OLD-SCHOOL ESSENTIALS

CLASSIC FANTASY

Player's Rules Tome

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v1.0

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NECROTIC GNOME

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INTRODUCTION

ABOUT THIS GAME

What is *Old-School Essentials*?

- A role-playing game of ***fantastic adventure***, where players work together to overcome fearsome monsters, sinister plots, and deadly traps in search of wealth, power, and glory.
- An ***old-school*** role-playing game, styled after the beloved games of the 1970s and 1980s.
- A relatively ***rules-light*** game, where the rules are kept simple in order to let imagination and fast-paced action take the spotlight.
- A ***streamlined*** rules set, with the books carefully structured for maximum usability during play.
- A ***modular*** game that can be easily expanded for play in many different fantastic genres and game worlds.

New to Role-Playing Games?

This book explains the rules of the game in an easy to learn way. The rules, however, do not demonstrate how a role-playing game (RPG) actually works in practice. Some recommendations for those who have no experience whatsoever of RPGs:

- By far the easiest way to learn what RPGs are about and how they work is to simply ***dive in and play***! If you have friends who already play, just ask to join them for a game or two.
- The next best way to learn is to ***watch other people*** playing. There are many live streams and YouTube channels online.

Thanks

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New to Old-School Games?

Newer RPGs (i.e. post-2000) tend to work from a different set of design principles and have somewhat different play expectations than old-school games. Players who are familiar with newer RPGs but not with the old-school style of play may find the following documents useful (both can be found online):

- *Principia Apocrypha*, by Ben Milton, Steven Lumpkin, and David Perry.
- *Quick Primer for Old School Gaming*, by Matthew Finch.

A Note on Rulings

In an old-school game such as ***Old-School Essentials***, the rules are not intended to cover all possible eventualities. The referee must be ready to apply judgement to resolve any unexpected situations which arise.

CLASSIC FANTASY GAMING

This book presents all the rules required to play ***Old-School Essentials*** games in classic fantasy settings. The most fundamental elements of this genre are as follows.

Peril and Adventure

Players take on the role of people who are drawn to confront danger in search of wealth, ancient secrets, and wonder. These bold individuals are known as ***adventurers*** and are the focus of the game.

The danger and reward of adventure are most commonly found in two types of locations: ***wilderness*** and ***dungeons***.

Wilderness

Forbidden forests as old as the world, swamps haunted by the spirits of ancient tribes, wild mountain ranges, the uncharted reaches of the high seas. Any outdoor space where peril and adventure can be met is classified as wilderness.

Dungeons

Forsaken ruins hiding long-forgotten treasures, primal caverns where strange beasts dwell, subterranean cities of alien splendour and unimaginable wealth. Any indoor or subterranean space where peril and adventure can be met is classified as a dungeon.

The Fantastic

The rules assume a setting where PCs come into contact with the fantastic, otherworldly, weird, and wonderful.

Treasure

Hoards of long-forgotten gold, fabled objects of great magical power, artefacts crafted by the gods themselves. The promise of attaining treasures such as these—either for their fabulous material value or for their fantastic powers—is the lure that pulls many an adventurer into perilous realms.

Monsters

Terrible creatures older than time, fearsome mythical beasts, chimeric biological experiments, tribes of beast-like half-men, beings from otherworldly dimensions. Such inhuman creatures lurk in the wilderness and in dungeons, guarding wondrous treasures.

Magic

Forbidden practices of dark sorcery, rituals to invoke the gods, monsters summoned from weird dimensions, sites of eldritch power, objects bound with occult energies. Magic is a powerful tool that may be wielded by player characters, but also by their enemies!

Sentient Species

Fairies malevolent and kind, dwarves in subterranean kingdoms, bestial humanoids, mutants twisted by magic. While humans are typically the most widespread species in the game, other humanoids of equal (or perhaps greater!) intelligence may exist. Intelligent species that are available as player characters are termed ***demihumans***.

TERMINOLOGY

Dice Rolling Notation

Similar to many other RPGs, ***Old-School Essentials*** uses a plethora of weirdly shaped dice, each referred to by the number of sides it has:

- **d4:** A four-sided die.
- **d6:** A normal six-sided die.
- **d8:** An eight-sided die.
- **d10:** A ten-sided die.
- **d12:** A twelve-sided die.
- **d20:** A twenty-sided die.

Multi-Dice Rolls

In situations where multiple dice should be rolled and the results summed, the number of dice is noted before the "d". For example, "3d6" indicates that three six-sided dice should be rolled and the results added together.

Modifiers

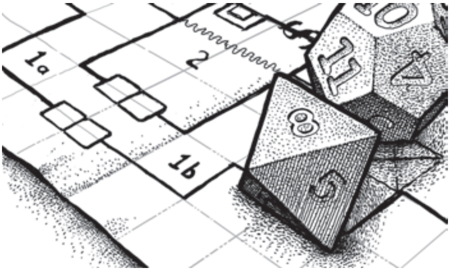
Flat modifiers to the roll are applied after the results of all dice have been summed. For example, "3d6+2" indicates that three six-sided dice should be rolled, the results added together, then 2 added on top.

Percentile Rolls (d100)

A hundred-sided die (d100, sometimes noted as d%) can be mimicked using two d10s: the first treated as "tens" and the second treated as "ones". For example, a roll of 2 and 3 would be 23. If two 0s are rolled, the result counts as 100.

X-in-6 Rolls

Some rules specify an X-in-6 chance of success (e.g. 2-in-6, 3-in-6, etc.). This indicates that 1d6 should be rolled and the result compared against the specified chance. If the roll is less than or equal to the chance of success, the check succeeds.



Basic Game Terminology

Referee

Also known as the *Game Master*. The person who designs the game world and runs game sessions for the other players, arbitrating the rules and determining the reactions of people and creatures encountered.

Players

Every other participant in the game. Each player usually runs a single character.

Player Character (PC)

The imagined character played by a player.

Party

The group of PCs who go on adventures together.

Adventure

A series of one or more game sessions during which the party explores a specific location or engages with a particular plot.

Campaign

A series of adventures, usually involving a consistent set of PCs and a consistent game world.

Non-Player Character (NPC)

Any other character encountered by the PCs during the game. All NPCs are played by the referee.

Monster

Any creature encountered by the party during an adventure. All monsters are played by the referee.

In This Book

This book is a complete guide for players of fantasy adventure games, with rules, character options, and magic sufficient for decades of play—in conjunction with the active imaginations of the players.

Core Rules

Rules for magic, battles, and exploration—covering adventures in dungeons, the wilderness, and the high seas.

Character Options

- ► Seven classic character classes: the devout cleric, the sagacious magic-user, the doughty fighter, the cunning thief, the bold dwarf, the noble elf, and the plucky halfling.
- ► Full lists of adventuring gear, weapons, armour, vehicles, and mounts that characters can purchase.
- ► Descriptions of the many types of mercenaries and specialists that may be hired.
- ► Rules for constructing a stronghold and managing a domain.

Spells

Complete lists of spells for clerics, magic-users, and elves.

Rules Modules

This book is a compilation of the following ***Old-School Essentials*** rules modules, bringing together all of the player-facing Classic Fantasy material in one tome: *Core Rules*, *Classic Fantasy: Genre Rules*, *Classic Fantasy: Cleric and Magic-User Spells*.

OTHER BOOKS

Further books in the *Old-School Essentials* line—known as ***rules modules***—add extra content and options to tailor the game to different settings, genres, and styles of play.

Types of Rules Modules

Genre Rules

Contain the game rules specific to a setting or genre of fiction in which the games take place. A genre rules book typically describes the classes of adventurers that can be played and provides lists of weapons, armour, vehicles, services, and strongholds that may be purchased. All players need access to a copy of any genre rules books that the group is using.

Spells

List the magic spells that can be cast by character classes in the corresponding genre rules book. Only players with a spell casting character need access to a book of spells.

Monsters

List adversaries and monstrosities that may be encountered during adventures in a particular setting or genre. The referee may wish to use books of monsters if they decide to add extra challenges to the game.

Treasures

List wondrous and precious items that may be found during adventures in a particular setting or genre. The referee may wish to use books of treasures if they decide to add extra rewards to the game.

House Rules

None of the rules presented in this book (or other *Old-School Essentials* rules modules) are to be taken as "gospel". If the players and referee wish, any rule may be expanded, altered, or removed. Such tweaks to the rules are known as ***house rules***—every group will end up with their own unique way of playing, tailored to their particular tastes.

That said, the rules have been carefully designed and very thoroughly battle tested. Many groups will be perfectly happy with the rules as written.

Beginning players: Are advised to play with the rules as written for some time, before starting to change anything.

Mix and Match

As each rules module contains content of one certain type, it is easy to swap out individual elements, replacing them with alternatives. In this way, different settings and genres may be combined. For example, a group may wish to use a sword and sorcery genre rules book along with a book of alien technology treasures, lending a science-fantasy feel to the game.

Multiple rules modules of the same type may also be used together. For example, the character classes in this book might be augmented with a book of psionic classes, for a classic fantasy campaign with a sci-fi twist.

As the core rules do not assume the use of any specific rules modules of the other types, all may be combined freely.

Roll Your Own

In addition to using the rules modules published in the *Old-School Essentials* product line, groups may wish to create their own rules modules, tailoring the game to their own needs.

COMPATIBILITY

The old-school gaming scene is sitting on a secret: a huge number of games, despite having different brand names on their covers, are highly compatible! This cross-compatibility between many games means that a great wealth of adventures, campaign settings, and rules supplements can be used with *Old-School Essentials*.

The Basic/Expert Rules

Old-School Essentials is 100% compatible with the 1981 edition of the world's most popular fantasy RPG, commonly known as the Basic/Expert edition (B/X for short). Any material published for the Basic/Expert rules can be used directly with *Old-School Essentials*. Decades of adventure are at your fingertips!

Heritage

The material presented in this book represents a 100% faithful restatement of the rules, character options, equipment, and spells from the classic Basic/Expert game.

It is worth noting that *errors* in the original Basic/Expert rules have not been slavishly reproduced—an effort has been made to correct obvious mistakes.

With the aim of increasing the playability of the game, areas of ambiguity or contradiction in the Basic/Expert core rules have also been clarified in *Old-School Essentials*, while attempting to cleave as closely as possible to the apparent intent of the original rules.

For those with a passion for rules archaeology, the *Author's Notes* document, which goes into detail on this topic, can be downloaded for free from **necroticgnome.com**.

Other Basic/Expert Games

Over the last decade, a large number of old-school adventure games have been published, many of which—like *Old-School Essentials*—are also closely compatible with the Basic/Expert rules. Material published for any game that is designed to be compatible with the Basic/Expert rules is easy to use with *Old-School Essentials*.

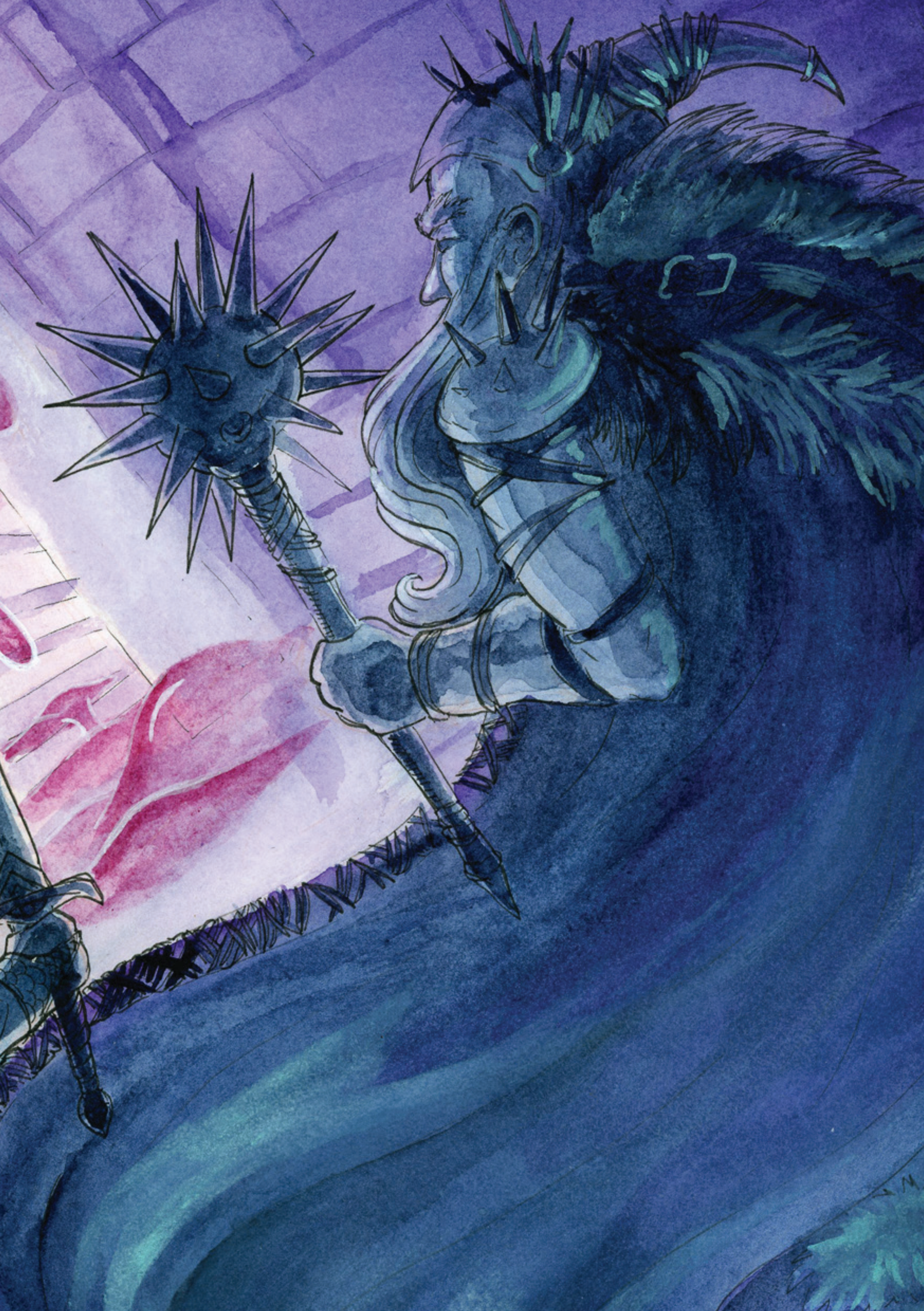
Other Editions

Additionally, material published for all 20th century editions of the world's most popular fantasy RPG (for example, the classic Advanced edition from the 1970s) is also largely compatible with *Old-School Essentials*.

The rules of other editions do differ somewhat from the Basic/Expert rules, so some amount of adaptation work may be required in order to use these materials with *Old-School Essentials*. This is not recommended for beginning players, but for those who are familiar with the rules, such adaptation is not complicated.

Adaptation Guidelines

Concrete guidelines are beyond the scope of this introduction. However, a guide to adapting other, similar rules sets for use with this one is available as a free download from **necroticgnome.com** for those who want more information on this topic.



Player Characters

Game Statistics

Player characters are described, in game terms, by a set of statistics that define their abilities, strengths, and weaknesses in the game world.

Ability Scores

The basic physical and mental strengths and weaknesses of the character. There are 6 ability scores: ***Strength*** (abbreviated STR), ***Intelligence*** (INT), ***Wisdom*** (WIS), ***Dexterity*** (DEX), ***Constitution*** (CON), and ***Charisma*** (CHA). A character is ranked in each ability score by a number between 3–18. (3 being the worst score possible and 18 the best.)

Class

An adventuring profession to which the character belongs. A character's class defines their main abilities. See ***Character Classes, p22***.

Race

Unless a demihuman class is selected, the character is assumed to be human.

Level

The character's experience as an adventurer is denoted by their experience level. Characters typically start play at 1st level (the lowest level of adventurer) and can increase in level through successful adventuring. As a character goes up in level, they gain more powerful abilities, as defined by their class.

Experience Points (XP)

The character's advancement in the game is tracked by the accumulation of experience points. Experience points are awarded by the referee after a successful adventure. When the character has accumulated a certain number of experience points, the character's level increases. Each class specifies the number of experience points required to achieve each experience level.

Prime Requisite

The ability score (or scores) that are the most important to the character's class. The character's score in these abilities can affect the rate at which the character accumulates experience points.

Alignment

The character (and every other creature in the game world) is aligned with one of three cosmic principles: Law, Neutrality, or Chaos (see ***Alignment, p18***). This alignment determines how certain magic influences the character and should be used by the player as a guideline for role-playing the character.

Hit Points (hp)

The character's ability to avoid dying. The character has a ***maximum hit point total*** and a ***current hit point total***, which are tracked separately. When a character is harmed, their current hit point total is reduced. If this number reaches 0, the character is dead! Rest or healing can restore lost hit points (see ***p104***), but never above the character's maximum hit point total (this is only increased when the character increases in level).

Hit Dice (HD)

The number of dice used to determine the character's maximum hit point total. The character's class determines the type of dice rolled (i.e. d4, d6, d8) and the character's level determines the number of dice rolled. (Some classes also grant a flat bonus to hit points at certain levels, instead of or in addition to an extra HD.)

Armour Class (AC)

The character's ability to avoid damage in combat. Armour Class is determined by the character's Dexterity score and by the armour they wear. Lower AC scores are better, so a bonus to AC decreases the character's AC score and a penalty increases the AC score.

Ascending AC (Optional Rule)

Some groups are more familiar with an Armour Class system where higher scores are better. This system is known as Ascending Armour Class (abbreviated AAC) and works as follows:

- **Armour Class:** When using AAC, higher scores are better. Bonuses to Armour Class increase the AAC score and penalties decrease it.
- **Attack rolls:** When using AAC, the procedure for resolving attack rolls involves the use of an attack bonus rather than the character attack matrix.
- **AAC scores:** AC scores for monsters and equipment are followed by the equivalent AAC in square brackets.
- **Attack bonuses:** THAC0 scores for monsters and classes are followed by the equivalent attack bonus in square brackets.

Note: Using Ascending Armour Class results in very slightly different attack probabilities than when using the traditional approach of descending AC with an attack matrix.

Attack Roll "to Hit AC 0" (THAC0)

The character's ability to hit foes in combat, determined by their class and level. Lower THAC0 scores are better. The character's THAC0 score indicates which row of the character attack matrix they use when attacking (see ***Character Attack Matrix, p124***).

The procedure for making attack rolls is described in detail in ***Combat, p120***.

Saving Throw Values

The character's ability to avoid being affected by certain types of dangerous or detrimental effects. There are five saving throw categories: death (or poison), wands, paralysis (or petrification), breath attacks, spells (or magic rods or staves). The character's saving throw values are determined by class and level. See ***Saving Throws, p105*** for full details.

Movement Rate

The speed at which the character can move when exploring, travelling, or during combat. Every character has a ***base movement rate*** and an ***encounter movement rate*** (noted in parentheses). The encounter movement rate is one third of the base movement rate. The default movement rate for characters is 120' (40')—a base movement rate of 120' and an encounter movement rate of 40'.

- **Overland:** The number of miles a character can travel in a day in the wilderness is determined by dividing their base movement rate by five.
- **Exploration:** When exploring unknown areas of a dungeon, characters can move their base movement rate in feet per turn (10 minutes).

Class Abilities

Finally, the character's class denotes a set of special abilities that the character may use, including the ability to use certain types of armour and weapons and to speak one or more languages.

CREATING A CHARACTER

To create a character, you'll first need a character sheet—a sheet of paper on which to record all information about the new character.

A selection of different character sheet PDFs is available at **necroticgnome.com**. These may be downloaded and printed for use in your games.

1. Roll Ability Scores

Roll 3d6 for each of your character's ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. See ***Ability Scores, p16***.

Sub-Par Characters

If you roll a character with very poor ability scores—for example an 8 or less in every score or an extremely low rating in one ability—the referee may allow you to discard the character and start again.

2. Choose a Class

Select one of the classes available (see ***Character Classes, p22***), bearing in mind the minimum ability score requirements of some classes.

3. Adjust Ability Scores

If you wish, you may raise the prime requisite(s) of your character by lowering other (non-prime requisite) ability scores. For every two points by which an ability score is reduced, one point may be added to a prime requisite. The following restrictions apply:

- Only Strength, Intelligence, and Wisdom may be lowered in this way.
- No score may be lowered below 9.
- Some character classes may have additional constraints.

4. Note Ability Score Modifiers

Now that your character's ability scores are fixed, make a note of any associated bonuses or penalties, consulting the tables overleaf.

5. Note Attack Values

The level progression chart for your character's class lists your THAC0 score. This indicates your chance of hitting opponents in combat, as determined by the ***Character Attack Matrix, p124***.

For quick reference, it is convenient to look up the values in the attack matrix row corresponding to your character's class and level (thus THAC0) and record them on your character sheet. 1st level characters have a THAC0 of 19 [0], resulting in the attack values shown below.

1st Level PC Attack Values

Attack Roll	10	11	12	13	14	15	16	17	18	19
AC Hit	9	8	7	6	5	4	3	2	1	0

6. Note Saving Throws and Class Abilities

Record any special abilities possessed by your character as a result of their class, as well as your character's saving throws. If your character has a spell book, ask your referee which spells are recorded in it. The referee may allow you to choose.

7. Roll Hit Points

Determine your character's hit points by rolling the die type appropriate to the chosen class. Modifiers for high or low Constitution apply (see ***Ability Scores, p16***). Your character always starts with at least 1 hit point, regardless of CON modifier.

Re-Rolling 1s and 2s (Optional Rule)

If your roll for hit points comes up 1 or 2 (before applying any CON modifier), the referee may allow you to re-roll. This is in order to increase the survivability of 1st level PCs.

8. Choose Alignment

Decide whether your character is Lawful, Neutral, or Chaotic (see ***Alignment, p18***) and note this on your character sheet.

9. Note Known Languages

Your character's class determines their native languages. This always includes the common tongue and the character's alignment language—see ***Languages, p19***. Characters with high INT may also choose additional languages from the list of languages available in the setting.

10. Buy Equipment

Your character starts play with 3d6 × 10 gold pieces (see ***Wealth, p38***). You may spend as much of this money as you wish to equip your character for adventure, consulting the equipment lists under ***Equipment, p42***.

Remember: Your chosen class may restrict your use of some equipment (e.g. weapons and armour).

11. Note Armour Class

Your character's Armour Class is determined by two factors:

- **Armour:** The armour worn determines your character's base AC. See the equipment lists under ***Equipment, p42***.
- **Dexterity:** See ***Ability Scores, p16***.

Unarmoured AC

If your character has no armour, their base AC is 9 [10].

12. Note Level and XP

Your character begins play at 1st level with 0 XP.

13. Name Character

Finally, choose a name for your character. You are now ready for adventure!

ABILITY SCORES

A character's score in each ability determines whether they have any bonuses or penalties associated with various actions in the game. The tables opposite list the modifiers associated with each ability score, with the effects described below.

Strength (STR)

Brawn, muscle, and physical power.

► **Melee:** Is applied to attack and damage rolls with melee weapons.

► **Open doors:** The chance of success with attempts to force open a stuck door (see ***p108***).

Intelligence (INT)

Learning, memory, and reasoning.

► **Spoken languages:** Denotes the number of languages the character can speak.

► **Literacy:** Indicates the character's ability to read and write their native languages.

Wisdom (WIS)

Willpower, common sense, perception, and intuition.

► **Magic saves:** Is applied to saving throws (see ***p105***) versus magical effects. This does not normally include saves against breath attacks, but may apply to any other saving throw category.

Dexterity (DEX)

Agility, reflexes, speed, and balance.

► **AC:** Modifies the character's AC (a bonus lowers AC, a penalty raises it).

► **Missile:** Applied to attack rolls (but not damage rolls) with ranged weapons.

► **Initiative:** Modifies the character's initiative roll, if the optional rule for individual initiative is used (see ***Combat, p120***).

Constitution (CON)

Health, stamina, and endurance.

► **Hit points:** Applies when rolling a character's hit points (i.e. at 1st level and every time a level is gained thereafter). A character always gains at least 1 hit point per Hit Die, regardless of CON modifier.

Charisma (CHA)

Force of personality, persuasiveness, personal magnetism, physical attractiveness, and ability to lead.

► **NPC reactions:** Applies when hiring retainers and when interacting with monsters.

► **Max # of retainers:** Determines the number of retainers a character may have at any one time.

► **Retainer loyalty:** Determines retainers' loyalty to the character.

Prime Requisite

Each character class has one or more prime requisites—ability scores of special importance to that class' function. A character's score in their prime requisites affects how quickly the character gains experience points.

Characters with a single prime requisite use the table to the right. The modifiers for classes with multiple prime requisites are noted in the class description.

► **XP modifier:** Is applied to all experience points awarded to the character, unless otherwise noted in the description of the class.

Strength Modifiers

STR	Melee	Open Doors
3	–3	1-in-6
4–5	–2	1-in-6
6–8	–1	1-in-6
9–12	None	2-in-6
13–15	+1	3-in-6
16–17	+2	4-in-6
18	+3	5-in-6

Intelligence Modifiers

INT	Spoken Languages	Literacy
3	Native (broken speech)	Illiterate
4–5	Native	Illiterate
6–8	Native	Basic
9–12	Native	Literate
13–15	Native + 1 additional	Literate
16–17	Native + 2 additional	Literate
18	Native + 3 additional	Literate

Wisdom Modifiers

WIS	Magic Saves
3	–3
4–5	–2
6–8	–1
9–12	None
13–15	+1
16–17	+2
18	+3

Dexterity Modifiers

DEX	AC	Missile	Initiative
3	–3	–3	–2
4–5	–2	–2	–1
6–8	–1	–1	–1
9–12	None	None	None
13–15	+1	+1	+1
16–17	+2	+2	+1
18	+3	+3	+2

Constitution Modifiers

CON	Hit Points
3	–3
4–5	–2
6–8	–1
9–12	None
13–15	+1
16–17	+2
18	+3

Charisma Modifiers

CHA	NPC Reactions	Retainers Max #	Retainers Loyalty
3	–2	1	4
4–5	–1	2	5
6–8	–1	3	6
9–12	None	4	7
13–15	+1	5	8
16–17	+1	6	9
18	+2	7	10

Prime Requisite Modifiers

Prime Requisite	XP Modifier
3–5	–20%
6–8	–10%
9–12	None
13–15	+5%
16–18	+10%

Alignment

All beings, whether PCs, NPCs, or monsters, adhere to one of three philosophies or spheres of behaviour, known as alignments. These spheres are Law, Neutrality, and Chaos. A player must choose one of these paths when creating a character.

Law: Lawful beings believe in truth and justice. To this end, they will follow laws and believe all things must adhere to order. Lawful beings also believe in sacrifice to a greater good and will choose the good of a larger group over the good of an individual.

Neutrality: Neutral beings believe in a balance between the ideas of Law and Chaos and, in their actions, tend to do what will serve themselves. They might commit good or evil acts in order to further their own ends and generally will not put others' needs ahead of their own.

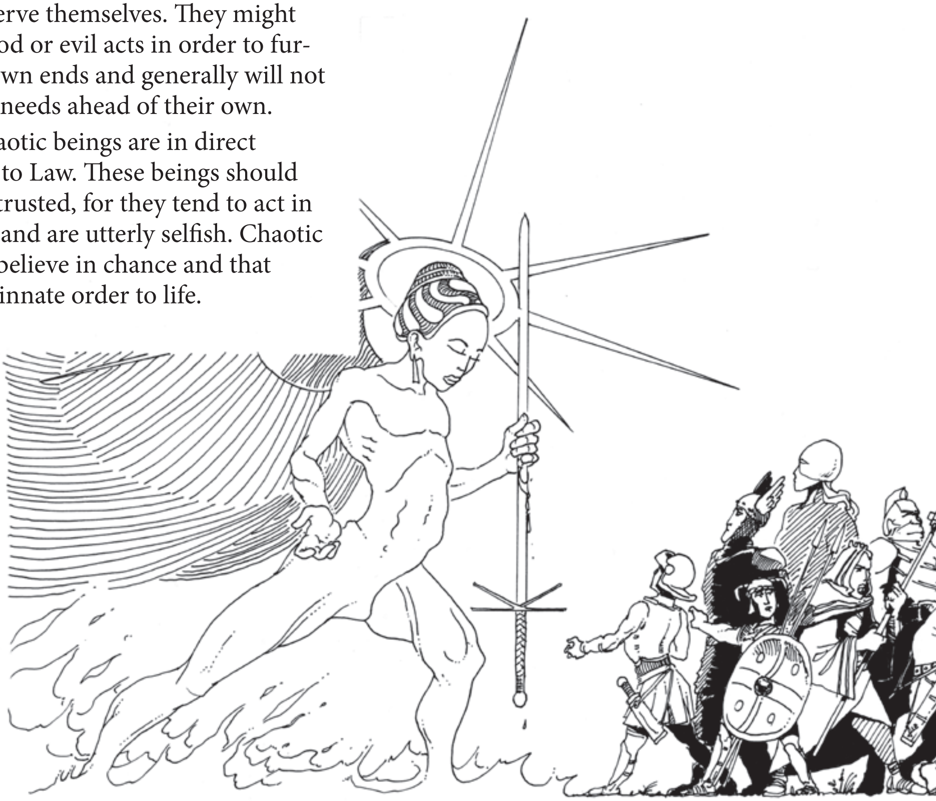
Chaos: Chaotic beings are in direct opposition to Law. These beings should seldom be trusted, for they tend to act in "evil" ways and are utterly selfish. Chaotic characters believe in chance and that there is no innate order to life.

Revealing Alignment

The player must inform the referee of their character's alignment, but does not have to tell other players.

Role-Playing Alignment

When determining the character's actions, players should do their best to adhere to their chosen alignment. The referee will take note when a character's behaviour deviates too much from the norm of the chosen alignment and may assign a new alignment more appropriate to actual character actions. Deviation from alignment may also be penalised, as the referee sees fit.



