must maintain concentration and remain in line of sight with the prominence, otherwise its movement comes to an end.

Teleport: This spell provides instantaneous transportation from place to place, regardless of the distance involved. Without the Magic-User ever having seen the destination, teleportation to it is **75% uncertain**, so a score over 25% on **1d100** results in death. If a person teleporting has **seen** the destination, but not specifically, there is an uncertainty factor of **10%** of arriving **low** (resulting in death) and **20%** of arriving **high** (resulting in a fall). If the result is high, roll a die to see how many feet above ground level teleport takes place: **90 feet + 10 x 1d6 feet** (a range of 100-150). If **considerable study** of a spot is made then the teleporter can transport with 95% accuracy with **1% low** (death) and **4% high** (fall). If a high result, roll one die for height above in 5's of feet, i.e. **90 feet + 5 x 1d6 feet** (a range of 95-120).

Transmute Rock to Mud: This spell takes **one turn** to go into effect. It applies equally well to normal earth, or sand. It affects an area of ground up to **100 square feet** in any shape desired. Any creature moving into the mud will be reduced to **10%** of its normal **movement** unless it can fly or be levitated out. Getting out in such a manner requires **50%** of **movement** to accomplish.

Wall of Iron: This spell creates a wall of iron **2 feet thick** and up to **100 square feet** in length and height. The wall endures **4 turns** plus **1 turn** for every level the Magic-User who created it is above the 10th (Necromancer) level. The Magic-User need not maintain concentration for the wall to remain in place, but it does count as a concurrent spell.

Wall of Stone: This spell creates a wall of stone **2 feet thick** and up to **100 square feet** in length and height. The wall endures **6 turns** plus **1 turn** for every level the Magic-User who created it is above the 10th (Necromancer) level. The Magic-User need not maintain concentration for the wall to remain in place, but it does count as a concurrent spell. Unlike other magical walls, this one is the weakest. It can not only be dispelled, but it can also be overcome with a battering ram or tools.

Supernatural Powers - Magic-User

At a certain level of mastery, a Wizard gains enough insight to cast three powerful spells. He need not record these in any spell book. Rather, purely through daily meditation the words and gestures imprint themselves in his memory.

Flesh to Stone: This spell available to any Magic-User who is above the 11th level. The spell works on any creature other than Elementals, the Undead, and Bealuwearg. Only a saving throw can stop this spell from taking effect. The effect cannot be dispelled and will endure, perhaps permanently, until reversed by the spell below.

Stone to Flesh: This spell available to any Magic-User who is above the 11th level. This spell cannot be dispelled, and can only be reversed by the **Flesh to Stone** spell above.



Invisible Stalker: Only 13th level Magic-User or above can employ this spell. It conjures an extra-dimensional monster which can be controlled with even a mere word expressing the mental intent of the Magic-User who called it up. However, the Magic-User must memorialize the spell and intent in writing. The Invisible Stalker will continue in his assignment regardless of time or distance, or the death of the Magic-User who sent him. The only way to dispel the monster is to either destroy it in combat, or destroy the record of the spell. The monster is best described as an evil sending, rather than a summoned creature.

Quest: This supernatural power allows a Wizard (11th level) to cast a narrowly defined, though potentially deadly, geas upon one character, non-real person, or creature that requires the target to go on an expedition and bring back a share of any treasure obtained to the caster at his stronghold. The Referee should recall that the Wizard using this spell is generally non-hostile toward the target and perhaps assign a task that is of mutual benefit. The target may opt to make a saving throw versus spells, to avoid coming under the spell's effect though this will likely be viewed by the Wizard as a hostile action. If the save fails the target must stay at the task until it is completed. The target must make an earnest attempt to accomplish the task. Should the target require hirelings, he will pay them from his own pocket. Should the target attempt to deviate from performing this assignment, he will become increasingly weak - losing 1 point of Strength and 1 point of Health every day until he takes up the task again. A target reduced to 3 in either Strength or Health cannot move. A target reduced to zero points in either trait will die. If the trait score is unknown, roll **3d6** to determine it at time of casting. A wish will remove the obligation from the target. **Dispel Magic** and **Remove Curse** have no effect. Another Wizard of equal or higher level can **reverse** the geas.



XI. NON-REAL PLAYERS

The Referee will, in all probability, find it beneficial to allow characters to "hire" non-real players for occasional service, or even permanent duty, below ground or above. In most Upper World adventures it is advisable for participants to pair up hired help with each character who is not a Fighting-Man.

Retainers

Retainers are taken on for long-term service and can be relied upon to join in Underworld adventures. A retainer's **Loyalty** toward the hiring character should be established upon hire.

A character who offers to retain non-real players usually does so by frequenting public places, sending out criers, or posting messages. This requires time and money. The character should receive a response no less than one game day later. The Referee may roll **1d6** to determine how many days after the offer is made known that the first response takes place. Offers of under **100 gp per level** have only a **1-in-10** probability of success. Continued posting of offers, with increasing amounts, will increase the probability of success.

Only Fighting-Men reply to such offers. Hiring above the Swordsman class (level 3) is difficult. Hiring above the Swashbuckler class (level 5) is all but impossible. Dwarves require **50%** more gold to entice than humans. Elves (acting as Fighting-Men) will be only attracted by offers of magical items. Halflings will not serve as retainers.

Retainer Loyalty

As with other traits, initial Loyalty is based on a roll of **3d6**.

- An average Loyalty falls into the 10-12 range.
- A retainer with an 18 Loyalty will be fanatically loyal and willing to give his life in service to the hiring character.
- A retainer with a Loyalty score of 5 or below will desert at the first opportunity.

Retainer reactions to various situations should be judged by the Referee using his discretion. The Referee may opt not to test a retainer's reaction in some situations.

Retainers will not question their service so long as they receive regular pay, fair treatment, and are given occasional bonuses. Dwarves prefer gold bonuses while Elves prefer magic items. "Hazardous Duty" pay should be given to retainers when they serve any length of time underground.

Loyalty changes over time. Continuous service over a game year will automatically increase Loyalty by **1 point** so long as conditions of employment remained average or better during the period. If the retainer had several successful adventures, received bonuses in gold or magic items, it is possible for Loyalty to increase another **3 points** at the end of period.



Upper Level Hirelings

Non-real players above sixth level may be hired for a period. Such non-real players demand a flat percentage of whatever treasure the hiring character earns during their period of hire.

As for Fighting-Men, a Champion demands **5%** of treasure; a Superhero demands **25%**; a Lord demands **50%**. These are minimum amounts. In actuality, they may not sign on without a promise of more.

Magic-Users require a minimum of **5%** of treasure per level.

Clerics require the hiring character to tithe **10%** of treasure to the Monastery or Order to which the Cleric is affiliated. Optionally, the Referee might allow the hiring character to build a place of worship to house the Cleric as partial or complete satisfaction of this obligation for a tithe.

Upper level hirelings will not adventure underground but they will fight in battles, cast spells, conduct research, and otherwise work exclusively for the benefit of the hiring character during the period they are hired.

Monsters

Characters may capture various monsters. The Referee may, optionally, allow these to be taken into service too. Monsters, with the exception of Orcs, cannot serve in Underworld expeditions. Monsters can, however, man keeps and castles or even lurk in dungeons constructed below player-controlled strongholds. See **Castles** below.

Monsters who naturally inhabit the Underworld will live there and be satisfied with monthly pay. Monsters serving in an active capacity (repelling pesky adventurers from a dungeon) will automatically accrue at the higher, weekly, rate.

Mercenaries and Special Agents

Men can be hired to be a **Special Agent**; these are spies, engineers, alchemists, armorers, administrators, animal trainers, sages, hunters, seamen, sea captains, and more. **Mercenaries** are simply troops. Such Mercenaries are of the Neutral division. They perform mundane duties for a monthly wage and wartime duties for double.



Table 11a: Support and Upkeep of Mercenaries

TROOP TYPE	HUMAN	HALFLING	DWARF	ELF	ORC
Non-combatant	1	--	--	--	5 sp
Light Foot	2	5 sp	15 sp	2	1
Heavy Foot	3	--	6	--	15 sp
Armored Foot	4	--	7	--	--
Archer	3	--	--	10	3
Slinger	2	6	--	--	--
Crossbowman	4	--	5	--	--
Longbowman / Composite Bowman	6	--	--	--	--
Light Horse	4	--	--	15	--
Medium Horse	6	--	--	--	--
Heavy Horse	8	--	--	--	--
Veteran (F-M 1st level)	10	5	25	20	--
Warrior (F-M 2nd level)	25	25	50	45	--
Swordsman (F-M 3rd level)	50	65	100	75	--
Hero (F-M 4th level)	100	125	200	150	--
Swashbuckler (F-M 5th level)	200	--	300	--	--
Myrmidon (F-M 6th level)	350	--	600	--	--

These wages are required monthly in gold or silver (where noted). Mercenaries can be poorly trained, trained, or well trained. The wages above are for trained troops. Non-combatants include porters, torch bearers, guides, laborers, messengers, miners, shield bearers, teamsters, untrained sappers or pioneers, etc.

Optionally, the Referee may allow Mercenaries and Special Agents to serve in the Underworld, however such men are paid their entire monthly wage each week.

Table 11b: Support and Upkeep of Special Agents

SPECIAL AGENT	WAGE (GP / MONTH)
Administrator	100 + 10% of profits
Alchemist	500
Animal Trainer	100
Armorer	50
Engineer	200
Sage	500
Sea Captain	200
Seaman	5
Smith	25
Spy	400 gp / mission 1300 gp / assassination

Administrator

Each area of investment must be overseen by an Administrator. This person is likely a councilman or petty official who is trusted by the upper class, respected by the middle class, and sometimes voted upon by the free lower class. Taxes from larger inhabitations, and tolls, are used for upkeep of roads and canals. With other investment categories, funding is provided by player characters or non-real players. The investors, or the municipality, expect that funds will be used to maintain and improve the investment so that it is self sufficient or profitable. Administrators prevent waste, account for funds, hold laborers and supervisors accountable, and otherwise prevent players and Referees from dealing with mundane issues. A Referee might also require an Administrator be hired to oversee maintenance of existing strongholds within a domain.

Alchemist

Employing an Alchemist for one month is sufficient for him to produce a poison suitable for use in one assassination or other ill effect. Given a recipe in *Magi*, an Alchemist can create a potion that costs half its price of sale. This cost will vary from one Referee and campaign to another. An Alchemist can also conduct research into developing new types of poison other than those already available in the campaign. The research cost is twice that of a Magic-User researching a potion. Alchemists may be able to identify potions and scrolls. Alchemists are suspected of being able to cause disease if affronted. Although a Lord may retain an Alchemist, both Clerics and Magic-Users refuse to work in close company with them. Therefore, a Lord that has an Alchemist at his stronghold may not have a Magist nor clergyman as a retainer.

Animal Trainer

An animal trainer specializes in one type of animal or fantastic beast. One animal trainer can train six horses for use as cavalry. Likewise one animal trainer can produce six camels or elephants who can be used on the battlefield. It takes an entire year to complete this training and thereafter the mounts are handed over to the troops for further conditioning lasting at least another year. To find the number of animal trainers required for an Army or garrison, group the number of mounted troops by the type of mount they ride. Divide that number by sixty rounding up. The number of animal trainers employed by a domain should be adjusted annually - not monthly. If the domain has Animal Breeding as an investment area and specializes in producing war horses, elephants, or camels, the Referee should increase the number of mounts that each Animal Trainer can handle as the level of investment grows. For fantastic beasts like a Roc or Hippogriff, the Referee should decide how long it takes to train a mount for combat. For a beast like a Tiger, the Referee must decide what it can be trained to do.



Armorer

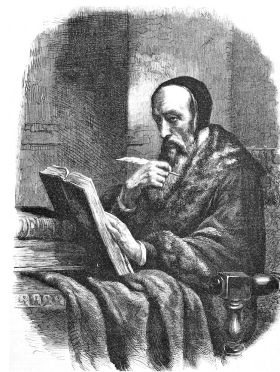
It takes one armorer for every 50 fighting-men to forge and maintain their arms and armor. With one Smith to help, the Armorer can support double the number of fighting-men, and with two Smiths the number is trebled. Such assistant Smiths do less-skilled work like crafting arrow heads and quarrel tips, for example. Other apprentices are assumed to be present to also assist the Armorer and are included in his monthly cost. At a minimum there must be an Armorer to accompany any Army in the field, as well as one for each stronghold's garrison. The Referee should record the location of each Armorer his campaign diary. If the domain has invested in an Armory, one Armorer will be located there in lieu of at the domain ruler's personal stronghold. As investment in the Armory increases, the cost of employing Armorer and Smiths is reduced by the Referee.

Engineer

An engineer is required to devise the architecture and supervise the construction of any dungeon, mine, stronghold, or city walls and defenses. When an Army goes to war, it is customary to hire an engineer to supervise the emplacement and use of siege artillery (catapults, trebuchets, ballistae, cannons, and bombards). A different engineer must be hired to oversee other siege work such as field fortifications, mining, counter-mining, and the construction of some siege equipment (bore, belfry/tower, gallery shed, hoist, ram, penthouse, and sow). The Referee should record where engineers are employed as the loss of an engineer during a battle, or during a construction project, can cause significant delay when time is most critical.

Sage

A Sage provides learned advice after conducting research into a subject on behalf of a patron. Such men prefer certainty over speculation and will often take longer to provide an answer than originally bargained. The shorter the time spent on research, the less reliable or complete the information provided. If subjected to violence, a Sage can cast an almost irremovable curse upon his assailant(s). The Referee is warned that while it is possible to develop elaborate rules concerning Sages, the only person likely to study such rules is a Sage.



Seaman (Sailor and/or Oarsman)

All ships must be manned by a crew of Seamen under a Ship Captain. Generally, Seamen are not fighting-men but there are exceptions, such as those who crew Viking longships. Usually sailors have a wider skillset than oarsmen, though it would be a mistake to say that the oarsmen on a galley are in any way lacking (especially to their faces). These rules make no distinction between the crews of freshwater- and saltwater-going vessels though clearly the title "sea-man" is applicable only to the latter. Sailors never wear armor and will use daggers, clubs, short swords, and hand axes. Oarsmen may wear leather armor though they are loath to wear mail as the chance of drowning is very high should one be forced overboard.

Ship Captain

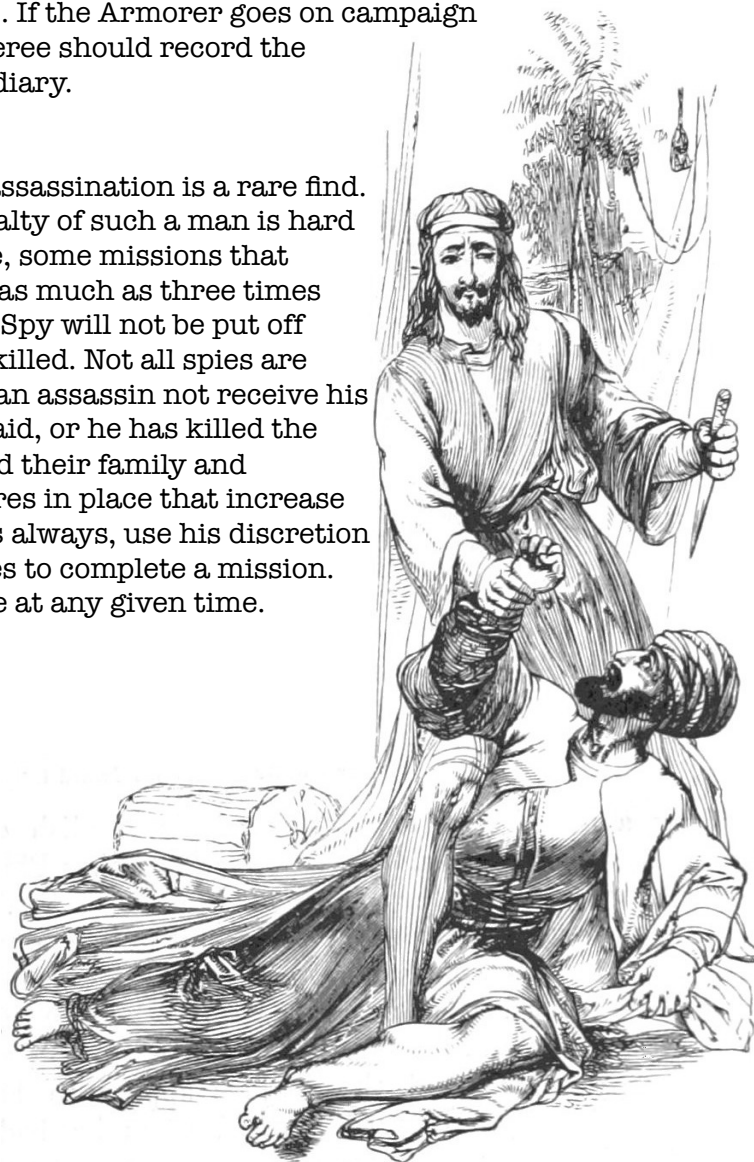
Sometimes called ship's master, this man is skilled in operating a specific type of vessel and is most familiar with the weather, tides, hazards, shelters, currents, etc. related to the waterways he has travelled. Some Ship Captains may only, for example, have experience crossing a large freshwater lake in a Hulk while others may be familiar with trolling up and down hundreds of miles of coastline in a Caravel. In medieval settings, very few Ship Captains have true ocean-going experience - mostly explorers crazy enough to risk mutiny, starvation, dehydration, and worse fates.

Smith

For every 50 horses, donkeys, ponies, or mules in the domain ruler's army and garrisons, there must be one Smith who spends his time as a farrier. With a second Smith, up to 160 more animals can be supported. A smith is also crucial to help maintain a stronghold and its surrounding holding by crafting mundane items like nails and hinges. If there is no Armorer present, there must at least be one smith at the stronghold. Finally, a Smith can also increase the volume of work an Armorer can do (though only if committed singly to that task). If the Armorer goes on campaign with an Army, his Smith(s) travel with him. The Referee should record the location of each independent Smith in his campaign diary.

Spy

A man who makes his living with skullduggery and assassination is a rare find. Each must also be well-vetted but ultimately the Loyalty of such a man is hard to judge. Although a fee for this expert is given above, some missions that target a noble could, at the Referee's discretion, cost as much as three times the normal rate. If tasked with an assassination, the Spy will not be put off from his mission until it is either successful or he is killed. Not all spies are willing to undertake assassination missions. Should an assassin not receive his agreed pay, he will not rest until **150%** of the fee is paid, or he has killed the offender. Some rulers take great precautions to guard their family and themselves against assassination. Others put measures in place that increase the difficulty of a Spy's mission. The Referee must, as always, use his discretion when calculating the odds of success and time it takes to complete a mission. No more than a handful of Spies are available for hire at any given time.



Loyalty and Morale

The initial Loyalty of a Retainer or Mercenary is usually based on the arms, armor, and mount the man uses (see **Table 11d: Steadiness and Morale - Retainers and Mercenaries**). The Referee must use his own judgement when setting the initial loyalty of a Special Agent such as the non-real player's personality and social status.

Designer Note: At time of hire, very little about the hiring character is known. **Initial Loyalty** is more based on the hired man's ability to keep his own word, personal honor, courage, etc. The hirer will have an opportunity to demonstrate his concern, or lack thereof, for the hired man and influence Loyalty over a longer span of time. Initial Loyalty should not be based on some trait of the hirer like Appearance.

Periodically, the Loyalty of a hired man is put to the test. Usually this is when an act of physical courage is required, but sometimes it can be required for an act of moral courage. For example, if a Sage is asked to tell a particularly hard truth to a headstrong Noble that risks the Sage's reputation or income, then a check is required. The test is called a **Morale Check** and it is always made using **2d6**. The Referee may apply a **+/- 1 or 2** modifier as circumstances warrant. For example, if monsters are winning a skirmish, the Referee might assign them a +1 modifier to any Morale Check. A roll equal to or under the value stated is a success. Thus a **12** is the best Morale score possible.

Hired men are entitled to a modifier as well, based on their current Loyalty score. The Referee will usually track this score closely for Retainers and Special Agents, but, depending on how Mercenaries are used and numbered, it may be impractical to do this individually for them.

Table 11c: Morale Modifier based on Loyalty

LOYALTY TRAIT	MORALE MODIFIER
5 or below	Deserts the first time morale is checked
6 - 7	-2
8 - 9	-1
10 - 12	N/A
13 - 14	+1
15 - 16	+2
17	+2 and Impetuous
18	Fanatical, never checks morale

The Referee should keep the Loyalty score of non-real players a secret. **Fanatical** men need never test morale even when the Referee might think circumstances would warrant a -2 penalty to the dice roll. **Impetuous** men will advance or charge (if possible) once combat is in the offing; if ordered to stay back, there is only a **1-in-6** chance that they will follow such orders. One is either Impetuous or Fanatical, never both.

In battle, a test of nerve is required when a certain number of men are lost. Usually this is due to casualties, but it could also be due to men being taken prisoner or cut off or made impotent through magic. Troops are only steady up to a certain point based on their numbers, type, and training. Upper Level Hirelings should be considered well trained.

Steadiness comes in three varieties:

- **Unsure** - checks at **25%**; breaks at 50%
- **Average** - checks at **33 1/3%**; breaks at 66 2/3%
- **Resolute** - checks at **50%**; fights on to the bitter end

Resolute troops test when their effectiveness is reduced in half. Those that pass the test need not check again. Unsure and Average troops that pass the test will fight, but only until their numbers dwindle to a certain point at which time they will break and flee. This is analogous to a rout on the battlefield, not a retreat or fighting withdrawal.

Unintelligent monsters fight to the death, but smarter Monsters also make Morale Checks as their numbers are whittled down. Sometimes a Referee might decide that a lone monster might make a test after a certain number of hit points are lost. A cowardly (or prudent) Dragon, for example, might attempt to flee after it has lost half of its hit points, so the Referee makes a roll when that threshold is crossed.

For the sake of simplicity, a novice Referee might just treat all monsters (hostile and benign) as having **Resolute** steadiness.

A player may optionally decide to let the dice decide his character's actions in battle, using his own judgement about how steady his character is under fire. The player can use a character's Ego score to apply a modifier to the roll.

A Morale Check might be required due to magic or enemy charge. But it is also possible the Referee might require a test of nerve if a hireling is ordered to perform some highly dangerous act such as holding a stairwell against a Bealuwearg while the party makes an escape, or for a lightly equipped mercenary to attack a heavy horseman alone, or for peasants to attack or defend against Heavy Foot. Whether a man will waver in the attack or shirk in defense is subject to a modifier. Generally, **defending** puts more psychological strain on a man and should receive at least a **-1 penalty**.

Table 11d: Steadiness and Morale - Retainers and Mercenaries

TROOP TYPE	POORLY TRAINED	TRAINED	WELL TRAINED
Peasants	Unsure / 3	N/A	N/A
Levies	Unsure / 3	Unsure / 4	N/A
Artillerists	N/A	Unsure / 5	Average / 6
Sapper/Miner/ Pioneer	Unsure / 3	Unsure / 5	N/A
Slinger	Unsure / 5	Unsure / 6	Average / 6

TROOP TYPE	POORLY TRAINED	TRAINED	WELL TRAINED
Light Foot	Unsure / 5 Barbarian Hordes (fanatical so +2)	Unsure / 6 Buccaneers	Average / 7 Pirates Swiss pikemen +1 ML and are Resolute
Hobelar	N/A	Unsure / 6	Average / 7
Heavy Foot	Average / 6	Average / 7	Resolute / 8 Men-at-Arms Viking Raiders Janissaries w/chain hauberk Landsknechte +1 to ML
Armored Foot	N/A	Average / 8	Resolute / 9
Light Horse	N/A	Unsure / 7	Resolute / 8 Nomads on light horse Dervishes (fanatical so +2)
Horse Archer	N/A	Average / 7	Resolute / 8 Mongols
Horse Crossbowman	N/A	Average / 7	Resolute / 8
Medium Horse	N/A	Average / 8 Brigands in heavy armor on medium-sized mount	Resolute / 9 Mounted MAA but not Knights
Heavy Horse	N/A	Resolute / 10 Norman Knights	Resolute / 11 HYW Knights
Longbowman	Unsure / 6	Average / 7	Resolute / 9
Archer	Unsure / 5	Unsure / 6	Average / 6
Crossbowman	Unsure / 5	Unsure / 6	Average / 7
Heavy Crossbowman	Unsure / 5	Average / 6	Resolute / 8
Arquebusier / Hand Gunner	N/A	Average / 7	Resolute / 8
Light Charioteer	N/A	Unsure / 7	Resolute / 8

TROOP TYPE	POORLY TRAINED	TRAINED	WELL TRAINED
Heavy Charioteer	N/A	Average / 7	Resolute / 9
Camelry, Light	N/A	Unsure / 7	Resolute / 8 Nomads on light camelry Dervishes (fanatical so +2)
Camelry, Medium	N/A	Average / 8	Resolute / 9
Elephant and driver (see Horse Archer for those mounted in the howdah)	N/A	Average / 8	Resolute / 9

The Table above is a guideline. Several exceptions could easily be justified. In most contexts, fanaticism brings a morale (**ML**) bonus of **+2**. Barbarian Hordes might normally be classified as poorly trained Light Foot with Unsure steadiness and a morale score of 5, but due to their fanatical nature they instead behave as though their morale is 7. Nomad Light Horsemen or Camelry are normally Resolute with a morale of 8, but Dervishes (a fanatical sect) have a morale of 10. Other exceptions are intermixed in the table; **MAA** are men-at-arms, **HYW** is the Hundred Years War, and, **N/A** indicates a troop type that does not make sense historically. A leader might add **+1** or **+2**.

Failed Morale Check

In combat, a failed Morale Check has results that vary with the degree of failure:

- 1** pip - Fighting Withdrawal either 1 or 2 rounds
- 2 - 3** pips - Retreat a full move
- 4** pips - Flee until 1-1/2 moves distance away
- 5 or more** pips - Surrender or Play Dead

Outside of combat, a failed Morale Check can result in an act of **perfidy**. Mercenaries, in particular, are a perfidious lot. If appalling treatment, poor wages, no loot, and low survivability have been their experience, they may revolt or desert the hiring character or liege. Captured or subdued monsters, too, are perfidious. Roll **1d6**:

- 1** - The mercenary or monster will **confront** the hiring character and demand better wages, a share of the loot, etc. Until resolved satisfactorily, no movement or assistance in combat is possible.
- 2** - The mercenary or monster will **desert** - either openly marching away or secretly slinking off.
- 3** - The mercenary or monster becomes **treacherous** - open to bribery or switching sides during the next combat.
- 4-6** The hiring character's **winning personality** has prevailed for at least the next three hours (if in the Underworld) or three days (if in the Upper).

XII: DOMAIN PLAY

Fighting-Men

Many Fighting-Men strike out on their own. Some earn enough wealth as a sell-sword to purchase a modest house in a city and dwell in that household until they die of boredom.

Serving a Lord

Other low-level Fighting-Man may decide to join the **household** or **Entourage** of a Lord (9th level) player or non-real player.

- The Fighting-Man will live in the manor of his Lord and thus will have few expenses (i.e. no obligation to pay **Support and Upkeep**). This frees up money to allow the character to attend weapons auctions and purchase better equipment from a nearby armorer.
- The Lord may provide a mission for a Fighting-Man in his household or Entourage. This can be a source of adventure. If the player wishes to embark on adventures of his own making, leave must be granted from the Lord - often with strings attached.
- There is a chance that the Lord will request that a Fighting-Man under him provide some of the items brought back from a journey. Sometimes the Lord will compensate the player, though this is not guaranteed.

Departing Employ

A character may **depart from the employ** of his Lord if the character feels he has enough standing and wealth to strike out on his own. Usually, this is restricted to Fighting-Men who are 8th level (**Superhero**) and above. Such a character will usually head off into the borderlands or true wilderness and clear the surrounding territory of monsters.

Other Fighting-Men will eventually be forced to leave the the household of a Lord to go build their own stronghold.

When a Fighting-Man so departs, some of his hirelings may stay on with his liege instead of following the character. Each of the Fighting-Man's hirelings should be checked in order of the time they have spent with the character.

- The hireling with the longest time of service has a **9-in-10** chance of staying with the character.
- The second hireling has **even odds** of staying with him.
- A third hireling has only a **1-in-10** chance of staying with him.
- Any additional hirelings will shift their service to the liege.

The Barony

After a Fighting-Man **builds (or captures)** his own **stronghold** and controls a territory and population, there will be an opportunity to attack other domains, improve his lands, or expand his holdings.

- The initial territory controlled by a player new to domain play should be no larger than 64 square miles, i.e. **two six-mile hexes**. The first title conferred on the character who rules that domain is a "Baron" and the territory he controls is known as a "**Barony**." Non-fighting men (Magic-Users and Clerics) cannot create Baronies. Although a Fighting-Man may clear and control territory from a fortified manor house, the title of Baron is not conferred until he builds a more substantial stronghold.
- Each six-mile hex may contain **1d6** inhabitations of **1d6x100** inhabitants each. The smaller inhabitations (<400 people) could be considered hamlets while the larger ones are villages (401-600). A Baron can impose a **3 gp** per inhabitant annual tax without creating hardship.

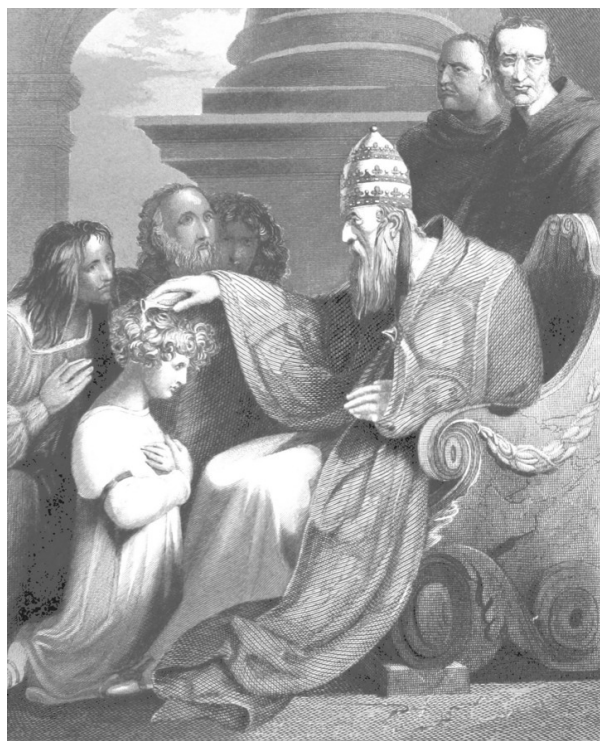
- A domain ruler can invest capital in such holdings to improve them. Such improvements allow the domain to bring in additional revenue.
- Some investment areas (see **Investments** below) are not related to the populace or territory.
- There are limitations upon how many men within a territory will take service as **soldiery**. Generally this is **10%** of the population. In time of trouble (invasion or revolt) an additional **25%** of the population might take up arms as militia or insurgents.
- For every domain ruled over by a real character, the Referee must assign an initial **loyalty** score for the people toward his rule. The Referee will adjust this **trait** each year based on how the people perceive they have been treated and the prospects for the domain.

Clerics

Clerics do not live alone for prolonged periods⁴, nor do they establish new political domains. The prime goal of a cleric is to belong to either a Monastery or an Order. The two are distinguishable by their role in the campaign world.

- An **Order** is the militant arm of the faith and is often in conflict with some other faith elsewhere. An Order may be modeled on a historical example such as the Hospitaller, Knights Templar, Order of Malta, etc. This type may carry a **Holy Sword**.
- A **Monastery** is more concerned with practicing a particular set of disciplines to deepen the faith of its adherents. It is also concerned with evangelizing the faith which will expand the population, domains, and rulers under its influence.

A Monastery or Order asserts influence over a religious territory, though an Order may protect that territory (or project power) as it is capable of fielding an armed, and somewhat fanatical, force.



Sometimes a religious territory co-exists with a political domain that is without a clear ruler. In such case, the head of the clerical group (Bishop, Lama, or Patriarch) becomes a kind of spiritual-ruler while the inhabitants within the territory run their own political affairs.

People within a religious territory pay a **10% tithe** to the Monastery or Order which guides or protects it.

A Monastery or Order may make **investments** inside the religious territory, but any profit from such ventures is returned to the treasury of the group, not an individual Cleric. For example, a character may be the Patriarch of the Order of St. Cuthbert. That Patriarch may decide, on behalf of the clerics of the Order, to invest in a brewery. The profits from such a venture belong to the Order of St. Cuthbert as a whole, not the Patriarch. The character may not take those monies and make individual purchases. He could, however, decide that investing in better armor is long overdue and upgrade all of the Order's members from ring armor to plate.

⁴ Some Clerics adventure because they are on a Holy Quest (See **Castles** below).

If multiple players have clerical characters who are brothers in the same Monastery or Order, the player whose character heads the group may designate certain investments or portions of territory to be run by other players. In this way, lower level characters assist the head of the Order and take some of the administrative burden off of a single player.

Magic-Users

Every magic-user desires to either form or head their own Guild or Fellowship, or to go off somewhere to brood and study in a tower.

Guilds

Most Magic-Users who live in cities (10,000+ people) belong to a **Guild** and live in the Guild Home. Those who live independently are at risk but may live in a home or live the vagabond lifestyle of an adventurer. It is not possible for a lone Magic-User to acquire land in a city, nor build a stronghold there. A Magic-User who belongs to a Guild must wear the sign of the organization on his adventures. He must also pay dues in addition to city taxes (see **Support and Upkeep** above). In return, the organization will share the costs of any **Magical Research** (see below), and find employment for the member (perhaps assisting others with obtaining rare ingredients, laboratory equipment, and searching for lost knowledge). Guilds are always run by the Referee. If at least one participant's character is of high enough level he may assist with the Guild's organization and administration.

Fellowships

A Magic-User might also belong to a **Fellowship**. This is much like a Guild, however it is run by a collection of real participants in the campaign instead of the Referee. A Fellowship need not be based in a city, though it will need a stronghold where its members may gather to do their **Magical Research**. When a Magic-User joins a Fellowship, he must wear the sign of the Fellowship on his next adventure. He must pay dues and provide for his own Support and Upkeep. Research costs are collectively underwritten and the organization may dole out missions or demand assistance from the lower-level members. The Referee should encourage participants to sort out their own affairs, only involving himself when there is a question about the rules of the game or the campaign world.

Loners

If an **independent Magic-User** lives in the countryside, forest, hills, or mountains, he is usually inclined to build a tower or mansion. In this case, the Magic-User commonly asserts control over a portion of the surrounding countryside depending on his level of experience and the type of terrain. The territory should be no larger than the six-mile hex in which the stronghold is located, and the two-hex wide ring surrounding it (an 18 mile radius). As with Fighting-Men, it is best if a player new to domain play has no more than two actual hexes to concern himself with at first. The population of any inhabitation falling within this territory will provide monthly "**tribute**" to the Magic-User at a rate of **1 gp** for every 10 people. The Magic-User may provide miscellaneous items (charms, love potions, etc.) to maintain the loyalty and awe of the population. The latter requires no outlay in time or money. A Magic-User who is off by himself can attract his own spell-casting **apprentices**.

Designer Note: In a campaign where participants regularly raid the holdings of their fellow participants, striking out completely on one's own can be **very risky**.

Special Agents

A Magic-User may hire himself out to a Baron or Lord as a **Magist** ("castle magician") for a time. If the Magic-User and the Fighting-Man are both characters played by real participants, they can negotiate their own agreement on wages owed and obligations to fulfill.

Usurpers

An ambitious Magic-User might **overthrow a Baron** or Lord and take control of his stronghold and estate. This is sometimes easier to accomplish when the Magic-User already resides inside the castle walls. Though, if the Magic-User does so, he is subject to the "Angry Villager" rule below. In this case, the Magic-User gains the ability to tax the populace, call them to arms, and make all manner of investments.

Angry Villagers

Anyone who has seen a typical horror movie knows how dangerous angry villagers can be. Whenever the Referee feels that a domain ruler has committed some unforgivable outrage, he can invoke the "angry villagers" rule. These enraged citizens will attack as a mob despite their former degree of loyalty to the domain or the realm. The Referee must decide how many villages are incited by the situation, how long it takes them to gather, and the exact number and day on which they "storm the castle."



This mass battle can be fought very much like a siege. The villagers, however, need not check morale. The villagers will continue the assault unless **80%** casualties are received, at which time they rout and return to their villages. Such repulsed villagers still harbor a spark of rebellion that will flame up again at the first opportunity. When the insurrection next arises, the mob will "storm the castle" again and will not be put off until the slaughter reaches **95%**. Even then, the insurrection will continue until the domain ruler conforms to the will of the people.

When a Magic-User attempts to usurp control of a Barony, the chance of a rebellion depends on the loyalty of the people toward the threatened Baron.

Table 12a: Chance of Revolt During Usurpation

LOYALTY	CHANCE OF REVOLT
13 or greater	80%
12	75%
11	70%
10	65%
9 or less	pattern continues

Should the villagers revolt, "storming the castle" means that the people will attack whatever building or fortification where the Magic-User resides. If he is not in residence, they will attempt to slay all who live there, set it aflame, loot its treasury, or otherwise destroy anything the Magic-User has built. They will not cease to revolt until the Magic-User is driven from their domain.

The Business of Magic

A Magic-User with the title Enchanter (or above) may manufacture and sell potions, scrolls, and other magical items. Costs are commensurate with the value of the item. Likewise the amount of time necessary to manufacture such items depends upon its rarity. When selling such items to non-real players, the Referee purchases them and allows the Magic-User to have a **25%** flat profit. The Magic-User may also offer them to real participants in the campaign at whatever price he wishes to set.

Some examples in the table below provide rough guidance for the Referee.

Table 12b: Magic Item Costs

ITEM	COST	TIME TO MANUFACTURE
Scroll	100 gp x spell level	1 week x spell level
Potion of Healing	250 gp	1 week
Enchanting 20 Arrows	100 gp	1 month
Enchanting Armor to +1	1000 gp	2 months
Wand of Lightening Bolts	10,000 gp	3 months

A scroll may have multiple spells upon it, though the longer the scroll, the more risk to the buyer if it should be lost. It may also take longer to access a spell at the bottom of the scroll during combat when seconds are critical.

Designer Note: Clerics are unable to create or read and use scrolls.

Magical Research

Research is a question of investment and time. The complexity or level of the magic involved influences the size of the investment.

Table 12c: Magic Research - Base Investment

COMPLEXITY / LEVEL	BASE INVESTMENT / WEEK
1 - 2	100 gp
3	500 gp
4	1000 gp
5	2000 gp

The chance of success can be improved by spending more time in research. The base chance of success is **10%** during the first week, with **5%** additional each subsequent week.

Table 12d: Magic Research Time and Chance of Success

NUMBER OF WEEKS	CHANCE OF SUCCESS
1	10%
2	15%
3	20%
4	25%
5	pattern continues

Starting in the second week, there is no limit on the amount of gold that can be spent on the base investment. Each multiple increases the chance of success by **5%**.

Table 12e: Magic Research Additional Investment and Chance of Success

ADDITIONAL GOLD	MODIFIER
x2	5%
x3	10%
x4	15%
x5+	pattern continues

At the end of each week, roll **1d100** and if the amount shown is less than or equal to the chance of success, the research is successful and spell or item has been created.

If the item produced is a potion, a formula is another byproduct of the research. If the subject of research is a spell, the Magic-User may now cast the spell, teach it to others, or scribe it onto scrolls.

For more detailed rules on magical research -- constructs, animations, hybrids, rare ingredients, laboratories, assistants, cursed items, etc. -- you might want to purchase **The Mage's Companion** on DriveThruRPG. The Mage's Companion was designed to be compatible with Old School games going all the way back to the original edition of the world's most popular, and beloved, role-playing game.



Wizard Advancement - Optional

The highest level for a Magic-User is 11th level (Wizard). However, some Referees may allow advancement beyond this, perhaps even indefinitely, using the pattern in the table below as a guide.

Table 12f: Wizard Advancement Beyond 11th Level

LEVEL	HIT POINTS	IMPROVED DAMAGE	ADDITIONAL ATTACK(S)	TITLE	REQUIRED EP	1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL
11	3d6+1	N/A	3	Wizard	200,000	4	4	4	3	3
12	3d6+2	N/A	3	Wizard, 12th level	400,000	4	4	4	4	4
13	3d6+3	N/A	3	Wizard, 13th level	800,000	5	5	5	5	5
14	3d6+4	1	3	Wizard, 14th level	1,600,000	6	6	6	6	6
15	4d6+1	1	3	Wizard 15th level	3,200,000	7	7	7	7	7

Investments

Investment costs are left to the discretion of the Referee. Aside from **Strongholds** (see below) and **Magical Research** (see above), these are other areas of investment suitable for a campaign in a fantastic world:

Animal Breeding

Armories

Canals

Education

Exploration

Farming

Fishing

Housing

Inns

Land Trade

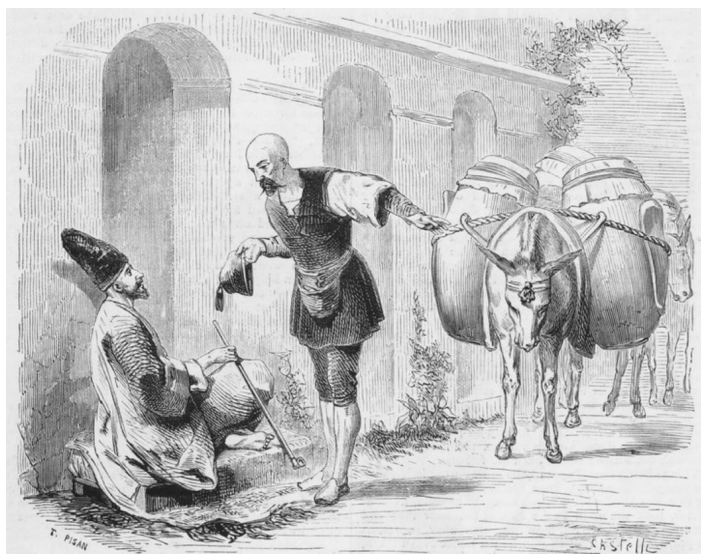
Religion

Roads

Sea Trade

Ship Building

Tourism



Construction costs for **Strongholds**, below, can be used to extrapolate the cost of civilian building projects. **Exploration** entails a character underwriting the costs of an expedition to enter and map some unknown part of the Underworld or Upper World. There is no reason that one participant in the campaign cannot bargain for other participants to do this work.

Detailed rules for many of these investment areas have already been fully fleshed out in **Entitled: Companion Rules for OSR and Wargaming Campaigns**. This is not yet available on DriveThruRPG but is coming soon.

Designer Note: Slave Dealing as an investment, Slave Trainers as Special Agents, and slaves themselves have all been omitted from this reproduction of the original material. Although this dreadful practice is a historical reality, Referees and players need not reproduce this institution in a fantasy setting.

Mass Battles

Battles can be resolved using wargaming rules and miniatures or cardboard cutouts on a tabletop, or tokens on a virtual tabletop. One figure represents a group of men (or creatures) who are similarly equipped and trained. A **1:20** scale is very common, though **1:10** can also be used. There are several rulesets that are highly compatible with **Dragons Beyond** and other old school role playing games: **Chainmail™**, **Days of Knights** (DOK), or the author's own **Men in Metal**. Days of Knights can be ordered via Chipco's Facebook group. Chainmail™ and Men in Metal are both available on DriveThruRPG. Men in Metal has a set of token sheets usable for creating cardboard cutouts or making virtual tokens.

Monster Menagerie - Optional

As seen in **Table 17bb: Castle Occupants**, various monsters might be found in the service of upper level characters and non-real players who have established a stronghold. The Referee determines that a character has cleared the surrounding lands of interlopers and maintains a patrol and garrison of sufficient size, the Referee should award a roll on **Table 17bb**. The Referee ought to consider the justification and effect of these followers on the direction of the campaign. The acquisition or arrival of some of these monsters can be fodder for one or more gaming sessions.

- Castle dwelling Giants can be aligned with any division. Therefore, they are free to serve a Lord at his stronghold if he will make accommodation for their presence.
- An Ogre is aligned with Chaos or Neutrality. The latter is also free to serve a Lord of any division at his stronghold, even if uncomfortably housed.
- Griffons, Hippogriffs, and Rocs can be captured (or hatched) and trained. They are also available for purchase in some locales.
- Some Lawful religions have an affinity for nature or particular reverence for trees, thus a Patriarch might attract a following of Treants.
- Some Necromancers and Wizards have powerful spells (like **Charm Monster**) and secret rituals at their disposal, allowing them to compel or barter for service from various monsters such as Basilisks, Bealuwearg, Gargoyles, Dragons, Lycanthropes, Manticorae, and Wyverns. Perhaps these spells and rituals have been discovered by their Guild or Fellowship?
- The devotions of an Evil High Priest might arouse diabolical favor, allowing him to recruit Apes, Trolls, and Ogres to his fold. A most sinister and infamous Evil High Priest might attract the attention of an ancient Vampire and his subordinates.

Additional Domain Play Considerations

Fighting-Men have the most options to engage in Domain Play at almost any level. For example, Neutral Fighting-Men of 6th level and below can seek employment as Mercenaries regardless of race. See **Mercenaries and Special Agents** and **Table 11a: Support and Upkeep of Mercenaries** above for more details about the prevailing wage and typical obligations. More than one adventurer has begun his career as a caravan guard, petty enforcer, or scout.

Once a Fighting-Man reaches the level of **Hero** (4th level) and above, he has additional ways of making a living depending on the qualms of the player and the division with which the character aligns. The Referee, or another participant in the campaign, can engage in patronage and either recruit or impress Fighting-Men to join with the individuals and factions outlined in the table below. Sometimes recruitment is made through intermediaries.

Table 12g: Individuals and Factions who recruit Fighting-Men

INDIVIDUAL OR FACTION	DIVISION	REQUIRES STRONGHOLD?	HERO	SWASHBUCKLER	MYRMIDON	CHAMPION	SUPERHERO	LORD	RULEBOOK REFERENCE
Lord	Any	YES	YES	No	YES	YES	No	No	Castle Occupants
Superhero	Any	YES	YES	YES	YES	No	No	No	"
Patriarch	Law	YES	YES	No	No	No	YES	No	"
Evil High Priest	Chaos	YES	YES	No	No	No	No	No	"
Roc Riders	Any	No	YES	No	No	No	YES	No	Chance Cards
Berserkers	Neutral	No (Longship)	YES	No	No	No	YES	No	"
Nomads (see below)	Neutral	No	YES	No	No	No	YES	No	"
Bandits	Neutral or Chaos	YES (Fort or Cave)	YES	YES, as Leader					Monsters - Men
Brigands	Chaos	No (Camp)	YES	No	No	No	No	YES, as Leader	"
Buccaneers	Neutral	No (Ship or Flotilla)	YES	No	No	No	No	No	"
Dervishes	Lawful	No (Encampment)	YES	No	No	No	No	No	"
Nomads	Neutral	No	YES	YES	YES	No	YES	YES	"
Pirates	Chaos	No (Ship or Fleet)	YES	No	No	No	No	YES, as Leader	"
Orcs	Neutral or Chaos	No (Wagon Train)	No	No	No	No	YES, as Leader		Monsters - Orcs

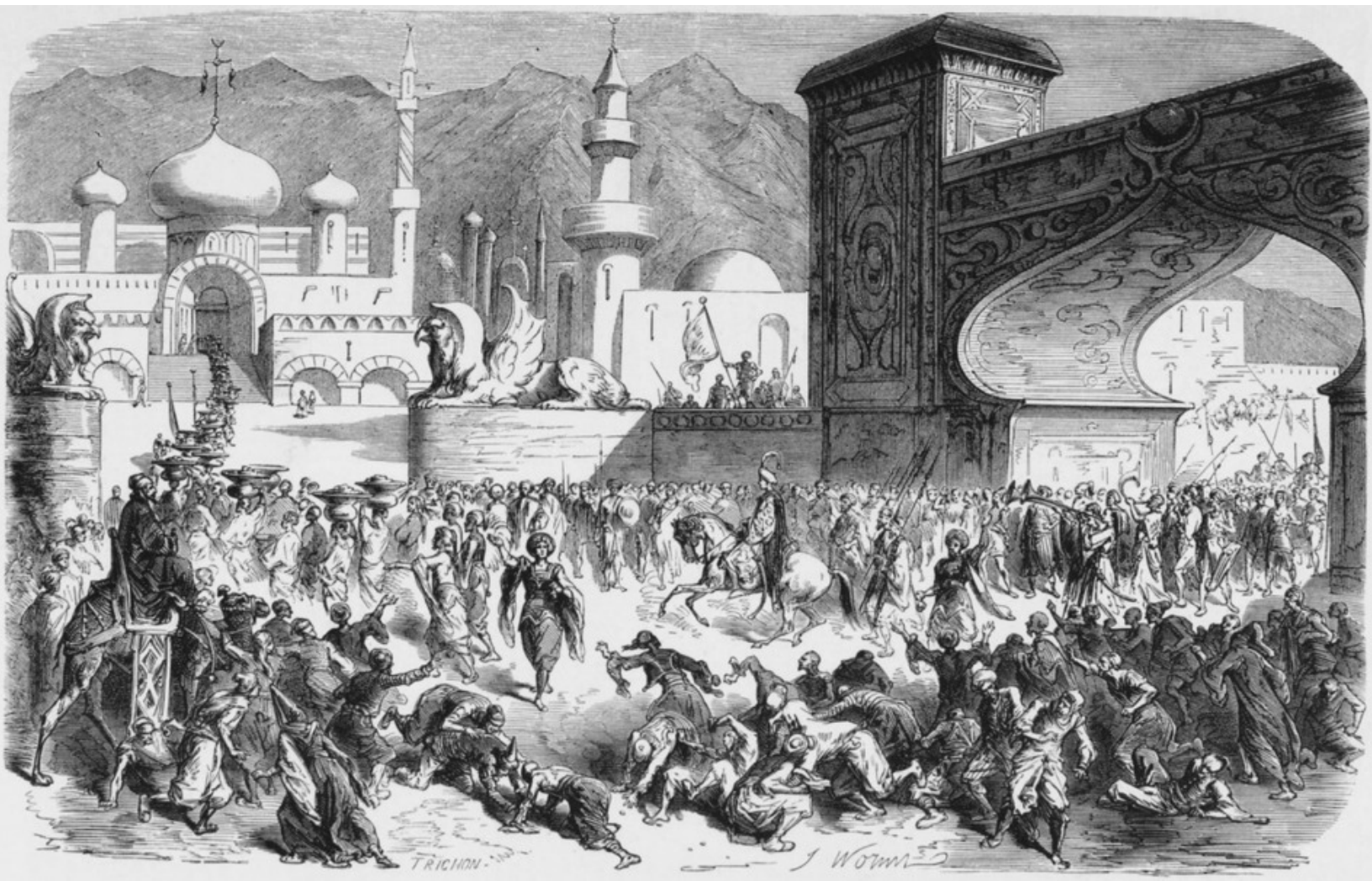
A Patriarch with his own stronghold will always recruit a **Bishop** to have at hand to attend to lesser matters. Likewise the Evil High Priest will recruit or compel an **Evil Bishop** to be at his beck and call. A **Patriarch** without a stronghold might also be called to lead an entire Lawful sect of Dervishes from their encampment against the Chaotic Nomads who are likely under the influence of an **Evil High Priest**.

Domain rulers often employ Magic-Users as Magists, especially those of 3rd level (Seer) or above who are willing to risk their lives on the battlefield where they can wield more powerful battle magic. See **The Magist's Companion** or **Chainmail™** for more detail. Both are available on DriveThruRPG.

A Wizard with his own Stronghold will recruit or entice a **Magician** (6th level Magic-User) to join forces with him. A Wizard is less picky about the divisional alignment of his understudy (leading to no end of disagreements and fallings out).

A Chaotic **Necromancer** or **Wizard** might be recruited to join forces with Nomads, while Dervishes tend to recruit Lawful **Enchanters**, **Warlocks**, or **Sorcerers** to aid them. A Neutral or Chaotic **Sorcerer**, **Necromancer**, or **Wizard** may be recruited by Orcs to take charge of one of their many Wagon Trains.

Thieves have the smallest role in domain play. They are only recruited to be Spies or Assassins, or else they may join or lead a group of Bandits.



XIII: STRONGHOLDS

A Stronghold may be found in a **Civilized** and inhabited area, a **Borderlands**, or in the **Wilderness** where it is a place of relative safety amidst a land teeming with wild with mythic beasts and monsters. Sometimes a stronghold is large enough to enclose a set of civilian structures. This is a rarity usually seen in the heart of an affluent domain or realm. Other times, a civilian structure has been fortified to an extent that it may be able to serve a dual purpose - such as a Fortified Farm House. These dual purpose structures are seen frequently near borders where raiding and banditry seem to thrive. Finally, true military structures are capable of housing enough of a garrison to project power and withstand a siege — at least for a credible time.

Designer Note: In Dave Arneson's **First Fantasy Campaign**, a wargaming aspect is intermixed with the fantasy roleplaying element. His notes included three "Standard Castle Types" along with an illustration and brief description of the components of each. The "Castle, Type 1" and "Castle, Type 2" and "Castle, Type 3" are an attempt to cost these out consistent with the rest of the economy for **Dragons Beyond**. It seems like Arneson provided a significant discount to the Type 1 while the other two types are a close match with the prices quoted below. **Dragons Beyond** adds a set of three standard Keeps as more affordable options for players. And, like the original fantasy role playing game, there are component costs so a character can devise fortifications to his liking.

Civilian Structures

Civilian structures cannot support a garrison and are not suitable for maintaining a toehold in a Wilderness, nor defending against an armed force.

Hut - A round shelter approximately 10 feet high at the apex with a thatched roof, earthen floor, and wattle exterior wall.

Cottage, wood - A square building, 30 feet to a side, with a sod roof, earthen floor, and wood to a loft space.

Longhouse, wood - A 45 foot long, 15 foot wide building with a high peaked shingled roof and earthen floor.

Wood building - A 30 foot to a side, square building fashioned of boards with wooden floors, two stories, stairs, and an attic.

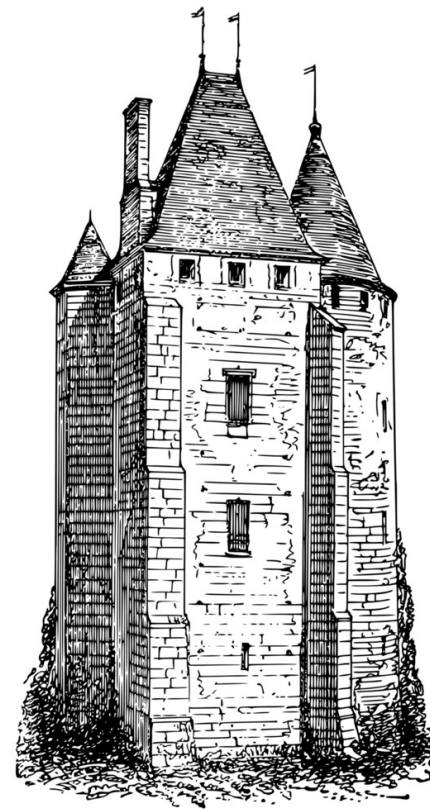
Townhouse, stone - A stone building with a tiled roof, wood floor, with an enclosed small central courtyard.

Stone Building - A 60'x30' square building, often bi-level, with an open-sky central bath, and tiled roof. The exterior walls are no more than 1' thick with wooden interior partitions between rooms.

Military Structures

These structures are suitable for defending against an armed force. Unless otherwise specified, walls are 1'-2' thick. A Castellan is not required for anything less substantial than the Castle, Type 1. A Castellan is a type of **Administrator** (see **Special Agents** above).

Fortified Manor House - A set of two-story stone buildings with shingled roofs (sometimes interconnected) with an exterior, buttressed, stone wall.

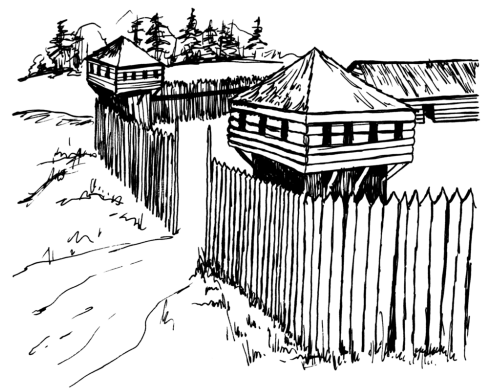


Fortified Farm House - A 25'x20' two story building with 3'-4' thick stone walls (sometimes rubble filled). The ground floor is often a stable with a vaulted stone or wooden floor between it and the first floor. Access is provided via a trapdoor and extractable ladder. The windows are mere arrow slits.

Moated Manor House - A brick wall (up to 150' on a side) surrounded by a ditch or moat enclosing a central building 100' square. The central building has 3'-4' thick stone walls and is partitioned into several 15'x15' rooms. The central portion of the structure is an open-air courtyard measuring roughly 40'x40' where animals may be penned if the need arises. A gentleman Squire could do worse than call this his homestead.

