

THE BIG BROWN BOOK

Basic Rules for Fantasy Role Playing Campaigns Playable with Paper and Pencil

By Justen Brown

Based on original material by Dave Arneson, Gary Gygax, & Jeff Perren.

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Dedicated to Dave Arneson (1947-2009) & Gary Gygax (1938-2008)

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More information about J. Brown and his work at
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FOREWARD

Almost forty years ago from this publication, a group of close friends and avid war-gamers gathered together. These designers supplemented their medieval war games with fantasy adventures culled from the pages of Robert E. Howard, J.R.R. Tolkien, Jack Vance, and Fritz Leiber with a sprinkling of Lovecraft horror and Edgar Rice Burroughs' science fiction. This amalgamation of fantasy sources lead to the creation of the most popular commercial role playing game ever created.

With over a dozen editions made throughout the years, some completely different and others quite similar, the game continues to be the leading name in role playing. As time goes on books go out print, become lost or destroyed, and the ravages of time slowly degrade what's left. Through the Open Game License an easy method of keeping these old products alive has been introduced in the form of a simulacrum or "retro-clone." *The Big Brown Book* is one of those.

While it's impossible to achieve 100% accuracy – a combination of legal matters and ambiguity in the original text – *The Big Brown Book* attempts to come as close as possible within the letter of the OGL. *TBBB* combines all the material found in the original "Medieval Miniatures Rules" along with the three brown books found in "Fantasy Medieval Campaigns" box set. As an added bonus, there are few elements inspired by "Wilderness Survival". Format has changed for clarity and ease of reference. While rare, some rules have been expanded where originally left (un)intentionally vague. In rarer cases, some rulings (particularly historical medieval units) have been removed completely.

"Oe," as it is often called, was a game where the players and referee were encouraged to follow the "spirit" of the rules, not the letter. The "spirit" that I write in is my own and may very well clash with your own even though it's culled from the same material! I hope you enjoy *TBBB* as either a piece of history or for use in your own fantasy role playing campaign.

P.S. I meant to spell it that way.

D6 SYSTEM

The Big Brown Book is built entirely around six sided dice (d6). The reasons for this are twofold; firstly, Oe in its original form was based off a war-game and used d6s exclusively; second, in the original product very few rules are ever adjudicated with "funny" dice (aside from random tables for the GM, saving throws were the only default use of a d20). In order to consolidate the rules, avoid pesky copyright infringement, and to provide easy playability (if you own a generic board game, you probably own a d6) the decision was made to use d6s.

BASIC ASSUMPTIONS

If you're reading this, you've probably played your fair share of role playing games so I'll spare the "What is an RPG?" lecture. *The Big Brown Book* was designed to emulate a specific style of role playing. Although the system is flexible (provided the GM and players are flexible), understand that the material is written with five assumptions in mind.

Humans dominate. Humans build empires, expand aggressively, and gather all manner of power. Many fantastic races exist but they're rare, dying, scattered, or stagnant. When human expansion clashes with established nonhuman races, the latter must adapt or die off. Even the fates of gods and demon lords are impacted by humanity.

The player's skill is challenged more than their character's. In most contemporary RPGs, there are "skills" which determine how successful a character is with a certain action. In *TBBB*, a character's success is based on the player's actions. You don't find a hidden cache by rolling a skill check; you find a hidden cache by saying "My character probes the floor, testing for a false bottom." In some situations the GM may call for a check with an ability score used as the target number in order to determine success.

The more the merrier. Adventurers are expected to hire assistants and warriors to help them with mundane tasks or deal with challenges. These people expect fair compensation and treatment.

The world is mostly unexplored. The typical fantasy world is like the American Old West; dangerous, untamed, and with no limit in sight. Fortune and fame await those brave and skilled enough to explore it. Human civilizations dot the landscape and when the world's precursors passed away their ruins, and all the traps and treasure within, remained. Adventurers eventually outgrow dungeons and move on to map the wilderness, build their own strongholds, push back monster hordes, and conquer the frontier in the name of god and glory.

The "dungeon" is alive. The classic dungeon is often its own self contained ecosystem. Monsters have a pecking order, rooms change over time, treasure migrates from area to area, and the dungeon adapts to the encroachment of outsiders.

PERSONAL PRONOUNS

TBBB exclusively uses masculine personal pronouns such as "man" and "him." This is purely preference, an homage to the writers of the original game, and not in any way meant to be discriminatory or exclusionary.

THE CORE MECHANIC

Every action that requires a roll has a target number indicating its difficulty. If your roll is equal to or lower than the target number, you're successful. If you gain a bonus, it increases your target number. If you gain a penalty, it decreases your target number.