LANGUAGES

The native languages spoken by a player character are determined by the character's class. These typically include the common tongue and an alignment language. Characters with high INT may learn additional languages (see ***Ability Scores, p16***).

The Common Tongue

The common tongue (sometimes simply called ***Common***) is a language which is widespread among intelligent species. All player character races—as well as many monsters—are able to speak Common.

In some settings, the referee may rule that different cultures in the campaign world have different languages, in which case a particular language must be chosen instead of Common.

Alignment Languages

All intelligent beings know a secret, unwritten language of gestures, signs, and code words associated with their alignment. This secret language allows beings of the same alignment to communicate. Beings of another alignment will recognise when an alignment language is being used, but will not understand. It is not possible to learn another alignment language except by changing alignment, in which case the former language is forgotten.

Other Languages

Many demihuman and intelligent monster species have their own language, which player characters may be able to learn. The following languages are common and may be chosen by player characters with high Intelligence (at the referee's discretion):

1. Bugbear
2. Doppelgänger
3. Dragon
4. Dwarvish
5. Elvish
6. Gargoyle
7. Gnoll
8. Gnomish
9. Goblin
10. Halfling
11. Harpy
12. Hobgoblin
13. Kobold
14. Lizard man
15. Medusa
16. Minotaur
17. Ogre
18. Orcish
19. Pixie
20. Human dialect

CHARACTER CLASSES

CLERIC

Requirements: None
Prime requisite: WIS
Hit Dice: 1d6
Maximum level: 14
Armour: Any, including shields
Weapons: Any blunt weapons
Languages: Alignment, Common

Clerics are adventurers who have sworn to serve a deity. They are trained for battle and channel the power of their deity.

Combat

Clerics can use all types of armour. Strict holy doctrine prevents clerics' use of weapons that have a sharp, cutting edge or stabbing point. They may use the following weapons: club, mace, sling, staff, warhammer.

Divine Magic

See ***Magic, p56*** for full details on divine magic.

Holy symbol: A cleric must carry a holy symbol (see ***Equipment, p42***).

Deity disfavour: Clerics must be faithful to the tenets of their alignment, clergy, and religion. Clerics who fall from favour with their deity may incur penalties.

Magical research: A cleric of any level may spend time and money on magical research. This allows them to create new spells or other magical effects associated with their deity. When a cleric reaches 9th level, they are also able to create magic items.

Spell casting: Once a cleric has proven their faith (from 2nd level), the character may pray to receive spells. The power and number of spells available to a cleric are determined by the character's experience level. The list of spells available to clerics is found on ***p62***.

Using magic items: As spell casters, clerics can use magic scrolls of spells on their spell list. They can also use items that may only be used by divine spell casters (e.g. some magic staves).

Turning the Undead

Clerics can invoke the power of their deity to repel undead monsters encountered. To turn the undead, the player rolls 2d6. The referee then consults the table opposite, comparing the roll against the Hit Dice of the undead monsters targeted.

Successful Turning

If the turning attempt succeeds, the player must roll 2d6 to determine the number of HD affected (turned or destroyed).

Turned undead: Will leave the area, if possible, and will not harm or make contact with the cleric.

Destroyed undead (result of D): Are instantly and permanently annihilated.

Excess: Rolled Hit Dice that are not sufficient to affect a creature are wasted. However, at least one undead creature will always be affected on a successful turning.

Mixed groups: If turn undead is used against a mixed group of undead monsters of different types, those with the lowest HD are affected first.

Cleric Level Progression

Level	XP	HD	THAC0	Saving Throws D	W	P	B	S	Spells 1	2	3	4	5
1	0	1d6	19 [0]	11	12	14	16	15	–	–	–	–	–
2	1,500	2d6	19 [0]	11	12	14	16	15	1	–	–	–	–
3	3,000	3d6	19 [0]	11	12	14	16	15	2	–	–	–	–
4	6,000	4d6	19 [0]	11	12	14	16	15	2	1	–	–	–
5	12,000	5d6	17 [+2]	9	10	12	14	12	2	2	–	–	–
6	25,000	6d6	17 [+2]	9	10	12	14	12	2	2	1	1	–
7	50,000	7d6	17 [+2]	9	10	12	14	12	2	2	2	1	1
8	100,000	8d6	17 [+2]	9	10	12	14	12	3	3	2	2	1
9	200,000	9d6	14 [+5]	6	7	9	11	9	3	3	3	2	2
10	300,000	9d6+1*	14 [+5]	6	7	9	11	9	4	4	3	3	2
11	400,000	9d6+2*	14 [+5]	6	7	9	11	9	4	4	4	3	3
12	500,000	9d6+3*	14 [+5]	6	7	9	11	9	5	5	4	4	3
13	600,000	9d6+4*	12 [+7]	3	5	7	8	7	5	5	5	4	4
14	700,000	9d6+5*	12 [+7]	3	5	7	8	7	6	5	5	5	4

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

Turning Table Results

–: The turning fails.

Number: If the 2d6 turning roll is higher or equal, the turning attempt succeeds.

T: The turning succeeds.

D: The turning succeeds; the monsters are destroyed, not simply caused to flee.

After Reaching 9th Level

A cleric may establish or build a stronghold. So long as the cleric is currently in favour with their god, a stronghold may be bought or built at half the normal price, due to divine intervention.

Once a stronghold is established, the cleric will attract followers (5d6 × 10 fighters of level 1–2). These troops are completely devoted to the cleric, never checking morale. The referee decides which proportions of followers are 1st and 2nd level and which are bowmen, infantry, etc.

Turning the Undead

Level	Monster Hit Dice† 1	2	2*	3	4	5	6	7-9
1	7	9	11	–	–	–	–	–
2	T	7	9	11	–	–	–	–
3	T	T	7	9	11	–	–	–
4	D	T	T	7	9	11	–	–
5	D	D	T	T	7	9	11	–
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D	D	D	D	D	T	T	7
9	D	D	D	D	D	D	T	T
10	D	D	D	D	D	D	D	T
11+	D	D	D	D	D	D	D	D

* 2 HD monsters with a special ability (i.e. with an asterisk next to their HD rating, in the monster description).

† At the referee's option, the table may be expanded to include more powerful types of undead monsters.

DWARF

Requirements: Minimum CON 9
Prime requisite: STR
Hit Dice: 1d8
Maximum level: 12
Armour: Any, including shields
Weapons: Small or normal sized
Languages: Alignment, Common, Dwarvish, Gnomish, Goblin, Kobold

Dwarves are stout, bearded demihumans, about 4' tall and weighing about 150 pounds. Dwarves typically live underground and love fine craftsmanship, gold, hearty food, and strong drink. They have skin, hair, and eye colours in earth tones. Dwarves are known for their stubbornness and practicality. They are a hardy people and have a strong resistance to magic, as reflected in their saving throws.

Combat

Dwarves can use all types of armour. Due to their short height, dwarves can only use small or normal sized weapons. They cannot use longbows or two-handed swords.

Detect Construction Tricks

As expert miners, dwarves have a 2-in-6 chance of being able to detect new construction, sliding walls, or sloping passages when searching.

Detect Room Traps

Due to their expertise with construction, dwarves have a 2-in-6 chance of detecting non-magical room traps when searching (see ***Dungeon Adventuring, p108***).

Infravision

Dwarves have infravision to 60' (see ***Darkness, p106***).

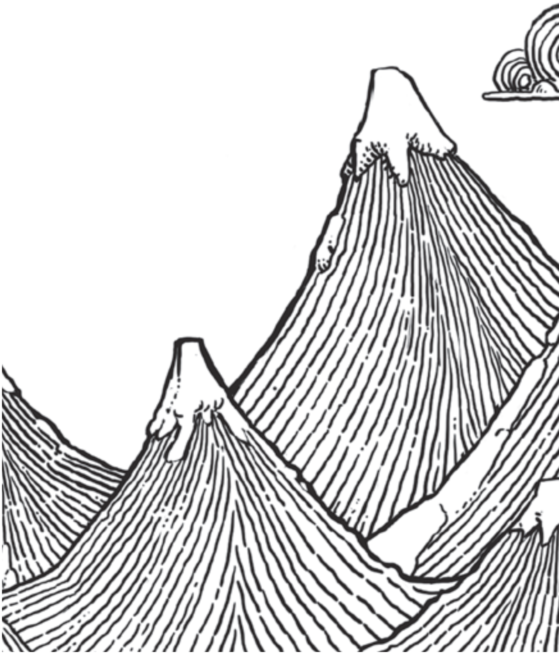
Listening at Doors

Dwarves have a 2-in-6 chance of hearing noises (see ***Dungeon Adventuring, p108***).

After Reaching 9th Level

A dwarf has the option of creating an underground stronghold that will attract dwarves from far and wide. Dwarves usually live in clans, so dwarves of the character's clan will be attracted to live under their roof. Dwarves from other clans will generally be friendly and clans may collaborate in times of war or disaster.

A dwarf ruler may only hire dwarven mercenaries. Specialists and retainers of any race may be hired.

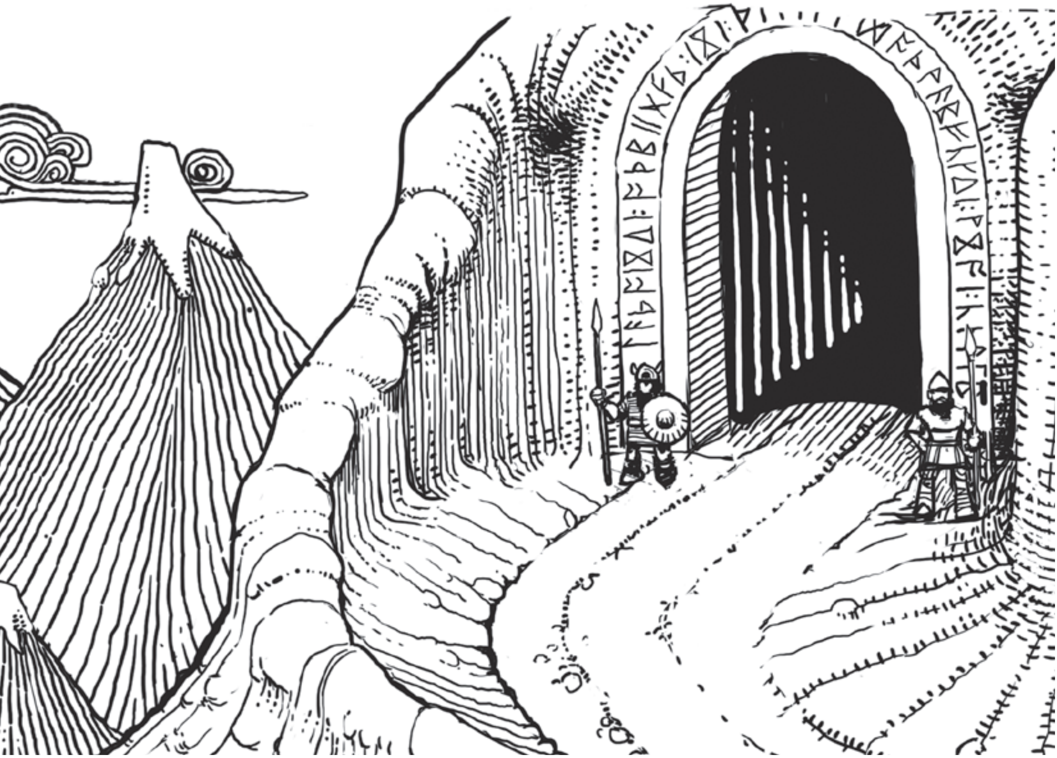


Dwarf Level Progression

				Saving Throws				
Level	**XP**	**HD**	**THAC0**	**D**	**W**	**P**	**B**	**S**
1	0	1d8	19 [0]	8	9	10	13	12
2	2,200	2d8	19 [0]	8	9	10	13	12
3	4,400	3d8	19 [0]	8	9	10	13	12
4	8,800	4d8	17 [+2]	6	7	8	10	10
5	17,000	5d8	17 [+2]	6	7	8	10	10
6	35,000	6d8	17 [+2]	6	7	8	10	10
7	70,000	7d8	14 [+5]	4	5	6	7	8
8	140,000	8d8	14 [+5]	4	5	6	7	8
9	270,000	9d8	14 [+5]	4	5	6	7	8
10	400,000	9d8+3*	12 [+7]	2	3	4	4	6
11	530,000	9d8+6*	12 [+7]	2	3	4	4	6
12	660,000	9d8+9*	12 [+7]	2	3	4	4	6

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.



ELF

Requirements: Minimum INT 9
Prime requisite: INT and STR
Hit Dice: 1d6
Maximum level: 10
Armour: Any, including shields
Weapons: Any
Languages: Alignment, Common, Elvish, Gnoll, Hobgoblin, Orcish

Elves are slender, fey demihumans with pointed ears. They typically weigh about 120 pounds and are between 5 and 5½ feet tall. Elves are seldom met in human settlements, preferring to feast and make merry in the woods. If crossed, they are dangerous enemies, as they are masters of both sword and spell. Elves are fascinated by spells and beautifully constructed magic items and love to collect both.

Prime requisites: An elf with at least 13 INT and STR gains a 5% bonus to experience. An elf with an INT of at least 16 and a STR of at least 13 receives a +10% XP bonus.

Arcane Magic

See ***Magic, p56*** for full details on arcane magic.

Magical research: An elf of any level may spend time and money on magical research. This allows them to add new spells to their spell book and to research other magical effects. When an elf reaches 9th level, they are also able to create magic items.

Spell casting: Elves carry spell books containing the formulae for arcane spells. The level progression table (opposite) shows both the number of spells in the elf's spell book and the number they may memorize, determined by the character's experience level. Thus, a 1st level elf has one spell in their spell book, selected by the referee (who may allow the player to choose). The list of spells available to elves is found on ***p63*** (elves have the same spell selection as magic-users).

Using magic items: As spell casters, elves are able to use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane spell casters (e.g. magic wands).

Combat

Elves can use all types of weapons and armour.

Detect Secret Doors

Elves have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a 2-in-6 chance (see ***Dungeon Adventuring, p108***).

Immunity to Ghoul Paralysis

Elves are completely unaffected by the paralysis that ghouls can inflict.

Infravision

Elves have infravision to 60' (see ***Darkness, p106***).

Listening at Doors

Elves have a 2-in-6 chance of hearing noises (see ***Dungeon Adventuring, p108***).

Elf Level Progression

				Saving Throws					Spells				
Level	XP	HD	THAC0	D	W	P	B	S	1	2	3	4	5
1	0	1d6	19 [0]	12	13	13	15	15	1	–	–	–	–
2	4,000	2d6	19 [0]	12	13	13	15	15	2	–	–	–	–
3	8,000	3d6	19 [0]	12	13	13	15	15	2	1	–	–	–
4	16,000	4d6	17 [+2]	10	11	11	13	12	2	2	–	–	–
5	32,000	5d6	17 [+2]	10	11	11	13	12	2	2	1	–	–
6	64,000	6d6	17 [+2]	10	11	11	13	12	2	2	2	–	–
7	120,000	7d6	14 [+5]	8	9	9	10	10	3	2	2	1	–
8	250,000	8d6	14 [+5]	8	9	9	10	10	3	3	2	2	–
9	400,000	9d6	14 [+5]	8	9	9	10	10	3	3	3	2	1
10	600,000	9d6+2*	12 [+7]	6	7	8	8	8	3	3	3	3	2

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.

After Reaching 9th Level

An elf may construct a stronghold in the depths of the forest, blending in with the natural environment of a site of great beauty, for example: in the treetops, beside a serene valley, or hidden behind a waterfall. Whatever material it is made of, the construction costs as much as similar work in stone, due to the exquisite quality of craftsmanship involved.

Forest animals within a 5 mile radius of the completed stronghold will become friends with the elves. They may warn of intruders, carry messages and news, and so on. In exchange for this friendship, the elf must protect the animals from harm.

An elf ruler may only hire elven mercenaries. Specialists and retainers of any race may be hired.

FIGHTER

Requirements: None
Prime requisite: STR
Hit Dice: 1d8
Maximum level: 14
Armour: Any, including shields
Weapons: Any
Languages: Alignment, Common

Fighters are adventurers dedicated to mastering the arts of combat and war. In a group of adventurers, the role of fighters is to battle monsters and to defend other characters.

Combat

Fighters can use all types of weapons and armour.

Stronghold

Any time a fighter wishes (and has sufficient money), they can build a castle or stronghold and control the surrounding lands.

After Reaching 9th Level

A fighter may be granted a title such as Baron or Baroness. The land under the fighter's control is then known as a Barony.

Fighter Level Progression

Level	XP	HD	THAC0	Saving Throws D	W	P	B	S
1	0	1d8	19 [0]	12	13	14	15	16
2	2,000	2d8	19 [0]	12	13	14	15	16
3	4,000	3d8	19 [0]	12	13	14	15	16
4	8,000	4d8	17 [+2]	10	11	12	13	14
5	16,000	5d8	17 [+2]	10	11	12	13	14
6	32,000	6d8	17 [+2]	10	11	12	13	14
7	64,000	7d8	14 [+5]	8	9	10	10	12
8	120,000	8d8	14 [+5]	8	9	10	10	12
9	240,000	9d8	14 [+5]	8	9	10	10	12
10	360,000	9d8+2*	12 [+7]	6	7	8	8	10
11	480,000	9d8+4*	12 [+7]	6	7	8	8	10
12	600,000	9d8+6*	12 [+7]	6	7	8	8	10
13	720,000	9d8+8*	10 [+9]	4	5	6	5	8
14	840,000	9d8+10*	10 [+9]	4	5	6	5	8

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

HALFLING

Requirements: Minimum CON 9, minimum DEX 9
Prime requisite: DEX and STR
Hit Dice: 1d6
Maximum level: 8
Armour: Any appropriate to size, including shields
Weapons: Any appropriate to size
Languages: Alignment, Common, Halfling

Halflings are small, rotund demihumans with furry feet and curly hair. They weigh about 60 pounds and are around 3' tall. Halflings are a friendly and welcoming folk. Above all, they love the comforts of home and are not known for their bravery. Halflings who gain treasure through adventuring will often use their wealth in pursuit of a quiet, comfortable life.

Prime requisites: A halfling with at least 13 in one prime requisite gains a 5% bonus to experience. If both DEX and STR are 16 or higher, the halfling gets a +10% bonus.

Combat

Halflings can use all types of armour, but it must be tailored to their small size. Similarly, they can use any weapon appropriate to their stature (as determined by the referee). They cannot use longbows or two-handed swords.

Defensive Bonus

Due to their small size, halflings gain a +2 bonus to Armour Class when attacked by large opponents (greater than human -sized).

Hiding

Halflings have an uncanny ability to disappear from sight:

- In woods or undergrowth, a halfling can hide with a 90% chance of success.
- In dungeons, a halfling can hide in shadows or behind other forms of cover. The chance of success is 2-in-6. Hiding requires the halfling to be motionless.

Initiative Bonus (Optional Rule)

If using the optional rule for individual initiative (see ***Combat, p120***), halflings get a bonus of +1 to initiative rolls.

Listening at Doors

Halflings have a 2-in-6 chance of hearing noises (see ***Dungeon Adventuring, p108***).

Missile Attack Bonus

Halflings' keen coordination grants them a +1 bonus to attack rolls with all missile weapons.

Stronghold

Any time a halfling wishes (and has sufficient money), they may build a stronghold, which will form the basis of a new community of halflings. Halfling communities—known as Shires—are typically located in gentle countryside of little rivers and rolling hills. The leader of the community is called the Sheriff.

Halfling Level Progression

				Saving Throws				
Level	**XP**	**HD**	**THAC0**	**D**	**W**	**P**	**B**	**S**
1	0	1d6	19 [0]	8	9	10	13	12
2	2,000	2d6	19 [0]	8	9	10	13	12
3	4,000	3d6	19 [0]	8	9	10	13	12
4	8,000	4d6	17 [+2]	6	7	8	10	10
5	16,000	5d6	17 [+2]	6	7	8	10	10
6	32,000	6d6	17 [+2]	6	7	8	10	10
7	64,000	7d6	14 [+5]	4	5	6	7	8
8	120,000	8d6	14 [+5]	4	5	6	7	8

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

MAGIC-USER

Requirements: None
Prime requisite: INT
Hit Dice: 1d4
Maximum level: 14
Armour: None
Weapons: Dagger
Languages: Alignment, Common

Magic-users are adventurers whose study of arcane secrets has taught them how to cast spells. Magic-users are able to cast a greater number of increasingly powerful spells as they advance in level.

Arcane Magic

See ***Magic, p56*** for full details on arcane magic.

Magical research: A magic-user of any level may spend time and money on magical research. This allows them to add new spells to their spell book and to research other magical effects. When a magic-user reaches 9th level, they are also able to create magic items.

Spell casting: Magic-users carry spell books containing the formulae for arcane spells. The spell casting chart (opposite) shows both the number of spells in the magic-user's spell book and the number they may memorize, determined by the character's experience level. Thus, a 1st level magic-user has one spell in their spell book, selected by the referee (who may allow the player to choose). The list of spells available to magic-users is found on ***p63***.

Using magic items: As spell casters, magic-users are able to use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane spell casters (e.g. magic wands).

Combat

Magic-users can only use daggers and are unable to use shields or wear any kind of armour. This makes them very vulnerable in combat.

After Reaching 11th Level

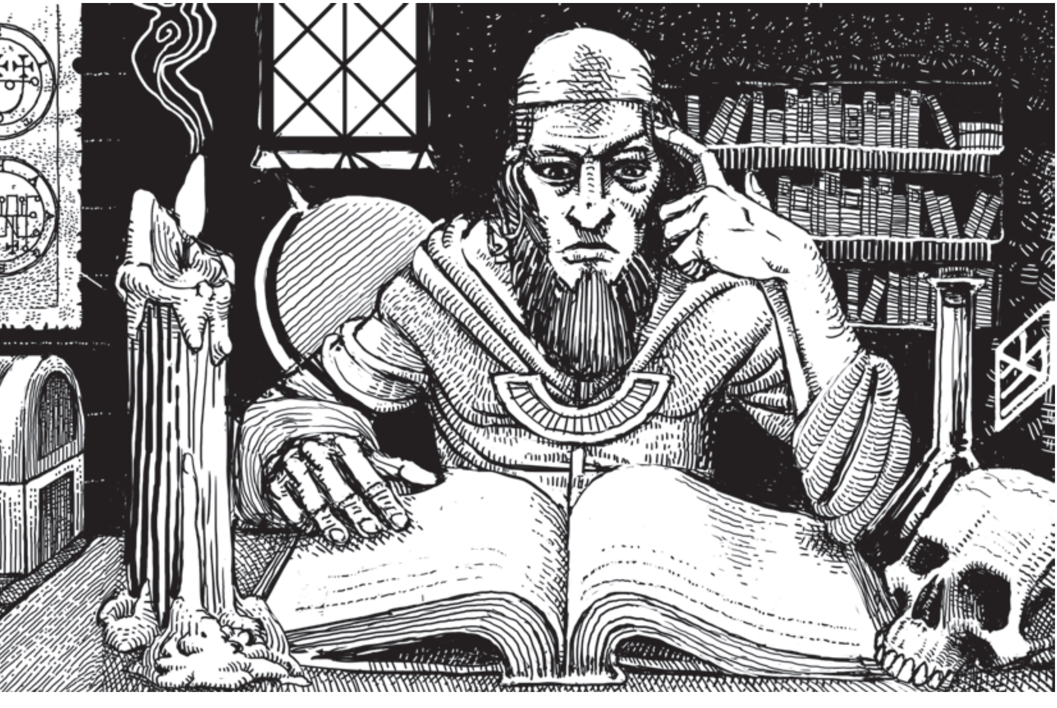
A magic-user may build a stronghold, often a great tower. 1d6 apprentices of levels 1–3 will then arrive to study under the magic-user.

Magic-User Level Progression

				Saving Throws					Spells					
Level	XP	HD	THAC0	D	W	P	B	S	1	2	3	4	5	6
1	0	1d4	19 [0]	13	14	13	16	15	1	–	–	–	–	–
2	2,500	2d4	19 [0]	13	14	13	16	15	2	–	–	–	–	–
3	5,000	3d4	19 [0]	13	14	13	16	15	2	1	–	–	–	–
4	10,000	4d4	19 [0]	13	14	13	16	15	2	2	–	–	–	–
5	20,000	5d4	19 [0]	13	14	13	16	15	2	2	1	–	–	–
6	40,000	6d4	17 [+2]	11	12	11	14	12	2	2	2	–	–	–
7	80,000	7d4	17 [+2]	11	12	11	14	12	3	2	2	1	–	–
8	150,000	8d4	17 [+2]	11	12	11	14	12	3	3	2	2	–	–
9	300,000	9d4	17 [+2]	11	12	11	14	12	3	3	3	2	1	–
10	450,000	9d4+1*	17 [+2]	11	12	11	14	12	3	3	3	3	2	–
11	600,000	9d4+2*	14 [+5]	8	9	8	11	8	4	3	3	3	2	1
12	750,000	9d4+3*	14 [+5]	8	9	8	11	8	4	4	3	3	3	2
13	900,000	9d4+4*	14 [+5]	8	9	8	11	8	4	4	4	3	3	3
14	1,050,000	9d4+5*	14 [+5]	8	9	8	11	8	4	4	4	4	3	3

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.



THIEF

Requirements: None
Prime requisite: DEX
Hit Dice: 1d4
Maximum level: 14
Armour: Leather, no shields
Weapons: Any
Languages: Alignment, Common

Thieves are adventurers who live by their skills of deception and stealth. Their range of unique skills makes them very handy companions in adventures. However, thieves are not always to be trusted.

Adjust ability scores: In step 3 of character creation, thieves may not lower STR.

Back-stab

When attacking an unaware opponent from behind, a thief receives a +4 bonus to hit and doubles any damage dealt.

Combat

Because of their need for stealth and free movement, thieves cannot wear armour heavier than leather and cannot use shields. They can use any weapon.

Read Languages

A thief of 4th level or higher can read non-magical text in any language (including dead languages and basic codes) with 80% probability. If the roll does not succeed, the thief may not try to read that particular text again until they reach a higher level of experience.

Scroll Use

A thief of 10th level or higher can cast arcane spells from scrolls. There is a 10% chance of error: the spell does not function as expected and creates an unusual or deleterious effect.

Thief Skills

Thieves can use the following skills, with the chance of success shown opposite:

- **Climb sheer surfaces (CS):** A roll is required for each 100' to be climbed. If the roll fails, the thief falls at the halfway point, suffering falling damage.
- **Find or remove treasure traps (TR):** A roll is required to find a treasure trap and then another to remove it. This may be attempted only once per trap.
- **Hear noise (HN):** In a quiet environment (e.g. not in combat), a thief may attempt to listen at a door or to hear the sounds of something (e.g. a wandering monster) approaching.
- **Hide in shadows (HS):** Requires the thief to be motionless—attacking or moving while hiding is not possible.
- **Move silently (MS):** A thief may attempt to sneak past enemies unnoticed.
- **Open locks (OL):** Requires thieves' tools (see ***Equipment, p42***). A thief can only try this skill once per lock. If the roll fails, the thief may not try the same lock again before gaining an experience level.
- **Pick pockets (PP):** If the victim is above 5th level, the thief's roll is penalised by 5% for every level above 5th. There is always at least a 1% chance of failure. A roll of more than twice the percentage required for success means that the attempted theft is noticed. The referee should determine the reaction of the victim (possibly using the reaction table under ***Encounters, p114***).

After Reaching 9th Level

A thief can establish a thief den, attracting 2d6 apprentices of 1st level. These thieves will serve the character with some reliability; however, should any be arrested or killed, the PC will not be able to attract apprentices to replace them. A successful thief might use these followers to start a Thieves' Guild.

Thief Level Progression

				Saving Throws				
Level	XP	HD	THAC0	D	W	P	B	S
1	0	1d4	19 [0]	13	14	13	16	15
2	1,200	2d4	19 [0]	13	14	13	16	15
3	2,400	3d4	19 [0]	13	14	13	16	15
4	4,800	4d4	19 [0]	13	14	13	16	15
5	9,600	5d4	17 [+2]	12	13	11	14	13
6	20,000	6d4	17 [+2]	12	13	11	14	13
7	40,000	7d4	17 [+2]	12	13	11	14	13
8	80,000	8d4	17 [+2]	12	13	11	14	13
9	160,000	9d4	14 [+5]	10	11	9	12	10
10	280,000	9d4+2*	14 [+5]	10	11	9	12	10
11	400,000	9d4+4*	14 [+5]	10	11	9	12	10
12	520,000	9d4+6*	14 [+5]	10	11	9	12	10
13	640,000	9d4+8*	12 [+7]	8	9	7	10	8
14	760,000	9d4+10*	12 [+7]	8	9	7	10	8

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

Thief Skills Chance of Success

Level	CS	TR	HN	HS	MS	OL	PP
1	87	10	1–2	10	20	15	20
2	88	15	1–2	15	25	20	25
3	89	20	1–3	20	30	25	30
4	90	25	1–3	25	35	30	35
5	91	30	1–3	30	40	35	40
6	92	40	1–3	36	45	45	45
7	93	50	1–4	45	55	55	55
8	94	60	1–4	55	65	65	65
9	95	70	1–4	65	75	75	75
10	96	80	1–4	75	85	85	85
11	97	90	1–5	85	95	95	95
12	98	95	1–5	90	96	96	105
13	99	97	1–5	95	98	97	115
14	99	99	1–5	99	99	99	125

Rolling Skill Checks

All skills except hear noise are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

Hear noise is rolled on 1d6. If the roll is within the listed range of numbers, the skill succeeds.

Player Knowledge

The referee should roll for hide in shadows and move silently on the player's behalf, as the thief always believes the attempt to be successful. If the roll fails, the referee knows that the thief has been noticed and should determine enemies' actions appropriately.