Tower House - Typically used to project power in Borderlands where raiding is a concern, these square towers are often built of limestone or basalt stonework and rubble. Smaller tower houses are 25'x25' with 3' thick walls and only two stories high. A Knight would be happy with this abode.

Frontier Fort, Wooden - A wooden stockade 100' on a side (4 runs of palisade) surrounded by a ditch and rampart. A single wooden gate and planked walkway allows access into the front of the fort. Each of the four corners is protected by a swiveling ballista mounted on a wooden platform. Living conditions for troops housed here are very rough as they bivouac in canvas tents.



Castle, Type 1 - This fortification is surrounded by 2 lengths of moat (360') over which a drawbridge may be lowered from a gatehouse. There is also a gate and portcullis in the gatehouse. The central yard (94' span) is surrounded by four lengths of curtain wall (360') also laid in a rough circle. Within the central yard is a freestanding small round tower. The Gate, Gatehouse, Heavy Portcullis, Drawbridge, Curtain Wall, Moat, and Small Round Tower are all included in the price. Artillery is not. This castle can house 38 troops along with a Castellan to manage its affairs and Noble who commands it. Wooden stalls for up to 20 horses can be added to the interior's open space. A Knight Captain would be happy to call this his home.

Keep, Type 1 - A large Tower House that measures 50'x50' at the base. It is five stories high (or four stories with a cellar) with 3' thick walls. Entry is through a single reinforced door. Some might call this a small donjon or keep. Players may add refinements for better defensive capabilities.

Motte-and-bailey - This is a circular stone keep surrounded by a wooden palisade enclosing a yard (bailey). The keep sits atop an earthwork known as a motte. The entire fortification is surrounded by a ditch and rampart. Within the yard are several buildings for housing troops, civilians, and animals including a longhouse, a wood building, and 9 huts. The motte (Earthworks), and six runs of Ditch and Rampart (1/2 cost), six runs of Palisade, Huge Round Tower, two Gates, the ballistae and cauldron are all included in the cost. When calculating the structure points, the standalone buildings inside the bailey were not counted. A Baronet, chieftain, or other petty noble would have charge of a fortification like this.

Keep, Type 2 - A donjon surrounded by a moat with a garrison to patrol the countryside. The donjon is 35' square, three stories high, with walls 2.5' thick. A drawbridge and iron door at the front provide ingress. Circular turrets on two opposing corners facilitate archery fire along the entire base of the structure. A cellar and cistern (1,000 sq. ft.) store provisions and fresh water sufficient to endure a long siege. The donjon (equivalent of 6.125 Square Towers of masonry), two

Small Round Towers, Iron Door, Reinforced Door granting access to 9 lengths of Battlements on the roofline's perimeter, along with the Cellar, Moat, and Drawbridge are all included in the price.

Castle, Type 2 - This fortification is surrounded by 8 lengths of moat (1,440') over which a drawbridge may be lowered from a gatehouse. The 360' of curtain wall surrounds a triangular space with the gatehouse on one apex, and a round tower and a square tower at the other two ends. The Gate, Gatehouse, Heavy Portcullis, Drawbridge, Curtain Wall, Moat, Small Round Tower, and Small Square Tower are included in the price. Artillery is not. This castle can house up to 60 troops. A Baron would be satisfied with this stronghold.

Minor Shell Keep - This style of fortification provides excellent defensive value for its price. Working from the outside in, there is a ditch 50' wide and 10' deep surrounding a rampart. Beyond the rampart is a curved curtain wall 393' in length, 20' high, and 8' thick topped by battlements accessed via two sets of stone stairs. The curtain wall encloses a circular space 125' in diameter. Along the inner edge of the curtain wall are six stone buildings which are interconnected. The inner walls of those buildings are pierced for archery, each building having two arrow slits. Reinforced doors grant access to the buildings. On one side of the shell, there is a small square tower interconnected with the buildings. On the other side of the shell, there is a gatehouse with a gate, portcullis, and lengthy drawbridge. Restormel Castle is an excellent reference for this type of construction. Troops are not normally lodged inside the keep during peacetime, instead quartering in outbuildings (not priced). A Count would be satisfied with this abode. Included in the price are 3.5 lengths of Curtain Wall, 26 lengths of Battlements, 6 Stone Buildings, 12 Arrow Slits, a Small Square Tower, 6 Reinforced Doors, 7 interior doors, 2 stone stairways, a Gatehouse, Gate, Portcullis, Drawbridge (10x size), 2 lengths of Rampart, and 11 lengths of Ditch along with the artillery piece and cauldrons.

Keep, Type 3 - A central donjon 60' square, two stories high, with walls 2.5' thick looms large. The keep has a spacious cellar and cistern, perhaps providing as much as 4,500 square feet of additional storage and living space. Each corner features a circular turret (15' diameter), and the roofline is covered in crenelations. The walls of the turrets are pierced with archery slits. There are 4 exterior reinforced doors for manning the exterior battlements on the roofline or sallying out along any attached curtain walls. The keep has numerous interior features (10 stairways, 24 doors). The donjon is the equivalent cost of 12 Square Towers in volume of stonework; the turrets equate to 4 Small Round Towers; while the Gate, 20 lengths of Battlements, 4 Reinforced Doors, Cellar, and 700 gp of interior fixtures are included in the price.

Castle, Type 3 - This is a rectangular fortification with six strongpoints around a central court. It is surrounded by a 20' wide ditch. The ditch is 360' on the long sides of the fortification and 270' on the short sides. The strongpoints include a small square tower at each of the four corners, a large square tower in the middle of one of the longer walls, and a gatehouse opposite the large square tower in the middle of the other long curtain wall. The curtain wall and battlements are all crenelated. The large tower is 30' high (instead of 20'). The gatehouse includes the usual protections. The courtyard has 4 freestanding wood cottages and 7 huts to shelter men. This fortification is perfect for a Marquess defending a march against foreign incursion. The Gatehouse with Gate, Portcullis, Heavy Drawbridge, Larger Square Tower, 4 corner Small Square Towers, 8 lengths Curtain Wall, 101 lengths of Battlements, Cottages, Huts, and 14 lengths Ditch are included in the price.

Designer Note: The remaining fortifications are unlikely to be within a player's means for quite some time and are only touched upon briefly.

Shell Keep - A fully realized shell keep would include not only the stone fortification on the motte, but also a replacement of the palisade, rampart, and ditchworks surrounding the lower bailey with

a moat, curtain wall, battlements, and a barbican for entry. Instead of protecting huts, cottages, and wooden buildings, even some of the structures in the lower bailey would be of stone. An Earl or powerful Marquess would claim this as his personal stronghold.

Walled Keep - Like a shell keep, only built upon a more firm foundation since an earthen motte could never provide the stability for the great donjon centered in the upper bailey. An outer barbican and inner barbican and curtain walls distinguish the upper and lower bailey. A Duke, Prince, or even the Heir Apparent of a realm hold court here.

Concentric Castle - This castle is more an evolution than a revolution in construction. Stone buildings and townhomes for merchants identify this stronghold as a place of power and prestige. As more people are drawn in, the walls are extended, perhaps providing a third ring of protection so that there is an upper, middle, and lower bailey each protected by a gatehouse. The King of a realm is the only noble who could possibly bring in enough domain income to support the construction and ongoing maintenance of such a place.

Fortress Complex - This fortification reflects a substantial investment in establishing a permanent seat of power and prestige. Almost impregnable when properly managed, only a great King over a coalition of nations, or an emperor over many monarchs, could dare to dream of constructing such a palace.

Table 13a: Strongholds and Their Costs

TYPE	TYPICAL DEFENSES	STRUCTURE POINTS	VALUE (GP) IF IN GOOD REPAIR	DE MINIMUS GARRISON	MAXIMUM GARRISON	HISTORICAL EXAMPLE
Hut	None	1	25	N/A	N/A	Celtic roundhouse
Cottage, wood	None	5	300	N/A	N/A	Viking pit house
Longhouse, wood	None	8	480	N/A	N/A	Viking great hall
Wood Building	None	14	835	N/A	N/A	Large English inn
Townhouse, stone	None	25	1,200	N/A	N/A	Roman villa

TYPE	TYPICAL DEFENSES	STRUCTURE POINTS	VALUE (GP) IF IN GOOD REPAIR	DE MINIMUS GARRISON	MAXIMUM GARRISON	HISTORICAL EXAMPLE
Fortified Manor House	1 Ballista, 1 Oil Cauldron	33	2,625	2	40	Maison-forte de la Borie
Stone Building	None	23	2,650	N/A	N/A	Roman bathhouse
Fortified Farm House	None	34	3,000	2	40	Bastle House
Moated Manor House	2 Ballistae, 1 Oil Cauldron	38	4,300	3	40	Ightham Mote
Tower House	1 Ballista, 1 Oil Cauldron	41	5,125	4	40	Pele Tower
Frontier Fort, Wooden	4 Ballistae	104	13,000	20	40	N/A
Castle, Type 1	Equipped by player	229	28,550	19	38	N/A
Keep, Type 1	Equipped by player	253	31,275	21	42	Smailholm Tower and Arnside Tower
Motte-and-bailey	2 Ballistae, 1 Oil Cauldron	319	39,200	61	122	Launceston Castle

TYPE	TYPICAL DEFENSES	STRUCTURE POINTS	VALUE (GP) IF IN GOOD REPAIR	DE MINIMUS GARRISON	MAXIMUM GARRISON	HISTORICAL EXAMPLE
Keep, Type 2	Equipped by player	392	42,000	27	54	N/A
Castle, Type 2	Equipped by player	330	43,725	30	60	N/A
Minor Shell Keep	1 Light Catapult, 2 Oil Cauldrons	689	59,625	40	80	Restormel Castle
Keep, Type 3	Equipped by player	640	80,000	52	104	N/A
Castle, Type 3	Equipped by player	715	89,500	58	116	N/A
Shell Keep	1 Ballista, 1 Light Catapult, 2 Oil Cauldrons	775	96,575	64	128	Carisbrooke Castle
Walled Castle with Keep	2 Ballistae, 1 Light Catapult, 4 Oil Cauldrons	1245	155,400	101	202	Donjon de Niort
Concentric Castle	4 Ballistae, 2 Light Catapults, 6 Oil Cauldrons	A lot	Probably out of your price range	150	450	Krak des Chevaliers
Fortress Complex	4 Ballistae, 4 Light Catapults, 8 Oil Cauldrons	More than a lot	If you have to ask, you cannot afford it	150	600	Dover Castle

Table 13b: Stronghold Component Costs

STRONGHOLD COMPONENT	COST (GP)	STRUCTURE POINTS
Gate	2500	19
Gatehouse	3300	26
Flanking Tower (single)	3900	31
Drawbridge	250	12
Portcullis, Heavy	1750	14
Barbican (all of the above)	15,600	133
Barbette / Bartizan	825	13
Square Tower, Small	3000	24
Square Tower, Large	5000	39
Round Tower, Small	2925	35
Round Tower, Large	6200	49
Round Tower, Huge	9000	65
Wall, Bastion	5425	43
Wall, Curtain (90')	3500	28
Hoardings, Wooden (90')	141	2
Parapet, Stone (90')	335	3
Battlement (15')	75	6

Gate - A 10' wide by 12' high stout hardwood door, iron bound, with exterior spikes. The gate is able to be barred and braced.

Gatehouse - A 30' wide, 20' long, 20' tall stone building with two portals – one for a gate and the other for a portcullis, drawbridge, and the apparati to operate them. The gatehouse has 5' thick walls (rubble filled). The passageway includes murder holes in the ceiling and is pierced with arrow slits for archery. The price shown does not include the gate, heavy portcullis, and drawbridge. A battlement atop the gatehouse and two barbettes also can be added at the player's option.

Flanking Tower - If a player opts to use 20' diameter, 30' tall, round flanking towers instead of barbettes, these are more costly but have room to house 16 troops. The flanking tower has 3' thick walls. A battlement surmounts them.

Drawbridge - Iron bound hardwood planks 6" thick that can be raised or lowered with a capstan and winch. The drawbridge is 6" thick, 10' wide, and can span a gap of 12.' Lengthening or widening a drawbridge increases the cost proportionally but adds no structure point value.

Heavy Portcullis - this 10' wide, 12' high heavy iron grill is raised or lowered using a winch and counterweight system. As the majority of the cost is the apparatus, a player wishing to alter the size of the grill must only add or subtract 6 gp per square foot.

Barbican - An outwork consisting of all of the components listed above. The dual flanking towers may be replaced by barbettes for a reduction in price. Sometimes a barbican guards the entrance to a lower bailey.

Barbette - A 10' diameter, round, projecting tower whose base is above ground level. The walls of a barbette are 2'-3' thick. The barbette allows archery at the base of a wall with spaces in the stone flooring and arrow slits. It is covered from above with a conical roof to protect troops from indirectly fired artillery.

Square Tower, Small - This 15' square tower, 20' tall, with 3' thick walls is designed to project from a curtain wall to provide flanking fire along a wall. As priced, it has no battlements. Square buildings are easier to construct, but their corners are weak points that can be undermined to collapse the entire tower.

Square Tower, Large - A 25' square tower, 20' tall, with 3' thick walls surmounted by battlements that project over the four walls allowing missile fire and archery at its own base, i.e. machicolations. This tower can have a ballistae or other light artillery piece atop.

Round Tower, Small - A 15' diameter, 20' tall round tower with 3' thick walls. As priced, it has no battlements. If used as a turret, the tower comes with a conical wooden roof.

Bastion - A hemispherical curve in the curtain wall to provide flanking fire. The hemisphere may be 20'-30' in diameter. Battlements are included in the price. The bastion is 20' high and is spacious enough to house an artillery piece of any size. The base of the bastion is rubble or earth filled, making it more difficult to undermine.

Round Tower, Large - A 30' diameter, 20' tall round tower with 3' thick walls surmounted by battlements with machicolations. This tower can have a ballistae or other light artillery piece atop.

Round Tower, Huge - A 40' diameter, 30' tall round tower with 5' thick walls (rubble filled) surmounted by battlements with machicolations. This tower is a suitable centerpiece for a Great Keep.

Curtain Wall - A 90' long, 20' high, 10' thick wall (earth filled) surmounted by a wooden catwalk and battlements. Long runs of curtain wall may not provide full structure point value to the overall fortification. The Referee must use his discretion.



Hoardings, Wooden - A wooden structure that hangs in front of the curtain wall. Designed for archery, it has shuttered openings (embrasures) through which missiles may be launched, while murder holes in the floor to allow defenders to drop rocks and fire missiles at attackers at the foot of the wall.

Parapet, Stone - A low stone wall, crenelated on one or both sides, that is supported by heavy wooden beams, planking, and packed earth. A stone parapet could be used to separate an upper and lower bailey, for example.

Battlement - This 15' long section of battlement contains two 4' wide merlons (solid uprights) and two 3' wide embrasures that men may use as partial cover when firing missiles, dropping stones, or pouring boiling oil or scalding water on men below. Sometimes Referee discretion is needed when adding structure points for battlements on long runs of curtain wall.

Adjusting Size, Price, and Structure Points

To shorten a tower by 10' subtract **25%** from the price; to add 10' height, add **50%** to the price. Do likewise with the structure points. This applies to both square and round towers. Almost all other fortifications can be expanded or contracted in volume by adjusting the structure points and price proportionally except where noted otherwise.

Towers double in price if the height exceeds the base diameter, however, structure points increase linearly. A tower is unstable if it is more than twice as high as its base diameter.

Walls double in price if more than 30' tall, however, structure points increase linearly. The price includes the cost of buttresses and pilasters. Walls cannot exceed 60' in height.

Miscellaneous Stronghold Costs

The final table of costs below are for those players and Referees who enjoy managing the fine details, and for consistency with other fantasy role playing games of the Old School Renaissance. For those who wish to dig dungeons filled with traps both mechanical and magical, refer to **The Mage's Companion** available on DriveThruRPG.

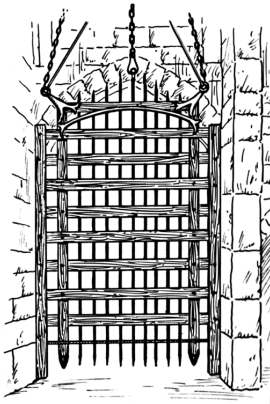
Table 13c: Miscellaneous Dungeon or Castle Trimmings

MISCELLANEOUS DUNGEON OR CASTLE TRIMMINGS	COST (GP)	STRUCTURE POINTS
Door, Wooden	13	1
Door, Reinforced	25	3
Door, Iron or Stone	75	8
Gate, Iron	50	6
Lock, Complex	100	N/A

MISCELLANEOUS DUNGEON OR CASTLE TRIMMINGS	COST (GP)	STRUCTURE POINTS
Lock, Standard	20	N/A
Portcullis	1500	12
Slit or Window	12	N/A
Window, Barred	22	4
Stairs, Wood (10' flight)	28	2
Stairs, Stone (10' flight)	70	3
Cellar (100 sq. ft)	300	N/A

Door, Wooden - A hardwood door 3' wide, 7' tall, 3" thick. The door can be barred to prevent entry.

Door, Reinforced - A hardwood door 4" thick and bound with iron bands. The door can be barred.



Door, Iron - This door has a 1/2" wide wooden core with 1" thick iron plates on both sides that are bolted or riveted together. Unless this door is hung in stone, it is easily bypassed.

Trapdoor - A trapdoor costs twice as much as a regular door. Although smaller (4'x3'), it is extremely difficult for more than one man to break or hew a trapdoor. Therefore each has the same defensive point value as its vertical counterpart.

Portcullis - An interior portcullis is designed to guard a 10'x10' passageway. The majority of the cost is the chain and winch apparatus that must be installed without impeding foot traffic.

Conversion Notes

Every **Structure Point** for **wooden** construction is the equivalent of **4.75 hit points**, while for **stone** construction each structure point equates to **5.25 hit points**. This conversion is useful to decide how much damage a magical attack or fantastic creature can do to a structure.

Wooden buildings cost **half** the gold it costs to make an equivalent sized structure out of stone.

The Referee may round construction costs up to a number ending in 5 or 0 to streamline record-keeping.

One Structure Point is generally equivalent to 3 Hull Points in naval construction.

Sieges

If the fantasy campaign is to include strongholds, it stands to reason that a means to overcome such fortifications is also given to participants so that domain play can include all aspects of medieval warfare.

Table 13d: Siege Artillery

ARTILLERY	COST (GP)	STRUCTURE POINTS
Ballista	75	2 / destroys 1 if throwing stones
Light Catapult	100	4 / destroys 2
Heavy Catapult	245	5 / destroys 3
Trebuchet	400	8 / destroys 4
Organ Gun / Swivel Gun	90	2 / destroys 2
Light Cannon	150	5 / destroys 3
Heavy Cannon	200	5 / destroys 4
Bombard	300	5 / destroys 5
Catapult shot	5 each	N/A
Catapult shot, pitch	25 each	N/A
Light Catapult (siege bundle 6 weapons, 6 wagons and 12 draft horses)	2,250	N/A
Heavy Catapult (siege bundle 6 weapons, 12 wagons and 24 draft horses)	4,770	N/A
Bombard (siege bundle 6 weapons, 18 wagons and 36 draft horses)	6,750	N/A

Although crews can be killed with missile and artillery fire, and artillery can be captured by overrunning a position, sometimes it is necessary to know how many structure points of damage an artillery piece can take before it is out of commission. Likewise, the damage dealt to structures by artillery during a siege is listed here. This should only be used when players are battling out the final stage of the siege using skirmish rules on the wargaming tabletop.

Ammunition is not worth tracking except for equipping ships at sea. A ballista bolt is the equivalent of a javelin (2 gp). Cannon shot is the same cost as catapult shot.

The siege bundles include all of the equipment necessary to build the artillery emplacement (empty gabions), ammunition, spare parts, and gunpowder (if a bombard). They do not include horse fodder, teamster wages, or the artillery crew.

Table 13e: Siege Equipment or Works

SIEGE EQUIPMENT OR WORKS	COST (GP)	STRUCTURE POINTS
Ladder	2	1
Siege Tower	780	15
Mantlet, Moveable	38	3
Mantlet, Stationary	46	3
Cauldron	50	2
Ram	100	8
Bore	150	12
Gallery Shed (for bore or ram)	110	8
Palisade	1,035	8
Ditch	750	7
Moat	2,000	11
Earthworks	3,750	20 if of Gabions 30 Rampart or motte

Ladders - These are 30' tall by default. Ladders up to 50' tall are possible at the cost of 1gp per 10' of additional height. One man may climb a ladder per 10' of rungs. Ladders taller than 30' require a man at the base to stabilize it.

Siege Tower - A mobile, reinforced wooden tower, typically covered in hides to protect it from being set aflame. Although hoists were used in sieges, these rules only contemplate the use of the belfry type. The upper deck has room for three archers, while below that there is a drawbridge used in escalades and room for five troops at a time to make an assault. There is a ladder or steep stairway to the top decks from below.

Mantlet, Moveable - A wooden section of wall (8' long and 4' high) that has wheels allowing it to be pushed. This mantlet provides cover for up to three men. An arrow slit allows one man to fire missiles with full protection, while the other two men can only shoot missiles with advantage of partial cover. Footmen can also make use of a moveable mantlet.

Mantlet, Stationary - As above, however the mantlet is 5' tall and anchored to the ground with heavy rocks or by sinking its base into a slit trench.

Cauldron and oil - A cauldron is suspended over the battlements by a timber frame. This allows the defenders to pour boiling liquid overtop assaulting troops.

Ram - A log shod on one end with iron. Limbs, thick branches, or handles are used by fighting men to swing the ram to and fro. By itself, the ram is hard to handle. Troops do better when the ram is suspended by chains underneath a gallery shed. Ten men work the ram.

Bore - A log with a screw or drill affixed to one head. It is used to slowly carve a hole in the side of a wall. The bore is turned by chains and protected by a gallery shed (sow). It takes a crew of four to operate.

Gallery Shed - A wooden building 10' wide, 20' long, and 10' high with side walls but open ends. It may be made of green wood or covered in hides or wet blankets to prevent it from being set aflame. The shed is sometimes called a sow. A battering ram or bore may be hung along its centerline. The walls and a double-roof help protect the crew from rocks and missiles.

Palisade - A 180' (60 yard) run of thick timbers (7"-8" thick) with sharpened tops, approximately 10' high. Several runs of palisade can be used to construct a wooden stockade i.e. frontier type fort. A catwalk is attached to the side that faces inward. The timbers are sunk into the earth and better protected if fronted by a rampart and / or ditch. An 80 yard length costs 1,380 gp (1/3 more).

Ditch - A 180' (60 yard) trench with reinforced sides to prevent collapse. All ditches are dug 10' deep. The price above reflects a ditch that is 10' wide though ditches also can be dug 5' wide or 15' wide. An 80 yard length of ditch costs 1,000 gp (1/3 more). The structure point value of very large ditches should be limited by the Referee to a reasonable amount.

Moat - A moat's dimensions are as above. When a ditch is used as a moat, packed clay is used to prevent seepage. The additional labor is costly but the result is long-lasting. An 80 yard length of moat costs 2,665 gp (1/3 more).

Earthworks - A 180' length of either earth-filled gabions or ramparts or a circular motte.

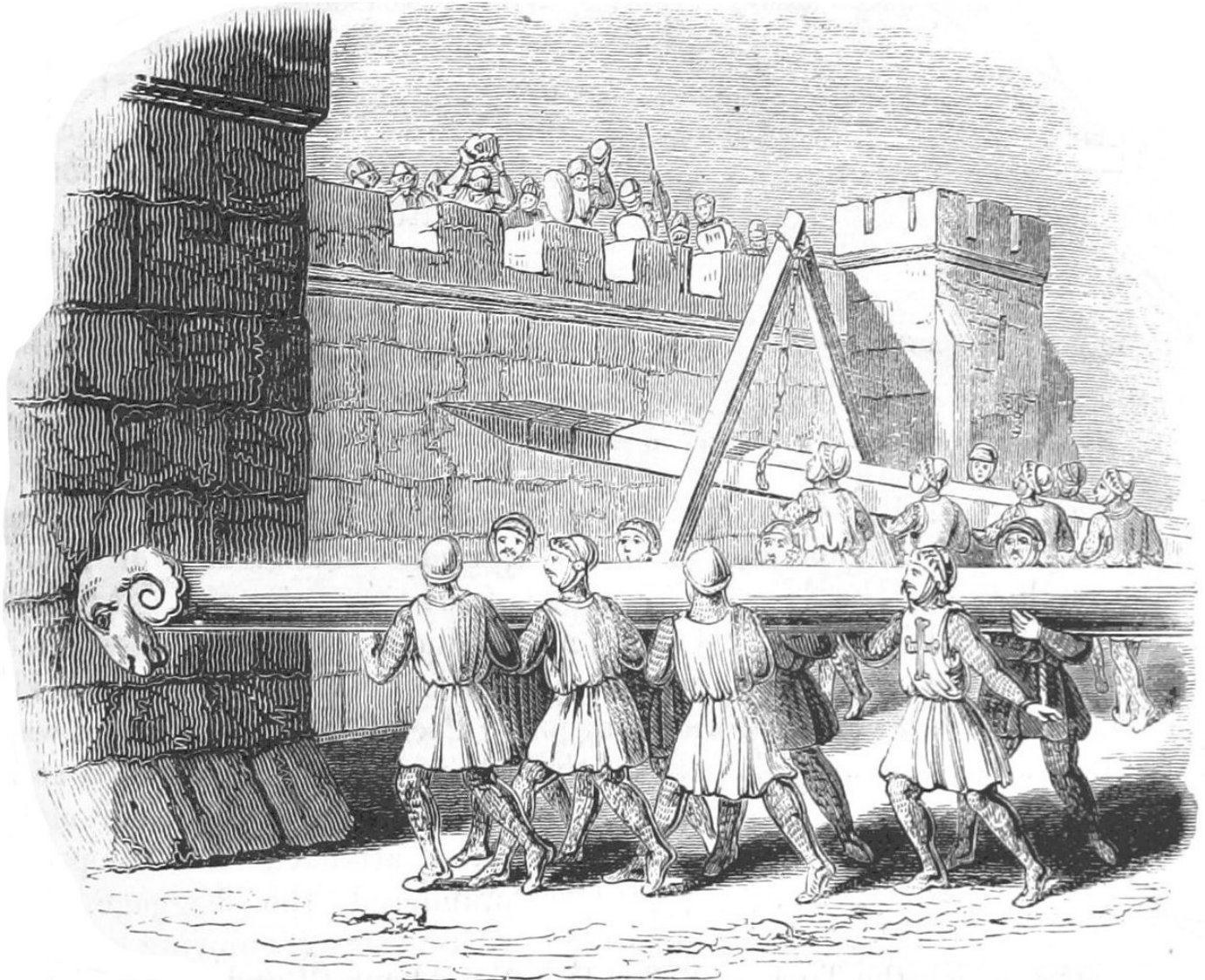
- **Gabions** - Cages made from wickerwork. When filled with earth, gabions can be used to fill in ditches and moats, or form field fortifications to protect mine heads and artillery pieces.
- **Rampart** - Piled and packed earth used for shelter or concealment. When a rampart and ditch are constructed side by side, the costs of the both are cut in half. Sometimes a ramp is used to surmount a wall.

Siege - Fantastic Creatures

During a siege, certain fantastic creatures can be used to bash down doors and walls, shake their foundations, or blast them with magic. Here are just a few examples of the number of structure points, per mass combat turn, a creature can do when in range or base to base contact:

- Bealuwearg 5
- Earth Elemental 6
- Ogre 2
- Giant 4
- Treant (and controlled trees) 3
- Troll 2
- Wizard (Fireball or Lightning Bolt) 5

There are separate rules for Wizards during naval combat; see **Heroes in Hulks** - a naval supplement coming soon to DriveThruRPG. One Structure Point is generally equivalent to 3 Hull Points in naval construction. See **Conversion Notes** above.



Appendix A: Example of Play

The Adventuring Party

This party has five characters and one non-real player:

- **Môrcant** - a human Fighting-Man (1st level) played by Sarah
- **Alfdís** - an Elf who has chosen to begin her adventuring career as a Magic-User (2nd level)
- **Wêland** - a Dwarf (1st level)
- **Brother Daniel** - a human Cleric (2nd level)
- **Dark Stranger** - the name the Halfling (1st level) has taken to calling himself. His real name is Gilford. This character is played by Dave.
- **Elnick** - an Orc torchbearer and porter (a Neutral non-combatant Mercenary)

The player running **Môrcant** also happens to be the **Caller** for the other participants. The caller sometimes helps the Referee by driving consensus at the game table and polling the other participants for the actions their characters will take.

The Situation

After traveling three weeks across a stretch of desert, the party has found the rumored tomb of an ancient King. Although they are certain the upper level of this tomb has been raided, they strongly believe there are unexplored and unspoiled areas because the King's treasure has never been found. The party is well equipped and has just killed a pair of Hobgoblins who were lingering near the entrance.

Participant and Referee Interaction

REF: "Having killed the Hobgoblins, you enter the tomb. Not far past the entrance, there is a set of stairs going down."

Môrcant: "Elnick is lighting a torch. Get to it torchbearer!"

REF: "The torch is lit. Who is going first? I'll need your marching order."

[After some discussion . . .]

Môrcant: "Wêland will go first, Alfdís will cover him with her short-bow. Both of them can see in the dark. I'll go side-by-side with Elnick while Brother Daniel and Dark Stranger will take up the rear."

[Dragons Beyond allows Magic-Users to carry many weapons including a bow. Elves are particularly skilled with any bow.]

Wêland: "I'm going down."

REF: "After thirty feet you reach a landing with two sets of stairs downward. One goes to the southwest and the other southeast."

Môrcant: "Wêland checks out the one to the southwest and Alfdís looks down the one to the southeast."

REF: "The southwest stairs go down ten feet and turn to the south. The southeast stairs go down at least ninety feet."

Alfdís: "The southeast stairway goes far down. It could be too dangerous for us."

[After some discussion . . .]

Môrcant: "We're going down the southwest stairs."

REF: "Wêland gets to the bottom of the stairs. There is a twenty foot wide passage at the bottom that goes east and west. In the west passage, you see a door in the north wall."

Wêland: "How far down is that door?"

REF: "Not far. It's about ten feet."

Brother Daniel: "I have chalk to mark our way. I put a blaze on the wall to point to the stairway."



REF: "Noted."

Môrcant: "We're going to check the door. Alfdís and Gilford will listen."

Dark Stranger: "You mean Dark Stranger will listen."

Môrcant: "Yes, yes."

REF: "As Elnick steps into the passage, you notice his torch flickers a lot. There is some kind of breeze that comes from the west."

Brother Daniel: "Maybe we should use my lantern instead. Is it strong enough to put the torch out?"

REF: "No."

Môrcant: "Did we hear anything at the door?"

[The Referee rolls **1d6** for both listeners. An Elf and a Halfling both have a **2-in-6** chance of hearing something so the odds are good. Unfortunately, the rolls are bad for the party.]

REF: "You hear nothing on the other side of the door."

Dark Stranger: "Is the door locked?"

REF: "There does not seem to be a knob, it has just a handle to pull. Do you want to open the door?"

[After some discussion . . .]

Môrcant: "We'll get back into our marching order. Wêland is going to open the door."

[The Referee rolls **1d6** to see if the Dwarf can open the door since the Referee knows the door is stuck. There is a **1-in-6** chance that he can. Again the roll goes against the party.]

REF: "Wêland finds that the door does not budge; perhaps it is barred on the other side. Do you want to force it open?"

Môrcant: "I'll pull out my crowbar and see if I can wedge it in low enough for Wêland to help."

[The Referee makes a wandering monster check due to the noise. He also rolls to see if the party will be surprised by the monsters on the other side of the door. The monsters will hear the party forcing the door open and cannot be surprised. Fortunately for the party, the Referee's dice rolls indicate no wandering monster will bother them and the party will not be surprised.]

REF: "With a loud crack the door swings free from the framing. As you pull it open, Wêland is first to notice the floor is teeming with Giant Rats. Their beady eyes gleam in the dim torchlight. There are dozens of them. You don't have time to notice much about the room. We are about to enter combat. Does the party have any actions they need to declare?"

[Feverish discussion begins, but the Referee does not hear any combat actions like Retreat or magic use and cuts the discussion short.]

REF: "Ok, let's go ahead and roll for initiative. I got a two."

Môrcant: "I rolled a four for the party."

REF: "Do you want to move or counter-move?"

Môrcant: "We're moving first and slamming the door shut."

REF: "Anything else?"

Môrcant: "No, we'll fight where we stand if any of them get past."

REF: "Let's see how fast this goes. Go ahead and roll a **Strength** test for me. That's both Môrcant and Wêland."

[A **Trait Test** can be used to decide the chance of a character being able to do something. In this case, two characters in the doorway will be forcing it back into place as quickly as possible. Both players roll **3d6** and manage to roll under their Strength. The Referee could have used another trait like Ego which is a stand in for self-preservation. The Referee could also have given the players a bonus based on the adrenaline coursing through their veins.]

REF: "You manage to slam the door shut and hold it as several Giant Rats throw their bodies against the door."

Môrcant: "Gilford, get over here and nail this door back to the frame!"

Dark Stranger: "You mean Dark . . ."

Môrcant: "Gilford!!!!"

Dark Stranger: "Ok, I get out my hammer and nails and go to work."

REF: "After a few minutes of hammering, the work is done well enough for the door to hold."

[The Referee makes another wandering monster test and this time the party is not so lucky. The Referee rolls for surprise and again, things do not look good. Finally, the Referee rolls for the type of monster and the direction from which it will appear.]

REF: "As the hammering stops you hear the sound of boots on stairs behind you. Your party is surprised."

[Excited interjections and cursing ensues]

REF: "Since we're using the optional surprise rule, and since you were ready for combat, let's see if anyone drops something. I need you to each roll **1d4** and if you get a one, tell me what you dropped. Môrcant go ahead and roll for Elnick."

[Dice rolls, mostly go well, except . . .]

Môrcant: "Nobody dropped anything except Elnick."

REF: "Elnick drops his torch. There's a **1-in-3** chance that it goes out. Go ahead and make that roll."

[Another bad roll happens]

Môrcant: "The torch is out."

[Groans around the table]

REF: "Fortunately for you, the monsters are coming from all the way on the surface, so their entire surprise round is spent in movement. Unfortunately for you, only your Elf and Dwarf can see. Are there any combat declarations for this round?"

Brother Daniel: "I'm praying for a **Light** spell."

REF: "Roll for initiative."

[The party, fortunately, breaks their streak of bad luck and wins the roll.]

REF: "Ok, let's handle each of the phases. Does the party want to move first or counter-move?"

Elnick and Brother Daniel are nearest the stairway."

Môrcant: "We've got to protect Brother Daniel, so I'm moving into the stairway and so is Wêland. Alfdís moves behind Wêland to try to get in a bow shot. Elnick is lighting a torch. Dark Stranger is covering our backs with his hand sling. Hopefully we'll have light so he can see soon."

REF: "Smart plan. Ok, they are still coming down the stairway. Môrcant cannot really see anything but Wêland can tell these are another pair of Hobgoblins. Alfdís will get one shot of pass-through fire before they crash into melee. They have swords out."

Dark Stranger: "Maybe we could parley with them?"

REF: "Too late. Alfdís go ahead and roll **percentile dice** and **2d6** too to keep things moving."

Alfdís: "I rolled 57%. I also got a 5 and a 3 for a total of 8. Should I get an additional damage bonus for this bow-fire?"

REF: "No, a Fighting-Man's additional damage bonus only applies to melee."

[Cross referencing the special "to hit" table for **Precision Missile Fire** against the Hobgoblins' AC 5 at short range means that a 57% is good enough to hit. Furthermore, an 8 with a short bow at short range against AC 5 is an "killing blow" for the maximum damage of 6 hit points. The Referee checks and that is enough to kill one of the two Hobgoblins.]

REF: "The first Hobgoblin is dead and crumples to the ground. Just a sec, I need to check something."

[Since half of the Hobgoblins are now dead from this group, the second Hobgoblin must pass a **Morale Check**. The Referee rolls a 5 which is under the Hobgoblin's morale score of 8. The Hobgoblin will fight on to the death.]

REF: "Ok the other Hobgoblin is still coming. That's the end of the movement segment. Dark Stranger is too far to the rear to have a shot, even if the torch was lit so nothing happens in the missile segment. Brother Daniel completes his prayer and his **Light** spell takes effect. Suddenly everything around you is bathed in light for the next six turns."

Môrcant: "Great, everybody knows we're here now."

REF: "Ok, melee segment. I'm going to say that since the bow shot came over Wêland's head, that the other Hobgoblin is going for Môrcant. Since the Hobgoblin has the higher-ground, he gets the first chop. What kind of armor are you wearing Môrcant?"

Môrcant: "Normally, I've got chainmail and shield. But since I was just using a crowbar and holding a door shut, I've got a feeling you'll rule that my shield is on my back."

REF: "Got it, and you're right."

[The Referee rolls the attack for a Hobgoblin armed with a sword against AC 5, first rolling 17 on a **1d20** "to hit" and rolling **2d6** getting a 2 and a 1.]

REF: "The Hobgoblin hits Môrcant for 2 points of damage. Still alive?"

Môrcant: "I'm down to 4."

[The combat continues. Both Môrcant and Wêland in the front rank are able to make attacks but miss. The second round's initiative goes to the Hobgoblin, but he is already engaged in melee. The party does not want to move either.]

REF: "Ok, missile segment."

Alfdís: "I couldn't get any pass-through fire because the Hobgoblin didn't move. The Hobgoblin is in melee and I guess there are two pairs of combatants, so I'm kind of stuck here. I'll take my shots during the melee segment next round."

REF: "Correct. Ok, no magic was declared so I guess we are back to melee with the Hobgoblin having the higher ground. He's sticking with Môrcant since he already made a good cut last round."

[The Hobgoblin rolls an 18 on **1d20** and then a 5 and a 1 on **2d6**. The sword does not do maximum damage since it needed a combined roll of 8 for that result, nevertheless, this is a bad moment for the party.]

REF: "Ok, the Hobgoblin connects with a mighty swing and does 5 points of damage. Môrcant is dead."

Môrcant: "Rats! Avenge me!"

REF: "Sarah, you can go ahead and play Elnick if you like, or start rolling up a new character."

Sarah: "I'll take Elnick. Does he have any stats?"

REF: "Go ahead and roll up his traits. He has 3 hit points, minimal equipment, the silver wages you guys have been paying him, and a newly lit torch in his hand. We'll treat him as a Normal Man on the combat table for now."

Elnick: "Loot the bodies!"

REF: "You guys need to kill this Hobgoblin first. Wêland gets his melee attack. Go ahead and roll."

[The Hobgoblin is killed. The Referee notes the experience points that the party will gain from killing the monsters if they survive the dungeon. The party reorganizes itself. Elnick is re-equipped after taking sword, chainmail, shield, etc. from the dead Hobgoblins and from Môrcant's body.]

REF: "What would you like to do next? There are five turns until the Light spell and the torch go out and the party will need to take a rest in another three turns."

Elnick: "We go down the passage to the west in our regular marching order."

REF: "Wêland heads down that passage, after thirty feet there's a ten foot wide side passage going south. The breeze is even stronger at the intersection."

Wêland: "How much further west does this wide passage go?"

REF: "It looks like it could go at least another 90.' Also, tapering down to that point, the ceiling descends to only be about ten feet high."

Elnick: "Wait, how high is the ceiling here?"

REF: "Looks like it could be as much as forty feet. Elnick's torch is really dancing by the way, though with Brother Daniel's spell still active, you don't see it unless somebody is looking directly at your torch."

Wêland: "I don't like this at all, I'm going down the side passage to the south."

REF: "Fifty feet ahead, Wêland sees doors set into the east and west walls, while the passage continues on to the limit of his vision."

Elnick: "Brother Daniel marks which way we need to turn to get back to the surface. Wêland heads to the doors. Any difference between the two?"

REF: "The eastern door looks like it is less often used. The hinges are on your side of the door and are very rusty. Also there's a layer of dust along the foot of the door that seems undisturbed. The western door has a handle that seems shiny and no dust beneath it."

Elnick: "Let's go east."

[The door is stuck, but the party manages to force it open with the crowbar. While it is being forced, Dark Stranger listens at the west door.]

REF: "Dark Stranger hears voices."

Dark Stranger: "Do I understand them? I speak Hobgoblin thanks to my Intelligence."

[The Referee does not roll dice. Instead, he uses his judgement.]

REF: "You do not. They are too faint to make out. The door to the east is open now. Inside you see a room fifteen feet on each side. There are barrels and jute sacks along the east wall. The room's air is stale and smells of mould. Your party is tired and should probably rest now."

Elnick: "This is probably a safe place for a ten minute rest. We all enter the room and close the door. We'll leave it cracked a bit and Dark Stranger can keep his ears open."

REF: "Noted. Congratulations, since this is the first room on this level of the dungeon that you have entered, you have now earned some experience for Daring if you make it back alive. The party catches its breath without incident. The Light spell will only last another turn. Same thing with the torch."

Elnick: "I'll light this partially used torch I still have. The others might as well search the room while I do that. Check the floor and ceiling too."

REF: "That's going to take a while, even with five of you. The walls alone are six ten foot sections. Doing some math on the floors and ceiling, I think two turns will cover it."

Elnick: "That's fine, I'm feeling lucky. Also, what's in the barrels and sacks? Anything valuable?"
[The Referee does not make a roll; he decides that with such a concerted effort the party will find the secret door.]

REF: "The barrels are sealed, but seem to have once been ale or beer. Some of it has seeped out and all of it is probably flat. Anyone want to sample it?"

Elnick: "No thanks, what about the sacks?"

REF: "Moldy flour. It is discolored and has an awful smell. Speaking of discoloration, your search has found one patch of stonework in the southeast -- behind the heaviest barrels -- that doesn't quite match the rest of the stonework. Wêland was first to notice."

Wêland: "A credit to my Dwarven ancestry. I tap on the rock as quietly as possible. Is it hollow?"

REF: "It is indeed."

Wêland: "I'm going to push or pull on the stonework around that area."

REF: "When you push it, it moves inward maybe a centimeter. A square crack now outlines a three foot high, three foot wide door."

Elnick: "I'll go first. This could be the entrance to the King's tomb!"

REF: "The Dwarf pushes the block inward, it pivots aside to reveal a small passage that goes southeast to the limit of your torchlight."

Elnick: "I'll crawl forward."

REF: "After about ten feet, you still can't see the end of the passage. The dust in here is quite old and covers the floor. Nobody has been this way in a very long time."

Elnick: "I'll keep crawling. The rest can fall in behind me. Be sure to wedge the door shut so nobody sneaks up our backside, Dark Stranger!"

REF: "After another five feet of crawling, the floor gives way beneath you. You fall for quite a distance."

[The Referee rolls **2d6** because the Orc has fallen 20 feet.]

REF: "You take 8 points of damage. Since Elnick only had 3 hit points, he is dead. Sorry Sarah. Please roll up a new character."

Sarah: "Dang it!"

REF: "Wêland, you see Elnick fall out of your sight. There is a muffled thud. Now that you can see, this narrow passage goes thirty feet and ends at a metal door of some kind. Can you take over as Caller while Sarah is putting together a new character?"

Wêland: "No problem Ref. Just to be sure, I'll stoop over and walk up to the edge of this pit. How far down does it go and how far across is it?"

REF: "It looks to be twenty feet deep. Elnick lies at the bottom unmoving along with pieces of false floor that fell down with him. The pit is ten feet across."

Wêland: "How much silver was Elnick carrying?"

REF: "At least 15 sp. Oh, and Elnick had all of the party's torches. As a matter of fact [rolling dice] the torch that fell into the pit has gone out."

Brother Daniel: "I'm lighting my lantern. Maybe Alfdís can help me out since he can see better."

Wêland: "We'll use a grapple and rope. Since the pit is only 15 feet from the entryway and 20 feet deep, my fifty foot rope should reach. I'll anchor it using one of the stoutest barrels."

REF: "Even if you go down, what's your plan to get across?"

Wêland: "I think we will all need to go down and then form a human pyramid to get back up the far side. We can bring the rope's end up with us and pin it down somehow. Maybe using one of those bags of flour."

REF: "Sounds good. Given enough time, your plan sounds like it will work. It takes maybe twenty minutes to do this carefully. When you reach the far side, the party will need a rest. The rope's end is brought up with you and tied to one of the sacks of flour. It isn't going to go anywhere."

[If the party had been under some kind of time pressure, the Referee may have assigned a probability like **1-in-6** for some person in the pyramid to make a mistake or buckle and bring them all tumbling down.]

Brother Daniel: "Before we go up, I give Elnick the last rights of my church. I also grab his silver as his final donation to my Order."

REF: "Noted."

Wêland: "After the rest, we'll need to handle this metal door. What can you tell us about that?"

REF: "As you get closer, you can see there is some kind of key hole in it."

Dark Stranger: "I have a set of thieves' tools. I'd like to try to pick this lock."

REF: "Dark Stranger squeezes past everyone. He'll need some light to work since he's a Halfling."

Brother Daniel: "I pass my lantern forward."

Wêland: "I'll hold it steady for him."

REF: "I'm going to use the optional Thievery Rules. Normally this would require a roll of 15 or greater on **3d6**, but because you're a Halfling, you only need a 13."

Dark Stranger: "I rolled a 9."

REF: "That's not the worst of it. Because you did not search for small traps, you did not notice the one that protects the locking mechanism. As you manipulate the lock, a six inch long needle springs forward out of the metal door. Roll **3d6** again to save versus poison please."

Dark Stranger: "I failed. I only rolled an 11 and I needed a 12. What happens?"

REF: "Go ahead and roll up another character Dave."

[Dave groans. Had Dark Stranger survived, he would have been entitled to immediate experience points for the saving throw, whether passed or failed.]

Brother Daniel: "I administer last rights to Dark Stranger . . ."

REF: "And search his pockets for a donation to your Order? Go ahead and add 30 gp to your inventory."

Brother Daniel: "The dead have no need of such temporal possessions. This coin will do much good to feed the needy."

Wêland: "We have to be more careful or this tomb is going to kill us all."

[The Referee rolls a wandering monster check.]

Alfdís: "If we spend too much time searching, we are sure to encounter something that can overpower the three of us."

Wêland: "There can't be another trap on this door. I'll pick up the thieves' tools and give lock picking a try."

[The Dwarf and Elf both fail their roll, leaving Brother Daniel to pick the lock which he does on a roll of 15 exactly]

REF: "The mechanism inside the door clicks, there is the sound of metal sliding against metal, and then the door swings outward just far enough for you to get your fingers around its edge."

Wêland: "Wait! I'll use the hilt of my dagger to pull the door open."

REF: "Now you're getting the hang of it. Beyond the door, you see a ten foot square room. Inside are two chests and a large stone sarcophagus. Beyond the sarcophagus, there is a stone archway and a passage headed south."

Brother Daniel: "I think we should probe the floor here with a pole or something."

REF: "Ironically, Elnick was carrying the collapsible pole you guys brought. Do you want to go retrieve it?"

Wêland: "No. I'll chance it. I want to examine the first chest. Is it locked? Can I open it with a dagger blade?"

REF: "Just a moment. Brother Daniel and Alfdís, what are you doing and where are you standing?"

Brother Daniel: "I'll stand near the archway and watch for any monsters."

Alfdís: "I'll investigate the second chest. I use my narrow longsword to try to flip the lid open from a distance, kind of off to the side."

[Now that the party is smaller, the Referee does not really need a Caller to keep things straight. The Referee takes a moment to assure Sarah and Dave that they will be re-inserted into the game soon.]

REF: "Wêland, your chest opens, but it is empty. Alfdís, your chest is full of copper coins."

Alfdís: "I'll scoop those into the spare bags that I brought. How many coins are there?"

REF: "About 2,000."

Alfdís: "Well I have four large sacks, so that's about 1,200 of them. I guess we could go back for some flour sacks."

Wêland: "It isn't worth it. Hey Ref, I'm searching my chest for secret drawers or a false bottom."

REF: "The empty chest turns out to have had a false bottom. You've found a roll of parchment."

Alfdís: "That's for me, since I'm the only Magic-User!"

Wêland: "Hold on Mister Pointy Ears, it could be a treasure map."

REF: "Is Wêland looking at the parchment?"

[The player pauses for a moment, considering the possibility of a **Cursed Scroll**.]

Wêland: "On second thought, I hand it to Alfdís."

REF: "Meanwhile, Brother Daniel standing near the archway with the lantern notices that the sarcophagus is covered with glyphs or pictograms of some kind. The archway has the same kind of writing."

Alfdís: "What about the scroll?"

REF: "It really is a scroll, not a map. Let me roll it up."

[Sometimes it is more fun for the Referee to roll treasure on the spot instead of in advance of the game.]

REF: "What's your ability to read Magi?"

Alfdís: "I have an intelligence of 14, so 70%."

[The Referee rolls a 72%, so Alfdís cannot read the scroll without magical assistance, but because he was only off by a few percent, the Referee reveals a little detail.]

REF: "You can tell it is a protection spell of some kind, but not exactly what it is. Do you want to use the **Read Magic or Languages** spell you prepared this morning?"

Alfdís: "I'm more interested in the writing on the sarcophagus. I think I'll cast the spell to read it."

REF: "Are you sure?"

Alfdís: "Yes."

REF: "Because the Elven race is particularly long-lived, you would have heard something about the language of this ancient empire of Kemet. These are hieroglyphics. The writing says 'The hands of a fool cannot stop the deluge, but the wise shall tread the open byway.'"

Wêland: "I'm going to try moving the lid of the sarcophagus. Does it budge?"

Brother Daniel: "No wait!"

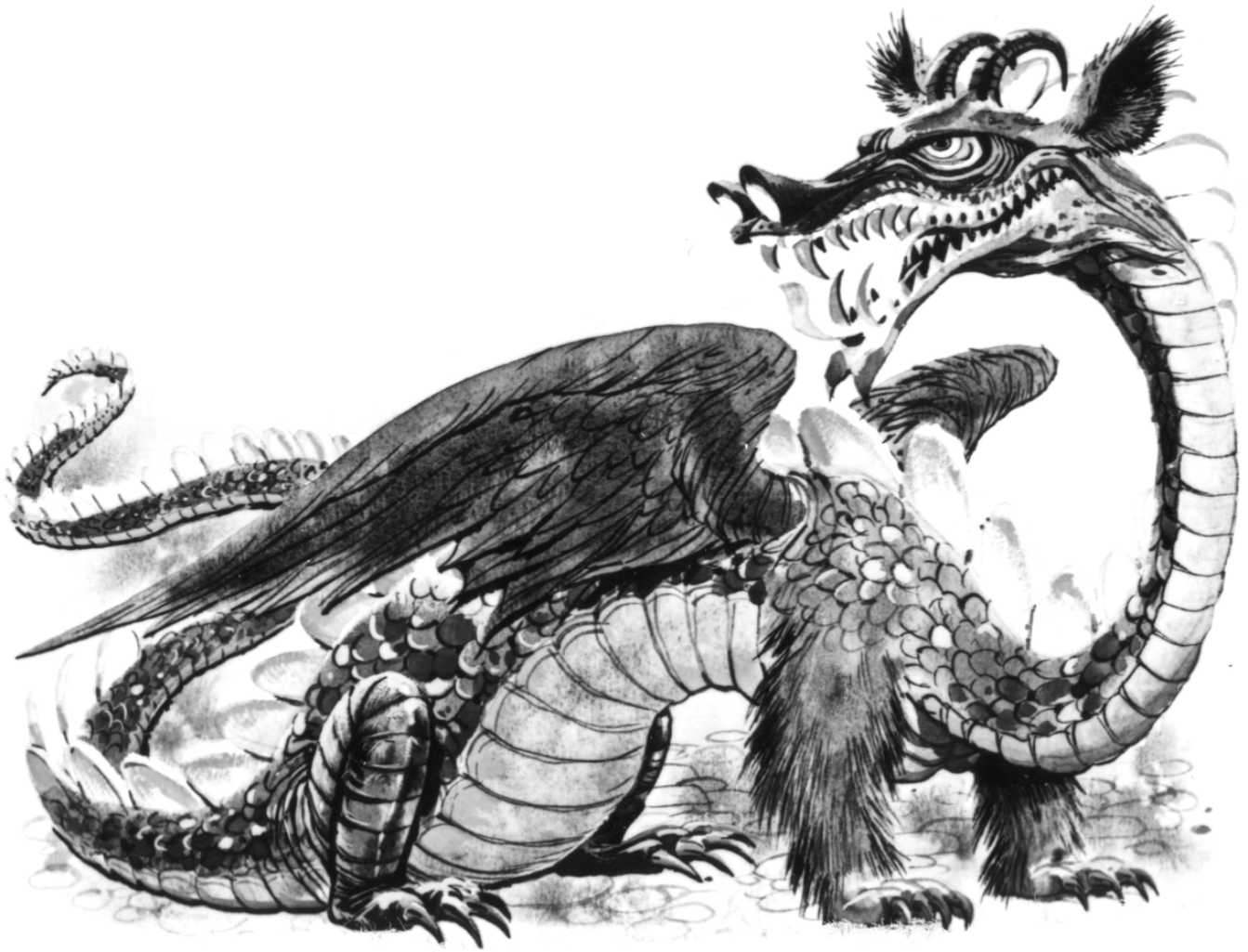
REF: "You hear a far off rumbling, like the roar of a waterfall."

The example above could have been played using only imagination, paper, and pencil. However, miniatures on a real tabletop (if in person) or tokens (on a virtual tabletop) can be used to visualize movement through a dungeon and the relative positions and distances of figures during combat.



DRAGONS BEYOND

**Fantasy Medieval Wargame Campaign Rules
Playable with Pencil and Paper and Miniature Figures**



MONSTERS & PRIZES

VOLUME II OF THREE BOOKLETS

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XIV: MONSTERS

The table below provides the Referee with a set of suggested statistics applicable to each monster type. The column headings — and how to interpret them — deserves some explanation:

Possible Number (PN) - The Referee has the option to increase or decrease the number of monsters encountered according to the number of adventurers in the party concerned.

Armor Class (AC) - The number given is on the descending armor class scale where lower numbers indicate tougher armor.

Movement (MV) - Where a range of values is provided, the Referee should give the creature a reasonable rate of movement that is evenly divisible by 3. Where multiple rates are shown separated by a slash, generally the movement rate after the slash is when flying or moving through water. Sometimes the monster description provides more detail such as with the Giant Toad. The Vampire's flying speed of 13 matches the source material, but is likely a typographical error.

Hit Dice (HD) - The numbers shown give priority to the earliest source material found. Slight adjustments have been made, especially to higher Hit Dice creatures who appear in later source material. As the game evolved, players were anticipated to reach much higher levels of experience and the monsters were scaled with this in mind. Some rewinding of the clock has been necessary. Monsters make **Saving Throws** as a Human Fighting-Man of the same level.

In Lair - When a wandering monster is encountered in either the Upper or Underworld, there is a probability that they are either in their lair or in close proximity to it. Since lairs contain prizes, this factor is crucial for the Referee to ensure that players advance in resources and experience as intended.

Type / Amount of Treasure (TT) - The prizes shown almost all refer to Treasure Type A through H. Giant Ants and Fairies have their treasure noted in this field instead of creating new categories of prizes not found in Beyond This Point Be Dragons. In rare instances, creatures have individual treasure that is distinct from that found in the lair. In one case platinum pieces were converted to gold.

Attack(s) - Since the combat system in Beyond This Point Be Dragons was experimental, this column has been added so the Referee need not make decisions in the heat of combat. These weapons and the number of attacks do not mean that the monster's natural weaponry is as slow or clumsy as the weapon shown. Instead, it is merely a guideline on the type of weapon that best reflects the killing power of the monster's attacks. Where a ranged weapon is shown, use the values in the "killing blow" table for short range but do not modify the d20 "to hit" roll that proceeds it. The Referee is certainly free to simplify this table using a dagger, hand-axe, or sword for tooth and claw, and a bludgeoning weapon like a mace or flail for fist or tail. Where the attack shown is "By weapon" it is possible that the creature, for example a Hobgoblin, might also have strength or claws sufficient to inflict damage when unarmed. In such cases the Referee may need to improvise.

Twice Damage - Beyond This Point Be Dragons makes it clear that Giants, Efreet, and other "large and ferocious creatures" will "always roll two hit dice." Furthermore, Giants "due to their size . . . will do damage equal to twice normal, so when they hit roll two dice." Generally, this has been interpreted to mean creatures of 6+1 Hit Dice, who also tend to be greater than man-sized, get to roll **2d6** for damage or **double the damage** if a "killing blow" is rolled. Expanding on these guidelines, the designer suggests that some monsters who fall below 6+1 hit dice should be added to this list such as Lycanthropes who can, when incensed, fight with fury. Black and White Dragons

even of the youngest variety are ferocious though smaller Hydras are not. Manticorae, Griffons, and Minotaurs are ferocious. Purple Worms - as a type of Dragon - are also an exception. Spectres -- as stand ins for Tolkien's nine dead kings of men -- are an exception along with the Treants who are slow to decide but powerful in action. As this has all been a matter of interpretation, the Referee should not feel bound by these choices.