Miscellaneous Actions

If an action isn't covered by the rules, roll 3d6 with a target number equal to the appropriate ability score. E.g., trying to sneak past a sleeping ogre would check dexterity while trying to hold up a crushing ceiling would check strength.

Situational Modifiers to TN

If a beneficial or impeding situation calls for a modifier, +/- 1 is always appropriate. Only use even numbers for 1d66 rolls e.g., +/- 2.

Situational Modifiers

Modifier	d6	d66
Trivial	+4	+8
Simple	+3	+6
Very Easy	+2	+4
Easy	+1	+2
Difficult	-1	-2
Tough	-2	-4
Very Tough	-3	-6
Nigh Impossible	-4	-8

Modifying d66

When modifying a d66 rolls, be aware to carry over any number larger than 6. For example, if you roll a 35 on a d66 and add +2, your final total is 41 and **not** 37. By default, the only time you'll ever modify a d66 roll is when making a saving throw.

REQUIRED EQUIPMENT

Paper

Pencil

At least 2 six-sided dice (8 is recommended)

Imagination

1 Patient Game Master

At least 1 player

TERMINOLOGY

1d2: Roll 1d6; 1-3=1, 4-6=2.

1d3: Roll d6; 1-2=1, 3-4=2, 5-6=3.

D66: Roll two six sided dice and designate one die as the 'tens' and another die as the 'ones'. This generates a score of 11-66 (36 possible outcomes with a 2.8% chance of equaling one outcome).

When subtracting or adding to a d66 roll, remember to roll over remainders to the tens die. For example, if you roll d66+4 and come up with 34, then the final score is 42. By default, you will only ever see a modifier to a d66 when dealing with saving throws.

[X]d6: Roll 'x' amount of 6 sided dice and add them together. E.g., 3d6 means roll three 6-sided dice and add them together, generating a score of 3-18. If a modifier is designated then add, subtract, or multiply the final result. E.g., 3d6*10 means roll three 6-sided dice and multiply the result by 10, generating a score of 30-180.

[X]d6(Y): Roll 'x' amount of 6 sided dice and check against target number 'y'. If your score is equal to or less than the target number you succeed. E.g., 1d6(2) means roll 1d6 and you succeed on a roll of 1 or 2.

Armor Class (AC): A measure of protection. Lower values are better than higher values. AC 9 is considered unarmored. Some creatures may be "unarmored" in a literal sense although they may have thick hides that function as armor.

Asterisk (*): If you see an asterisk in between two numbers it means multiply those numbers. E.g., 2*3 is two times three or 6.

Encounter: Any conflict between opposing parties. An encounter isn't necessarily hostile nor does it always result in combat.

Engaged (In Melee): A combatant within 10' of a hostile opponent and armed with a melee weapon is considered engaged in melee. Engaged combatants are in melee and can block off each other's movement.

Game Master (GM): A person who acts as the referee and narrator of the game.

Hit Dice: Hit dice are a representation of a creature's overall power (PCs are measured by their level). The greater the hit dice, the more powerful the creature is. Hit dice are always 1d6 +/- modifiers.

Hit Points: Hit points are an abstraction for a character's health. When a creature's hit points reach 0 or below, the creature usually dies.

Heroic Creatures/Units: Any creature with 2HD or more. When heroic creatures fight normal creatures, the heroic creatures are allowed multiple attacks based on their fighting capability but never more than 1 attack per normal creature. In mass combat, normal units must score a number of "kills" equal to or greater than the heroic unit's fighting capability to defeat him. Against other heroic creatures, only one kill is necessary to defeat one or the other.

Infravision: The ability to see in the infrared spectrum (heat). Invisibility magic and hiding creatures can fool this vision.

Kill: In mass combat, this term specifically refers to defeating a creature. A creature is not necessarily dead if "killed" in mass combat but they are removed for the remainder of the encounter.

Mass Combat: Combat that takes place on a 1:10 scale. If miniatures are used, one counter equals 10 creatures. Instead of tallying hit points and damage, a creature is "killed" which removes them from play (although they're not necessarily dead).

Monster/Creature: A catch-all term used interchangeably to describe any person.

Movement (MV): The distance a character can move at any point in time. This number is represented in inches ("") for the purposes of mass combat. In all other applications, the number is increased based on the scale of the map, typically in 10s of feet or 10s of yards.

Non-Player Character (NPC): Any character played by the GM.

Normal Creatures/Units: Any creature with 1HD or fewer. When heroic creatures fight normal creatures, the heroic creatures are allowed multiple attacks based on their fighting capability but never more than 1 attack per normal creature. In mass combat, normal creatures always die in a single hit.