ADVANCEMENT

EXPERIENCE

All characters who make it through an adventure alive receive experience points (XP), awarded by the referee. XP is gained from two sources: treasure recovered and monsters defeated.

Prime Requisite Modifiers

Characters receive an XP bonus or penalty based on their score in their class' prime requisites (see ***Ability Scores, p16***). This modifier is applied to the grand total XP a particular character receives at the end of an adventure.

Levelling Up

When a character gains enough XP to reach the next experience level, the player should consult the description of the character's class and note any improvements in saving throws, attack probabilities, spells per day, and other class abilities. If the character's Hit Dice increase, a new Hit Die of the specified type should be rolled and the result added to the character's maximum hit point total.

Maximum XP in One Session

Characters cannot advance more than one level in one session. Any additional XP that would take a character two or more levels above their current level are lost, leaving the character at 1 XP below the total for the next level.

LEVEL TITLES

In some campaigns, characters gain the right to bear certain titles as they advance in level. Such titles may be granted by the guilds, colleges, or temples that PCs are associates of. Level titles often vary greatly between campaign worlds, but the following lists may be used as inspiration:

- **Cleric:** Acolyte, Adept, Priest(ess), Vicar, Curate, Elder, Bishop, Lama, Matriarch (Patriarch).
- **Dwarf:** Dwarven Veteran, Dwarven Warrior, Dwarven Swordmaster, Dwarven Hero, Dwarven Swashbuckler, Dwarven Myrmidon, Dwarven Champion, Dwarven Superhero, Dwarven Lord (Lady).
- **Elf:** Medium/Veteran, Seer/Warrior, Conjurer/Swordmaster, Magician/Hero, Enchanter (Enchantress)/Swashbuckler, Warlock (Witch)/Myrmidon, Sorcerer (Sorceress)/Champion, Necromancer/Superhero, Wizard/Lord (Lady).
- **Fighter:** Veteran, Warrior, Swordmaster, Hero, Swashbuckler, Myrmidon, Champion, Superhero, Lord (Lady).
- **Halfling:** Halfling Veteran, Halfling Warrior, Halfling Swordmaster, Halfling Hero, Halfling Swashbuckler, Halfling Myrmidon, Halfling Champion, Sheriff.
- **Magic-user:** Medium, Seer, Conjurer, Magician, Enchanter (Enchantress), Warlock (Witch), Sorcerer (Sorceress), Necromancer, Wizard.
- **Thief:** Apprentice, Footpad, Robber, Burglar, Cutpurse, Sharper, Pilferer, Thief, Master Thief.

HIGH-LEVEL PLAY (OPTIONAL RULE)

Human character classes are listed as having a maximum level of 14. This range of levels presents the best play experience, in terms of challenge and reward. Some groups, however, may wish to continue play into the extremely high levels beyond. This must be considered carefully, as demihuman PCs will be left behind, due to their strict level limits. If the referee allows continued play into higher levels, the following guidelines—allowing human characters to advance to a maximum of 36th level—may be used.

Clerics

Require an additional 100,000 XP per level beyond 14th and gain 1 hit point per level gained. Spells of higher levels become available as the character advances.

Fighters

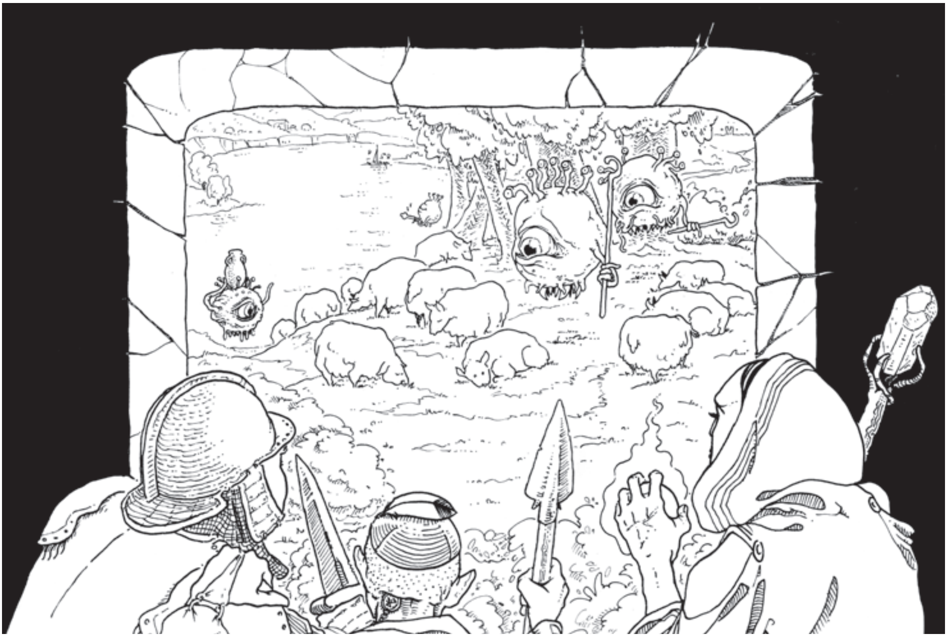
Require an additional 120,000 XP per level beyond 14th and gain 2 hit points per level gained. Fighters of 20th level may make two attacks per round. This increases to three attacks per round at 25th level and four per round at 30th level.

Magic-Users

Require an additional 150,000 XP per level beyond 14th and gain 1 hit point per level gained. Spells of higher levels become available as the character advances.

Thieves

Require an additional 120,000 XP per level beyond 14th and gain 2 hit points per level gained. Additional skills become available to high-level thieves, including the ability to climb upside down or horizontally, voice skills such as mimicry and ventriloquism, and other skills of deception.



Coin Conversion Rates

	1 pp	1 gp	1 ep	1 sp	1 cp
Value in pp	1	1/5	1/10	1/50	1/500
Value in gp	5	1	1/2	1/10	1/100
Value in ep	10	2	1	1/5	1/50
Value in sp	50	10	5	1	1/10
Value in cp	500	100	50	10	1

WEALTH

Successful characters accumulate wealth from the spoils of their adventures. Treasure may take many forms, but often the most useful form of treasure is money.

Money

The most common coin is the gold piece (gp). Coins made of other metals—platinum (pp), electrum (ep), silver (sp), and copper (cp)—are also used. The conversion rates of coins are shown above.

Starting Money

PCs begin play with 3d6 × 10 gold pieces.

Inheritance

Faced with the possibility of character death, players may wish to create a will for their characters, to leave wealth behind for an heir. If the referee allows this, the following stipulations apply:

- **Tax:** Any treasure left as an inheritance will be taxed at 10%.
- **Heir:** A character's heir must be a new 1st level character.
- **Once only:** A player may only leave a character inheritance once.

DOMAINS

When characters have amassed sufficient wealth, they will often wish to construct a base or stronghold and possibly found a domain.

See ***p134*** for full rules on building a stronghold and founding a domain.

HIRELINGS

Hirelings are NPCs hired by a character to perform certain services.

Hirelings and Adventuring

Hirelings do not accompany characters on adventures. (Characters may hire NPCs to join them on adventures, but these are treated separately. See ***Retainers, p126***.)

Types of Hirelings

Hirelings are divided into two types:

- **Mercenaries:** Hired soldiers who will guard, patrol, and otherwise serve in wilderness settings, but only as part of a larger force, not an adventuring party. For more details, see ***p128***.
- **Specialists:** Hired individuals who have a particular trade or who have special knowledge. These individuals are usually hired for a specific task. For more details, see ***p130***.

CHARAMATH

EQUIPMENT

ADVENTURING GEAR

Adventuring Gear

Item	Cost (gp)
Backpack	5
Crowbar	10
Garlic	5
Grappling hook	25
Hammer (small)	2
Holy symbol	25
Holy water (vial)	25
Iron spikes (12)	1
Lantern	10
Mirror (hand-sized, steel)	5
Oil (1 flask)	2
Pole (10' long, wooden)	1
Rations (iron, 7 days)	15
Rations (standard, 7 days)	5
Rope (50')	1
Sack (small)	1
Sack (large)	2
Stakes (3) and mallet	3
Thieves' tools	25
Tinder box (flint & steel)	3
Torches (6)	1
Waterskin	1
Wine (2 pints)	1
Wolfsbane (1 bunch)	10

Descriptions

Backpack: Has two straps and can be worn on the back, keeping the hands free. Holds up to 400 coins.

Crowbar: 2–3' long and made of solid iron. Can be used for forcing doors and other objects open.

Grappling hook: Has 3 or 4 prongs. Can be used for anchoring a rope.

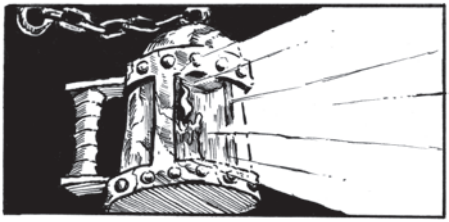
Hammer: Can be used for construction or as a mallet with iron or wooden spikes.

Holy symbol: A divine spell caster is required to own a holy symbol of their deity, often worn as a necklace. Each religion has its own holy symbol.

Holy water: Water that has been blessed by a holy person. It is used in some religious rituals and inflicts damage on undead monsters (see ***Weapon Combat Stats, p45***). Holy water does not retain its power if stored in any other container than the special vials it is blessed in.

Iron spikes: May be used for wedging doors open or shut (see ***Dungeon Adventuring, p108***), as an anchor to attach a rope to, and many other purposes.

Lantern: Can be closed to hide the light. Burns one oil flask every four hours (24 turns). Casts light in a 30' radius.



Mirror: Useful for looking around corners or for reflecting a gaze attack.

Oil flask: A flask of oil fuels a lantern for four hours (24 turns). In addition to fuelling lanterns, oil can be used as a weapon:

- **Throwing:** An oil flask may be lit on fire and thrown (see ***Weapon Combat Stats, p45***).
- **Pools:** Oil that is poured on the ground and lit covers a diameter of 3 feet and burns for 1 turn, inflicting damage on any character or monster moving through the pool.
- **Immunity:** Burning oil does not harm monsters that have a natural flame attack.

Other Equipment

The items detailed in this section are those most commonly available for purchase. Should PCs wish to purchase items not on these lists, the referee may use the listed items as guidelines for determining the prices and characteristics of new items, including combat statistics (if appropriate).

Pole, 10': A 2" thick wooden pole useful for poking and prodding suspicious items in a dungeon.

Rations, iron: Dried and preserved food to be carried on long voyages when securing fresh food may be uncertain.

Rations, standard: Fresh, unpreserved food.

Rope: Can hold the weight of approximately three human-sized beings.

Sack, large: Can hold up to 600 coins.

Sack, small: Can hold up to 200 coins.

Stakes and mallet: A wooden mallet and three 18" long stakes. Valuable when confronting vampires.

Thieves' tools: This kit contains all of the tools needed to pick locks.

Tinder box: Used to light fires, including torches. Using a tinder box takes one round. There is a 2-in-6 chance of success per round.

Torch: A torch burns for 1 hour (6 turns), clearly illuminating a 30' radius. Torches may also be used in combat (see ***Weapon Combat Stats, p45***).

Waterskin: This container, made of hide, will hold 2 pints (1 quart) of fluid.

Wolfsbane: This herb can be used to repel lycanthropes. The creature must be hit with the herb in melee combat.

WEAPONS AND ARMOUR

Weapons

Weapon	Cost (gp)	Weight (Coins)
Battle axe	7	50
Club	3	50
Crossbow	30	50
Dagger	3	10
Hand axe	4	30
Javelin	1	20
Lance	5	120
Long bow	40	30
Mace	5	30
Polearm	7	150
Short bow	25	30
Short sword	7	30
Silver dagger	30	10
Sling	2	20
Spear	4	30
Staff	2	40
Sword	10	60
Two-handed sword	15	150
Warhammer	5	30

Ammunition

Ammunition	Cost (gp)
Arrows (quiver of 20)	5
Crossbow bolts (case of 30)	10
Silver tipped arrow (1)	5
Sling stones	Free

Armour

Armour	AC	Cost (gp)	Weight (Coins)
Leather	7 [12]	20	200
Chainmail	5 [14]	40	400
Plate mail	3 [16]	60	500
Shield	+1 bonus	10	100

Encumbrance (Optional Rule)

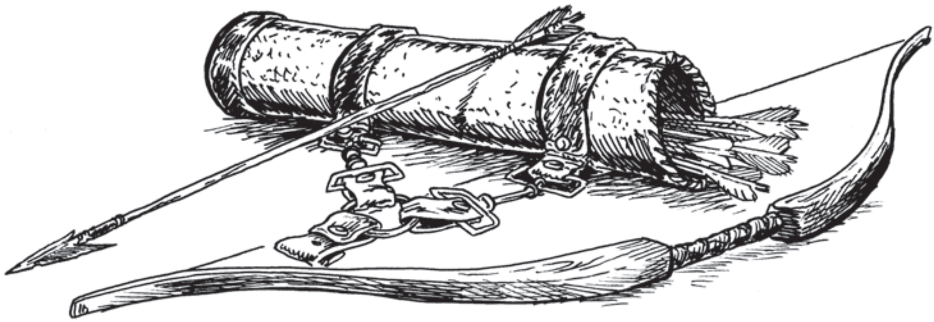
If the optional rules for encumbrance are used (see ***Encumbrance, p103***), armour and weapons carried are treated as follows.

Option 1: Basic Encumbrance

Leather armour counts as ***light armour***, chainmail and plate mail count as ***heavy armour***.

Option 2: Detailed Encumbrance

The listed weight of armour and weapons is tracked. The listed weight of missile weapons already includes the weight of the ammunition and its container.



Weapon Combat Stats

Weapon	Damage	Qualities
Battle axe	1d8	Melee, Slow, Two-handed
Club	1d4	Blunt, Melee
Crossbow	1d6	Missile (5’–80’ / 81’–160’ / 161’–240’), Reload, Slow, Two-handed
Dagger	1d4	Melee, Missile (5’–10’ / 11’–20’ / 21’–30’)
Hand axe	1d6	Melee, Missile (5’–10’ / 11’–20’ / 21’–30’)
Holy water vial	1d8	Missile (5’–10’ / 11’–30’ / 31’–50’), Splash weapon
Javelin	1d4	Missile (5’–30’ / 31’–60’ / 61’–90’)
Lance	1d6	Charge, Melee
Long bow	1d6	Missile (5’–70’ / 71’–140’ / 141’–210’), Two-handed
Mace	1d6	Blunt, Melee
Oil flask, burning	1d8	Missile (5’–10’ / 11’–30’ / 31’–50’), Splash weapon
Polearm	1d10	Brace, Melee, Slow, Two-handed
Short bow	1d6	Missile (5’–50’ / 51’–100’ / 101’–150’), Two-handed
Short sword	1d6	Melee
Silver dagger	1d4	Melee, Missile (5’–10’ / 11’–20’ / 21’–30’)
Sling	1d4	Blunt, Missile (5’–40’ / 41’–80’ / 81’–160’)
Spear	1d6	Brace, Melee, Missile (5’–20’ / 21’–40’ / 41’–60’)
Staff	1d4	Blunt, Melee, Slow, Two-handed
Sword	1d8	Melee
Torch	1d4	Melee
Two-handed sword	1d10	Melee, Slow, Two-handed
Warhammer	1d6	Blunt, Melee

Damage: Die rolled when using the optional rule for variable weapon damage (see ***Combat, p120***).

Weapon Qualities

Blunt: May be used by clerics.

Brace: Bracing against the ground doubles damage against charging monsters.

Charge: On horseback, moving at least 60’ in a round and attacking doubles any damage done with a successful hit.

Melee: Close quarters weapon (5’ or less).

Missile: Thrown or fired weapon (greater than 5’ distance). The distances for short (+1 to hit), medium, and long (–1 to hit) range are shown in parentheses.

Reload (optional rule): Requires a round to reload between shots; can only be fired every second round.

Slow: The character acts last in each combat round (see ***Combat, p120***).

Splash weapon: On a successful attack, the container smashes and douses the target with the liquid. The listed damage is inflicted over two rounds, as the liquid drips off.

Two-handed: Requires both hands; the character cannot use a shield.

Vehicles and Mounts

Rules For Vehicles

Game Statistics

Hull Points (hp)

The vehicle's structural integrity and ability to keep moving when damaged. Analogous to a character's hit points. A vehicle that reaches 0 hull points is destroyed.

Armour Class (AC)

The vehicle's ability to resist damage from attacks.

Movement Rate

The speed at which the vehicle can move. Every vehicle has a ***base movement rate*** and an ***encounter movement rate*** (noted in parentheses). The encounter movement rate is one third of the base movement rate.

Cargo Capacity

The maximum load the vehicle can carry, measured in coins (see ***Time, Weight, Movement, p102***).

Required Crew

The number of people or animals (e.g. sailors, oarsmen, horses) required for the vehicle's normal operation.

Passengers or Mercenaries

Some vehicles have extra space aboard specifically intended to carry passengers or mercenaries (of any type, see ***Mercenaries, p128***) in addition to the normal crew. If a vehicle's description does not mention this space for passengers, it is assumed to only have space for the crew—the referee may rule that cargo hold space could be converted into additional living quarters.

Seaworthiness

Water vessels are divided into two categories, each behaving differently under different wind conditions (see ***Wind Conditions, p113***). Seaworthy vessels are suitable for use on the high seas, away from coastal waters. Unseaworthy vessels are restricted to rivers, lakes, or coastal waters.

Damaging Vehicles

In combat, attacks and damage may be directed at vehicles in addition to characters and monsters.

Normal attacks: Unless noted in a vehicle's description, attacks with normal weapons (e.g. bows, swords, etc.) do not inflict hull damage.

Magical attacks: Damaging spells or magical attacks inflict one point of hull damage per five points of normal hit point damage the attack does.

Giant monsters: Can damage vehicles, inflicting one point of hull damage per five points of normal hit point damage the attack does.

Mounted weaponry: Some vehicles carry mounted weaponry specifically designed for vehicle-to-vehicle combat. Such weapons inflict hull damage directly. The rules for attacking with ship-mounted weapons are described in ***Water Vessels, p50***.

Effects of Hull Damage

When a vehicle loses hull points, its movement rate is also affected. This may be due to structural damage influencing how the vehicle moves or, in the case of water vessels, due to taking on water.

Movement rate reduction: For every 10% a vehicle is reduced from its maximum hull points, its movement rate is reduced by an equal percentage. For example, if a vehicle loses 20% of its hull points, its movement rate is reduced by 20%.

Destruction

If a vehicle is reduced to 0 hull points:

- It will lose its structural integrity in 1d10 rounds (e.g. a water vessel sinks).
- Any mounted weaponry is no longer functional.

Repairs

In a workshop: Vehicle damage can be repaired by experienced technicians working in a suitable workshop or dock.

In the field: A vehicle's crew can repair up to half of any damage sustained. Remaining damage can only be repaired in a suitable workshop or dock.

Time: It takes five crew-members one turn to repair one hull point. This task requires full attention, so any crew involved in repair cannot take any other action during a turn repairing a vessel.

Boarding

When the occupants of a vehicle wish to board another vehicle, the two vehicles must be brought alongside one another.

Forceful boarding: If the occupants of one vehicle wish to forcefully board the other vehicle, there is a 2-in-6 chance of being able to successfully manoeuvre the vehicle into a boarding position. The two vehicles may then be clamped together with grappling hooks.

Mutual boarding intent: If the occupants of both vehicles wish to board one another, their mutual intent makes the action succeed with no chance of failure.

Boarding characters: Characters who are in the act of boarding another vehicle suffer a –2 penalty to attack rolls and Armour Class for one round.

Rowed Water Vessels

Rowing Encounter Speeds

Some rowed vessels may have an increased encounter movement rate. This represents the great effort on the part of the oarsmen that may be exerted during combat. Such speeds cannot be maintained for long periods, thus the per turn and per day movement rates of such vessels are much slower.

Reduced Oarsmen

Having less than the required number of oarsmen reduces a vessel's speed.

Movement rate reduction: For every 10% reduction in the available rowing crew, the vessel's rowing speed is reduced by an equal percentage. For example, if 10% of the oarsmen are being used to repair hull damage, the vessel moves at 90% of its normal speed (i.e. 10% slower than normal).

ANIMALS OF BURDEN

Camel

Irascible animals that are adapted to life in dry climates. Often used for transportation in deserts.

AC 7 [12], **HD** 2 (9hp), **Att** 1 × bite (1), 1 × hoof (1d4), **THAC0** 18 [+1], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 20, **NA** 0 (2d4), **TT** None

▶ **Ill-tempered:** Bite or kick creatures in their way, including owners.

▶ **Water:** After drinking well, can survive 2 weeks without water.

▶ **Desert travel:** Move at full speed through broken lands and deserts.

Draft Horse

Bred for great strength and endurance. Used to pull vehicles and ploughs or as beasts of burden.

AC 7 [12], **HD** 3 (13hp), **Att** None, **THAC0** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 6, **AL** Neutral, **XP** 35, **NA** 0 (0), **TT** None

▶ **Non-combatants:** Flee, if attacked.

Mule

Stubborn horse/donkey cross-breeds used as beasts of burden.

AC 7 [12], **HD** 2 (9hp), **Att** 1 × kick (1d4) or 1 × bite (1d3), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 8, **AL** Neutral, **XP** 20, **NA** 1d8 (2d6), **TT** None

▶ **Tenacious:** Can be taken underground, if the referee allows it.

▶ **Defensive:** May attack if threatened, but cannot be trained to attack on command.

Riding Horse

Lightly built horses adapted to run at high speed. Can survive purely on grass, wherever available.

AC 7 [12], **HD** 2 (9hp), **Att** 2 × hoof (1d4), **THAC0** 18 [+1], **MV** 240' (80'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 20, NA 0 (0), **TT** None

War Horse

Bred for strength and courage in battle. Adapted to short bursts of speed; not suited to long-distance riding.

AC 7 [12], **HD** 3 (13hp), **Att** 2 × hoof (1d6), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral, **XP** 35, **NA** 0 (0), **TT** None

▶ **Charge:** When not in melee. Requires a clear run of at least 20 yards. Rider's lance inflicts double damage. Horse cannot attack when charging.

▶ **Melee:** When in melee, both rider and horse can attack.

Animals of Burden

Animal	Cost (gp)	Unencumbered Miles per Day	Unencumbered Movement Rate	Unencumbered Max Load (Coins)	Encumbered Miles per Day	Encumbered Movement Rate	Encumbered Max Load (Coins)
Camel	100	30	150’ (50’)	3,000	15	75’ (25’)	6,000
Horse (draft)	40	18	90’ (30’)	4,500	9	45’ (15’)	9,000
Horse (riding)	75	48	240’ (80’)	3,000	24	120’ (40’)	6,000
Horse (war)	250	24	120’ (40’)	4,000	12	60’ (20’)	8,000
Mule	30	24	120’ (40’)	2,000	12	60’ (20’)	4,000

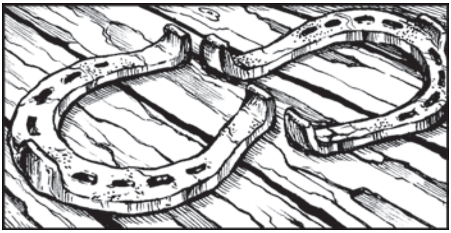
TACK AND HARNESS

Tack and Harness

Item	Cost (gp)
Barding	150
Saddle and bridle	25
Saddle bags	5

Barding: Armour made of leather and plates of metal. Provides the animal with an AC of 5 [14] and weighs 600 coins.

Saddle bags: Hold up to 300 coins weight.



LAND VEHICLES

Cart: A two-wheeled vehicle. Carts have an AC of 9 [10] and 1d4 hull points.

Wagon: A four-wheeled, open vehicle. Wagons have an AC of 9 [10] and 2d4 hull points.

Required Animals

These vehicles must be pulled by a minimum number of mules or draft horses. If double the minimum number of animals is employed, additional loads may be carried.

Difficult Terrain

When travelling through difficult terrain (e.g. desert, forest, mountains, swamp), these vehicles can only travel on maintained roads.

Land Vehicles

Vehicle	Cost (gp)	Miles per Day	Movement Rate	Minimum Animals	Max Load (Coins)	Extra Animals	Max Load (Coins)
Cart	100	12	60’ (20’)	1 draft horse or 2 mules	4,000	2 draft horses or 4 mules	8,000
Wagon	200	12	60’ (20’)	2 draft horses or 4 mules	15,000	4 draft horses or 8 mules	25,000

WATER VESSELS

Seaworthy Vessels

Vessel	Cost (gp)	Cargo Capacity (Coins)	Usage	Length	Beam	Draft
Lifeboat	1,000	15,000	Any	20'	4'–5'	1'–2'
Longship	15,000	40,000	Any	60'–80'	10'–15'	2'–3'
Sailing ship (large)	20,000	300,000	Coastal waters, open seas	100'–150'	25'–30'	10'–12'
Sailing ship (small)	5,000	100,000	Coastal waters, open seas	60'–80'	20'–30'	5'–8'
Troop transport (large)	26,600	300,000	Coastal waters, open seas	100'–150'	25'–30'	10'–12'
Troop transport (small)	6,600	100,000	Coastal waters, open seas	60'–80'	20'–30'	5'–8'
Warship (large)	26,600	300,000	Coastal waters, open seas	100'–150'	25'–30'	10'–12'
Warship (small)	6,600	100,000	Coastal waters, open seas	60'–80'	20'–30'	5'–8'

Descriptions

Lifeboat: A small boat with a mast that folds down for storage. A small ship usually has 1–2 lifeboats, while larger ships may have 3–4. A lifeboat weighs 5,000 coins and reduces the cargo capacity of the ship on which it is carried by this much. A lifeboat is usually equipped with rations to feed ten human-sized beings for one week.

Longship: A narrow ship which may be used in rivers, coastal waters, or the open seas. A longship may be rowed or sailed, depending on the conditions. The crew typically fill the role of oarsmen, sailors, and fighters, as needed.

Sailing ship, large: A large, seaworthy vessel with up to three masts. Usually has multiple decks and raised "castles" at the bow and stern.

Sailing ship, small: A small, seaworthy vessel with a single mast.

Troop transport (large, small): These ships have similar dimensions and characteristics to normal sailing ships, but are specially designed to carry troops, mounts, and equipment of war as their cargo.

Warship (large, small): These ships have similar dimensions and characteristics to normal sailing ships, but are specially designed to carry mercenaries and war gear.

Historical Periods

The vessels described in this section span various historical periods, from the ancient period to the medieval. Not all types of vessels may be available in a campaign setting.

Unseaworthy Vessels

Vessel	Cost (gp)	Cargo Capacity (Coins)	Usage	Length	Beam	Draft
Boat (river)	4,000	30,000	Rivers, lakes	20'–30'	10'	2'–3'
Boat (sailing)	2,000	20,000	Lakes, coastal waters	20'–40'	10'–15'	2'–3'
Canoe	50	6,000	Rivers, swamps	15'	3'	1'
Galley (large)	30,000	40,000	Coastal waters	120'–150'	15'–20'	3'
Galley (small)	10,000	20,000	Coastal waters	60'–100'	10'–15'	2'–3'
Galley (war)	60,000	60,000	Coastal waters	120'–150'	20'–30'	4'–6'
Raft (makeshift)	–	50 per square foot	Rivers, lakes	Varies	Varies	½'
Raft (professional)	1gp per square foot	100 per square foot	Rivers, lakes	Varies	Varies	½'

Descriptions

Boat, river: Riverboats are either rowed or pushed with poles. The cost of the boat increases by 1,000gp if it has a roof (to protect passengers or cargo).

Boat, sailing: A small boat typically used for fishing in lakes or coastal waters.

Canoe: A small boat made of hide or canvas stretched over a wooden frame. Because of its small size and lightweight construction, a canoe may be carried by two people (weighing 500 coins).

Galley, large: A long ship with a shallow draft and a single, square-sailed mast.

Galley, small: A ship with a shallow draft and a single, square-sailed mast.

Galley, war: A large, specially constructed galley that is generally a fleet's flagship. War galleys are always fitted with a ram (comes with the basic cost) and have a full deck above the rowers. They have two masts and 10'–20' wide wooden towers rising 15'–20' above the bow and stern.

Raft, makeshift: Given sufficient wood, characters may build a makeshift raft in 1–3 days per 10' square section (up to a maximum size of 20' × 30').

Raft, professional: A professionally built raft has raised sides, a basic steering oar, and some form of shelter for goods or passengers. Such a raft may be up to 30' × 40'. Professionally built rafts are sometimes floated downstream with cargo and then broken down and sold for the value of their wood (25cp per square foot).

Vessel Dimensions

A ship's ***beam*** is its width and its ***draft*** is the depth it extends beneath the water.

Vessel Movement and Crew

Vessel	Requires Captain?	Rowing (Oarsmen) Req. Crew	Rowing (Oarsmen) Miles/ Day	Rowing (Oarsmen) Movement Rate	Sailing (Sailors) Req. Crew	Sailing (Sailors) Miles/ Day	Sailing (Sailors) Movement Rate
Boat (river)	No	8	36	180' (60')	–	–	–
Boat (sailing)	No	–	–	–	1	72	360' (120')
Canoe	No	1**	18	90' (60')	–	–	–
Galley (large)	Yes	180	18	90' (90')	20	72	360' (120')
Galley (small)	Yes	60	18	90' (90')	10	90	450' (150')
Galley (war)	Yes	300	12	60' (60')	30	72	360' (120')
Lifeboat	No	–	–	–	1**	18	90' (30')
Longship	Yes	60*	18	90' (90')	75*	90	450' (150')
Raft (makeshift)	No	1**	12	60' (30')	–	–	–
Raft (professional)	No	1**	12	60' (30')	–	–	–
Sailing ship (large)	Yes	–	–	–	20	72	360' (120')
Sailing ship (small)	Yes	–	–	–	10	90	450' (150')
Troop trans. (large)	Yes	–	–	–	20	72	360' (120')
Troop trans. (small)	Yes	–	–	–	10	90	450' (150')
Warship (large)	Yes	–	–	–	20	72	360' (120')
Warship (small)	Yes	–	–	–	10	90	450' (150')

* Crew act as rowers, sailors, and fighters.