Division - The opposing forces of Law and Chaos may enlist allies from the Neutral cause. Neutral Elves and Rocs have a slight predisposition toward Law. Many more creatures have mixed loyalties in the Cosmic struggle and might fall into multiple divisions such as Dwarves, Elves, Giants, Lycanthropes, Men, Minotaurs, Orcs, and Ogres. The Referee should keep this in mind when handling encounters and reactions as later fantasy role playing games did not have this nuance. Furthermore, the divisions shown in this table also differ more than might be expected from the original, published version of the game.

Morale (ML) - There is considerable variability in these ranges. A definitive list of values, scaled to **2d6**, was not available until 1991. Because of this, a Referee should not feel constrained to consistently use the same value for every encounter with the same type of monster. A morale of **12** may still fail a check if the Referee assigns a penalty modifier to the roll. In contrast, in some of the oldest fantasy role playing games or wargames, there are some monsters that need **Never Test** morale under any circumstance. Halflings are the rare exception that need never test when facing Dragons but will for other encounters. Many creatures have higher morale when accompanied by a **Leader**. A Unicorn has higher morale when carrying a **Rider**. See **Morale Check** above.

Table 14a: Monsters - Hostile and Benign

NAME	PN	AC	MV	HD	IN LAIR	TT	ATTACK(S)	TWICE DAMAGE	DIVISION	ML
Anaconda, Giant	1 - 2	5	9	6+1	Nil	Nil	Dagger x 1	-	Neutral	8
Animal, Large	4 - 16	7	12 - 18	3 - 4	<= 15%	Nil	Hand Axe or Sword x 1	-	Neutral	7 - 9
Animal, Small	3 - 30	7	12 - 24	1 - 2	<=10%	Nil	Dagger x 1	-	Neutral	5 - 7
Ant, Giant	1 - 100	3	18	2	10%	50% 3d4 gems, 40% 2d4	Dagger x 1	-	Neutral	7
Ape	1 - 4	6	12	4+1	Nil	Nil	Mace x 1	-	Neutral	7 or 9
Basilisk	1 - 6	4	6	6+1	40%	Type F	Battle Axe x 1	-	Chaos	9 or Never Test
Bealuwearg	1 - 6	2	6 / 15	10	40%	Type F	2H Sword x 2	YES	Chaos	12
Bear, Cave	1 - 2	6	12	6+6	Nil	Nil	Morning Star x 1	YES	Neutral	9
Beetle, Giant	1 - 12	3	6 / 12	4	Nil	Nil	Polearm x 2	-	Neutral	7 - 9
Black Pudding	1	6	6	10	Nil	Nil	2H Sword x 2	-	Neutral	12
Boar	1 - 12	7	15	3+3	Nil	Nil	Sword x 1	-	Neutral	9
Camel	1	7	21	3	Nil	Nil	Dagger x 1	-	Neutral	7
Caveman	10 - 40	8	12	2	25%	Type C	By weapon	-	Law	7
Centaur	2 - 20	5	18	4	5%	Type A	Flail x 2 or By weapon	-	Law or Neutral	8
Centipede, Giant	2 - 24	9	15	1 - 2 hit points	Nil	Nil	Dagger x 1	-	Neutral	7
Chimera	1 - 4	4	9 / 15	8	50%	Type F	Mace x 3	YES	Neutral or Chaos	9
Cockatrice	1 - 8	6	9 / 18	5	35%	Type D	Hand Axe x 1	-	Neutral	7 or Never Test

NAME	PN	AC	MV	HD	IN LAIR	TT	ATTACK(S)	TWICE DAMAGE	DIVISION	ML
Crab, Giant	3 - 12	2	6	3	Nil	Nil	Polearm x 1	-	Neutral	7
Crocodile, Giant	12 - 60	5	9 / 15	6	20%	Nil	Flail x 2	-	Neutral	9
Dinosaur, Brontosaurus	1 - 6	5	6	20	Nil	Nil	Flail x 1	YES	Neutral	6
Dinosaur, Pterodactyl	2 - 8	7	6 / 18	1	Nil	Nil	Mace x 1	-	Neutral	7
Dinosaur, Stegosaurus	2 - 8	2 / 5	6	12	Nil	Nil	Halbard x 2	YES	Neutral	7
Dinosaur, Triceratops	2 - 8	2 / 6	9	11	Nil	Nil	Polearm x 2	YES	Neutral	8
Dinosaur, Tyrannosaurus Rex	1 - 2	5	15	18	Nil	Nil	Lance x 2	YES	Neutral	11
Djinn	1	5	9 / 24	7+1	Nil	Nil	Polearm x 2	YES	Neutral	11 - 12 or Never Test
Dragon, Black	1 - 4	2	9 / 24	6 - 8	60%	Type H	Polearm x 2	YES	Chaos	8 - 10 or Never Test
Dragon, Blue	1 - 4	2	9 / 24	8 - 10	60%	Type H	2H Sword x 2	YES	Neutral	9 - 10 or Never Test
Dragon, Gold	1 - 4	2	9 / 24	10 - 12	60%	Type H	Lance x 2	YES	Law	10 - 11 or Never Test
Dragon, Green	1 - 4	2	9 / 24	7 - 9	60%	Type H	Halbard x 2	YES	Chaos	9 - 10 or Never Test
Dragon, Red	1 - 4	2	9 / 24	9 - 11	60%	Type H	Lance x 2	YES	Chaos	10 - 11 or Never Test
Dragon, White	1 - 4	2	9 / 24	5 - 7	60%	Type H	Polearm x 2	YES	Neutral	8 - 10 or Never Test
Dragon, Yellow	1 - 4	2	9 / 24	7 - 10	60%	Type H	Halbard x 2	YES	Neutral or Chaos	8 - 12 or Never Test
Dryad	1 - 8	5	12	3	10%	Type D	Mace x 1	-	Neutral	6
Dwarf	40 - 400	4	6	1	50%	Type G	By weapon	-	Any	8 - 9 (10 with Leader)
Efreet	1	3	9 / 24	10	Nil	Nil	Halbard x 2	YES	Chaos	11 or Never Test
Elemental, Air	1	2	36	8 - 16	Nil	Nil	Polearm x 2	YES	Neutral	10 or Never Test
Elemental, Earth	1	2	6	8 - 16	Nil	Nil	2H Sword x 2	YES	Neutral	10 or Never Test
Elemental, Fire	1	2	12	8 - 16	Nil	Nil	Halbard x 2	YES	Neutral	10 or Never Test
Elemental, Water	1	2	6 / 18	8 - 16	Nil	Nil	Lance x 2	YES	Neutral	10 or Never Test
Elephant, Large	2 - 16	6	12 Asiatic / 15 African	8 / 9	Nil	Nil	Spear x 2	YES	Neutral	8
Elf	30 - 300	5	12	1+1	25%	Type E	By weapon	-	Neutral or Law	8 (10 with Leader)
Fairy	20 - 200	5	12	1+1	10%	5 - 30 gp each; G in lair + 40% 2d4 potions and 50% 1d4	By weapon	-	Neutral	9 - 10
Ferret, Giant	1 - 12	5	15	1+1	10%	Nil	Sword x 1	-	Neutral	8
Gargoyle	2 - 20	5	9 / 15	4	25%	Type C	Sword x 1	-	Chaos	11
Ghoul	2 - 24	6	9	2	20%	Type B	Sword x 1	-	Chaos	9 or Never Test
Giant, Castle Dwelling	1 - 8	4	12	8 - 10	40%	1000 - 6000 gp ea.; In lair E	2H-Sword x 1	YES	Any	9 - 10

NAME	PN	AC	MV	HD	IN LAIR	TT	ATTACK(S)	TWICE DAMAGE	DIVISION	ML
Giant, Cave Dwelling	1 - 8	4	12	8 - 10	40%	1000 - 6000 gp ea.; lair 50% E	2H-Sword x 1	YES	Neutral or Chaos	10 or Never Test
Gnoll	10 - 100	5	9	1+1	40%	2 - 20 gp each; In lair A	By weapon	-	Chaos	8 (10 with Leader)
Gnome	40 - 400	5	6	1	60%	Type C	By weapon	-	Law	8 (10 with Leader)
Goblin	30 - 300	6	6	1 - 3 hit points	40%	1 - 6 gp each	By weapon	-	Chaos	7 (9 with Leader)
Gorgon	1 - 4	2	12	7	50%	Type E	Morning Star x 1	YES	Chaos	8
Griffon	2 - 16	5	12 / 30	6	10%	Type E	Flail x 2	YES	Neutral	8 or Never Test
Halfling	30 - 300	7	9	1	70%	3 - 18 sp each; In lair B	By weapon	-	Law	7 (unaffected by Dragons)
Hippogriff	2 - 16	5	18 / 36	3	Nil	Nil	Sword x 2	-	Law	8
Hobgoblin	10 - 100	5	9	1+1	40%	2 - 20 gp each; In lair A	By weapon	-	Chaos	8 (10 with Leader)
Hog, Giant	1 - 6	6	12	5+1	Nil	Nil	Battle Axe x 1	-	Neutral	9
Horse, Draft	1	7	12	2+1	Nil	Nil	Nil	-	Neutral	6
Horse, Heavy	1	7	12	3	Nil	Nil	Flail x 2	-	Neutral	9
Horse, Light	1	7	24	1	Nil	Nil	Mace	-	Neutral	7
Horse, Medium	1	7	18	2	Nil	Nil	Mace x 2	-	Neutral	8
Hydra, Five-headed	1	5 / 2	12	5	20%	Type B	Hand Axe x 1	-	Neutral	11
Hydra, Six-headed	1	5 / 2	12	6	20%	Type B	Hand Axe x 1	-	Neutral	11
Hydra, Seven-headed	1	5 / 2	12	7	20%	Type B	Sword x 1	YES	Neutral	11
Hydra, Eight-headed	1	5 / 2	12	8	20%	Type B	Sword x 1	YES	Neutral	11
Hydra, Nine-headed	1	5 / 2	12	9	20%	Type B	Spear x 1	YES	Neutral	11
Insect, Large	4 - 24	3 - 7	9 - 15	2 - 5	10 - 20%	Nil	Hand Axe x 1	-	Neutral	7 - 9
Insect, Small	Variable	6 - 7	9 - 15	<=2	<=10%	Nil	Dagger x 1	-	Neutral	11
Invisible Stalker	1 - ?	2	12	6	Nil	Nil	Lance x 1	-	Neutral	12
Kobold	30 - 300	6	6	1 - 3 hit points	40%	1 - 6 gp each	By weapon	-	Chaos	6 (8 with Leader)
Leech, Giant	2 - 12	8	6	2	Nil	Nil	Morning Star x 1	-	Neutral	10
Lion	2 - 12	5 / 6	12	5+2	25%	Nil	2H Sword x 1	-	Neutral	9
Lion, Spotted	2 - 8	5 / 6	12	6+2	25%	Nil	2H Sword x 1	YES	Neutral	10
Lizard, Giant	1 - 6	3	9	8	50%	Type E	Sword x 2 or Lance x 2	YES	Neutral	ML 7 or 9
Lycanthrope, Werebear	2 - 20	2	9	6	15%	Type B	Morning Star x 1	YES	Any	10
Lycanthrope, Werecat	2 - 20	3	12	5	15%	Type B	Hand Axe x 2	YES	Any	9
Lycanthrope, Werewolf	2 - 20	5	15	4	15%	Type B	Sword x 1	YES	Any	8
Mammoth	1 - 12	5	12	13	Nil	Nil	Halbard x 2	YES	Neutral	8

NAME	PN	AC	MV	HD	IN LAIR	TT	ATTACK(S)	TWICE DAMAGE	DIVISION	ML
Manticora	1 - 4	4	12 / 18	6	30%	Type D	Battle Axe x 2	YES	Chaos	9
Mastodon	1 - 12	6	15	12	Nil	Nil	Polearm x 2	YES	Neutral	8
Medusa	1 - 4	8	6	8	90%	Type F	By weapon	YES	Chaos	8
Men	30 - 300	Variable	<=12	Variable	15%	Type A	By weapon	-	Any	Variable
Merman	30 - 300	7	3 / 15	1	40%	Type A	By weapon	-	Neutral	8
Minotaur	1 - 8	7	12	6	5%	Type C	Morning Star x 1	YES	Neutral or Chaos	12
Mule	1	7	12	2+1	Nil	Nil	Nil		Neutral	8
Mummy	1 - 12	3	6	5	30%	Type D	Flail x 1	-	Chaos	12
Nixie	1 - 100	6	12	1	100%	Type B	Dagger x 1	-	Neutral	6
Ochre Jelly	1	8	3	5	Nil	Nil	2H Sword x 1	-	Neutral	12
Octopus, Giant	1 - 4	7	3 / 9	4	30%	Type A	Hand Axe x 1	-	Neutral	7
Ogre	2 - 20	5	9	4+1	30%	1 - 6000 gp; Type B in Lair	Halbard x 1	-	Neutral or Chaos	8 or 10
Orc	30 - 300	6	9	1	50%	1 - 10 gp each; Type A in lair	By weapon	-	Neutral or Chaos	6 (8 with Leader)
Pegasus	1 - 12	6	24 / 48	2	Nil	Nil	Mace x 2	-	Lawful	8
Pixie	1 - 100	6	9 / 18	1	25%	Type C	Hand Axe x 1	-	Neutral	7
Purple Worm	1 - 4	6	6	6	25%	Type D	Polearm x 1	YES	Neutral	10 or Never Test
Rat, Giant	5 - 50	7	12 / 6	1 - 3 hit points	10%	Type C	Dagger x 1	-	Neutral	8
Rhino, Wooly	1 - 4	5	12	10	Nil	Nil	Flail x 1	YES	Neutral	6
Roc	1 - 20	6	6 / 48	4	10%	Type G	Morning Star x 2	-	Law or Neutral	8 - 10 or Never Test
Salamander, Giant	2 - 5	3 / 2	9	7+3	65%	Type F	By weapon	YES	Chaos	8 - 9
Scorpion, Giant	1 - 4	3	15	5+5	50%	Type D	Polearm x 2	-	Neutral	11
Sea Monster, Elasmosaurus	1 - 4	4	12	20	Nil	Nil	Heavy Crossbow x 1	YES	Neutral	6 - 11
Sea Monster, Mosasaurus	1 - 4	3	3 / 15	10 - 20	Nil	Nil	Arquebus x 1	YES	Neutral	8
Sea Monster, Plesiosaurus	1 - 4	4	15	20 - 25	Nil	Nil	Heavy Crossbow x 1	YES	Neutral	6 - 11
Shadow	2 - 20	7	9	2+2	50%	Type F	Dagger x 1	-	Chaos	12
Skeleton	30 - 300	6	6	1	20%	Nil	By weapon	-	Neutral	Never Test
Snake, Giant	1 - 6	5	15	4+2	Nil	Nil	Hand Axe x 1	-	Neutral	7 - 8
Snake, Normal	1 - 6	7	9	1	Nil	Nil	Dagger x 1	-	Neutral	7 - 8
Spectre	1 - 5	2	15 / 30	6	25%	Type E	Sword x 1	YES	Chaos	11
Spider, Giant	1 - 8	4	3 / 12	4+4	70%	Type C	Dagger x 1	-	Neutral	7 - 8
Sprite	10 - 100	6	9 / 18	1	20%	Type C	Hand Axe x 1	-	Neutral	7
Squid, Giant	2 - 12	7 / 3	3 / 12	6	20%	Type A	Sword x 2	-	Neutral	8, 10, or 11
Tiger, Sabre Tooth	1 - 2	6	12	7+2	10%	Nil	2H Sword x 1	YES	Neutral	10

NAME	PN	AC	MV	HD	IN LAIR	TT	ATTACK(S)	TWICE DAMAGE	DIVISION	ML
Toad, Giant	3 - 30	6	1/3/18	1 - 2	Nil	Nil	Hand or Battle Axe x 1	-	Neutral	6
Treant	2 - 20	2	6	6	Nil	Nil	Spear x 2	YES	Law	9
Troll, True	2 - 16	4	12	6+3	60%	Type D	Sword x 1	YES	Chaos	10 or Never Test
Unicorn	1 - 4	6	24	4	Nil	Nil	Flail x 2	-	Law	7 (9 with Rider)
Vampire	1 - 6	2	12 / 13	7 - 9	10%	Type E	Battle Axe x 1	YES	Chaos	11
Weasel, Giant	1 - 8	6	15	3+3	15%	Nil	Sword x 1	-	Neutral	8
Wight	2 - 24	5	9	3	60%	Type B	Hand Axe x 1	-	Chaos	10
Wolf, Dire	3 - 12	6	18	3+3 or 4+4	10%	Nil	Sword x 1	-	Neutral	8
Wraith	2 - 16	3	12 / 24	4	20%	Type D	Mace x 1	-	Chaos	12
Wyvern	1 - 6	3	9 / 24	7	60%	Type E	Halbard x 1	YES	Neutral	12
Zombie	30 - 300	6	6	2	20%	Nil	By weapon	-	Neutral	Never Test

Monster Descriptions

Anaconda, Giant

Probably the largest giant snake by weight and second largest by length, the Giant Anaconda is a constrictor that wraps itself around its prey and crushes it. This snake uses its bite to defend itself and to more quickly subdue prey within its coils. Once grabbed, a normal human cannot break free and will take **1d6** hit points of damage per round. It takes a combined strength of 64 points to uncoil the snake while it is alive and the bound prey cannot assist in this effort. The snake sleeps in its lair between feedings.

Animal, Large

Various animals fall into this category such as Moose, Big Horn Sheep, etc. though some like the Elephant are detailed further below. The statistics are guidelines that the Referee may use when there is no time to prepare a monster entry. The number of hit dice reflect both the animal's size and ferocity.

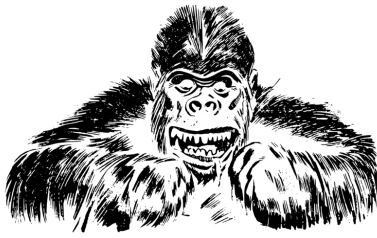
Animal, Small

As above, the exact details are a function of the Referee's judgement and, ideally, such creatures should be outlined prior to the commencement of play.



Ant, Giant

Some Referees may want to differentiate warrior and worker ants as well as the queen. Warriors might have, for example, an additional hit dice and a poisonous sting. Some can spray formic acid. Treasure is always found in the queen's chamber which is well guarded. In the summer, male drones and future queens take to the air prior to mating. After this, new colonies are established.

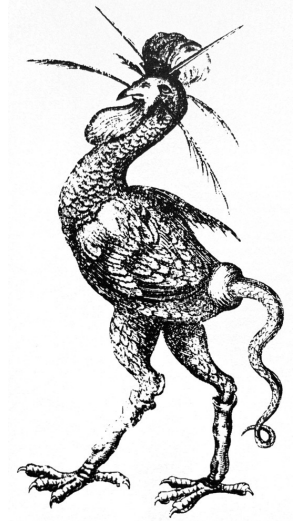


Ape

Apes have keen senses and have only a **1-in-6** chance of being surprised. They are extremely muscular and, if threatened or cornered, can put up a fierce fight. They may move through dense forests by swinging from branch to branch, never faltering. Their movement through the canopy is just as fast as loping across open terrain. In combat they use their fists to pummel and choke opponents, and will also bite. It is rumored that some of them are intelligent enough to train for simple tasks and carrying burdens. Gorillas and other tailless simians fall into this category.

Basilisk

A terrible, flightless, rooster-like lizard. It turns figures to stone with a touch or a glance. The usual saving throws are applicable. If sufficient light is present, it can be turned to stone by its own reflection. It can be viewed in a mirror without harm. Generally, those more than 3" distant from the Basilisk are safe from its glance. Those who are surprised are most likely to fall victim. Basilisks are non-intelligent monsters.



Bealuwearg

A truly terrible opponent that cannot be harmed by normal missile fire or melee weapons. A Bealuwearg can both see an act in darkness as well as light. A Bealuwearg is capable of surrounding itself with an aura of darkness that cloaks its true size and form. Wooden buildings may be set aflame by a Bealuwearg. A Bealuwearg can **immolate** any figure it touches during the movement phase, and does the same to any in melee with it. Normal men are immediately killed by such immolation with no chance to make a saving throw. Furthermore, when it attacks - it is as effective in combat as two Heavy Horsemen. Bealuwearg are highly intelligent and magical in nature, therefore, there is a high probability that spells will not work against them. This protection is **100%** effective against 6th level casters and below, and decreases **5%** per level above 6th. For example, a Bealuwearg has a 75% resistance to any spell cast by an 11th level Magic-User (Wizard). Bealuwearg can cast **Dispel Magic** with the same effectiveness of a 10th level Magic-User (Necromancer).

Bear, Cave

This pre-historic, giant ursoid is quite aggressive and, although an omnivore, tends to favor eating meat. A successful hit with its paws allows it to hug its victim, which is the cause of its rating to cause twice damage. If reduced to zero hit points, it can still move or fight for up to 4 additional rounds.

Beetle, Giant

The Referee can create as many different types of Giant Beetle as he likes, as there are tens of thousands of known species of the ordinary variety. They can be found in almost any habitat but thrive when they have access to raid granaries, or prey upon smaller animals in forests. All of them are non-intelligent. Some of them have horns with which to impale their prey. All have mandibles that can crush opponents. Many can fly for great distances. Some of them consume carrion. When encountered, they might first investigate with their feelers before deciding if something or someone is a good source of nutrition. Some beetles secrete or even spray toxic or acidic chemicals, or have other fantastic defensive capabilities.

Black Pudding

Some of these puddings have gray coloration, though the vast majority are black. Black Puddings emit an acid that can break down wood, leather, or metal within **1 round**. Unfortunately for

adventurers, this solvent breaks down flesh as well. The pudding does not move quickly, but it can travel on walls, ceilings, and floors equally well. It cannot pass through a keyhole or under a door, but any gap larger than a few inches is sufficient to allow passage. Anyone who attacks a Black Pudding with a slashing weapon finds that it splits into smaller, self-sufficient pieces. Lightning bolts have a similar effect, blasting it into parts. A Black Pudding is unaffected by cold.

Boar

Every group of wild Boars encountered includes 1 male. A group of 12 has 1 male, 3 female sows, and 8 offspring. The males are universally aggressive. The sows have only 3 hit dice. The young are not aggressive and will run rather than fight. When an adult Boar is reduced to zero hit points, it will continue to move or fight for up to 5 additional rounds before it stops struggling.

Camel

The single-humped Dromedary Camel can ignore movement restrictions in desert terrain as they are accustomed to it. The double-humped Bactrian Camel in boulder strewn terrain likewise do very well. Bactrian Camels are more accustomed to living outside of the desert. Light and Medium Camelry move at the same rate, though they have slightly different carrying capacities. Camels are usually used for transportation and caravan work, though they can be trained as combat mounts for riders who attack with lances or spears. Camels can kick and bite, though they cannot be trained to do this on command - it is merely a part of their temperament. Horses who are downwind from camels may become agitated or spooked.

Caveman

These primitive men are muscular with thicker bones. They live together in clans and prefer to live in caves. Their stone-age technology includes weapons such as spears, javelins, axes (large and small), and clubs. These are subject to break when put up against Bronze or Iron-Age armor. When wielded by a caveman, such weapons receive a **+1** bonus "to hit" and to damage due to the caveman's exceptional strength. Bows are beyond their skill. Their clan leader is a Hero-type. They attack Ogres on sight as competitors in the same evolutionary niche. Cavemen are shy and easily frightened by the unknown. Sometimes this may be reflected in a **-1** penalty to any roll testing their reaction or nerve.

Centaur

A Centaur has the lower body of a horse and the upper body of a man. They are fairly intelligent and **6-in-10** of them will be armed with spears while the remainder have clubs. Spears count as lances while a Centaur is moving to attack. Sometimes they also carry a horn bow. In melee, they lash out with their hooves like a Heavy Horseman; this is the basis of their normal attack rating. They live in glens where treasure will always be found. In their home glen there will be a double the Possible Number of males, four times that number of females, and young equal to half the number of females. Such glens are usually in the densest part of a forest and often protected by thickets that have been planted and plashed together into a twisting maze that is well-guarded.



Centipede, Giant

The Giant Centipede comes in a variety of colors, but gray, black, red, and brown are most common. These creatures may be found nearly anywhere. They aggressively rush toward any potential prey including all humanoids. When the centipede bites (i.e. makes a successful attack), the victim is poisoned and must make a saving throw. Sometimes the Referee will allow up to a **+4** bonus modifier to the victim, as the potency of the poison varies from species to species.

Chimera

A Chimera has dragon-like wings that allow it to take to the air. It has three heads attached to a body with the thorax and forearms of a lion and the hindquarters of a goat. The horned goat's head can gore an opponent; the lion's head bites; and, the dragon's head can bite or breathe fire. The fiery breath has a 5" range and does **3d6** hit points of damage (or kills three figures of normal fighting men). It can be used up to 3 times during a battle. Chimerae live in Wilderness hexes that are hilly. Only females have ever been seen. While airborne, it can spot any ambush or hidden figures within 48" though this does not apply to invisible creatures.



Cockatrice

A Cockatrice is an unintelligent, smallish monster with the head, wings and legs of a rooster (or ostrich) and the tail of a serpent. It is less powerful but more mobile than its cousin the Basilisk. It turns opponents to stone by touch but it also lashes out with its beak. The Cockatrice is able to fly. Every round that any creature comes within 1" of a Cockatrice, it must make a saving throw to avoid turning to stone.

Crab, Giant

This giant crustacean walks (sideways) underwater instead of swimming. Although they do scour nearby land, they do not venture far from water except during the Spring when they go ashore in massive numbers to mate and lay their eggs. Such hatching grounds are no more than 1 mile from water. If in melee, each pincer can grab up two man-sized opponents, though they prefer to keep one pincer

free to tear the trapped victim(s) apart. The Giant Crab receives a **+4** "to hit" modifier against anyone trapped in a pincer and such victims are also treated as **prone** when making the "killing blow" roll for damage. It takes a combined strength of 42 to extract the victim(s) from a pincer. Those held can include their strength in this total.

Crocodile, Giant

These predators can grow to be 20' or longer. They prefer to live in swamps and slow-moving rivers in warmer climes, though it is not unusual to find them near lakes or seas. Giant Crocodiles lurk near footpaths, game trails, and water holes for victims to amble by. They have even been known to attack boats, skiffs, or rafts, ramming them and snapping at oars, poles, and tillers. Sometimes there are sufficient numbers for them to overturn smaller vessels. The Giant Crocodile can move swiftly through the water, propelled by its tail. On land, it is faster than expected, as its squat legs are very powerful. In melee, there are even chances between being struck by its tail or being bitten. If a Giant Crocodile makes a successful attack with its tail and inflicts 6 points of damage, the victim is **stunned** as though unhorsed (see **Melees and Combat**) above. Stunned victims are usually dragged underwater (at half the Crocodile's normal movement rate) unless rescued.

Dinosaur, Brontosaurus

This 70'-80' long, unintelligent, herbivorous "thunder lizard" is quite comfortable in marshy ground or in bodies of fresh water. It stands 20' tall at the shoulder with a craning neck and it weighs between 20-40 tons. The Brontosaurus is distinct from the Apatosaurus, the latter having a wider neck and differently shaped vertebrae. Normally, these creatures will not attack, even in self defense, preferring to run away. Those caught in the path of its flight, however, are subject to being trampled. It is rumored that some Animal Trainers harbor the secret to conditioning it for use on the battlefield.

Dinosaur, Pterodactyl

This flying reptile has a wingspan between eight to ten feet. Each preys upon animals such as mountain goats and big horn sheep, though they will seize smaller animals when medium-sized ones are in short supply. Excellent gliders, they can stay aloft searching for prey for quite some time. Humanoids, especially Halflings and Dwarves, have reported being attacked by Pterodactyls, though usually this has happened in lean years when game is not abundant.

Dinosaur, Stegosaurus

This dinosaur is a 25'-30' long, 8'-10' high, unintelligent herbivore with an array of bony plates along the ridge of its spine. The Stegosaurus aggressively defends itself using a tail festooned with four or more 1'-2' long spikes. The tail, strangely, contains a second brain. **9-in-10** attacks against it will be against its armor plating AC 2 [18], but it still has a hide equivalent to chainmail AC 5 [15] for those few attacks against its more vulnerable lower body. Animal Trainers are rumored to have gotten a captured Stegosaurus to attack troops and structures. A Stegosaurus that fails a test of nerve will trample anything in its path of retreat.

Dinosaur, Triceratops

This is a 24'-40' long, unintelligent herbivore with three large horns, and a bony frill that protects its oversized head. Two of its horns are 3' or more in length and project from its frill. The other horn is upon its snout. A triceratops is 10'-12' at the shoulder. These creatures travel in herds. They are as aggressive in defending themselves as a Stegosaurus -- perhaps more so. Attacks from its front or sides are deflected by its well protected head AC 2 [18] but attacks from the rear are made against its hide AC 6 [14]. A Triceratops will charge a T-Rex if it comes within charge distance. Animal Trainers are rumored to have gotten these creatures to attack like a cavalry unit, and even attack structures. A Triceratops that fails a test of nerve will trample anything in its path of retreat.

Dinosaur, Tyrannosaurus Rex (T-Rex)

A 40'-50' long, 20' tall, unintelligent carnivore that weighs in at 7 tons or more. Fleet of foot, this bipedal beast has a maw filled with 3"-6" fangs. A T-Rex is capable of swallowing a man-sized creature in one gulp if triple sixes are rolled on **3d6**. If two are encountered, they are a mated pair that hunt intelligently together, with one driving game toward the other who waits to charge forward and seize the prey. Any kind of movement, attack, or defense will attract attention from a T-Rex. Those who remain stationary are, largely, safe though a T-Rex's patience can be intolerably long when it believes prey is nearby.





Djinn

A type of Air Elemental often referred to as a Genie in fairy tales. Each is as strong as a Giant, capable of carrying 300 pounds with ease even while flying. Djinn can create illusions that persist even without concentration. If the Djinn concentrates upon the illusion, however, it has a more permanent effect: food is nutritious when consumed; beverages refresh or inebriate; and textiles and wooden objects solidify into permanence. A Djinn can create metallic items out of concentrated illusions too, but these eventually return to nothingness; Gold, for example, only endures for one day. A Djinn can become gaseous in form and become **Invisible** at will (while not in whirlwind form). Wizards and exceptionally wise Patriarchs or Evil High Priests are rumored to be able to capture and command Djinn, though the mage who summons one may lose control of it and attract its ire. A Djinn can transform itself into a whirlwind 3" high, 1" diameter at the base and 2" at the top. It takes one round to transform into a whirlwind or transform back to solid form. The whirlwind kills all creatures of less than 2 hit dice or levels of experience with which it comes into contact. The whirlwind gains a **+2** "to hit" bonus against any airborne opponent. Djinn may not attack ships or structures that are aflame, as they cannot abide fire. A Djinn -- in any form -- is immune to mundane weapons and electricity, including a Blue Dragon's breath.

Dragons - In General

Each Dragon is an extremely egotistical and evil beast. They are more fearful of death than one might imagine and know that Wizards and Heroes may seek them out. They do not tolerate the presence of others of their own kind, outside their family. Nor are Dragons fond of Bealuweargs, Elementals, Giants, Rocs, Treants, or Trolls: they will often attack such creatures. Dragons are unaffected by darkness. A Dragon has the ability to see hidden or invisible opponents within 15" if in its line of sight (with rare exceptions).

If a Dragon is encountered in its lair there is a chance it will be **asleep**. Family groups tend to have the same sleep-wake cycle. If asleep, a Dragon can be surprised, allowing adventurers to gain one free "chop." The probabilities vary depending on the draconic species:

Table 14b: Dragon Qualities

DRAGON TYPE	BREATH	HIT DICE	ASLEEP IN LAIR (%)	CAST SPELLS
Black	Acid	6 - 8	75	2%
Blue	Lightening	8 - 10	65	10%
Golden	Fire and Gas	10 - 12	55	40%
Green	Chlorine Gas	7 - 9	70	2%
Red	Fire	9 - 11	60	20%
White	Cold	5 - 7	80	2%
Yellow	Fear or Sleep Gas	7 - 10	??	??

Hit Dice

Fifty percent of Dragons are male and the remainder females, thus there is an even chance of encountering either sex. Female Dragons have the lower half of the hit dice range, while males have the upper half. For example, a female Red Dragon would have either 9 or 10 hit dice while a male would have 10 or 11.

Age

Dragons fall into six age groups. Each age group determines the hit points possible for the Dragon.

- Very Young - 1 pip
- Young - 2 pips
- Sub-Adult - 3 pips
- Adult - 4 pips
- Old - 5 pips
- Very Old - 6 pips

A very young female dragon will get either 5 or 6 hit dice if she is of the White variety, and she will count only 1 pip on each of those dice. A very old Golden male dragon will have 11 or 12 hit dice, thus being able to take from 66 to 72 hits.



Maturation

A Very Young Dragon will take 15 years to grow into a Young Dragon.

After 15 years more it will become a Sub-Adult. After 30 more years it will attain Adulthood. Old Dragons are between 100 and 200 years of age. Very Old Dragons have lived beyond 200 years.

Size

A Dragon's size usually varies with age. Very Young and Young Dragons are **small**, Sub-Adults and Adults are **medium**, while Old and Very Old are **large**. This affects the saving throw that applies against the breath weapon of certain species. See below. There are rare cases of exceptionally large or exceptionally small Dragons for their age. Looks can be deceiving.

Mobility - Optional

Old Dragons suffer either a 1" or 2" degradation in mobility. Very Old Dragons suffer either a 4" or 6" degradation in mobility.

Family Unit

If two Dragons are encountered they will be male and female and each must fall into the Adult, Old, or Very Old age group. If three or more Dragons are encountered, they will constitute a family - the mated pair will be Adults while the children will be Very Young. If the female is attacked the male will attack at double value (use the "to hit" value for a creature of twice the hit dice value) unless he is also attacked at the same time, and vice versa. This additional combat prowess is on top of the ferocity already attributed to dragon-kind for twice damage.

A Dragon in Combat

They are **immune to normal missiles** except those fired by a Fighting-Man of Heroic stature or above (4th level+). They are also **immune to melee hits** from those equivalent to Normal Men (see **Table 7a: Combined "To Hit" Values** above).

Dragons cause all enemy troops within **15"** of them to check morale just as if they had suffered **50%** casualties. All hirelings and retainers must also make this check. Once the **Morale Check** is

passed, it need not be made again. **Halflings** are undaunted by the presence of a Dragon and need not make this check.

A Dragon is able to **charge opponents** when on the ground subject to the same restrictions as horsemen. They receive an **Impetus Bonus** for such attacks. See **Melees and Combat** above.

Although a Dragon must land to engage in melee and cannot make aerial passes at targets with its claws, a Dragon can pick up a sufficiently large object (boulder, tree, steeple, fencing, etc.) and drop it on targets below. A roll of **7** or better on **2d6** indicates a hit. A miss should be handled much like a missed **Fireball** and might still do damage to someone or something. **Bombardment** does **6d6** points of damage divided amongst all within a **30' diameter**. A single large target or structure can be bombed for the full damage.

Dragons receive a **+1** bonus "to hit" when fighting **Dwarves**.

If forced to retreat or rout, a Dragon departs on an erratic course away from combat.

Wizard Missiles

A Dragon is largely unaffected by either a **Fireball** or **Lightening Bolt**. If one should hit it, the Dragon is immediately forced to retreat its full movement distance. The Dragon will skip its next movement segment to account for the retreat.

Breath Weapon

Other than the above, and assuming it is available, a Dragon will use its breath weapon on a roll of **7** or better on **2d6**. If young members of a family are attacked, both parents will automatically attack with their breath weapons.

Treat the breath weapon as a type of **artillery** that is used in lieu of any other form of attack.

The **average range** of Dragon Breath is between **60' - 100'** and each Dragon varies. Certainly, there are rare exceptions where the distance is greater than or less than the average range.

Dragon Breath never does less than **12 hit points** of damage. In general, Dragon breath **kills** all normal creatures within its area of effect except (Anti-)Heroes, (Anti-)Super-heroes, and Magic-Users of 3rd level or above; these survive if they save with a **7** or better on **2d6**. Referees might optionally use age, size, hit dice, maximum hit points, or current hit points as a measure of how much damage the breath weapon can inflict.

After the **third use** of its breath weapon, the Dragon must land and rest for several minutes (twelve combat rounds or more). If it can complete this rest without being attacked, the Dragon can begin another series of three uses of its breath.

Speech

Some Dragons have been known to speak in Common and parley with humanoids. If so, treasure has more effect on negotiations than a glib tongue.

Magic Use - Optional

Some Dragons have the ability to cast Magic-User spells. If so, the Dragon may not cast spells in excess of those known to a **7th level** Magic-User (Enchanter) except Goldens who can advance to 9th level (Sorcerer). Whether this casting is an innate ability or requires speech and gestures, is up to the Referee.

Subdual Value

Attackers must announce beforehand that they plan to subdue a dragon. A subdued Dragon will sell on the "open market" for **1,000 gp** multiplied by (**x**) its **maximum hit points**. Of course, the owner(s) may seek to sell it to other players for whatever they can get.

Dragon, Black

This species lives in tropical regions and spits or vomits caustic acid. This acid affects a linear area, 1/2" in diameter at the mouth, and 1/2" in diameter at the far end. The stream is usually 6" long. Wooden structures (and wooden implements) that come in contact with the stream burst into flame.

Dragon, Blue

This species discharges a bolt of electricity that acts much like a Magic User's **Lightening Bolt** spell. Air and Water Elementals are immune to the Blue Dragon's electricity, as are Djinn. The breath weapon affects a linear area 1/2" in diameter at the mouth, and 1/2" in diameter at the far end. The stroke is usually 10" long. Any wooden structure contacted by it may be blasted for damage and even set aflame.

Dragon, Gold

Golden Dragons do not have a fixed habitat as they are very adaptable. Of all dragon-kind, they are suspected of being the most intelligent and hold themselves as a class apart. They are impossible to subdue. Unlike other Dragons, these are the only known type who align themselves with the Lawful division of the Cosmic Struggle. Some are suspected of being shapeshifters, but this could just as easily be the result of spell casting. They can both breath fire and poisonous gas, though they only get three chances to use their breath before they need rest.

Dragon, Green

The Green Dragon can exhale a cloud of deadly vapors that are as deadly as chlorine gas. This cloud is 3" high, 4" wide, and at least 5" long.

Dragon, Red

This type of Dragon breathes fire in a conical area 1/2" in diameter at the mouth, 3" in diameter at the far end, and up to 9" in length. Any wooden structure or object touched by these flames may catch fire. Fire and Earth Elementals are immune to the Red Dragon's fire, as are Efreet.

Dragon, White

This species breathes frost and lives in cold climates. Its breath weapon affects a conical area 1/2" in diameter at the mouth, 3" in diameter at the far end, and up to 6" in length.

Dragon, Yellow

Little is known about this Dragon other than it is rumored to live in arid climes. It breathes two types of gas - one which causes sleep and the other which causes fear. The size and shape of the gas clouds are left to the Referee as with many other details about this species. A Yellow Dragon's sleep and fear gas are magical, not natural. Creatures in the affected area must make a saving throw **vs. Magic**, with a **-2** penalty to the chance to save if the Dragon is of **medium** size and a **-3** if **large**. The sleep affects all creatures who fail to save no matter the level or hit dice. The fear even affects Halflings.

Dryad

A Dryad - also called a "tree sprite" -- is a sylvan spirit that has chosen to merge with a tree. The Dryad can move about the forest, but cannot go further than 24" from the tree with which it is part. A Dryad generally tries to evade any party of adventurers, being both shy and non-violent. They are sought out because, naturally, they have an exact knowledge of the woods around them. A Dryad

has an innate ability to use a very powerful **Charm** spell against man-like figures. The saving throw against this charm is made with a **-2** penalty. Such a charmed individual will stay in the forest and protect the Dryad as long as he lives. If there is an extreme emergency, Dryads have been known to break their neutrality and disinterest in worldly affairs. When they do so, they tend to follow the lead of the Treants and ally themselves accordingly.

Dwarf

Dwarves are demi-humans about four feet tall with earth colored skin (ruddy tan, brown, or gray). They have broad shoulders, sturdy frames, and are universally bearded. Their hair is dark brown, grey, or black. Dwarves are especially resistant to magic. Dwarves live under hills or mountains in clans that are generally friendly toward each other, and disposed to aid those of their kind during disasters or wars. Their homes are in underground caverns or complexes that are attached to mines from which they extract minerals and ore. A group of Dwarven miners dig twice as quickly as an equal number of humans. They are stubborn and practical people, fond of gold and good craftsmanship. Each clan is headed by a Dwarven Lord. Dwarves themselves are usually Fighting-Men. Dwarves are unaffected by darkness. When attacking Giants, Ogres, and Trolls, a Dwarf makes attacks as if it had half the number of hit dice (or levels of experience) rounded down. Dwarves gain a **+1** "to hit" bonus when in battle against Kobolds and Goblins as these are their natural and most hated enemies. Dwarves have a **+1** "to hit" bonus when fighting underground. They receive a **+1** "to hit" bonus when fighting Dragons. These penalties and bonuses are applicable to non-real players, Dwarves when encountered as (benign) monsters, and, optionally, to characters.

Efreet

An Efreet appears within a cloud of smoke and flames as a giant-sized, demonic-faced man. Each is as strong as a Giant. They are rumored to be from the fabled City of Brass on some other plane. Efreet are immune to mundane weapons and fire (including breath weapons), though they are vulnerable to electricity. When fighting an opponent who employs fire, an Efreet gains a **+2** "to hit" bonus. An Efreet can create a **Wall of Fire** to protect itself and ignite flammable materials. This wall behaves as the Magic-User spell of the same name. A Magic-User might summon an Efreet with a specially researched spell and compel it to serve him for up to 1001 days. Efreet who are compelled to serve will seek opportunities to undermine their orders and bring their master's downfall. The payment of monthly wages can mitigate this disposition. An Efreet will always attack a Djinn that appears in its presence to the exclusion of all other considerations.

Elementals - In General

All Elementals are immune to mundane weapons unless in the hands of an attacker who has at least the equivalent fighting skill as Hero (4th level Fighting-Man). If facing a monster, only those with 4 Hit Dice or more can successfully attack an Elemental. Only one of each type of Elemental may be encountered or conjured at a time. A Magic-User who summons an Elemental may lose control of it and attract its ire. The Elemental that appears will have between 8 and 16 Hit Dice. The Referee may, **optionally**, specify that an Elemental summoned via a magic staff will have 8 Hit Dice, while if summoned via another magical device, it will have 12 Hit Dice, and if conjured via spell will always have 16 Hit Dice.

Elemental, Air

Appears as conical whirlwind 1/2", 1", or 1-1/2" diameter at the base, 4", 6", or 8" diameter at the top, and 1" high for each hit dice possessed (i.e. between 8" to 16"). An Air Elemental can thus attack aerial mounts flying at lower altitudes. When fighting an airborne opponent, the Air Elemental has a **+2** bonus "to hit." An Air Elemental is vulnerable to fire, but invulnerable to electricity (including a Blue Dragon's breath weapon). An Air Elemental attacks nearby opponents in melee by buffeting them with blasts of air. An Air Elemental can kill any figure(s) with less than 2 levels of experience or 2 Hit Dice who fall within the diameter of its whirlwind (especially while it

is moving). An Air Elemental takes 2 - 3 rounds (1 mass combat turn) to form after being summoned, and an equal amount of time to disburse once dismissed or dispelled.

Elemental, Earth

Appears as a huge, man-like figure of earth and stone at least one foot (1') tall per Hit Dice. When fighting an earthbound opponent, the Earth Elemental has a **+1** bonus "to hit." An Earth Elemental is vulnerable to electricity but invulnerable to fire (including breath weapons). An Earth Elemental cannot cross a water barrier wider than its height. When it attacks, it pummels opponents with its appendages. It can even destroy walls and structures by battering them down.

Elemental, Fire

Appears as a swirling pillar of roaring flame at least one foot (1') tall and one foot (1') diameter for each Hit Dice. When fighting an opponent who normally employs fire, the Fire Elemental has a **+2** bonus "to hit" -- for example, a Bealuwearg, fire breathing Dragon, or Magic-User who can cast a **Fireball** or **Wall of Fire**. A Fire Elemental is vulnerable to electricity, but invulnerable to fire (including breath weapons). A Fire Elemental cannot cross water barrier wider than its own diameter. The summoner must bring the Fire Elemental forth from a fire that produces extreme heat such as a bonfire, funeral pyre, major fire on a ship, or wooden structure consumed by flames.

Elemental, Water

Appears as a great wave half a foot (1/2') tall and two feet (2') diameter for each Hit Dice. When fighting within 3" of a lake, river, or other large body of water, the Water Elemental has a **+2** bonus "to hit." Furthermore, it does an extra six-sided die of damage to those in water during a skirmish round; this is over and above the "twice damage" rating. A Water Elemental can prevent a ship from moving. It can overturn small vessels. A Water Elemental is vulnerable to fire, but invulnerable to electricity (including breath weapons). It cannot move more than 6" from water. The summoner must bring it forth from a large volume of water at least as large as a running stream or sizable pond.

Elephant, Large

The two species of Elephants are found in warmer climes. If twelve or more Elephants are encountered, consider it to be a herd with **1d4** younger animals who are **(1d6 + 1) x 10%** mature with statistics to match. Although outside the Possible Number, if a lone Elephant is encountered, it is an aggressive bull (male) who has gone rogue. There is a **9-in-10** chance that such an animal will attack without provocation. Elephants can be trained for war, but they can also be trained to carry men and cargo. In warfare, they can be used as a ram and easily break open gates (unless they are spiked). Between their tusks, trunk, and massive legs, an Elephant is a terrible opponent. An Elephant can simultaneously fight up to six man-sized opponents and inflict the full range of attacks upon each foe with a **+2** bonus "to hit." When facing Ogre-sized opponents or larger the Elephant loses its ability to do twice damage and has no "to hit" bonus. A charging Elephant gains an impetus bonus against any sized foe. An Elephant that fails a **Morale Check** may run off at random, trampling any in its path of escape. Despite all of this, Elephants are sometimes hunted because each elephant tusk weighs between 25 - 150 pounds (25 x **1d6**) and is valued at 4 gp / pound.

Elf

Elves are slender, standing 5' to 5 1/2' tall and weighing up to 120 pounds. Elves have pointed ears and generally have dark hair and green eyes. Their complexion is either fair or deeply tanned. Elves wear soft-soled leather boots that enable them to move silently and wear grey-green cloaks that blend into most natural surroundings. Some Sages believe these have magical properties. Elves move with grace and dexterity (and some with exceptional speed) when afoot. In their homes, Elves prefer to wear pastels of blue or green though some wear indigo. Elves may live for up to 1,200 years. Some Elves have a reputation of feasting and frolicking, but they can also be quite studious. They are captivated by enchantments and any item or place found to have magical properties.

Elven domains are ruled by a **Wizard-Lord**. Such domains have a stronghold either deep in the woods, or at the site of natural wonder and beauty such as a waterfall. The workmanship of such a stronghold is of uniformly fine quality. Elves construct the stronghold and its approaches using tricks of light, perspective, shape, and color so that it seems to blend into its surroundings. Although this effect is quite mundane, to the uninitiated it can seem like glamour or illusion. The stronghold costs twice as much to build. Normal animals within the same six mile hex as a completed stronghold befriend the Elves and will warn them of strangers in the woods, convey short messages, and transmit newsworthy happenings. These animals do, however, expect aid and protection from the Elves in exchange.

Fairy

Fairy (Faerie) are sometimes called Grey Elves. They are remote from the world, living in isolated meadowland communities. Their only intercourse seems to be with regular Elves and these interactions all take place in a royal (high) dialect. In their rare appearances on the battlefield, Fairy footmen have been armored with chainmail and shield and carrying swords. Like Elves, Fairy footmen can split-move and fire. They are said to appear and disappear at will. Fairy also ride into battle on winged steeds: **7-in-10** ride Hippogriffs and the remainder Griffons which are also used to guard their camp. When seen un-helmed, they are marked by their golden or silver hair and remarkable eyes with irises of amber or purple. It is said that in their homeland, they wear garments of white or pale yellow trimmed or embroidered with silver and gold needlework. Though they do deign to wear cloaks of indigo when the weather chills. They live in excess of fifteen centuries. Being whimsical, the Referee may feel free to add or subtract one pip from any test for reaction or nerve. Fairy cannot approach within 10" of a Patriarch or Evil High Priest. No one knows why. Fairy are fond of dance, games, and sport. They demand respect from mortals, or else they can play nasty tricks. It is unwise to accept gifts or food from the Fairy, as all come with obligations that may have unforeseen consequences.

Ferret, Giant

This is a three foot long, weasel-like animal with a highly unpredictable temperament. They hunt Giant Rats on the surface and underground. Animal Trainers have had success training them to hunt all manner of rodent. Easily spooked, they sometimes attack without provocation: even experienced trainers have been badly injured when working with them.

Gargoyle

A bipedal reptile with horns, talons, and wings. A Gargoyle's hide is rough and rock-like in appearance. They have been known to perch on tall buildings or exposed stone where they easily are mistaken for carvings or statues. They are generally hostile and will attack without provocation **8-in-10** times when encountered.

Ghoul

Ghouls are undead humanoids who feed upon flesh and carrion. They are hideous and beast-like in appearance. In full daylight, they suffer a **-1** penalty on all dice rolls. Ghouls paralyze any normal figure they touch, excluding Elves and Fairies. Ghoul paralysis affects any Ogre-sized or smaller creature and endures for one turn. The paralysis does not take effect immediately, so a counter-blow in melee can be made, for example. After a foe is paralyzed, there are **even chances** that a Ghoul attacks a new foe until all living opponents are paralyzed or the ghoul is killed. Any non-giant humanoid killed by a Ghoul becomes one, though the new Ghoul is independent and will wander away from battle. A pack of Ghouls (24 or more) need never check morale.





Giant

Giants always live in **caves** or caverns if they are stupid (80% chance), and in **castles** only if they are very intelligent (20% chance). If in a castle, there will be from 3 to 16 Giants present, plus women and children (1 woman and 2 children for every male). Wandering Giants carry their treasure with them (1,000 - 6,000 gp each). If they are encountered in their lair they may have the following additional loot: Type E treasure, 50% chance. Giants in a castle will have double treasure (i.e. 100% chance of type E) and possibly some other monsters to help guard the place (75% chance). If there are other guards, roll one die: 1-3 a Hydra (7, 8, or 9 heads), 4-5 a Dragon, and 6 from 3 to 36 Bears (little watch dogs). Due to their size, and the huge weapons they wield, Giants do damage equal to twice normal, so when they hit roll two sets of dice. A Giant can hurl **boulders** as though he was a mobile, light catapult with each boulder destroying everything within a 1" radius of its point of impact. Hurlled boulders have no minimum range and a maximum range of 20". The Referee may wish to use the same method for determining where a missed boulder will impact as is done with a missed **Fireball**. When attacking Dwarves and Gnomes, a Giant makes attacks as if it had half the number of hit dice rounded down.

Gnoll (or "Gnole")

Bipedal, strong hyenas of low intelligence who prefer intimidation, thievery, and killing over work. Gnolls have reddish or dull yellow manes, black eyes, tan claws, and fur that is more grey than anything else -- darker near the muzzle. Gnolls are loosely organized with the largest females dominating smaller females, and the largest males dominating smaller males. Sages believe Gnolls are matriarchal and are a hybrid species of Gnomes and Trolls bred by a Chaotic Wizard. Their armor is a shabby mix of fur capes, dingy pelts used as vests, and leather with metal plates or horn affixed for additional protection. Gnolls fighting in the front rank of melee tend to be armed with morning stars, while those in the rear have battle axes, two-handed swords, and even pole arms. Gnolls are also skilled with the longbow, drawing it with ease. For every 100 Gnolls encountered there will be one Hero-type. When in their homes or encamped, there is a **1-in-4** chance per 25 Gnolls there will be a Troll accompanying them and acting as a guard. If hungry, Gnolls stop mid-battle to eat fallen foes (**1-in-6** chance). Gnolls convert 1 in every 50 prisoners to slaves, and 9 in every 50 prisoners to food. Gnolls dislike Kobolds, who derive from a rival canine bloodline. Gnolls in their lair fight with a **+2** "to hit" bonus. If encountered outside their lair they will have nothing outside of their normal loot with them. In their lair they will have Type A treasure.

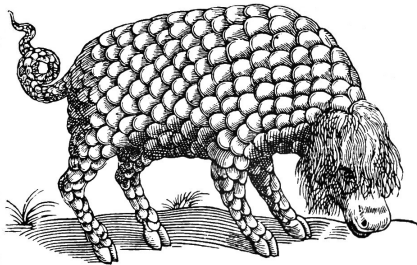
Gnome

Gnomes are demi-humans who live in burrows under hills or even in the lowlands. Sometimes Gnomes have even been called "Burrow Dwarves" by those who cannot distinguish the two closely-related species. Gnomes are slightly smaller than Dwarves and have longer ears and more pronounced noses. Gnomish skin ranges from lightly tanned to grayish brown. Their hair is usually white or off-white; they have eyes with irises in various shades of blue. Gnomes love gold and gems and have been known to make bad decisions just to obtain them. They skirmish constantly with Kobolds and Goblins; disputes over gold and gems are usually the cause. Gnomes are skilled in crafting items that combine metal and wood, such as crossbows. They love machinery of all kinds. Gnomes also are excellent metal smiths and miners. Gnomes are more reclusive than their Dwarven cousins and are reluctant to involve themselves in affairs outside of their burrows. For every 100 Gnomes there is certain to be at least one Hero-type with either chainmail and shield or plate and shield. Most Gnome burrows are guarded by tamed animals such as badgers, ferrets, and

wolverines (both normal and giant-sized). Gnomes panel their burrows with hardwood, and often use oil lamps when doing fine work, though Gnomes are believed to be unaffected by darkness. When attacking Giants, Ogres, and Trolls, a Gnome makes attacks as if it had half the number of hit dice (or levels of experience) rounded down. Gnomes gain a **+1** "to hit" bonus when in battle against Kobolds and Goblins.

Goblin

Goblins are short, ugly, Chaotic humanoids who live underground. Goblin skin is pale green sometimes mottled with tan or grey patches. Their red eyes glow in dim light. They are somewhat bow legged. Goblins wear leather armor (often soiled or stained) and some carry wooden shields. Most Goblins are armed with only one, average quality weapon: hand axe, hand sling, morning star, short bow, short sword, or spear (?). A Goblin "King" and his retinue will have two weapons of good quality. Goblins will kill (and probably eat) any captured foes. They hate Dwarves (and Gnomes) in particular. Goblins are unaffected by darkness. In full daylight, they suffer a **-1** penalty on **all dice rolls** ("to hit", damage, morale, saving throws, etc.). Up to **10%** of a Goblin force rides wolves or Dire Wolves. A pack of 20 wolves or Dire Wolves also accompanies each Goblin cavalry unit on the battlefield and act as guards when Goblins are encamped. If Goblin cavalry withdraws, retreats, or routs there is an even chance that the accompanying pack of dire wolves will turn on the Goblin riders in disgust. If so, resolve after the melee segment by rolling **1d6** for each rider. On a 1-2 the Dire Wolf is killed, on a 3 neither is killed, and on a 4-6 the rider is killed. This culling does not extend beyond the turn in which it occurs.



Gorgon

A Gorgon (also known as a "Catoblepas") has a broad face, large eyes, wide mouth, and a lolling tongue between two large, projecting teeth (or tusks). The hair on its head is curly and coarse. Sometimes the Gorgon is bearded. Its hide is iron-clad, and its body bullish.⁵ The Gorgon has poisonous breath that has a range of 30 feet. It feeds upon deadly plants and often protects stairs and passageways going deeper into the Underworld.