Player Character (PC): A person who role plays a character and interacts with the Game Master's world.

Saving Throw/Saves: The ability for a creature to resist effects that aren't physical attacks. Roll d66 and check the creature's saving throw based on class. Monsters always use a fighting-man's saving throw matrix.

Small-Scale Combat: Combat typically involving less than 40 creatures. If miniatures are used, each counter is 1 creature.

Target Number (TN): The number required to succeed. Roll d6; if the roll is equal to or less than the target number, you succeed. If you earn a bonus, your target number increases. If you incur a penalty, your target number decreases.

Unit: In mass combat, a unit is a collection of 1 to 10 men, represented as a single figure if miniatures are used.

CHAPTER 1: OF MEN & MAGIC

This chapter covers the creation of player characters and the various people – friendly or not – they're likely to encounter.

ABILITY SCORES

To determine ability scores, roll 3d6 six times and assign to Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma in order of rolls.

Strength: Measure of physical strength and raw muscle.

Intelligence: Measure of cognitive thinking and learning capability.

Wisdom: Measure of intuition, insight, and common sense.

Constitution: Measure of physical health and endurance. A high constitution grants a bonus to hit die rolls and a higher chance of surviving shock to the body.

Constitution

Score	Survival	Benefit
3-6	30%	-1 hit point per HD
7	40%	
8	50%	
9	60%	
10	70%	
11	80%	
12-14	90%	
15+	90%	+1 hit point per HD

Dexterity: Measure of reflexes and alertness. A high dexterity grants a bonus to ranged attacks.

Dexterity

Dexterity	Benefit
8 or fewer	-1 to ranged attacks
9-12	None
13+	+1 to ranged attacks

Charisma: Measure of one's force of personality and magnetism. High charisma enables one to hire more retainers and improves random reactions in a favorable manner.

Charisma

Score	Maximum Followers	Loyalty Modifier
3-4	1	-2
5-6	2	-1
7-9	3	--
10-12	4	--
13-15	5	+1
16-17	6	+2
18	12	+4

CHARACTER CLASSES

Character class represents a character's primary abilities. Once chosen, a character must remain in that class.

Experience and Levels

Experience is a representation of a character's knowledge and skill. When a character's experience reaches a certain amount he gains a level and their abilities improve.

"Title Level" and Experience Cap

Once a class achieves a certain level, they gain a special title. At this point, experience gain halts and advancing in levels is left to the GM. Suggested advancement beyond this level is equal to the experience points necessary for the "title level." E.g., a fighting-man would require +240,000 experience points to gain each level beyond 9th (480,000 at 10th level, 720,000 total at 11th level, etc.).

Rolling Hit Dice

Each character class receives hit dice which determines their overall health. At level 1, roll 1d6 +/- modifiers to find starting hit points. If a new level lists an additional die, roll it and add it to the character's maximum hit points. Hit dice always yield at least 1 point. The number in parenthesis indicates the total hit dice the character has at that level.

FIGHTING-MAN

The fighting-man is an expert at combat and warfare. Armed with dangerous weapons and wearing the sturdiest armors, the fighting-man leads the charge or strikes from afar with great skill. He's the healthiest, strongest, and most well trained combatant. A fighting-man who serves well may be entitled to land and build a stronghold that will attract loyal followers.

Prime Requisite: Strength

Weapons: Any

Armor: All

Fighting-Man

Level	Experience	Hit Dice
1	0	d6 +1 (1)
2	2,000	d6 (2)
3	4,000	d6 (3)
4*	8,000	d6 (4)
5	16,000	d6+1 (5)
6**	32,000	d6 (6)
7	64,000	d6+1 (7)
8	128,000	d6+2 (8)
9 (Title)	256,000	d6+3 (9)
10	--	d6+1 (10)
11	--	+3 (10)
12	--	d6+1 (11)
13	--	+3 (11)

* Highest level for elf or halfling

** Highest level for dwarves

Fighting-Man Saving Throws

	Level				
Save	1-3	4-6	7-9	10-12	13+
vs. Death/Poison	34	42	45	53	61
vs. Polymorph/Paralyzation	32	36	44	51	55
vs. Petrification	31	34	42	45	53
vs. Breath Attacks	25	32	36	44	51
vs. Staves/Spells	23	31	34	42	45

At 9th level the fighting-man acquires a lordly title. If he builds a proper stronghold, people flock to his land and he may tax them as he sees fit.