** May be piloted by unskilled characters.

Crew

Vessels are propelled by rowing or sailing, with some able to use either means. The necessary crew and the resulting speeds are given in the table above. The pay rates for crew are listed in ***Specialists, p130***.

Ship Modifications

The following modifications may be made to an existing ship:

- **Warship:** A sailing ship may be converted into a warship or troop transport of the same size. The modification costs one-third of the ship's original cost.
- **Catapult:** A catapult may be added to a galley, longship, or warship.
- **Ram:** A ram may be added to a large or small galley (a war galley already comes with a ram fitted).

Rams

Can be used against ships or giant sea monsters. Small individuals cannot be targeted.

Attack rolls: Are made using a THAC0 of 19 [0] and occur at the same point in the combat sequence as missile fire.

Attack modifiers: May be applied for weather conditions, manoeuvrability, etc.

Large or war galley: Deals 1d6+5 × 10 hull points damage against ships and 6d6 hit points damage against monsters.

Small galley: Deals 1d4+4 × 10 hull points damage against ships and 3d8 hit points damage against monsters.

Vessel Combat Stats

Vessel	Maximum Mercenaries	Armour Class	Hull Points	Ram?	Catapults?
Boat (river)	–	8 [11]	20–40	–	–
Boat (sailing)	–	8 [11]	20–40	–	–
Canoe	–	9 [10]	5–10	–	–
Galley (large)	50	7 [12]	100–120	Can be added	Up to 2
Galley (small)	20	8 [11]	80–100	Can be added	Up to 2
Galley (war)	75	7 [12]	120–150	Built in	Up to 3
Lifeboat	–	9 [10]	10–20	–	–
Longship	75*	8 [11]	60–80	–	Up to 1
Raft (makeshift)	–	9 [10]	5 per 10' sq	–	–
Raft (professional)	–	9 [10]	5 per 10' sq	–	–
Sailing ship (large)	–	7 [12]	120–180	–	–
Sailing ship (small)	–	8 [11]	60–90	–	–
Troop trans. (large)	100	7 [12]	160–240	–	–
Troop trans. (small)	50	8 [11]	80–120	–	–
Warship (large)	50	7 [12]	120–180	–	Up to 2
Warship (small)	25	8 [11]	60–90	–	Up to 1

* Crew act as rowers, sailors, and fighters.

Catapults

Fire either large rocks or flaming pitch.

Weight: A catapult plus twenty rounds of shot weighs 10,000 coins (subtracted from the ship's cargo allowance).

Range: 150–300 yards.

Attack rolls and rate of fire: Depend on the number of crew manning the catapult:

- **2 crew (minimum):** Attacks with THAC0 19 [0]. Fires every 10 rounds.
- **3 crew:** Attacks with THAC0 19 [0]. Fires every 8 rounds.
- **4 crew (maximum):** Attacks with THAC0 17 [+2]. Fires every 5 rounds.

Attack modifiers: May be applied for weather conditions, manoeuvrability, etc.

Catapult Shot

Inflicts 3d6 hull damage against ships.

Catapult Shot, Pitch

Sets a 10'×10' area of a ship on fire. The burning does 1d6 hull points of damage per turn (for at least one turn) and will spread to other areas of the ship if not extinguished. A fire may be put out by five crew in 3 turns, ten crew in 2 turns, or fifteen crew in 1 turn.

Ship Weaponry

Item	Cost (gp)
Catapult	100
Catapult shot	5
Catapult shot, pitch	25
Ram, large galley	10,000
Ram, small galley	3,000

MAGIC

SPELLS

Some character classes have the ability to memorize and cast magical spells. A spell consists of a pattern of magical energy memorized in a character's mind. When a spell is cast, the spell is erased from the character's mind until it is memorized again.

Arcane and divine magic: Spells are either granted by a deity or higher power (***divine magic***) or learned by esoteric study (***arcane magic***).

Spell list: The character's class determines which spells they can cast. Each class has an associated list of spells.

Spells in memory: The character's level determines how many spells they can memorize at one time.

Reversible spells: Some spells are reversible; this is indicated in each spell's description.

Memorizing Spells

Rest and time requirements: A spell caster can memorize new spells after an uninterrupted night's sleep. It takes one hour to memorize all spells the character is capable of memorizing.

Duplicate spells: A character may memorize the same spell more than once, as long as they are capable of memorizing more than one spell of the given level.

Casting Spells

A memorized spell may be cast by precisely replicating the required set of hand gestures and mystical spoken words.

Once only: When a spell is cast, knowledge of the spell is erased from the mind of the caster until it is memorized again.

Freedom: The character must be able to speak and move their hands. A spell caster cannot cast spells if gagged, bound, or in an area of magical silence.

Line of sight: Unless noted in a spell's description, the intended target (a specific monster, character, object, or area of effect) must be visible to the caster.

Spell Effects

Selecting targets: Some spells affect multiple targets, either by area or by Hit Dice total. If the spell description does not specify how targets are selected, the referee must decide whether they are selected randomly, by the caster, etc.

Concentration: Some spells specify that the caster must concentrate in order to maintain the magical effect. Unless the spell description states otherwise, performing any other action or being distracted (e.g. attacked) causes concentration to end.

Cumulative effects: Multiple spells cannot be used to increase the same ability (e.g. bonuses to attack rolls, AC, damage rolls, saving throws, etc.). Spells that affect different abilities can be combined. Spells can be combined with the effects of magical items.

Arcane Magic

Memorizing Spells

Arcane spell casters memorize spells from spell books (see overleaf) and are thus limited to choosing from the spells in their spell book, which must be at hand.

Reversing Spells

The normal or reversed form of a spell must be selected when the spell is memorized. An arcane spell caster may memorize both forms of a spell if the character is able to memorize more than one spell of the given level.

Divine Magic

Memorizing Spells

Divine spell casters memorize spells through prayer to their gods. When praying for spells, divine spell casters may choose any spells in their class' spell list that they are of high enough level to cast.

Reversing Spells

Divine spell casters can cast the reversed version of a spell by speaking the words and performing the gestures backwards when it is cast.

Deity Disfavour

Divine spell casters must be faithful to the tenets of their alignment, clergy, and religion. If the character ever falls from favour with their deity, penalties (determined by the referee) may be imposed. These may include penalties to attack (–1), a reduction in spells, or being sent on a perilous quest. In order to regain favour, the character must perform some great deed for their deity (as determined by the referee), for example: donating magic items or gold, constructing a temple, converting many people to the religion, vanquishing a powerful enemy of the deity, etc.

Spells and Deity Alignment

A divine spell caster may draw disfavour from their deity when casting spells (or their reversed versions) whose effects go against the deity's alignment:

► **Lawful characters:** Will only use reversed spells in dire circumstances.

► **Chaotic characters:** Will usually use reversed spells, only using the normal versions of spells to benefit allies of their religion.

► **Neutral characters:** Will favour either normal or reversed spells, depending on the deity served (no deity favours both reversed and normal spells).

SPELL BOOKS

Arcane spell casters record the spells that they know in a spell book.

Number of spells: A character's spell book contains exactly the number of spells that the character is capable of memorizing (as determined by the character's class and level).

Beginning Spells

Arcane spell casters begin play with as many spells in their spell book as they are able to memorize. The referee may choose these spells or may allow the player to select.

Adding Spells

When the number of spells an arcane spell caster can memorize increases (e.g. by gaining an experience level), they can increase the selection of spells in their spell book. In this way, the number of spells in the spell book may be brought in line with the number of spells the character can memorize. This is possible in two ways:

- **Mentoring:** The character may consult an arcane guild or mentor to learn new spells. This process takes about a week of game time. The spells a character learns in this way are determined by the referee, who may decide to let the player choose.
- **Research:** It is also possible to add spells to a spell book by means of ***Magical Research***.

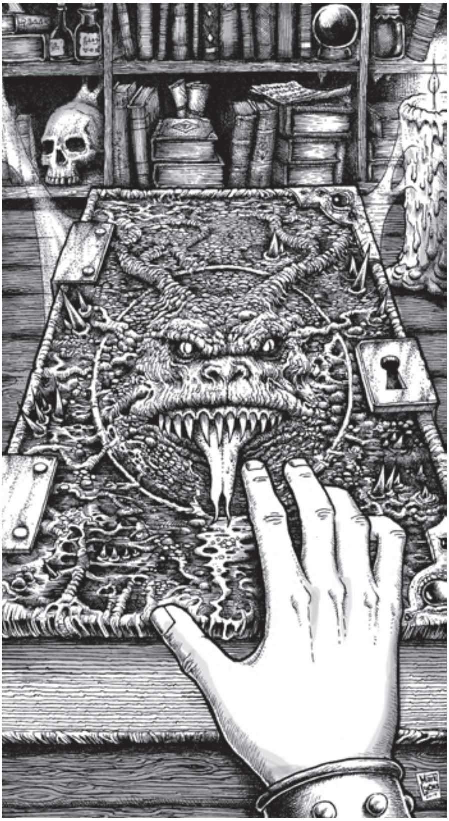
Lost Spell Books

An arcane spell caster can rewrite the spells in a lost or destroyed spell book:

- **Cost:** The cost per spell to be recovered is 1 week of game time and 1,000gp per level of the spell. For instance, rewriting two first level spells and one 2nd level spell will take 4 weeks and 4,000gp.
- **Sole activity:** This activity requires complete concentration. The character may not engage in any other activity for the required period.

Captured Spell Books

Each arcane spell caster's spell books are written so that only the owner is able to read the spells without the use of magic.



MAGICAL RESEARCH

Many spell casting character classes can also perform research into new spells, magic items, and other magical effects, as noted in the class description. This requires time, monetary outlay, and sometimes rare and unusual ingredients.

Success in any magical research is not guaranteed—see ***Chance of Failure***.

Creating New Spells

The player should describe in detail the spell they wish to create and the effects it has. The referee will then decide if the spell can be created and, if so, what the spell level will be.

Restrictions

The character must be capable of casting spells of the level the new spell will be.

Cost and Time

Researching a new spell takes two weeks per spell level and 1,000gp per spell level.

Creating Magic Items

The player should describe in detail the item that they wish to construct and the effects it has. The referee will decide whether this is possible and, if so, what kinds of materials are required.

Restrictions

Divine spell casters: May only create items that they are able to use themselves.

Arcane spell casters: May create any item except those that may only be used by divine spell casters.

Materials

Creating magic items often requires rare components such as expensive gems or ingredients from rare animals or monsters. Often, adventures will be required just to acquire these materials.

Chance of Failure

There is a minimum probability of 15% that any magical research endeavour fails. If the research fails, the money and time invested are lost.

Cost and Time

Duplicating spell effects: Many magic items duplicate the effects of a spell, generally costing one week of game time and 500gp per level of the mimicked spell.

Multi-use items: If the item created can replicate a spell effect multiple times (for example a wand with charges), the cost in time and money is multiplied by the number of uses.

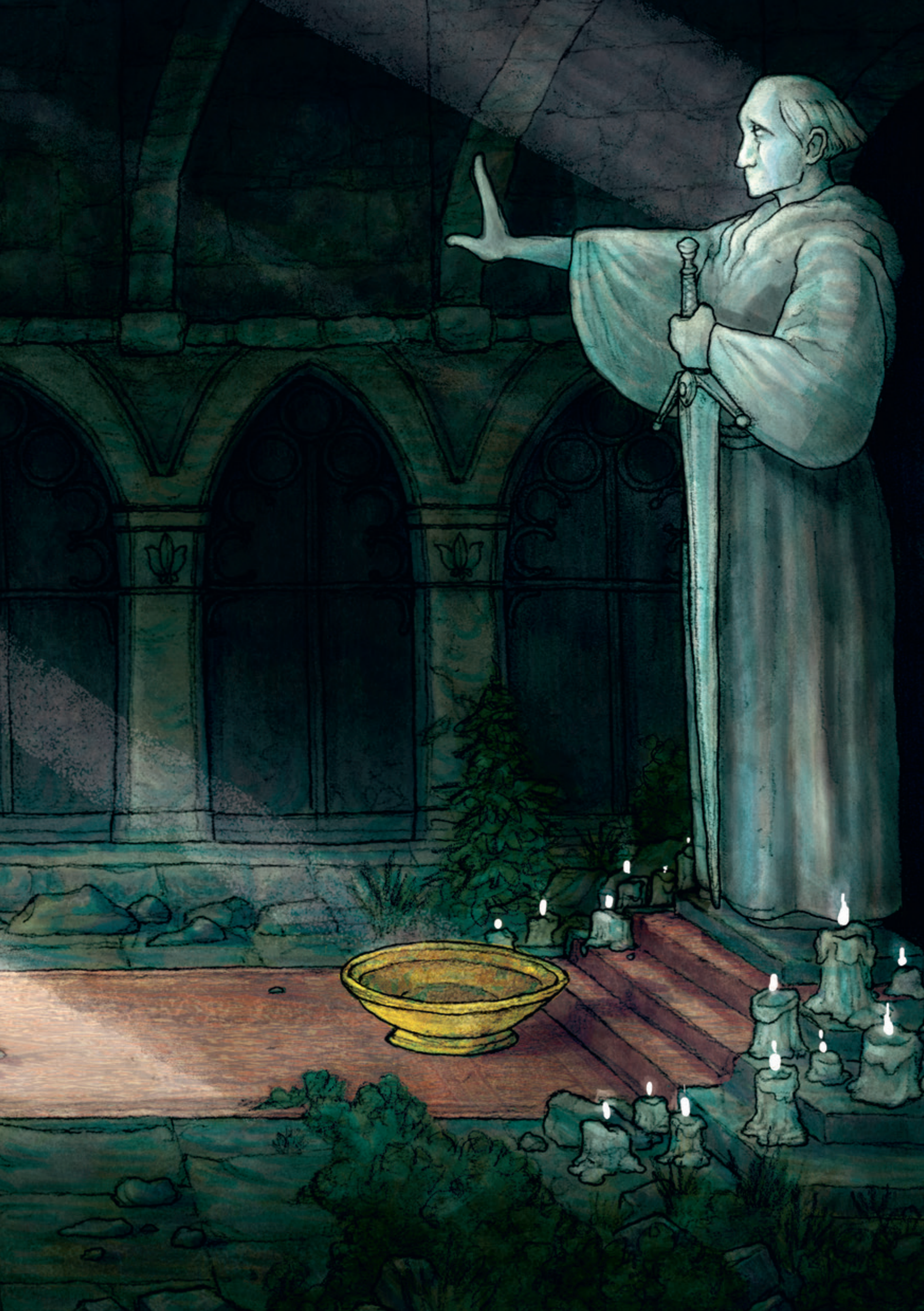
Other items: Some magic items do not mimic spell effects precisely and for these the referee will have to use discretion. The more powerful the item, the more difficult it should be to construct. As a general rule, items should cost from 10,000 to 100,000gp and from 1 month to 1 year of game time to complete. Some examples: 20 arrows +1 (10,000gp, 1 month), plate mail +1 (10,000gp, 6 months), crystal ball (30,000gp, 6 months), ring of x-ray vision (100,000gp, 1 year).

Other Magical Research

Characters that are able to research spells or magic items may also attempt to research other kinds of magical effects for which a magic item or spell is not appropriate. For example, a character may wish to sanctify a holy site or create magical traps, constructs, or portals.

As with magic item creation, the referee decides the time and cost of the research. The following may also be required:

- The casting of certain, specific spells.
- Rare ingredients.
- In some cases, it may also be necessary to periodically repeat the ritual to renew the magical effect.



CLERIC SPELL LIST

1st Level

1. Cure Light Wounds *(Cause Lt. Wounds)*
2. Detect Evil
3. Detect Magic
4. Light *(Darkness)*
5. Protection from Evil
6. Purify Food and Water
7. Remove Fear *(Cause Fear)*
8. Resist Cold

2nd Level

1. Bless *(Blight)*
2. Find Traps
3. Hold Person
4. Know Alignment
5. Resist Fire
6. Silence 15’ Radius
7. Snake Charm
8. Speak with Animals

3rd Level

1. Continual Light *(Continual Darkness)*
2. Cure Disease *(Cause Disease)*
3. Growth of Animal
4. Locate Object
5. Remove Curse *(Curse)*
6. Striking

4th Level

1. Create Water
2. Cure Serious Wounds *(Cause Sr. Wounds)*
3. Neutralize Poison
4. Protection from Evil 10’ Radius
5. Speak with Plants
6. Sticks to Snakes

5th Level

1. Commune
2. Create Food
3. Dispel Evil
4. Insect Plague
5. Quest *(Remove Quest)*
6. Raise Dead *(Finger of Death)*

Reversible Spells

The name of the reversed version of a spell is listed in parentheses after the name of the standard version of the spell.

See ***Magic, p56*** for details on casting reversed spells.

MAGIC-USER SPELL LIST

1st Level

1. Charm Person
2. Detect Magic
3. Floating Disc
4. Hold Portal
5. Light *(Darkness)*
6. Magic Missile
7. Protection from Evil
8. Read Languages
9. Read Magic
10. Shield
11. Sleep
12. Ventriloquism

2nd Level

1. Continual Light *(Continual Darkness)*
2. Detect Evil
3. Detect Invisible
4. ESP
5. Invisibility
6. Knock
7. Levitate
8. Locate Object
9. Mirror Image
10. Phantasmal Force
11. Web
12. Wizard Lock

3rd Level

1. Clairvoyance
2. Dispel Magic
3. Fire Ball
4. Fly
5. Haste
6. Hold Person
7. Infravision
8. Invisibility 10' Radius
9. Lightning Bolt
10. Protection from Evil 10' Radius
11. Protection from Normal Missiles
12. Water Breathing

4th Level

1. Charm Monster
2. Confusion
3. Dimension Door
4. Growth of Plants
5. Hallucinatory Terrain
6. Massmorph
7. Polymorph Others
8. Polymorph Self
9. Remove Curse *(Curse)*
10. Wall of Fire
11. Wall of Ice
12. Wizard Eye

5th Level

1. Animate Dead
2. Cloudkill
3. Conjure Elemental
4. Contact Higher Plane
5. Feeblemind
6. Hold Monster
7. Magic Jar
8. Pass-Wall
9. Telekinesis
10. Teleport
11. Transmute Rock to Mud *(Mud to Rock)*
12. Wall of Stone

6th Level

1. Anti-Magic Shell
2. Control Weather
3. Death Spell
4. Disintegrate
5. Geas *(Remove Geas)*
6. Invisible Stalker
7. Lower Water
8. Move Earth
9. Part Water
10. Projected Image
11. Reincarnation
12. Stone to Flesh *(Flesh to Stone)*

Cleric Spells

1st Level Spells

Cure Light Wounds

Duration: Instant
Range: The caster or a creature touched

This spell has two uses

1. **Healing a living subject:** Restores 1d6+1 hit points of damage. This cannot grant more hit points than the subject's normal maximum.
2. **Curing paralysis:** Paralysing effects are negated.

Reversed: Cause Light Wounds

Inflicts 1d6+1 hit points of damage to a touched creature. In combat, a melee attack roll is required.

Detect Evil

Duration: 6 turns
Range: 120'

Objects enchanted for evil purposes or living beings with evil intentions are caused to magically glow.

- **Intent only:** This spell does not grant the ability to read minds, but only grants a general sense of evil intent.
- **Definition of evil:** The referee must decide what is "evil". Some things that are potentially harmful, like traps, are not "evil."

Detect Magic

Duration: 2 turns
Range: 60'

Enchanted objects, areas, or creatures are caused to glow. Both permanent and temporary enchantments are revealed.

Light

Duration: 12 turns
Range: 120'

This spell has three usages:

1. **Conjuring light:** In a 15' radius. The magical light is sufficient for reading, but is not as bright as daylight. The spell may be cast upon an object, in which case the light moves with the object.
2. **Blinding a creature:** By casting the spell upon its eyes. If the target fails a **saving throw versus spells**, it is blinded for the duration. A blind creature cannot attack.
3. **Cancelling darkness:** *Light* may cancel a *darkness* spell (see below).

Reversed: Darkness

Creates a 15' radius area of magical blackness, preventing normal sight (but not infravision). Like *light*, it may alternatively be used to blind creatures or to dispel a *light* spell.

Protection from Evil

Duration: 12 turns
Range: The caster

This spell wards the caster from attacks by creatures of another alignment, as follows:

- **Bonuses:** The caster gains a +1 bonus to saving throws against attacks or special abilities of affected creatures.
- **Affected creatures' attacks:** Against the caster are penalised by –1.
- **Enchanted, constructed, or summoned creatures:** The spell additionally prevents such creatures from attacking the caster in melee, though they may still make ranged attacks. If the caster engages such a creature in melee, this protection is broken (the caster still gains the save and attack bonuses mentioned above).

Purify Food and Water

Duration: Permanent
Range: 10'

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. One of the following may be affected:

- **Drink:** 6 quarts.
- **Rations:** One trail ration (iron or standard).
- **Unpreserved food:** A quantity sufficient for 12 human-sized beings.

Remove Fear

Duration: 2 turns
Range: The caster or a creature touched

The creature touched is calmed and purged of fear. Magically induced fear may be dispelled, but this requires the subject to make a **saving throw versus spells**. The save is modified by +1 per level of the caster.

Reversed: Cause Fear

Will cause a target within 120' to flee for the duration unless it **saves versus spells**.

Resist Cold

Duration: 6 turns
Range: 30'

All creatures within range are protected from cold, as follows:

- **Normal cold:** Unharmed by non-magical freezing temperatures.
- **Save bonus:** Gain a +2 bonus to all saving throws versus cold-based magical or breath attacks.
- **Cold-based damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

2ND LEVEL SPELLS

Bless

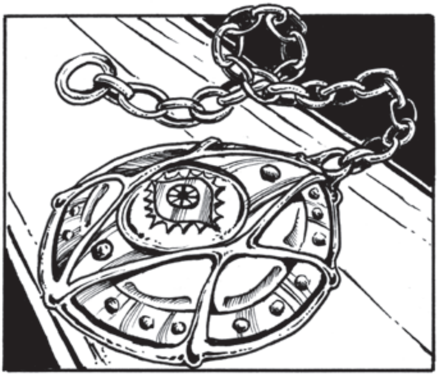
Duration: 6 turns
Range: 60'

May be used in one of two situations:

1. **Battle:** Allies within a 20' square area who are not yet in melee gain a +1 bonus to attack and damage rolls and a +1 bonus to morale.
2. **Ritual:** Casting *bless* may also form part of rituals of purification or consecration, at the referee's discretion.

Reversed: Blight

Incurs a –1 penalty to morale checks, attack rolls, and damage rolls of enemies within a 20' square area. A **save versus spells** is allowed to resist the *blight*.



Find Traps

Duration: 2 turns
Range: 30'

Trapped objects or areas within range of the caster glow with a magical blue light.

- **Magical and mechanical traps:** Are both detected.
- **No knowledge:** About the nature of the trap or how to deactivate it is granted.

Hold Person

Duration: 9 turns
Range: 180'

This spell causes one or more humans, demihumans, or humanoid monsters to be paralysed if they fail a **saving throw versus spells**. It may be cast in two ways:

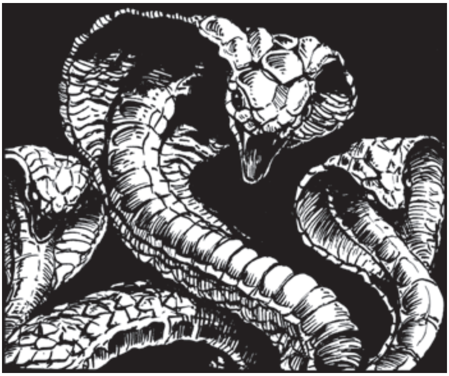
1. **Against an individual:** The target's saving throw is penalised by –2.
2. **Against a group:** 1d4 individuals in the group are targeted.

Restrictions: Humanoids of greater than 4+1 HD and undead are not affected.

Know Alignment

Duration: 1 round
Range: 10'

The caster gains immediate knowledge of the alignment of one character, monster, object, or location within range. (Most objects or locations do not have an alignment, but magic items or holy places might.)



Resist Fire

Duration: 2 turns
Range: 30'

A single creature is bestowed with supernatural resistance to fire, as follows:

► **Normal heat:** Unharmed by non-magical heat or fire.

► **Save bonus:** Gain a +2 bonus to all saving throws versus fire-based magical or breath attacks.

► **Fire-based damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

Silence 15' Radius

Duration: 12 turns
Range: 180'

A 15' radius area is rendered utterly silent.

► **Within the area:** All sound is stopped. Conversation and spell casting are impossible.

► **Noise from outside the area:** Can be heard by those within it.

► **Casting upon a creature:** *Silence* may be cast upon a creature, which must **save versus spells**. If the save fails, the 15' radius area of silence moves with the creature. If the save succeeds, the spell's effect remains stationary—the targeted creature may move out of it.

Snake Charm

Duration: 1d4+1 rounds or turns
Range: 60'

One or more snakes are rendered non-hostile, rearing up and swaying to and fro but not attacking.

► **HD affected:** The spell affects snakes whose total Hit Dice do not exceed the caster's level. For example, a 7th level caster can affect 7 HD of snakes, which can equal seven 1 HD snakes, or two 3 HD snakes and one 1 HD snake, or any other combination.

► **Duration:** When cast on snakes that are already attacking, the spell lasts for 1d4+1 rounds. Otherwise, it lasts for 1d4+1 turns.

Speak with Animals

Duration: 6 turns
Range: 30'

The caster can communicate with one type of animal within range when the spell is cast.

► **Type of animal:** Ordinary animals or giant versions of ordinary animals may be targeted.

► **Questions:** The caster can ask questions of and receive answers from animals of the chosen kind, although the spell doesn't make animals any more friendly or cooperative than normal (a reaction roll may be required).

► **Services:** If an animal is friendly toward the caster, it may perform some favour or service.

3RD LEVEL SPELLS

Continual Light

Duration: Permanent
Range: 120'

This spell has three usages:

1. **Conjuring light:** In a 30' radius. The magical light is as bright as full daylight (creatures that suffer attack penalties in daylight are affected). The spell may be cast upon an object, in which case, the light moves with the object.
2. **Blinding a creature:** By casting the spell upon its eyes. If the target fails a **saving throw versus spells**, it is blinded. A blind creature cannot attack.
3. **Cancelling darkness:** *Continual light* may cancel a *continual darkness* spell (see below).

Reversed: Continual Darkness

Creates a 30' radius area of magical blackness, preventing both normal sight and infravision. Light sources brought within the area of darkness do not illuminate it. Like *continual light*, it may alternatively be used to blind creatures or to dispel a *continual light* spell.

Cure Disease

Duration: Instant
Range: 30'

This spell has two uses:

1. **Cure a subject of any disease:** Including those of magical origin.
2. **Kill green slime:** This monster is killed instantly.

Reversed: Cause Disease

Inflicts a terrible, withering disease on a victim, if a **saving throw versus spells** is failed. The disease has the following effects:

- **Death:** Within 2d12 days.
- **Attack penalty:** –2 to attack rolls.
- **Natural healing:** Takes twice the usual amount of time.
- **Magical healing:** Is utterly ineffective.
- **Curing:** This disease can be cured with a casting of *cure disease*.

Growth of Animal

Duration: 12 turns
Range: 120'

One non-magical, normal animal is doubled in size and strength when this spell is cast upon it.

- **Damage:** The damage inflicted by the animal's attacks is doubled.
- **Load:** The amount of weight the animal can carry is doubled.

Restrictions: This spell may be used on giant versions of normal animals, but intelligent animals and fantastic monsters are unaffected.

Locate Object

Duration: 6 turns
Range: 120'

The caster can sense the direction (but not distance) of an object. One of two types of object may be located:

1. **General class:** An object of a general class (e.g. a stairway, an altar, etc). In this case, the nearest object of that type is located.
2. **Specific object:** A specific object which the caster can clearly visualise in all aspects.

Restrictions: This spell cannot be used to locate creatures.

Remove Curse

Duration: Instant / Permanent (*curse*)
Range: The caster or a creature touched

Remove curse instantaneously removes one curse from a creature. It may allow a character to discard a cursed magic item.

Reversed: Curse

Places a deleterious effect upon a creature, if it fails a **save versus spells**.

- **Effects:** The exact form and effects of the curse are determined by the caster.
- **Maximum possible effects include:** A –2 penalty to saving throws, a –4 penalty to hit, reducing an ability score by 50%.
- **Multiple curses:** May afflict a creature, as long as each has a different effect.
- **Referee judgement:** The referee should judge the effects of this spell and may turn overly powerful curses back onto the caster!

Striking

Duration: 1 turn
Range: 30'

A single weapon is enchanted:

- **Damage:** It deals an additional 1d6 damage.
- **Treated as magical:** It is able to harm monsters which are normally only harmed by magical weapons.

4th Level Spells

Create Water

Duration: Permanent
Range: Touch

This spell causes a magical fount to spring forth from the ground or a wall.

▸ **Volume:** The fount produces approximately 50 gallons of water—enough to sustain twelve humans and twelve mounts for one day.

▸ **Higher level casters:** If the caster is higher than 8th level, water sufficient for an additional twelve humans and mounts is produced for each level beyond 8th.

Cure Serious Wounds

Duration: Instant
Range: The caster or a creature touched

The caster's touch heals 2d6+2 hit points of damage in one living subject. This cannot grant more hit points than the subject's normal maximum.

Reversed: Cause Serious Wounds

Inflicts 2d6+2 hit points of damage to a touched creature. In combat, a melee attack roll is required.

Neutralize Poison

Duration: Instant
Range: The caster or a creature or object touched

This spell has two uses:

1. **Characters:** Neutralize the effects of poison on a character. A character who has died from poisoning can be revived, if *neutralize poison* is cast within ten rounds.
2. **Items:** Remove poison from an item.