Griffon

A Griffon is a predatory beast with the head and forelimbs of a giant eagle while the remainder of the body is as a lion. A Griffon is the most prized steed of aerial warfare, for they are naturally warlike and tough. The chief drawback to their use is that they are the natural enemy of the horse, so they will not peacefully travel alongside horses. In the wild state, a Griffon will attack anyone nearby with little provocation, particularly if near its nest. A Griffon's nest is similar to that of a Roc, and there will be 1-3 young therein. A captured, untrained Griffon has a value that is thrice that of an untrained Roc. In battle, a trained Griffon is fierce and loyal to its rider, never needing to

⁵ Many monsters in the original fantasy role playing game "certainly owe their appearance ... to a particular work: Ernst and Johanna Lehner's *A Fantastic Bestiary* (1969)." Jon Peterson, **A Fantastic Bestiary**, Playing at the World Blog, available at <http://playingattheworld.blogspot.com/2014/02/a-fantastic-bestiary.html>. "Several of the monster descriptions in Dalluhn can be linked to the glossary of Lehrer's *Fantastic Bestiary* (1969), a book that can be positively identified as the source of several monsters later added to *Dungeons & Dragons*. It is remarkable to see how the text in Lehrer for gorgons, 'An iron clad bull monster' that 'fed on deadly shrubs and poisonous herbs' whose 'horrible breath was reputed to kill every attacker instantly,' becomes in Dalluhn 'an iron clad bullish monster with poison breath,' which differs considerably from the petrifying breath described in *Monsters & Treasure*." Jon Peterson, **The Dalluhn Manuscript: A Pre-Publication Edition of Dungeons & Dragons** [Draft], December, 28, 2015, p. 10.

test morale while terrorizing its enemies. If a Griffon approaches within charge distance of the enemy, each enemy unit must make a **Morale Check** as though it had suffered an excessive amount of casualties. This test of nerve also applies to hirelings and retainers. A Griffon is able to detect any enemy ambush within 48" while airborne, though this does not apply to invisible foes.

Halfling

These are small, hairy humanoids, 3'-4' tall, who value practicality and the comforts of home over adventure. However, Halflings are capable of extraordinary bravery when put to the test - especially in the presence of Dragons. Halflings typically have brown hair and fair or ruddy skin. At home they dress in Leprechaun-like trousers and coats of grey, beige, tan, brown, or green. Halflings do not have heavy arms and armor, nor are they accomplished at riding larger mounts, but Halflings are renowned for their skill with the sling. For every 150 Halflings, there will be a Hero-type equipped with chainmail and shield and riding upon a pony. The rest wear padded or leather armor when prepared for battle. Halflings prefer to live undulating country with rolling hills and gentle streams. They cultivate crops and live in well-appointed burrows. Their villages have up to 300 inhabitants. An area of several villages organizes itself into a Shire led by a Sheriff. In human lands, a similar sized domain would be a county. Each village can muster a unit of militia for use as a defensive force within the Shire. Halfling villages also have up to four dogs trained as guards to help thwart nighttime raids. When setting an ambush woods or undergrowth, a Halfling can remain undetected **9-in-10** times. They are also **twice** as effective at scouting out enemy ambushes than humans. The Referee may, optionally, take these capabilities into consideration when a character attempts some act of stealth.

Hippogriff

The half-horse, half-Griffon is a naturally fierce creature which will attack intruders in its territory. It has a beaked nose and fore-claws (instead of hooves) and feathered wings. It nests in rocky heights. A Hippogriff can be tamed to serve as a steed. Hippogriffs view Pegasi as a natural enemy. If within 36" of Pegasi, there is an even chance that either the Pegasi will bolt for one turn, or else the Hippogriff will ignore its rider's commands to make an uncontrolled advance upon them. If a Hippogriff approaches within charge distance of other types of enemy, each must make a **Morale Check** as though it had suffered an excessive amount of casualties. This test of nerve also applies to hirelings and retainers. A Hippogriff is able to detect any enemy ambush within 48" while airborne, though this does not apply to invisible foes.



Hobgoblin

Hobgoblins are large and fearless Goblins; Hobgoblins make any saving throws against fear with a **+1** bonus and they have higher morale compared to Goblins. They are often hairier and have darker skin tone than their smaller cousins. They have striking coloration on their faces - usually reddish or orange; males sometime have blue snouts. Hobgoblins are adapted to both above-ground and below-ground life and have been known to hunt game during daylight hours. Hobgoblins are a martial species, but still have vestiges of their tribal origins. They have a mean and bullying disposition. For every twenty Hobgoblin males, there is one overseer (or sergeant) armed with a sword and flail and perhaps having 2 Hit Dice. Every tribe of two hundred Hobgoblins has a "King" who is a Hero-type with the strength of an Ogre and who usually specialized in wielding two weapons. This King will have a bodyguard of **1d4** equally strong males and a retinue of **4d6** other Hobgoblins. Hobgoblins take good



care of their arms and armor. Their leather or metal armor is usually blackened while their shields and surcoats are brightly colored. Hobgoblins will kill (and probably eat) any captured humanoids. **One-in-five** Hobgoblin lairs is an above-ground village protected by a ditch, rampart, and palisade with three to six guard towers. The village's dwellings may be stone or wooden buildings. Sometimes Hobgoblins will occupy fortifications or walled towns seized from other races, especially humans. In those cases, a Hobgoblin lair may have stone walls, buildings, or even a donjon or a keep. Hobgoblins use artillery to protect their tribal lair. Hobgoblins add **+1** "to hit" if encountered in lair. If encountered outside their lair they will have nothing outside of their normal loot with them. In their lair, they will have Type A treasure. For every 25 of them there is a **25%** chance of an Ogre cohabitating with them. Hobgoblins hate Elves and Trolls.

Hog, Giant

This prehistoric forerunner of the wild boar (Entelodon) is very aggressive. It has a large head (at least two feet long), low snout, and narrow gait. A Giant Hog stands 4 1/2 to 6 1/2 feet tall at the shoulders. Each weighs as much as 1,650 pounds. Its mouth can open unusually wide due to the shape of its jaw and its facial musculature. If three or more are encountered there is a **1-in-4** chance that there will be **1d4** young with 2-4 Hit Dice accompanying the adults. Males and sows fight equally, and either will fight for up to four rounds of combat after reaching zero hit points.

Horse

Horses are panic-stricken by raging fire and strange smells, although those trained for the battlefield or the baggage are not nearly so likely to be affected. War horses are trained to melee with their hooves. All horses bite and kick.



Hydra

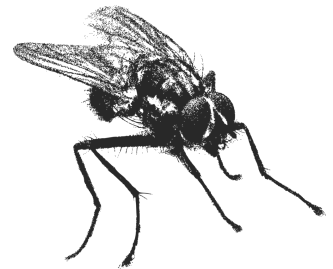
The Hydra has a dinosaur-like body with multiple heads. Overall, a Hydra is about the size of a rhinoceros, and the heads are on long necks. Each head has one Hit Dice and has 6 hit points without exception. Eliminating a head does not reduce the "to hit" probability of the remaining heads. Eliminating a head does, however, impair the beast's attack capability. For example, a nine-headed Hydra reduced to just six heads would fight as if it were a six-headed Hydra getting only an attack of Hand Axe x 1 and removing its ability to do "twice damage." When attacking an individual head, any "to hit" roll is made against Armor Class 2 [18].

Insect, Small

Various relatively small insects are left to the Referee's judgement. Ants, spiders, centipedes, bees, wasps, beetles, and locusts may swarm. These can be attracted by light or a strange smell, but all will defend their hive or "lair" if it is disturbed. Smoke, fire, cold, or magic may ward off a swarm unless it is angered, in which case it will pursue the subject of its ire until he manages to break line of sight or else dive underwater and remain there for a prolonged span of time.

Insect, Large

In addition to Giant Ants and Beetles (above), all other manner of stinging, spitting, blood sucking, leaping, and biting insects may confront adventurers in gigantic form.



Invisible Stalker

This is an evil sending from a Wizard of the 13th level or more, or an equivalent scroll. It will act as the spell orders. An Invisible Stalker will not cease pursuing its goal until dispelled or destroyed. If given a target, they follow continually and will not be long put off by evasion. It requires a Wizard of the 13th level or above to dispel an Invisible Stalker. A clever Wizard might have more than one Invisible Stalker assigned to the same mission, to guard each other or even cooperate in accomplishing a task.



Kobold

Kobolds are evil dog-like humanoids who live underground. Their upper bodies are hairless with rust colored skin tinted brown or black. Their eyes have red irises and they have two small horny nubs on their heads. The hides and skins they wear are dyed - generally orange or red for noncombatants, and field gray for warriors. Kobolds carry small wooden shields or slightly larger wickerwork shields. Kobolds receive a **+3** bonus on all saving throws versus magic as they are highly resistant to it (this does not apply to breath weapons). They are comparatively weak versus mundane attacks, taking only about half as much damage to slay as a Goblin. In full daylight, they suffer a **-1** penalty on all dice rolls. Kobolds live in packs of 30 - 300. Every 30 kobolds has a "top dog" who is an alpha with a few dedicated betas who

keep order. Larger packs live in underground lairs. There is a **2-in-3** chance that such a lair will be guarded by **1d4+1** Boars or **1d4** Giant Weasels. During the birthing season, between 30-300 whelps are birthed. When first born, these are encased in a hardened shell like an egg. Many are still born. Kobolds get along with Goblins and Trolls, are indifferent to Ogres, and disagree with Pixies, and Sprites. They reserve their hatred for Gnomes with whom they war continually over gold. Kobolds will attempt to bully and harass any other humanoid over which they gain an advantage. Such prisoners will be ill treated and half of them will die.

Leech, Giant

These beasties are found in swamps and underwater. They can sense warmblooded creatures within 6" and will seek them out. The Giant Leech attaches itself to the body if it makes a successful attack. The attack does damage, but on subsequent rounds the Giant Leech will gorge itself on enough blood from the victim that he effectively loses one level (or Hit Dice) of physical capability (hit points, saving throws, "to hit" rolls). It takes one week per level (or Hit Dice) lost to return to normal physicality. A Giant Leech cannot be detached without killing it first. Some are thought to carry deadly diseases.

Lion

When Lions are encountered, one third are males and the other third are related females. Generally, those encountered are out hunting or returning from a hunt. If encountered in their den (lair), there will be an additional **1d10** cubs that are half grown. The cubs do not fight. The cubs are cared for by **1d4** additional Lionesses (den mothers) which will defend them without need to check morale. Lions can thrive in any climate, though they prefer warmer latitudes and especially tropical jungles. The females are better at stalking and killing prey than the males. Each of these huntresses can spring up to thirty feet (30'). This may stun or knock a man-sized creature prone. The males are ferocious, especially when defending their territory. A Lion is unlikely to climb a tree or swim across a body of water to pursue prey unless driven to it by extreme hunger or magic.

Lion, Spotted

Also known as cave lions or steppe lions, these creatures have a shoulder height of around four feet and a body that is between six to eight feet long sans tail. Each weighs between 700 and 800 pounds. They are similar in color and markings as regular Lions, but their undercoat is thicker and

the males have a less pronounced (or even missing) mane. The fur is spotted except during winter. Unlike their smaller cousins, the Spotted Lion prefers to roam plains with occasional excursions into mountainous regions. Though their prides are smaller, they are similarly composed. They are apex predators in their niche, on par with the Dire Wolf, Hyaenodon, and the Cave Bear.

Lizard, Giant

There are two varieties of Giant Lizard. The smaller variety is five to seven feet long and attacks as a pair of swords. The larger variety is twenty feet long and attacks as paired lances. The smaller variety is further subdivided into the Gecko, Draco, or Horned species. When tamed, they can be ridden into battle by a single driver accompanied by one other passenger. The **5'-7' Giant Lizard** is more easily controlled and does not become enraged by setbacks. The Horned species is favored for battle since it has better natural camouflage, and a sticky tongue with which to grab enemies in addition to attacking with its horn and strong, sweeping tail. In ambush, a Horned lizard surprises **5-in-6** times. The **20' Giant Lizard**, on the other hand, is but a single species. It has dappled grey/green skin and a dragon-like appearance, though it is wing-less. It has exceptionally sharp claws and powerful jaws and is extremely aggressive. Excellent climbers, they can even cling to the underside of rock ledges. A 20' Giant Lizard may have a driver and carry 3 passengers in a howdah. Some Sages believe these creatures are relatives of dragons, though they are unintelligent. They are rumored to breath fire.

Lycanthropes - In General

Lycanthropes are humans with the ability to assume animal form. There are three kinds of Lycanthropes with varying Armor Class, movement rate, and Hit Dice: Bear, Great Cat, and Wolf. During the hours of darkness, Lycanthropes commonly change shape to their animal form. There is a **9-in-10** chance that they are compelled to assume their alter-shape during periods of a full moon. They usually move about as humans for whatever purposes they may have.

Any warm-blooded, humanoid creature bitten by a Lycanthrope for damage equal to, or greater than, half of its total potential hit points, but not actually killed, is infected by a disease known as Lycanthropy. The person will become the same type of Were-creature as the one that bit him within 7-14 days. If the person consumes Belladonna (see **Equipment and Provisions**) there is a **1-in-4** chance that this will cure the affliction if eaten within one hour. Note that this will incapacitate the person for **1d4** days and there is a very small chance that the Belladonna will kill the person who eats it. Otherwise, only a **Cure Disease** spell cast by a Patriarch may effect a cure.

All Lycanthropes are unaffected by mundane weapons when in Were-form, however silvered and magical weapons are effective against them. All Lycanthropes are repelled by monkshood (so called "wolfsbane"). A sprig must strike the Were-creature as a melee attack. See **Equipment and Provisions** above.

There may be a "family" of Lycanthropes embedded within a pack. A pack of under 5 will never be a family group. A pack of 5-7 will always be a family group. If there are over 7 Lycanthropes, there is a **6-in-10** chance they are unrelated rather than several family groups. If a family group, two thirds of the numbers will be young of varying ages but no more than **90%** mature. If the young are attacked, adult females will fight at quadruple value for four rounds, then fight at half-value thereafter. If the females are attacked and killed, adult males will attack at double value thereafter until killed. If both parents are killed, young will be subdued if they are under **75%** grown; otherwise they will fight until dead.

Lycanthrope, Werebear

A Werebear is the most powerful form of Lycanthrope. It is very intelligent - even in animal form. Only fully grown Werebears are encountered outside of their lair. They prefer to live in solitude or

with **1d6** bears (treat as 4 Hit Dice each). Some are Lawful, unlike other Lycanthropes, and are rumored to be able to **Cure Disease** in other creatures, foreshortening it to just **1d4** weeks. Werebears themselves are immune to disease (other than Lycanthropy), and heal at thrice the normal rate. When a Werebear is in humanoid form, he appears to be especially hairy. When fighting inside of, or within 6" of, a wood (other than a Treant-wood) each Werebear in combat is as effective as two. If there are any bears within one mile, the Werebear can summon them for aid within **2d6** turns.



Lycanthrope, Werecat

These shape shifters often act like a Great Cat (tiger, lion, puma, etc.), even when in humanoid form (i.e. being curious, dangerous when cornered, seeking out the same type of habitat and prey, etc.). When encountered outside their lair, the majority of Werecats will be female. A Werecat is able to track prey and move with stealth. It can achieve surprise **2-in-3** times. Werecats are not put off by swimming and are quite good at it. They can converse with any species of cat and there is a **3-in-4** chance that a Werecat can also befriend the animal. However, a Werecat is loath to speak with a domesticated cat. They can also summon any great cat within a one mile area, giving preference to one of the same variety. If summoned, **1d6** great cats will appear within **2d6** turns. A great cat has 3, 4, or 5 Hit Dice.

Lycanthrope, Werewolf

A Werewolf is only semi-intelligent when in Were-form. Some Werewolves are natural wolves that have gained the power to assume the form of a humanoid (so called "wolfweres"), while others are humanoids that have gained the power to transform into a wolf. In humanoid form, werewolves are the most difficult Lycanthrope to detect because they appear and behave normally, outside of a split personality (see below). While wolfweres move on all fours in wolf form, the other variety of werewolf is likely to remain a biped even as an animal. Werewolves hunt in packs. A pack might contain wolfweres and "regular" werewolves. The pack is usually accompanied by **2d6** normal wolves (Hit Dice 2+2) who also share the same lair. When fighting inside of, or within 6" of, a wood (other than a Treant-wood) each Werewolf in combat is as effective as two.

Lycanthropes as Characters

Lycanthropy causes the following beneficial modifications:

- **Level** — the character's normal level of combat ability will double if a Werewolf, triple if a Werecat, and quadruple if a Werebear.
- **Speed** — the character may carry 20% more without becoming encumbered. If unencumbered, the maximum rate of movement increases to 14".
- **Armor** — the skin thickens and the reflexes improve so his Armor Class decreases by 1 class.
- **Strength and Health** — Add **1d3** points to each trait.

These modifications take effect gradually between the time the character is infected and the next full moon. If the Lycanthropy is cured, these modifications vanish.

The first transformation might be traumatic. Some pieces of body armor interfere with shape changing. For those who become Werewolves, little is remembered due to its semi-intelligence. During the transformation, the character is able to see in darkness like any other monster. Humanoids infected with Lycanthropy develop a split personality after their first transformation. This "were-self" will have its own strength, intelligence, and egoism traits and alignment to, perhaps, a different division. In much the same way that an intelligent sword (see below) might assert its will, so too the "were-self" might become dominant over the character's humanoid personality.

Mammoth

These relatives of the Elephant have evolved and adapted to live in tundras, glacial, and arctic regions though they can also be found in subtropical latitudes where they shed much of their coat. The Mammoth is a herbivore but, if threatened, can be aggressive. Their tusks are longer than that of the Elephant and made of denser material so they are half again as heavy. Each tusk weighs between 40 - 240 pounds (40 x **1d6**) and is valued at 4 gp / pound. A Mammoth can simultaneously fight up to nine man-sized opponents and inflict the full range of attacks upon each foe with a **+4** bonus "to hit." When facing Giant-sized opponents or larger the Mammoth only has a "to hit" bonus of **+2**. A charging Mammoth gains an impetus bonus against any sized foe. A Mammoth that fails a **Morale Check** may run off at random, trampling any in its path of escape.

Manticora

A huge, lion-bodied monster with a man's face, a Dragon wings, horns, and a tail full of ferrous spikes. A Manticora can throw up to half a dozen spikes at a time with the range and accuracy of a short bow - though the Referee should use the attack(s) listed in the table above to resolve combat. The spikes are always thrown in the same general direction. A Manticora will prey upon humanoids when hungry.



Mastodon

Another species similar to the Elephant, but with a body that is both lower and longer. The Mastodon lives in nearly any clime but prefers cooler plains. The Mastodon's tusks are similar in weight and length to that of the Elephant. A Mastodon can simultaneously fight up to eight man-sized opponents and inflict the full range of attacks upon each foe with a **+3** bonus "to hit." When facing Ogre-sized opponents or larger the Mastodon only has a "to hit" bonus of **+1**. A charging Mastodon gains an impetus bonus against any sized foe. A Mastodon that fails a **Morale Check** may run off at random, trampling any in its path of escape.

Medusa

A human-type monster with a snake's lower body and hair of asps. A Medusa turns victims to stone at a glance. The victim may make a save versus Stone to avoid this fate. Only one victim may be turned to stone per round. A Medusa arms itself as well, and may use any weapon.

Men

Bandits are thieves who have joined together to rob others. Half of bandit groups are **Neutral** while the other half are of **Chaotic** alignment.

- For every 30 bandits there is one Hero.
- The overall bandit force is led by a human of any class though Fighting-men are most commonly found as leaders as are Thieves (if this class is in use).
- Have 2 - 10 important prisoners in their lair along with **5d6** slaves.
- 10% chance a Bandit lair is a fortification with **1d4** light catapults.
- 10% chance the lair is a cave complex with a secret entrance.
- The bulk (40%) of a Bandit force is Light Foot (ML 10).
- 25% of the Bandit force is Light Horse (ML 11).
- No more than 25% of the Bandit force can be Archers (ML 8) or Crossbowmen (ML 9).
- 10% of the Bandit force is Medium Horse (ML 12).

Berserkers are men mad with battle-lust and once they see troops in battle they will charge. These **Neutral** men usually fight to the death; they never retreat unless triple sixes are rolled on **3d6**. Despite wearing no armor, they are treated as wearing leather and being shielded due to their frenzy and reactions in close combat. They take no prisoners. When fighting men, Goblins, Kobolds, or Orcs they add **+2** "to hit" due to their ferocity. They have **1+2** Hit Dice. If encountered on the water, they are in one or more Longships. Some Vikings are Berserkers.

Brigands are loosely organized outlaws and renegade mercenaries who raid towns and rob caravans and travelers. Brigands, unlike Bandits, are always **Chaotic**. Brigands have a **+1** bonus to all **Morale Checks**. They have **1+1** Hit Dice.

- On the battlefield, half of the Brigands will be Light Foot (ML 8) and half Medium Horse (ML 8). Some of these troops may carry bows - if so they are unshielded.
- There is one Hero for every 40 brigands.
- A full camp of Brigands is led by a Lord (9th level Fighting-Man).
- Each Hero and the Lord wears plate armor and is equipped with sword and lance and rides upon a barded war horse.

Buccaneers are encountered on inland waterways and seas, but usually not upon oceans. They raid coastal towns and capture vessels in search of booty and are **Neutral** in stance.

- Some Buccaneer Seamen (ML 6), especially when acting as oarsmen on a galley, are more lightly equipped for combat - sometimes using belaying pins as clubs and knives as daggers.
- Of Buccaneer Fighting-Men, 60% are armed and equipped as Light Foot (ML 6).
- 30% of Buccaneer Fighting-Men will be regular Crossbowmen (ML 6) who melee as unshielded Light Foot.
- 10% of Buccaneer Fighting-Men are Heavy Crossbowmen (ML 6) who melee as unshielded Heavy Foot.
- For every 30 Buccaneers there will be one Hero.
- Buccaneers sometimes assemble multiple ships into a flotilla.
- Prisoners are sometimes taken for ransom and held shipboard.
- Vessels in a flotilla vary between river boats, small galleys, long ships, and even sailed warships.

Dervishes are fanatically religious former Nomads who have a **+2** bonus "to hit." These **Lawful** men usually fight to the death; they never retreat unless triple sixes are rolled on **3d6**. Any wandering band of Dervishes has a **1-in-2** chance of having a Magic-User of 7th, 8th, or 9th level leading them, and a **1-in-3** chance of having a Troll amongst them (as the average Troll is especially susceptible to conversion by such fanatics). Some Dervishes are intolerant of other views and on rare occasions will wage a "holy war" or crusade. Captives taken in such a war or crusade are given a chance to convert. If refused, they may be slain or enslaved.

- For every 30 Dervishes there is one Hero who is equipped as a Medium Horseman.
- Half of Dervishes are armed and armored as Light Horsemen.
- A quarter of Dervishes are armed and armored as Medium Horsemen.
- 10% of Dervishes are Horse Crossbowmen.
- 10% of Dervishes are Light Horse Archers.
- 5% of Dervishes are Medium Horse Archers.

Dervishes never travel more than a few days from their encampment. The encampment is a walled fortification (wooden or brick stockade) surrounding tents and livestock pens. Each encampment is defended by **1d4** ballistae, **1d4** light catapults, and up to two heavy catapults. Up to 300 Dervish families live at this encampment. The Patriarch who leads the entire sect also lives at the encampment. Dervishes will defend their encampment without thought of surrender until outnumbered 4:1.

Nomads are highly mobile raiders who wander across either the deserts or the steppes. These **Neutral** men have high Egoism and morale (ML 8).

- For every 10 Nomads, there is a **1-in-10** possibility that there will be a Hero.
- For every 30 Nomads, there will absolutely be a higher level Fighting-Man; roll **1d6** and on a 1-3 he is a Hero, 4-5 a Swashbuckler (5th level), and 6 a Myrmidon (6th level).
- For every 100 Nomads there will absolutely be one Superhero (die 1-4) or Lord (die 5-6).
- If there are over 200 Nomads there will be a **1-in-4** chance of a Magic-User or an Evil High Priest; roll **1d6** and on a 1 he is a Necromancer, 2-5 a Wizard, 6 an Evil High Priest.
- If there are over 300 there will absolutely be an Evil High Priest present.

A Necromancer, Wizard, or Evil High Priest might not be the leader of the Nomads, but if not then he will certainly be counted amongst the advisors with considerable influence.

Nomads of the Desert are organized as follows:

- 50% are Light Horse or Light Camelry armed with lances
- 30% are Medium Horse or Medium Camelry armed with lances
- 20% are Archers on horseback or camelback

Nomads of the Desert ride a mix of camels and horses. Their horses have become desensitized to the scent of camels.

Nomads of the Steppes are organized thus:

- 50% are Horse Archers
- 20% are Light Horsemen armed with lances
- 20% are Medium Horsemen armed with lances
- 10% are Archers that are more heavily armored and with better horses. Count these as Medium Horse capable of split fire.

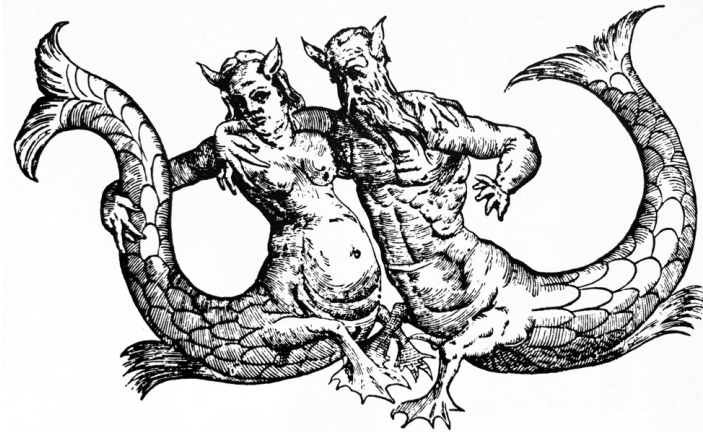
Pirates are aligned with **Chaos** who not only raid and capture, but also illegally peddle flesh. Pirates are especially evil and cruel toward prisoners. Pirates are not above attacking other pirates when gold is at stake. Pirates are armed with cutlasses in lieu of swords. A cutlass has a broad, 22-24 inch long blade and fully protected hilt. Sabres were not used in the medieval period.

- Some pirate Seamen (ML 7), especially when acting as oarsmen on a galley, are more lightly equipped for combat - sometimes using belaying pins as clubs and knives as daggers.
- Of Pirate Fighting-Men, 60% are armed and equipped as Light Foot (ML 7).
- 35% of Pirate Fighting-Men will be regular Crossbowmen (ML 7) who melee as unshielded Light Foot.
- 15% of Pirate Fighting-Men are Heavy Crossbowmen (ML 7) who melee as unshielded Heavy Foot.
- For every 30 Pirates there will be one Hero.
- It is not unknown for multiple ships to assemble into a pirate fleet. Forces in excess of 300 pirates are led by an exceptional fighting-man with the title Pirate Lord.
- Prisoners are sometimes taken for ransom and held shipboard.
- Vessels in a fleet vary between river boats, small galleys, long ships, and even sailed warships.



Merman

This species has a human-like upper body and the lower body of a large fish. They may stand and wobble about on their tails. They are often encountered close to land because their villages (of 100 - 300 merfolk) are located under the sea on the coastal shelf. Males are armed with tridents (treat as spears), daggers, slings, darts, and even captured crossbows. Despite wearing no armor, they are treated as wearing leather due to their ability to effortlessly parry blows and bat missiles from the sky. They are rumored use giant seahorses ("Hippocampi") as mounts, beasts of burden, and guards for their villages. Such seahorses have the strength of three Mermen. When fighting aboard land or ship, Mermen receive a **-1** "to hit" with melee weapons simply because of their limited ability to stay in measure with an opponent. When planning to attack a ship, one Merman out of ten carries a grapple. When within 1" the Merman will throw the grapple and all ten will pull upon the cable. For each group pulling on a grapple, a ship's speed is reduced 1". If the grapple is cut, it takes 2 - 3 rounds for the Mermen to reorganize themselves (treat them as though forced back from the ship 1" as well). Mermen who fight vessels while in the water are treated as having soft cover from missile fire. Mermen prefer to attack ships with a low freeboard.



Minotaur

A man-eating beast with the upper half of a man and the lower half of a bull. A Minotaur is ferocious - automatically attacking and pursuing as long as its prey is in sight.

Mule

Mules are panic-stricken by raging fire and strange smells, although those trained for the battlefield and the baggage are not nearly so likely to be affected. Only mules are agile enough to be taken into dungeons.

Mummy

This undead humanoid is usually encountered in its tomb or lurking amongst ancient ruins. They are unaffected by mundane weapons and even attacks made by magical weapons or spells only cause half the usual damage. Mummies are, however, vulnerable to fire. If a Mummy makes a successful attack, in addition to damage, it causes a rotting disease to set in. This withering of the flesh means that the wounds caused by a Mummy take ten times as long to heal than normal. Furthermore, any other wound received while infected is also long lasting. A Cleric can cure this affliction (see **Cure Disease** above). Persons killed by mummies do not become mummies.

Nixie

These water sprites are naturally Neutral, but they will always seek to lure humanoids beneath their waters to imprison them there for one year. To accomplish this they will use a charm spell every round that there is anyone within 30 feet of their lair. Once charmed, the intruder is lured underwater and must remain there for the appointed time. Any Nixie or group of Nixies encountered is guarded by at least one giant pike, but a **Flaming Sword** or a similar weapon will drive the giant pike off. Nixies arm themselves with daggers and javelins (that they can throw 6"). When motivated to attack a ship, they make grappling attacks much like Mermen, but it takes forty Nixies to accomplish the same thing done by a group of ten Mermen.

Ochre Jelly

This giant amoeba may be yellow, deep orange, or even brown in coloration. Unlike the Black Pudding, it can pass through small cracks with ease. It emits a corrosive acid that does not affect stone, or metal, but does eat through leather or wood in 1 round. Each round it is in contact with

bare skin it causes damage. If attacked by any type of weaponry or a Lightning Bolt, it will split into smaller pieces.

Octopus, Giant

This great cephalopod lives near the shore in an underwater cave or hole where it can rest in darkness. The Giant Octopus usually preys upon bottom dwellers like the Giant Crab. If attacked within its territory, it will defend itself and has been known to attack small watercraft and swimmers. Although its bite is not mighty, its arms allow it to grapple as if it were four men (see, ironically, **Unarmed Combat** above). A Giant Octopus can be driven into its lair if forced to retreat while within 100 yards of it. It can pull itself along in shallows or land at 3" if necessary. A Giant Octopus can fit through very small spaces, manipulate objects, and has an alien appearance. Its blue blood is valued by some Alchemists for potion-making.

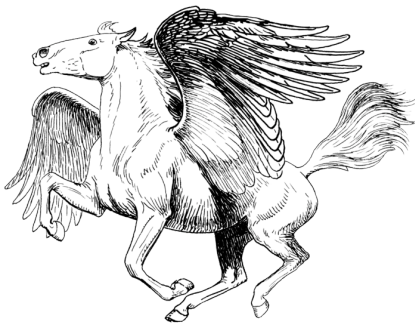
Ogre

An Ogre is a tall, human-like monster that is ten feet tall when fully grown. At a distance, its silhouette and gait is akin to that of a Troll. Sometimes an Ogre will wear animal skins. All live in caves and hate Cavemen, attacking them on sight. The Ogre's fearsome reputation is due to its ability to fight as though it were a Hero (i.e. making additional attacks against multiple opponents as though it were a 4th level Fighting-Man). Ogres will always carry their gold with them, but other treasure will be found in the lair. In mass battle, Ogres fight together in formation with each figure treated as six Heavy Footmen.



Orc

An Orc is an overgrown goblin with a pig-like snout. Some Orcs even reach giant-size (so called "Ur-Orcs"), and fight as though they were Armored Footmen - having better morale and ability to absorb and deliver blows. Orcs band together into clans that are prone to being factious. When Orcs from differing clans approach within 12" of one another, there are even odds that they will attack each other. The Referee should feel free to populate the campaign with at least five different Orc clans. In full daylight, an Orc suffers a **-1** penalty on all dice rolls ("to hit", damage, morale, saving throws, etc.). An Orc may be Neutral or Chaotic. Some have been known to join Underworld expeditions, others offer themselves up for service in the Upper World as Mercenaries. If a group of Orcs is encountered in the open, there will be a **65%** chance that they are escorting a wagon train of from 2-12 Wagons with 1,000-6,000 gp in each wagon. Wagon Trains will be guarded by an additional 10 orcs per wagon. Wagon Trains will always be lead by either a Fighting-Man (die 1-4 Superhero, 5-6 Lord) or a Magic-User (1-2 Sorcerer, 3-4 Necromancer, 5-6 Wizard) with a **50%** chance for either.



Pegasus

A winged horse that is wild and difficult to capture. It is in other ways much the same as a normal horse. A Pegasus can be raised and trained for battle. If so, it is equivalent to a Medium Horse.

Pixie

A small creature with the power to become - mostly - invisible. A Pixie can also fly for up to four turns before it must land and rest its wings. A Pixie attacks first in a melee because it is able to remain invisible in battle. The Pixie receives no counter-blows during the first round of the melee. Thereafter, the surprise wears off and the defender is able to note the

shadows cast by the Pixie and air distortions that surround it. Pixies are knavish and enjoy playing tricks on travelers and villagers. They do occasionally help needy humans by performing some household work.

Purple Worm

Sages believe this is a flightless dragon that burrows through the earth. It has a purple, mottled appearance. The Purple Worm is a horrible man-eater which has a gaping maw to engulf its prey and a poison sting in its tail. If a Purple Worm scores a hit that is 4 pips or more in excess of the required number (or a natural 20), this means the worm has swallowed its opponent. In six turns the swallowed creature will be dead. In twelve turns the meal is totally digested and the prey is irrecoverable. A Purple Worm will always attack.

Rat, Giant

A Giant Rat can grow to be almost three feet long from its nose to the tip of its tail and weigh up to ten pounds - i.e. the size of a small dog. In urban centers they are notorious for infesting sewers and tunneling under granaries. They will eat carrion and their burrows also can be found in cemeteries. Giant Rats are often carriers of disease. Anyone bitten by a Giant Rat has a **1-in-20** chance of contracting a serious (or lethal) disease unless the victim makes a saving throw versus poison.

Rhino, Wooly

A giant Rhinoceros whose fur allows it to inhabit colder climes. Each can grow to be six feet high and fifteen feet long. These creatures are mostly solitary; if more than one is encountered it will be an adult female with calves (a so-called "crash"). The Wooly Rhino is a herbivore, but it will aggressively attack any who surprise or threaten it. Its primary weapon is its horn, but its massive bulk makes it a juggernaut if it charges.

Roc

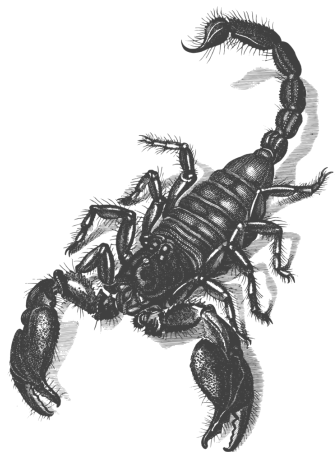
These giant birds nest in the highest crags of mountains. In areas inhabited by elephants, Rocs are able to prey upon them. A flock of Rocs is more than a match for an entire herd. A Roc's nest has even chances of containing up to a half dozen eggs, chicks, or fledglings (depending on the time of year). An adult Roc is hostile if its nest is threatened. If encountered away from its nest, a Roc is generally neutral (**6-in-10** chance), with some hostile (**2-in-10**) and some friendly (**2-in-10**) -- although not too friendly! There is a market for Rocs, as they can be trained for war. Chicks and flightless fledglings are valued at 25 to 100 gp



depending on their size. Untrained adults are valued at 10 gp x number of hit points. Adult Rocs need never check morale. Rocs trained for battle can make short work of a Hero or even a Wight. If saddled, a Roc is able to transport a man-sized figure at a movement rate of 36." A Roc can detect hidden enemies within 48" if it is airborne, though it cannot detect invisible creatures. Against normal troops, a unit of Rocs attacks as four Light Horse and defends as four Heavy Horse. They require cumulative hits equal to a number sufficient to kill Heavy Horse to be killed themselves. For this reason, as soon as a unit of Rocs takes flight toward, and is spotted by, an enemy unit, there is a **1-in-5** chance the enemy will retreat or rout.

Salamander, Giant

This creature is native to the elemental plane of fire and is sometimes found lurking near volcanoes, or other places of extreme heat. The Giant Salamander has an upper body resembling a man (Armor Class 3 [17]) and the lower body of a snake (Armor Class 2 [18]). Like other elementals, it is intelligent and capable of grasping and using mundane and magical melee weapons made of steel or stone. Those exchanging blows in melee with the Giant Salamander are exposed to its great heat and suffer **1d6** points of damage per round unless magically protected.

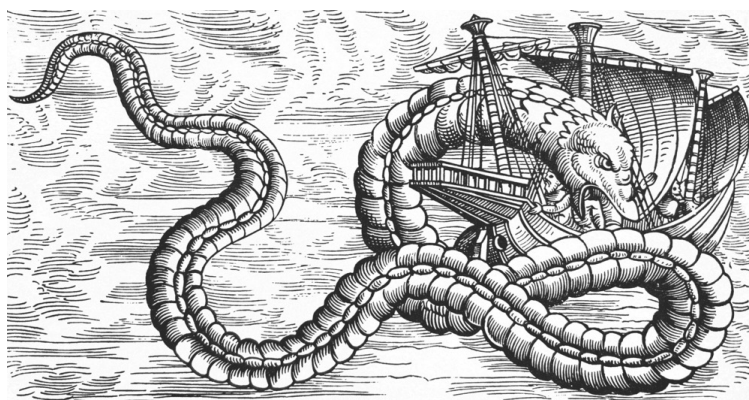


Scorpion, Giant

This predator is adaptable to almost any clime except that of the poles. It has two claws and a segmented tail tipped with a poisonous stinger. The Giant Scorpion preys upon other Giant Insects as well as mammals and reptiles foolish enough to get near its lair or hunting territory. The sting either paralyzes (**99-in-100** chance) or kills (**1-in-100**). In either case, a saving throw versus poison only lessens the effect, either causing extreme sluggishness (halving all movement and "to hit" rolls) or, in the case of deadly poison, causing the victim to immediately lose half of his remaining hit points. Extreme heat, such as that of a **Fireball**, completely negates the poison in its venom glands. There is a **1-in-3** chance per attack that the creature will use its tail instead of one of its claws. Some Giant Scorpions have a whip-like tail instead of a stinger. Anyone struck by this tail must save versus paralyzation or be roped and held in place, allowing the claws to make attacks as though the victim were prone.

Sea Monster - In General

The Referee is encouraged to use any Sea Monster with great discretion. Typically, such an encounter should be simple showmanship. If a Sea Monster attacks in earnest, however, it will pick a victim at random (presumably on the deck of a ship), and make a snake-like strike. A successful attack that scores a hit that is 4 pips or more in excess of the required number (or a natural 20), means the Sea Monster has swallowed the victim. Ships equipped with a ram can attack a Sea Monster as though it has Armor Class 7 [13], doing either **4d6** points of damage in the case of a Small Galley, and **6d6** if a Large Galley. Ships using artillery against a Sea Monster are at the same disadvantage hitting it as with hand-held missile or melee weapons as its "armor" is largely the protection of the water itself and its thick hide. A Sea Monster attacked by a ram will retaliate as though challenged by one of its own kind. It will wrap itself about the vessel and attempt to crush it, inflicting 1 hull point per round for every hit dice the Monster has. If the Monster is not large enough to make a loop about the hull, it will rip at the rigging or shear the oars instead.



Sea Monster, Elasmosaurus

When fully grown, this swimmer has a neck 25 feet long and an overall length of 35 feet. The Elasmosaurus has a sleek body with a pair of fore-flippers and rear-flippers. Its head is triangular and somewhat narrow, having a set of fangs useful for ripping prey apart. Its crested back may have striking coloration. Unlike the real animal, this fantastic creature can raise its neck far above the waterline just as originally theorized. The closely related Sea Serpent has nearly identical capabilities.

Sea Monster, Mosasaurus

This warm-blooded, thick bodied swimmer has dozens of large teeth, and two pair of flippers. The largest Mosasaurus can reach 55 feet in length. It has excellent vision and is the only Sea Monster capable of crawling across small stretches of land (albeit slowly). Sailors tell tales of this kind of Monster slinking ashore and wrecking a galley when it is beached for the night.

Sea Monster, Plesiosaurus

The Plesiosaurus can be up to 50 feet long, though its slender neck is no longer than half its length. Its body is oval-shaped with a very short tail. Unlike the other Sea Monsters, it births its young alive, migrating to brackish estuaries to do so. This monster preys upon the Giant Squid in addition to fish which it gobbles up in huge quantities. Sages believe that this creature may be extremely long-lived thus Alchemists believe it to be most efficacious when used to brew a **Potion of Longevity**. The Plesiosaurus has sharp, conical teeth.

Shadow

A creature doomed to inhabit the insubstantial realm of shadow. Like a Vampire, the Shadow hungers after the vitality inherent in the living, though a Shadow is not "Undead." By touching the living, a Shadow is able to temporarily sap 1 point of Strength. This loss of Strength lasts for **3d6-2** turns. A Shadow is not easily detected before it attacks, though some victims report feeling an unnatural chill in its presence. If a character or non-real player is reduced to 0 Strength, he becomes a Shadow too. A Shadow can only be harmed by magical weapons and is immune to mind-affecting spells like Sleep and charms of all types. Magical light is rumored to be useful in keeping a Shadow at bay.

Skeleton

A Skeleton acts only under instructions of its motivator (a Magic-User or an Evil Cleric - see **Animate Dead** spell descriptions above). Skeletons are usually found in graveyards, forsaken places, and in dungeons. There is a possibility that somewhere near where Skeletons are found there is some item of value (**2-in-10** chance) or entrance to some forbidden place (**4-in-10** chance). The type of Prize is left to the Referee to determine, but should be related to the number of Skeletons encountered.

Snake, Giant

A Giant Snake is likely to be found in any clime save the coldest. All are carnivorous; many are venomous. Some varieties have venom so strong that even if a saving throw versus poison is made, the victim still takes **3d6** points of damage. Constrictors immobilize their prey once the first successful attack is made and have an advantage on subsequent attacks so long as the prey remains within the coils.

Snake, Normal

As with the Giant Snake, there is no need for a lengthy explanation or description. Most Normal Snakes do not attack unless surprised or threatened. A pit viper or a spitting cobra may be the worst, though a rock python can also ruin an adventurer's day.



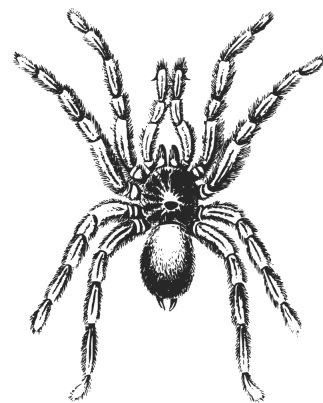


Spectre

A Spectre (sometimes called a "Ring Phantom") is a high-powered Wraith who, when touching an enemy, paralyzes him with fear until either a **Tranquilize** spell is cast upon him, or a **Dispel Magic** spell is cast within 30 feet of him, by a Cleric (see spell descriptions above). This paralyzing fear does not affect fantasy creatures (including Elves, Dwarves, Halflings, Heroes, Super-Heroes, and Magic-Users 3rd level and above); instead, a Spectre will drain two life energy levels when hitting. A Spectre is armed with a sword, and has an advantage in striking a paralyzed opponent. What's more, a Spectre is impervious to all but attack with magical weapons specifically empowered versus the Undead, or Elven long swords. A Spectre sometimes rides upon a flying mount. This nightmarish creature has a 30" rate of movement.

Spider, Giant

A Giant Spider travels at a rate of 3" when upside down but can easily traverse a web, move along a wall, or skitter over land. These giant arachnids can have a body twice as large as a full grown man, with legs of proportionate size. All are natural hunters who attack with their jaw-like chelicerae. Nearly all varieties have venom to aid in quickly killing or paralyzing prey. The strands of a Giant Spider's web are particularly sticky and strong, and usually cover an area of at least 10' x 10' x 20'. A Giant is strong enough to break through such a web in two melee rounds, while a weaker creature such as a man requires **2d4** turns to get untangled. A **Flaming Sword** can slash through such a web with ease in two rounds but will burn anyone caught in the web for **1d6** points of damage. Oil has a similar effect. The Giant Spider will wrap its prey in webbing as soon as possible after its venom takes effect.

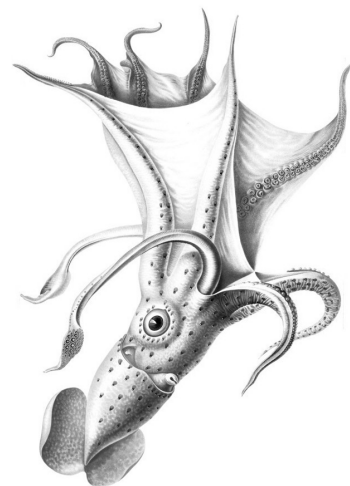


Sprite

A Sprite is a prideful, small, winged creature less than one foot tall. In combat, a Sprite has the same powers as the Pixie described above as the two species are closely related. Sprites are highly animated, witty, and full of life. They take interest in the affairs of humans, particularly as concerning love, poetry, and art. A Sprite generally likes to provide advice and inspiration, but can quickly become upset if the Sprite perceives he has been slighted.

Squid, Giant

A Giant Squid can have up to ten arms with small, chitinous hooks that help ensnare prey. Its beak rends its prey into small pieces. It feeds on large fish and whales but is not picky about attacking a swimmer or wader if hungry. The Giant Squid's hood-like body is extremely tough and thus is treated as Armor Class 3 [17], whereas the arms have Armor Class 7 [13]. There is an even chance of an attack striking the body or the arms. The Giant Squid can crawl for short distances across the beach, shoals, and rocky shallows at a 3" rate of movement. If a Giant Squid fails a Morale Check, it will squirt a cloud of black ink and jet away. While within the ink, the Giant Squid is treated as an invisible opponent thus it is usually able to make its escape without suffering a parting blow. Alchemists and Sages are happy to pay a premium for the ink from the squid's gland, which is usually black, but which also could be red, blue, brown, or even luminescent.



Tiger, Sabre Tooth

A fearsome predator renowned for its long, canine teeth. The largest Sabre Tooth has 11-inch long canines, and can weigh up to 880 pounds. Typically, these monsters are only lion-sized with more modest dentition. The Sabre Tooth prefers to ambush its prey, jumping from cover and pinning it down. It has a short tail, and a heavily muscled frame so it is not particularly suited for running long distances or climbing trees. The Sabre Tooth prefers to hunt in forests and jungles; on the plains and grasslands it must compete with the Dire Wolf for prey. It is fond of bison, cattle, and camels and will venture into populated areas if food becomes scarce in the wild. If the Sabre Tooth achieves surprise, it makes its first attack with a **+2** "to hit" and, if successful, it knocks the victim prone. This will also stun the prey (see **Unhorsing a Rider** above). Other attacks inflict damage as usual.

Toad, Giant

This nocturnal creature has dry, leathery skin, short legs, and large, wart-like bumps. Most Giant Toads are greenish or brown, but some have striking colors as a way to warn other monsters to stay away. The wart-like bumps, if struck or rubbed, emit a milky poison that can cause either extreme illness if a saving throw is made, or death. They prey upon the Giant Ant, Giant Beetle, Giant Centipede, and several types of Large Insects. These creatures adapt well to captivity, living as much as half a century. They can live in snowy climates and mountainsides but prefer habitats near backwaters and floodplains. Sometimes the Giant Toad is found in dungeons that lay beneath a body of water. In the winter, the Giant Toad goes into hibernation often with others of its kind. During mating season they are found in larger numbers, the males often croaking loudly and acting aggressively. If approached, the Giant Toad will inflate its body to twice its normal size (perhaps blocking a passageway or exit). It can move rapidly through the water (18" movement rate), and if it fails its **Morale Check**, it will deflate and dive as deep as it can (as much as 100 yards) or it will swim far away. The Giant Toad can also burrow into sand or mud (1" rate of movement) and hop about in leaps of up to 3" at a time. In combat, it attacks with either its slashing tongue or a toothless -- but powerful -- bite. There are rumors of some Giant Toads that can either spit venom, or vomit poisonous fire.

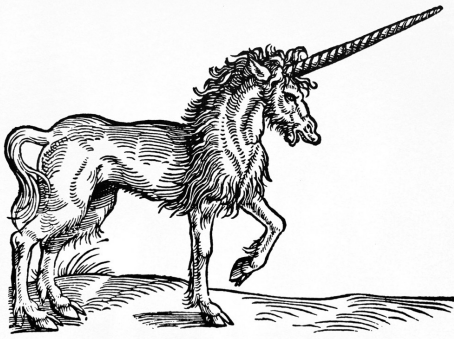
Treant

A Treant is an intelligent, mobile tree that has an extremely long lifespan. They generally stay out of the affairs of other races. Treants are resolute fighters once aroused to anger and need only check morale once per combat. If a Treant is within 6" of a normal tree, he can cause it to move and fight as if it was a Treant. Each Treant can command two such trees. These trees move at only a 3" rate. A Treant is unaffected by normal missiles and melee weapons. Both the Treant and accompanying trees are susceptible to fire. A nearby opponent can attempt to put it to the torch (see **Setting Aflame** above). A Treant suffers **2d6** points of damage each round it is aflame and has a diminishing chance of extinguishing the fire each round. Treat this as a saving throw versus breath weapon with an ever doubling penalty (-1, -2, -4, etc.).

Troll, True

A Troll is kin to both the races of Men and Giants. Despite rumors to the contrary, the True Troll is unaffected by daylight. It is unaffected by non-magical weapons. If attacked by a Hero, Superhero, Giant, Elemental, or Bealuwearg armed with a magical weapon, an additional **+3** bonus "to hit" is applied. A True Troll will always fight alone in battle, rendering no aid nor coordinating with any of its companions. Trolls can regenerate during combat; beginning on the third round of melee, and on each round thereafter, it restores 3 hit points. Even if a Troll is cut to pieces, it will begin to regenerate and when it is back to 6 hit points it will resume combat. Only immersing the Troll in acid, or burning it entirely will prevent regeneration. Trolls not found in their lair carry no treasure. Only if attacked with acid or flame, will a Troll check morale.





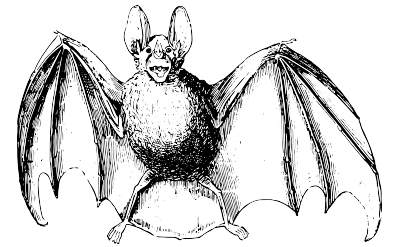
Unicorn

A horse-like creature that is extremely fierce if cornered or approached by anyone other than a maiden (in the strictest sense of the term). A Unicorn will not attack a Lawful person or creature, but also will not come close to one. There is a **3-in-4** chance that the Unicorn will seek to avoid all contact. When a Unicorn does attack, it doubles its number of blows on the first round of melee (i.e. its horn and hooves are treated as Flail x 4). A Unicorn can be ridden by a maiden. If so, the Unicorn has a higher Morale than usual.

Vampire

Although a Vampire may have some powers that resemble that of a Lycanthrope, a Vampire is Undead. During the daylight hours, a Vampire in the Upper World must remain resting in a coffin containing some soil from his native grave. A Vampire must not be exposed to direct sunlight or he will suffer intense pain. A Vampire can be permanently killed by a wooden stake driven through his heart, by being drowned in running water, or being burned. For all other forms of damage, a Vampire regenerates 3 hit points per round -- much like a Troll but a Vampire begins regenerating immediately. A Vampire drains energy at the rate of two life levels per hit for all creatures. Men killed by a Vampire become Vampires and under the control of the killer (fantasy creatures so killed do not become Vampires, merely dead). A Vampire can take on a gaseous "form" (like the potion). He can also turn into a huge bat (and fly), or a wolf (and run). A Vampire can charm any figure by looking into its eyes (see the Magic-User spells **Charm Person** and **Charm Monsters**). A Vampire often has one or more charmed minions who protect him and handle his affairs while he lay in his coffin. Lastly, a Vampire can summon and take command of wolves, bats, and rats.

- A Vampire in giant bat form may fly up to 18". The giant vampire bat may make an attack. Instead of doing normal damage and draining life levels, a "hit" requires the victim to save versus Paralyzation or fall unconscious for **1d10** rounds. An undisturbed giant vampire bat can drink **1d4** hit points of blood per round from an unconscious victim. If the victim dies, he becomes an Undead creature 24 hours later (roll **1d10** on **Table 17u: Category Encounters - Upper World** below assigning results 9 and 10 to Vampire). If he becomes a Vampire, he is under the control of the Vampire who killed him.



- Up to **3d6** wolves (Hit Dice 2+2, Large Animals) live in the environs near a Vampire's lair. Wolves are meat eaters who hunt their prey in packs. They prefer to strike when the prey is isolated or unaware. They love to eat horses. A wolf's howl has a **1-in-2** chance of panicking any herbivore that is not held fast and calmed by its owner.
- Up to **10d10** bats (Hit Dice 1, Small Animals) also dwell nearby. Bats have 1 hit point. They form a swarm within two melee rounds. A swarm squeaks, squawks, and flies madly about. There is a **1-in-2** chance each round that a bat will bite a character. This pinching bite does no damage, but does prevent a Magic-User or a Cleric from casting a spell or concentrating upon one in use. Those caught within the swarm are automatically surprised if a wandering monster comes upon them. Any combat simultaneous with the swarm generates enough noise to necessitate an additional check for a wandering monster. It takes 3 turns for the bats to return to their perches and settle down after being summoned.
- Up to **10d10** rats (Hit Dice 1, Small Animals) nest in the Vampire's lair. Each has 1 hit point. Rats attack in groups of 5 to 10. Each group will attack one creature at a time. Group attacks

are resolved with a single "to hit" roll doing **1d6** points of damage. Each group of rats will climb all over an opponent. Regardless of whether the group "hits" or not, the opponent must save versus Death Ray or else be knocked prone. A person or creature who is prone cannot attack until he regains his feet. Each successful hit has a **1-in-20** chance of causing a disease. The opponent can save versus Poison to avoid the disease. A disease has a **1-in-4** chance of being fatal within **1d6** days. Otherwise, the disease causes a severe illness that will require bed rest and prevent adventuring for one month.

- To determine if a Vampire's gaze has been met, a character or non-real player is assigned a pool of dice as is the Vampire. Both sides roll and if the roll for the Vampire meets or exceeds his opponent, the character, creature, or non-real player is charmed. This is an innate ability of the Vampire, and does not require any casting or significant concentration. The charm lasts until dispelled. For a casual encounter, the opponent rolls **3d6** while the Vampire rolls **2d6**. If either side is surprised, the surprised side rolls **1d6**. If an opponent wants to avoid a Vampire's gaze while still attacking him, assign the opponent an extra **1d6** but the opponent makes any attacks with a **-2** penalty "to hit."

Designer Note: The gaze mechanic is adapted from Lenard Lakofka, Leomund's Tiny Hut -- **Good Evening**, The Dragon, Vol. IV, No. 4, TSR Periodicals. a division of TSR Hobbies, Inc., Lake Geneva, Wisconsin, October 1979, p. 9. Bat behavior is adapted from Mike Carr, **Dungeon Module B1: In Search of the Unknown**, TSR Hobbies, Inc., Lake Geneva, Wisconsin 1979, p. 23. The behavior of the giant vampire bat and normal rat are adapted from Moldvay Basic pp. B31 and B41 while the wolf is adapted from the Monster Manual p. 101 (see **Bibliography and Resources** below).

Weasel, Giant

This giant creature is a vicious and aggressive hunter that will always attack. It roams forests and the Underworld in search of prey. If a Giant Weasel successfully hits an opponent, its jaws clamp down. On each subsequent round, it sucks blood from its prey inflicting **2d6** points of damage. The Referee must determine what actions are necessary for it to loosen its jaws. If encountered in lair, there will be four or more Giant Weasels: two adults and their children. Assume that the two with the most hit points are the adults. If captured and trained, there is a **1-in-4** chance that a young Giant Weasel could be used as a hunting animal or camp guard (even chances of either result). Giant Weasel pelts are valuable, selling for **1d6** x 1,000 gp.

Wight

This man-sized Undead creature is often found in or nearby an ancient burial place covered with a large mound of earth (a barrow or cairn). A Wight abhors light and suffers a **-1** penalty to any dice roll it makes when in full light ("to hit", Morale Check, etc.). A Wight's attack is particularly nasty because it drains life energy. The energy drain takes one level away, so that the hit figure loses both the hit dice and corresponding energy (hit points) to fight. A Wight cannot be hit by normal missile fire, but magical arrows have double effect upon them (triple if fired by an Elf). Other magical weapons score damage equal to the die roll plus the level of the weapon (+1, +2, +3, etc.).



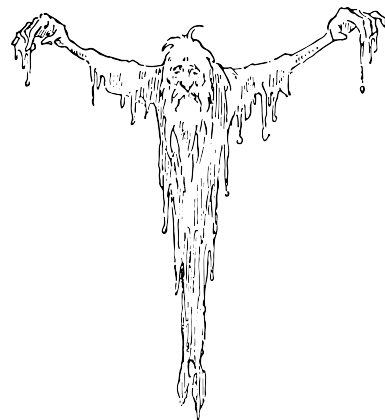
Wolf, Dire

A Dire Wolf weighs between 130 to 150 pounds. It is about the same size as a very large gray wolf or Yukon wolf but has smaller feet and a larger head. Its skull can be as much as a foot long with a broader face. Dire Wolves compete with the Sabre Tooth Tiger on plains and grasslands. When food becomes scarce, Dire Wolves chew the bones of their kills and become even more aggressive - pushing into forests and up the highest mountains. They prey upon horses, mastodons, bison, and

camels. They will also prey upon livestock and humanoids. Some are rumored to be semi-intelligent and get as large as a pony (so called "Vargr" or "Vargs"). The latter fight as two men (Sword x 2) and can bear small creatures like Goblins on their backs, but this reduces their speed to 12" (the same as a Heavy Horse).