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MAGIC-USER

The universe, seemingly chaotic in nature, is governed by invisible but inherent laws. Magic-users combine arcane words with complex gestures to bring these invisible "laws" into being. Magic-users manipulate the very fabric of existence to create quasi-real images, summon beasts made from the elements of life, and befuddle the mind.

Prime Requisite: Intelligence

Weapon: Daggers only

Armor: None

Magic User

Level	Experience	Hit Dice	Spell Level					
			1	2	3	4	5	6
1	0	d6 (1)	1					
2	2,500	+1 (1)	2					
3	5,000	d6 (2)	3	1				
4	10,000	+1 (2)	4	2				
5	17,500	d6 (3)	4	2	1			
6	27,500	+1 (3)	4	2	2			
7	40,000	d6 (4)	4	3	2	1		
8*	55,000	d6 (5)	4	3	3	2		
9	110,000	d6+1 (6)	4	3	3	2	1	
10	220,000	d6 (7)	4	4	3	3	2	
11 (Wizard)	330,000	d6+1 (8)	4	4	4	3	3	
12	--	+2 (8)	4	4	4	4	4	1
13	--	+3 (8)	5	5	5	4	4	2
14	--	+4 (8)	5	5	5	4	4	3
15	--	d6+1 (9)	5	5	5	4	4	4
16	--	+2	5	5	5	5	5	5
17	--	+3	6	6	6	5	5	5
18	--	d6+1 (10)	6	6	6	6	6	6
19	--	+2 (10)	6	6	6	6	6	6

*Highest level elf

equipment.

Magic-User Saving Throws

Save	Level			
	1-5	6-10	11-15	16+
vs. Death/Poison	32	36	45	55
vs. Polymorph/Paralyzation	35	34	44	53
vs. Petrification	32	36	45	55
vs. Breath Attacks	23	35	36	45
vs. Staves/Spells	23	34	45	62

Because of the off putting nature of magic, magic-users gain no benefit for building strongholds. At 11th level a magic-user becomes a full fledged "wizard" and can craft magical

CLERIC

There are forces at work in the universe that no mortal could possibly fathom. Some call them deities, some call them spirits, others regard them as natural forces at work. Whatever they're called, there are people who tap into these forces through faith and devotion. Clerics are members of like minded organizations who revere these forces and draw power from them. There are those who find purpose in law and can turn away the unnatural. Those who succumb to chaos denounce the forces of the universe, sewing discord and destruction in their wake.

Prime Requisite: Wisdom

Weapon: Any bludgeoning

Armor: Any

Cleric

Level	Experience	Hit Die	Spell Level				
			1	2	3	4	5
1	0	d6 (1)					
2	1,500	d6 (2)	1				
3	3,000	d6 (3)	2				
4	6,000	d6 (4)	2	1			
5	12,000	+1 (4)	2	2			
6	24,000	d6 (5)	2	2	1	1	
7	48,000	d6 (6)	2	2	2	1	1
8 (High Priest)	96,000	d6 (7)	2	2	2	2	2
9	--	+1 (7)	3	3	3	2	2
10	--	+2 (7)	3	3	3	3	3
11	--	d6+1 (8)	4	4	4	3	3
12	--	+2 (8)	4	4	4	4	4
13	--	d6+1 (9)	5	5	5	4	4

Cleric Saving Throws

Save	Level			
	1-4	5-8	9-12	13+
vs. Death/Poison	36	44	53	62
vs. Polymorph/Paralyzation	34	42	51	55
vs. Petrification	31	34	44	51
vs. Breath Attacks	23	31	36	45
vs. Staves/Spells	25	34	44	51

Clerics can turn away undead by presenting themselves in a commanding manner and speaking words of law. All undead that can see and hear the cleric are affected. The cleric rolls 2d6 and checks for each undead present; on a successful check, affected undead run away from the cleric for 2d6 rounds. If backed into a corner the undead cower in fear.

Turn Away Undead

Undead HD	Cleric's Level							
	1	2	3	4	5	6	7	8
Less than 1	7	T	T	D	D	D	D	D
1	5	7	T	T	D	D	D	D
2	3	5	7	T	T	D	D	D
3	I	3	5	7	T	T	D	D
4	I	I	3	5	7	T	T	D
5	I	I	I	3	5	7	T	T
6	I	I	I	I	3	5	7	T
7+	I	I	I	I	I	3	5	7

I = Impossible to turn at this level

T = Automatically turned; no roll required

D = Automatically destroyed; no roll required

Upon reaching 7th level, a cleric must decide whether to devote himself to law or chaos; the universe is bound by laws but a myriad of otherworldly forces exist for those who'll risk their sanity. Chaotic clerics, or "cultists", have altered spells but lose the ability to turn away undead as that power is governed by law.