Protection from Evil 10' Radius

Duration: 12 turns
Range: 10' around the caster

This spell wards the caster and all allies within 10' from attacks by creatures of another alignment, as follows:

▸ **Bonuses:** Those warded gain a +1 bonus to saving throws against attacks or special abilities of affected creatures.

▸ **Affected creatures' attacks:** Against those warded are penalised by –1.

▸ **Enchanted, constructed, or summoned creatures:** The spell additionally prevents such creatures from making melee attacks against those warded, though they may still make ranged attacks. If any of the warded party engages such a creature in melee, this protection is broken (those warded still gain the save and attack bonuses mentioned above).

Speak with Plants

Duration: 3 turns
Range: 30'

This spell has two uses:

1. **Normal plants:** Communication with normal plants. The caster is able to ask questions and receive answers and may ask for simple favours. Plants may comply, if the request is within their ability to understand and perform. For example, densely overgrown plants may clear a passageway through which the caster and party may travel.
2. **Monstrous plants:** Communication with plant-like or plant-based monsters.

Sticks to Snakes

Duration: 6 turns
Range: 120'

2d8 normal sticks are miraculously transformed into snakes that follow the caster's orders.

▶ **Reversion:** When killed or at the end of the spell's duration, the snakes revert back into sticks.

Conjured Snakes

AC 6 [13], **HD** 1 (4hp), **Att** 1 × bite (1d4), **THAC0** 19 [0], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 10 (13 if poisonous), **NA** See above, **TT** None

▶ **Poison:** There is a 50% chance of the snakes being poisonous.

▶ **When killed:** Revert back to sticks.

5TH LEVEL SPELLS

Commune

Duration: 3 turns
Range: The caster

The caster calls upon divine powers in order to seek knowledge.

- **Questions:** The caster may ask three questions per casting. Once per year, the caster may instead ask six questions.
- **Answers:** Each question receives a simple "yes" or "no" answer.
- **Usage limit:** *Commune* may only be cast once per week. If the referee feels this spell is being overused, its usage may be limited to once per month.

Create Food

Duration: Permanent
Range: Appears in the caster's presence

Conjures food from thin air.

- **Volume:** Food sufficient for twelve humans and twelve mounts for one day is conjured.
- **Higher level casters:** If the caster is higher than 8th level, food sufficient for an additional 12 humans and mounts is produced for each level beyond 8th.

Dispel Evil

Duration: Concentration (up to 1 turn) or instant (see below)
Range: 30'

This spell has three uses:

1. **Ward:** By concentrating and remaining stationary, enchanted or undead monsters that come within range may be banished or destroyed. Each monster may **save versus spells** to avoid banishment or destruction. If a monster's save succeeds, it flees the affected area.
2. **Target single monster:** Instantly banish or destroy a single enchanted or undead monster within range. The monster may **save versus spells (with a –2 penalty)** to avoid banishment or destruction. If the monster's save succeeds, it flees the affected area.
3. **Dispel curse:** Instantly dispel the hold that a cursed item has over a being within range.

Insect Plague

Duration: Concentration (up to 1 day)
Range: 480'

Cast above ground, this spell conjures a 60' diameter swarm of flying insects with the following properties:

- **Movement:** 20' per round. While the swarm is within range, the caster is able to direct its movements.
- **Vision:** Within the area of the swarm is obscured.
- **Creatures of 2 HD or less:** Are driven away, if caught within the swarm.
- **Concentration:** If the caster moves or loses concentration, the swarm dissipates, ending the spell.

Restrictions: The spell has no effect if cast underground.

Quest

Duration: Until quest is completed / Instant (*remove quest*)

Range: 30’
The caster commands a single subject to perform a specific quest or task.

▶ **Examples:** Rescuing a prisoner, killing a specific monster, bringing a magic item to the caster, or going on a journey to a holy site.

▶ **Suicidal quests:** The prescribed quest must not be obviously suicidal.

▶ **Saving throw:** The subject may **save versus spells**, with success indicating that the *quest* has no effect.

▶ **Refusal:** Otherwise, the subject must undertake the quest or fall under a curse (per the *curse* spell, with the exact nature of the curse determined by the referee).

▶ **Completion:** Once the task is completed, the spell ends.

Reversed: Remove Quest

Can dispel an active *quest* spell. If the character who cast the *quest* spell to be nullified is higher level than the character casting *remove quest*, there is a chance of the spell having no effect. The probability of failure is 5% per level the caster is below the caster of *quest*.

Raise Dead

Duration: Instant
Range: 120’

This spell has two uses:

1. **Restore life:** To a recently deceased human or demihuman. See below.
2. **Destroy undead:** A single undead monster is destroyed, if it fails a **saving throw versus spells**.

Restoring life: When used to restore life, the following stipulations apply:

▶ **Time limit:** The caster can raise a person that has been dead for no longer than four days per level of the caster above 7th. For example, a 10th level caster can revive a character that has been dead for twelve days (three levels above 7th × four days).

▶ **Weakness:** Returning from death is an ordeal. Until the subject gets two full weeks of bed rest, they have 1 hit point, move at half the normal rate, cannot carry heavy items, and cannot attack, cast spells, or use other class abilities. This period of weakness may not be shortened by any magical healing.

Reversed: Finger of Death

Directs a ray of deadly magic at a single target. If the target fails a **saving throw versus death**, it dies instantly. Casting *finger of death* is a chaotic act; it will only be used by lawful casters in desperate situations.

MAGIC-USER SPELLS

1ST LEVEL SPELLS

Charm Person

Duration: One or more days (see below)
Range: 120'

A single, humanoid creature must **save versus spells** or be charmed, as follows:

- **Friendship:** The subject regards the caster as its trusted friend and ally and will come to the caster's defence.
- **Commands:** If they share a language, the caster may give the charmed creature commands, which it will obey.
- **Subject's nature:** Commands that contradict the charmed creature's habits or alignment may be ignored.
- **Suicidal commands:** An affected creature never obeys suicidal or obviously harmful orders.

Restrictions: Humanoids of greater than 4+1 HD and undead are not affected.

Duration: The charm lasts indefinitely, but the subject is allowed to make further **saves versus spells** at intervals, depending on its INT score. If one of these saves succeeds, the spell ends.

- **INT 3–8:** The creature gains a new save once every month.
- **INT 9–12:** The creature gains a new save each week.
- **INT 13–18:** The creature gains a new save once every day.

Detect Magic

Duration: 2 turns
Range: 60'

Enchanted objects, areas, or creatures are caused to glow. Both permanent and temporary enchantments are revealed.

Floating Disc

Duration: 6 turns
Range: 6'

The caster conjures a slightly concave, circular disc of magical force that follows them about and carries loads.

- **Dimensions:** The disc is 3 feet in diameter and 1 inch deep at its centre.
- **Load:** It can hold a maximum load of 5,000 coins (500 pounds).
- **Motion:** The disc floats at waist height and remains level, floating along horizontally within spell range.
- **End:** When the disc winks out at the end of the spell's duration, anything it was supporting is dropped.

Hold Portal

Duration: 2d6 turns
Range: 10'

This spell magically holds shut a door, gate, window, or other kind of portal.

- **Opening by magic:** A *knock* spell opens the held portal instantly.
- **Opening by force:** Creatures with at least 3 Hit Dice more than the caster can open the held portal with one round of effort.

Light

Duration: 6 turns +1 per level
Range: 120'

This spell has three usages:

1. **Conjuring light:** In a 15' radius. The magical light is sufficient for reading, but is not as bright as daylight. The spell may be cast upon an object, in which case the light moves with the object.
2. **Blinding a creature:** By casting the spell upon its eyes. If the target fails a **saving throw versus spells**, it is blinded for the duration. A blind creature cannot attack.
3. **Cancelling darkness:** *Light* may cancel a *darkness* spell (see below).

Reversed: Darkness

Creates a 15' radius area of magical blackness, preventing normal sight (but not infravision). Like *light*, it may alternatively be used to blind creatures or to dispel a *light* spell.

Magic Missile

Duration: 1 turn
Range: 150'

This spell conjures a glowing dart of energy that the caster may choose to shoot at a visible target within range.

▶ **Hit:** The missile hits unerringly (no attack roll or saving throw is required).

▶ **Damage:** The missile inflicts 1d6+1 damage.

▶ **Higher level casters:** May conjure more missiles: two additional missiles are conjured per five experience levels the caster has gained (i.e. three missiles at 6th–10th level, five missiles at 11th–15th level, etc.). Multiple missiles may be directed at a single target.

Protection from Evil

Duration: 6 turns
Range: The caster

This spell wards the caster from attacks by creatures of another alignment, as follows:

▶ **Bonuses:** The caster gains a +1 bonus to saving throws against attacks or special abilities of affected creatures.

▶ **Affected creatures' attacks:** Against the caster are penalised by −1.

▶ **Enchanted, constructed, or summoned creatures:** The spell additionally prevents such creatures from attacking the caster in melee, though they may still make ranged attacks. If the caster engages such a creature in melee, this protection is broken (the caster still gains the save and attack bonuses mentioned above).

Read Languages

Duration: 2 turns
Range: The caster

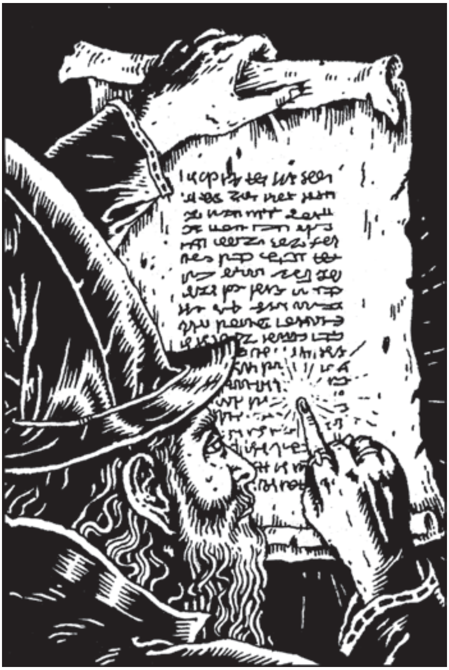
For the duration of this spell, the caster may read any language, coded message, map, or other set of written instructions. This spell does not grant any ability to *speak* unknown languages.

Read Magic

Duration: 1 turn
Range: The caster

By means of *read magic*, the caster can decipher magical inscriptions or runes, as follows:

- **Scrolls:** The magical script of a scroll of arcane spells can be understood. The caster is then able to activate the scroll at any time in the future.
- **Spell books:** A spell book written by another arcane spell caster can be deciphered.
- **Inscriptions:** Runes or magical words inscribed on an object or surface can be understood.
- **Reading again:** Once the caster has read a magical inscription using *read magic*, is thereafter able to read that particular writing without recourse to the use of this spell.



Shield

Duration: 2 turns
Range: The caster

Shield creates an invisible field of force that protects the caster:

- **Against missile attacks:** The caster's AC is 2 [17].
- **Against other attacks:** The caster's AC is 4 [15].

Sleep

Duration: 4d4 turns
Range: 240'

A *sleep* spell causes a magical slumber to come upon creatures, excluding the undead. The spell may target either:

1. A single creature with 4+1 Hit Dice.
2. A total of 2d8 Hit Dice of creatures of 4 HD or lower each.

When targeting creatures of 4 HD or less, the following rules apply:

- **Weakest first:** Targets with the least HD are affected first.
- **HD:** Calculate monsters with less than 1 HD as having 1 HD and monsters with a bonus to HD as having the flat amount. (For example, a 3+2 HD monster would be calculated as having 3 HD.)
- **Excess:** Rolled Hit Dice that are not sufficient to affect a creature are wasted.

Killing: Creatures enchanted by this spell are helpless and can be killed instantly with a bladed weapon.

Awakening: Slapping or wounding awakens an affected creature.

Ventriloquism

Duration: 2 turns
Range: 60'

The caster may make their voice appear to come from any location or source (e.g. a statue or animal) within range.

2nd Level Spells

Continual Light

Duration: Permanent
Range: 120'

This spell has three usages:

1. **Conjuring light:** In a 30' radius. The magical light is sufficient for reading, but is not as bright as daylight. The spell may be cast upon an object, in which case the light moves with the object.
2. **Blinding a creature:** By casting the spell upon its eyes. If the target fails a **saving throw versus spells**, it is blinded. A blind creature cannot attack.
3. **Cancelling darkness:** *Continual light* may cancel a *continual darkness* spell (see below).

Reversed: Continual Darkness

Creates a 30' radius area of magical blackness, preventing both normal sight and infravision. Light sources brought within the area of darkness do not illuminate it. Like *continual light*, it may alternatively be used to blind creatures or to dispel a *continual light* spell.

Detect Evil

Duration: 2 turns
Range: 60'

Objects enchanted for evil purposes or living beings with evil intentions are caused to magically glow.

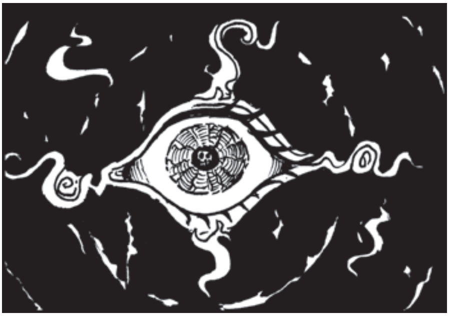
► **Intent only:** This spell does not grant the ability to read minds, but only grants a general sense of evil intent.

► **Definition of evil:** The referee must decide what is "evil". Some things that are potentially harmful, like traps, are not "evil."

Detect Invisible

Duration: 6 turns
Range: 10' per level

Invisible creatures or items in range are revealed to the caster.



ESP

Duration: 12 turns
Range: 60'

This spell grants the caster the ability to perceive and understand the thoughts of other living creatures.

► **Focus for 1 turn:** To pick up thoughts, the caster must focus their concentration in one direction for one turn.

► **After this turn:** The thoughts of all creatures within range in that direction can be perceived.

► **Multiple creatures:** If multiple creatures are within the range in the direction being focused on, their thoughts mingle into a confusing jumble. The caster must spend an additional turn to sort out one creature's thoughts.

► **Meaning:** The caster understands the meaning of all thoughts even if they do not share the creature's language.

► **Obstructions:** The ability to perceive thoughts is obstructed by a thin layer of lead or by rock of 2' thick or greater.

Invisibility

Duration: Permanent (but may be broken, see below)
Range: 240'

The caster or another creature or object within range becomes invisible:

- **If cast on a creature:** Any gear the subject is carrying is also rendered invisible (this includes clothing and armour). Items dropped or put down by an invisible creature become visible. If the subject attacks or casts a spell, the invisibility is broken, ending the spell.
- **If cast on an object:** The invisibility is permanent.
- **Light sources:** If a light source is made invisible (either as part of a creature's gear or as an individual object), the light it casts is unaffected.

Knock

Duration: 1 round
Range: 60'

The *knock* spell opens stuck, barred, or locked doors, gates, chests, and so forth.

- **Magically held doors:** Are affected (e.g. *hold portal*, *wizard lock*).
- **Secret doors:** May be opened, but they must be known to the caster.

Levitate

Duration: 6 turns +1 per level
Range: The caster

This enchantment allows the caster to move up and down through the air:

- **Vertical:** The caster mentally directs vertical movement at up to 20' per round.
- **Horizontal:** The caster can push against solid objects to move laterally.
- **Weight:** A normal amount of weight can be carried while levitating.

Locate Object

Duration: 2 turns
Range: 60' +10' per level

The caster can sense the direction (but not distance) of an object. One of two types of object may be located:

1. **General class:** An object of a general class (e.g. a stairway, an altar, etc). In this case, the nearest object of the type is located.
2. **Specific object:** A specific object known to the caster.

Restrictions: This spell cannot be used to locate creatures.

Mirror Image

Duration: 6 turns
Range: The caster

1d4 illusory duplicates of the caster appear.

- **Behaviour:** The mirror images look and behave exactly as the caster.
- **Attacks on the caster:** Destroy one of the mirror images (even if the attack misses).

Phantasmal Force

Duration: Concentration
Range: 240’

A visual illusion of the caster’s choosing manifests in a 20’ cube area. Three types of illusion may be created:

1. **An illusionary monster:** That can be directed to attack. The monster has an Armour Class of 9 [10] and will vanish if hit in combat.
2. **An illusionary attack:** For example, an avalanche, a falling ceiling, a magic missile, etc. Targets who **save versus spells** are unaffected.
3. **A scene:** Either changing the appearance of the affected area or creating the appearance of something new. The scene disappears if touched.

Stipulations: The following apply:

► **Concentration:** Is required to maintain the illusion. If the caster moves or loses concentration, the spell ends.

► **Illusionary monsters or attacks:** May appear to be harmful but no real damage is ever inflicted. A character who appears to die actually falls unconscious, a character turned to stone will actually be paralysed, and so on. Such effects last for 1d4 turns.

► **Illusions from imagination:** If the illusion is of something the caster has not personally seen, the referee should grant targets a bonus to any applicable saving throws.

Web

Duration: 48 turns
Range: 10’

Web conjures a many-layered mass of strong, sticky threads, blocking a 10’ cube area.

► **Entanglement:** Creatures caught within a web become entangled among the gluey fibres. Entangled creatures can’t move, but can break free depending on their strength (see below).

► **Flammable:** The strands of the web are flammable and can be destroyed by fire in two rounds. All creatures caught within flaming webs suffer 1d6 points of damage from the flames.

Breaking free: Depends on STR:

► **Normal human range:** The creature can break free in 2d4 turns.

► **Magically augmented STR above 18:** The creature can break free in 4 rounds.

► **Giant strength:** The creature can break free in two rounds.

Wizard Lock

Duration: Permanent
Range: 10’

A *wizard lock* spell magically locks a door, gate, similar portal, or any item that has a lock.

Bypassing: The magical lock is permanent but may be bypassed as follows:

► **The caster:** Can freely pass their own *wizard lock*.

► **A *knock* spell:** Allows passage.

► **Higher level casters:** Any magic-using character who is at least 3 levels higher than the caster of the *wizard lock* may pass through unimpeded.

Temporary: Bypassing does not destroy a *wizard lock*.

3rd Level Spells

Clairvoyance

Duration: 12 turns
Range: 60'

The caster gains the ability to see through the eyes of other living creatures.

- **Focus for 1 turn:** To establish a connection with a creature, the caster must focus their concentration in one particular direction for one turn.
- **After this turn:** The visual perceptions of one creature within range in that direction are relayed to the caster.
- **Switching:** Once a connection is established, the caster may choose to maintain it or to change to another subject.
- **Obstructions:** The spell is blocked by a thin layer of lead or by rock of 2' thick or greater.

Dispel Magic

Duration: Instant
Range: 120'

Dispel magic ends spells of non-instantaneous duration within a 20' cube area.

- **Caster levels:** If the level of the caster of the effect to be dispelled is higher than the level of the caster of *dispel magic*, there is a 5% chance per level difference that the attempt to dispel will fail.
- **Magic items:** Are unaffected.

Fire Ball

Duration: Instant
Range: 240'

Flame streaks towards a point within range and detonates in a 20' radius sphere.

- **Damage:** Creatures caught in the *fire ball* suffer 1d6 damage per level of the caster, with a successful **save versus spells** indicating half damage.

Fly

Duration: 1d6 turns +1 per level
Range: The caster or a creature touched

The subject gains the ability to fly through the air.

- **Movement rate:** Up to 360' (120').
- **Free movement:** Is possible in any direction, including the ability to levitate and to hover in mid-air.

Haste

Duration: 3 turns
Range: 240'

Up to 24 creatures in a 60' diameter area are enchanted to be able to move and act twice as quickly as normal:

- **Movement:** Subjects' maximum movement rates are doubled.
- **Attacks:** Subjects may make double the normal number of attacks per round.
- **Spells:** The number of spells a subject may cast per round is not doubled.
- **Magical devices:** The use of devices such as wands is also not doubled.

Hold Person

Duration: 1 turn per level
Range: 120'

This spell causes one or more humans, demihumans, or humanoid monsters to be paralysed if they fail a saving throw versus spells. It may be cast in two ways:

1. **Against an individual:** The target's saving throw is penalised by –2.
2. **Against a group:** 1d4 individuals in the group are targeted.

Restrictions: Humanoids of greater than 4+1 HD and undead are not affected.

Infravision

Duration: 1 day
Range: The caster or a creature touched

The subject is able to see 60' in the dark with infravision.

Invisibility 10' Radius

Duration: Permanent (but may be broken, see below)
Range: 120'

A selected creature and all creatures within 10' of it become invisible:

- **Area:** The 10' radius area of the spell's effect moves with the chosen creature.
- **Exiting the area:** Subjects that move more than 10' away from the chosen creature become visible.
- **Entering the area:** Creatures that move into the area after the spell is cast do not become invisible.
- **Gear:** Any gear a subject is carrying is also rendered invisible. Items dropped or put down by an invisible creature become visible. Carried light sources become invisible but the emitted light does not.
- **Breaking the invisibility:** If a subject attacks or casts a spell, the invisibility is broken for that subject.

Lightning Bolt

Duration: Instant
Range: 180'

A powerful stroke of electrical energy, 60' long and 5' wide, is conjured.

- **Damage:** Creatures caught in the *lightning bolt* suffer 1d6 damage per level of the caster, with a successful **save versus spells** indicating half damage.
- **Bouncing:** If the *lightning bolt* hits a solid barrier before its full length is reached, it is reflected and travels for any remaining distance of its full length in the direction of the caster.

Protection from Evil 10' Radius

Duration: 12 turns
Range: 10' around the caster

This spell wards the caster and all allies within 10' from attacks by creatures of another alignment, as follows:

- **Bonuses:** Those warded gain a +1 bonus to saving throws against attacks or special abilities of affected creatures.
- **Affected creatures' attacks:** Against those warded are penalised by –1.
- **Enchanted, constructed, or summoned creatures:** The spell additionally prevents such creatures from making melee attacks against those warded, though they may still make ranged attacks. If any of the warded party engages such a creature in melee, this protection is broken (those warded still gain the save and attack bonuses mentioned above).

Protection from Normal Missiles

Duration: 12 turns
Range: 30'

A single subject in range gains complete immunity to small, non-magical missiles (e.g. no protection is granted against hurled boulders or enchanted arrows).

Water Breathing

Duration: 1 day
Range: 30'

The subject can breathe water freely by means of this spell.

- **Breathing air:** The spell does not affect the subject's ability to breathe air.
- **Swimming:** No additional proficiency at swimming is granted.

4TH LEVEL SPELLS

Charm Monster

Duration: One or more days (see below)
Range: 120'

This spell places a charm upon either 3d6 creatures of 3 HD or less or a single creature of more than 3 HD. Each subject must make a **save versus spells** or be charmed as follows:

- **Friendship:** The subject regards the caster as its trusted friend and ally and will come to the caster's defence.
- **Commands:** If they share a language, the caster may give the charmed creature commands, which it will obey.
- **Subject's nature:** Commands that contradict the charmed creature's habits or alignment may be ignored.
- **Suicidal commands:** An affected creature never obeys suicidal or obviously harmful orders.

Restrictions: Undead are not affected.

Duration: The charm lasts indefinitely, but the subject is allowed to make further **saves versus spells** at intervals, depending on its INT score. If one of these saves succeeds, the spell ends.

- **INT 3–8:** The creature gains a new save once every month.
- **INT 9–12:** The creature gains a new save each week
- **INT 13–18:** The creature gains a new save once every day.

Confusion

Duration: 12 rounds
Range: 120'

This spell causes 3d6 subjects within 60' of one another to become confused, making them unable to independently determine what they will do.

- **Subjects of 2+1 HD or greater:** May **save versus spells** each round to resist the spell's effect, acting with free will that round if they make the save.
- **Subjects of 2 HD or lower:** May not make a saving throw.
- **Behaviour:** Roll on the following table separately for each affected subject each round to see what that subject does that round:

Confusion: Subject Behaviour

2d6	Behaviour
2–5	Attack caster's group
6–8	No action
9–12	Attack subject's group

Dimension Door

Duration: 1 round
Range: 10'

The caster or a single creature is instantly transferred to another location up to 360' distant. The destination may be selected in two ways:

1. **Known location:** A location, within 360', known to the caster.
2. **An unknown location:** Specified by a series of offsets (e.g. 120' north, 160' east, 80' up) totalling not more than 360'.

Stipulations: The following apply:

- **If the destination is occupied:** By a solid body, the spell fails.
- **If the target is unwilling:** It may **save versus spells** to resist the teleportation.

Growth of Plants

Duration: Permanent
Range: 120'

This spell causes vigorous growth of normal vegetation in an area within range. Plants in the affected area become thick and overgrown, entwining to form a thorny jungle.

- **Area:** An area of up to 3,000 square feet—selected by the caster—is affected (e.g. 150' × 20', 100' × 30', etc).
- **Passage:** Only very large creatures can force their way through.

Hallucinatory Terrain

Duration: Until touched
Range: 240'

Hallucinatory terrain either conjures an illusory terrain feature (e.g. a hill, wood, marsh, etc.) or hides an existing terrain feature.

- **Area:** The illusion must fit completely within the spell's range.
- **Touching:** If the illusion is touched by an intelligent being, the spell is negated.

Massmorph

Duration: Permanent
Range: 240'

A force of human-sized creatures within a 240' diameter area is veiled by illusion to appear as a copse of trees or orchard.

- **Moving through:** Once the illusion is in place, even creatures moving among the veiled subjects are deceived.
- **Subjects who leave the affected area:** Cease to be veiled.
- **Dismissing:** The caster may dismiss the illusion in its entirety at any time.

Polymorph Others

Duration: Permanent
Range: 60'

A living subject is changed into another type of creature, as chosen by the caster:

- **HD:** The spell fails if the new form's HD is more than twice the subject's HD.
- **Hit points:** The subject retains the same number of hit points.
- **Abilities:** The subject truly becomes the new form: all special abilities are acquired, along with behavioural patterns, tendencies, and intelligence.
- **Specific individuals:** The spell cannot be used to duplicate a specific individual.
- **Reversion:** If the subject dies, it returns to its original form.
- **An unwilling subject:** May **save versus spells** to negate the effect.

Polymorph Self

Duration: 6 turns +1 per level
Range: The caster

The caster transforms themselves into another being:

- **HD:** The new form may not have higher Hit Dice than the caster's level.
- **Stats:** The caster retains their own intelligence, hit points, saving throws, and attack probabilities.
- **Physical capabilities:** Of the new form (e.g. strength, physical attack forms, modes of movement) are acquired.
- **Non-physical special abilities:** (e.g. immunities, breath weapons, spell casting) are not acquired.
- **Casting spells:** While polymorphed, the caster is unable to cast spells.
- **Specific individuals:** The spell cannot be used to duplicate a specific individual.
- **Reversion:** If the caster dies while polymorphed, they return to their original form.

Remove Curse

Duration: Instant / Permanent (*curse*)
Range: The caster or a creature touched

Remove curse instantaneously removes one curse from a creature. It may allow a character to discard a cursed magic item.

Reversed: Curse

Places a deleterious effect upon a creature, if it fails a **save versus spells**.

- **Effects:** The exact form and effects of the curse are determined by the caster.
- **Maximum possible effects include:** A –2 penalty to saving throws, a –4 penalty to hit, reducing an ability score by 50%.
- **Multiple curses:** May afflict a creature, as long as each has a different effect.
- **Referee judgement:** The referee should judge the effects of this spell and may turn overly powerful curses back onto the caster!

Wall of Fire

Duration: Concentration
Range: 60'

An immobile, opaque curtain of shimmering, violet fire springs into existence.

- **Size:** The wall can be any size, and may be shaped in any manner and to any dimensions the caster desires, up to 1,200 sq. ft. For example, it may be a straight wall or curved into a protective circle.
- **Location:** The wall may not be evoked so that it appears where objects are.
- **Monsters with fewer than 4 HD:** Cannot pass the wall of flames.
- **Monsters with more than 4 HD:** Take 1d6 hit points of damage when they pass through the wall. The wall deals double damage to undead creatures or creatures that use cold or are accustomed to cold.
- **Concentration:** The wall persists as long as the caster concentrates on the spell and does not move.

Wall of Ice

Duration: 12 turns
Range: 120'

An immobile, translucent, wall of ice springs into existence.

- **Size:** The wall can be any size, and may be shaped in any manner and to any dimensions the caster desires, up to 1,200 sq. ft. For example, it may be a straight wall or curved into a protective circle.
- **Location:** The wall must rest upon a solid surface and may not be evoked so that it appears where objects are.
- **Monsters with fewer than 4 HD:** Cannot pass the wall of ice.
- **Monsters with more than 4 HD:** Can break through the wall, but suffer 1d6 hit points of damage when doing so. The wall deals double damage to creatures that use fire or are accustomed to fire.

Wizard Eye

Duration: 6 turns
Range: 240'

An invisible, magical eye is conjured that allows the caster to see at a distance.

- **Movement:** The eye can be directed to move within range at up to 120' per turn.
- **Seeing through the eye:** By concentrating, the caster can see through the eye.
- **Types of vision:** The magical eye grants both normal vision and infravision.
- **Barriers:** Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter.

5TH LEVEL SPELLS

Animate Dead

Duration: Permanent
Range: 60'

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies:

► **Obedient:** They obey the caster's commands.

► **Special abilities:** They are unable to use any special abilities (including spell casting) that they possessed in life.

► **Duration:** They remain animated until they are destroyed or until a *dispel magic* spell is cast upon them.

Number: The spell animates a number of Hit Dice of zombies or skeletons equal to the caster's level:

► **Skeletons:** Have AC 7 [12] and HD equal to those the creature had in life.

► **Zombies:** Have AC 8 [11] and HD one greater than the creature had in life.

► **Classed characters:** If a PC or NPC with levels in a class is reanimated by this spell, the levels are not counted as HD. For example, the reanimated corpse of a 5th level fighter would have 2 HD (1 HD as a normal human, +1 for being reanimated as a zombie).