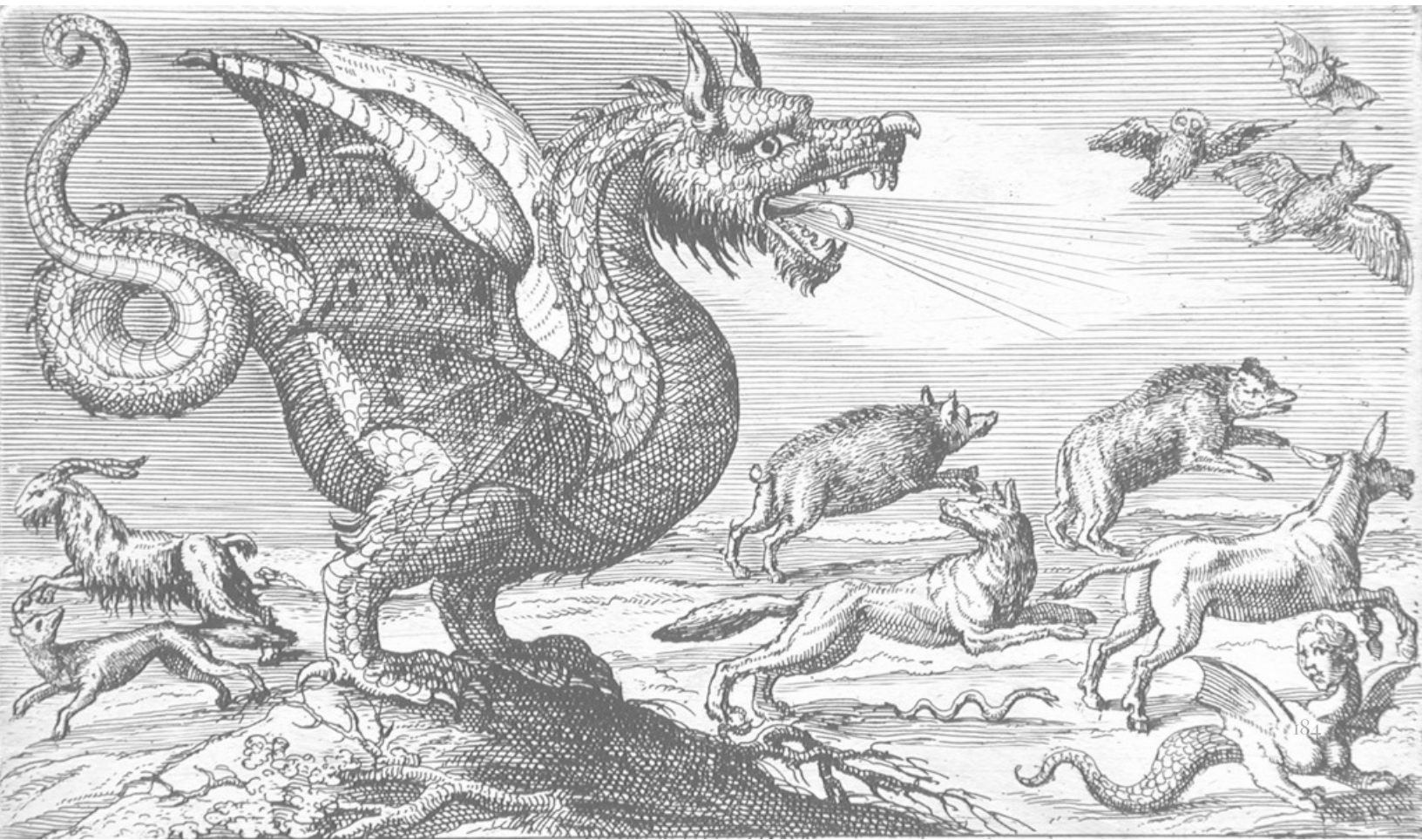
Wraith

A Wraith is a Wight who has, over many years, strengthened in power, gained mobility, and is partially non-corporeal. Any creature fighting alongside a Wraith makes every Morale Check with a 1 pip bonus. Any enemy of the Wraith must make a **Morale Check** the first time the Wraith comes within 24". A Wraith has the ability to paralyze any normal creature whom he comes within 30 feet of at any point during the round. The paralysis also affects low-level characters and non-real players if they fail a saving throw versus Paralyzation. This paralyzing fear can be counteracted by a friendly Elf, Fighting-Man of at least 4th level (Hero), or Magic-User of 3rd level (Seer) or above who comes within 30 feet of the paralyzed man. A Cleric's **Tranquilize** spell can, likewise, counter the paralysis. Like the Spectre, the Wraith is often on a nightmarish mount capable of flying through the air at great speed for as many turns as desired. Non-humans (Dwarves, Elves, Halflings) can score hits upon a Wraith with non-magical weapons, however, a Wraith is impervious to all mundane weapons wielded by humans. Most magical weapons can do them harm. Magical arrows, however, only do damage as though they were non-magical unless shot by an Elf, in which case they score double.



Wyvern

A small, two-legged Dragon without the usual fearsome breath, but equipped with a poisonous sting on its tail. A Wyvern can detect hidden enemies within 48" if it is airborne, though it cannot detect invisible creatures. The Wyvern's bite, claws, and sting are all treated as equivalent (Halbard x 1 with twice damage), however, there is a **2-in-3** chance per attack that the Wyvern will use its tail. The poison is deadly if the victim fails his saving throw.



Zombie

Exactly as Skeleton above, except some Zombies may be put back to eternal slumber by feeding them pure salt or rubbing it into any of their wounds. If so, the Zombie can save versus poison to avoid this repose. There are also some Zombies who are slow and especially silent, only making an attack once every other round. The Referee might wish to allow these slow-moving Zombies to do twice damage. Finally, some Zombies are so gruesome that they cause a paralyzing fear to their melee opponents (excluding Elves and Fairies). The paralysis affects any Ogre-sized or smaller creature and endures for one turn. The paralysis does not take effect until the beginning of the next round, so a counter-blow in melee can be made, for example.



XV: PRIZES

For Fighting-Men, one of the main reasons for adventuring is to be able to return home wealthy. The Referee will notice that sharp-witted characters will immediately search the bodies of monsters that are killed for gold pieces. Most monsters found in lair will have a horde of treasure, and some monsters will carry small sums of gold on their person. For the amount of treasure per monster see the **Monster Descriptions** above along with the **Prize Matrix**.

Some Referees will circulate rumors of "cursed" gold, or a gem with a curse attached, which can cause some lessening of greed among the players. However, for proper domain play to emerge, there must be a potential for characters to reap a significant amount of treasure during adventures.

Characters are limited in the amount of things they can carry, treasure included. The Referee should periodically check each character's inventory, lest greed for gold pieces (or copper or silver for that matter) tempt a player to take more than the encumbrance rules allow.

Troves and Guards

The Referee may find it interesting to hide treasure troves in Underworld rooms or musty caves, as well as in castle ruins in the Upper Land. These should be in addition to the treasure that monsters normally have. All magic items, treasure, or combinations of same should be well guarded by monsters or tricks or traps. Treasures can be concealed by magic or secret doors and secured in locked vaults. The Referee should use his discretion, in combination with the encounter matrixes, to select monsters that are sensible protectors.

Taxes

Besides the usual taxes included in **Support and Upkeep**, an imaginative Referee may come up with a number of ways to part a player from his money. This device should be used sparingly to sharpen up the players' mental reflexes. It is more fun watching the players come up with methods to avoid paying a tax, than to actually claim the tax from the characters. If a Referee has been overgenerous, it is the Referee who must adjust his methods for placing encounters and treasure rather than being punitive in clawing back those easy gains.

Prize Matrix

Table 15a: Prize Type A

TYPE A LOCATION	MAP	MAGIC	PRISONERS	SILVER	GOLD	GEMS	JEWELRY
Water	50%	N/A	2 - 10 men*	10 - 60 each	75% 1 - 600	75% 5d6	75% 5d6
Land	25%	42% any 2 items	2 - 10 men**	50% 1 - 6,000	50% 2 - 1,200**	50% 3d6	50% 3d6
Desert	N/A	75% any 3 items	1d20 men	25% 1 - 6,000	***	25% 1 gem	25% 1 piece

* Pirates only keep very important prisoners, killing all others. All prizes, except silver, are aboard ship / in lair.

** Brigands take prisoners as Pirates (above). Both Bandits and Brigands will carry gold with them, from 10 - 60 gp each (**1d6** x 10). The amount shown in the table is the gold found at their encampment / lair.

*** Nomads have the same chance, and amount, of gold as do Bandits. All other treasure, except prisoners, will be at their permanent encampment.

Table 15b: Prize Type B through H

TYPE	MAGIC	COPPER	SILVER	GOLD	GEMS	JEWELRY
B	10% weapon	50% 1 - 6,000	25% 1 - 600	25% 1 - 60	10% 1d6	N/A
C	10% any 2 items	5% 1 - 10,000	50% 1 - 1,200 each	25% 1 - 800 each	10% 1d4	10% 1d4
D	25% any 3 items	5% 1 - 8,000	10% 1 - 12,000	60% 1 - 6,000	25% 1d6	25% 1d6
E	50% any 4 items	N/A	10% 1 - 12,000	25% 1 - 8,000	10% 1d8	10% 1d8
F	50% any 5 except weapons	N/A	N/A	50% 1 - 12,000	25% 1d12	10% 1d8
G	50% any 3 items	N/A	N/A	N/A	25% 1d12	10% 1d8
H	25% any 6 items	25% 2 - 24,000	50% 1 - 100,000	75% 10 - 60,000	50% 10d6	50% 6d6

Maps

A map can lead to treasure. Sometimes a map leads to a location with another map!

Table 15c: Maps

DICE ROLL	MAP CATEGORY
01 - 60	Treasure Map*
61 - 85	Magic Map
86 - 00	Magic & Treasure Map

* There is a 20% chance that the map is unintelligible without the use of a **Read Magic** or **Languages** spell.

Table 15d: Treasure Map

DICE ROLL	REFERENCE	TREASURE CONTENT
01 - 30	1	2d6 x 1,000 sp
31 - 45	2	1d6 x 1,000 gp
46 - 55	3	#1 + #2 above
56 - 68	4	#1 above + 2d6 gems

DICE ROLL	REFERENCE	TREASURE CONTENT
69 - 79	5	#2 above + 2d6 gems
80 - 86	6	#3 above + 2d6 gems
87 - 92	7	#3 above + 4d6 gems
93 - 97	8	8d6 gems + 2d6 jewelry
98 - 00	9	#3 + #8 above

Table 15e: Magic Map

DICE ROLL	REFERENCE	TREASURE CONTENT
01 - 37	1	1 magic item of any type
38 - 60	2	2 magic items of any type
61 - 80	3	3 magic items, no swords
81 - 93	4	4 magic items + 1 potion, no swords
94 - 00	5	5 magic items + 1 potion + 1 scroll

Table 15f: Magic and Treasure Map

DICE ROLL	TREASURE CONTENT
01 - 40	#1 Treasure + #1 Magic
41 - 59	#2 Treasure + #1 Magic
60 - 69	#3 Treasure + #2 Magic
70 - 73	Map to #7 Treasure + #3 Magic
74 - 81	#5 Treasure + #4 Magic
82 - 86	Map to #1 Treasure + #4 Magic
87 - 90	#4 Treasure + Map to #5 Magic
91 - 00	#4 Treasure + Map to #1 Magic

Gems and Jewelry

Often upon reaching "home" a character may wish to convert his stones into gold pieces for purposes of buying towers, hiring mercenaries, etc. To convert gems or jewelry into gold, use the procedures below.

Gems

Roll **1d6** to decide the base value of the entire lot of stones. After deciding the base value, roll **1d6** for each stone individually. A roll of 1 means the stone is actually of the next higher value. For each of these exceptional stones, keep rolling **1d6** and increasing its value every time a 1 is rolled. Thus, a lowly rock that seemed, at first glance, to be of only 100 gp value can, upon closer inspection (and with exponentially slim odds) increase in value to 50,000 gp.

Dice Roll	Value (gp)
1 - 4	100
5	500
6	1,000
1-in-6 exception	5,000
1-in-6 exception	10,000
1-in-6 exception	20,000
1-in-6 exception	50,000

Jewelry

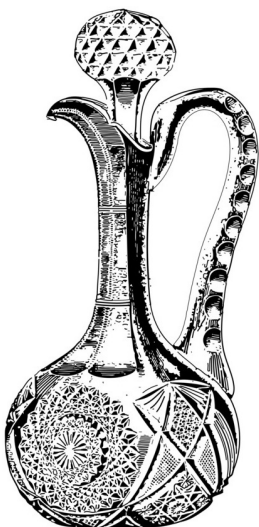
There are **even odds** that the piece is either base value **100 gp** or base value **1,000 gp**.

- If the base value is **100 gp**, roll **3d6** and multiply it by **100** to get the true value.
- If the base value is **1,000 gp**, roll **1d6** and multiply it by **1,000** to get the true value.

Special Items

Every character can use magical items of one kind or another. At a minimum, a character can sell the item (see **Auctions** below).

The Referee should not fall into the habit of **identifying** every magic item as soon as it is found. Most magical items have powers that can only be uncovered through experimentation. Alternately, a character might find and/or pay a high-level character to have the item identified and its powers enumerated. This does not mean that inscribed swords or famous enchanted rings cannot be found from time to time but these should not be a regular occurrence. It is oft best to keep the players guessing. Sometimes a player will waste a charge, draught, or even a wish! by mistake. The Referee should forbear from preventing such wastage.



For items (like **relics** or **artefacts**) with their own specific purpose that the Referee introduces into the campaign, there should be a definite possibility that they are overlooked by impatient characters, or picked up without knowledge of what they possess.

The Referee should be careful in distributing magic amongst the dungeons and across the countryside of the campaign world. The Referee should also space out, over a reasonable time span, when items can be obtained.

Finally, near wars have been caused by **jealous players** arguing over who gets what. The Referee must make suggestions to prevent animosity in real life. Sometimes simply pointing out which character could put the item to best use for the benefit of the party can help. Other times, there is nothing to be done than to have players dice for the item. Do not let an argument about a pretend thing lead to a real life conflict. This is a game and participants play this game to have fun.

Auctions

This is a method that a character can use to acquire magic he feels he needs, or sell a magical item that he does not want for monetary gain.

Auctions only occur in cities. If the city is distant - requiring travel overland or by sea - the Referee has a ready made cause for an exciting adventure.

Magical items are rare and expensively acquired. The Referee is cautioned not to offer too much too cheaply. Prior to the auction, the Referee should decide what items are available and decide on a format that will increase the bids. Sometimes it is interesting to provide scant information about the item or its powers until the bidding is over. For example, a Fighting-Man might bid 15,000 gp for a simple **Sword +1** if the Referee presents the sword with the right story, and competitive bidders.

If a character wishes to sell an item, the Referee could offer him various bids to try to get the player to accept a low sum, or could just disclose what the highest bid is on a take-it-or-leave-it basis.

Designer Note: The adversarial Referee style has fallen out of favor, but was firmly embedded in the original fantasy RPG rules.

Magical Item Tables

Magical items are awarded at random by rolling **1d100**.

The plus given by a magic **weapon** is a **5%** increment in **offensive** capability ("to hit"). The plus given by magical **armor** is a similar incremental improvement in **defensive** capability. Cursed weaponry and armor merely have a reverse effect.



Table 15g: Special Item Determination

DICE ROLL	ITEM CATEGORY	DICE ROLL	ITEM CATEGORY
01 - 15	Sword	61 - 80	Scroll
16 - 30	Armor	81 - 90	Ring
31 - 40	Miscellaneous Weapon	91 - 95	Wand / Staff
41 - 60	Potion	96 - 00	Miscellaneous Magic

Magical Swords

If using the optional chapter on **Magical Swords** below, consider each of these swords to be a Fighting-Man's Sword. It is still necessary to determine its Division, Intelligence, Egoism, etc.

Table 15h: Magical Swords

DICE ROLL	MAGICAL SWORD
01 - 60	Sword +1
61 - 65	Sword +1, +2 vs. Lycanthropes
66 - 70	Sword +1, +2 vs. Magic-Users or Enchanted Monsters
71 - 75	Sword +1, +3 vs. Trolls
76 - 80	Flaming Sword +1, +2 vs. Trolls, +3 vs. Undead
81 - 85	Sword +1, with Three Wishes
86 - 90	Sword +2
91 - 95	Sword +1, +3 vs. Dragons
96 - 00	Flaming Sword +3

Three Wishes - The wishes possible to fulfill should be reasonably limited. This requires great discretion on the Referee's part. Typically, greedy players will request either three more wishes when the first two are used, or a **Ring of Endless Wishes** (see below). The punishment is left at the Referee's discretion, but it should be something quite uncomfortable such as a disease no one wants to cure.

A **Flaming Sword** is capable of providing light as if it was a torch. It can be used to set things aflame and can slice through even magical webs. When it strikes an opponent, the fire does an additional **1d4** damage over that of the blade.

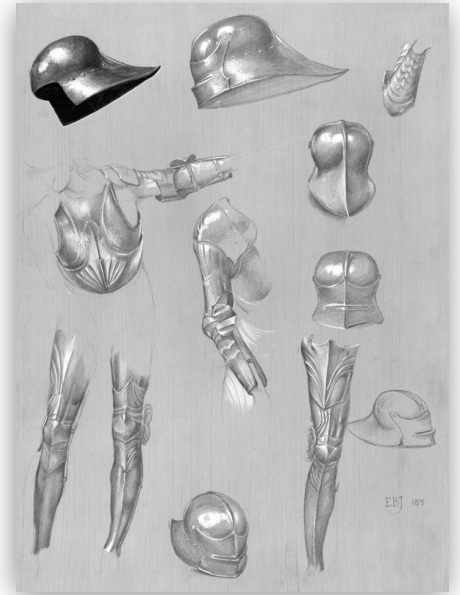
Magical Armor

The size of the shield should be determined at random by rolling **1d6** with **1** indicating a **small** shield or buckler, **6** indicating a **large** / tower shield, and all other results being a normal-sized shield.

The type of armor should be determined at random by rolling **1d6** with **1** indicating **leather**, **6** indicating **plate**, and all other results being **chainmail**.

Table 15i: Magical Armor

DICE ROLL	MAGICAL ARMOR
01 - 50	Shield +1
51 - 75	Armor +1
76 - 80	Armor +1 & Shield +1
81 - 85	Armor +2
86 - 95	Shield +2
96 - 00	Shield +3

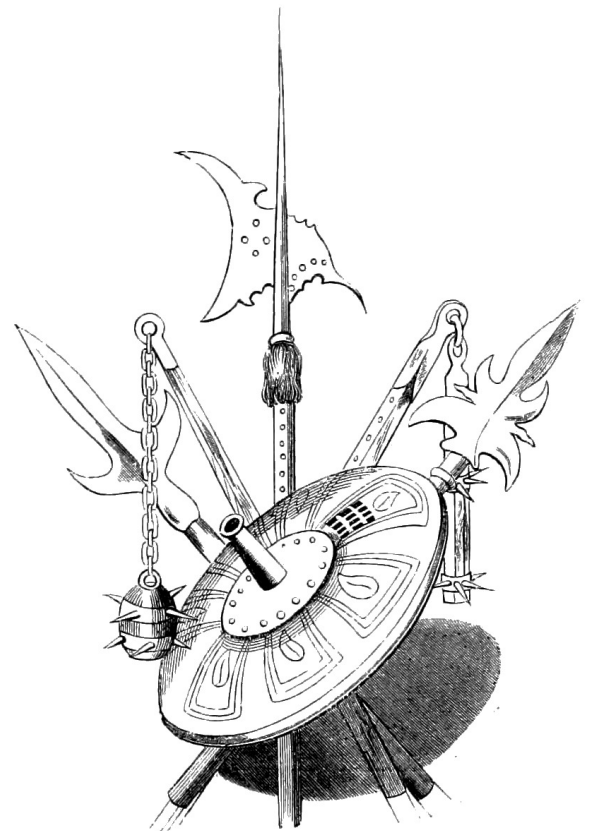


Miscellaneous Weapons

The following weapons do not have traits (i.e., Egoism or Intelligence).

Table 15j: Miscellaneous Weapons

DICE ROLL	MISC. WEAPON
01 - 25	Dagger +1 vs. man-sized opponents, +2 vs. Goblins
26 - 40	Dagger +2 vs. man-sized opponents, +3 vs. Orcs
41 - 50	10 Arrows +1
51 - 55	1d10+10 Arrows +1
56 - 60	Bow +1
61 - 75	Mace +1
76 - 85	War Hammer +1
86 - 90	War Hammer +2
91 - 92	War Hammer +3, 90' throwing range (usable by Dwarves only)
93 - 00	Cursed Sword -2, -3 vs. Undead



Magic Bows fire arrows as if they were magical, and if a magical arrow also is employed then both may increase the chance to hit. A Fighting-Man armed with a **Bow +1** firing an **Arrow +1** has a +2 improvement in the chance to hit, for example. A Fighting-Man armed with a **Bow +1** is able to

attack certain creatures that are immune to mundane weapons, even if the arrow fired is non-magical.

War Hammer +3, 90' throwing range - This weapon is only effective when used by either a Dwarf or a human Fighting-Man above 4th level (Hero). If it hits, the damage inflicted is **2d6**. The hammer will return to the hand after throwing. The hammer will also come to the owner if called and in view.

Potions

A potion will affect any race or class of character who quaffs it with any exceptions noted below. All potions last a minimum of **6 turns** plus (+) **1d6 turns**.

A character may risk taking a **tiny sample** of a potion if he lacks other means of identifying it (Alchemist, contact with another plane, etc.)

Table 15k: Potions

DICE ROLL	POTION	DICE ROLL	POTION
01 - 04	Growth	53 - 55	Clairaudience
05 - 08	Diminution	56 - 60	Animal Control
09 - 12	Giant Strength	61 - 64	Undead Control
13 - 16	Invisibility	65 - 68	Plant Control
17 - 20	Gaseous Form	69 - 72	Human Control
21 - 24	Polymorph Self	73 - 76	Giant Control
25 - 28	Speed	77 - 80	Dragon Control
29 - 32	Levitation	81 - 84	Poison
33 - 36	Flying	85 - 88	Invulnerability
37 - 40	ESP	89 - 92	Fire Resistance
41 - 44	Healing	93 - 96	Treasure Finding
45 - 48	Longevity	97 - 00	Heroism
49 - 52	Clairvoyance	—	—

Growth - The imbiber's body and attached equipment grow up to twice Giant-size if the full potion is consumed. Less than the full potion can be consumed for a smaller increase in size.

Diminution - The imbiber's size can be reduced to that of a mouse if he drinks the full potion. Less than the full potion can be consumed for a lesser reduction in size.

Giant Strength - When this entire potion is consumed, the imbiber strikes with the same probability as a giant. A successful strike does double damage. The imbiber also has the strength of a giant in other areas such as lifting heavy objects, etc.

Invisibility - Consuming the entire potion has the same effect as the second level Magic-User spell of the same name.

Gaseous Form - The imbiber's body becomes gaseous, though any attached equipment does not. The drinker may move his body at the normal rate and the gaseous form is not dissipated by high winds. He can fit through small openings if he is willing to spend the time to do so. Vampires and Djinn are also rumored to have this ability.

Polymorph Self - Consuming the entire potion has the same effect as the fourth level Magic-User spell of the same name.

Speed - This potion gives the imbiber the ability to double the speed of his body, thus an unencumbered man would move at the speed of a Light Horse. If only half the potion is drank, the drinker may move **50%** faster for three turns. The Referee must decide if the imbiber's offensive or defensive capability is also improved.

Levitation - Consuming the entire potion has the same effect as the second level Magic-User spell.

Flying - Consuming the entire potion has the same effect as the third level Magic-User spell **Fly**.

ESP - Consuming the entire potion has the same effect as the second level Magic-User spell of the same name.

Healing - If a Cleric or Fighting-Man consumes this potion, it has the same effect as the first level Cleric spell **Cure Light Wounds**. If a Magic-User drinks this potion it has no effect.

Longevity - If a Fighting-Man or Magic-User consumes this potion, it reduces the imbiber's age **1d10** game-years. However, if this potion is used by a Cleric, it does the reverse.

Clairvoyance - Consuming the entire potion has the same effect as the third level Magic-User spell of the same name.



Clairaudience - Consuming the entire potion has the same effect as the third level Magic-User spell of the same name.

Animal Control - When the **entire** potion is consumed, the imbiber may control **3d6** animals of the same variety as found in the "Basic Animals" category of encounters in the Upper World. The imbiber can drink **2/3** of the potion and control **2d6** animals, or **1/3** of the potion and control **1d6**. The range at which this effect occurs is up to the Referee, but should be no less than 36" as potions are formulated by Magic-Users who are Enchanters or better. At longer ranges, it could take up to an entire turn for the imbiber to establish control.

Undead Control - Consuming this entire potion allows the imbiber to control **2d4** creatures in the Undead category, which consuming **half** allows control of **1d4** of the undead. The Referee may place limitations upon what type of Undead may be immune.

Plant Control - The imbiber gains complete control over any plants or fungi within a 1" x 1" area. If there are semi-intelligent or intelligent plant or fungoid creatures within this area, up to **1d6** may be controlled. Unlike other potions, the range is limited to 6".

Human Control - The imbiber controls a varying number of humans depending upon how much potion is consumed. If only **1/4** is consumed, **1 human** can be controlled; **half** the potion allows control of **1d4**; drinking **3/4** allows control of **2d4**, and if the **entire** potion is drunk, **3d4** can be controlled. The effect is like that of the first level Magic-User spell **Charm Person**.

Giant Control - By drinking this potion, the imbiber can control any one creature larger than man-sized (other than a Dragon), though if **actual** humanoid **Giant(s)** is/are the intended target, between **1 - 3** can be controlled as if the fourth level Magic-User spell **Charm Monsters** was used.

Dragon Control - This potion affects one Dragon of a specific breed randomly determined by consulting the Dragon category of encounters in the Upper World (see **Table 17u: Category Encounters - Upper World**).

Poison - the Referee can give the impression that it is a potion of a different type (sight, color, odor, markings), but it has the singular feature of being instantaneously deadly to the imbiber even if only a tiny sample is consumed.

Invulnerability - When found, this potion has **1d6** draughts. Each sip adds **+2** to the imbiber's defensive capability (Armor Class) and saving throws. However, if more than one sip of this potion is consumed within a week the effect is reversed.

Fire Resistance - If this potion is consumed, it allows the imbiber to walk through most fire unharmed. It also provides a **+2** bonus to saving throws against magical and dragon fire.

Treasure Finding - Whomever drinks this potion can locate any treasure trove within one mile, with a variation of only **1d12** feet.

Heroism - If a Fighting-Man consumes this potion, he temporarily increases his combat capabilities by 2 levels. If consumed by a Magic-User or Cleric, the imbiber gains the fighting ability of a 4th level Fighting-Man (Hero).

Scrolls

Most scrolls are only usable by Magic-Users. Referees may optionally allow any class to use a **Protection** scroll, though the original fantasy role playing game made it clear that these are spells and therefore should only be readable by a spell-caster. The spell hedges the reader, and anyone within **1d4 "** (inches) of him, from one or more creatures of the category specified. The protection moves with the reader and endures for **6 turns**.

To determine which **spells** are on a scroll simply roll one die, with the number rolled corresponding to the level of the spell, crediting a 6 as a 5. Only Magic-User spells will be found on scrolls, and only a Magic-User may employ them. However, a 1st level Magic-User can use a 5th level spell with full effect.

For a scroll, it is the Magic-User who prepared the scroll whose level matters, not the reader. The caster's effective level is often relevant to range, duration, damage, area, etc. The effective level for a scroll is given in the table below, although it is possible that the Referee could specify that a low level spell was actually scribed by a very high-level Magic-User and thus has higher effectiveness.

Table 15l: Scrolls

DICE ROLL	SCROLL	DICE ROLL	SCROLL
01 - 20	1 spell	61 - 75	Protection from Lycanthropes
21 - 35	2 spells	76 - 80	Protection from Undead
36 - 45	3 spells	81 - 90	Protection from Magic
46 - 50	7 spells	91 - 00	Protection from Elementals
51 - 60	Cursed	—	—

Table 15m: Effective Level of Scroll

SPELL LEVEL	EFFECTIVE LEVEL
1	3
2	4
3	6
4	9
5	11

Protection from Lycanthropes - If more than a **dozen** Lycanthropes are encountered, they can break through the hedge.

Protection from Undead - If more than **two dozen hit dice** worth of Undead are encountered, they can break through the hedge.

Protection from Elementals - This spell protects against up to **two** Elementals including Djinn and Efreet.

Protection from Magic - This spell surrounds the reader, and anyone within the hedged area, with a barrier that prevents anything magical from entering or leaving. The Referee must decide if this includes certain fantastic creatures or even magical items. It always prevents the passage of spell and spell-like effects.

A **Cursed** scroll is activated if even one symbol on it is read. The Referee must take extreme measures to trick players into examination



of such a scroll, perhaps having useful ones disappear if taken from the spot found unless they are read immediately. Secretly determine the type of curse the scroll contains by rolling **1d6**. If a **copy** of a cursed scroll is made, it will have **double** effect, but as soon as one is read, the other will vaporize. Curses act as though cast by an 11th level Wizard.

Table 15n: Cursed Scroll

DICE ROLL	CURSE
1 - 2	A 6th level monster appears and attacks the reader
3	The reader contracts a fatal disease and only has two weeks to live unless cured
4	The reader is teleported 1,000 miles in a random direction
5	The reader is teleported to another dimension
6	The Referee imposes his favorite curse on the reader

Rings

Unless specifically noted below, a ring's magic has an **unlimited duration**. Any character class or race may use a magic ring. They may be worn or taken off and carried at will. The Referee is encouraged to place limits on the number of rings that may be in simultaneous use, lest a greedy character try to accumulate one for each digit on his hands and feet.

Table 15o: Rings

DICE ROLL	RING	DICE ROLL	RING
01 - 10	Invisibility	71 - 80	Fire Resistance
11 - 20	Animal Control	81 - 84	Protection, 5' radius
21 - 30	Human Control	85 - 88	Water Walking
31 - 40	Weakness	89 - 92	Sleep
41 - 45	Protection	93 - 95	X-Ray Vision
46 - 50	Truth	96 - 97	Spell Turning
51 - 60	Illusion	98 - 99	Telekinesis
61 - 64	Three Wishes	0	Endless Wishes
65 - 70	Giant Strength	—	—

Invisibility - The wearer is made invisible as with the Magic-User spell of the same name. The Referee may decide that the invisibility is temporarily lost if the wearer makes an attack.

Animal Control - The wearer may control **3d6** animals of the same variety as found in the "Basic Animals" category of encounters in the Upper World. Control may be asserted so long as the animal(s) remain within sight. The wearer must concentrate upon the animal(s) or control is lost. At longer ranges, it could take up to an entire **turn** for the wearer to establish control.

Human Control - The wearer may control one person. The ring's effect is like that of the first level Magic-User spell **Charm Person**. Control may be asserted so long as the person remains within sight. The wearer must concentrate upon the person or control is lost.

Weakness - The wearer loses 10% of his **Strength** per day until half of the points are lost. The ring cannot be removed until a Cleric casts **Remove Curse** on the wearer. A weakened person cannot carry as much weight. The Referee may impose other penalties such as reducing the wearer's offensive ability and making it impossible for him to open stuck doors.

Protection - The ring increases the wearer's defensive capability and makes it easier to achieve a saving throw. The amount of protection varies from ring to ring.

Truth - the wearer knows when he is being lied to.

Illusion - The wearer is able to cast the second level Magic-User spell **Phantasmal Forces** at will. Only one such Illusion at a time can be maintained and the wearer must remain concentrating upon the illusion for its duration. The illusion is as powerful as one cast by an 8th level Magic-User.

Three Wishes - As with the sword above.

Giant Strength and **Fire Resistance** both behave as the corresponding potion above.

Protection, 5' radius - As with the ring of **Protection** above, except one other person who huddles near to the wearer is also protected.

Water Walking - The wearer can walk on the surface of a body of water. The Referee must decide how fast he can move, how much he can carry, and under what conditions he might still be at risk of being swept under a wave.

Sleep - This ring causes the wearer to fall into a magical slumber. The ring cannot be removed and he will remain asleep until the magic is successfully dispelled (see **Dispel Magic** above).

X-Ray Vision - The wearer can see through any object at the depth desired up to about 20 feet. Lead is impervious to the X-ray and blocks inspection of anything so shielded.

Spell Turning - Any spell cast against the wearer will be reflected back at the caster whether Cleric, Anti-Cleric, or Magic-User. The amount of the spell that is reflected depends on the roll of **1d100**. The ring does not function against magical wands and the like, only against spoken spells.

Telekinesis - The wearer can move material objects at **30 feet per turn** if he can see the object to be moved. The amount of weight the wearer can move at one time is limited to ten pounds (100 coins) per point of his intelligence.

Endless Wishes - Such a ring is powerful beyond measure and will be sought out by all who crave power. The wearer must state his wish aloud.

Wands and Staves

Whenever a wand or staff is discovered, there is a **10% chance** that it has been **booby-trapped** to fire backwards if it is of the type that uses charges. Except for the five items specifically designated as a Staff, and the one item designated as a Wand, each item in the table above may come in the form of either a Wand or a Staff.

Wands and Staves of **Detection** do not use charges and will never cease to function. All other items have a limited number of charges.

A **Staff** may be used in combat as a **melee weapon**. Its magic is as effective as if cast at **8th level**. A Staff may have up to **300 charges**. The Referee must decide how recharging is accomplished, the cost and the time required to do so, and what level Magic-User or Cleric must do the job. The Staff of Healing, Snake Staff, and Staff of Striking are exclusively for use by Clerics or Anti-Clerics. All of the others are usable by Magic-Users.

A **Wand** may only be used by a **Magic-User**, cannot be used as a melee weapon, has magic as effective as if cast at the **6th level**, and has a maximum potential of **200 charges**.

Both **Wands and Staves** aid the ability of their bearer to concentrate and **focus** his spell casting. The Referee may, **optionally**, allow the caster to increase the range or effectiveness of one or more spells - or even allow one or more spells to be cast without losing them - based on the level of expertise of the caster. **Designer Note:** this optional mechanic is adapted from the second oldest fantasy role playing game.

Table 15p: Wands and Staves

DICE ROLL	WAND OR STAFF	DICE ROLL	WAND OR STAFF
01 - 15	Wand of Metal Detection	66 - 70	Lightening Bolts
16 - 25	Illusion	71 - 75	Polymorph Others
26 - 35	Enemy Detection	76 - 80	Staff of Healing*
36 - 40	Magic Detection	81 - 85	Light
41 - 45	Detection of Secret Doors and Traps	86 - 90	Snake Staff*
46 - 50	Fear	91 - 95	Commanding Animals
51 - 55	Cold	96 - 97	Staff of Striking*
56 - 60	Paralyzation	98 - 99	Staff of Power*
61 - 65	Fireballs	0	Staff of Wizardry*



* Staff only

Wand of Metal Detection - This wand points toward the largest collection of metal within about a 20 foot radius.

Illusion - This item enables the bearer to cast the second level Magic-User spell **Phantasmal Forces** at will. Only one such Illusion at a time can be maintained and the bearer must remain concentrating upon the illusion for its duration or else it ends prematurely.

Enemy Detection - The bearer can sense hidden or invisible enemies within 6". If the means of concealing the enemy are magical, the enemies cannot be discovered if the magic was cast by a caster of a higher level of experience than the effective level of the item (wand or staff).

Magic Detection - as with the first level Cleric spell **Detect Magic**. The power of detection is limited by the item's level of effectiveness.

Detection of Secret Doors and Traps - The bearer can discover manually or mechanically operated secret doors and traps within either 6" (Wand) or 8" (Staff). It does not detect the presence of traps or secret doors that are magically operated or magically concealed.

Fear - The bearer can force any living thing within 1" of him to flee in fear. The target is entitled to a saving throw to shake off this effect. The fear lasts **6 turns** (Wand) or **8 turns** (Staff) plus (+) **2d6 turns**. The second level Cleric spell **Tranquilize** can calm the target if he is caught or cornered.

Cold - The bearer uses this item to create an icy cloud shaped like a truncated cone, 1/2" in diameter at the mouth, 3" in diameter at the far end, and 4" long. All within it must make a saving throw versus Dragon Breath or die.

Paralyzation - This item projects a ray at any living thing within sight of the bearer. The target is entitled to a saving throw which, if failed, means the target is paralyzed. The paralysis lasts **6 turns** (Wand) or **8 turns** (Staff) plus (+) **2d6 turns**. A **Tranquilize** spell (see above) will free the target.

Fireballs - This item can throw a **Fireball** like the third level Magic-User spell. If thrown from a **wand** it does **6d6** points of damage, and if thrown from a **staff** it does **8d6**. A Magic-User who has an affinity for Lightning Bolts cannot use this item. If the Magic-User's affinity is unknown, it is determined when the Magic-User first attempts to use this item.

Lightening Bolts - like above.

Polymorph Others - This item allows the bearer to cast the fourth level Magic-User spell **Polymorph Other** upon **1d3** targets per combat round. Each target costs 1 charge and can be transformed into a different type of creature.

Staff of Healing - This staff allows the bearer to invoke the first level Cleric spell **Cure Light Wounds** by lightly tapping upon the wound. It cannot be used by a Magic-User, but in the hands of a Cleric it can be applied to numerous different persons in the same day, but not the same person twice.

Light - The bearer can cast a spell with the same effects as the first level Magic-User spell of the same name.

Snake Staff - When a Cleric uses this staff as a weapon, he adds **+1** "to hit" and, if a hit is scored, also does **+1** point of damage. Each attempt to hit a target uses one charge.

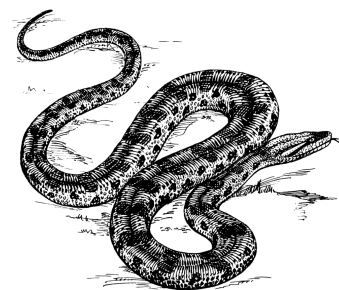
Commanding Animals - The bearer can command animals with the same effect as if he had consumed an entire potion of **Animal Control** (see above).

Staff of Striking - When a Cleric uses this staff as a weapon it does **2d6** of damage due to the energy within the staff. It does not, however, add to the probability of hitting the target. Each attempt to hit a target uses one charge.

Staff of Power - When the bearer uses this staff as a weapon, it adds **+1** "to hit" probability and does **2d6** damage when it strikes a blow. The staff also can emanate light as the second level Magic-User spell **Continual Light**. The staff can levitate and move objects up to 800 coins in weight as with the second level Magic-User spell **Levitate**. Finally, this staff is unique in that it allows the bearer to throw both **Fireballs** and **Lightning Bolts**. Each power uses a single charge.

Staff of Wizardry - The many capabilities of this item are left to the Referee. Here are some suggestions:

- The bearer may break the staff as a **"Final Strike"** which releases all of charges and does damage to anyone or anything within a 3" radius. Each charge may count for multiple points of damage.
- The bearer uses the staff to make some form of **terrain** appear to exist, or conceal the existence of some form of terrain, until the **glamor** is contacted by some enemy.
- The staff can emit a **cloud of poisonous vapor** that slays all creatures with one hit dice or level of experience or less. The gas is 3" deep by 6" wide by 3" high and moves with any wind, sinking into any depressions or low spots, and moving up to 6" per turn. If the bearer does not maintain concentration, it will drift at random.
- The staff can spray strands of **web** that are difficult to cut, but able to be set aflame. Treat them as the webs created by a **Giant Spider** (see above).
- When hurled to the ground the staff temporarily turns into a **Giant Anaconda** that will do the bidding of the staff's owner.
- The staff can **negate** the effect of any other wand or staff that operates at a distance. The staff can only nullify the effect of one staff or wand at a time and the bearer must specify which one.
- When used as a weapon and a hit is struck, the staff either **ages** the target by a decade or **foreshortens** its life by a decade (even chances of either result) in addition to dealing out the usual damage. This effect is of no good against those of the Undead category or those with exceptional life spans.
- The staff contains some **entity** and thus has a name and perhaps an opinion too.
- The staff is **indestructible** and is rumored to have been created by a 17th level Wizard.
- The staff retains the ability to **cast any spell** used by anyone who bore it and also is capable of **teaching** those spells to its current owner.



Designer Note: Again, some of these mechanics echo those found in the first and second fantasy role playing games as well as the fantastic wargame that preceded them.

Miscellaneous Magical Items

Unless otherwise noted below, these magical items are usable by any class or race.

Table 15q: Miscellaneous Magical Items

DICE ROLL	MISCELLANEOUS MAGICAL ITEM	DICE ROLL	MISCELLANEOUS MAGICAL ITEM
01 - 05	Crystal Ball	49 - 53	Boots of Speed
06 - 07	Crystal Ball with Clairaudience	54 - 58	Boots of Levitation
8	Crystal Ball with ESP	59 - 63	Boots of Flying
09 - 14	Medallion of ESP, 30' range	64 - 68	Boots of Traveling
15 - 19	Medallion of ESP, 90' range	69 - 73	Helm of Reading Magic and Languages
20 - 29	Amulet of Protection from Evil High Priests	74 - 78	Helm of Telepathy
30	Medallion Controlling Water Elementals	79	Helm of Teleportation
31	Bracelet Controlling Air Elementals	80 - 89	Helm of Evil (Good)
32	Stone Controlling Earth Elementals	90 - 91	Horn of Panic, 300' range
33	Gem Controlling Fire Elementals	92 - 93	Horn of Blasting, 100' range
34 - 38	Djinn Bottle	94 - 97	Gauntlets of Giant Power
39 - 48	Elven Cloak of Concealment	98 - 00	Girdle of Giant Strength

Crystal Balls - Generally, the operation of these devices is more difficult to accomplish with success over long distances; when the subject is not completely known; when spells are put to use to prevent scrying; and, when lead interposes itself between the viewer and the subject, etc. Only about three attempts per day can be made under such conditions. These devices are only usable by Magic-Users. A **Crystal Ball with ESP** replicates the second level Magic-User spell of the same name. A **Crystal Ball with Clairaudience** is the most powerful, providing both Clairvoyance and Clairaudience as the third level Magic-User spells. A **Crystal Ball (no qualifier)** provides Clairvoyance.

Medallion of ESP - Any class may use this item, but a malfunction may occur if not used by a Magic-User. The Referee should assign a probability and roll a **1d6**. The exact nature of the malfunction is left to the Referee.

Amulet of Protection from an Evil High Priest - This charm negates the dreaded Finger of Death if it was cast by an Evil High Priest.

Elemental Control - Each of these items is only usable by a Magic-User. Each allows the owner to conjure the appropriate Elemental without expending a spell. Control is maintained so long as the item is in the owner's possession. The Elemental can be commanded to return to the plane from which he came.

Djinn Bottle - The owner of the bottle is the master of the Djinn inside. The capabilities of the Djinn are outlined in the **Monsters** section of the rules.

Elven Cloak of Concealment - A person wearing both the Cloak and the Elven boots that go with it can move both invisibly and silently. However, the wearer cannot fight and still remain invisible. The Referee must decide if the items can function if separated.

Boots of Speed - Allows the wearer to travel by foot at the speed of a Light Horse for a full day. He must then rest for one day.

Boots of Levitation - The wearer can rise or descend 6" per turn to a maximum height of 36". The wearer can remain stationary, but lateral movement is possible if the wearer has some way to push, pull, or otherwise propel himself. There is no time limit on use of these boots.

Boots of Flying - The wearer can fly as with the third level Magic-User spell. There is no time limit on use of these boots. The Referee may substitute a **Flying Carpet** or **Flying Broom** for the boots.

Boots of Traveling - Increases the speed of outdoor travel by **50%** and makes the wearer tireless.

Helm of Reading Magic and Languages - Wearing this helm allows any class to read and understand **Magi** and languages. The Referee must decide whether this means the wearer can cast spells from a scroll.

Helm of Telepathy - This item allows the wearer to read the thoughts of any person or thing within 90 feet.

Helm of Teleportation - Any class can use this helm to teleport as if the fifth level Magic-User spell of the same name were cast on the wearer by a 9th level Magic-User (Sorcerer). Only the wearer is transported elsewhere; the person using the helm cannot teleport others or objects other than those about his person. A Magic-User who has the **Teleport** spell in his daily repertoire can use this helm to teleport without actually using the spell, but without a teleport spell prepared for

the day he cannot teleport back to his origin point. It is up to the Referee how often the helm functions.

Helm of Evil (Good): The wearer of this helm reverses roles from Lawful to Chaotic or vice versa. If Neutral, he will become Chaotic. The helm is not removable without a spell to **Dispel Magic**.

Horn of Panic - Upon the sounding of this device, men and fantasy creatures within earshot are thrown into panic. Each is entitled to a saving throw versus magic to avoid the effect except animals who will automatically flee. The range of the horn's magical effect is 300 feet. A **Tranquilize** spell can reverse the effect.

Horn of Blasting - Upon the sounding of this horn, any normal men, or creatures of less than one hit dice, in its path are struck dead. Fantasy figures will be deafened for **1 turn**. If the horn is used on a stronghold or field fortification, it destroys 6 structure points per blast (see **Strongholds**). The Referee must decide how often the magic horn can be used, the dimensions of its cone of effect, and its range.

Gauntlets of Giant Power - If the wearer makes a successful strike against an opponent, the gauntlets inflict **2d6** points of damage.

Girdle of Giant Strength - The wearer can strike opponents with the same probability as a Giant and every hit inflicts double the normal damage rolled. The wearer also has the strength of a Giant in other areas (lifting, etc.).



XVI: MAGICAL SWORDS - OPTIONAL

In mythology and fantasy literature, enchanted swords can give great powers to their owners. Sages speculate that it is the shape of the sword which makes it so amenable to stronger enchantments. They observe that other weapons (even enchanted ones) are less deadly, and seldom have a distinct personality, being mere tools instead of agents of destiny.

Each magical sword is its own creature, and like other creatures, it must fall into one of the three great divisions of the Cosmic Struggle. There is a **1-in-2** chance that a sword is **Lawful**. If it is **not Lawful**, there is an **even chance** of it being either **Neutral** or **Chaotic**.

A sword is also crafted for a particular type of man to wield it and is impotent to aid a man of the wrong class. Roll **1d8**:

- 1 - 5 a **Fighting-Man's Sword**
- 6 - 7 **Magician's Sword** usable by a Magic-User
- 8 - **Holy Sword** usable by a Cleric

Every magical sword is able to give its owner a boost of **+1 "to hit"** or **+1 damage**. Though, as the Referee completes the process of "forging" the sword with dice rolls below, it is possible this will improve.

Each sword has two traits: **Intelligence** and **Egoism**. Roll **3d6** to assign a value for each trait. A sword will communicate with its owner based on its intelligence score.

Table 16a: Sword Means of Communication

SWORD INTELLIGENCE	MEANS OF COMMUNICATION
5 or less	None
6 - 12	Gross emotions
13 - 16	Speaking
17 - 18	Telepathically

Even if a sword cannot communicate, it will endow the user with the abilities below either automatically (such as the ability to read languages) or as they are discovered (such as improved recuperative powers after a battle).

Roll **1d10** treating a 0 as zero. Next roll **1d100** and add the value from the prior roll. The range of results will be from 1 to 109. Consult the following table to see if the sword has any **(Bonus) Abilities**.

For a Fighting-Man's sword, consider the result as a bonus that stacks with the standard abilities further below. Likewise, a Holy Sword may gain one or more bonus abilities that stack with the divine abilities based on Intelligence. A Magician's Sword only gets abilities through a roll on this table.

Example: a Fighting-Man's sword typically gets two combat abilities. A roll of 66 on the Bonus Abilities Table would add one more combat ability to that sword.

Table 16b: (Bonus) Abilities

RESULT	FIGHTING-MAN'S SWORD	MAGICIAN'S SWORD	HOLY SWORD
01 - 12	No abilities		
13	Sword -2 "to hit"	Sword is Cursed	Sword sought by Invisible Stalker
14 - 65	No abilities		
66 - 76	One combat ability	One magic ability	One divine ability
77	Attacks against owner made at -2 "to hit"	Owner may add 1d10 to any saving throw	Allows owner to Teleport away from battle / melee
78 - 86	One combat ability	One magic ability	One divine ability
87 - 97	Two combat abilities	Two magic abilities	Two divine abilities
98 - 103	Three combat abilities	Three magic abilities	Three divine abilities
104 - 109	Four combat abilities	Four magic abilities	Four divine abilities

Combat Abilities

For a **Fighting-Man's Sword**, the Referee will make two rolls of **1d6** and record the results below. The two results, along with the sword's division, determine the next two tables that will be used to imbue the sword with its combat abilities.

Table 16c: Combat Abilities

MAKE TWO DICE ROLLS				
Sword Division	1 - 2	3	4	5 - 6
Lawful	Normal	Normal	Normal	Extraordinary
Neutral	Normal	Normal	Extraordinary	Extraordinary
Chaotic	Normal	Extraordinary	Extraordinary	Extraordinary

A **Lawful** sword has a first combat ability against Neutral opponents, and a second combat ability against Chaotic opponents. A **Neutral** sword has a first combat ability against Lawful opponents, and a second combat ability against Chaotic opponents. A **Chaotic** sword has a first combat ability against Lawful opponents, and a second combat ability against Neutral opponents.

The first and second combat abilities are rolled either on the "Normal" table or the "Extraordinary" table depending on the two dice rolls above. The next two rolls are made using **1d100**.

Each sword begins with a **+1** against all opponents. These combat ability rolls create a **+2** (or even **+3** if the same result is rolled) "to hit" or damage advantage against particular opponents.

Example: The Referee rolls up a Chaotic sword for a Fighting-Man. At the end of the process, he has created a **Sword+1, +2 against [Lawful] Treants and [Neutral] Magic-Users**.

Table 16d: Normal Ability Versus Lawful Opponent

DICE ROLL	RESULT	DICE ROLL	RESULT
01 - 35	Men	71 - 85	Dwarves
36 - 45	Halflings	86 - 95	Owner's choice
46 - 55	Treants	96 - 00	Roll twice on this table
56 - 70	Rocs	—	—

If the result is "**Owner's choice**" the player of the character who owns the sword selects a creature from this table.

If the result is to **roll again**, multiple "roll agains" do not stack. The designer's intent is to select one, two, or three creatures.

Be sure to note the division of the creature if it could be aligned with more than one division. For example, a result of "Men" on this table should be recorded as Lawful Men.

Table 16e: Extraordinary Ability Versus Lawful Opponent

DICE ROLL	RESULT	DICE ROLL	RESULT
01 - 10	Magic-Users	46 - 60	Elves
11 - 15	Clerics	61 - 75	Lycanthropes
16 - 25	Unicorns	76 - 85	Centaurs
26 - 35	Pegasi	86 - 95	Roll again on this table
36 - 45	Hippogriffs	96 - 00	Roll twice on this table

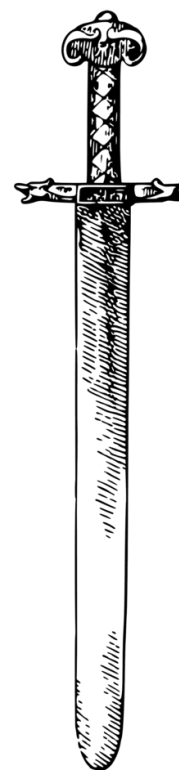


Table 16f: Normal Ability Versus Neutral Opponent

DICE ROLL	RESULT	DICE ROLL	RESULT
01 - 20	Men	66 - 70	Giants
21 - 30	Animals	71 - 75	Purple Worms
31 - 40	Rocs	76 - 85	Owner's choice
41 - 50	Dwarves and Gnomes	86 - 95	Roll twice on this table
51 - 60	Orcs	96 - 00	Roll thrice on this table
61 - 65	Ogres	—	—

Table 16g: Extraordinary Ability Versus Neutral Opponent

DICE ROLL	RESULT	DICE ROLL	RESULT
01 - 05	Nixies	66 - 70	Centaur
06 - 10	Pixies	71 - 75	Hydras
11 - 15	Dryads	76 - 80	Sea Monsters
16 - 30	Elves	81 - 85	Chimera
31 - 40	Lycanthropes	86 - 90	Magic-Users
41 - 55	Dragons	91 - 00	Roll twice on this table
56 - 65	Wyverns	—	—

If the result is **Sea Monsters** and there are more than one species in the campaign world, select two species.

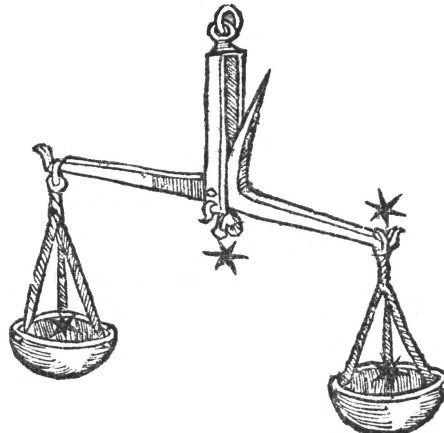


Table 16h: Normal Ability Versus Chaotic Opponent

DICE ROLL	RESULT	DICE ROLL	RESULT
01 - 20	Men	61 - 65	Ogres and True Trolls
21 - 30	Goblins and Kobolds	66 - 75	Giants
31 - 35	Hobgoblins and Gnolls	75 - 85	Ghouls
35 - 50	Orcs	86 - 95	Roll twice on this table
51 - 60	Ogres	96 - 00	Roll thrice on this table

Table 16i: Extraordinary Ability Versus Chaotic Opponent

DICE ROLL	RESULT	DICE ROLL	RESULT
01 - 05	Bealuwearg	51 - 55	Manticorae
06 - 15	Magic-Users	56 - 60	Gargoyles
16 - 25	Wights	61 - 65	Minotaurs
26 - 30	Wraiths	66 - 70	Gorgons
31 - 35	Mummies	71 - 80	Dragons
36 - 40	Spectres	81 - 90	Lycanthropes
41 - 45	Vampires	91 - 95	Roll twice on this table
46 - 50	Medusae	96 - 00	Roll thrice on this table

Magic Abilities

A **Magician's Sword** has the ability to cast spells. For each magical ability, one or more spells are known.

Table 16j: Level of Magic

DICE ROLL	LEVEL OF MAGIC
01 - 30	1st level
31 - 55	2nd level
56 - 76	3rd level
77 - 90	4th level
91 - 00	5th level

Table 16k: Number of Spells

LEVEL OF MAGIC	NUMBER OF SPELLS
1st level	1d12
2nd level	1d10
3rd level	1d8
4th level	1d6
5th level	1d4



Once the level of magic, and number of spells at that level, are known the Referee picks at random from the Magic-User spells.

If there are more spells known by the sword than possible spells in the list, some adjustment is necessary. A known spell slot cannot be used to pick a spell from a higher level spell list, but can be exchanged on a two for one basis for spells from the next lower level of magic.

Divine Abilities

For every six points of Intelligence that a **Holy Sword** has, it gains one divine ability. Swords with an Intelligence of 5 or less do not get a divine ability unless the Referee rolled a bonus ability on the table above. For each divine ability, roll **2d10** and consult the table below. If the same divine ability is rolled more than once, that power may double in effect (range, number of uses per day, or strength).

Table 161: Divine Abilities

DICE ROLL	RESULT	DICE ROLL	RESULT
2	X-Ray vision	10	Detect and open secret doors
3	Clairvoyance	11 - 13	Read a language
4	Clairaudience	14 - 16	Longevity
5	ESP	17 - 18	Read Magic
6 - 7	+1 save versus magic	19	Morale boost
8 - 9	Doubled rate of healing	20	Create illusion

Holy Swords

These swords also have the ability to cast one or more Cleric spells.

- Roll **1d8** to determine what level of experience to which the sword's spell casting ability is equivalent. For example, if an 8 is rolled, the sword is the equivalent of a Patriarch (8th level Cleric)
- Of the levels of spell complexity available to that caster, randomly decide which spell level the next roll will be on. To stick with the example, a Patriarch can cast spells from all five levels. The Referee uses a ten-sided dice to decide which of the five levels the sword will select its spell from. In this example assume the result was a 5th level spell.
- Roll **1d6**. If the number showing on the dice does not correspond to a Cleric spell (for example, rolling 4 or above on the 5th level spell table), then begin this procedure over again and continue until the sword has two Cleric spells it can cast instead of just one.

Special Powers

Every sword is granted at least one special power in the service of the division to which it is aligned. The Referee rolls **1d10** to decide whether a special power comes from List A or List B. Each Special Power is usable once per day.