At 8th level the cleric acquires the high priest (or grand master for cultists) title. He can build a stronghold at half the normal cost and attract faithful followers. If the high priest changes faith or angers his organization, his followers abandon him and he earns the animosity of his peers or deity.

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DWARF

Dwarves are short, stout humanoids with ruddy skin and dour expressions. They're hard working mountain folk who take pride in their beards and family lineage. Dwarves often battle goblins and giants, particularly hating the former, due to living in the same regions. Dwarves are serious and taciturn but enjoy good drink with friendly company.

Alignment: Lawful or neutral.

Class Restrictions: Dwarves can only become fighting-men and can't advance past 6th level.

Resistance: Dwarves save as if they were 4 levels higher.

Giant Killer: Dwarves suffer half damage against attacks from a giant, ogre, or troll.

Stone Detection: Dwarves can detect changes in natural stone, such as secret doors or false floors, on a 1d6(4).

Bonus Languages: Dwarf, alignment, gnome, kobold, goblin.

Infravision: 6"

Movement: 9". A dwarf's speed isn't reduced beyond 6" due to encumbrance.

ELF

Elves are divine-like creatures with mystical powers and an affinity for fay creatures and nature. They're long lived, ageless beings who find beauty in magic, archery, and swordplay. Elves are highly magical and opposed to unnatural creatures, especially undead. They're fiercely contested with goblins and other monsters that seek to spoil the natural world. Elves are ageless and if they survive long enough, retreat from the mortal land to a divine realm known to common men as Eifland.

Alignment: Lawful or neutral.

Dual Advancement: Elves advance as both fighting-men and magic-users (up to 4th level fighting-man/8th level magic-user). They evenly split earned experience points among both classes and level up normally. Elves receive the benefits of both classes; the weapon capabilities of fighting-man and the magic capabilities of magic-user. They receive the best bonuses, saving throws, and hit dice of either class but hit dice are not cumulative.

Elves can't cast spells while wearing non-magical armor. Elves can qualify for experience point bonuses to either fighting-man or magic-user if their ability scores are sufficient. Even after reaching 4th level fighting-man, experience is still shared between the two classes.

E.g., an elf with 4 levels of fighting-man and 4 levels of magic-user would have 4+3 HD; 4 hit dice granted by 4 levels of fighting-man with +3 total bonuses granted by fighting-man and magic-user. At 8th level magic-user, his total hit dice would be 5+3.

Magic Affinity: When wielding magical weapons, elves add +1 to their damage rolls in addition to those granted by the weapon.

Sixth Sense: Elves can discover secret or hidden doors on a 1d6(4) chance while searching. An elf who merely passes by a secret or hidden door knows something is amiss on a 1d6(2) chance.

Shot-on-the-Move: Elves can move up to half their total movement, make a ranged attack, then immediately finish moving. Elves cannot use this ability while mounted, unlike other riders, because they're not used to riding creatures in battle.

Soothing Aura: Elves are immune to paralyzing effects from undead. Any creature paralyzed by undead are immune to the effects so long as they stand within 1" of an elf.

Goblin Slayer: Elves gain a +1 bonus to attack goblins, kobolds, and orcs.

Bonus Languages: Elf, alignment, orc, hobgoblin, gnoll.

Infravision: 6"

Movement: 12". An elf's speed is only reduced when wearing plate mail.

HALFLING

Halflings are little folk about the size of a human child with hairy feet and round faces. Halflings are simple and peaceable, preferring a life of quiet comforts over adventure but they take up sling and sword when their homes are threatened. Generally cheerful and unassuming, all civilized races get along well with halflings and enjoy their company.

Alignment: Lawful

Class Restrictions: Halflings can only become fighting-men and can't advance past 4th level.

Resistance: Halflings save as if they were 4 levels higher than normal.

Hide: When standing in thick, natural terrain (bushes or trees) a halfling can become invisible. This invisibility is broken if the halfling attacks or moves out into the open.

Movement: 12"

PRIME REQUISITES

Prime requisites represent a class' most important ability score. A low prime requisite implies penalties to experience points gained as the character under performs in their class. A high prime requisite grants bonuses to experience points as the character excels in his class.

Characters can change their prime requisites by reducing points in other ability scores. **This change is only for the purposes of gaining experience points, not bonuses that may come with a high score.** A character cannot reduce an ability score below 9 in this manner.

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E.g., a fighting-man with 12 strength and 12 wisdom can reduce his wisdom to 9 in order to increase his relative strength to 13. His strength remains 12 but for the purposes of gaining experience, he's considered as having 13 which grants a +5% bonus. He would note his ability score Strength: 12 (13).