Cloudkill

Duration: 6 turns
Range: 30'

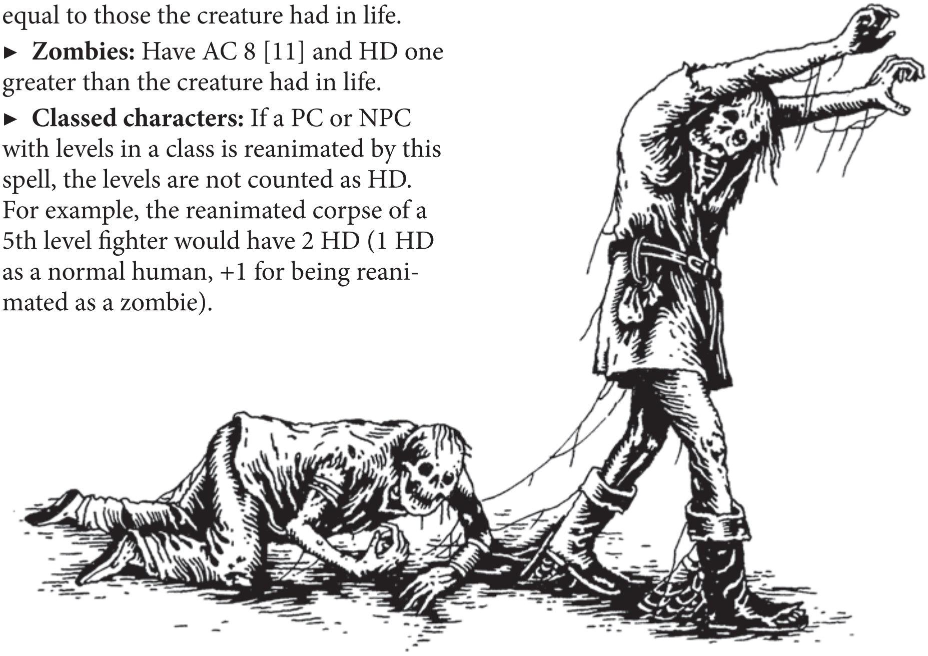
A poisonous fog streams from the caster's fingertips, filling a 30' diameter area.

► **Movement:** The fog moves at 60' per turn (20' per round), driven by the wind (or away from the caster, in still conditions).

► **Sinking:** Because the fog is heavier than air, it sinks to the lowest level of the land, even pouring down den or sinkhole openings.

► **Damage:** All creatures in contact with the vapours suffer 1 hit point of damage per round of contact.

► **Creatures with less than 5 Hit Dice:** Must also **save versus death** (once per round of contact) or die.



Conjure Elemental

Duration: Permanent (until dismissed or slain)
Range: 240'

A 16 Hit Dice elemental—a being formed of pure elemental matter—is summoned from an elemental plane of the caster's choice (air, earth, fire, water) to do the caster's bidding.

- **Materials:** The summons requires a large volume of the appropriate element.
- **Concentration:** Is required to command an elemental.
- **Dismissing:** While control over the elemental is maintained, the caster may dismiss it at any time, sending it back to its plane of origin.
- **Disruption:** If the caster moves at more than half speed or their concentration is disturbed, the command over the elemental ends. It is, henceforth, a free-willed entity and will immediately try to kill the caster and any who get in its way.
- **Dispelling:** A conjured elemental may be dispelled by *dispel magic* or *dispel evil*.

Restrictions: The caster may summon at most one elemental from each plane in a single day.

Air Elemental

Huge vortexes of whirling air.

AC –2 [21], **HD** 16* (72hp), **Att** 1 × blow (3d8), **THAC0** 8 [+11], **MV** 360' (120') flying, **SV** D2 W3 P4 B3 S6 (16), **ML** 10, **AL** Neutral, **XP** 2,300, **NA** 1 (1), **TT** None

- **Size:** 32' tall, 8' across.
- **Whirlwind:** Creatures with less than 2HD swept aside (**save versus death**).
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Harm flying creatures:** Inflict extra 1d8 damage.

Earth Elemental

Huge, humanoid figures of earth or stone.

AC –2 [21], **HD** 16* (72hp), **Att** 1 × blow (3d8), **THAC0** 8 [+11], **MV** 60' (20'), **SV** D2 W3 P4 B3 S6 (16), **ML** 10, **AL** Neutral, **XP** 2,300, **NA** 1 (1), **TT** None

- **Size:** 16' tall.
- **Blocked by water:** Cannot cross a channel wider than own height.
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Harm creatures on the ground:** Inflict extra 1d8 damage.

Fire Elemental

Whirling columns of fire

AC –2 [21], **HD** 16* (72hp), **Att** 1 × blow (3d8), **THAC0** 8 [+11], **MV** 120' (40'), **SV** D2 W3 P4 B3 S6 (16), **ML** 10, **AL** Neutral, **XP** 2,300, **NA** 1 (1), **TT** None

- **Size:** 16' tall, 16' across.
- **Blocked by water:** Cannot cross a channel wider than own diameter.
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Harm cold-based creatures:** Inflict extra 1d8 damage.

Water Elemental

Huge waves of water.

AC –2 [21], **HD** 16* (72hp), **Att** 1 × blow (3d8), **THAC0** 8 [+11], **MV** 60' (20') / 180' (60') swimming, **SV** D2 W3 P4 B3 S6 (16), **ML** 10, **AL** Neutral, **XP** 2,300, **NA** 1 (1), **TT** None

- **Size:** 8' tall, 32' across.
- **Water-bound:** Must remain within 60' of water.
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Harm creatures in water:** Inflict extra 1d8 damage.

Contact Higher Plane

Duration: One conversation
Range: The caster

A channel of communication is opened to a higher plane of existence, allowing the caster to ask powerful, otherworldly beings for advice and knowledge on any subject.

- **Plane:** The caster must choose which plane of existence to contact: communion with beings of the 3rd to 12th planes is possible via this spell. Higher numbered planes are home to more powerful and knowledgeable beings.
- **Questions:** The caster may then ask a number of simple yes/no questions equal to the number of the plane contacted. The referee plays the role of the contacted being, responding to the caster's questions.
- **Answers:** For each question asked, there is a chance of the contacted being not knowing the answer or of answering untruthfully: see the table to the right. It is impossible to detect whether the entity is lying.

Restrictions: Casting *contact higher plane* is a great and perilous deed.

- **Usage limit:** It may be cast at most once per week. (The referee may limit the spell's usage to even less frequently, if desired.)
- **Insanity:** Communion with otherworldly beings of great power can shatter the caster's sanity. The basic chance is shown in the table above. For every level of the caster above 11, this chance is reduced by 5%. If the caster is driven insane as a result of the communion, the recovery time is a number of weeks equal to the number of the plane contacted.

Contact Higher Plane Questions

Plane	#Qs	Don't Know	Truth	Insanity
3rd	3	75%	50%	5%
4th	4	70%	55%	10%
5th	5	65%	60%	15%
6th	6	60%	65%	20%
7th	7	50%	70%	25%
8th	8	40%	75%	30%
9th	9	30%	80%	35%
10th	10	20%	85%	40%
11th	11	10%	90%	45%
12th	12	5%	95%	50%

Feeblemind

Duration: Permanent
Range: 240'

An arcane spell caster (e.g. a magic-user or elf) within range must **save versus spells (at a –4 penalty)** or become an imbecile, unable to think clearly or cast spells.

Hold Monster

Duration: 6 turns +1 per level
Range: 120'

This spell causes one or more creatures to be paralysed if they fail a **saving throw versus spells**. It may be cast in two ways:

1. **Against an individual:** The target's saving throw is penalised by –2.
2. **Against a group:** 1d4 individuals in the group are targeted.

Restrictions: Undead are not affected.

Magic Jar

Duration: Special
Range: The caster

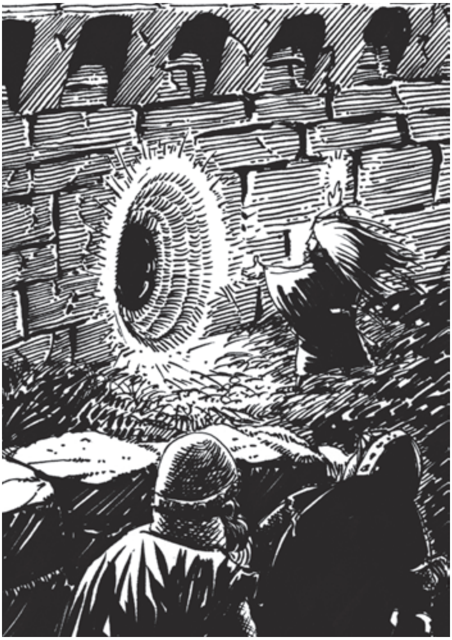
The caster's body enters a comatose trance as their life-force is transferred into a receptacle (any inanimate object within 30'), known as a *magic jar*. From there, the caster may attempt to possess the bodies of other creatures.

When the caster's life-force is in the magic jar:

- **Possession:** The caster may attempt to possess the body of another creature within 120'. The victim may **save versus spells** to resist possession. If the save is successful, the caster may not make another attempt to possess that victim for one turn. If the save fails, the caster's life-force leaves the magic jar and enters the victim, possessing it.
- **Returning:** The caster may choose to return to their own body at any time, ending the spell.
- **If the magic jar is destroyed:** The caster dies.
- **If the caster's own body is destroyed:** Their life-force is stranded in the magic jar.

When the caster's life-force is possessing a victim:

- **Control:** The caster gains full control over the victim's body, but is not able to make the victim cast spells.
- **If the magic jar is destroyed:** The spell ends and the caster's life-force is trapped in the possessed body.
- **If the possessed victim is killed:** The caster's life-force returns to the magic jar.
- **Dispelling:** *Dispel evil* forces the caster's life-force back into the magic jar.
- **If the caster's own body is destroyed:** Their life-force is stranded in the body of the creature being possessed.



Pass-Wall

Duration: 3 turns
Range: 30'

A 5' diameter hole is temporarily opened in solid rock or stone, forming a passageway up to 10' deep.

Telekinesis

Duration: Concentration (up to 6 rounds)
Range: 120'

By concentrating, the caster is able to move objects or creatures by the power of thought.

- **Weight:** Up to 200 coins of weight per level of the caster may be targeted.
- **Movement:** The target may be moved up to 20' per round, in whatever direction the caster wishes (including vertically).
- **Save:** If a creature is targeted, it may **save versus spells** to resist the spell.
- **Concentration:** If the caster's concentration is broken, the target will fall.

Teleport

Duration: Instant
Range: 10'

The caster or a chosen creature vanishes and reappears at a location of the caster's choosing.

- **Gear:** The subject is teleported with all its gear, up to its maximum load.
- **Unwilling subjects:** May **save versus spells** to prevent the teleportation.
- **Destination:** May be at any distance, but must be known to the caster. The destination must be an open space at ground level. (It is not possible to intentionally teleport the subject into mid-air or into solid matter.)
- **Risk:** There is a risk, when teleporting, of accidentally arriving above or below ground level. The chance of a successful teleportation depends on the caster's knowledge of the destination (see right). Roll d% and consult the table below.

Teleport Result

Knowledge of Dest.	Ground Level	Too High	Too Low
Scant	01–50	51–75	76–00
Moderate	01–80	81–90	91–00
Exact	01–95	96–99	00

Ground level: The subject appears at the desired destination.

Too high: The subject appears 1d10×10' above the intended destination. Should this location already be occupied by solid matter, the subject is instantly killed. Otherwise, the subject falls from a height.

Too low: The subject appears in the ground and is killed instantly.

Knowledge of destination: The caster's knowledge of the destination is rated as follows:

- **Scant:** A location that the caster has visited once or twice, has seen by magical scrying, or has heard of from descriptions.
- **Moderate:** A location that the caster has visited often or has studied via scrying for several weeks.
- **Exact:** A location that the caster has made a detailed study of, in person.

Transmute Rock to Mud

Duration: 3d6 days /
Permanent (*transmute mud to rock*)
Range: 120'

This spell turns up to 3,000 square feet of rock into 10' deep mud.

- **Movement:** Any creatures passing through the mud have their movement rate reduced by 90%.

Reversed: Transmute Mud to Rock

Changes an area of mud—up to 3,000 square feet and up to 10' deep—into rock. This alteration is permanent.

Wall of Stone

Duration: Permanent
Range: 60'

A wall of solid rock appears.

- **Size:** The wall may be of whatever shape the caster desires and is of 1,000 cubic feet in volume. (For example, a 2' thick wall, 50' long and 10' high.)
- **Location:** The wall must rest upon a solid surface and may not be evoked so that it appears where objects are.

6TH LEVEL SPELLS

Anti-Magic Shell

Duration: 12 turns
Range: The caster

An anti-magic barrier is created around the caster.

- **Blocks magic:** No spells or spell effects can pass through this barrier, whether from inside or outside.
- **Dismissing:** The caster may end this spell at any time before the duration has expired.

Control Weather

Duration: Concentration
Range: 240 yards around the caster

By concentrating (no movement allowed), the caster causes one of the following conditions to manifest around themselves. This spell only functions outdoors.

- **Calm:** Clears bad weather (though side-effects—e.g. mud after rain—remain.)
- **Extreme heat:** Dries up snow or mud (including *transmute rock to mud*). Creatures in the area move at half normal rate.
- **Fog:** Visibility drops to 20'. Creatures in the fog move at half their normal rate. At the referee's option, they may also have a chance of getting lost.
- **High winds:** Movement rates are halved. Missile fire and flight are impossible. High winds may be used to increase the sailing speed of ships by 50%, if they travel with the wind. In sandy areas, may cause a sandstorm, reducing visibility to 20'.
- **Rain:** –2 penalty to missile attacks. Mud forms in 3 turns, halving movement rates.
- **Snow:** Visibility drops to 20'. Movement rates are halved. Bodies of water may freeze. After the snow thaws, mud remains and still impedes movement.
- **Tornado:** The caster can direct the tornado, which moves at 120' per round. The tornado can be directed to attack (see stats below). Ships caught in a tornado have a 75% chance of suffering 12 points of hull damage.

Tornado

A whirling column of air, 24' high and 6' across, that wreaks havoc for flying creatures and ships.

AC 0 [19], **HD** 12* (54hp), **Att** 1 × blow (2d8), **THAC0** 10 [+9], **MV** 360' (120') flying, **SV** D6 W7 P8 B8 S10 (12), **ML** 10, **AL** Neutral, **XP** 1,900, **NA** 1 (1), **TT** None

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- **Whirlwind:** Creatures with less than 2HD swept aside (**save versus death**).
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Harm flying creatures:** Inflict extra 1d8 damage.

Death Spell

Duration: Instant
Range: 240'

Up to 4d8 Hit Dice of creatures within a 60' cube area must **save versus death** or die, instantly.

Restrictions: Undead and creatures with greater than 7 Hit Dice are unaffected.

Disintegrate

Duration: Instant
Range: 60'

The material form of a single, non-magical creature or object is instantly and permanently destroyed.

▶ **If a creature is targeted:** It may **save versus death** to resist *disintegration*.

▶ **Examples of objects:** The following might be targeted: a tree, a ship, a 10' section of wall.

Geas

Duration: Permanent /
Instant (*remove geas*)
Range: 30'

The caster commands a subject to perform or avoid performing a specific action.

▶ **Examples:** Bringing a specific item to the caster, eating or drinking without restraint, keeping a certain fact secret.

▶ **Impossible or deadly tasks:** The prescribed *geas* must not be impossible or directly deadly—if such a *geas* is cast, it affects the caster, instead.

▶ **Saving throw:** The subject may **save versus spells**, to avoid coming under the spell's effect.

▶ **If the save fails:** The subject must follow the stipulated course of action or suffer gradually increasing (and eventually fatal) penalties determined by the referee. e.g.: penalties to attack, ability score reductions, inability to memorize spells, physical torment and feebleness, etc.

Reversed: Remove Geas

Can dispel an active *geas* spell and any incurred penalties. If the caster of the *geas* to be nullified is higher level than the character casting *remove geas*, there is a chance of the spell having no effect. The probability of spell failure is 5% per level the caster is below the caster of *geas*.

Invisible Stalker

Duration: One mission
Range: Summoned to caster's presence

An invisible stalker (see below) is summoned to the caster's presence and magically bound to perform a mission of the caster's choosing.

▶ **Wording:** The caster must be careful with the wording of the mission. Invisible stalkers are treacherous and, unless the assigned mission can be easily and quickly accomplished, will follow the letter of the command while twisting the intent.

▶ **Duration:** The creature is bound to attempt the mission until it succeeds or is destroyed.

▶ **Banishing:** The spell *dispel evil* will banish an invisible stalker, ending the spell.

Invisible Stalker

Highly intelligent, magical creatures summoned from another plane of existence to perform tasks for powerful magic-users.

AC 3 [16], **HD** 8* (36hp), **Att** 1 × blow (4d4), **THAC0** 12 [+7], **MV** 120' (40'), **SV** D8 W9 P10 B10 S12 (F8), **ML** 12, **AL** Neutral, **XP** 1,200, **NA** 1 (1), **TT** None

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▶ **Tracking:** Without fault.

▶ **Surprise:** 5-in-6, unless target can detect invisibility.

▶ **If killed:** Returns to plane of origin.

Lower Water

Duration: 10 turns
Range: 240'

This spell reduces the depth of a body of water by half for the duration. An area of up to 10,000 square feet may be affected.

Move Earth

Duration: 6 turns
Range: 240’

Earth (but not stone) within range is rearranged as the caster wishes.

- **Movement rate:** The caster can move earth in the area at up to 60’ per turn.
- **Excavations:** The range of the spell also extends downwards, allowing excavations to be made.

Part Water

Duration: 6 turns
Range: 120’

The caster creates a path 10’ wide and a maximum of 120’ long through water, such as a pond, lake, or other body. The caster can dismiss the spell’s effect before the duration ends.

Projected Image

Duration: 6 turns
Range: 240’

An illusory duplicate of the caster appears within range.

- **Duplicate:** The image is an exact duplicate of the caster that can only be differentiated by touch.
- **Subsequent spells cast:** Appear to originate from the image. (Targets must still be visible to the caster, however.)
- **Spells and missiles:** The image appears unaffected by spells or missile weapons.
- **Melee or touch:** If the image is touched or hit in melee, it disappears.

Reincarnation

Duration: Permanent
Range: Appears in the caster’s presence

A dead character is returned to life in a new physical form that manifests in the presence of the caster. The character’s new body is not necessarily the same as the original; it is determined by rolling on the ***Reincarnated Class*** table opposite.

The roll indicates either a character class or a monster:

- **Character class:** The character is of experience level 1d6 (or at most the same level as the character achieved before death). The reincarnated character can continue to gain experience and advance as normal, in the new class.
- **Monster:** The type should be determined by the referee. The monster should be at least partially intelligent, have no greater Hit Dice than the level of the character being reincarnated (at most 6 HD), and be of the same alignment. The tables opposite may be used, or the referee may create their own tables. Monsters cannot gain experience or advance in level.

Stone to Flesh

Duration: Permanent
Range: 120’

This spell transforms stone into living flesh. It is especially useful for restoring life to a petrified creature and its equipment to its normal state.

Reversed: Flesh to Stone

Turns one creature into a statue, including all gear and any items currently held. A **saving throw versus paralysis** is permitted to resist the transformation.

Reincarnation: Class

d10	Reincarnation
1	Cleric
2	Dwarf
3	Elf
4	Fighter
5	Halfling
6	Magic-user
7	Thief
8	Monster (roll on alignment table)
9–10	Same class

Reincarnation: Lawful Monsters

d6	Reincarnation	HD
1	Gnome	1
2	Neanderthal	2
3	Pegasus	2
4	Blink dog	4
5	Unicorn	4
6	Roc, small	6

Reincarnation: Neutral Monsters

d6	Reincarnation	HD
1	Pixie or sprite	1
2	Lizard man	2
3	Rock baboon	2
4	Ape, white	4
5	Centaur	4
6	Werebear	6

Reincarnation: Chaotic Monsters

d10	Reincarnation	HD
1	Goblin	1
2	Hobgoblin	1
3	Kobold	1
4	Orc	1
5	Gnoll	2
6	Bugbear	3
7	Wererat	3
8	Ogre	4
9	Werewolf	4
10	Minotaur	6

Alternative Reincarnation Tables

The monsters listed in the tables are drawn from *Classic Fantasy: Monsters.*

If other classes or monsters are in use, the referee may wish to create alternative reincarnation tables.

Adventuring

Party Organisation

Size: The ideal size of a group is between 6 and 8 characters—large enough to confront the challenges of the adventure, while not so large as to be disorganised. If not enough PCs are present, the players may wish to hire retainers (see ***p126***).

Classes: It is wise for a party to consist of a mix of characters of different adventuring classes. Combat-focused characters are essential for protecting the group from danger, while other classes each have magic or other special abilities which are useful for handling different situations that may arise in an adventure.

Level: As new PCs join play, the experience levels of the characters in the party may diverge. It is recommended that characters more than four levels apart should adventure separately, as challenges and rewards suitable to characters of greatly different experience levels do not match.

Marching Order

Before starting an adventure, the players should determine the normal arrangement of their PCs when exploring. This is known as the party's ***marching order***. For example, players may decide to move in a two-column formation, with well-armoured characters in front, weaker characters in the middle, and a rear guard. The group may define different standard marching orders for common situations (e.g. standard exploration, combat, opening doors, searching, etc.).

The Caller

If the players wish to, they may nominate one of their number as the spokesperson of the group, known as the caller. This player is responsible for informing the referee about the actions and movements of the party as a whole. Delegating this role to one player—rather than having each player informing the referee about their PC's individual actions—can speed up play.

The caller's character usually takes on the role of party leader and should thus have a high Charisma score and be located near to the front of the party.

The Mapper

One player should create a map of the areas being explored, based on the referee's descriptions. Details such as monsters or traps encountered, clues to puzzles, or possibly interesting unexplored areas may be noted on the map as it is drawn.

Dividing Treasure

The spoils of an adventure may be divided between surviving characters in whatever way the players agree on.

Non-magical treasure: Is typically divided evenly between player characters.

Magic items: The players must decide which character keeps each item. One method for doing this is for each player to roll a die and compare the results. The highest rolling player gets to pick a magic item first, the second highest rolling player gets the next pick, and so on.

AW 19

TIME, WEIGHT, MOVEMENT

Tracking Time

When an adventure is under way, the referee should keep track of the time that elapses in the imagined world, known as *game time*. This is distinct from *real time*: what may take the players and referee mere seconds to describe may take PCs hours or even days to complete.

For example, when characters are exploring a dungeon, the referee tracks the number of turns that have elapsed; when characters are exploring the wilderness, the number of days elapsed is tracked.

The referee must adjudicate what may be accomplished in a given period of time.

Resources

As game time passes, the referee should pay attention to resources that the party consumes. For example: food, water, fuel for light sources, durations of spells or magical effects, etc.

Tracking Movement

As player characters explore the imagined world, the referee should keep track of their location on a prepared map. The map is usually kept secret from the players, who must rely on the referee's descriptions of the areas they explore.

To determine how long it takes for characters to move from one area to the next, the referee should refer to the characters' movement rates.

Group Movement Rate

An adventuring party will usually want to stay together. The movement rate of the party as a whole is determined by the speed of the slowest member.

Measurements

Time: Rounds and Turns

Aside from everyday time increments (minutes, hours, days, and so on), the following special units are used in the game.

Turns: 10 minutes of game time. There are 6 turns in an hour. Time is measured in turns when exploring dungeons (see ***Dungeon Adventuring, p108***).

Rounds: 10 seconds of game time. There are 60 rounds in a turn. Time is measured in rounds during encounters, especially in combat (see ***Encounters, p114*** and ***Combat, p120***).

Distance: Inches, Feet, Yards, Miles

Staying true to its origins, this game uses imperial or customary US units. Distances are measured in inches (notated with a ”), feet (notated with a ’), yards, and miles.

Distance Conversions

- 1 foot = 12 inches
- 1 yard = 3 feet
- 1 mile = 1,760 yards = 5,280 feet

Weight: Coins

Weight measures typically come into play only when discussing how much characters can carry (see ***Encumbrance***, opposite). As coins are the most common form of treasure found by adventurers, all weights are measured in coins. (Ten coins are equivalent to one pound.)

Encumbrance (Optional Rule)

Some groups may wish to use a system to track the amount of gear and treasure a character can carry and how this affects their movement rate.

Tracking Encumbrance

Encumbrance is a measure of both the weight and bulk a character is carrying.

Treasure: The encumbrance of treasure carried by a character should be tracked. The encumbrance of common items of treasure is shown in the table below. The referee should decide the weight of other forms of treasure.

Equipment: Two options for tracking the encumbrance of characters' equipment are presented to the right. The same system should be applied to all characters.

Maximum load: The maximum load any character can carry is 1,600 coins of weight. Characters carrying more than this cannot move.

Treasure Encumbrance in Coins

Treasure	Weight in Coins
Coin (any type)	1
Gem	1
Jewellery (1 piece)	10
Potion	10
Rod	20
Scroll	1
Staff	40
Wand	10

Option 1: Basic Encumbrance

Treasure: The weight of treasure carried is tracked to make sure that the character's maximum load is not exceeded.

Equipment: The weight of armour, weapons, and adventuring gear is not tracked and does not count towards a character's maximum load.

Movement rate: Is determined by the type of armour the character is wearing and whether they are carrying a significant amount of treasure (as judged by the referee). The actual weight of the treasure carried does not affect movement rate.

Basic Encumbrance

	Movement Rate	
Armour Worn	Without Treasure	Carrying Treasure
Unarmoured	120' (40')	90' (30')
Light armour	90' (30')	60' (20')
Heavy armour	60' (20')	30' (10')

Option 2: Detailed Encumbrance

Treasure: The weight of coins and other treasure carried is tracked.

Equipment: The weight of the character's armour and weapons is also tracked (the weight of these items is listed in the equipment list). Miscellaneous adventuring gear (backpack, spikes, sacks, etc.) may be counted as 80 coins of weight.

Movement rate: The character's movement rate is based on the total weight of all significant items carried, including treasure, weapons, and armour.

Detailed Encumbrance

Encumbrance	Movement Rate
Up to 400 coins	120' (40')
Up to 600 coins	90' (30')
Up to 800 coins	60' (20')
Up to 1,600 coins	30' (10')

CHECKS, DAMAGE, SAVES

Ability Checks

The referee may use a character's ability scores to determine the character's chance of succeeding at various challenging tasks.

Rolling an ability check: The player rolls 1d20 and, if the result is less than or equal to the ability, the check succeeds. If the roll is greater than the ability, the check fails.

Modifiers: Bonuses or penalties to the roll may be applied, depending on the difficulty of the task. A modifier of –4 would be a relatively easy ability check, and a +4 would be very difficult.

1s and 20s: An unmodified roll of 1 should be treated as a success and a 20 treated as a failure.

Damage and Healing

All characters and monsters have a hit point total, which represents their ability to avoid death. Many attack forms, including attacks with weapons in combat, subtract hit points from this pool.

Death

A character or monster reduced to 0 hit points or less is killed.

Destruction of Items

If a character is killed by a destructive spell or special attack (e.g. a *lightning bolt* spell or a dragon's breath), their equipment is assumed to be destroyed.

Destruction of Magic Items

Magic items in the possession of a character who is killed by a destructive spell or special attack may be allowed a chance to survive, as follows:

- **Save:** For each item, a saving throw may be made using the character's saving throw values.
- **Bonuses:** Items that grant a bonus in combat (e.g. magical weapons and armour) may also apply this bonus to the saving throw.

Healing

Natural: For each full day of complete rest, a character or monster recovers 1d3 hit points. If the rest is interrupted, the character or monster will not heal that day.

Magical: Healing may also occur through magic, such as potions or spells. This kind of healing is instantaneous. Magical healing and natural healing can be combined.

Saving Throws

All characters and monsters can make saving throws to avoid the full effects of certain magical or special attacks.

Categories

There are five saving throw categories, used in the following situations:

- **Death or Poison:** When targeted by a death ray or exposed to poison.
- **Wands:** When targeted by an effect from a magical wand.
- **Paralysis or Petrification:** When targeted by an effect that paralyses or turns to stone.
- **Breath Attacks:** When targeted by the breath of a dragon (or other monster with a breath attack).
- **Spells, Rods, or Staves:** When targeted by a baneful spell or an effect from a magical rod or staff.

When to Roll a Saving Throw

The appropriate saving throw to make and the effects of a success or failure are indicated in the description of the spell, monster attack, or adventure scenario.

Saving Throw Tables

Each character class has its own table denoting the saving throw values of characters of each experience level.

Saving Throws in Different Genres

Genre rules books may specify additional situations that require saving throws and which saving throw category should be used. For example, a genre rules book may specify that exposure to radiation requires a save versus spells.

Rolling a Saving Throw

When affected by a spell or attack form which requires a saving throw, the player or referee must roll 1d20 and compare the result to the appropriate saving throw value:

- **Greater or equal:** A result that is greater than or equal to the saving throw value is a success.
- **Lower:** A result of less than the saving throw value is a failure.

Successful Saves

Damaging effects: A successful save against an effect that causes damage means that the damage is halved.

Other effects: A successful saving throw against an effect that does not cause damage means the effect has been entirely avoided or negated.

Saving Throws Versus Poison

Failure: A failed save against poison is usually fatal.

Damage: If a poisonous attack also inflicts damage, the damage is not affected by the success or failure of the saving throw.

HAZARDS AND CHALLENGES

Climbing

When characters are climbing in a difficult or tense situation, the referee may require an ability check against Dexterity.

Sheer Surfaces

Very steep or sheer surfaces are normally impossible to climb without specialised equipment. Some characters may have class abilities which allow them to attempt to climb such surfaces unaided.

Darkness

Characters will usually want to bring a source of light with them on underground expeditions. Typical light sources enable normal vision within a 30' radius.

Infravision

All non-human monsters and many demihuman races have a special kind of vision that allows them to see in the dark. This is called infravision.