Table 16m: Special Powers by Division

DICE ROLL	LAWFUL SWORD	NEUTRAL SWORD	CHAOTIC SWORD
1 - 4	List A	List A	List A
5	B	List A	List A
6 - 7	B	B	List A
8 - 10	B	B	B



Table 16n: Special Powers - List A

DICE ROLL	RESULT	DICE ROLL	RESULT
01 - 05	Conjure and Control Air Elemental*	41 - 50	Throw a Fireball
06 - 10	Conjure and Control Earth Elemental*	51 - 60	Polymorph Other
11 - 15	Conjure and Control Water Elemental*	61 - 70	Control Men
16 - 20	Conjure and Control Fire Elemental*	71 - 80	Control Animals
21 - 25	Djinn (the sword's Alter Ego)	81 - 85	1d12 wishes
26 - 30	Levitation	86 - 95	Roll twice on this table
31 - 40	Throw a Lightning Bolt	96 - 00	Roll thrice on this table

* Conjuration of an elemental is guaranteed, however, there is only a **1-in-3** chance of control.

Table 16o: Special Powers - List B

DICE ROLL	RESULT	DICE ROLL	RESULT
01 - 10	Turn Invisible and Move Silently	46 - 50	Detect Gems and Jewelry
11 - 18	Fly	51 - 56	Detect Magic
19 - 25	Panic Opposing Troops / Creatures	57 - 60	Immolate
26 - 30	Increase Strength by a multiple of 1d6	76 - 80	Paralysis
31 - 38	Invulnerability	81 - 88	1d10 wishes
39 - 42	Fire Resistance	89 - 94	1d4 wishes (renewable)
43 - 45	Detect Metals	95 - 00	Roll twice on this table

Invulnerability - any attack on the owner that causes less damage than 50% of his current hit point total are ineffective.

Detect Metals - the owner of the sword can tell what type.

Detect Gems and Jewelry - the owner can tell the number and approximate size

Artefact

There is a **2-in-1000** chance that the sword is an artefact of another civilization. Artefacts may have unique powers and curses that are left to the discretion of the Referee.

Example: A sword that has the power to transfer hit points to its owner when it is used to kill a creature. For every 10 hit points the slain opponent had, the sword's owner temporarily gains 1 hit point. When the owner reaches the natural limit of advancement in experience levels, the owner is whisked away to another plane (Lawful or Chaotic swords only).

Picking Up the Sword

When a character initially picks up a magical sword and his division is not the same as that of the sword, he will suffer damage. A Lawful character who picks up a Chaotic sword takes **2d6** of damage. Likewise for a Chaotic character picking up a Lawful sword. A Neutral character picking up either a Lawful or Chaotic sword takes **1d6** points of damage. Note: A hireling that picks up a sword is not acting as a free agent so he will only take half the damage (either **2d3** or **1d3** points).

Sword Intelligence

This trait allows a sword to use its powers to the utmost; even telling the owner its powers. In cases where the sword's Intelligence can aid its owner and his companions, for example if they are lost in a maze, roll **3d6+1**. If the result is less than or equal to the sword's Intelligence, then the sword may lend its intellect to the owner to solve the problem at hand.

Contest of Wills

A sword will attempt to assert its will over its owner if the owner's division (Law, Neutrality, or Chaos) differs from that of the sword. This will manifest whenever the owner wavers as to his alignment with a division, or should magic compel the owner to act out of step (or change) his alignment. A Chaotic or Lawful sword will **immediately** attempt to assert its will if the owner is Neutral.

A sword may overpower its owner's will depending on the results of two sets of dice rolls.

- During the first round of a contest of wills, the player rolls **1d12** and the Referee rolls **1d12** for the sword. Both add this to their Intelligence and then the results are compared.
- If the player had the higher score during the first round, the Referee rolls **1d12** for the sword. If this second throw is less than the difference of results in the first round, the sword has won the contest of wills.
- If the sword had the higher score during the first round, the player rolls **1d12** for his character. If this second throw is less than the difference of results in the first round, the character has won the contest of wills.

If a **sword wins** a contest of wills, the owner's division is changed to that of the sword and remains that way so long as the character owns the sword. Even if the owner somehow is able to set the sword aside, if he ever comes back into possession of that sword, he immediately falls under its influence.

If the **player wins** the contest of wills, the sword changes its division to that of its owner and it will remain that way until no longer in his possession. Should the sword return to his possession, it again conforms to its owner's alignment.

To outsiders, a contest of wills sounds like a verbal debate between the owner and his sword that lasts for **two combat rounds**.

Example Contest of Wills

Frederick is a Neutral who happens upon Quake, a magical sword aligned with Chaos. After Frederick picks up the magical sword and takes a few hit points of damage (see below), Quake immediately tries to assert his will against his new owner. Frederick has an Intelligence of 11 while Quake only has an intelligence of 10. The player rolls 9 on a twelve-sided dice for Frederick while the Referee rolls 4. Frederick's score during the first round is $11+9 = 20$. Quake's score is $10+4 = 14$. The difference between these results is $20-14 = 6$. Frederick (the player) has won the first round of the contest of wills.

Since the player had the higher score, the Referee now rolls a twelve-sided dice, attempting to get under 6. The Referee rolls a 5 which means that the sword has won the contest of wills.

Sword Egoism

Egotistical swords lead their owners past better weapons, into greater dangers, and demand a share in the loot (i.e. requiring its owner to fret over its sharpening, oiling, etching, bejeweling, or accessorizing). The Referee playing the sword should treat it as a non-real player and make suggestions to nudge the player into making such choices.

An Egotistical sword might also allow itself to be captured by another player of higher level of experience than its owner. The sword, in this case, feels that its current owner is below the sword's station in the social hierarchy.

Conversely, a sword with both high Egoism and high Intelligence might seek out a lower-level character to take possession of it (by trick or violence) so that it can better control its owner.

Creating a Magic Sword

Magic-Users of **7th level** (Enchanter) or above may attempt to enchant a sword. Enchantment traps some extra-planar entity (such as a **Djinn** or **Efrete**) within the sword.

Multiply the **experience level** of the Magic-User by the level of **magical complexity** he is attempting to use (based on the highest level spell slot he may cast) by the **number of weeks** spent preparing the sword by the number of **thousands of gold pieces** he has spent on research and materials. Divide this result by **1100**. This is the number of **abilities** that the sword has. A Fighting-Man's Sword requires at least two abilities to enchant it successfully.

Example: an 11th level Wizard using one spell slot of 5th level spending four (4) weeks and 5,000 gp on enchanting this item could create a Holy Sword or Magician's Sword. If the Wizard wanted to create a Fighting-Man's Sword he would have to either spend twice as much time or money.

While the item is being crafted, the spell slot being used is unavailable to memorize and cast a spell. The Referee should decide if the Magic-User is able to adventure during the time the item is being crafted. The Referee should also decide if there are any special ingredients or other limitations required (for example, only being able to craft the item under a certain celestial sign).

As with all magical research, there is a **15% chance of failure** when creating an item. Failure is not discovered until the end of the process after money and time has been expended.

DRAGONS BEYOND

**Fantasy Medieval Wargame Campaign Rules
Playable with Pencil and Paper and Miniature Figures**



UPPER & UNDERWORLD ADVENTURES

VOLUME III OF THREE BOOKLETS

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XVII: GUIDELINES FOR THE REFEREE

The Referee is responsible for the preparation of the campaign. He must draw out a minimum of half a dozen levels of the "**Underworld**" — or the physical characteristics of the Upper World — where adventures will occur. Then the Referee must people these places with horrid monsters, distribute magical prizes, and note the locations on a key corresponding to the appropriate Underworld level or the appropriate section of the **Upper World** (i.e. the wilderness).

THE UNDERWORLD

The Underworld consists of the various levels below ground. Sometimes these levels are caves or else dungeons beneath a manor or castle. There is no limit to the number of levels down a labyrinth can have.

The flexible rules below may also be applied to any adventure or segment of an adventure that does not occur out in the open such as the upper levels of a tower or chateau.

Players' Responsibility

Players should expect that any Underworld area will contain **Monsters**, both hostile and benign. A party seeking the fairest outcome will designate a character to map the dungeon. The Referee's Underground map is on gridded paper. For convenience the Referee may allow players to use the same, however a freehand drawing on a blank piece of paper may increase immersion and realism.

Referee's Responsibility

The Referee is responsible for having a number of levels planned and drawn up, keyed for specific encounters and prize locations. It is advantageous to have a specific purpose in mind when planning these. There are many sample "dungeons" now readily available. Here are some features that are hallmarks of "old school" dungeon design:

- Blind passages that all converge on one room.
- Secret doors that conceal entire sections of the dungeon.
- Labyrinths of rooms leading nowhere, yet still containing at least one monster with a prize (i.e. no concern for monster ecology).
- Slanted passages to interfere with players' ability to create an accurate map of the level.
- Stairs going down yet leading to a long passageway gently sloping upward so the party stays on the same level.
- Rooms or passages that channel players into a dangerous monster's lair.
- False doors to waste time and sow confusion. Ditto false stairs going either up or down to a dead end.
- Traps or tricks that are disguised as mundane elements of the dungeon. For example, a stairway that disguises a trap slide to a deeper level meant to split the party.
- Sloping passageways that lead a party deeper or higher in the dungeon without the party's awareness.
- Steps leading up a short way, then down two levels; at the highest point of the stairs, a triggering device closes off passage back with iron spikes or bars.
- Shifting walls that close off, or open up, sections of the dungeon at random intervals.



- Teleporters (either one way or two way) that can carry one or more party members far away and perhaps into deadly danger. For example, a transport pad that carries anyone standing on it to the center of the earth or bottom of the sea.
- Secret doorways meant to allow an enemy to escape or circle around behind a party.
- Sub-levels that are only accessible from either the level above, or below.
- Multiple connections between levels.
- The ability to bypass upper levels and immediately go deeper, as with a chute or sinkhole.
- A mixture of natural caverns and tunneled passageways.
- Rooms filled with illusion or capable of asserting mind control.
- Rooms which revolve on a pivot either up or down, changing both level and direction.
- Whole sections which dead-end so as to trap characters if they are pursued by some monster or beast like a hungry bear or tiger.
- Sinking rooms where the doors are held fast for a period; this includes rooms which seem to sink while actually staying on the same level.

In "old school" dungeon design, the risk of death was seen as one of the most stimulating parts of the game. Therefore, Referees would include as many mystifying and dangerous tricks and traps as they could while still allowing for a reasonable chance of survival.

The Referee should maintain the "freshness" of the Underworld. As monsters inhabiting the rooms and corridors of a level are killed off, new ones can easily be keyed in by the Referee, although not necessarily in the same rooms. New "construction" should always take place, and whole sections of a level can be closed off for a time by blocking passages and extending them in different directions. If the worst happens, new levels can always appear extending downward.

All-in-all, with all of the devices and tricks available, there is no reason why participants in the game should not continue to find mystification, enjoyment, excitement, and amusement when adventuring through the maze of passages of the Underworld. The Referee must simply keep it spiced with plenty of imagination.

Doors

Standard doors -- such as those in a well-maintained keep -- will automatically open. Other doors may be locked, stuck, or both.

- A lock can be **picked** using Thieves' Tools. See **Thievery** below.
- A door can be **forced open** by using a crowbar. Forcing open a door takes time and may create noise which can attract a wandering monster, or ruin the chance of surprising whatever lies on the other side of the door.
- A door may also be **broken down** using axes and the like. This usually requires a full turn; the Referee should make three checks to see if nearby or wandering monsters are attracted by the noise.

Some **one-way doors** might require three ones in a row to open.

In the Underworld, doors close automatically unless extreme measures are taken to hold them open. Characters often equip themselves with **wooden wedges** or **iron spikes** (pitons) to prevent doors from closing off their path of retreat. Wedges have the advantage of being nearly silent to jam into place. Hammering in one or more spikes, however, is liable to attract attention and ruin surprise. The imaginative Referee will keep players on their toes by occasionally thwarting their efforts to keep doors wide open.



Listening at the Door

A character may "listen" at any door to see if he hears anything on the other side. The material the door is made of can affect the chance of success, as can the volume of any noise on the other side and ambient conditions. **Undead** monsters **never make any sound** (unless they desire to do so) and consequently cannot be heard.

A character who is wearing a great **helm** is unlikely to hear anything except the sound of his own breathing.

There is a **1-in-6** chance that a human can hear noise when listening, and a **2-in-6** for other fantasy creatures.



Light

In the Underworld, generally passages have no light source so characters must bring their own especially if the party is predominantly Halflings and Humans.

A lit **torch** allows a character to "see" a maximum of **15 feet** after which only dim shadows are slightly visible.

A **lantern** has a maximum range of **30 feet**, again with only dim shadows discernible beyond.

Characters bearing light sources are visible to monsters in the darkness since **all monsters see in total darkness**. How far monsters can see is a matter of speculation amongst Sages.

A character will only see a monster at the maximum range of his light unless he can see in the dark in which case the character sees the monster when it comes into view as far away as **90 feet**.

Surprise

When neither the adventurers nor monsters can clearly detect each other at a distance, the Referee secretly rolls **1d6** for both the adventurers and the monsters. A result of **1 or 2** indicates surprise. The non-surprised group gets an entire round of action before the surprised group can react. See **Melees and Combat** above. Certain magical devices may give prior warning. See **Magical Items** above.

Surprise - Optional

There is a **1-in-4** chance that a surprised individual will drop one item that is in hand. A weapon might not be easy to retrieve in melee. The Referee must decide if this rule applies to shields and bucklers. A light source such as a candle, torch, or lantern will have a **1-in-3** chance of going out. See **Melees and Combat** above for rules concerning **fighting in the dark**.

Secret Passages

Secret passages can be located by searching.

Each character who searches must specify that he is searching the floor, ceiling, or a specific wall. A floor, ceiling, or wall may only be searched by one character at a time. If that character fails to find a door, he may not search that section of the dungeon again.

Typically, the odds of locating a secret passage are **1-in-6** or **2-in-6** as mentioned above. However, a Referee may optionally allow secret doors to be found more easily in upper levels and increase the difficulty at lower levels. This can be done by either using a different polyhedral die, or altering the number of dice thrown, all of which require a successful number.

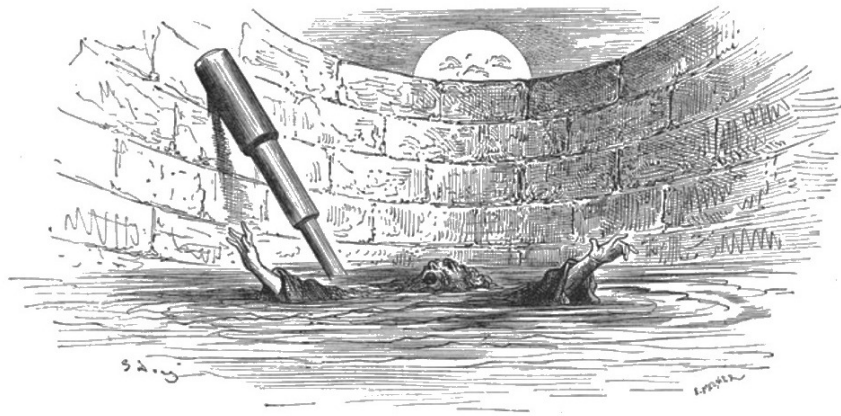
The Referee may optionally roll for the player. This enhances the feeling of uncertainty a player feels while participating in Underworld exploration.

A Referee may allow a player to narrate how the search is conducted. A Referee may decide to increase the probability of success or automatically grant success as the situation dictates.

Traps

Covered pits and other area or room traps are checked to see if they are triggered as each character passes. A **2-in-6** chance per character is standard. Characters may probe for such traps using a **10' pole** or similar device.

Sometimes it is more fair and more interesting to signal the presence of a trap when the die shows 1 or 2 instead of immediately triggering it. This allows the party to work together to overcome the trap, even though only one party member or henchman may be endangered. Room or area traps like this can be disarmed. See **Thieving Skills** below.



The Move Turn in the Underworld

In the Underworld, movement is in segments of approximately **10 minutes**. These are called "**turns**." A Referee must deliberately track the passage of turns.

If characters spend time searching for anything, resting (see **Fatigue** below), hiding, loading treasure, listening, casting spells like ESP, debating, or doing anything else, time continues to pass.

The Referee must make rolls for **wandering monsters** as required by the scenario or use the default rule below.

The Referee should also prompt characters as sources of light burn out, spells expire, water or nourishment is required, etc.

Fatigue

One turn every hour must be spent at rest when adventuring below ground otherwise fatigue sets in. A character or non-real player who is fatigued:

- Defends at a lower armor protection category (essentially giving his attacker a **+2** advantage when making attack rolls "to hit" and on the "killing blow" table).
- Attacks with a **-2** penalty to his attack rolls.
- Morale drops such that all morale rolls, and attempts to rally retainers, are made with a **-1** penalty. The Referee might also apply this penalty to Loyalty or Ego checks while fatigued.

Getting Lost

Dwarves may have an unshakeable sense of direction in natural caverns, but this is of no aid in artificially constructed passageways.

Should the character who is mapping the dungeon be captured or incapacitated, the Referee should pay careful attention to what may happen to the map. Likewise if the map is dropped.

Wandering Monsters

Monsters are either in keyed locations or wandering. The Referee should roll **1d6** every hour. If a **six** is rolled, the party should encounter a wandering monster.

The Referee must determine the type of monster and the number that will be encountered. If a high-level non-real player is encountered, he will likely have an **Entourage** with him or close by (see below).

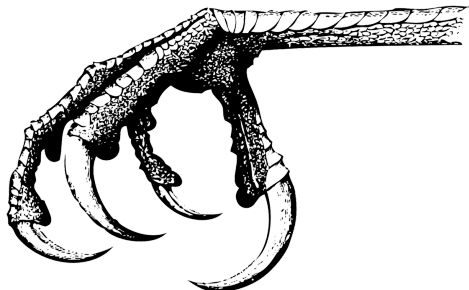
Type of Monster

The Referee secretly rolls **1d6** two times, noting the first and second results, and cross references them with the appropriate table below. Sometimes, only the first die matters.

The tables immediately below provide specific monsters keyed to the first few levels of the Underworld. As a Referee gains comfort with the game, he should create his own encounter tables⁶ and introduce monsters of his own creation.

Table 17a: Monsters for Underworld Level 1

FIRST DIE ROLL	SECOND DIE ROLL	LEVEL	MONSTER
1	N/A	1	Goblin
2	N/A	1	Kobold
3	N/A	1	Bandit
4	N/A	1	Orc
5	N/A	1	Rat, Giant
6	N/A	1	Centipede, Giant



⁶ A comprehensive set of "old school" monsters, sourced from original material and curated for Underworld levels 1 through 10 can be found in **The Mage's Companion** available on DriveThruRPG.

Table 17b: Monsters for Underworld Level 2

FIRST DIE ROLL	SECOND DIE ROLL	LEVEL	MONSTER
1 - 3	1	2	Hobgoblin
1 - 3	2	2	Skeleton
1 - 3	3	2	Ghoul
1 - 3	4	2	Lizard, Giant
1 - 3	5	2	Chaotic (Anti-) Swordsman (F-M 3rd level)
1 - 3	6	2	Shadow
4 - 6	1	2	Gnoll
4 - 6	2	2	Zombie
4 - 6	3	2	Theurgist (M-U 4th level)
4 - 6	4	2	Spider, Giant
4 - 6	5	2	Ant, Giant
4 - 6	6	2	Gnome

Table 17c: Monsters for Underworld Level 3

FIRST DIE ROLL	SECOND DIE ROLL	LEVEL	MONSTER
1	N/A	3	Theurgist (M-U 4th level)
2	N/A	3	Chaotic (Anti-) Warrior (F-M 2nd level)
3	N/A	3	Wight
4	N/A	3	Hog, Giant
5	N/A	3	Toad, Giant
6	N/A	3	Crab, Giant

Table 17d: Monsters for Underworld Level 4

FIRST DIE ROLL	SECOND DIE ROLL	LEVEL	MONSTER
1 - 3	1	4	Chaotic (Anti-) Hero (F-M 4th level)
1 - 3	2	4	Snake, Giant
1 - 3	3	4	Wraith
1 - 3	4	4	Lycanthrope
1 - 3	5	4	Weasel, Giant
1 - 3	6	4	Ferret, Giant
4 - 6	1	4	Chaotic (Anti-) Swashbuckler (F-M 5th level)
4 - 6	2	4	Salamander, Giant
4 - 6	3	4	Ogre
4 - 6	4	4	Gargoyle
4 - 6	5	4	Ape (or White Ape)
4 - 6	6	4	Magician (M-U 6th level)

Table 17e: Monsters for Underworld Level 5

FIRST DIE ROLL	SECOND DIE ROLL	LEVEL	MONSTER
1 - 2	1	5	Troll
1 - 2	2	5	Beetle, Giant
1 - 2	3	5	Cockatrice
1 - 2	4	5	Enchanter (M-U 7th level)
1 - 2	5	5	Hydra, Five-headed
1 - 2	6	5	Chaotic (Evil) Priest (Cleric 4th level)
3 - 4	1	5	Spectre
3 - 4	2	5	Ochre Jelly
3 - 4	3	5	Gorgon
3 - 4	4	5	Warlock (M-U 8th level)
3 - 4	5	5	Hydra, Six-headed
3 - 4	6	5	Wyvern
5 - 6	1	5	Chaotic (Anti-) Myrmidon (F-M 6th level)
5 - 6	2	5	Scorpion, Giant
5 - 6	3	5	Mummy
5 - 6	4	5	Medusa
5 - 6	5	5	Hydra, Seven-headed
5 - 6	6	5	Chaotic (Anti-) Champion (F-M 7th level)

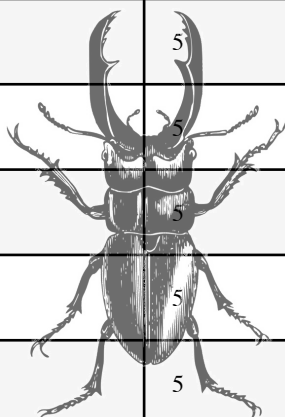
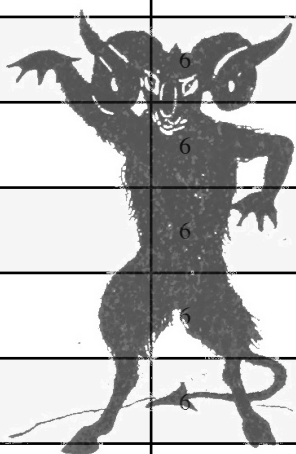


Table 17f: Monsters for Underworld Level 6

FIRST DIE ROLL	SECOND DIE ROLL	LEVEL	MONSTER
1 - 2	1	6	Black Pudding
1 - 2	2	6	Wizard (M-U 11th level)
1 - 2	3	6	Basilisk
1 - 2	4	6	Evil High Priest (Cleric 8th level)
1 - 2	5	6	Minotaur
1 - 2	6	6	Manticora
3 - 4	1	6	Chaotic (Anti-) Superhero (F-M 8th level)
3 - 4	2	6	Necromancer (M-U 10th level)
3 - 4	3	6	Chimera
3 - 4	4	6	Vampire
3 - 4	5	6	Giant
3 - 4	6	6	Hydra, Eight-headed
5 - 6	1	6	Chaotic (Anti-) Lord (F-M 9th level)
5 - 6	2	6	Sorcerer (M-U 9th level)
5 - 6	3	6	Wyvern
5 - 6	4	6	Invisible Stalker
5 - 6	5	6	Purple Worm
5 - 6	6	6	Hydra, Nine-headed



Number Encountered

For monsters having **fewer hit dice than the party's average**, it is necessary to scale the challenge. Subtract the "hit dice" of the type of wandering monster from the level number of the most experienced character in the adventuring party. Multiply this difference with the result of **1d6**. This is the number encountered.

Exception: For monsters of just one hit dice, there should always be more monsters than adventurers.

Example: A party of all 3rd level adventurers are about to encounter a HD 2 zombie. The Referee subtracts 2 from 3 and multiplies 1 by the number of pips showing after he rolls a die. The Referee rolls a 6 so the unfortunate party will encounter 6 zombies.

When a monster type has **more hit dice than the party's average**, the **Possible Number** column in **Table 14a** above should be adjusted to give the party a reasonable chance of success if they fight well.

Unintelligent wandering monsters who "see" adventurers automatically run toward them and will attack.

Intelligent wandering monsters will not attack obviously superior forces and may be open to parley.

Encounter Distance

Unlike other fantasy role playing games, **Dragons Beyond** does not specify an encounter distance. Surprise is the main factor a Referee ought to consider, because it implies that the monsters are close - probably within short to medium range when in the Upper World and, depending on the direction of approach and situation, maybe right around the nearest corner in the Underworld. Other factors the Referee ought to consider are the character's current actions such as bickering or repetitive noisemaking and anything impairing the character's detective capability, especially visibility and hearing. The stealth of the approaching monsters factors in as do other environmental factors. In the Upper World, for example, the Referee should consider whether the adventurers are up or downwind from the monsters since the wind carries both sound and scent. The weather, the terrain, and lighting (i.e. moonlight, twilight, dazzle at sunrise or sunset, etc.) ought to be considered too.

Resolving the Encounter

When characters are confronted by a monster, they may try to interact with it to avoid combat, but sometimes violence is unavoidable. Whenever a monster is encountered, whether hostile or benign, the Referee may, optionally, roll **2d6** to decide its disposition toward a character or adventuring party. This is known as a **Reaction Roll**. The Reaction Roll could be used, for

Dice Roll	Reaction
2	Immediate violence / Refuses and feels insulted
3 - 5	Hostile and feels threatened / Refuses
6 - 8	Uncertain or neutral / Counter-offer
9 - 11	Cautiously Open / Accepts offer
12	Friendly / Accepts offer and feels impressed

example, when deciding if a non-real player is open to an offer of employment, or if a humanoid monster guarding a passageway can be bribed. A Reaction Roll can be used both in the Upper- and Underworld. The Referee may apply a **+/- 1 or 2** modifier as circumstances warrant.

The Referee decides the behavior of the monster(s) and then resolves the encounter using tools described elsewhere in these rules. See **Monsters** above for explanations of the fighting abilities, characteristics, etc. of monsters. Also see **Table 14a: Monsters - Hostile and Benign** and **Melees and Combat**.

Evading Monsters - Underground

If players choose to run, Underworld monsters will pursue. There is a **1-in-10** chance that something carried in hand by a fleeing party member will be **dropped** by mistake (map, torch, weapon, crowbar, etc.). See **Surprise - Optional** above. If two items are carried, only one is dropped.

Pursuit will follow in a straight line. Every time the party rounds a corner, passes through a door, or moves to another dungeon level, there is a **4-in-6** chance that the pursuit ends.

Alternately, if the party is outdistancing the pursuers and has at least a **90' lead**, the pursuers will break off. This depends on the relative rates of movement of the party members and the monster(s). Sometimes a character will drop gear or treasure deliberately to lighten his load and increase speed.

Monsters that break off from pursuit either return to their lair or vanish entirely.

Depending on the disposition of the monsters (angered, famished, etc.) there are some things adventurers can use to put off the pursuit: Flaming oil; an improvised barricade; spiking, locking, or barring a door; dropping standard rations (more appealing) or iron rations; dropping treasure (shiny or easily recognized valuables); and, dropping a magical prize (especially if its value is known or understood).

If a prize (magic item) is dropped, whether by mistake or deliberately, it will remain where it is in the Underworld, but if the party doubles back they will find that the prize is guarded by monster(s). These may not necessarily be the same as the pursuers.



Stocking the Underworld - Simple Method

Sometimes a Referee prefers to allow chance to assist in the selection of a monster for a keyed location in the Underworld. In this case, the Referee rolls **1d6** and cross references the result with the table below. Once the "level" of the monster is determined, the Referee may roll on the corresponding encounter table above to finalize which monster inhabits the location.

Table 17g: Monster Determination and Level Matrix - Underworld

Level Beneath the Surface	Level of Underworld Monster					
	1	2	3	4	5	6
1	1 - 2	3 - 4	5	6	N/A	N/A
2	1	2	3 - 4	5	6	N/A
3	N/A	1	2	3 - 4	5	6
4 - 5	N/A	N/A	1	2 - 3	4 - 5	6
6 - 8	N/A	N/A	N/A	1	2 - 3	4 - 6
9 - 11	N/A	N/A	N/A	N/A	1	2 - 6
12	N/A	N/A	N/A	N/A	N/A	1 - 6

Traps, Tricks, and Features

Whether using the Simple Method above, or the Protection Point Method below, the Referee will independently need to decide where to place both traps and tricks. For every five rooms containing a treasure or monster, there should be one trap. Alternately, for every ten or every twenty rooms there should be a trap. Deadly traps may occur at any level of the Underworld.

Tricks (i.e. teleportation areas, slides, magic fountains, etc.) should be added sparingly with only one or two per level.

Features can add flavor to a dungeon. These can be convergence zones where sounds from afar are easily heard, an underground stream, a fungus garden, or even a bricked up doorway leading to another section or sub-level of a dungeon. Again, add these sparingly or they will lose their luster.

Stocking the Underworld - Protection Point Method⁷

Begin by drawing the dungeon and identifying the number of rooms in each level beneath the surface. Next, roll **3d6** to find the **Base Multiplier**. The Base Multiplier should be rolled separately for each dungeon level so the pool of protection points will vary.

For Referees who do not want the upper levels of a dungeon to be too much of a slog, if the Dice Roll exceeds the dungeon **level + 10**, roll again. For example, if the Referee rolls a 12 or above for the first level of a dungeon, the base multiplier will be far too high and result in a protection pool requiring a small army to overcome. The Referee will roll again.

⁷ An analysis of Dave Arneson's dungeon stocking procedure given in *First Fantasy Campaign*, and the actual keyed list of rooms for three dungeons in the same booklet, shows that what said and what was actually done differ significantly. The procedure on this page is a reconstruction. If used, the results are likely to produce a dungeon stocked very much like those explored in the early *Twin Cities* campaign.

Table 17h: Base Multiplier

DICE ROLL	BASE MULTIPLIER	DICE ROLL	BASE MULTIPLIER
3	5	12	40
4 - 5	15	13 - 16	45
6	20	17	50
7 - 10	25	18	55
11	35	—	—

The number of **Protection Points** is equal to the number of rooms multiplied by its level beneath the surface and the Base Multiplier: **PP = # Rooms x Level x Base Multiplier**

Protection Point Pool - Wandering Monsters

Thirty percent (**30%**) of the Protection Points for a level should be split amongst a set of **Wandering Monsters**. Divide the map for the level into **quadrants**. There should be either **three or four** types of wandering monster per level. Thus when adventurers are exploring, there might be a quadrant of a dungeon level that is free from wandering encounters.

Roll or specify the types of wandering monster on the encounter table for the level with these exceptions:

- There is a **1-in-6** chance that the wandering monster should come from an easier encounter table (roll of 1 on **1d6**).
- There is a **1-in-6** chance that the wandering monster should come from a harder encounter table (roll of 6 on **1d6**).

If an easier or harder encounter is indicated, understand that it could come from **any table** that is easier or harder, thus even on the uppermost levels of a dungeon, a party might encounter something very challenging such as a Vampire. The Referee should provide some clues in advance of a severely unbalanced encounter so players might act prudently to avoid it.

Each protection point is the equivalent of a **hit point**. Alternately, **3.5** protection points is the equivalent of a **Hit Dice**.

The **Possible Number** of each type of wandering monster that appears is limited by the pool available for wandering monsters for that level. Sometimes, a wandering monster might be weaker or stronger than usual.

- If a weaker monster is indicated, the Referee need not throw massive numbers at the adventurers; the Referee should feel free to reduce the protection points to conform to the monster type and the Possible Number that might reasonably appear. Weaker monster encounters also can be justified by having adventures meet old, infirm, inebriated, injured, or young monsters.
- For stronger monsters, the important thing is using all of the protection points in the pool, not rigid adherence to the Hit Dice or hit points for a particular monster type. Harder monster encounters can be explained by favorable mutation, magical experimentation, especially good nutrition, training, tough upbringing, etc.

Example 1 - Weaker Encounter: A Referee has determined that there are 150 protection points available for wandering monsters on the first level of a dungeon. He has decided - via a dice roll - that only three of the four quadrants of that level of the dungeon will have a wandering monster encounter. Thus, there are 50 points available for the wandering monster in each quadrant. For the first quadrant, he rolls a **1 on 1d6**, so the encounter will be **easier** than usual. Since the table for the first level of a dungeon is already the weakest table he can use, the Referee rolls 1d6 again and consults **Table 17a: Monsters for Underworld Level 1**. This time he rolls a 6 so the wandering monster for this quadrant will be a set of **Giant Centipedes**. Looking at **Table 14a: Monsters - Hostile and Benign**, the Referee sees that each Centipede is supposed to only have 1 - 2 hit points and the maximum possible number for an encounter is supposed to be 24. How should he allocate his 50 protection points? One technique could be to have fifty of them running around in that quadrant with just one hit point each, and double the frequency of wandering monster checks. These Giant Centipedes could have a weaker poisonous sting that simply weakens or sickens an adventurer who gets stung and fails a saving throw. Another option is to have just 24 of them in the quadrant, still with 1 - 2 hit points each, again with a weaker sting, and not worry about satisfying the 50 protection point requirement.

Example 2 - Weaker Encounter: A Referee is stocking the fifth level of his dungeon and has 50 points available for one of the quadrants. Again, an easier encounter table is called for and the Referee randomly determines that the encounter will use **Table 17c: Monsters for Underworld Level 3**. He rolls again and will use Giant Hogs. According to **Table 14a: Monsters - Hostile and Benign**, possible numbers are six and each of these beasts has 5+1 hit dice. Doing some quick math, 6 (possible number) x 4 (average hit points for a 5+1 hit dice creature) is only 24. The Referee can either have two groups of these in the quadrant which doubles the frequency of having an encounter, or truly give the adventurers a break and just ignore the deficit of protection points. The Referee opts for the latter. When the time comes for an actual wandering monster check, it could be that only one of these six Giant Hogs wandering in the quadrant will be encountered. That is ok, since a weaker encounter was planned.

Example 3 - Stronger Encounter: A Referee is stocking the first level of his dungeon and has only 20 points available for one of the quadrants. He rolls 6 on **1d6**, thus a harder encounter is called for. The Referee randomly decides that the monster will be rolled on **Table 17f: Monsters for Underworld Level 6**, and rolls a 5 and a 1 indicating a Chaotic Lord (9th level Fighting-Man). Normally the hit points for such a non-real player would average 27 and such a person would be accompanied by an Entourage. In this case the Referee decides that this Chaotic Lord is the last survivor who is returning to the surface after his Entourage was killed. Furthermore, the Chaotic Lord is wounded and thus will only have 20 hit points when encountered. This is still a stronger encounter than usual for the first level of a dungeon as such a non-real player has superior fighting skills and likely a magical item too.

Example 4 - Stronger Encounter: A Referee is stocking the first level of his dungeon and has 50 points available for one of the quadrants. This time the encounter will come from **Table 17b: Monsters for Underworld Level 2**, and the Referee finds that the wandering monster type is Giant Spider. Although the Referee could easily allocate 50 points amongst 8 of these beasts (the maximum possible number from **Table 14a: Monsters - Hostile and Benign**), the Referee decides to only have one Giant Spider in this quadrant and give him 50 hit points despite the fact that this monster is a 4+4 hit dice creature expected to have 28 hit points at best. The Referee decides that this monster is the king of this part of the dungeon, both shunned and feared by all on the first level. The Referee should, of course, foreshadow such a deadly encounter with webs, husks of victims, scrawled writing "Beware the Spider King", etc. scattered throughout the first dungeon level and even rumors amongst nearby inhabitations on the surface.

Once the pool of protection points for wandering monsters is allocated, the remaining pool is usable for **Fixed Encounter Locations**. See below.

Room Apportionment

The next step is figuring out the number of empty rooms, the number of rooms with monster encounters, and the number of rooms with just treasure. To do this in a more random manner, the Referee will create a Randomization Matrix for each level. Each row of this matrix will be based on rolling **1d12**. See **Table 17k: Example Randomization Matrix** below.

The odds of a room being completely empty vary between 2-in-12 and 8-in-12. Roll **1d12** and consult the following table.

Table 17i: Chance of Empty Room

DICE ROLL	CHANCE OF EMPTY ROOM	DICE ROLL	CHANCE OF EMPTY ROOM
1	Roll again	6	6-in-12
2	2-in-12	7	7-in-12
3	3-in-12	8	8-in-12
4	4-in-12	9 - 12	Roll again
5	5-in-12	—	—

Next, the chance of a room containing a monster will vary between 1-in-12 and 8-in-12. Roll **1d12** and consult the following table.

Exception: The chance of an empty room and the chance of a monster cannot add together to exceed 12. For example if there is an 8-in-12 chance of an empty room, there cannot be a 5-in-12 chance of a monster. Instead, roll again until the results do not exceed 12-in-12.

Table 17j: Chance of Monster

DICE ROLL	CHANCE OF MONSTER	DICE ROLL	CHANCE OF MONSTER
1	1-in-12	6	6-in-12
2	2-in-12	7	7-in-12
3	3-in-12	8	8-in-12
4	4-in-12	9 - 12	Roll again
5	5-in-12	—	—

Finally, the odds that a room contains only treasure is largely dictated by the results already obtained. Mathematically, the results may vary between 0-in-12 through 9-in-12. Practically, by this point the range will likely be 4-in-12 or less. The procedure is much as above.

Table 17k: Example Randomization Matrix

DUNGEON LEVEL	CHANCE OF EMPTY ROOM	CHANCE OF MONSTER	CHANCE OF JUST TREASURE
1	5-in-12	6-in-12	1-in-12
2	7-in-12	4-in-12	1-in-12
3	3-in-12	7-in-12	2-in-12
4	4-in-12	8-in-12	0-in-12
5	2-in-12	8-in-12	2-in-12
6	5-in-12	5-in-12	2-in-12
7	5-in-12	5-in-12	2-in-12
8	4-in-12	5-in-12	3-in-12
9	6-in-12	2-in-12	4-in-12
10	6-in-12	6-in-12	0-in-12

After generating a Randomization Matrix like the one shown above, use it to apportion the rooms on a given dungeon level.

Protection Point Pool - Fixed Encounter Locations

When allocating space for monsters, there is an interplay between the protection pool and the room size. Once the number of rooms available for monsters is known, decide which type of monsters and likely numbers are needed to exhaust the protection point pool. As with wandering monsters, the monsters for these fixed encounters will sometimes be easier or harder than the dungeon level on the room is located. Once the "monster zoo" for a level has been created, the Referee should use discretion to place each monster type into a room of appropriate size to support its numbers. This might mean changing some dimensions on the map, shifting some monsters to the wandering monster list, or finding other ways to shove them into the space allocated. For this reason, finding the rooms that contain the monsters **should be prioritized**, before placing empty rooms and rooms with just treasure.

The Rewards of Success

All monsters in fixed encounter locations are considered to be "**in lair**." Therefore, many of these rooms will contain **treasure** in addition to monsters. In application, expect that just 30% of the

rooms containing a monster will have no treasure at all. Roll the treasure using the **Prize Matrixes** associated with each monster type.

Just Treasure

There should be approximately **70 gp x # of rooms x dungeon level** of value spread amongst the rooms containing "Just Treasure." This loot should be comprised of mostly silver, gold, gems, and jewelry, with a few magic items to liven things up. For **every 100** points of (**# rooms x dungeon level**) there should be **one magic item**. For example, if there were 10 rooms on the 10th level of a dungeon, adventurers should expect to find one magic item.

Rooms containing "Just Treasure" will not, of course, contain mere chests full of gold. Treasures will be hidden in some way, or in a form that is not readily recognizable as treasure, or guarded by a trick or trap. Sometimes there will be a distraction in the room such as dead adventurers or slain monsters. Sometimes there may be clues that this is the unguarded treasure belonging to one of the wandering monster types or some other, as yet un-encountered, monster.



Just Treasure - Alternate System

This method generates a more varied mix of prizes. It is not balanced and might result in faster accumulation of magic and wealth than desired for lower level characters. This can be mitigated if multiple levels are stocked as a group and adjusted. First, roll **2d6**. If the result is 2, then jewelry (or a bejeweled item) has been found. If the result is 12, a magical item has been found. If the result is 3 through 11, roll another **1d6**:

- 1 = copper pieces
- 2 - 4 = silver pieces
- 5 = gold pieces
- 6 = a gem

If coins are the result, there are (**3d6 x 10 x dungeon level**) in the trove. A gem, jewelry, or magical item requires more rolling on the tables under **Prizes** in Volume II above.

Designer Note: This system is based on the 4th and 5th version of the second oldest fantasy RPG.

Empty Rooms

Empty rooms in a dungeon give the adventures a potential safe haven. They can also, however, waste time and resources. They need not be completely empty: there can still be trash, monster spoor, remnants of a battle fought long ago, cryptic writing, and other bric-a-brac to keep adventures guessing. Sometimes random noises (acoustical tricks), smells, or other spine tingling enhancements can be added to build tension. But sometimes, an empty room is just an empty room.

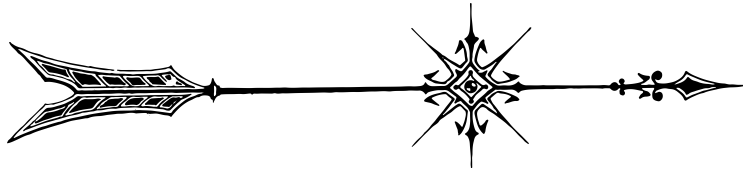
THE UPPER WORLD

In most campaigns, wilderness adventures will take place in a set of wide-open spaces with varying topography, vegetation, wind, weather, and animal life. Nautical adventures on the ocean also fall into this category. However, fantastic adventures can also be had on other worlds like Barsoom (i.e. Mars) depicted by Edgar Rice Burroughs or Gor (counter-Earth) as created by John Norman. Some sample creatures and references to Barsoom and Gor are sprinkled throughout these rules.

Players' Responsibility

Players should expect that any wilderness area will contain monsters: less so in borderlands and inhabited areas than true wilderness. Until characters reach the fourth level of experience, they should be extremely cautious about adventuring in the true wilderness. Larger groups may travel more slowly and mercenaries may cost more, but they increase the chances of surviving the journey.

As with the Underground, players will minimize frustration if they take the time to map their surroundings, purchase a map, or hire a guide. As more of the world becomes known, players will more easily find their way back on course if they get lost. The Referee's wilderness map is on hexagonal paper. For convenience the Referee may allow players to use the same, though a freehand drawing will likely increase player satisfaction long-term.



Referee's Responsibility

The Referee is responsible for the design, planning, and population of the land around the Underworld. But the scope is quite different, especially when creating inhabited areas:

- What kind of world is it? Is this Narnia or Barsoom or something completely new?
- Where are the cities?
- What type of social structure is present?
- How real is the world? Are fantastic elements rare or prevalent?

The upper world is the land or lands the characters come from. Before and after each adventure, this is the home to which characters return. While fantasy fanatics dream about designing their own Lankhmar or Gor, the unlimited possibilities can be overwhelming to a novice Referee. Start with reading fantasy literature and history. A well-read Referee can improvise details as they are needed if he is able to borrow whole cloth from the works of accomplished writers.

The Referee must draw out a scale map of the campaign's starting area. Any major cities within a few day's travel should be designated. A set of pre-made encounters and lairs should also be sketched out. Only after this paperwork is completed, should the Referee move on to creating a story outline for the campaign world.

Each major city might have its own history, particular if the campaign is set in an area dominated by the aspirations of rival city-states like Athens and Sparta. Sparta, for example, may have a low-Ego population and often go to war with Athens - mistaking intentions and taking slight at every reciprocal action. In a fantasy world, however, there might be a Dwarven settlement in the mountains to the north that supplies all of the Athens' warriors with high-quality armor. A large forest sheltering an Elven colony might also be set in such a campaign with a bordering city whose

leader is more concerned with trading with the scattered Elven colonies, than getting dragged into yet another conflict between Athens and Sparta.

There are many published wilderness adventures and campaign worlds. These can be a guide or sample to show a novice Referee how to design the upper world, but the final decisions about design are the responsibility of the Referee. Most will find it much more satisfying to create their own world -- even if borrowing elsewhere for inspiration -- than to consume a product and try to master the intricacies of someone else's creation.

The Move Turn in the Wilderness

In the wilderness, movement is made in **daily** increments.

Movement in the Upper World

The unmodified maximum speed of movement in the Upper World is listed in the Overland table below. These rates are **modified** by the type of terrain being crossed, other than "clear" terrain. Likewise, the Nautical or Aerial rate of travel may be modified by environmental conditions. The rate of movement is for one day's travel and is scaled to one **hex** equaling **6 miles**.

Designer Note: In Beyond This Point Be Dragons the hexes were originally 10 miles across. This is twice the distance used in the original, beloved role playing game. But it is consistent with some things mentioned in Dave Arneson's First Fantasy Campaign.⁸ Reconciling movement rates between Beyond This Point Be Dragons, the real world, and the switch from 5-mile hexes to 6-mile hexes in different editions of some old school fantasy RPGs has been challenging. The Referee should alter these to match his own conceptions and fantasy world.

Table 171: Wilderness Movement - Overland

TYPE OF LOCOMOTION	HEXES TRAVELLED
Men on Foot	3
Wagon or Cart	4
Draft Horse	5
Heavy Horse	6
Medium Horse	8
Light Horse	10
Heavy Thoat	9
Light Thoat	11



⁸ Judges Guild Incorporated as far as is known, is still the rights holder for this publication. See **Bibliography and Resources** for a full citation.

Terrain's Effect on Movement

There are two ways a Referee can add realism to movement in the outdoors. The simplest is to specify that overland movement along a road or trail gives no bonus, and movement through anything but clear terrain is done at half the normal rate.

A more complex method is to use the table below to calculate how fast a party may travel through the Upper World.

Table 17m: Terrain and Overland Movement

TERRAIN	OFF ROAD	ON ROAD
Clear	Normal	Normal by foot 1-1/4 heavy mount 1-1/3 light or medium mount 1-1/2 wagon or cart
River	1/3	Normal via bridge or ford 2/3 via ferry
Desert	1/2	N/A
Woods	1/2	Normal
Swamp	1/3	Normal
Mountain	1/3	1/2
City	N/A	Normal by foot 2/3 cart 1/2 mounted 1/3 wagon

Slowed Movement Overland

Parties over 100 (including pack animals) move with a 1 hex penalty. Parties over 1,000 move with a 2 hex penalty. Parties of 5,000 or more move with a 3 hex penalty.

When moving armies overland, **Entitled: Companion Rules for OSR and Wargaming Campaigns** gives more specific detail. This supplement for domain level play should be available on DriveThruRPG soon. It also describes seasonal weather patterns and the effects of extreme weather on travel.

Table 17n: Wilderness Movement - Aerial

FLYER	HEXES TRAVELLED
Bealuwearg	15
Dragon	24
Griffon	30
Hippogriff	40
Roc	48
Pegasus	48
Flying Carpet or Broom	40
Djinn, Efreet, Air Elemental	30

**Table 17o: Wilderness Movement - Nautical**

VESSEL	HEXES TRAVELLED (NORMAL)	HEXES TRAVELLED (SWAMP)
Merchant Ship	15	3
Galley	12	4
Longship	15	3
Boat	6	3
Raft	4	2

Heroes in Hulks, a naval wargaming supplement for domain play, gives more period-specific types of vessels and movement rates. This supplement should be available on DriveThruRPG soon. In the meantime, the five vessel types listed above are a starting point for the new Referee.

Rest

Characters must spend two days every week at rest when traveling overland **by foot** in the wilderness. Waterborne travel **in a vessel** does not require rest.

All **creatures** must rest after six (6) days of continuous travel. Creatures include flying mounts, monsters, and beasts of burden. A Dragon, after traveling three weeks including rest days, must then rest for an additional three weeks.

After a pursuit, both the evaders and the pursuers must rest an additional day.

Those who fail to rest when tired suffer the results of **Fatigue** (see above).



Getting Lost

As characters travel through the Upper World, there is a chance that they become disoriented. This check should be made **once per day**. Mechanically, it is easiest to make this check at the beginning of the day, but narratively it is best justified when travelers enter a new type of terrain. That way it is possible for an adventuring party to begin the day going in the right direction, and end the day completely lost.

When the party is disoriented, they will **veer** to the **left** (1-3) or **right** (4-6) of their intended direction **each hex** they traverse until they either re-orient themselves, or end travel for the day. If enough distance is traversed, a party might actually go in circles.

A party which ends the day traveling in the wrong direction, has a chance to re-orient itself thanks to the setting of the sun and the rising of the sun. Sometimes in a fantastic world, this natural help may not be available and the party may already be lost when the next travel day begins. If that is the case, the Referee should still make a daily roll to give the party a chance to straighten themselves out sometime during the day.

Characters who are following a primary or secondary road, or a navigable river can, of course, go wherever that takes them. Trails and non-navigable waterways can be tricky to follow, or be intermittent. The Referee must use his discretion to decide when to roll the dice and when to let personal experience guide him.

The Referee is reminded that Elves cannot get lost in a natural forest, but they can get lost in an enchanted one.

If the character who is creating the map is captured or incapacitated, the Referee should take note of what becomes of the map.

Table 17p: Chance of Getting Lost - Wilderness

TYPE OF TERRAIN-->	CLEAR	RIVER	DESERT	WOODS	SWAMP	MOUNTAIN
Chance of Getting Lost	1	1	1 - 3	1 - 2	1 - 3	1 - 2

Food and Water

If travelers have **not** been **pursued**, there is a **1-in-10** chance for **each hex** travelled through that there is a source for sufficient food, water, or both. If so, roll **1d100**:

1 - 57 A river or stream provides water

58 - 75 Game animals provide food

76 - 89 A catch basin, pond, or lake provides water

90 - 100 An outpost (farm, monastery, fortification, etc.) shares both food and water

Lastly, at the end of the day of travel, roll two six-sided dice. On a **1-2** the travelers' food (first die) or water (second die) requirements for the day have been satisfied through forage and fresh water.

Travelers who run out of food exhibit **Fatigue** (see above). They travel **1.5 miles less** per day for each day without food. Travelers who run out of water exhibit **Fatigue**. They also travel **3 miles less** per day for each day without water. If missing both, the effects are additive. Eventually death is inevitable.

Wilderness Adventures

When traveling through unexplored portions of the Upper World, neither the Referee nor players can be sure what will happen. Points of interest can be randomly generated - especially inhabitations, strongholds, and wandering monsters. The Referee rolls **twice per day** for an adventure.

- **First Roll:** The Referee rolls **2d6** at the beginning of the day. Consult the chart using the type of terrain for the hex in which the party starts the day.
- **Second Roll:** The Referee rolls **1d6**. This roll decides if a **Wandering Monster** is encountered after the party makes camp for the night. Consult the chart using the type of terrain for the hex in which the party stops for the day.

Table 17q: Chance of Adventure - Wilderness

TYPE OF TERRAIN-->	CLEAR	RIVER	DESERT	WOODS	SWAMP	MOUNTAIN	CITY
First Roll*	3 or 5	3, 5, 7	3, 5, 7	3, 5, 7	any odd number	any odd number	3 or 5
Second Roll	2	2 or 4	2 or 4	2 or 4	any even number	any even number	2

* If the Referee rolls a 2 see **Inhabitations** below. If a 12 is rolled, see **Castles** below. All other results indicate a **Wandering Monster** with these exceptions:

- If flying, roll **1d6** instead at the end of the day of travel and on a 5 or 6 the Referee will use the **Flyer** encounter table to determine what kind of monster is met.
- If on water, refer to **Encounters at Sea** below. If underwater, roll **1d6** instead at the end of the day of travel and on a 5 or 6 the Referee will use the **Swimmer** encounter table to determine what kind of monster is met.

Inhabitations

If the Referee rolls a **two** at the start of the day, one of the hexes the party passes through that day will be an inhabitation. The size of any inhabitation encountered (which has not previously been identified) is settled by rolling **1d6**. Large Towns are usually walled.

As mentioned in **Equipment** (see above), possibilities for purchasing various needs or wants (other than food) increase proportionately with the size of the inhabitation. The Referee may wish to roll **3d6** to determine the degree of **Egoism** displayed by the population.

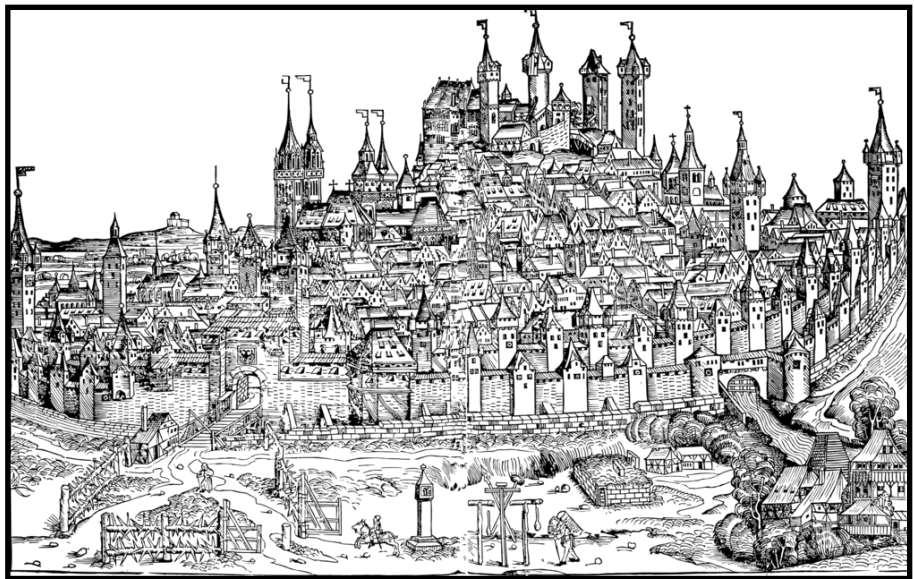


Table 17r: Inhabitation Size

DIE ROLL	INHABITATION	POPULATION
1	Thorp	20 - 80
2	Hamlet	100 - 400
3	Village	600 - 900
4	Village	1,000 - 1,499
5	Town	1,500 - 6,500
6	Large Town	6,500 - 9,200

Castles

Castles can be specified on the map, or may be discovered much like a wandering monster. If the Referee rolls a **twelve** at the start of the day, one of the hexes the party passes through that day will be guarded by a stronghold. Every stronghold controls the six-mile hex that it is in, the adjacent hexes, and an outer ring of hexes. The Referee should place the stronghold and – as adventurers pass through its zone of control – the Referee will dice to see if an encounter occurs.

Table 17s: Chance of Castle Encounter

CHANCE OF ENCOUNTER	ZONE OF CONTROL
1-in-2	Stronghold's Hex
1-in-3	Adjacent Hexes
1-in-6	Outer Ring of Hexes

The adventurers can force an encounter to occur if they are in the same hex as the stronghold and opt to "hail" the occupants. Otherwise, the occupants may venture forth to confront the adventurers based on the chances in the table above.

There are even odds that the occupants will either be **hostile** (1-3) or **ambivalent** (4-6) toward the adventurers. Note: This is a special **Reaction Roll** that supersedes the usual method of rolling two dice. The fact that occupants are hostile or ambivalent does not reflect an alignment with Chaos, Neutrality, or Law.

If at any point during the encounter the adventurers choose to flee, there is only a **1-in-6** chance that ambivalent occupants will pursue, while hostile occupants have a **3-in-6** chance of pursuing. Pursuit only continues until the intruders are driven from the guarded hexes unless the intruders have shed blood inside the domain. If the latter, pursuit continues until evaded or a deadly encounter occurs.

For more about **Castle Occupants** and their usual demands for passage, see below.

Wandering Monsters

Unless specifically placed on the map as a lair site, monster encounters will be of the "wandering" variety. Still, the Referee may use this opportunity to determine the location of the lair. Once the monster type is known, the Referee rolls **1d100** and consults the **% in Lair** trait for the monster. If the dice roll result is less than or equal to the percentage indicated, the monsters encountered come from a lair that is somewhere in the same six-mile hex in which the adventurers find themselves. This should be noted on the Referee's campaign map. If the monsters are subdued, charmed, or interrogated it is possible for characters to locate the lair.

The **type of monster** encountered depends on the terrain. The Referee should roll **1d6**. If the result is 5 or 6, the Referee should roll a second **1d6**.

As the campaign evolves, the Referee will better be able to integrate seemingly "random" monster encounters into the larger social climate, factions, and history of the world. Every time characters interact with monsters, their story builds upon itself without need for the Referee to impose a narrative. At most, the Referee tweaks the interaction. Often the Referee simply makes notes for use in later interactions.