Prime Requisite Experience Bonus

Prime	Benefit
6 or less	-20% XP
8-7	-10% XP
9-12	--
13-14	+5% XP
15+	+10%

Fighting-Man: Reduce intelligence and/or wisdom to increase strength on a 3-for-1 ratio.

Magic-User: Reduce wisdom to increase intelligence on a 2-for-1 ratio.

Cleric: Reduce strength to increase wisdom on a 3-for-1 ratio and reduce intelligence to increase wisdom on a 2-for-1 ratio.

ALIGNMENT

All mortals are lawful, neutral, or chaotic with respect to their nature. Aside from the most powerful clerics and powerful beings, mortal creatures can never be absolutely good or evil and aren't described as such. Lawful creatures believe society is more important than the individual while chaotic creatures believe the individual is more important than society. Do not confuse individuality for selfishness or chaotic as evil and senseless. Laws can be twisted or used as a shield; after all, slavery and capital punishment are purely concepts of society and therefore lawful.

Neutral creatures believe individuality and society are held at equal standards. One concept cannot exist without the other and this balance is what governs all intelligent beings. Most humans, even the kindest and most altruistic, are neutral.

LANGUAGES

All player characters can speak the "common" language of their homeland or region. For every point of intelligence above 10, one extra language may be learned. Each alignment (lawful, neutral, chaotic) has its own language and each creature type (goblin, hobgoblin, dwarf, giant, etc.) has its own language. Humans and halflings may study any language but dwarves and elves can only select the bonus languages available to them.

Intelligent undead can speak whatever language they knew in life.

EQUIPMENT

The standard currency is the silver piece (sp). This coin represents a common denomination that's used regularly in day-to-day business. The copper piece (cp), valued less than the silver piece, is also used in common markets.

The gold piece (gp) is the common currency of adventurers, bankers, big business, and nobility. These coins are rarely minted and seldom circulated among the common market but they're not uncommon. Platinum and electrum pieces (pp and ep respectively) are rare, ancient coins that are no longer minted. They're found only in treasure hordes and are seldom circulated except by wealthy folks or adventurers.

The gold coin is used as the standard for weight and currency among adventurers. All merchants calibrate their scales to weigh gold. 15 gold coins equal 1 pound, thus a 1 pound brick of gold is worth 15gp.

Coins, Value, and Weight

Coin	Value in GP	Weight (Grams)	Coins per Pound	Weight (in gold coins)
Platinum	5	150	3	3
Gold Piece	1	30	15	1
Electrum	.5	15	30	.5
Silver Piece	.1	3	150	.1
Copper Piece	.05	3	150	.1

Starting Gold

All characters begin with 3d6*10 gold pieces. This value represents money saved up before assuming the life of an adventurer.

Standard Equipment

The following lists represent equipment and prices available in almost all stores. The prices given are generic but may change based on supply and demand.

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Commonly Available Equipment

Item	Cost
10' Pole	1gp
12 Iron Spikes	1gp
3 Stakes & Mallet	3gp
50' Hemp Rope	1gp
6 Torches	1gp
Backpack	5gp
Belladonna, bunch	10gp
Flask of Oil	2gp
Garlic, bud	5gp
Iron Rations (week's worth)	15gp
Lantern	10gp
Large Sack	2gp
Saddle	25gp
Saddle Bags	10gp
Silver Mirror, Small	15gp
Small Sack	1gp
Standard Rations (week's worth)	5gp
Steel Mirror	5gp
Vial of Holy Water	25gp
Water Skin	1gp
Wine, quart	1gp
Wolfsbane, bunch	10gp
Wooden Cross	2gp

Transportation

Item	Cost
Cart	100gp
Draft Horse	30gp
Large Galley	30,000gp
Large Merchant Ship	20,000gp
Light Horse	40gp
Mule	30gp
Raft	40gp
Small Boat	100gp
Small Galley	10,000gp
Small Merchant Ship	5,000gp
Wagon	200gp
Warhorse, Heavy	200gp
Warhorse, Medium	100gp

Weapons

All weapons, regardless of type, inflict 1d6 points of damage on a successful hit.

Melee Weapons

Item	Rank	Cost
Battle Ax	5	7gp
Dagger	1	3gp
Flail	7	8gp
Halberd	9	7gp
Hand Ax	2	3gp
Lance	11	4gp
Mace	3	5gp
Morning Star	6	6gp
Pike	12	5gp
Pole Arm	8	7gp
Spear	8	1gp
Sword	4	10gp
Two-Handed Sword	10	15gp

A weapon's rank is used to determine certain abilities in combat. The smaller and lighter a weapon, the lower its rank.