Heat tones: Characters who have infravision can see the heat energy that radiates off of living things. Generally, living things will be visible as bright tones, while cool items are grey and very cold objects are black.

Reading: It is not possible to read in the dark with infravision, because fine detail cannot be perceived.

Range: Infravision works within a limited range (60' for monsters, unless specified otherwise in a monster's description).

Disruption: Infravision only functions in darkness. Visible light (normal or magical) and large heat sources will disrupt it.

Light and Surprise

Characters or monsters that carry a light in a dark environment are usually unable to surprise opponents (see ***Encounters, p114***), because the light gives their presence away.

Falling

Falling from a height onto a hard surface inflicts 1d6 damage per 10' fallen.

Losing Direction

Characters can confidently follow trails, roads, and other well-known landmarks without fear of becoming lost. Likewise, travelling with a reliable guide prevents becoming lost. However, when travelling through untracked, open regions, it is easy to lose direction.

The chance of the party becoming lost depends on the type of terrain being explored (see ***Wilderness Adventuring, p110*** and ***Waterborne Adventuring, p112***).

Effects of Being Lost

If the party becomes lost, the referee will decide which direction they are actually travelling in. One option is to pick a direction only slightly off course. For example, if the group intended to go south, they are actually headed southwest or west.

It may take some time for a lost party to realise that it is moving in the wrong direction.

Starvation

If characters go for a full day or more without food or water, the referee may begin to apply penalties to attack rolls and movement rate, require more frequent rests, or even begin to deduct hit points (in extreme cases).

Swimming

Movement rate: Characters move at half their normal movement rate when swimming.

Who can swim: It is assumed that every character knows how to swim, unless there is some obvious reason why a character could not have learned.

Drowning

The circumstances in which drowning is a risk—as well as the chance of drowning—are judged by the referee.

Example circumstances: Swimming in treacherous water conditions, swimming while wearing armour or carrying heavy or awkward items, fighting in water.

Example chances of drowning: A character swimming in rough waters while wearing heavy armour and carrying a heavy load may have a 99% probability of drowning. A character in the same waters but wearing light armour and carrying a light load may only have a 10% probability of drowning.

Wandering Monsters

Besides the monsters specifically placed in certain regions of a dungeon or wilderness, PCs may randomly encounter monsters on the move between areas. These are known as wandering monsters.

See ***Dungeon Adventuring, p108***, ***Wilderness Adventuring, p110***, and ***Waterborne Adventuring, p112*** for specific details.

Frequency: The referee should roll periodically to determine whether a wandering monster is encountered. The frequency of checks depends on the type of area being explored.

Chance: When a wandering monster check is made, the chance of a random encounter is usually 1-in-6. This chance may vary, depending on the type of area being explored (e.g. dungeon region or level, type of wilderness terrain).

Monster type: Each area should have its own table of wandering monsters, which the referee rolls on when an encounter takes place.

Noise or light: If the party is making a lot of noise or carrying bright light sources in a dark environment, the referee may increase the chance of wandering monsters being encountered.

Hiding: If the party rests quietly in an out-of-the-way location, the referee may decrease the chance of wandering monsters being encountered.

DUNGEON ADVENTURING

Sequence of Play Per Turn

1. **Wandering monsters:** The referee makes checks as applicable.
2. **Actions:** The party decides what action to take (e.g. moving, searching, listening, entering rooms).
3. **Description:** The referee describes what happens. If monsters are encountered, follow the procedure described in ***Encounters, p114***.
4. **End of turn:** The referee updates time records, with special attention to light sources, spell durations, and the party's need to rest.

Doors

Dungeons often have many doors, some secret and others obvious. Many are locked and many are stuck.

Secret Doors

Secret doors can only be spotted if characters are specifically looking for them. See ***Searching***.

Locked Doors

Locks may be picked by a character proficient with lock picks or opened by magic.

Stuck Doors

Forcing: The chance of forcing open a stuck door depends on the character's Strength (see ***Ability Scores, p16***).

Surprise: A failed attempt to force open a door eliminates any possibility of surprise (see ***Encounters, p114***) that the party may have against any monsters on the other side of the door.

Doors Swinging Shut

Doors opened by adventurers (by whatever means) are likely to swing shut after they pass. To prevent this, doors may be held open using iron spikes or other wedges.

Monsters and Doors

Monsters that live in the dungeon can usually open doors (even stuck doors), unless they are blocked, magically closed, or wedged shut with spikes.

Listening at Doors

Chance of success: PCs have a 1-in-6 chance of detecting subtle sounds beyond a door. (Some types of adventurers may have an increased chance of success.)

Referee rolls: The referee should always roll for the character listening so that the player never knows if the roll failed or if there simply is no sound behind the door.

One chance: This attempt may only be made one time at any door by a character.

Silent monsters: Some monsters, such as undead, do not make any noise.

Movement

Exploring the unknown: When exploring unknown areas of a dungeon, characters can move their ***base movement rate in feet per turn***. This (very slow!) rate of movement takes account for the fact that PCs are exploring, watching their footing, mapping, and trying to be quiet and avoid obstacles.

In familiar areas: When PCs are moving through dungeon areas with which they are familiar, the referee may allow them to move at a faster rate. For example, the referee might allow PCs to move at three times their base movement rate per turn, when moving through familiar areas.

Resting

Frequency of rest: Characters must rest for one turn every hour in the dungeon.

Penalty for not resting: If characters press on without resting, they suffer a penalty of –1 to hit and damage rolls until they have rested for one turn.

Searching

Dungeons often include hidden features such as secret doors and traps. Adventurers can spot these by searching.

Area: The player must declare the particular 10' × 10' area to be searched.

Time: Searching takes one turn.

Chance of success: If a character is searching in the right location, there is a base 1-in-6 chance of finding a secret door or room trap. (Some types of adventurers may have an increased chance.)

Referee rolls: The referee should always roll for the character searching, so that the player never knows if the roll failed or if there are simply no hidden features in the area searched.

One chance: Each character can only make one attempt to search an area.

Traps

There are two kinds of traps:

- **Treasure traps:** Small traps placed on an item, to prevent it being tampered with or stolen (e.g. a poison needle on a chest or lock).
- **Room traps:** Large traps that are designed to affect anyone who enters a certain area (e.g. a pit that opens in the floor when walked over).

Triggering Traps

Each trap is triggered by a specific action (e.g. opening a door or walking over a particular area).

Chance of triggering: Every time a character makes an action that could trigger a trap, there is a 2-in-6 chance of the trap being sprung.

Trap damage: Damage inflicted by a triggered trap is usually automatic, without an attack roll.

Monsters: Monsters may be able to bypass traps without risk, if the referee wishes.

Searching for Traps

Room traps: Adventurers may choose to search a 10' × 10' area for room traps. If the search succeeds, the trap is discovered. See ***Searching***.

Treasure traps: Most adventurers do not have the requisite knowledge of subtle mechanisms to locate small traps such as poisoned needles. (Some types of adventurers may have this ability, as noted in their class description.)

Wandering Monsters

Frequency: A check is typically rolled once every two turns in the dungeon.

Chance: The typical chance of encountering a wandering monster is 1-in-6.

Distance: Wandering monsters are encountered 2d6 × 10 feet away, moving in the direction of the party.

WILDERNESS ADVENTURING

Sequence of Play Per Day

1. **Decide course:** The players decide on their course of travel for the day.
2. **Losing direction:** The referee determines whether the party gets lost.
3. **Wandering monsters:** The referee makes checks as applicable.
4. **Description:** The referee describes the terrain passed through and any sites of interest that the party comes across, asking players for their actions, as required. If monsters are encountered, follow the procedure described in ***Encounters, p114***.
5. **End of day:** The referee updates time records, with special attention to rations, spell durations, and the party's need to rest.

Distance and Measurement

The open spaces of the wilderness mean that characters and monsters can move more freely than in a dungeon.

Ranges and movement rates: Are measured in yards, instead of feet. This means that ranges and movement rates are tripled.

Areas: Of spell effects, breath weapons, etc. are still measured in feet.

Flying

Miles per day: The distance a creature can fly in a day is double the distance it can travel overland (see ***Overland Travel***). For example, a creature with a movement rate of 120' could travel 24 miles in a day overland, but could fly 48 miles in a day.

Terrain: Does not affect air travel.

Flying Mounts

In general, a winged beast may carry riders or other burdens based on its HD:

- **3 HD creatures:** May carry a being about half the size of an adult human.
- **6 HD creatures:** May carry an adult human.
- **12 HD creatures:** May carry a large animal like a horse.
- **24 HD creatures:** May carry a very large animal like an elephant.

Foraging

Foraging for herbs, fruits, nuts, etc. can be performed alongside normal movement (see ***Overland Travel***). The party has a 1-in-6 chance per day of finding enough food for 1d6 human-sized beings.

Hunting

Hunting must be engaged in as the sole activity for a day—no travelling or resting is possible. When hunting, there is a 1-in-6 chance of encountering animals which may be suitable for eating (if they can be caught!). This is in addition to the normal chance of random encounters (see ***Wandering Monsters***).

Losing Direction

At the start of each day of travel, the referee should roll to determine if the group loses direction. The probability depends on the terrain being traversed:

- **Clear, grasslands:** 1-in-6.
- **Barren lands, hills, mountains, woods:** 2-in-6.
- **Desert, jungle, swamp:** 3-in-6.

Effects: See ***Losing Direction, p106***.

Overland Travel

Miles per day: The number of miles a character can travel in a day is determined by ***dividing their base movement rate by five***. For example, a character whose base movement rate is 120' could travel up to 24 miles in a day.

Terrain Modifiers

Some types of terrain modify the speed at which characters can travel:

- **Broken lands, desert, forest, hills:** 33% slower.
- **Jungle, mountains, swamp:** 50% slower.
- **Maintained roads:** 50% faster.

Forced March

If characters need to travel further in a day, they may engage in a forced march.

Speed increase: The distance travelled is increased by 50%. For example, a character that can normally travel 24 miles in a day could travel 36 miles.

Rest: After a forced march, characters must rest for a full day.

Resting

Frequency of rest: Characters must rest for one day per six days of travel.

Penalty for not resting: If characters press on without resting, they suffer a penalty of –1 to hit and damage rolls until they have rested for one full day.

Surprise

Surrounded: If a party is surprised by three or more monsters, the monsters may have moved to encircle the party.

Visibility

Characters can usually see for three miles around them, in open terrain. This range may sometimes be reduced (e.g. in overgrown terrain such as a forest) or increased (e.g. looking out from the top of a mountain).

Wandering Monsters

Frequency: A check is typically rolled once per day, but the referee may choose to make more checks: up to three or four per day.

Chance: The chance of encountering a wandering monster depends on the terrain being explored (see below).

Distance: Wandering monsters are encountered 4d6 × 10 yards away. If either side is surprised (see ***Encounters, p114***), this is reduced to 1d4 × 10 yards.

Chance by Terrain

- **City, clear, grasslands, settled lands:** 1-in-6.
- **Aerial, barren, desert, forest, hills:** 2-in-6.
- **Jungle, mountains, swamp:** 3-in-6.

WATERBORNE ADVENTURING

Sequence of Play Per Day

1. **Decide course:** The players decide on their course of travel for the day.
2. **Losing direction:** The referee determines whether the party gets lost.
3. **Weather:** The referee determines the *Wind Conditions*.
4. **Wandering monsters:** The referee makes checks as applicable.
5. **Description:** The referee describes the regions passed through and any sites of interest that the party comes across, asking players for their actions, as required. If monsters are encountered, follow the procedure described in ***Encounters, p114***.
6. **End of day:** The referee updates time records, with special attention to rations, spell durations, and the crew's need to rest.

Distance and Measurement

Ranges and movement rates: Are measured in yards, instead of feet. This means that ranges and movement rates are tripled.

Areas: Of spell effects, breath weapons, etc. are still measured in feet.

Losing Direction

With a navigator aboard: The chance of getting lost is 2-in-6.

Without a navigator aboard: The chance of getting lost is 100% on the open seas and 2-in-6 within sight of land.

Effects: See ***Losing Direction, p106***.

Surprise

Aquatic monsters are usually not surprised by ships. Special circumstances (e.g. thick fog) may alter this.

Travel on the Water

Miles per day: The number of miles a creature or vessel can travel in a day is determined by ***dividing its base movement rate by five***. For example, a vessel with a base movement rate of 360' could travel up to 72 miles in a day.

Modifiers

The distance travelled in a day may be affected by the prevailing water and weather conditions:

- ► **River travel:** Water currents may increase (when moving downstream) or decrease (when moving upstream) the distance travelled by 1d6+6 miles per day.
- ► **Sailing:** The movement rate of sailing vessels is affected by the prevailing wind conditions. See ***Wind Conditions***.

Visibility

Land: On a clear day, land can be spotted at a distance of 24 miles. This may be reduced based on light and weather conditions.

Ships: May be sighted and identified at 300 yards on a clear day or as little as 40 yards in dense fog.

Variable Wind Conditions

2d6	Wind	Effect
2	No wind	Sailing impossible. Movement by oar at ⅓ rate (due to fatigue).
3	Faint breeze	Sailing movement rate reduced to ⅓ normal.
4	Gentle breeze	Sailing movement rate reduced to ½ normal.
5	Moderate breeze	Sailing movement rate reduced to ⅔ normal.
6–8	Fresh breeze	Normal sailing movement rate.
9	Strong breeze	Sailing movement rate increased by ⅓.
10	High wind	Sailing movement rate increased by ½.
11	Near gale	Sailing movement rate doubled. See ***Near Gales***.
12	Gale or storm	Sailing movement rate tripled. See ***Gales and Storms***.

Wandering Monsters

Frequency: A check is typically rolled once per day, but the referee may choose to make more checks: up to 3 or 4 a day.

Chance: The chance of encountering a wandering monster is 2-in-6 on oceans or rivers, 3-in-6 in swamps.

Distance: Wandering monsters are encountered 4d6 × 10 yards away. If either side is surprised (see ***Encounters, p114***), this is reduced to 1d4 × 10 yards.

Location: Aquatic encounters may occur either on the open water or on land, if the party docks at some point during the day.

Wind Conditions

Wind conditions at sea affect the rate at which a sailing vessel can travel. Extreme winds can also make travel hazardous. The referee should check the wind conditions at the start of each day, rolling 2d6:

- **2:** No wind; sailing is not possible.
- **3–11:** Normal sailing is possible.
- **12:** Gale or storm; sailing vessels' speed tripled (see ***Gales and Storms***).

Variable Wind Conditions (Optional Rule)

Groups who prefer a slightly more detailed system of sea travel may use the table above, which adds extra detail to the daily 2d6 wind conditions roll.

Near Gales

Seaworthy vessels: Have a 10% chance of taking on water.

Unseaworthy vessels: Have a 20% chance of taking on water.

Effect of taking on water: The ship's movement rate is reduced by one third until repaired at a dock.

Gales and Storms

Seaworthy vessels: Sailing vessels can attempt to move with the wind to avoid damage. This is handled as follows:

- The vessel travels at three times its normal speed in a randomly determined direction. (The referee may roll 1d6, with 1 indicating the intended direction of travel, 2 indicating 60° to the right, 3 indicating 120° to the right, and so on.)
- If the ship encounters land during this travel, there is a 75% chance of it wrecking against the shore.

Unseaworthy vessels:

- There is an 80% chance of the vessel being overrun with water and sinking.
- If the vessel is in sight of land when the gale hits, it may attempt to beach. If the shore is relatively clear of physical dangers (rocks, cliffs, etc.), this is automatically successful; otherwise there is a 2-in-6 chance of finding a safe harbour to weather the storm.

ENCOUNTERS

An encounter begins when the characters stumble onto a monster, either because the referee has planned an encounter in the area the PCs are exploring or because a random die roll indicates an encounter (see ***Wandering Monsters, p107***).

Encounter Sequence

1. **Surprise:** The referee rolls for surprise, if applicable.
2. **Encounter distance:** The referee determines how far away the monsters are from the PCs.
3. **Initiative:** Any sides that are not surprised roll initiative to determine who acts first.
4. **Actions:** Any sides that are not surprised decide how they will respond to the encounter. The encounter is played out accordingly.
5. **Conclusion:** One turn has passed.

Surprise

When to Check

A check for surprise is made for any side that is not expecting the encounter. For example, if a monster is waiting quietly for an approaching party that is making a lot of noise, the monster would not have a chance to be surprised, but the party would.

Surprise Checks

Each side that is not already aware of the other's presence rolls 1d6.

Monsters: The referee rolls for monsters.

PCs: One player rolls for the adventuring party as a whole.

Results: A result of 1 or 2 means the side is surprised.

Effects of Surprise

Both sides surprised: There is simply a momentary confusion—neither side has any advantage.

One side surprised: The side that is not surprised gains a one round advantage. The surprised side cannot act that round.

Encounter Distance

The situation in which the encounter occurs often determines how far away the monster is. If there is uncertainty, the encounter distance may be determined randomly:

- **Dungeon:** 2d6 × 10 feet.
- **Wilderness:** 4d6 × 10 yards (or 1d4 × 10 yards if either side is surprised).
- **Waterborne:** 4d6 × 10 yards (or 1d4 × 10 yards if either side is surprised).

Initiative

(See ***Combat, p120*** for full details.)

Roll 1d6: For each side, at the start of each round.

Winner: The side with the highest roll acts first. Other sides act in order from highest to lowest roll.

Ties: Either both sides may roll again, or actions on both sides may be resolved simultaneously.

Actions

Player Character Actions

The players decide how they will act.

Monster Actions

The referee determines monsters' reaction to the party. Sometimes, circumstances make it obvious how a monster will react. Otherwise, the referee may roll on the table below to determine how a monster reacts to the party.

Charisma: If one specific character attempts to speak with the monsters, that character's NPC reactions modifier due to CHA (see ***Ability Scores, p16***) is used to modify the monster reaction roll.

Monster Reaction Roll

2d6	Result
2 or less	Hostile, attacks
3–5	Unfriendly, may attack
6–8	Neutral, uncertain
9–11	Indifferent, uninterested
12 or more	Friendly, helpful

Common Actions

Any action is possible in an encounter, but the following are common:

- **Combat:** If one side attacks, casts spells, or makes tactical movement, begin tracking time in rounds, following the combat procedure (***p120***).
- **Evasion:** If one side decides to flee, the other may decide to pursue. See ***Evasion***.
- **Parley:** PCs may attempt to communicate with monsters. Opening an encounter in this way can influence the monsters' behaviour (see ***Monster Actions***). If both sides decide to talk, the negotiation may be role-played.

Movement

Encounter movement rate: During encounters, a character can move up to one third of their base movement rate per round in feet (in the dungeon) or yards (in the wilderness). For example, a character whose base movement rate is 120' could move 40' per round during a dungeon encounter.

Maximum duration: Characters may move at this rate for at most 60 rounds (one turn).

Evasion

If one side wishes to avoid an encounter, it may attempt to flee. This is called ***evasion*** and is only possible ***before combat has begun***. When a side decides to attempt an evasion, the opposing side must decide whether or not to pursue.

Players: May decide freely whether they wish to pursue fleeing monsters.

Monsters: The referee must decide whether monsters pursue fleeing PCs. (A low roll on the Monster Reactions table may be taken to indicate that the monster will pursue.)

No pursuit: If the opposing side decides to let the other side flee, then the evasion automatically succeeds; the encounter is avoided.

Pursuit: If the opposing side gives chase, the chance of the evasion succeeding depends on the environment being explored. See ***Evasion and Pursuit, p116***.

Conclusion

An encounter is assumed to take at least one full turn to complete, including time to rest, regroup, clean weapons, bind wounds, and so on, afterwards.

EVASION AND PURSUIT

In the Dungeon

Evasion

Compare the two sides' movement rates:

- **Fleeing side faster:** The evasion automatically succeeds, unless the fleeing side is forced to stop.
- **Fleeing side not faster:** A pursuit occurs.

Pursuit

Time: Is measured in rounds (see ***Time, Weight, Movement, p102***).

Running: Each side is assumed to be running at full speed (see below).

Line of sight: Most monsters will not continue a pursuit if the characters get out of the monster's range of vision.

Dropping treasure: If the monsters enjoy treasure, there is a 3-in-6 probability that they will stop pursuit to collect any treasure the characters drop.

Dropping food: Hungry or less intelligent monsters may stop pursuit if characters drop food (3-in-6 chance).

Obstacles: Burning oil or other obstacles may also slow or stop a pursuit.

Running

Movement rate: During a pursuit, characters run at their full movement rate in feet per round.

Mapping: Is not possible while running.

Exhaustion: Characters become exhausted after running for 30 rounds.

Effects of exhaustion: A –2 penalty to attacks, damage, and Armour Class.

Resting: The penalties for exhaustion last until characters have rested for three full turns.

In the Wilderness

Evasion

The chance of evasion is a percentile roll. If the percentile evasion roll fails, a pursuit occurs. Surprise (see ***Encounters, p114***) determines the chance of evasion:

- **No surprise:** If neither side is surprised, the chance of evasion is determined by the relative size of the two groups. (The chances are in favour of the smaller group, as larger groups cannot move as fast or as quietly.) The table to the right indicates the base chance of evasion, and the modifiers that may apply.
- **Surprised side:** May generally not evade. The referee may rule that environmental conditions give a small chance of evasion even when surprised (as above). For example, dense woodland may give a surprised side a 10% chance of evasion.
- **Surprising side:** If one side has surprised the other, the side with surprise may evade automatically—the surprised side is not even aware that the encounter occurred.

Pursuit

The following procedure is followed, day by day, until the pursuit is over:

1. The fleeing side moves in a random direction, determined by the referee (no mapping is possible).
2. If the pursuing side's movement rate is greater than that of the fleeing side, there is a 50% chance of it catching up. If the roll succeeds, the fleeing side has been caught; the pursuit is over. Otherwise, continue to step 3.
3. The fleeing side must decide whether to continue fleeing. If it decides to continue, it may make another evasion attempt (see above). If the attempt to evade fails, return to step 1. If the fleeing group decides to stop fleeing, it is caught (the pursuit ends).

Wilderness Evasion Base Chance

Fleeing Group Size	Chance of Evasion by Number of Pursuers		
1–4	1 pursuer: 50%	2–3 pursuers: 70%	4+ pursuers: 90%
5–12	1–3 pursuers: 35%	4–8 pursuers: 50%	9+ pursuers: 70%
13–24	1–6 pursuers: 25%	7–16 pursuers: 35%	17+ pursuers: 50%
25+	1–10 pursuers: 10%	11–30 pursuers: 25%	31+ pursuers: 35%

Wilderness Evasion Modifiers

One side twice as fast: If the pursuing side's movement rate is double that of the other, the chance of evasion is decreased by 25%. If the fleeing side's movement rate is double that of the other, the chance of evasion is increased by 25%.

Environment: The referee may modify the probabilities based on the conditions and environment. For example, in a densely wooded area, the chance of evasion may be increased by 25%.

Minimum chance: The chance of escape is always at least 5%.

Waterborne

Evasion

The chance of evasion is determined by the difference between the two sides' movement rates, listed in the table below.

Success: If the evasion roll succeeds, the pursuers cannot attempt to catch up with the fleeing side until the next day—and then only if a random encounter roll indicates an encounter.

Failure: If the evasion roll fails, a pursuit occurs.

Pursuit

Time: Is measured in rounds (see ***Time, Weight, Movement, p102***).

Initial distance: The two sides begin a pursuit at normal encounter distance (see ***Waterborne Adventuring, p112***).

Closing in: The distance between the two sides decreases by the difference between their two movement rates each round (a minimum of 30' per round).

Waterborne Evasion

Fleeing Side's Movement Rate	Chance of Evasion
Faster than pursuer	80%
0'–30' per round slower than pursuer	50%
31'–60' per round slower than pursuer	40%
61'–90' per round slower than pursuer	35%
91'–120' per round slower than pursuer	25%
121'+ per round slower than pursuer	10%

SBP

COMBAT

Combat Sequence Per Round

1. **Declare spells and retreats**
2. **Initiative:** Each side rolls 1d6.
3. **Winning side acts:**
   1. **Monster morale**
   2. **Movement**
   3. **Missile attacks**
   4. **Spell casting**
   5. **Melee attacks**
4. **Other sides act:** In initiative order.

Declare Spells and Retreats

Characters who wish to ***cast a spell*** or ***move when in melee*** must declare this. Other actions need not be declared.

Initiative

Roll 1d6: For each side at the start of each round.

Winner: The side with the highest roll acts first. Other sides act in order from highest to lowest roll.

Ties: Either both sides may roll again or actions on both sides may be resolved simultaneously. (This means that both sides may inflict deadly blows on each other!)

Slow Weapons

Characters attacking with two-handed melee weapons (and some missile weapons—as indicated in the equipment description) always act last in the round, as if they had lost initiative.

Individual Initiative (Optional Rule)

Instead of an initiative roll per side, a roll may be made for each individual involved in a battle, modified by DEX (see ***Ability Scores, p16***). The referee may determine an initiative modifier for monsters that are very fast or slow, instead of applying a DEX modifier.

Monster Morale (Optional Rule)

See ***Morale, p123***.

Movement

Outside of Melee

Movement rate: A character can move up to their encounter movement rate each round.

Maximum duration: Characters may move at this rate for at most 60 rounds.

In Melee

When in melee with a foe, only the following forms of movement are possible:

- **Fighting withdrawal:** The character moves backwards at up to half their encounter movement rate. There must be a clear path for this movement.
- **Retreat:** The character turns and flees from melee, moving up to their full encounter movement rate. This round: the character may not attack; the opponent gains a +2 bonus to all attacks against the character and ignores any AC bonus due to the character's shield (if applicable).

Missile Attacks

Are possible when opponents are more than 5' from one another. See ***Attacking***.

Range Modifiers

All missile weapons have ranges, noted in the equipment lists.

Short range: +1 bonus to attack rolls.

Medium range: No bonuses or penalties.

Long range: –1 penalty to attack rolls.

Beyond long range: Attack not possible.

Targets Behind Cover

Complete cover: The target cannot be hit.

Partial cover: The referee may apply attack penalties of between –1 and –4 (e.g. a small table might incur a –1 penalty; dense woods might incur a –4 penalty).

Spell Casting

Freedom: The character must be able to speak and move their hands. A spell caster cannot cast spells if gagged, bound, or in an area of magical silence.

Sole action: When casting a spell, no other actions may be taken in the round.

No movement: The character cannot move and cast a spell in the same round.

Line of sight: Unless noted in a spell's description, the intended target (a specific monster, character, or area of effect) must be visible to the caster.

Disrupting Spells

If a spell caster loses initiative and is successfully attacked or fails a saving throw before their turn, the spell being cast is disrupted and fails. It is removed from the caster's memory as if it had been cast.

Melee Attacks

Are possible when opponents are 5' or less from each other. See ***Attacking***.

Other Sides Act

Repeat steps 3a to 3e for each side, in order of initiative (highest first).

Attacking

1s and 20s

Unmodified attack rolls of 20 always hit. Unmodified attack rolls of 1 always miss.

Invulnerabilities

Some monsters are immune to certain attacks. In this case, even if an attack hits, damage is not rolled.

Attacks Per Round

PCs normally attack once per round. Some monsters have multiple attacks.

Attacking and Moving

Movement and attacking may be combined in the same round.

Attack Rolls

1. **Roll 1d20**
2. **Apply modifiers:** STR for melee; DEX, range, cover for missile attacks.
3. **Determine hit AC:** Look up the result in the attack matrix row used by the attacker (see ***Character Attack Matrix, p124***). This indicates the AC score that the attack hits.
4. **Result:** If the hit AC is equal to or lower than the opponent's AC, the attack hits. Referee rolls for damage.

Ascending Armour Class (Optional Rule)

Groups using the optional rule for Ascending AC (see ***p13***) should use the following attack procedure instead.

1. **Roll 1d20**
2. **Apply modifiers:** STR for melee; DEX, range, cover for missile attacks.
3. **Determine hit AC:** Add the character's attack bonus to the attack roll. The result is the ascending AC score the attack hits.
4. **Result:** If the hit AAC is equal to or higher than the opponent's AAC, the attack hits. Referee rolls for damage.

Rolling for Damage

PC attacks: Inflict 1d6 damage. Damage of melee attacks is modified by STR.

Monster attacks: Deal the damage indicated in the monster's description.

Minimum damage: An attack which hits always deals at least one point of damage, even when damage modifiers reduce the number rolled to 0 or less.

Death: A character or monster reduced to 0 hit points or less is killed.

Variable Weapon Damage (Optional Rule)

Some groups may prefer different weapons to inflict different amounts of damage. In this case, PC attacks inflict the damage indicated for the weapon in the equipment lists.

OTHER COMBAT ISSUES

Attacking from Behind

AC bonuses from shields are negated.

Blindness

A blind character is unable to attack.

Bombing

Flying creatures may pick up rocks or other objects and drop them from above.

Altitude: At most 300'.

Chance to hit: 16 or higher on 1d20.

Affected area and damage: Depend on the size of the bomb—larger creatures can carry larger bombs. For example, a bomb from a flying creature able to carry a human might inflict 2d6 damage to all creatures hit in a 10' × 10' area.

Invulnerabilities (Optional Rule)

Some monsters can only be harmed by magical or silver weapons. The referee may allow such monsters to also be harmed by attacks from:

- Another invulnerable monster.
- A monster with 5 HD or greater.

Paralysed Opponents

Helpless opponents, such as those magically paralysed or frozen, can be automatically hit in melee. Only a roll for damage is required.

Spacing

The referee should judge how many attackers can strike at a single opponent, bearing in mind the size of the opponent and the available space around it.

10' passage: Normally at most 2–3 characters can fight side-by-side in a 10' wide passageway.

Subduing (Optional Rule)

Characters that wish to subdue an intelligent opponent must announce that they are attacking without the intent to kill.

Blunt blows: Only bludgeoning attacks may be made. Bladed melee weapons may be employed to deal blunt blows with the flat of the blade.

Subdual damage: Combat and damage are calculated normally, but subdual damage is noted separately from actual damage.