Table 17t: Type of Monster Encountered by Terrain

DIE ROLL	2ND DIE	CLEAR	RIVER	DESERT	WOODS	SWAMP	MOUNTAIN	CITY
1	-	Men	Men	Men	Men	Men	Men	Men
2	-	Flyer	Flyer	Flyer	Flyer	Flyer	Flyer	Undead
3	-	Giant	Giant	Giant	Giant	Giant	Giant	Undead
4	-	Lycanthrope	Lycanthrope	Men	Lycanthrope	Lycanthrope	Lycanthrope	Men
5	1 - 3	Animal	Animal	Animal	Lycanthrope	Animal	Animal	None
"	4 - 6	Men	Swimmer	Dragon	Men	Swimmer	Giant	None
6	1 - 3	Animal	Animal	None	Animal	Undead	Dragon	None
"	4 - 6	Dragon	Swimmer	None	Dragon	Swimmer	Dragon	None

Optionally, in a **Desert**, a lack of encounter could be used for a special kind of terrain (like an oasis) or weather (like a sandstorm). In a **City**, "None" could be replaced by some special event (runaway horse, fire, etc.) or obstacle (angry mob, overturned cart, market with pickpockets, etc.)

Table 17u: Category Encounters - Upper World

DICE ROLL	LYCANTHROPES	DRAGONS	UNDEAD	GIANTS	SWIMMERS
2	Werewolf	Dragon, Black	Skeleton	Goblin	Crab, Giant
3	Werebear	Dragon, White	Zombie	Kobold	Nixie
4	Werecat	Dragon, Green	Ghoul	Orc	Octopus, Giant
5	Werebear	Dragon, Blue	Wight	Hobgoblin	Squid, Giant
6	Werewolf	Dragon, Red	Wraith	Gnoll	Sea Monster
7		Dragon, Gold	Mummy	Ogre or Treant	Anaconda, Giant
8		Cockatrice	Spectre	Troll or Treant	Crocodile, Giant
9		Basilisk	Vampire	Giant or Treant	Leech, Giant
10		Wyvern		Treant	Men - Waterborne
11		Chimera		Dwarf	
12		Hydra, 5-9 heads*		Dwarf	

* For number of heads, roll **1d6**: 1-2 = 5 heads; 3 = 6 heads; 4 = 7 heads; 5 = 8 heads; 6 = 9 heads



Table 17v: Animal Encounters - Upper World

DICE ROLL	BASIC ANIMALS	OPTIONAL - WOODS	OPTIONAL - SWAMPS	OPTIONAL - BARSOOMIAN	OPTIONAL - MOUNTAINS
2	Spider, Giant	Centaur	Tyrannosaurus Rex	Apt	Bear, Cave
3	Centipede, Giant	Unicorn	Pterodactyl	Banth	Wolf, Dire
4	Lizard, Giant	Minotaur	Triceratops	Calot	Tiger, Sabre Tooth
5	Ant, Giant	Gorgon	Brontosaurus	Thoat	Mastodon
6	Weasel, Giant	Manticora	Stegosaurus	White Ape	Lion, Spotted
7	Ape	Dryad	Crocodile, Giant	Orluck	Rhino, Wooly
8	Beetle, Giant	Pixie	Snake, Normal	Sith	Mammoth
9	Scorpion, Giant	Medusa		Thark	
10	Lion			Darseen	
11	Boar			Banth	
12	Snake, Giant				

Designer Note: The Barsoomian table is meant to apply to an arid or desert environ. If a Referee wishes to create his own table for a desert, there are easily **2d12** choices from the list of Monsters that are suitable: Men (Nomads or Dervishes), Giant Lizards, Giant Insects, Giant and Normal Snakes, Yellow Dragons, Giant Centipedes, Giant Beetles, Giant Ants, Camels, Djinn, Efreet, Elementals (Air, Earth, or Fire), Ghouls, Purple Worms, Giant Scorpions, Salamanders, Giant Spiders, Horses, Normal Animals, and Skeletons.

The Referee should feel free to create events relating to weather, favorable or unfavorable terrain, or fantastic events as a means to overload these tables. The Referee may also invent his own monsters and complete or expand these tables. Finally, monsters may have a seasonal cycle (hatching young, hibernating, etc.).

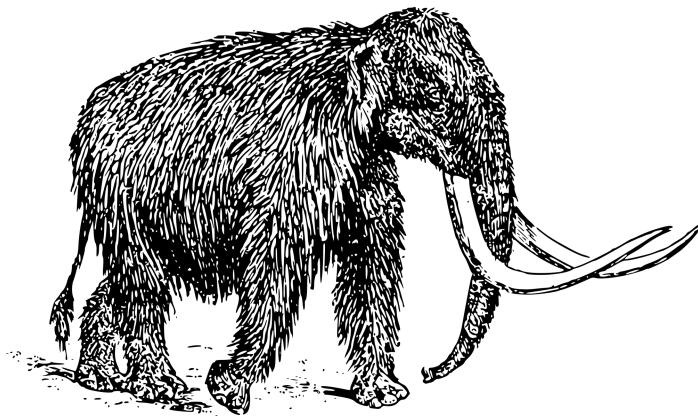


Table 17w: Men and Flyer Encounters - Upper World

DICE ROLL	WATERBORNE MEN	DESERT MEN	MOUNTAIN MEN	OTHER MEN	FLYERS
2	Buccaneer	Nomad	Bandit	Bandit	Pegasus
3	Pirate	Dervish	Brigand	Brigand	Roc
4	Buccaneer	Nomad	Wizard (M-U 11th level)	Wizard (M-U 11th level)	Chimera
5	Pirate	Superhero (F-M 8th level)	Bandit	Necromancer (M-U 10th level)	Hippogriff
6	Buccaneer	Lord (F-M 9th level)	Lord (F-M 9th level)	Bandit	Griffon
7	Merman	Dragon, Red	Necromancer (M-U 10th level)	Bandit	Manticora
8	Berserker	Thark (optional)	Evil High Priest (Cleric 8th level)	Lord (F-M 9th level)	Roc
9		Dragon, Black	Bandit	Superhero (F-M 8th level)	Wyvern
10		Dragon, Yellow	Caveman	Brigand	Dragon (see above)
11		Thark (optional)	Caveman	Evil High Priest (Chaotic Cleric 8th level)	Pegasus
12		Dragon, White	Bandit	Patriarch (Cleric 8th level)	Bealuwearg

Number Encountered

The Referee must determine the number that will be encountered. Unlike Underground adventurers, the Referee may simply use the **Possible Number** column in **Table 14a** above.

Entourage

Relevant to all encounters with high-level non-real players, whether in the Underworld or wilderness, there will always be **2d6** men accompanying a Lord, Superhero, Wizard, Necromancer, Patriarch, or Evil High Priest. Some of these are normal men (servants, porters, etc.) while others may be bodyguards or retinue troops. In addition, the high-level non-real player may also be carrying various items - use **Table 17z: Stronghold Defender - Chance for Magical Items** below.

Evading Monsters - Wilderness

The chance of evading monsters in the wilderness depends on the size of the party (including all mounts) who wishes to evade the encounter and the number of monsters that were encountered. In general, small parties have better chances of evading a large group of pursuers who are harder, comparatively, to coordinate. Large parties, on the other hand, have very little chance of evading small parties of pursuers who act almost as one and thus are dogged in their pursuit.

Before checking the table below, the Referee should cross-reference the number of monsters encountered with the maximum Possible Number and decide what percentage the pursuers represent.

The following factors may modify the chance of evading monsters:

- In **Woods** or at **night** the chance of evading is increased by **10%**.
- Roll **1d6** to see if the monsters have **surprised** the adventurers. If 1 or 2 is rolled, the party is surprised and the chance of evasion is **halved**. Worse, if the type of monster encountered is "**Men**" then they will surround the adventurers giving **zero chance** for evasion.
- If the adventurers are not surprised, the Referee rolls **1d6** to see if the adventurers have surprised the monsters. If a 1 or 2 is rolled, the monsters are surprised and the chance of evading them is increased **10%**.

Table 17x: Chance of Evasion - Wilderness

SIZE OF PARTY	NUMBER OF PURSUERS	CHANCE OF EVADING
1 - 3	25% or less	50%
4 - 9	"	30%
10 - 24	"	10%
25	"	5%
1 - 3	25% - 50%	70%
4 - 9	"	50%
10 - 24	"	30%
25	"	15%
1 - 3	Over 50%	90%
4 - 9	"	70%
10 - 24	Over 50%	50%
25	"	25%

Pursuit

If Evasion fails, a pursuit occurs. This applies whether the pursuer travels overland or in the air. See below for rules concerning waterborne pursuit.

Recall that characters traveling in the wilderness will likely be the first group to need a day of rest without suffering the results of fatigue.

Before travel begins for the day, the pursuer rolls **1d6** and the pursued rolls **1d6**. The pursued moves first. If the pursuer and the pursued end up in the same hex, they have come within **6d4 x 10** yards of each other; resolve as a potential combat encounter. Pursuit is still subject to the rules concerning **Rest**, however the pursuit rules take precedence over the rules for getting Lost. Other random encounters may still occur.

Table 17y: Permissible Movement - Pursuit

PURSUER	PURSUED	PERMISSIBLE MOVEMENT
1 - 3	1	May opt to remain stationary. May travel in any direction desired. May make one direction change if desired. May move less than movement allowance.
4 - 5	2 - 4	May travel in any direction desired, but cannot change course. Must move as far as possible.
6	5 - 6	Roll 1d6 . Begin by moving one or more hexes in the Indicated Direction. Optionally make one direction change and then must move as far as possible.

Table 17z: Direction Die - Indicated Direction

DIRECTION DIE	INDICATED DIRECTION	DIRECTION DIE	INDICATED DIRECTION
1	North	4	South
2	Northeast	5	Southwest
3	Southeast	6	Northwest



Both the pursuer and the pursued have a **1-in-3** chance each day that a random situation will occur which may hinder or aid in the pursuit. If so, roll **1d20** and consult the table below.

Table 17aa - Random Pursuit Situation

DICE ROLL	SITUATION
1 - 2	Cannot move for 2 days
3	Cannot move for 1 day
4	Deduct one extra day of rations (lost, ruined, eaten by animals, etc.)
5	Deduct two extra day worth of water (tainted, lost, consumed due to rigors of the pursuit, etc.)
6	Movement rate for remainder of pursuit is lessened by 1 mile per day (injury, injured mount, broken wheel, illness, additional fatigue, etc.)
7	Deduct one extra day of water
8	Deduct two extra days of rations
9	Cannot move for 1 day
10	Gain a day's worth of water (provided a means to store it)
11	Gain two days of rations (abundant forage or game)
12 - 20	N/A

A pursuit can potentially last several days before the pursuer loses interest. If the pursued has travelled more than **60 miles** north, south, east, or west of the hex in which pursuit began, the pursued has gotten away. Depending on the type of monster in pursuit, a small inhabitation may not cause them to lose interest. Most monsters will lose interest if the pursued are able to gain hospitality from a castle or walled city.



Castle Occupants

Non-real players commanding strongholds are zealous about guarding their lands and send patrols as far as two hexes away, confronting any adventurers who happen by. Participants in the game may wish to have their stronghold's occupants do likewise, though they are free to do as they wish with the forces under their command.

Strongholds defended by a non-hostile **Fighting-Man** will demand a **jousting match** with passersby of like class.

- If a joust takes place, use the **Jousting** rules above to resolve it.
- If the occupants win the joust, they will demand that the losing Fighting-Man/Men surrender any armor possessed as a prize.
- If the passersby win, they may either continue on their way or else take advantage of the stronghold's hospitality for a week (lodging and food).

If hostile, the occupants will demand a toll (**1d6** x 100 gp).

If neither the armor is surrendered nor the toll paid, the occupants will attempt to fight the passersby.

Strongholds defended by a non-hostile **Magic-User** will send a passerby on a **Quest** after treasure. If refused, the occupants become hostile.

Hostile occupants demand that the passersby yield some magic item to the Magic-User. If none is amongst the party, they will settle for payment of a toll (**1d6** x 100 gp). If neither is forthcoming, the occupants will attempt to fight the passersby.

Strongholds defended by a **Cleric** - including Evil High Priests - will ask **10%** of passerby's wealth as a **tithe** to their Monastery or Order. If no payment is possible, a Lawful Cleric will send the adventurers on a **Holy Quest**.

If the stronghold defender is an **Evil High Priest**, there is an **80%** chance that he and the other occupiers will attempt to murder the passersby even after payment of a 10% tithe. If he succeeds, he will, of course, take all of the party's wealth for his own evil ends. Likewise, should the party fail to pay the Evil High Priest, his reaction is immediate and violent - he and the occupiers will attempt to slay the passersby.

The division (**Law, Neutrality, Chaos**) to which the stronghold defenders and occupants align is not necessarily related to their stance toward intruders (hostile or ambivalent) except Evil High Priests are always hostile toward adventurers crossing their lands.

The type of occupants who serve the stronghold defender may give some clue as to the defender's division (Law, Neutrality, Chaos), but is not determinative. A Lawful Wizard, for example, may have some power over a set of Bealuwearg that ensures their service for a time.

In addition to the occupants below who concern themselves with guarding the lands, all of the high-level non-real players below have an **Entourage** (see above) as a bodyguard who may also defend the stronghold. The stronghold defender may have also hired mercenaries, depending on the size of the stronghold encountered.

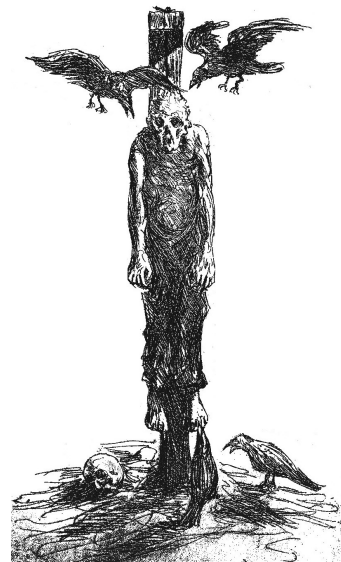


Table 17bb: Castle Occupants

FIRST DIE	STRONGHOLD DEFENDER	SECOND DIE: 1 - 2	3	4 - 5	6
1	Lord	8 - Champions	6 - Griffons	12 - Myrmidons	6 - Giants
2	Superhero	8 - Myrmidons	6 - Rocs	12 - Swashbucklers	12 - Ogres
3	Wizard	4 - Dragons	4 - Bealuwearg	4 - Wyverns	8 - Basilisks
4	Necromancer	4 - Bealuwearg	4 - Manticorae	20 - Lycanthropes	8 - Gargoyles
5	Patriarch	20 - Heroes	6 - Superheroes	12 - Treants	8 - Hippogriffs
6	Evil High Priest	12 - Trolls	8 - Vampires	20 - Apes	12 - Ogres

If encountered **within the stronghold** itself, the following **additional retainers** are present:

- Lord or Superhero: 1 Myrmidon and 4 Heroes
- Wizard or Necromancer: 1 Magician and 2 Heroes
- Patriarch: 1 Bishop and 2 Heroes.
- Evil High Priest: 1 Evil Priest and 2 Heroes.

Finally, the leader of the stronghold is likely to have at least one magical item as shown in the table below.

Table 17cc: Stronghold Defender - Chance for Magical Items

MAGICAL ITEM	FIGHTING-MAN	MAGIC-USER	CLERIC
Armor	25%	-	50%
Shield	25%	-	50%
Weapon	75%	-	25%
Potion	-	15%	15%
Ring	-	65%	-
Staff	-	25%	-
Wand	-	50%	-
Other	-	40%	30%

Populating The Upper World

Sometimes the Referee may wish to flesh out a portion of the Upper World even before participants travel through it. When “stocking” the outdoors, the amount of hit dice and number and type of creatures should be top of mind. A Referee could put about a hundred (100) hit dice in a Civilized hex, twice that amount in a Borderlands or agricultural hex, six times that amount in an enchanted woods, or even ten times that amount in an open plain overrun by prehistoric game and predators. More than 1,000 hit dice in a single hex, however, is an unsustainable amount unless there is some entrance to a vast Underworld teaming with its own abundant sources of food.

Cities present their own challenges for the Referee. The following resources are quite helpful to flesh out a city quickly or even "on the fly" during a gaming session:

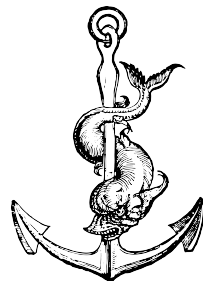
- **Outdoor Geomorphs Set One: Walled City** from TSR Hobbies, Inc. published in 1977 may not have much detail, but it is authored by one of the progenitors of the fantasy hobby and deserves a place of honor on this list.
- Judges Guild Incorporated published the **City State of the Invincible Overlord** in 1977 and revised it six times by 1981. This book not only contains a large number of keyed entries for a fantastical city, but also enough guidance on random encounters and adventure hooks that any Referee would be wise to add it to his collection.
- Midkemia Press' **Cities** supplement, originally published in 1981, is on its fourth edition. This has everything a Referee needs to generate city encounters on the fly.
- The **CityBook™** series from Flying Buffalo, Inc. has seven different booklets, each detailing locations and non-real persons in a way that is compatible with all fantasy role playing games. These were published between 1982 and 1997.

Waterborne Adventure

The main means of fast travel, aside from flying, is via ship. Depending on the campaign, a major portion of the world might be completely covered by very deep water making some lands completely inaccessible unless characters are willing to risk this type of journey.

Wind Speed

Once per day roll **1d6** to find out the wind conditions as these are especially important to sailing vessels. Assume that oar-powered ships like a Longship or Galley can ignore all conditions except a Gale and always move at their normal rate while being oared/sculled.



- In a Calm, sailing vessels cannot move while oared vessels still can.
- For any Breeze, a sailing ship can move in any direction relative to the wind. It is assumed that the crew and captain can tack or wear ship as necessary. Oared ships, likewise, can ignore the wind direction in a Breeze.
- In a Gale / Storm all ships move in the direction of the wind. Either determine the direction at random using **1d6** (1 = NE, 2 = E, 3 = SE, 4 = S, 5 = SW, 6 = NW) or **1d8** (1 = N, 2 = NE, 3 = E, 4 = SE, 5 = S, 6 = SW, 7 = W, 8 = NW). For a ship in shallow waters, the chance of running aground is doubled (see below). Additionally, any ship caught in a Gale there is a **3-in-20** chance that one quarter of the ship's Hull Points are lost.

Table 17dd: Over Water Wind Speed

DICE ROLL	WIND SPEED	EFFECT
2 - 3	Calm	Sailing ineffective
4 - 5	Light Breeze	Sailing at 1/2 speed
6 - 8	Moderate Breeze	Sailing at 2/3 speed
9 - 10	Fresh Breeze	Sailing at normal speed
11	Strong Breeze	Sailing at 1/3 speed greater than usual Chance of taking on water Beach landings and embarcations take twice as long.
12	Gale / Storm	All ships run before the storm at 3" without sailcloth Chance of taking on water Beach landings and embarcations impossible

Lost

Each day, the Referee checks to see if a ship at sea has gotten lost. The chance of getting lost is **1-in-3** on the **open water** (at least one hex from shore) and **1-in-6** in the **shallows** and tidal flats. If the ship has no Captain aboard, the chance of getting lost is doubled.

Shallows

When a ship travels through the shallows, there is a chance of running aground. This check is made daily.

- Ships traveling in familiar waters with a Captain aboard only have a **1-in-20** chance of running aground.
- In chartered waters that are regularly travelled by shipping, there is only a **1-in-10** chance of running aground.
- For a ship traveling through an unknown shallows, but with a seasoned Captain, the chance is **3-in-20**.
- All other ships have a **2-in-10** chance of running aground.

Running Aground

A ship that runs aground must make a saving throw, otherwise the ship is wrecked and sunk and all aboard must swim for their lives. A ship that makes its save must merely spend **1d12** hours extracting itself using kedging, towing, shifting ballast, waiting for the tide to shift, and other familiar means. Determine the draft of the ship (some have a range so fixing the draft may require a separate throw of the dice or flip of the coin) and then roll **2d6**. If the roll is greater than the ship's draft, the ship has made its saving throw.

Swimming

Assume half of all men forced into the water are able to swim. The rest will drown.

Those wearing plate armor also drown. Those wearing other types of armor when forced into the water have a chance of removing it to survive.

In a Gale / Storm there is a **50%** chance that a man in the water will drown before reaching shore.

A fit, and motivated, swimmer might be able to make **20 miles** in one day.

Cast Ashore

A swimmer must make a saving throw or else he will succumb to the sea's relentless challenge. The swimmer may use Strength or Health or Ego for this trait test. Roll **3d6** and compare:

Table 17ee: Prolonged Swimming Saving Throw

TRAIT SCORE	REQUIRED ROLL
5 and below	14
6 - 7	13
8 - 11	12
12 or above	11



If the saving throw is successful, the swimmer is cast ashore on the nearest hex containing an island or a coast. A Referee might decide that multiple saves are necessary if there is considerable distance between the location of the shipwreck and a suitable refuge.

Repairs

Hull points are repaired at a rate of 1 point per turn (10 minutes) spent. Up to half of a ship's hull points can be repaired at sea during a single voyage; the rest must be repaired in dock.

Encounters at Sea

The chance of an encounter at sea is determined much like being on land. Throw **1d6** daily. On the open water, there is a **1-in-6** chance for an encounter, while in shallows the chance is **2-in-6**. The encounter takes place at a random time of day or night. A galley that puts ashore overnight will always have daytime encounters.

Roll **1d8** and consult the table below.

Table 17ff: Waterborne Encounter Type

SHALLOWS	OPEN WATER	ENCOUNTER
1 - 2	1 - 3	Swimmer
3 - 6	4 - 6	Waterborne Men
N/A	7	Elf
7	N/A	Lycanthrope
8	N/A	Orc
N/A	8	Undead

Further rolls are necessary to determine the type of Swimmer, Waterborne Men, Lycanthrope, or Undead encountered. If an encounter with Elves, Lycanthropes, Waterborne Men, or Orcs is

indicated, roll **1d6** to determine the number of ships appearing: 1-4 indicates one ship; 5 indicates two ships; and 6 means there are **1d4+2** ships. An encounter with the Undead is always with a single ship.

Evasion

A ship (or fantasy creature) attempting to evade another ship (or fantasy creature) may make one attempt to evade.

If there are multiple pursuers, the fastest pursuer represents all pursuers. If there are multiple evaders, the slowest evader represents all evaders.

The pursuer and the evader both roll **1d6** and then adds 1 to the roll for every 3" of maximum speed he can muster under present conditions (damage, wind, etc.). If there is a fog bank, smoke, or a landform between the pursuer and evader, the evader receives a single **+1** modifier. If the encounter takes place at night, add a **+1** modifier.

- If the evader's modified roll exceeds the pursuer, the evasion is successful.
- If the pursuer's modified roll exceeds that of the evader, the evader is assumed to be on a broad reach sailing downwind and moving at full speed. The pursuer is placed 300 yards (30") upwind of the evader facing on parallel course downwind and also moving at full speed.
- If the rolls were equal, treat as above, however the evader is assumed to have already completed all movement for the first turn of the encounter and the pursuer gets a free move.

Sea Battles

Those wishing to fight a battle at sea should refer to **Heroes in Hulks** which will be available from the author on DriveThruRPG in early 2024. **Heroes in Hulks** will be compatible with multiple Old School Renaissance (OSR) style fantasy role playing games.



Before Setting Out for Fame and Fortune

Participants in a campaign are usually hungry for information. Facts readily known because of a character's race, class, or background should be conveyed by the Referee without delay or obfuscation. But information beyond that will always come in the form of rumors and legends. A party that forgets to check for local rumors will likely be caught short when outfitting themselves for an adventure in the Upper or Underworld.

Legends

If a legend is widely known, the Referee will often write a few paragraphs and either read the legend or create a handout at the start of a new series of adventures. Such "block text" can be both boring and unnatural for participants and Referee alike. Sometimes it is better if characters encounter a bard or storyteller who provides the information as part of a folk song or epic poem. A reoccurring sign or wonder may be used along with a Cleric who explains its meaning to onlookers.

If a legend is not widely known, a character will often need to hire a Sage, locate an obscure book, or use a spell to learn about it. See **Channeling**, **Commune**, and **Contact Higher Plane** above.

Legends about a particular monster, for example, might be recorded in a Bestiary located in a far off monastery.

Sometimes a legend is provided in the form of a rhyme, riddle, anagram, or cipher. One heavy-handed approach a Referee can use is to convey the information symbolically as part of a vision or dream. If this technique is used, more than one character ought to receive the information since participants sometimes lose interest in such a campaign and "main" characters often die.

Artefacts and relics are always surrounded by a bodyguard of tales and lore; finding out the truth and locating such powerful items may take considerable expenditure of time and resources.

Perhaps as few as one fourth of the legends heard about such items should be true.

Legends can also be used to warn participants of some coming event or to telegraph a deadly peril that characters may someday face.

Rumors

Rumors are often obtained by the participants role playing one or more interactions with local townsfolk, mercenaries, soldiers, etc. The cost of gathering such rumors is often no more than a few drinks, plates of food, or coins to get tongues wagging. Some rumors may be cheap to obtain, costing a few silver. Others may cost as much as **1d6** x 10 gold pieces. The disadvantage of this approach is that gathering rumors this way consumes a lot of time during a gaming session. For that reason, many older written adventure "modules" provide one or more rumors to each character at random. A Referee might limit the number of rumors discoverable per day to **1d6** to prevent characters from spending too much time frequenting inns and taverns.

Rumors might also come in the form of a map (medieval maps were notoriously inaccurate), a ship's log, a diary, a scroll, tapestry, or parchment.

Many of the rumors should only be partially true, deliberate misinformation (spread by some non-real player), gypsy sayings (far too vague), or outright falsehoods. As few as one third might be false, or as many as two thirds. Half is a good rule of thumb for most adventures.

The only hard rule is that a simple dice roll should **never** allow a character or non-real person to know, with any certainty, whether a rumor is true or not. An outright lie might be believed, and spread, by an otherwise credible person. Alternately, a despicable liar and rumor-monger might just be telling the truth.

Some rumors may be keyed to specific non-real players. This is often the case if there is a mystery that participants must solve. Clues and rumors ought to be liberally distributed so that there is more than one "path" for participants to reach the solution. Sometimes a clue might be in the form of a bizarre totem, or an animal or monster's behavior.

A Referee might key certain rumors to a particular social class on the assumption that serfs, peasants, goodwives, and farmers would have far less accurate knowledge about certain goings on in the domain than would a Lord, Patriarch, Wizard, or other notable personage with spare coin, time, and curiosity. High status individuals may even correct a false rumor in an attempt to stamp it out (a **1-in-10** chance if such an infamous rumor is brought up in conversation).

Locals often take particular note of what an adventuring party or lone adventurer does since they are so out of step with everyday life. This includes their comings and goings, hiring practices, advertisements, and anything strange such as their use of magic or invocations of miracles. In larger campaigns with separate groups of participants, gold is sometimes spent by one group to keep a close eye on the other group.

Timekeeping

The Referee must keep accurate records of the evolution of the campaign world, and the activities of the participants within it. Here are a sampling of activities that are all time-bound or triggered by the passage of time:

- Aging
- Construction and repair of **Strongholds**
- Recovery from disease, or manifestations of reoccurring bouts such as with Lycanthropy
- Healing of injuries
- Movements of armies
- Spying
- Researching legends
- Developing new spells
- Producing magical items
- Manufacturing weapons and armor
- Recruiting men for hire
- Progression of seasons, as well as short-term wind, weather, tides, and phases of any moon(s)
- Expiration of spells with a long duration
- Collection of **Maintenance and Upkeep** as well as dues and taxes
- Ripening of **Investments**
- Construction and repair of ships
- Mastery of a new language or skill
- Monster migrations and lifecycles
- Expiration of periodic limitations applicable to certain magical items
- Machinations of various factions, Guilds, Fellowships, Nobles, Orders, Monasteries, high-level non-real players and campaign participants

A Referee who has multiple groups of participants must exercise control over their use of time to prevent major problems. With experience, a Referee will understand when the adventures of one group may put it too far ahead in game time, and thus call for a temporary pause to allow other groups to catch up.

Generally, between sessions, time in the campaign world and time in the real world should progress apace. In other words, one week of actual time equals one week of game time. This is easily done for characters and non-real players who are at home in an inn, bolt-hole, stronghold, etc. For those in

the midst of a delve into the Underworld, or an outing in the Upper World, the progress of actual time would have no effect. Instead use these two rules of thumb:

- Any Underworld delve takes one week. This accounts for the time spent in preparation, a typical one-day descent into a dungeon, and recuperation.
- Any Upper World outing takes into account the actual progression of one day turns including those required to be spent resting.

If a campaign participant has a character who is sidelined with a lengthy quest, arcane project, or military undertaking, the participant should be encouraged to play the part of one of his character's retainers. In this way, a retainer gets his time in the spotlight and need not remain a mere "henchman" devoid of color. A retainer might eventually depart servitude, having achieved an equal footing with his former liege. Such a retainer might become a friendly associate, though he could just as easily become a rival.



CHAPTER XVIII: THIEVERY - OPTIONAL

In May 1974, a fanzine called the **Great Plains Games Players Newsletter** featured an article by Gary Gygax about a new class for Dungeons & Dragons known as the Thief. "Gygax invited the zine's editor, Jim Lurvey, to sell copies of the [fanzine] issue with 'The Thief Addition' at the TSR booth [at GenCon]; unsurprisingly, Lurvey reported that sales 'went fast.'"⁹

Gygax credited "Gary Schweitzer" as the creator, "but most likely he meant **Gary Switzer**, who played with the Aero Hobbies crowd in Santa Monica, California (see Section 5.2 of [Jon Peterson's] *Playing at the World* [book] for a bit more context about Switzer). On the basis of that conversation, Gygax developed his own preliminary version of the Thief, which he stresse[d] [had] 'not been tested.'"¹⁰

This prototype Thief class has been retrofitted to work with **Dragons Beyond**. At the same time, the rules below have also created mechanics that will allow non-thieves to continue doing what they were always permitted to do with some guidelines and odds to help the Referee at the table.

In some ways, the introduction of the Thief class with its very specialized skill system based on, mostly, **d100** rolls is at odds with much of what came before. And, like any innovation, it has had repercussions that have echoed through various editions of fantasy role playing games. Unlike the seamless skill-based system introduced by the sci-fi role playing game **Traveller** in 1977, the Thief addition is very much a clunky bolt-on. Many now view it as unnecessary and limiting to the original conception of play.

Referees are warned that adding this class alters the way participants choose to solve problems in the Underworld or city, while sidelining Fighting-Men, Clerics, and Magic-Users. The game may be poorer, rather than richer, with this class.

Thieves

- Rely on a set of specialized skills and Ego to stay alive and make a living.
- Usually work alone, though some thieves prefer to belong to a gang that resorts to banditry, brigandage, piracy, etc.
- Every Thief desires to form or head his own crime syndicate. Some of these organizations are rumored to operate as a secret society or Guild and exert political control in larger cities.
- May wear cloth, padded, or leather armor of all types. They prefer not to carry shields or wear helms as these must be frequently set aside to use their skills or to carry sacks of loot.
- May use magical swords of any type except a Holy Sword. They may also employ magical daggers.
- Prefer weapons that allow them to strike a quick bludgeoning or stabbing blow from behind, or else to make ranged attacks well out of harm's way. Thieves generally are not meant to fight.

⁹ Jon Peterson, Gygax's "The Thief Addition" (1974), *Playing At The World* [blog], August, 14, 2012, available at <http://playingattheworld.blogspot.com/2012/08/gygaxs-thief-addition-1974.html>. Note, there is an alternate story that Switzer owned a hobby shop and that the Thief was invented by a Referee named **Darold Wagner** who frequented his shop. Cf. *Save or Die Podcast*, Episode 160: Start! Thief!, December 31, 2020 available at <https://podcasts.apple.com/au/podcast/the-save-or-die-podcast/id385668065>.

¹⁰ Ibid.

Table 18a: Thief Level Progression

LEVEL	HIT POINTS	IMPROVED DAMAGE	ADDITIONAL ATTACKS	TITLE	REQUIRED EP
1	1d6	N/A	N/A	Apprentice	0
2	1d6+1	1	1	Footpad	1,200
3	2d6	N/A	1	Robber	2,400
4	2d6+1	1	1	Burglar	4,800
5	3d6	N/A	2	Cutpurse	9,600
6	3d6+1	N/A	2	Sharper	20,000
7	4d6	N/A	2	Pilferer	40,000
8	4d6+1	N/A	3	Master Pilferer	60,000
9	5d6	1	3	Thief	85,000
10	5d6+1	1	4	Master Thief	115,000
11	6d6	1	4	Master Thief 2nd	230,000
12	6d6+1	1	4	Master Thief 3rd	345,000

Table 18b: Thief (all Races) Saving Throws

LEVEL	DEATH RAY	POISON	PARALYZATION	STONE	BREATH WEAPON	SPELLS
1-4	11	11	13	14	15	14
5-8	10	9	11	12	13	11
9-12	9	7	9	10	12	9

Although any Race may be a Thief, the Halfling has an uncanny knack for burglary and moving silently. The Dwarf (especially the burrowing / Gnomish variety) has advantages when removing traps or opening locks. See **Thieving Skills** below. The Referee may impose restrictions on how far a non-human race might advance in thievery to maintain game balance.

Thieves generally align themselves with the Neutral or Chaotic **division** of the Cosmic struggle, Halflings are the sole exception. It is possible for Lawful characters to hire Thieves for missions which advance the cause of Law; this is how special agents such as Spies operate, for example.

A player who wishes to play a Thief may take two points from **Appearance**, if above average, and add one point to his **Ego**. The player may take one point from **Cunning**, if above average, and add one point to his **Ego**. As with other **trait adjustments**, multiple swaps are allowed.

The **Prime Requisite** for a Thief is his **Ego**. By means of a high degree of self-interest the Thief has heightened awareness, agility, and dexterity enabling him to have a slight advantage when making saving throws, moving his body, or using his hands and feet. Dwarves do not have a 10% advantage in EP advancement as a Thief, nor do Halflings have a 10% disadvantage.

Designer Note: For a Thief, a high Ego reflects self-interest and a low Ego reflects loyalty to external people, groups, and causes. This is the reverse of how the Ego score operates for other classes.

In **Melees and Combat**, for purposes of attack probability only, Thieves have "**to hit**" rolls that progress the same **as Clerics**.

Thieving Skills

Non-thieves may always attempt to do thief-like things, however, their chance of success is lower than that of a person who specializes in such skills.

Non-real player Spies/Assassins may only progress in a handful of skills or to a limited level of expertise at the Referee's option.

Roll **3d6** and meet or exceed the number in the table below to succeed.

- The Referee may apply a **modifier** or penalty ranging from **+3** to **-3** to reflect especially easy or challenging conditions.
- **Dwarves** gain a **+3** advantage when Opening Locks and Finding or Removing Small Traps.
- **Halflings** gain a **+1** advantage when Hearing Noise, Picking Pockets, and Removing Traps and a **+2** advantage to Open Locks and Moving with Stealth. The Halfling gets no advantage to Finding Small Traps.

Backstab - When striking from behind, the character **waits or approaches with stealth** and then makes a highly targeted bludgeoning or stabbing **melee** attack. These attacks are made with a **+4** "to hit" advantage. If done with intent to subdue, the chance of stunning an opponent are the same as that of a rider who is unseated and has the same stunning effect.

Hear Noise - Although any character has a chance to hear noise - usually on the other side of a door - the Thief can improve this skill through repetition and technique so that he is particularly sharp-eared.

A Head for Heights - While any character can climb a rope, go aloft shipboard, or ascend a mountainside, the Thief can improve this skill so that he might be able to rapidly climb or descend almost sheer surfaces even if the Referee applies a -3 penalty. At a certain level of experience, this skill is so well-practiced that success is **automatic** no matter how absurd the conditions. If the roll fails, the character falls from the mid-point of the height to be ascended, taking **1d6** damage for every 10 feet of the fall. If there is a soft surface or water below, the Referee may allow a saving throw, or even reduce or negate the usual damage.



Table 18c: Chances of Success at Thievery

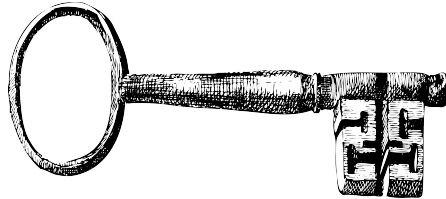
LEVEL	BACKSTAB DAMAGE	TITLE	HEAR NOISE	A HEAD FOR HEIGHTS	OPEN LOCKS	PICK POCKETS	FIND / REMOVE SMALL TRAPS	MOVE WITH STEALTH	READ LANGUAGES & MAGIC
Non-Thief	1 x weapon	Varies	1-in-6 or 2-in-6	7	15	16	17	18	14
1	1 x weapon	Apprentice	11	5	13	14	15	16	10
2	1 x weapon +1	Footpad	11	5	12	13	14	15	9
3	1 x weapon +2	Robber	10	4	11	12	13	14	8
4	2 x weapon	Burglar	10	4	10	11	12	13	7
5	2 x weapon +1	Cutpurse	9	4	9	10	11	12	6
6	2 x weapon +2	Sharper	9	4	8	9	10	11	5
7	2 x weapon +3	Pilferer	8	4	7	8	9	10	4
8	3 x weapon	Master Pilferer	8	4	6	7	8	9	3
9	3 x weapon +1	Thief	7	3	5	6	7	8	Automatic + 1st
10	3 x weapon +2	Master Thief	7	3	4	5	6	7	Automatic + 2nd
11	3 x weapon +3	Master Thief 2nd	6	Automatic	3	4	5	6	Automatic + 3rd
12	4 x weapon	Master Thief 3rd	5	Automatic	Automatic	3	4	5	Automatic + 4th

Open Locks - With a set of Thieves' Tools (see **Equipment**) - and given enough time - anyone can pick a lock or force it open. However, as the Thief progresses, he may rapidly foil crude locks and at the highest level of experience he may automatically succeed even against **magical closures**.

Pick Pockets - Anyone may attempt to filch items through distraction and sleight-of-hand, but a Thief can become especially adept at cutting purses and picking pockets. If the roll is not **at least half** of the number needed (rounding down), then the attempt has been **noticed**. For example, if a Fighting-Man attempts to pick the pocket of a passing wealthy merchant and does not roll at least an 8 on 3d6, his clumsy attempt is stopped and the merchant may cry for help.

Find / Remove Small Traps - The probability of detecting and then removing small traps - such as an envenomed dart or vial of poisonous gas - is the same. Each requires a separate roll. Although detecting a small trap might be done without a set of Thieves' Tools, removing such a trap certainly requires them. If the roll is not **at least half** of the number needed (rounding down), then the attempt has **triggered** the trap with potentially deadly results for all in range.

Common Tools, as noted in the **Equipment** section, are used to overcome larger traps - sometimes located in a room or corridor. Also see the section on **Traps** in **The Underworld** above.



Move with Stealth - This skill subsumes the ability to both move silently, and also to hide - or even shift position - while taking advantage of the terrain, environment, or lighting to remain out of sight. Such stealth is not possible in the middle of a meadow on a sunny day, in a well-lit corridor without cover or shadows, etc. The Referee must decide how quickly and silently a character may move when attempting an approach by stealth. As noted above, this roll must be passed or else the attempt to backstab an opponent does not gain the +4 advantage "to hit."

Example: An adventuring party is heading back toward the surface after a successful delve into a dungeon when a slight detour takes them past an unintelligent monster which immediately begins to pursue them. As the party dashes around a corner to throw off the pursuit, the Thief goes into hiding. If the monster fails to notice him (i.e. the player makes a successful roll), the Thief can then slip into its lair and snatch any loot while the monster is elsewhere.

Read Languages and Magic - Anyone may attempt to puzzle out what a foreign language or treasure map says or implies, but a Thief, due to his Ego, is particularly facile with language and unconcerned with the words that roll off his tongue. This unconcern with being "wrong" or telling untruths enables the Thief to rapidly pick up street lingo, and even speak with fellow Thieves with a bit of a patois, cant, or rap. At 9th level and above, a Thief automatically succeeds at comprehending any non-magical writing. Additionally, his understanding of languages has become so advanced, that he can intuit how to read **Magi** and thus may be able to employ spells, starting with those of the lowest level of complexity. A Thief may not, however, learn magic spells the same way as a Magic-User. Nor can he work miracles like a Cleric. The Thief can only cast spells with aid of a spell book or scroll. The spell disappears from the book or scroll when cast in this manner. Because of the undisciplined way that a Thief has learned language, there is a **1-in-10** chance that the spell cast will actually operate in reverse. The exact details of such a reversal are left to the Referee.

Additional specialized skills at higher levels of experience are left to other gaming aids such as Running Beagle Games' **B/X Companion** authored by Jonathan Becker. The B/X Companion provides probabilities for acrobatics, climbing beneath overhangs (perhaps while upside down), throwing one's voice (ventriloquism) and mimicry (perhaps using powers of distraction in addition to disguise).

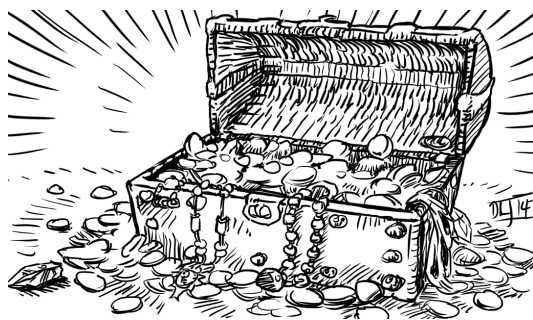
Poisoned Weapons

If a hit is scored by a poisoned weapon - such as a curare soaked crossbow bolt or the stinger from a giant scorpion - the victim must make a saving throw, usually against poison or paralyzation. The victim might also take damage even with a successful save depending on the toxin used.

When used in combat, a poisoned weapon is only effective for **three** completed **blows**. Poison is not effective unless the weapon has an edge with which to pierce or slash the victim. The poison must be **applied** to the weapon on the **same day** on which it is used.

Whether using a particular poison is an act that aligns with Law or Neutrality is dependent on the circumstances. Those in the Chaotic division have no qualms about using poison.

Although the Referee may place additional restrictions on the use of poisoned weapons by participants in the campaign, a Spy can always gain access to such substances via an Alchemist when on a mission of assassination. See **Special Agents** above.



CHAPTER XIX: ANTI-CLERICS

There are Anti-Clerics who worship -- and are granted spells -- by one or more patrons representing the primordial Chaos of the multiverse. These spells function in opposition to the spells of Lawful Clerics. An Anti-Cleric gains experience, hit points, combat ability, and spells exactly as a regular Cleric. They are usually non-real persons, though there is no reason why a Referee could not allow a player to choose this class. An Anti-Cleric may use a sacrificial dagger, but may not use a Holy Sword.

The Referee might allow **non-humans** to become an Anti-Cleric, though in this case they are **limited** in advancement to **7th level** and generally referred to as a **Shaman** no matter what level of experience they have.

Table 19a: Anti-Cleric Titles

LEVEL OF EXPERIENCE	CHAOTIC TITLE
1	Evil Acolyte
2	Evil Adept
3	Shaman
4	Evil Priest
5	Evil Curate
6	Evil Bishop
7	Evil Lama
8	Evil High Priest

Domain Play

In most aspects this is the same as that of the Lawful Cleric, though the militant arm of the faith is called a "Disorder" and is a looser confederation of men whose aim is to sow Chaos to overthrow nearby Lawful realms or holdings. Tithes are demanded with more urgency to support both Chaotic Monasteries and Disorders. The growth of the faith among the populace takes on a more cultish aspect so that parishes are distinctly individual in their worship of Patrons and in their veneration of the local Anti-Cleric who oversees the religious domain.

Gather Undead

An Anti-Cleric has the ability to "gather" the undead by presenting his unholy symbol to them. Refer to **Table 1d: Clerics vs. The Undead** since the probabilities for an Anti-Cleric to gather the undead are exactly the same as the probability for a Lawful Cleric to turn them. In some cases, success is automatic (T or D). In others, the player must roll **2d6** and meet or exceed the number shown. N/A means that the Anti-Cleric's efforts will have no effect because he does not have the spiritual power to compel the undead to join his cause.

An Anti-Cleric may make one gathering attempt against a single group of like undead in a given round. If more than one type are present, he must make a choice or leave it to chance.



If the Anti-Cleric fails in his attempt, he may not retry against that particular group during the same day. However, other groups of the same type may still be gathered if later encountered.

When done during the combat round, the intention to Gather the Undead must be declared. It takes place during the Magic segment.

Undead who are gathered will accompany the Anti-Cleric for a time, and do his bidding. The effect ends at **midnight**, so the Anti-Cleric must find some way to keep track of time, or else bid the Undead to disburse - otherwise the results might be grisly.

Anti-Clerical Spells

Spells from the first level of complexity to the fifth level are shown in the table below. Descriptions are given afterward. An Anti-Cleric receives his spells through supplication and a trance or frenzy at the moment they are needed, thus there is no need to select a spell in advance. Sometimes the use of a totem, poppet, doll, fetish, incense, narcotics, an unholy symbol, or an unholy book are necessary to help the Anti-Cleric focus his mind upon connecting with the Diabolical and manifesting its power. This is left to the discretion of the Referee. A **Chaotic Monastery** or **Disorder** may be granted additional spells not shown here, perhaps based upon completion of some infamous undertaking or series of Unholy Quests.

Table 19b: Anti-Cleric Spells

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL
Cause Light Wounds	Blight	Cause Disease	Cause Serious Wounds	Chanelling
Detect Good	Conceal Traps	Evil Benediction	Double Double	Dispel Good
Conceal Magic	Release	Continual Darkness	Envenom	Animate Dead
Darkness	Protection from Good	Conceal Objects	Protection from Good: 10' radius	
Putrefy Food or Water	Agitate			
Throw Curses				

Designer Note: Many of the spells below have been invented by the author and are not part of the original fantasy role playing game. A Referee can ignore them as heresy. The intent is to provide a complete mirror-image of the Cleric instead of an incomplete one where only a handful of spells are reversed.

First Level

Cause Light Wounds - When the Anti-Cleric lays his hands upon a character, non-real player, or creature, this spell will remove **1d6+1** hit points. The hit points are removed over the course of a turn.

Detect Good - The Anti-Cleric can detect a good thought or intent in any person or enchanted object. This effect lasts for **2 turns**. Unlike most spells, it has a limited range of **20 feet** plus an additional **5 feet** for every level of experience above 5th. This spell will not detect healing potions because such boons operate regardless of intent.

Conceal Magic - This spell conceals whether there is magic present within or about a person or creature, place, or thing. It can be used to hide the dweomer of an item that is magical, whether a portal is locked or held shut by magic, or an ensorcellment on a person. When magic is concealed the hidden subject cannot be discovered if this spell was cast by an Anti-Cleric of a higher level of experience than the one who has cast the detection spell.

Darkness - When cast in the **Underworld**, any light is **unaffected** for the **first round** (or minute if not in combat). In the **second round** (or minute), gloom reduces all **light** sources to **half** their **normal** brightness. On the **third round** (or minute), the darkness is so **complete** than only those who can see in the darkness can attack or defend themselves. When cast in the **Upper World**, the light is unaffected for the first **turn**. On the second, a semi-dark gloom sets in, and on the third turn the darkness is complete and prevents movement or combat by those who cannot see in the darkness. When countered by a **Light** or **Continual Light** spell (see above), the order that the darkness fell is reversed - taking three rounds, or minutes, or turns to return to normal.

Putrefy Food or Water - An Anti-Cleric can putrefy food or contaminate water that is nearby - at most enough food or drink as would be consumed by a dozen people in one day. This spell does not create a deadly poison, rather it introduces spoliation, parasites, or impurities likely to cause disease or distress. The Anti-Cleric can use this spell to create enough **Unholy Water** sufficient to fill a vial, though it will be ruined if the vial itself has not been prepared (see **Blight** below). Unholy Water can undo the effect of Holy Water on undead, and also desecrate the fonts, altars, and offerings used by Lawful Clerics.

Throw Curses - This spell will throw one curse or create an evil sending. The person or object cursed does not have to be touched, it is sufficient to throw the curse as if it were a **dart**, requiring a successful **"to hit"** roll against the whole person (Armor Class 9 [11]). The spell will not create a cursed scroll if cast on a regular scroll, but if cast on a scroll that is already **Cursed**, it will miraculously **duplicate** it (see **Scrolls** above). This spell may be used to cause a **Holy Disease** (as the third level Cleric spell **Curse**) with varying success: If the Cleric who tries to impose the Holy Disease is equal in level with the victim, there is a 50% chance it fails but if the levels are different, the chance of success is adjusted +/- 10% per level difference. There is no saving throw to prevent the Holy Disease cast by an anti-Cleric.

Second Level

Blight - A Cleric may speak a jinx over any person or creature that will weaken their resolve in mortal combat although those already engaged in a fight are not affected. The recipients must be within earshot so they can hear and ruminate about the jinx. The effect endures for **6 turns**. Any attack made by these recipients has a **-1** "to hit" and any Morale Check they must make is also done with a **-1** penalty. A bewitchment can also be spoken over an object to prepare it for unholy use such as a symbol, altar, font, or vial.

Conceal Traps - The Anti-Cleric is able to conceal any manually or mechanically operated trap that is within **30 feet** of where he is standing. The effect of this spell endures for **one turn**, and as the Anti-Cleric moves, the effect moves with him. Persons about to become ensnared by such a concealed trap do get a chance to save versus Spells to shake off the illusory effect. The Referee may make the roll in secret. A successful saving throw is distinct from noticing or triggering the trap.

Release - The Anti-Cleric is able to free a single figure who has been paralyzed by a **Hold Person** spell whether cast by a Magic-User or Cleric. The figure is freed **2d6 turns** plus (+) the **level** of the Anti-Cleric **earlier** than otherwise would have happened.

Protection from Good - This spell hedges the Anti-Cleric around with a magic circle that prevents attacks from conjured creatures such as Elementals or those summoned from another plane. The spell does not prevent **Phantasmal Forces** no matter the guise in which they appear. The protective hedge also acts as an armor of sorts against Lawful attacks, adding **+1** to the caster's saving throws and penalizing the value a Lawful opponent needs "to hit" the caster by **-1**. This protective spell endures for **6 turns**.

Agitate - The Anti-Cleric is able to agitate any one character, non-real person, or creature. Roll **1d6** and on 1-2 the agitation manifests as hysterics; 3-4 temporary insanity; or, 5-6 a fearful awe. The victim gets a saving throw. This spell may be countered by a **Tranquilize** spell (see above) cast by any level Cleric. The effect endures for **2d6** turns.

Third Level

Cause Disease - This spell enables the Anti-Cleric to cause any disease except the curse of the Holy Disease. The spell has an **80%** chance of success. There is no saving throw. The Anti-Cleric can, for example, cause the same type of rotting disease caused by a Mummy or a natural disease like the plague (with a potential ripple effect throughout the land).

Evil Benediction - This spell gives the Anti-Cleric the power to remove the Holy Disease imposed by a Lawful Cleric. The Evil Benediction takes 1 turn to deliver. The recipient's condition will begin to improve after midnight. The pace of recovery is left to the Referee.

Continual Darkness - This spell extinguishes light (both natural and magical) in an area extending **24"** in all directions from the Anti-Cleric. This spell will outline the Anti-Cleric with an impenetrable black aura and move with him. The Anti-Cleric can see normally despite this aura. The Anti-Cleric need not concentrate to maintain the effect and can do other things. The Anti-Cleric may opt to transfer the darkness to an object, such as a stick, that is in contact with him. If the darkness is transferred to an object, the darkness radiates



from the object instead of outlining the Anti-Cleric. The spell endures for **24 hours** unless specifically discontinued by the Anti-Cleric; the player (or Referee) simply must state that he is discontinuing the spell. The darkness is not powerful enough to overcome full sunlight but the exact amount of dampening is left to the interpretation of the Referee. Note: The Referee must decide what happens to the darkness if the object is no longer connected to the Anti-Cleric.

Conceal Objects - The Anti-Cleric is able to magically conceal one object or several objects of the same type. The exact nature, dimensions, etc. of the object(s) to be concealed must be known, and the entire object or set of objects must be within the radius of the spell. The spell radius is **60 feet** plus (+) **20 feet** for each **level** the Anti-Cleric is above 3rd. For example, if an Evil Bishop (6th level Anti-Cleric) cast Conceal Objects, the spell radius would be 120 feet. The object(s), when sought out, simply wink out of existence - reappearing only when they are no longer sought. The Anti-Cleric who cast the spell can end the concealment as desired.

Fourth Level

Cause Serious Wounds - When the Anti-Cleric lays his hands upon a character, non-real player, or creature, this spell will remove **2d6+2** hit points. The hit points are lost over the course of a turn.

Double Double - Because spiritual power is greater than the phantasmal power, an Anti-Cleric can double the effect of any magic or enchantment cast by a Magic-User below the Anti-Cleric's own level, without failure. For example, an Evil High Priest (8th level Anti-Cleric) can double, without chance of failure, any spell cast by an Enchanter (7th level Magic-User). If the levels are equal, the Anti-Cleric has a 75% chance of success. In all other cases, no matter what the level of Magic-User above the Anti-Cleric, the Anti-Cleric has a 50% chance of success. **Double Double** is also able to strengthen a magical effect caused by a fantastic creature (such as the paralysis caused by a Spectre or the fiery breath of a Dragon), but only if cast upon a fantasy creature within 30 feet of the Anti-Cleric.

Envenom - This spell has an **85%** chance to create a fatal venom sufficient to kill **one** character, non-real person, or creature. The supernatural venom exudes from the Anti-Cleric's weapon as it is wielded in combat. When the Anti-Cleric scores a hit, the Referee must decide how long afterward the venom takes hold, keeping in mind that only an Evil Lama (7th level Anti-Cleric) or Evil High Priest may call forth this venom. Envenom may also be cast upon an object or draught to make it dangerous to handle or to drink. The victim gets a saving throw.

Protection from Good: 10' radius - Those within the spell radius when the spell is cast are hedged round just like the Anti-Cleric. The radius moves as the Anti-Cleric moves. It prevents conjured creatures from physically entering the protected space. It is possible for someone -- other than the Anti-Cleric -- to exit the protective space and thus lose its benefit. Otherwise, the spell's effects and duration are the same as with **Protection from Good** above.

Fifth Level

Channeling - the Anti-Cleric enters a light trance wherein he opens himself to either speak with a spirit as an intermediary on behalf of someone else (much like a seance), or else enters a deep trance and allows a spirit to speak through his voice directly, or control his hands to write, draw, or sculpt. Although the Anti-Cleric cannot pose a question of the spirit, those nearby can do so. The spirit contacted may be from some other plane of existence. Spirits of the formerly living who are called from the land of the dead are of least risk to the Anti-Cleric. A malevolent spirit from a plane closer to the primordial Chaos, however, is like to pose a grave risk. There is a 10% chance per plane more than 3rd distant that the Anti-Cleric's mind will become unsound so that he is effectively insane and totally incapacitated for a number of weeks equal to the distance of the plane he was

attempting to contact. There are four Unholy days per year during which celestial bodies are in alignment and contact with distant spirits becomes easier. On these occasions, either multiple questions may be posed, or else contact with an entity within the Primordial Chaos itself may be consulted. The latter will not only make the Anti-Cleric insane for twice the usual period, but also has a 10% risk he becomes a permanent tool in the hands of that entity, the connection never fully severed.

Dispel Good - First, this spell allows an Anti-Cleric to **Dispel Magic** cast by a good Magic-User or Cleric. Second, the spell can also function against summoned or enchanted creatures of good alignment or sent to aid the cause of good. Such summoned or enchanted creatures are returned to their native plane. It has no effect on an Invisible Stalker which is a type of evil sending. Third, Dispel Good can be used to cause an evil or demonic spirit such as a ghost or poltergeist to inhabit an area or thing. Fourth, it can cause an evil spirit to come forth and possess a person though the victim gets a saving throw. Finally, when cast on beasts or monsters who have been enchanted to perform some good task, they are freed of this obligation.

Animate Dead - The Anti-Cleric can raise a character, non-real player, or humanoid creature. The Anti-Cleric simply points his finger and the remains are re-animated. Those re-animated within 7 days of death come back as a Zombie, while those long dead come back as a Skeleton. The re-vivified creature needs two weeks to adjust to its circumstances before it can perform normal activities such as guarding a tomb or serving in an undead army. The Zombie or Skeleton will follow the orders of the Anti-Cleric who made it. Optionally, if the Referee allows Anti-Clerics to advance beyond 8th level, the Anti-Cleric may re-animate someone as a Zombie as much as 7 days after death + 2 weeks for each additional level above 8th.

Supernatural Powers - Anti-Cleric

Much like the Cleric (see above), the Evil High Priest is able to send others on an **Unholy Quest** in the service of Chaos with the same repercussions if avoided or ignored. Perhaps this is how he is able to bind Trolls, Vampires, Apes, and Ogres to help guard his domicile. The Evil High Priest also has no compunctions about using the **Finger of Death**, perhaps multiple times in a single day!

CHAPTER XX: AERIAL COMBAT

Aerial combat adds an exciting element to the game. These rules are meant to be fast and playable instead of simulating every possible twist and turn. The greater the amount of simulation, the slower - and perhaps less engaging - the combat will seem. The standard Move/Counter-Move Round Sequence is used for aerial combat (with minor alterations). Pass through fire is permissible even though the missileer is in motion. Pass through fire and split-move and fire during the **mid-point** of the move should be **strictly enforced**. The Referee might wish to start an aerial combat with all fliers traveling at minimum speed and at the same altitude.