Ranged Weapons

Item	Range: Short/ Medium/Long	Cost
20 Arrows or 30 Bolts	--	5gp
Case + 30 Bolts	--	10gp
Composite Bow	7"/14"/21"	50gp
Heavy Crossbow	8"/16"/24"	25gp
Javelin	1"/2"/3"	1gp
Light Crossbow	6"/12"/18"	15gp
Long Bow	7"/14"/21"	40gp
Quiver + 20 Arrows	--	10gp
Short Bow	5"/10"/15"	25gp
Silver Tipped Arrow	--	5gp
Hand Ax	1"/2"/3"	3gp

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Armor

Wearing armor changes the wearer's AC to the listed value. The lower the armor class, the better the protection. A shield improves (reduces) the wearer's AC by 1. Barding is armor worn by horses or mounts.

Armor Types

Armor	Price	AC
Mount Barding	150gp	3
Chain Mail (Hauber)	30gp	5
Helmet	10gp	--
Leather Armor (Cuirass)	15gp	7
Plate Mail (Field Plate)	50gp	3
Shield	10gp	1

Rumors and Legends

The best place to hear rumors and legends is at a tavern or social gathering. If a party is willing to buy drinks and tip informants, they can typically hear one rumor per 10 gold spent during a night.

Upkeep

Adventuring is expensive; if you're not paying for room and board then you're throwing wild parties with the finest luxuries. Humbler adventurers, such as clerics, will find the majority of their coin being donated to their organization or other causes.

In order to maintain their lifestyle, characters must spend 1% of their experience points in gold pieces per month. This upkeep is halted once a stronghold is acquired. The stronghold must still be maintained but that cost isn't determined using these calculations. If the stronghold is on land not owned by the character, they will be taxed the upkeep rate.

Because of their costly components and the fact that their strongholds do not attract followers, magic-users always pay upkeep.

Encumbrance

All items have a weight value listed in coins. The heavier a character's load, the slower they move.

Item Weights in Coins

Item	Weight In Coins
Small or Light Item (paper, empty vial, etc.)	.1
1 Palm Sized Gem	1
Dagger	20
1 Scroll or Piece of Jewelry	20
1 Potion or Full Waterskin	30
Helmet	50
Sword/Mace/Hand Ax/Bow/Crossbow	50
1 Flagon or Chalice	50
Bulky Equipment (rope, hammer, etc.)	80
Morning Star/Flail/Battle Ax	100
1 Wand w/Case	100
Shield	150
Pole Arms/Halberd/Pike/Two-Handed Sword/Longbow	150
Leather Armor/Saddle	250
1 Staff w/Case	300
Chain Armor	500
Plate Mail/Horse Armor	750

Movement Penalty For Man-Sized Humanoids

Weight in Coins	Movement
Up to 750	-- (e.g., 12" for humans)
751- 1,000	2/3 (e.g., 9 "for humans)
1,500-3,000	1/2 (e.g., 6" for humans)
3,001+	Always 1"

MAGIC

Magic is the untapped energy of the universe. Magic-users call upon arcane formulae and geometric symbols to give form to the magic. Clerics draw power through their faith and devotion although fallen clerics weave power from chaos in all its forms.

Spell Books and Memorization

Magic-users and clerics receive "slots" which they use to memorize one spell each. Multiple slots can be used

to memorize the same spell. At each spell level, a cleric or magic-user creates a prayer/spell book that contains all the default spells for their level. One spell book can only contain one spell level and cannot be combined.

Memorizing a spell requires uninterrupted rest followed by studying their books. If their books are lost or destroyed, they cannot memorize the spells from them. Replacing a spell book costs 2,000gp per spell level of the book.

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A list of the default spells and their descriptions are given in Appendix II.

Casting Spells

Casting a spell “empties” the slot used to memorize it thus making the slot unusable until the caster studies another spell. Casters cannot be engaged while casting a spell and they must not move during the round they cast a spell. They must have at least one free hand available to gesture appropriately and must be able to clearly speak.

Law and Chaos Magic

Some cleric spells have a lawful or chaotic alignment. All clerics, regardless of alignment, use the lawful descriptor. When the cleric achieves 7th level they choose whether to become lawful or chaotic and must use the appropriate version of the spell based on their alignment.

Researching Spells

A caster’s most powerful ability is to expand their repertoire by researching personal spells. Research costs 2,000gp per spell level and requires 1 week of uninterrupted research time per spell level. Success is 1d6(1), checked at the end of the working period. For each additional 2,000gp/spell level that’s invested, the target number increases by 1.