Effect at 0hp: An intelligent character or monster reduced to 0 hit points due to subdual damage will surrender, realising that its opponent could have killed it.

Unarmed Attacks

Attack rolls: Unarmed combat is handled the same as melee combat.

Damage: Unarmed attacks inflict 1d2 damage, modified by STR.

Unstable Surfaces

Characters on an unstable surface, such as a ship in rough seas or riding a flying animal, are affected as follows:

- **Missile attacks:** Suffer a –4 penalty.
- **Spells:** Cannot be cast.
- **Magic items:** Can be used normally.

Note that magical means of flight (e.g. a magic broom, carpet, or the *fly* spell) generally do not count as unstable.

Water

When fighting in or beneath water:

- **Penalties:** Attack and damage rolls should be penalised.
- **Missile weapons:** Usually do not work at all underwater.

MORALE (OPTIONAL RULE)

In combat, the referee decides whether monsters or NPCs surrender or run away. The following system may be utilised.

Morale Rating

Monsters have a listing for morale, rated from 2 to 12, which represents how likely they are to fight or flee. Higher morale scores indicate more fearless monsters.

A score of 2: Means the monster never fights (unless absolutely cornered).

A score of 12: Means the monster will fight until killed.

Morale Checks

The referee rolls 2d6 and compares the result against the monster's morale score:

- **Higher than morale score:** The monster will surrender or attempt to flee.
- **Equal to or lower than morale score:** The monster will continue to fight.

Two successes: If a monster makes two successful morale checks in an encounter, it will fight until killed, with no further checks necessary.

When to Check Morale

The referee usually makes a morale check for monsters under two conditions:

First death on side: The first time one of their number is killed in battle.

Side half incapacitated: When half the monsters have been killed or otherwise incapacitated.

Situational Adjustments

The referee may decide to apply bonuses or penalties to morale (from –2 to +2), depending on the circumstances. For example, the side that is losing or winning might receive a penalty or bonus to morale of –1 or +1, respectively.

Scores of 2 or 12: Adjustments are never applied to monsters with a morale of 2 or 12.

Mercenary Morale

Mercenaries (see ***Hirelings, p38***) have a morale rating and check morale in exactly the same way as monsters.

Morale rating: Determined solely by the type of troops, see below. The CHA of the hiring character has no influence.

Modifiers: The morale score of a group of mercenaries may be modified based on working conditions, at the referee's discretion. If mercenaries from the group are being killed frequently or subjected to other abuses, morale will be low. If the mercenaries are enjoying riches and excitement, it might be higher.

Mercenary Morale

Troop Type	Morale
Untrained, militia	6
Barbarian horde	7
Trained warriors	8
Mounted	+1
Elite troops	+1
Fanatics, berserkers	+2

Retainer Morale

Retainers signed up to work as adventurers, so are not frightened off at the first sign of danger. Retainers do not make morale checks in combat, but a loyalty check may be required in extreme peril (see ***Retainers, p126***).

ATTACK MATRIX

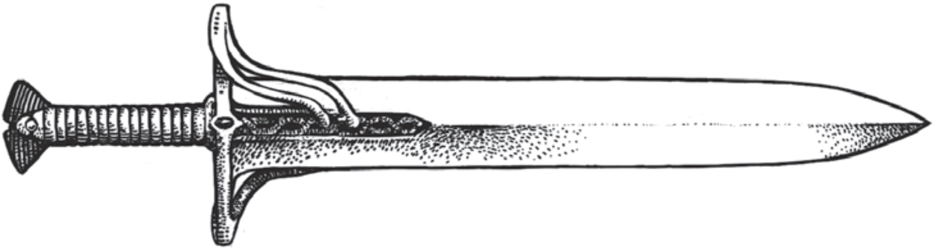
The table below shows the attack probabilities for characters of all classes.

- **High-level play:** The attack matrix extends to 36th level, for the benefit of groups using the optional rules for high-level play (see ***p37***).
- **Demihumans:** Dwarves, elves, and halflings have the same attack probabilities as fighters, but may only advance to 12th, 10th, or 8th level, respectively.

Other Classes

If character classes from other books are in use, the THAC0 score listed in their level advancement table determines which row in the character attack matrix to use. Locate the character's THAC0 score in the AC 0 column of the attack matrix—the character uses this row of the matrix for their attack rolls.

For example, a character with THAC0 12 [+7] uses the fourth row of the attack matrix (where the number 12 appears in the AC 0 column).



Character Attack Matrix

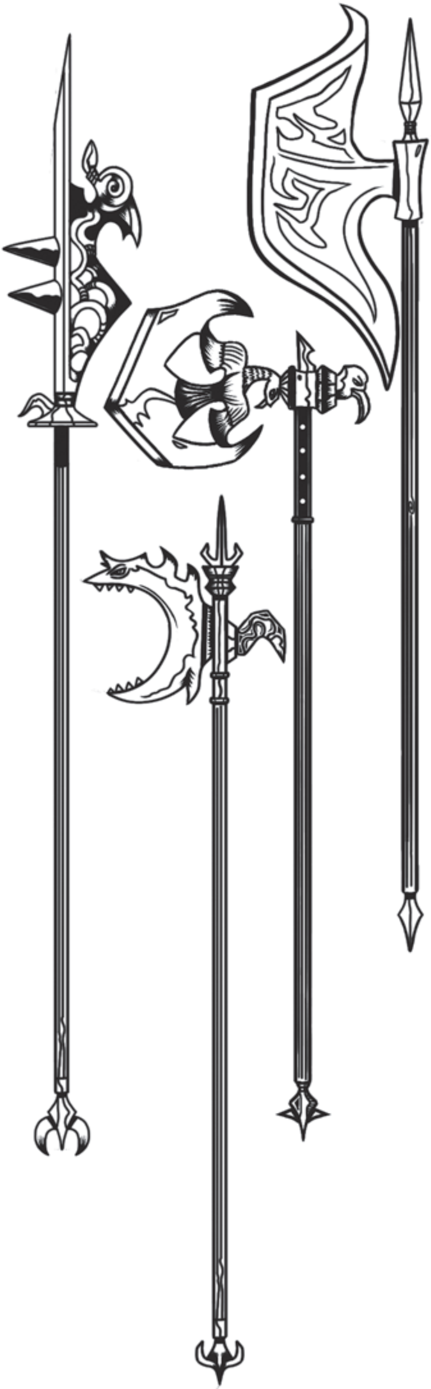
Class and Level			Attack Roll to Hit AC												
Fighter Demi-H	Cleric Thief	Magic-User	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
1–3	1–4	1–5	20	20	20	19	18	17	16	15	14	13	12	11	10
4–6	5–8	6–10	20	19	18	17	16	15	14	13	12	11	10	9	8
7–9	9–12	11–15	17	16	15	14	13	12	11	10	9	8	7	6	5
10–12	13–16	16–20	15	14	13	12	11	10	9	8	7	6	5	4	3
13–15	17–20	21–25	13	13	11	10	9	8	7	6	5	4	3	2	2
16–18	21–24	26–30	11	10	9	8	7	6	5	4	3	2	2	2	2
19–21	25–28	31–35	9	8	7	6	5	4	3	2	2	2	2	2	2
22–24	29–32	36	7	6	5	4	3	2	2	2	2	2	2	2	2
25–27	33–36	–	5	4	3	2	2	2	2	2	2	2	2	2	2
28–30	–	–	3	2	2	2	2	2	2	2	2	2	2	2	2
31–33	–	–	2	2	2	2	2	2	2	2	2	2	2	2	2
34–36	–	–	2	2	2	2	2	2	2	2	2	2	2	2	2

Demi-H: Demihumans, i.e. dwarves, elves, and halflings

Example of Making an Attack Roll

A 5th level fighter attacks a monster with AC 4. The attack is resolved as follows:

1. The player rolls 1d20. The roll comes up 14.
2. The fighter has a STR score of 13, meaning they gain a +1 bonus to melee attack rolls. The result of the attack roll is thus 15.
3. The player looks up the result (15) in the attack matrix row for 5th level fighters. This indicates the Armour Class that the attack hits: AC 2.
4. As AC 2 is better than the monster's Armour Class, the attack hits!
5. Damage is rolled and the result subtracted from the monster's current hit point total.



Attack Rolls Using THAC0 (Optional Rule)

Instead of referring to the attack matrix, attacks may be resolved using a character's THAC0 (determined by their class and level) directly. A THAC0 score denotes the attack roll required to hit AC 0. The attack roll required to hit opponents of other AC scores can be calculated by subtracting the target AC from the THAC0. For example, a character with a THAC0 of 19 could hit an opponent with AC 5 on a roll of 14 or greater (19 – 5 = 14).

Note: Using THAC0 to resolve attack rolls results in very slightly different attack probabilities than when using the traditional approach of referring to the attack matrix.

HIRED HELP

RETAINERS

Retainers are NPCs that are hired by characters to accompany them on an adventure. (NPCs hired for non-adventuring tasks are treated as hirelings, see ***p38***.)

Limit per PC: Each character is limited to a finite number of retainers, as indicated by the character's Charisma score (see ***Ability Scores, p16***).

Duties: Retainers are not mindless slaves and, although they will usually share the party's risks, they will not willingly act as battle fodder. If abused in any way, retainers will typically warn others of this and the PCs will soon find it difficult to hire other retainers.

Class and Level

Retainers can be of any class (including normal humans—effectively of level 0), but must be of equal or lower level to the hiring PC.

Recruitment

Potential retainers may be located by frequenting drinking establishments or by paying to post notices of help wanted.

Applicants are recruited through negotiation, with the referee playing the roles of the NPCs a character attempts to hire. The PC should explain what the job entails and the wages paid.

Wages and Upkeep

The referee should determine the rate of pay desired by potential retainers, taking the following factors into account:

- **Skill level:** More experienced retainers will want a higher rate of pay, whereas those employed for unskilled tasks will have lower demands.
- **Competition:** Retainers may accept lower rates of pay if there are many applicants, but may demand higher rates if there is little competition for the job.

Standard Rate

Retainers will usually want a guaranteed fee (per day or per adventure) and a share of treasure recovered (at very least a half share). For example: a fee of 1gp per day plus a half share of treasure.

Upkeep

The hiring PC must also pay for the retainer's daily upkeep (food and lodgings) and for any new adventuring gear, weapons, or mounts the retainer requires.

Shares of Treasure

Fractional shares of treasure are calculated by dividing the treasure by the total number of shares. For example, a party consisting of 5 PCs (who receive full shares) plus one retainer (who is paid a half share) discover 2,750gp of treasure. The total is divided by 5.5 (five full shares plus one half share): 500gp. Thus, each PC gains 500gp and the retainer gains 250gp.

Applicant Reactions

Once an offer is made, the referee determines the potential retainer's reaction by rolling 2d6 on the table below, modified as follows:

- **Charisma:** The roll is modified by the hiring character's reaction modifier due to CHA (see ***Ability Scores, p16***).
- **Generosity:** The referee may apply a bonus or penalty, depending on the attractiveness of the deal (+1 or +2 for generous offers, –1 or –2 for poor offers).
- **Reputation:** A penalty of –1 or –2 may be applied, if the hiring PC has a bad reputation.

Retainer Hiring Reactions

2d6	Result
2 or less	Ill will
3–5	Offer refused
6–8	Roll again
9–11	Offer accepted
12 or more	Offer accepted, +1 loyalty

Ill will: A –1 penalty applies to further hiring reaction rolls while recruiting in the same town or area.

Experience

Although retainers are played by the referee, they acquire experience in the same way PCs do, can advance in level, and are affected by all of the same class rules as PCs.

XP penalty: Because retainers follow instructions when on an adventure, thus not directly engaging in problem solving, XP they receive is penalised by –50%.

Normal humans: When a normal human (i.e. a retainer of level 0 with no character class) gains XP, they must choose an adventuring character class.

Loyalty

Retainers have a loyalty rating, determined by the hiring character's CHA (see ***Ability Scores, p16***). This rating may be adjusted at the referee's discretion:

- **Bonuses:** A retainer's loyalty may be increased if the PC has been particularly good to the retainer (e.g. has repeatedly given additional treasure).
- **Penalties:** A retainer's loyalty may be reduced if the PC has been cruel or contrary to their word.

Loyalty Checks

To make a loyalty check, the referee rolls 2d6 and, if the result is lower than or equal to the retainer's loyalty rating, accounting for any adjustments, the roll has succeeded.

When to Check Loyalty

Loyalty checks are made in two circumstances:

- **Peril:** Each time the retainer is exposed to a particularly perilous situation. If the roll fails, the retainer will likely flee.
- **After an adventure:** If the roll fails, the retainer will not work for the PC again.

MERCENARIES

Hired soldiers who will guard, patrol, and otherwise serve in wilderness settings, but only as part of a larger force, not an adventuring party.

Note that as mercenaries are hired by a character to perform specific services, they are not treated as retainers and thus do not count toward a character's maximum number of retainers.

Locating Mercenaries

Mercenaries can be located by posting notices of help wanted. The response will depend on the availability of suitable troops in the area and the offer made.

Wages

Outside of wartime: As listed opposite.

During wartime: All wages are doubled.

Upkeep

The monthly rate of pay includes food and basic gear. Most mercenaries already have weapons and armour when hired, though their employer may give them additional gear. Note that armourers are required to repair mercenaries' armour and weapons (see ***Specialists, p130***).

Mercenaries

Type	AC	Morale	Wage per Month Human	Dwarf	Elf	Orc	Goblin
Archer	6 [13]	8	5gp	–	10gp	3gp	2gp
Archer, mounted	9 [10]	9	15gp	–	30gp	–	–
Crossbowman	5 [14]	8	4gp	6gp	–	2gp	–
Crossbowman, mounted	9 [10]	9	–	15gp	–	–	–
Footman, light	6 [13]	8	2gp	–	4gp	1gp	5sp
Footman, heavy	4 [15]	8	3gp	5gp	6gp	15sp	–
Horseman, light	7 [12]	9	10gp	–	20gp	–	–
Horseman, medium	5 [14]	9	15gp	–	–	–	–
Horseman, heavy	3 [16]	9	20gp	–	–	–	–
Longbowman	5 [14]	8	10gp	–	20gp	–	–
Peasant	9 [10]	6	1gp	–	–	–	–
Wolf rider	7 [12]	9	–	–	–	–	5gp

Archer

Equipped with a shortbow, leather armour, and a shield.

Archer, Mounted

Mounted on a riding horse. Equipped with a shortbow.

Crossbowman

Equipped with a crossbow and chainmail.

Crossbowman, Mounted

Mounted on a mule. Equipped with a crossbow.

Footman, Light

Equipped with a sword, leather armour, and a shield.

Footman, Heavy

Equipped with a sword, chainmail, and a shield.

Horseman, Light

Mounted on a riding horse. Equipped with a lance and leather armour.

Horseman, Medium

Mounted on a warhorse. Equipped with a lance and chainmail.

Horseman, Heavy

Mounted on a warhorse. Equipped with a sword, a lance, and plate mail.

Longbowman

Equipped with a longbow, a sword, and chainmail.

Peasant

Unarmed.

Wolf Rider

Mounted on a wolf. Equipped with a spear and leather armour.

SPECIALISTS

All types of characters that PCs may wish to hire for non-combat and non-adventuring purposes (i.e. not mercenaries or retainers) are termed ***specialists***.

Note that as specialists are hired by a character to perform specific services, they are not treated as retainers and thus do not count toward a character's maximum number of retainers.

The most common types of specialists are described, along with their typical monthly pay rates. This list is not exhaustive and the referee may create additional types of specialists as needed.

Locating Specialists

Specialists can be located by posting notices of help wanted. The response will depend on the availability of suitable specialists in the area and the offer made.

Wages and Upkeep

The monthly rate of pay includes food and basic gear.

Specialists

Specialist	Wage per Month
Alchemist	1,000gp
Animal trainer	500gp
Armourer	100gp
Assistant armourer	15gp
Blacksmith	25gp
Engineer	750gp
Navigator	150gp
Oarsman	2gp
Sage	2,000gp
Sailor	10gp
Ship's captain	250gp
Spy	500gp (or more)

Alchemist

Recreating potions: Based on a sample or recipe, an alchemist can produce a potion at twice the normal speed and for half the normal cost (see ***Magical Research, p59***).

Researching potions: An alchemist may also research new potions, but this takes twice as long and costs twice as much as normal.

Animal Trainer

Trainers are not required for small numbers of common animals like dogs, horses, or mules, but more exotic animals or larger numbers of normal animals require a specialized trainer.

Speciality: All animal trainers are specialized in a particular kind of animal.

Number of animals: A trainer can have up to six animals under their care at a time.

Time required: The referee decides how long an animal must be trained, based on the nature of the training. It will take a minimum of one month to teach an animal the first new behaviour or trick. After this first month, an animal has become accustomed to the trainer and can be taught additional behaviours at twice the rate (two weeks per behaviour).

Interruptions: If training is interrupted, all time already spent on that particular behaviour is lost and the animal becomes unable to learn further behaviours.

Armourer

Producing weapons and armour: Per month, an armourer can make five weapons, three shields, or one suit of armour.

Maintaining mercenaries' gear: A dedicated armourer is required per 50 troops.

Assistants: An armourer's output (either in terms of arms produced or troops maintained) may be doubled by hiring two ***assistant armourers*** and one ***blacksmith***. If four assistants and two blacksmiths are hired, the armourer's output may be quadrupled. An armourer cannot coordinate more assistants than this.

Assistant Armourer

Apprentices who may work under an armourer to increase the rate of production. See ***Armourer***.

Blacksmith

Craftsmen trained in the art of forging metal. Blacksmiths may be hired to work under an armourer to increase the rate of production. See ***Armourer***.

Engineer

Engineers plan and oversee large construction projects such as building strongholds (see ***Construction, p134***).

Number required: One engineer is needed per 100,000gp cost of the project.

Specialty: Humans usually handle overground structures, while dwarves may be hired for underground construction.

Navigator

A navigator is a sailor who understands how to read charts and navigate based on instruments and the position of the stars. Any time a ship ventures beyond sight of a coastline, it becomes lost if a navigator is not aboard. (See ***Waterborne Adventuring, p112***.)

Oarsman

Unskilled normal humans who man the oars of sea vessels. Not trained for combat.

Sage

Sages are very rare individuals who devote their lives to the study of obscure knowledge. A sage may be consulted to answer unusual questions.

Time and cost: The referee must judge the time and cost required to research the answer to a question.

Chance of success: There is never a 100% chance of success in finding an answer.

Sailor

Skilled normal humans who can handle a ship. Sailors can fight to defend their ship, typically being equipped with a sword, shield, and leather armour.

Ship's Captain

A captain is required for any large ship, is skilled like a sailor, and has an intimate knowledge of the particular coasts they frequent.

Spy

A spy is hired to gather information about a person or group. The spy may be an outsider who tries to infiltrate or may be a traitor already connected with the person or group to be spied upon.

Class: Spies are often NPC thieves, but may be of any character class.

Time: The referee will determine the time required for the job.

Chance of success: The referee judges the probability of success in the mission, based on the circumstances.

Reliability: Spies may or may not be reliable and could stab the hiring character in the back (perhaps literally!).

STRONGHOLDS

CONSTRUCTION

When PCs wish to construct strongholds or any other type of building, the following procedure should be used:

1. **Permission:** It may be necessary to secure permission to build from an existing authority over the land. This may not be required if the land is uncharted wilderness.
2. **Clear land:** If the construction site is in the wilderness, all monsters in a 6-mile area (i.e. one hex on a typical small-scale wilderness map) must be killed or driven off.
3. **Design:** The player creates a plan for the stronghold and calculates the costs (see construction prices overleaf).
4. **Review:** The referee should review and approve the player's plans.
5. **Hire engineers:** For every 100,000gp cost of the stronghold, the PC must hire one engineer (see ***Specialists, p130***).
6. **Construction:** Once the land has been cleared and construction materials delivered, construction may commence. The time required depends entirely on the stronghold's total price: one day of game time per 500gp.
7. **Prepare for settlers:** If the PC wishes to found a dominion and attract settlers, a wider area around the stronghold should be cleared of dangers.

Building in Towns

Permission: While local rulers may allow PCs to build in a town, it is unlikely that they will grant permission for the construction of castles or fortifications.

Costs: When building in an existing town or city, the proximity of materials and labour greatly reduce the costs.

- **Stone buildings:** Reduced by 60%.
- **Wooden buildings:** Reduced by 80%.

DOMAIN MANAGEMENT

Maintaining Cleared Lands

To prevent monsters from returning to cleared lands, mercenaries may be hired to conduct patrols. These patrols can cover a maximum radius of 18 miles around a stronghold (6 miles, in inhospitable terrain such as swamp, mountains, or thick jungle). If the area to be maintained is larger, additional garrisons must be stationed at intervals.

Settlers

The PC may wish to attract settlers into a cleared area. In addition to ensuring the safety of surrounding lands, the character will have to fund construction of other buildings (e.g. accommodation, commercial facilities, transport infrastructure, etc.) to attract settlers. Advertising may also be necessary. The referee will determine the costs involved and how many settlers are attracted.

Taxation

If settlers move into the PC's domain, the character can expect to gain 10gp of taxes per year from each settler.

STRUCTURES

Structure Prices

Structure	Cost
Barbican	37,000gp
Bastion	9,000gp
Civilian building, stone	3,000gp
Civilian building, wood	1,500gp
Drawbridge	500gp
Gatehouse	6,500gp
Keep	75,000gp
Moat	400gp
Subterranean passage	500gp
Tower, large	30,000gp
Tower, small	15,000gp
Wall, castle	5,000gp

Descriptions

Barbican: Heavily fortified entry/exit point in a castle wall: two small towers, a gatehouse, and a drawbridge.

Bastion: Semi-circular tower built against a castle wall. 30’ base, 30’ high, walls 5’ thick.

Civilian building, stone: Two levels; wooden stairs, doors, floors, and roof; attic. Outer wall 120’ long (e.g. 30’×30’), walls 1–2’ thick.

Civilian building, wood: Two levels; wooden stairs, doors, floors, and roof; attic. Outer wall 120’ long (e.g. 30’×30’).

Drawbridge: Raisable wooden bridge crossing a moat. May be attached to a gatehouse. 10’ long.

Gatehouse: Fortified entry/exit point in a castle wall. Includes a portcullis. 30’×30’ base, 20’ high, walls 5’ thick.

Keep: Fortified, central building of a castle. 60’ square, 80’ high, walls 10’ thick.

Moat: Defensive ditch, often filled with water. 100’ long, 20’ wide, 10’ deep.

Subterranean passage: Typical 10’×10’×10’ dungeon passageway.

Tower, large: Round tower, either free-standing or built into a castle wall. 30’ base, 40’ high, walls 5’ thick.

Tower, small: Round tower, either free-standing or built into a castle wall. 20’ base, 30’ high, walls 5’ thick.

Wall, castle: Stone wall with battlements. 100’ long, 20’ high, 10’ thick.

Non-Standard Dimensions

Bastions

Bastions of dimensions other than those listed may be constructed. Use the guidelines for towers, below, and divide by two.

Castle Walls

Higher castle walls may be constructed at increased cost. A 100’ length of 30’ high wall costs 7,500gp. Every additional 10’ of height beyond this (up to a maximum of 60’ high) costs 5,000gp.

Towers

Towers of dimensions other than those listed may be constructed. The cost is determined by the height of the tower and the diameter of its base (in feet).

- **Maximum height:** Twice the base diameter.
- **Up to the base diameter:** Each 10’ of height costs 200gp × the base diameter.
- **Above the base diameter:** Each 10’ of height costs 400gp × the base diameter.

Example Tower Cost Calculation

A 60’ high tower with a 40’ diameter base is to be constructed.

The cost will be 8,000gp (40 × 200gp) per 10’ for the first 40’ of height and 16,000gp (40 × 400gp) per 10’ for the remainder of the height.

The total cost is thus (8,000gp × 4) + (16,000gp × 2) = 64,000gp.

Interior Features

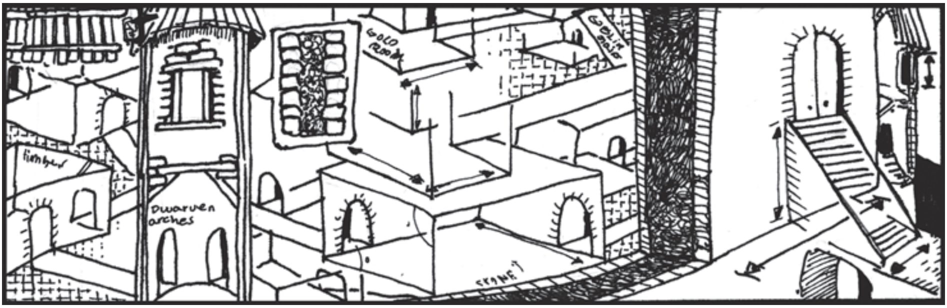
The common interior features of a stronghold are listed in the table below.

Simple Approach

For simplicity, the cost of a stronghold may be increased by 25% to account for interior details, including: reinforced doors, stone stairs, flagstone flooring, tile roofing, windows or arrow slits, bars and shutters on windows, and standard furnishings.

Detailed Approach

If the group wishes to perform more detailed calculations or if additional features are desired, the table below may be consulted.



Structure Interior Features

Detail	Dimensions	Cost (gp)
Arrow slit	–	10
Door, iron	3’ wide, 7’ tall	50
Door, reinforced wood	3’ wide, 7’ tall	20
Door, stone	3’ wide, 7’ tall	50
Door, wood	3’ wide, 7’ tall	10
Floor, flagstones or tiles	10’×10’ section	100
Floor, wood	10’×10’ section	40
Roof, tiled	10’×10’ section	100
Roof, wood	10’×10’ section	40
Secret door or trapdoor	Normal	5 × normal
Shifting wall	10’×10’ section	1,000
Stairs, stone	3’ wide, 10’ long section	60
Stairs, wooden	3’ wide, 10’ long section	20
Trapdoor, iron	4’×3’	120
Trapdoor, reinforced wood	4’×3’	40
Trapdoor, stone	4’×3’	120
Trapdoor, wood	4’×3’	20
Window	–	10
Window bars	–	10
Window shutters	–	5

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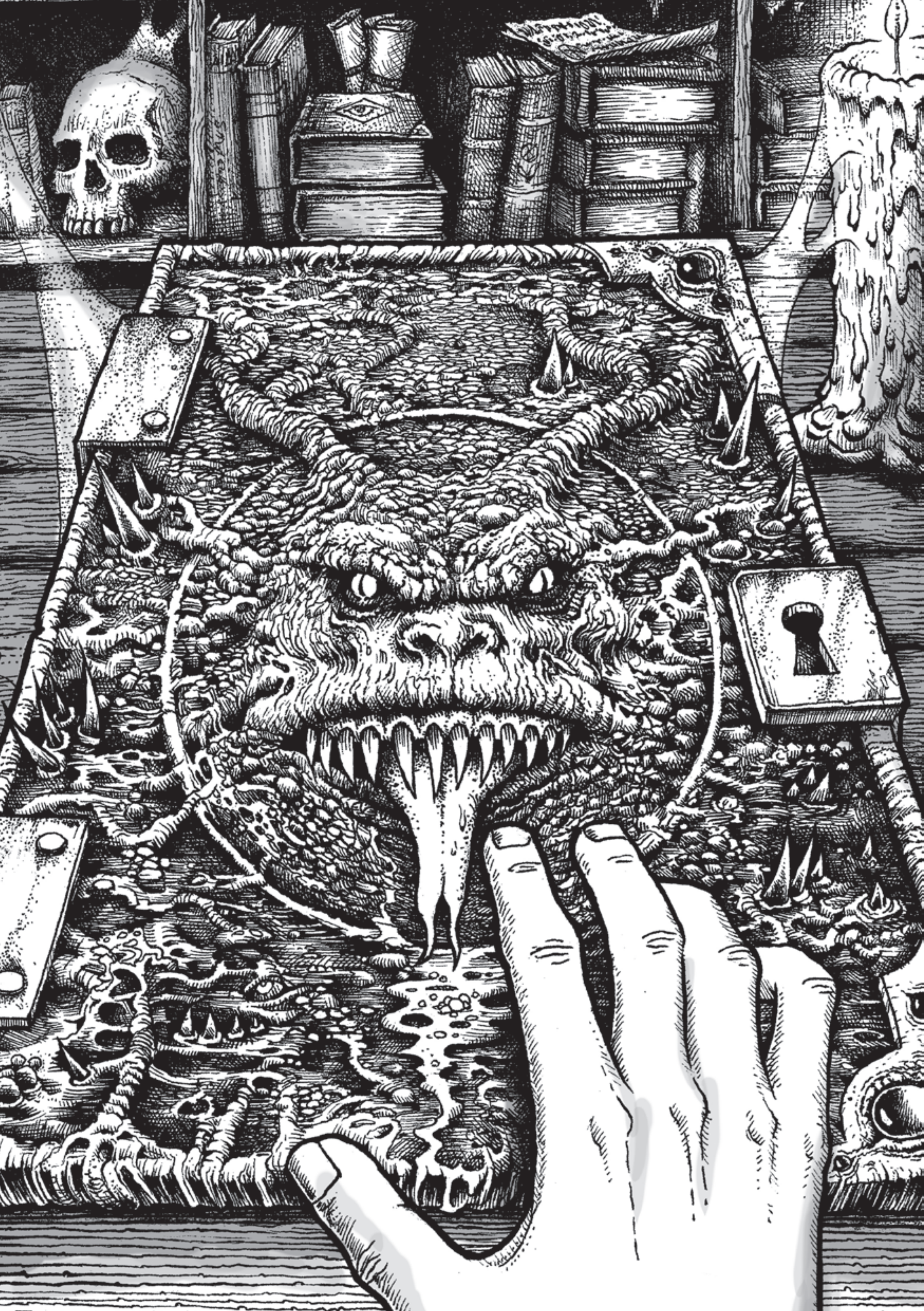

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