Record Keeping

A 3x5 index card or scrap paper is useful to track critical hits to each flyer, its altitude, maximum and current rate of movement, hit points, means of attack, saving throws, Armor Class, etc. Tokens or chits on grid paper or hex paper can be used to represent the "battleground" though miniatures are more satisfying. A virtual tabletop can also be used.

If two campaign participants are battling one another, both should record their "orders" in private and reveal them during the resolution of the movement sequence. Otherwise, only the Referee need make notations in advance of resolution to keep himself honest.

Miniatures

When using miniatures, some means to represent the positions and altitudes of flyers is ideal for visualization of relative heights in increments of 25". Here are three suggested methods:

- Placing a flyer mounted on a base on top of a stack of large Lego™ blocks
- Using a 16" dowel rod and base and attaching the flyer using rubber band
- Using heavy gauge wire twisted together and using alligator clips to attach the flyer

A 48 x 48 area should be sufficient for most battles except those with Copper Class flyers traveling at full speed. In that case, either the table must be larger, or the players can switch to using centimeters instead of inches for all measurements.

A wooden template with one edge cut to 45 degrees and another to 30 degrees aids play. When rotating a miniature figure, use the rear of its base as the pivot point on the inner side (i.e. the side toward which the flyer is turning).



Maneuverability

Each type of Flyer must be placed into one of the five maneuverability classes. These classes range from Copper to Platinum. The table row "Beasts and Magics that Typify Class" should help the Referee decide, especially for Monsters borrowed from other rulesets or created for the campaign.

Flyers in the Platinum Class can hover and are the most maneuverable, being native to the air. Flyers in the Gold Class can often glide with very little effort, and take to the air and land with ease, especially if they are small. Some Gold Class flyers can hover too.

Forward Movement

Flyers have a maximum forward movement rate provided in **Table 14a: Monsters - Hostile and Benign** above. The Referee will need to provide the maximum movement rate for any Magical Items or Spells that are unique to his campaign.

A Flyer usually can make changes to its rate of movement from round to round. The change takes place at the end of the entire Move/Counter-Move Round Sequence. However, a Flyer who makes a dive as its last maneuver cannot change its rate of movement at the end of the same round.

Flyers who only move at **half speed** may make turns as though their **maneuverability** has **improved** by one class.

Minimum Speed

A flyer that propels itself by **flapping its wings** cannot reduce forward movement beyond a certain point. This is usually half speed, though a Referee may rule otherwise. Any **fractional speed** is rounded down to the nearest inch with 1" being the absolute minimum for Platinum Class flyers.

Climbing and Altitude

Climbing subtracts 2" of forward movement for every 1" of climb. The maximum angle of a climb is 1" in altitude gain for every 4" of movement.

Above 1,500 feet flyers are invulnerable to ground fire. There is seldom reason for an aerial battle to take place at greater than 2,000 feet. Optionally, the Referee may assign another maximum altitude such as 5,400 feet (1,800 yards / 180") depending on how thin or dense the atmosphere is in the campaign's fantasy world.

Dive

Diving gains 1" of additional movement for every 1" of altitude descent. The maximum angle of dive is 1" for every 2" ahead.

A Flyer can temporarily exceed its movement rate. Feathered flyers can exceed it by 1/3 rounding up. Leathern flyers can exceed it by 1/2 rounding up. This additional movement must be used in the same combat round (or mass combat turn) as the dive.

A flyer making a diving attack from above gains an **Impetus** advantage much like a cavalry charge.

Making a dive after participants have resolved missile fire at the perceived "midpoint" of a Flyer's move is permissible, and can be a highly effective tactic.

Turns

A flyer make any number of rotations during the movement segment. The total number of degrees rotated cannot exceed the Maximum Rotation figure provided for the flyer's maneuverability class. If a Maximum Rotation of 120, 135, or 150 degrees is possible, simply use the values in **Table 20b** to combine a 90 degree turn with a 30 degree, 45 degree, or 60 degree turn respectively.

The flyer must travel a certain distance, again based on maneuverability, between each rotation. It is permissible to combine a climb or dive maneuver with this necessary travel between rotations.

Turns - Alternate

Only one rotation is made, limited by the Maximum Rotation. This rotation is made at the end of the required straight line movement. Again, 120, 135, and 150 degree turns are possible by

inferring the required distance from other numbers provided. The required distance must be travelled before the rotation is made. For example, a Platinum Class flyer making a 120 degree turn must travel 19" (14" + 5") before making the rotation. If the Referee allows, the more exact distance of 18" can be used (135' + 45') if only a single rotation is permitted per round.

Designer Note: A Referee might wish to impose a cost to forward movement or altitude such as 1" for each rotation when a Flyer makes a turn.

Launching and Landing

For situations where a Flyer must launch or land, there is no need to create rules for wind direction, terrain, and other troublesome details.

A flyer on the ground simply takes to the sky by referring to the "Launch Time" row in **Table 20b**. At the end of the allotted period the flyer is marked as flying 1" off the ground in whatever direction desired directly above the ground it currently occupies.

A flyer that is attempting to land is assumed to circle, bleed altitude and velocity, and land in suitable terrain directly below where it is currently flying. Refer to the row for "Landing Time" in **Table 20b** below.

During a takeoff or landing, neither the flyer nor its rider may not make any attacks. Once committed to this maneuver, the flyer must complete it. Both flyer and rider are especially vulnerable during takeoff or landing and subject to enemy attack(s).

Missile Fire - Air to Air

Missiles may be shot during the **pass-through fire** segment or the **missile** segment but not both as the rider is constantly in motion.

A **Rider** may employ hand-hurled weapons, slings, and bows (other than the longbow). Crossbows and gunpowder weapons cannot be used.

Treat short range shots as medium range, and medium range shots as long range when rolling "to hit." All long range shots miss.

If either the rider or his mount is engaged in melee, no missile fire is allowed in the current round (or mass combat turn), nor the next that follows the end of melee. Switching weapons while aloft requires great care.

Designer Note: A Referee might place limitations on the permissible arc of fire such as the front 180 degrees for arrows and bullets and only the right-front 90 degree arc for hand-hurled weapons (i.e. on the side of the dominant hand). Similarly, nearby flyers might prevent a shot or, like firing into melee, present an opportunity to hit the "wrong" target.

Missile Fire - Ground to Air

Missile fire may be made during either the movement segment as **pass-through fire**, or during the **missile** segment. If done as pass-through fire, the position of the aerial target at the mid-point of its move is used unless the aerial target turns to exit the range of the missile troops in which case the shot is made while the aerial target is closest to the missile troops.

The maximum effective **range** of the weapon is **halved**. This simplifies the math of accounting for both distance to target and altitude. Those more acquainted with Pythagorus are free make the appropriate calculation of actual distance from bowman to target.

When determining the hit location, ground to air missile fire usually will be **an attack from the BOTTOM**, although this will not be true when flyers are very low, or grounded.

Artillery Fire - Ground to Air

A sling-ended catapult can fire a load of small stones with a blunderbuss effect. Likewise a trebuchet. A tension-type of light catapult can be used to fire large darts.

Minimum range for ground-to-air artillery fire is ignored, even if the flyer is at low altitudes.

All ground-to-air artillery fire is made at an additional **-3** "to hit" unless the crews are supervised by an **Engineer-Artillerist** in which case the shots are made at **-2** "to hit."

The maximum effective range of the siege engine is **halved**.

Bombardment

Bombardment takes place during the **artillery** segment. A Dragon carrying a bomb load will incur a **movement penalty** of **one-third** of its maximum movement capability. See **A Dragon In Combat** above for more about bombardment.

Breath Weapon

Breath weapon attacks take place during the **artillery** segment, provided the flyer and its target end their movement segment within range. If a saving throw is allowed, the targeted creature(s) make the save with a **+2** bonus (3d6 or d20 scale). The arc in which the Flyer might pivot its head and use its breath weapon is a matter of Referee discretion.

Designer Note: If these aerial combat rules are ported to another wargame or RPG, a **+1** bonus should be used for saving throws made on a 2d6, 1d10, or 1d12 scale. This applies to saving throws against Breath Weapons and Magic.

Magic

An aerial mount, especially in aerial combat, is an unstable platform. No Magic-User spells can be cast, though a Referee may allow the use of scrolls and other magic items. A Cleric may pray for divine aid, but the Referee must determine if any spell is possible under the circumstances.

If a saving throw is allowed, the targeted creature(s) make the save with a **+2** bonus.

Air-to-Air Melee

Flyers that end their movement segment within **3"** of each other may engage in melee. The **3"** must account for both the linear distance and the difference in altitude. For example, if one Flyer is **1"** above the other, the bases of both Flyers must be within **2"** of each other for melee to occur.

A mount and rider may both attack their opponent(s), selecting a mount or rider to receive all blows. For example, if a Fighting-Man has the potential to deliver multiple blows during a round, he must choose whether to target the mount or opposing rider.

Blows and counter-blows are **simultaneous** with two exceptions:

- A Flyer that used a breath weapon or cast a spell during an earlier segment cannot also deliver blows to its opponent during the melee segment.
- A Rider that fired a missile weapon or made a magical attack during an earlier segment likewise cannot deliver blows.

Designer Note: In play testing, melee was extremely rare because of maneuver constraints and the 3" distance requirement. This is a realistic result, but may detract from fun. The chance of engineering an aerial collision or grapple are vanishingly rare, thus those situations are omitted from the rules.

Table 20a: Hit Location - Aerial Combat

An attack from	Connects with					
	the TAIL	a LEG	a WING	the BODY	the RIDER	the HEAD
the FRONT (bow)	N/A	2 - 3	4 - 5	6 - 8	9 - 10	11 - 12
the SIDE (broadside)	2 - 3	4	5 - 8	9	10 - 11	12
the REAR (stern)	2 - 3	4 - 5	6 - 7	8 - 10	11 - 12	N/A
the TOP	2 - 3	N/A	4 - 5	6 - 8	9 - 11	12
the BOTTOM	2 - 3	4 - 7	N/A	8 - 11	N/A	12

To make an attack on an aerial target, roll **2d6** and cross reference the chart above to find out the location of the hit. Attacks from the TOP or BOTTOM are permissible if the altitude differential is greater than the linear distance. For example, a Flyer that is 3" above another but whose base measures 4" away cannot resolve an attack using the TOP row.

Next, roll "to hit" normally. Attacks against a Rider uses his Armor Class instead of that of the mount. If the Hit Location was for a Rider but there is none, simply treat it as if against the Body.

If a hit is scored, roll on the "killing blow" table. Not only does a killing blow do maximum damage, it also signifies a critical hit with one or more effects based on the location of the hit:

- A critical hit on the **tail** affects the flyer's ability to stabilize itself in flight. For creatures with smaller tails, assume tail means hindquarters. Thereafter, when the flyer attempts to change direction or altitude, it takes **1 hit point** of damage exacerbating the wound. Additional critical hits on the tail have a cumulative effect (2 hit points, 3 hit points, etc. per change)
- A critical hit on **one leg** means the flyer means that the flyer will take **1d6** points of damage upon landing.
- A critical hit on **both legs** means that the flyer will take **2d6** points of damage upon landing. The rider will also take **1d6** points of damage because the flyer is assumed to crash land.
- A critical hit on **a wing** causes the flyer to take 1 hit point of damage for each further round of flight.
- A critical hit on **both wings** or **two critical hits** on **one wing** causes the flyer to immediately plummet to the ground.
- Critical hits to the **body** simply do damage as usual.
- A critical hit on the **Rider** unseats him. The Rider falls, presumably, to his death, taking **1d6** points of falling damage per 10' fallen (maximum **20d6**). Magic, heroics by another flyer, or divine intervention are the only recourse.
- A critical hit on the **head** causes instant death to the flyer and it will plummet to the ground.

A flyer that plummets to the ground moves 1" forward and 1" down until its momentum (current rate of forward movement) is exhausted. Anyone under the flyer where it crashes is instantly killed unless they save versus **Paralyzation**.

Damage and Speed - Optional

The Referee may, optionally, impose a penalty on the flyer's maximum movement rate based on the overall damage absorbed.

- 25% – 1" penalty
- 50% – 2.5" penalty, ceiling limited to 3,600' (1200 yards / 120")
- 75% – 6" penalty, ceiling limited to 1,800' (600 yards / 60")
- 90% – 15" penalty, flyer forced to land. (Do not reduce the movement rate below 3")
- 100% – flyer plummets to the ground

Conflicting Morale

Sometimes a mount and rider have different opinions about the prudence of continuing a fight. The chance that a rider can override his mount is small, even where the rider's will and heroism are considerable. The Referee could treat like a Contest of Wills or devise some other means to resolve the conflict.

Flyer Leaving the Table

If a Flyer can turn to avoid leaving the table, the Flyer must do so or else it has fled the combat and is defeated.

Designer Note: Because the rule above is harsh – especially where participants do not have adequate playing surface to reflect the actual battle space – the alternative “Cloud Bank” rule below is provided.

Cloud Bank - Optional

A Flyer that departs the table is deemed to have flown into a disorienting cloud bank. Within **1d4** rounds the Flyer will return. The Flyer returns at a random point along the same table edge at the beginning of the Move/Counter-Move Round Sequence. Upon return, the Flyer is traveling at a randomly determined speed between its minimum and maximum. The returning Flyer's course is oriented toward the center of the table.



Table 20b: Flyer Attributes - Skirmish

ATTRIBUTE	PLATINUM CLASS	GOLD CLASS	ELECTRUM CLASS	SILVER CLASS	COPPER CLASS
Maximum Rotation	180°	120°	90°	60°	30°
30°	45' / 5"	48' / 5"	53' / 5"	62' / 6"	67' / 7"
45°	68' / 7"	73' / 7"	80' / 8"	93' / 9"	—
60°	90' / 9"	97' / 10"	107' / 11"	123' / 12"	—
90°	135' / 14"	145' / 15"	160' / 16"	—	—
180°	270' / 27"	—	—	—	—
Minimum Speed	1/8	1/4	1/3	1/2	1/2
Launch Time	1 round	1 round (small) 3 rounds (med - large)	4 rounds	6 rounds	8 rounds
Landing Time	1 round	1 round (small) 2 rounds (med - large)	3 rounds	4 rounds	5 rounds
Beasts and Magics that Typify Class	Djinn, Air Elemental	Boots or Broom of Flying, Efreet, Fly spell, Gaseous Cloud, Small Insects and some Large Insects, Small Animal (bat, hawk, etc.), Pixie, Spectre*, Sprite, Wraith*	Cockatrice, Flying Carpet, Gargoyle, Large Animal (giant bat), Griffon, Hippogriff, Pegasus, some Large Insects, Pterodactyl	Bealuwearg, Roc	Chimera, Dragon, Manticora, Wyvern

* A Spectre or Wraith has a flying speed based on its nightmarish mount.

This table is for use during skirmishes where 1" = 10 feet and the skirmish combat round is measured in increments of 1 minute or less. It should be compatible with the combat resolution systems in **Dragons Beyond** and other OSR fantasy role playing games. It might also be compatible with some skirmish-type wargames.

CHAPTER XXI: CHANCE CARDS

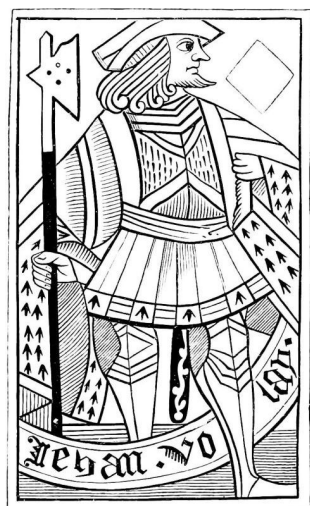
Chance cards are a tool that a Referee can use to make the campaign more interesting. One event per month should be selected at random. Not all of these events are suitable for smaller domains (like a Barony) and may, therefore, be at work in the larger realm (Kingdom) or nearby lands. Some events, such as large scale invasions, should only happen once a year. A normal playing deck can be used. Remove the face cards leaving just Aces and cards two through nine in each suit so that the events line up thus: Clubs (events 1-9), Diamonds (events 10-18), Hearts (events 19-27), and Spades (events 28-36). Because many of these events imply a chain of causation, the Referee should make selections well in advance so that he can seed sufficient rumors and warning signs as the campaign unwinds.

BORDER TROUBLE

1. **Large Humanoid Uprising** - A civil war breaks out between tribes of the same species (such as Hobgoblins or Orcs) or those of competing species. **1d100** x 400 are caught up in the affray. This most likely spills over into Wilderness and Borderlands hexes.
2. **Mercenary Company, Small** - Roll **1d6**. On a 1 - 4 this company is mostly mounted upon horses with a **6-in-10** chance of being hostile to the domain they cross into. On a 5-6 the mercenaries are a mixture of mounted and foot with only a **4-in-6** chance of being hostile. Any or all of these types of troops may cross the border: **1d10** x 100 Light Foot; **1d10** x 100 Crossbowmen; **1d6** x 100 Light Horse Archers; **1d6** x 100 Medium Horse; and, **1d6** x 100 Heavy Horse. If friendly, the Mercenary leader may be open to employment. Some individuals, too, might prefer private employment. If hostile, finding out who is behind the assault could be a worthy adventure.
3. **Mercenary Company, Large** - As above except there are **even odds** of either a mounted or mixed mercenary force. Troop types could include **1d10** x 400 Light Foot; **1d10** x 400 Crossbowmen; **1d10** x 100 Light Horse Archers; **1d10** x 100 Medium Horse; and, **1d10** x 100 Heavy Horse.

RAID

4. **Raid from Neighboring Domain** - A nearby Duchy or Kingdom has set loose a substantial raiding force consisting of a mix of troops, at least 2/3rds of which are mounted: **1d6** x 100 Light Foot; **1d6** x 100 Heavy Foot; **1d6** x 100 Armored Foot; **1d10** x 100 Light Horse; **1d10** x 100 Heavy Horse; **1d3** x 100 Horse Archers. This force is accompanied by **1d6** Rocs, **1d6** Hero types, and has a **50%** chance of having a Dragon and a **50%** chance of having a cave dwelling Giant.



5. **Bandit Attack** - Horsemen numbering **1d10** x 100 attack. The bandits can be a mix of Light, Medium, and Heavy Horse determined at random.

6. **Roc Raid**: Rocs numbering **3d6** with Fighting-Men as riders swoop into the domain. The riders have up to **1d6** Heroes and **1d3** Superheroes leading them. These upper level non-real players are carrying **1d3** Magical Weapons split between them.

7. **Berserker Raid**: There are **1d8** x 100 Berserkers who make a ship-board raid into a domain along its coast or a navigable river. The Berserkers are in **1d10** longships, each equipped with a Light Catapult. There are **1d6** Heroes and **1d6** Superheroes leading the raid.

8. **Nomad Raid:** **1d10** x 100 Nomads (capped at 900) ride into a domain. There are **3d6** Heroes and **1d10** Superheroes leading them with **1d6** Magical Weapons split between them.

MONSTER

9. **Horrible Monster** - The Referee picks (or invents) a monster to wreck havoc and create terror in the domain. The monster should be well beyond the capabilities of the current domain's ruler to handle. This campaign event should only happen once a year.

ECONOMIC AND DEMOGRAPHIC

10. **Migration and Travelers:** Once in the year, some domain in the campaign world experiences a substantial movement of non-human peoples. Roll **1d100**: On 1-10% there are **1d6** x 1000 Halflings; On 11-40% there are **1d6** x 1000 Dwarves; On 41-50% there are **4d10** Treants; On 51-90% there are **5d4** Heroes; On 91-100 there are **1d10** Superheroes with **2d6** Magical weapons split between them. If the result is Halflings, Dwarves, or Treants, there is an even chance there is a Hero-type leading the migration or travel. The cause or purpose of the movement is left to the Referee.
11. **Small Caravan:** Wagons numbering **1d10** x 10 and laden with goods are on the way to one of the smaller capitals in the campaign world. There is a Mercenary company accompanying them as protection. They may be open to trade, stopping for resupply, seeking aid, or just passing through.
12. **Large Caravan:** At least **5d20** x 2 wagons (even chances the number is double if more than 10) are on their way to one of the larger capitals. As above they have Mercenaries and their purpose and behavior within a particular domain is left to the discretion of the Referee.
13. **Massive Caravan:** There are **6d8** x 10 wagons accompanied by 1 - 2 Mercenary companies led by **1d6** Heroes and **1d3** Superheroes with **1d6** Magical weapons split between them.
14. **River/Coastal Convoy:** A set of **1d10** merchant ships, along with a small Mercenary company acting as marines, arrives at a port or anchorage. They may be there to trade, seek aid or shelter, or simply resupply for a longer voyage.

VISITOR

15. **New Wizard Arrives** - An 11th level (or greater) Magic-User arrives in the domain. The Referee should provide an agenda, a personality, and a set of followers for this new non-real player. The arrival should create a stir and shake things up.
16. **Wandering Heroes:** There are **1d3** Heroes passing through a domain. Each carries **9d10** gp and has a **33%** chance of carrying a Magical weapon. They have **1d10** - 1 horses (though never less than one horse). If there is only one horse, it is a heavy warhorse (destrier). There are also **1d4** - 1 Halflings and **1d4** - 1 Dwarves accompanying them. Depending on the number of Halflings and Dwarves, a portion of the horses are ponies or mules respectively.
17. **Wandering Superheroes:** A group of **1d3** Superheroes pass through a domain, armed with **1d3** Magical weapons split amongst them. They are accompanied by **1d6** Heroes, **1d10** - 1 Halflings, and **1d10** - 1 Dwarves. This merry band has **3d10** horses, of which there are a number of ponies or mules to carry the Halflings and Dwarves and one heavy warhorse (destrier) that is the equal of the Superhero who rides it.





18. Deus Vult! A group of Fighting-Men with fanatical devotion to one of the campaign's religions is passing through one of the domains on a militant crusade. These should be at least the size of a Mercenary company, though they are not for hire.

DISAFFECTION

19. Peasant Uprising: Tensions within one domain come to a head and the peasants arm themselves so they can depose the domain's ruler. They are able to field **2d10** x 100 Light Foot; **1d6** x 100 Archers; and **1d6** x 100 Light Horse. These peasants are led by **1d6** Heroes and **1d6** Superheroes. These forces are poorly trained, but highly motivated.

20. Mutiny: Up to **2d4** x 10% of a domain's armed men, on land and sea, openly revolt against their domain's ruler. If not dealt with, a full scale civil war could occur.

21. Treason: A rival domain, internal dispute, or power struggle results in **1d3** important non-real players turning treasonous. Whether their acts are done in secret or openly is up to the Referee.

INVASION

22. Invasion from Neighboring Domain: A nearby Duchy or Kingdom has sent forth a substantial invading army consisting of **1d6** x 100 Light Foot; **1d6** x 100 Heavy Foot; **1d6** x 100 Armored Foot; **2d12** x 100 Light Horse; **1d6** x 100 Heavy Horse; **2d12** x 100 Horse Archers; **1d6** x 100 Elves; **1d6** x 100 Sprites; **1d6** Lycanthropes; **1d6** Dragons; and **1d6** cave dwelling Giants. This force is led by **1d6** Heroes. This event only occurs once during the year.

23. Large Berserker Raid: A force of **2d8** x 100 Berserkers make a ship-board raid into a domain along its coast or a navigable river. These are in **2d20** longships, each equipped with a Light Catapult. There are **1d20** Heroes and **1d6** Superheroes leading the raid. If more than 1000 invaders are indicated, the ships will disembark a substantial force and return for a second or even third wave depending on the time of year. Up to 4000 invaders could land. This event only occurs once during the year.

24. Large Bandit Attack: **4d10** x 100 Bandits on horseback attack. The bandits can be a mix of Light, Medium, and Heavy Horse determined at random.

25. Large Roc Raid: Fighting-Men riding Rocs fly into a domain, roll **1d6**: On 1-2 there are 24 of them; 3-4 means 36; 5-6 there are 48; The riders have up to **1d12** - 2 (i.e. 0-10) Heroes and **1d6** Superheroes leading them. These upper level non-real players are carrying **1d6** Magical Weapons split between them. There are also **2d20** Rocs used for carrying cargo (either supplies or plunder). There is a **3-in-10** chance that this is a Mercenary force capable of being bribed or hired.

26. Large Nomad Raid **1d10** x 400 Nomads (capped at 900) ride into a domain. There are **4d10** Heroes and **2d10** Superheroes leading them with **2d6** Magical Weapons split between them. This event only occurs once during the year.

INFORMATIONAL

27. Legend Lore - The ruler of one domain receives information that could lead to recovery of an artefact or relic. There is a **1-in-10** chance that the legend concerns a major artefact or relic and is truthful; a **2-in-10** chance that the legend is flawed; a **4-in-10** chance that the legend

concerns only a minor artefact or relic and is truthful; and, a **3-in-10** chance that the legend concerns a minor device and is flawed.

NATURAL PHENOMENON

28. **Plague** - The Black Death may come to the campaign. Roll **1d6** and if the result is 2 or less then it was merely a rumor associated with a less troublesome infection or pox. If 3 or more, pick an inhabited hex at random, preferably one along a border road or port. This hex can be in any domain anywhere within scope of the campaign. During the first year, plague affects the entire domain in which it originated, reducing the population by one third. In the subsequent year that domain suffers a further one third decline (in other words half the population is lost by the end of the second year). Also in the second year, the plague will spread outward so that every domain bordering and trading with the first domain is infected and suffers similar results. The plague will radiate outward each year (even crossing oceans) until every domain in the campaign has been affected. Note that the effects touch commoner and noble alike, soldier and civilian. Remove from play a like proportion of those major personalities and military forces at random. The plague will cause a major realignment of the entire campaign and a reset of the economies.
29. **Earthquake**: A single six-mile hex is selected at random as the epicenter. Within that hex, all structures and walls have a **1d8** x 10% chance of collapsing. Within the adjacent six hexes, all structures and walls have a **1d4** x 10% chance of collapsing. Depending on the degree of inhabitation and the types of structures, the loss of life could be substantial.
30. **Storms**: A series of substantial storms brings all trade to a halt within a domain. Any individual movement through the affected area is reduced as the Referee sees fit.
31. **Drought**: A lengthy period of dry weather strikes the campaign. Once navigable waterways may dry up, water becomes scarce, crop yields are lower, precipitation is moderate at best and sunken lands like bogs, swamps, and marshes become less of an impediment to travel. Perhaps a Wizard is to blame?
32. **Cats and Dogs**: Precipitation is far above normal. Rivers overflow their banks, inhabitations deal with flooding, roads become muddy, canals are unusable, wetlands become quagmires, and some crop fields are under standing water. Travel and trade are affected throughout the campaign.

CHANCES ARE?

33. Draw Two Cards.
34. Draw Three Cards.
35. No Activity.
36. No Activity.



CHAPTER XXII: RANDOM DUNGEON GENERATION

The following procedure is suitable for solo play and also for preparing a dungeon - or running one on the spur of the moment - for multiple participants.

The first level of the dungeon is the lair of some monster rolled, at random, from the wilderness encounter tables along with associated treasure from the **Prize Matrix**. This/these monster(s) should be encountered in the chambers closest to the entrance.

Beyond the first level, and for all wandering monsters, the Underworld encounter tables are used.

The upper works could be nothing more than a tomb entrance, an abandoned temple, or a deserted fortification. The upper works always begins with a stairway or trap door leading down to a single room on the first level of the Underworld. When graphing, it is best to place this room in the center of the graph paper. Use **Tables Ia, Ib, and Ic**, and **Id** to generate the first room. After the first room is generated, move on to Table **Ila** in conjunction with Table **Iib** to build the passages leading away from the entry room.

Table Ia: Room - Shape and Size (2d6)

DICE ROLL	RESULT	DICE ROLL	RESULT
2	Chamber (use Table VIa)	8	Square - 30' x 30'
3	Rectangular - 20' x 40'	9	Square - 15' x 15'
4	Rectangular - 10' x 20'	10	Rectangular - 20' x 30'
5	Square - 40' x 40'	11	Unusual shape (use Table VIb)
6	Square - 20' x 20'	12	Cavern (use Table VIc)
7	Square - 10' x 10'	—	—

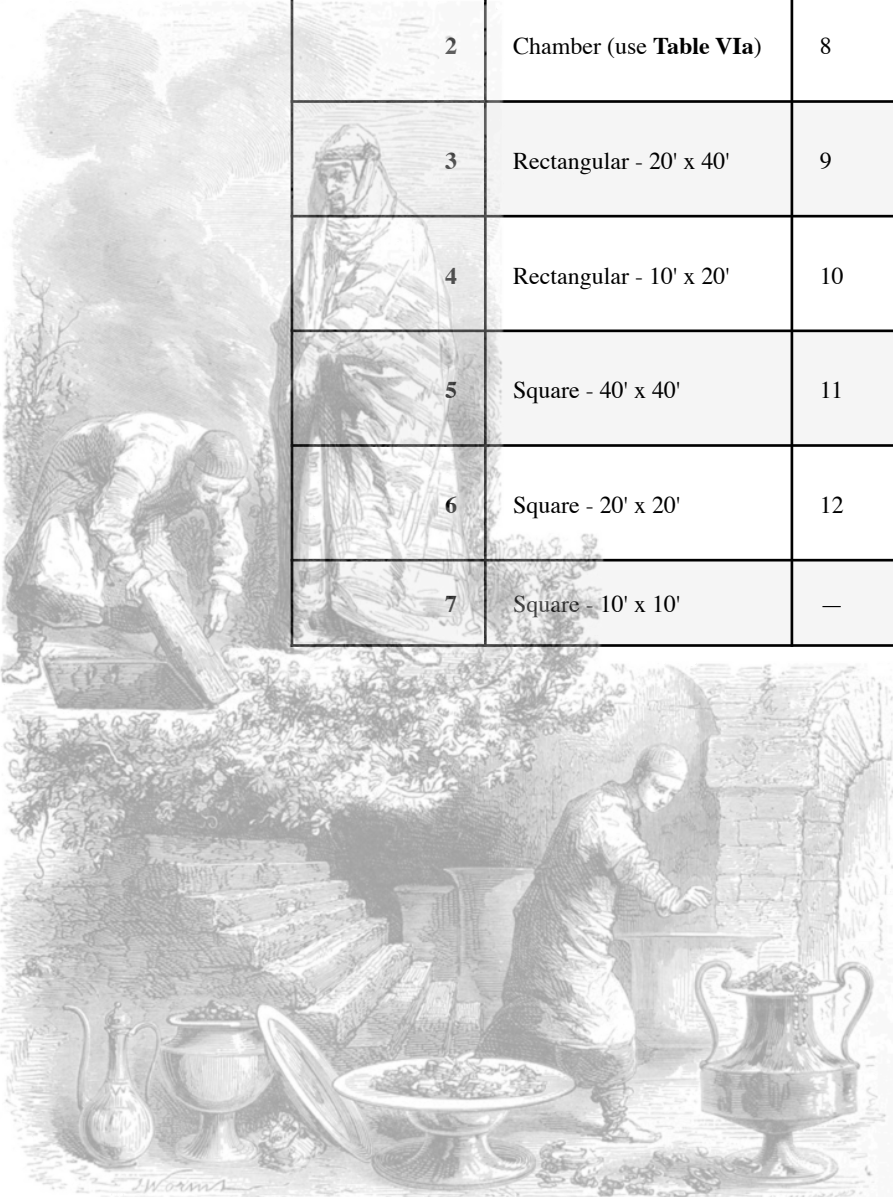


Table Ib: Room, Chamber, or Cavern - Number of Exits (1d6)

DICE ROLL	ROOM AREA	NUMBER OF EXITS
1	<= 600 sq. ft.	1
1	> 600 sq. ft.	2
2	<= 600 sq. ft.	2
2	> 600 sq. ft.	3
3	<= 600 sq. ft.	3
3	> 600 sq. ft.	4
4	<= 1,200 sq. ft.	0
4	> 1,200 sq. ft.	1
5	<= 1,600 sq. ft.	0
5	> 1,600 sq. ft.	1
6	Any	1d4

Number of Exits is inclusive of entrance. If **zero** is indicated, character(s) may check for a secret door. If one is found, there is an even chance it is actually extant. Any secret doors check in this area draws an extra wandering monster check every turn spent searching.

Table Ic: Room, Chamber, or Cavern - Exit Location (2d6)

DICE ROLL	RESULT
2	Same wall
3 - 5	Left wall
6 - 8	Opposite wall
9 - 11	Right wall
12	Same wall

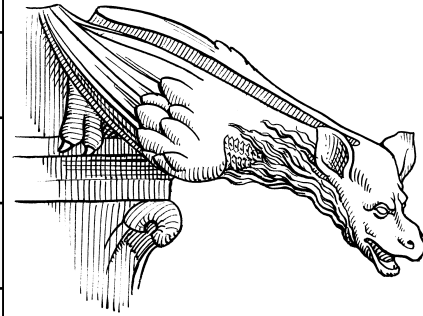
An Exit has a **4-in-6** chance of being a **door**, otherwise it is an open arch leading to a passage. Use **Table IIIa** and **IIIb** to generate the door and what is beyond it. A door may be stuck, locked, or both. Occasionally, a door is trapped.

An exit on the same wall has a passageway beyond that goes off at a 45 degree angle either left or right depending on the exit's position. Otherwise the passage beyond the exit goes straight ahead from that exit for 30 feet.

If an area beyond the wall of the room has already been mapped, roll **1d6**. On a 1 - 4 the exit is a one-way secret door which can only be activated from within this room. On a 5 - 6 it is a regular secret door.

Table Id: Room, Chamber, or Cavern - Contents (3d6)

DICE ROLL	RESULT
3 - 10	Empty
11 - 12	Monster only
13 - 15	Monster and Treasure
16	Trick (see Table Va)
17	Trap (see Table Vb)
18	Treasure only (see Table IV)



Monster only is determined by the appropriate Underworld encounter chart and will only have individual treasure if indicated on the **Prize Matrix**.

Monster and Treasure has some portion of the "in lair" prize for the monster. If this is the first encounter with this type of monster on this dungeon level, it is a proportionate share based on the possible number present. If it is the second encounter, the balance of the lair treasure is found regardless of the number of monsters in this room. No further lair treasure for that monster type will be encountered on this level.

Treasure only requires a roll on **Table IV** below.

The entry room to the first level of the dungeon should not have a Trick.



Table IIa: Passage (3d6)

DICE ROLL	RESULT	DICE ROLL	RESULT
3	Trap (see Table Vb)	14 - 15	Door (see Table IIIa and IIIb)
4	Stairs (see Table IIc)	16	Passage Turns (see Table Iie)
5 - 7	Dead End	17	Continue straight, check again in 60 feet
8 - 10	Room (see Tables Ia, Ib, Ic, Id)	18	Trick (see Table Va)
11 - 13	Side Passage (see Table IId)	—	—

Passages go for **(1d3+1) x 10** feet before reaching the feature indicated by the roll. Side passages and turns extend for **(1d3+1) x 10** feet before another check is needed.

Any 10 foot section of wall, ceiling, or floor can be checked for a **secret door**. A success in a Dead End automatically reveals a secret door. A success anywhere else has only a **1-in-12** chance of truly revealing a secret door. Since stairs are so rare, searching the floor or ceiling for a secret trap door or chimney is allowed as an alternate way to find connections between levels.

Table IIb: Passage Width (2d6)

DICE ROLL	RESULT
2	30'
3 - 4	5'
5 - 9	10'
10	5'
11 - 12	20'



In general, once the width of a passage is found, it should not be checked again so long as it travels in a straight line. When a passage turns, and as new passages are discovered, however, the width may vary.

Table IIc: Stairs (3d6)

DICE ROLL	RESULT
2	Up to a Dead End (see note above). There is a 1-in-6 chance that there is a collapsing chute trap at the top. If triggered, character(s) slide(s) down 1 levels (i.e. descends 1 level below the start of the fake stairway).
3	Chimney up 2 levels, passage continues
4	Trap Door down 1 level, passage continues
5	Down 2 levels. Roll 2d6 , on a 2 or 3 there is a trap that will block the way back up if it is triggered.
6 - 8	Down 1 level. Roll 2d6 , on a 2, 3, or 4 there is a trap that will block the way back up if it is triggered.
9	Down 3 levels. Roll 2d6 , on a 2 there is a trap that will block the way back up if it is triggered.
10	Trap door down 2 levels, passage continues
11	Chimney up 1 level, passage continues
12	Down to a dead end. There is a 1-in-6 chance that there is a collapsing chute trap at the top. If triggered, character(s) slide(s) down 1 level (i.e. a total of 2 levels descended).

If the passage continues, it goes **30 feet**; Return to **Table IIa** to generate the next section of passage.

Staircases can be straight (1-2), switchbacks with landings (3-4), or circular (5-6) depending on the roll of **1d6**.

A Chimney is narrow (3 feet in diameter), but provides plenty of handholds to ascend.

If a Trap Door is indicated, roll **1d6**: 1 - 4 indicates a ladder; 5 means no ladder; and 6 furnishes a ladder that has a weakened rung that will give way mid-way down. The fall does either **1d3** or **1d6** points of damage to the first character descending.

Table IIId: Side Passage (2d6)

DICE ROLL	RESULT
2	Left 45 degrees behind
3	Left 45 degrees ahead
4	Y-shaped intersection
5	Left 90 degrees
6 - 7	T-shaped intersection
8	Four-way junction
9	Right 90 degrees
10	Right 45 degrees ahead
11	Right 45 degrees behind

Use **Table IIb** to determine the width of any side-passage.

Table IIe: Passage Turns (2d6)

DICE ROLL	RESULT
2 - 4	Left 90 degrees
5	Left 45 degrees ahead
6	Left 45 degrees behind
7	Roll again
8	Right 45 degrees behind
9	Right 45 degrees ahead
10 - 12	Right 90 degrees

A passage that turns seldom changes width unless it is wider than 20 feet.

Designer Note: Many famous dungeons created in the earliest days of fantasy role playing gaming had passages angled at 45 degrees. This style slowly fell out of use.



Table IIIa: Door Location (1d6)

DICE ROLL	RESULT
1 - 2	Left
3 - 4	Ahead
5 - 6	Right

Table IIIb: Space Beyond Door (2d6)

DICE ROLL	RESULT
2 - 7	Room (see Table Ia , Ib , Ic , and Id)
8	Passage 45 degrees ahead and to the right
9	Passage 45 degrees behind and to the right
10	Passage 45 degrees ahead and to the left
11	Passage 45 degrees behind and to the left
12	10' x 10' room if door ahead, parallel passage otherwise

If the result is a passage, use **Table IIb** to generate its width. The passage continues for 30'; use **Table IIa** to generate the next section but keep the same width throughout its length.

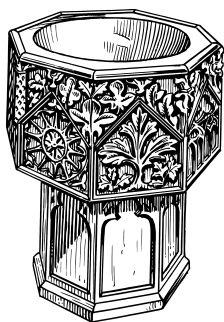
Table IV: Treasure Only (4d6)

DICE ROLL	RESULT	DICE ROLL	RESULT
4 - 11	1,000 copper pieces x level	19 - 20	1d4 gems x level
12 - 14	1,000 silver pieces x level	21	1 piece of jewelry x level
15 - 16	250 gold pieces x level	22 - 24	1 Magical Prize
17 - 18	375 gold pieces x level	—	—

Sometimes instead of coins a treasure could be some work or art or handiwork of equivalent value and encumbrance.

Table Va: Trick (1d6)

DICE ROLL	RESULT
1	20' x 20' elevator room - descends 1 level and will not ascend for 5 hours.
2	As above but descends 2 levels.
3	An elevator room that can possibly descend 1d4 +1 levels. The elevator descends 1 level and pauses. Any failed attempt to open the door causes it to descend another level until it reaches bottom. It will not ascend for 10 hours.
4	A stone block slides across the passage 10' behind the party blocking it for 1d6 x 10 turns.
5	A magical pool or font (easily bypassed) is in this section of the dungeon. Any gold placed in the pool has an even chance to either quintuple in quantity, or else transform into lead.
6	As above. Any Fighting-Man who enters the pool or washes his face or hands in the font will gain 1d6 points of Strength for 1d4 x 10 turns.



There is a **1-in-3** chance that any pool or font is protected by a monster. For every turn spent in the vicinity of such a protected pool or font, make a wandering monster check.

As tricks are encountered, they should be immediately replaced in the table so that the content of the generated adventure does not become stale.

Table Vb: Trap (2d6)

DICE ROLL	RESULT
2	Pit, 10' deep 3-in-6 chance to fall in because the edge slopes and has been greased
3	Pit 10' deep with spikes (2d6 damage in total)
4 - 5	Arrow Trap fires 1d6 arrows. Each requires a roll "to hit" the character that triggered the trap. Each arrow is poisoned, but there is only a 1-in-6 chance that it is still potent.
6	Spear trap fires 1d3 spears, no "to hit" roll necessary. Each is poisoned but there is only a 1-in-12 chance that the poison is still potent.
7	Gas fills the passage for 60' in front and behind the party. This opaque gas interferes with vision, even for those who can see in the dark, so characters must feel their way along as they are effectively blind. There is no saving throw.
8	As above, however the gas really causes blindness for 1d6 turns. Characters may save versus poison to halve the time.

DICE ROLL	RESULT
9	As above, however the gas causes fear in those who fail to save versus magic. Affected characters will run in a random direction for 1d4 rounds. A Tranquelize spell can negate the effect.
10	As above, however the gas causes those who fail to save versus poison to fall asleep for 2d6 turns.
11	As above, however the gas causes a claustrophobic response. Those who fail to save versus poison will have an overwhelming urge to return to the surface that does not abate until the claustrophobia is cured by a Cleric as if it were a disease.
12	As above, however the gas is deadly. Those who fail to save versus poison immediately die.

Once these traps are exhausted, the Referee or solo player should devise others of his own design.

Table VIa: Chamber Shape and Size (2d6)

DICE ROLL	RESULT
2 - 4	Squarish - 20' x 20'
5	Squarish - 30' x 30'
6	Squarish - 40' x 40'
7 - 8	Roughly Rectangular - 20' x 30'
9	Oblong - 20' x 30'
10	Roughly Rectangular - 30' x 50'
11	Roughly Rectangular - 40' x 60'
12	Tight squeeze - 3' x 3' x 60' long

Chambers are irregular areas that are rough hewn out of earth or rock. Often these are mines, Purple Worm tunnels, lava tubes, or limestone caverns that have been expanded.

Use **Tables Ib, Ic, and Id** to determine the number of exits, location of any exit, and the contents of the chamber.

Table VIb: Unusual Room (1d6)

DICE ROLL	RESULT
1	Oval - 2,600 sq. ft. $\approx$ 110' x 30' axes
2	Rhombus - 1,300 sq. ft. $\approx$ 35' sides, 50' diagonals
3	Triangular - 900 sq. ft. $\approx$ equilateral 45' per side
4	Circular - 500 sq. ft. $\approx$ 25' diameter
5	Hexagonal - 3,400 sq. ft. $\approx$ 35' per side
6	Octagonal - 3,400 sq. ft. $\approx$ 25' per side

Use **Tables Ib**, **Ic**, and **Id** to complete generation of the room and its contents.

Table VIc: Cavern (2d6)

DICE ROLL	DIMENSIONS	DICE ROLL	DIMENSIONS
2	95' x 125'	7 - 9	40' x 60'
3	50' x 75'	10	60' x 60'
4	20' x 30'	11	150' x 200'
5	35' x 50'	12	250' x 350' with Underworld Lake
6	80' x 90'	—	—

Use **Tables Ib** and **Ic** to determine the number of exits and the location of any exit. There is a **1-in-6** chance that the exit from one cavern leads to another instead of a passage. A Cavern exit never has a door. If one is indicated, place a closed portcullis instead. The portcullis can be stuck, locked, or trapped.

Most caverns have a high end and a low end and may be partially or fully filled with water (depending on recent rainfall in the Upper world). Such water is usually free flowing.

There is a **1-in-10** chance that an Underworld Lake is enchanted such that it leads to another dimension or an underwater temple. There is a **9-in-10** chance that an Underworld Lake contains a monster as a guardian.

CHAPTER XXIII: HEX GENERATION PROCEDURE

For solo play, or when an adventure crosses over into truly uncharted territory, the procedure below can be used to generate terrain for each six-mile hex.

The Referee should keep these common-sense guidelines in mind:

- Water flows from higher elevation to lower elevation.
- **Deserts** are usually found on the side of a mountain range that is sheltered from the prevailing winds.
- If two catch basins or ponds are in adjacent hexes, it may make sense to consolidate them into a **Lake**.
- Although the original fantasy role playing game does not distinguish **Hills** from Mountains for purposes of movement, getting lost, and having a spur of the moment adventure, most mountain ranges have a set of foothills that border them. When describing the terrain to participants, it makes sense to describe hills as such. They should also be noted in the map since Hills can abut a hex with a River, but Mountains cannot.
- A large forest usually has an interior that is **Dense Woods**, while border hexes will be less so. This may matter for visibility and cover during Upper World encounters and battles. In the tropics, such forests should be described as jungle, while in northern climes, they are likely comprised of coniferous trees.

This hex generation system does not have the means to generate coastal areas where shallows, peninsulas, islands, cliffs, coves, estuaries, and beaches are prevalent. The Referee can always overlay his own terrain map onto a real coastal area and make a tracing to ensure what is drawn achieves verisimilitude.

Designer Note: If the Referee wants to use the procedure below to generate an entire map sheet, it is recommended that the sheet be populated from **left to right** instead of from top to bottom for a more naturally looking outcome. If populated from **southwest to northeast**, the map produced might also be satisfactory for old school gameplay. Swapping the probabilities for Swamps and Mountains could produce a map more like a sunken area of the Netherlands.

Alternate techniques for generating terrain at random can be found in **Entitled: Companion Rules for OSR and Wargaming Campaigns**, coming soon to DriveThruRPG.

Procedure

To generate the terrain for an unexplored hex in the direction of travel, use these steps:

1. Match the type of terrain for the hex in which the travelers are located with the correct row in the first column.
2. Generate a random number using **1d100**.
3. Read across the columns to the right until you find the range that matches the generated number. The column heading directly above is most likely the type of terrain found in the unexplored hex. Some types of terrain do not abut with one another. Cross reference the newly generated terrain type with the second table below. If the terrain is invalid, roll again.

Table 23a: Random Terrain - Unexplored Hex

Current Hex Terrain Type	Prospective Terrain Type				
	Clear	Desert	Woods	Swamp	Mountain
Clear	1 - 79	80	81 - 89	90	91 - 00
Desert	1 - 6	7 - 79	N/A	N/A	80 - 00
Woods	1 - 16	N/A	17 - 93	94 - 95	96 - 00
Swamp	1 - 7	N/A	8 - 24	25 - 99	0
Mountain	1 - 26	27 - 33	34 - 41	42	43 - 00

Table 23b: Valid Terrain - Unexplored Hex

Current Hex Terrain Type	Prospective Terrain Type					
	Clear	River	Desert	Woods	Swamp	Mountain
Clear	y	y	y	y	y	y
River	y	y	NO	y	y	y (if Hills)
Desert	y	NO	y	NO	NO	y
Woods	y	y	NO	y	y	y
Swamp	y	y	NO	y	y	y
Mountain	y	y (if Hills)	y	y	y	y

Most of the data in **Table 23b** could be discerned from **Table 23a** above, but for the sake of clarity, this second table has been provided.

An additional column is included in **Table 23b** for Rivers. If a **River** is indicated by the secondary roll (see immediately below) and is invalid according to this chart, there is no River present. The same is true for any other body of water.

Additional Terrain Features

For each hex traversed, there is a **1-in-10** chance that some special feature is present. If so, roll **1d100** to discover the feature.

Table 23c: Additional Terrain Features

DICE ROLL	RESULT
1 - 57	Waterway
58 - 75	Rich in game or forage; Alternately, cultivated or used for pasture
76 - 89	Catch basin or Pond
90 - 100	Outpost

A **Waterway** could be a tributary or main river, or even just a stream not worthy to mark on the six-mile hex map, but worth noting in the Referee's campaign diary should the hex need ever be detailed. The first waterway put on the map influences all others. Its orientation should be determined at random, or by looking at the surrounding land to determine where the closest Mountain hex or Swamp hex is located. Likewise, ponds, lakes, and catch basins need to be fed and emptied, and waterways often connect inhabitations. It is ultimately a judgement call, but once the Referee places the first Waterway, it should be considered a **navigable river** that will traverse between 10 to 48 hexes (or perhaps more) once its full length is known. Most other waterways on the map should be tributaries of the first waterway, and usually join it at a confluence where another tributary also joins.

Ford - There is a **12%** chance that for any hex through which a navigable waterway (main river and its tributaries) passes, there will be a ford.

Passes - For any hex edge between true Mountains (not foothills), roll **2d6**. On double ones or twos the mountain has a pass suitable for a **secondary road**. On double twelves, the mountain has a pass suitable for a **primary road**.

Roads - The Referee should connect Major Towns and Cities with primary roads, and other inhabitations with secondary roads. Primary roads are much like Roman construction.

Peaks - Any true Mountain has a **1-in-10** chance to be a notably high peak, above the snow line.

Forests are **55%** likely to be **Dense Woods**. These are areas where more than one forest hex abuts another.

Outpost

Because the chance of adventure in the Upper World accounts for discovery of inhabitations and castles (along with occupants), there is no need to reproduce that here. Likewise, when monsters are encountered in the Upper World, there is a chance that they are in close proximity to their lair. Thus a procedure to generate lairs is unnecessary. However, abandoned homes and thorps, seasonal dwellings, shrines, way stations, and deserted fortifications might be discovered. The Referee might also decide that an "outpost" is the site of some ruin or tomb.

APPENDIX B: PLAY WITHOUT POLYHEDRALS

If you do not have a set of polyhedral dice or wish to go fully “old school,” all that you need are a six-sided die and a deck of playing cards. Sometimes the Referee can play the role of “dealer.” This tends to bring players to the edge of their seat.

If the odds are “even chances” or **1-in-2**, use an odd numbered die roll for a 1, and an even numbered roll for a 2. Alternately, use the playing cards: if the card drawn is from a red suit, the result is 1 and if from a black, the result is 2. A coin toss is also an option.

If the odds are **x-in-3**, or requires a **d3**, a six-sided die can be used with 1-2 = 1; 3-4 = 2; 5-6 = 3.

If the odds are **x-in-4**, or requires a **d4**, draw a playing card: Diamonds = 1; Hearts = 2; Clubs = 3; Spades = 4.

If the odds are **x-in-5**, roll a six-sided die. If the result is 6, re-roll.

If the odds are **x-in-8**, or requires a **d8**, draw from the deck. Ignore all face cards, nines, and tens. Aces represent a 1.

If the odds are **x-in-10**, or require a **d10**, again draw from the deck. Ignore all face cards. Aces represent a 1.

If the odds are **x-in-12**, or require a **d12**, draw from the deck. Ignore any Kings. Aces represent a 1, while the Jack represents 11 and the Queen represents a 12.

If the odds are **x-in-20**, or requires a **d20**, draw a card as with **x-in-10** above. Turn over a second card. If the second card is the same color as the suit of the first card, the result of the first card stands. If the second card is a different color, however, a third card is drawn ignoring any face card. Add the value of the first card to the third card. Technically after each card is drawn, it should be re-inserted into the deck and then the deck should be shuffled. If this is not done, the odds are thrown off. Alternately, use two decks of cards drawing the first two cards from the first deck, and the third card from the second deck.

If the odds are **x-in-100**, or requires a **d100**, use the playing cards. Make two draws as with **x-in-10** above. The first card drawn is the tens value, while the other is the ones value. Again, the card should be reinserted to the deck and the deck shuffled or cut for proper odds, or use two decks drawing one card from each.

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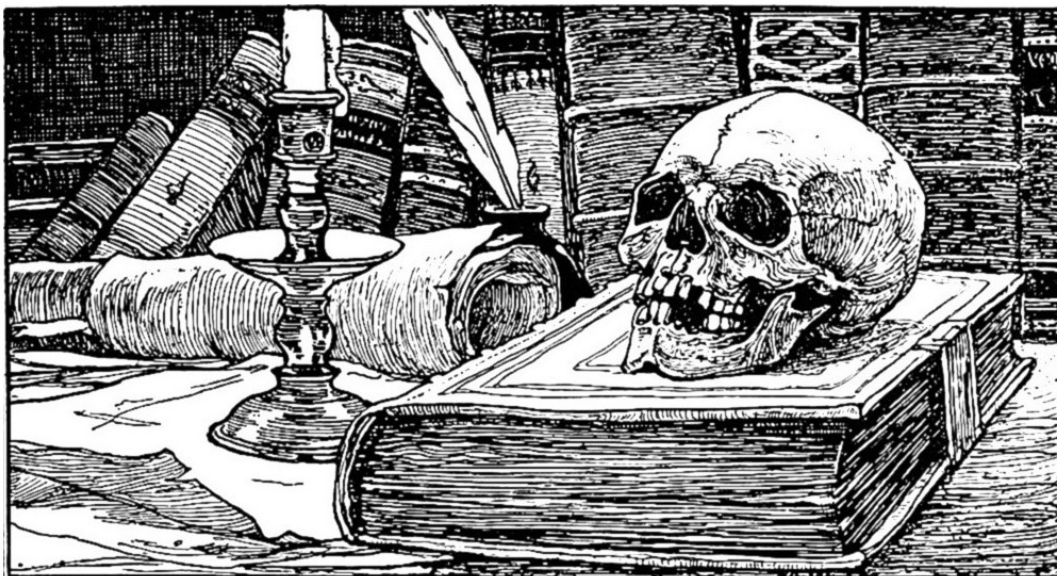
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Wizard Advancement see Classes, Magic-Users	

-X-

X.P. see Experience Points (EP)	
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ABOUT THE AUTHOR

Rod Hampton has been both a player and Referee of role playing games since 1981. He is also a computer and tabletop wargaming enthusiast. He served as an infantryman and non-commissioned officer in the US Army and has a bachelor's degree in military history from The Ohio State University. He later obtained a J.D. magna cum laude from Western Michigan University Thomas M. Cooley Law School. For over twenty years he has been employed in the cybersecurity industry and received numerous certifications. He lives with his wife and children near Nashville, Tennessee.

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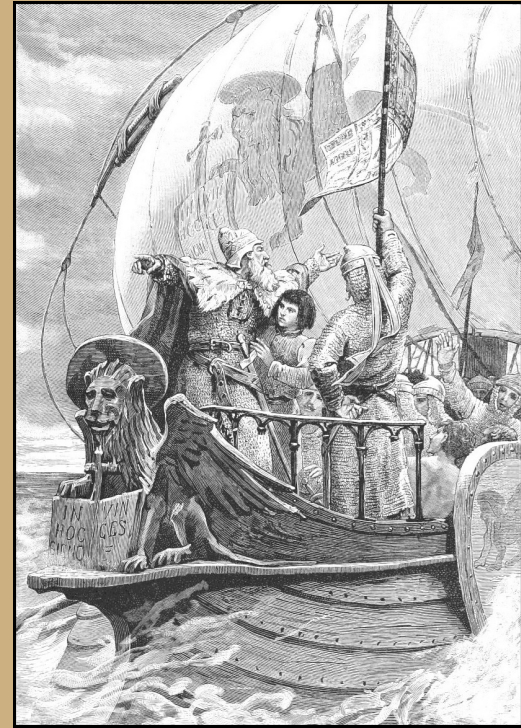
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Dragons Beyond



What would it have been like if fantasy role playing started with a slightly different origin point? The rules you are holding are based on a precursor of the “original” and beloved game enjoyed by millions today. That protean ruleset was meant to be much more malleable than its modern ancestors let on. Gameplay was meant to be part of a miniature wargaming campaign. Domain play and patronage were firmly embedded in the typewritten draft that has been recovered. The publication of **The Lost Dungeons of Tonisborg** indicates that the Twin Cities had a different style of play than what was codified by the mighty cobbler of Lake Geneva.

Dragons Beyond favors a player who has his eye firmly on the future but who also understands that the immediate challenges are deadly in the extreme. Thoughtful selection of equipment, skillful and imaginative play, and collaboration with like-minded companions can help ensure victory, but never guarantee it.

To “win” in this game:

- Use cunning prior to any attack
- Seize valuable prizes but be sure to get them safely “home”
- Use wits to prevent surprise, uncover hidden dangers, and ambush foes
- Come to grips with enemies to obtain a decisive result
- Keep a strong reserve of resources and magic to exploit fortuitous moments and deal with mischance

With good gameplay, you will find these are a superb set of rules which provide endless hours of enjoyment. At last, some FUN can be had for the players and the Referee with minimal prep time and minimal crunch.

The rules that are the basis of **Dragons Beyond** were drafted sometime between 1971 and late 1973 as experimentation and discussion coalesced around a central set of themes, ideas, and mechanics. This game now has worldwide appeal and a legacy spanning a half a century.