The spell must be one the caster is capable of utilizing. The GM has final approval of all researched spells and should use the default spell list as an example of what can be done each spell level.

Replacing/Duplicating Spell Book

The cost to duplicate an existing spell book or replace the caster’s own is 2,000gp per spell level of the book and requires 1 week per spell level. If a spell book contains researched magic, its cost is increased by the cost of the original research. E.g., a 1st level wizard who spends 6,000gp researching one spell would value his level 1 spell book at 8,000gp. If an NPC’s spell book contains researched spells, its value is always the maximum (i.e., 10,000gp * spell level per researched spell).

Counter Spell

If a magic-user spends the entire round concentrating (not being engaged in melee or moving), he can counter any spell a single opposing magic-user might cast. The countering magic-user rolls 2d6; if the countering magic-user’s level is equal to the opposing magic-user, the spell is countered on a roll of 7 or higher. If the countering magic-user’s level is higher or lower than the opponent, the target number decreases or increases respectively based on the difference.

Crafting Magical Items

A wizard (11th level magic-user) can craft his own magical equipment. He must have a secure, isolated laboratory to conduct his research in peace. The cost must be paid in full upon crafting and the required time is determined by the GM. Interrupting the crafting process ruins the item and the cost is wasted.

Optionally, the GM could demand rare components for a magic item such as a roc’s tooth or cockatrice feather.

There are no clear rules for time and cost of crafting but these guidelines should help.

Base Crafting Cost

Item	Base Cost	Base Time
Bonus to ability score, attack roll, or saving throw	x2 base cost/bonus	x2 base time/bonus
Duplicating one spell	+100gp/spell level + caster’s level	+1 week/spell level + caster’s level
Enchanting ammunition	1,000gp/set*	4 weeks
Enchanting armor	2,000gp/bonus	2 months/bonus
Enchanting weapon	4,000gp/bonus	4 months/bonus
Miscellaneous magic item	10,000gp	10 months
Permanent spell	+5,000gp/spell level	+5 months
Potion	250gp	1 week
Recharging ability	+2,000gp/charge	+2 months
Ring	5,000gp	5 months
Scroll	100gp/spell level	1 week/spell level
Staff	80gp/charge	8 months
Wand	60gp/charge	6 months

*A set of ammunition is 20 arrows, 30 bolts, or 1 silver tipped arrow

For example, a wizard wants to create a *ring of protection*. The ring grants a +1 bonus to armor and saving throws, doubling the base cost of 5,000gp for being a ring. The final product would cost 10,000gp and require 10 months to craft. If a *ring of protection +5* is desired, it would cost 50,000gp and require 50 months to craft.

Ultimately, the rules for crafting are designed so that finding items is always more desirable than making them.

NON PLAYER CHARACTERS

Most NPCs in the game world are “normal men” and make up the world’s mundane people; commoners, slaves, craftsmen, nobles, or even some non-heroic demihumans like dwarves and orcs. These people have 1 hit dice (1-6 hit points, average 3hp), never gain experience, typically have a 9 in every ability score, and save as 1st level fighting men. Because they have developed lifelong skills most full-time adventurers lack, normal creatures are sought out and hired. The typical price is the cost of their time and equipment plus benefits if asked to risk their life on adventures.

Hiring NPCs

There is no limit to how many people can be hired for their skills. There is, however, a limit (based on charisma) over the number of “followers” can be hired. The difference between a follower and simple hiring is that the former will adventure with you while a hiring is not expected to be placed in any danger (and demands extra pay if expected). The limit on followers represents how organized and charming (or intimidating) a person is.

High charisma can be very important as extra sword-arms in a fight is never a bad thing.

Hiring Reaction

In cases where an NPC's reaction to an offer isn't known, the GM can randomly decide a reaction with a roll of 2d6. As a general rule, neutral aligned mercenaries and all chaotic creatures should always be checked.

NPC Hiring Reaction

2d6	Reaction
2	Absolute refusal; creature will reject all further offers
3-5	Refusal; demands far greater pay
6-8	Interested but wants a slightly better offer
9-11	Accepts without complaint
12	Enthusiastically accepts, +3 bonus to loyalty

Loyalty

Once hired, the creature's loyalty can be immediately checked by rolling 3d6. Creatures who surrender or are captured will usually agree to their captors demands although they almost always abandon or betray at first chance.

NPC Loyalty Check

3d6	Morale Modifier
3 or less	Abandons/betrays at the first chance
4-6	Wavering; -2 on morale checks
7-8	Cautious; -1 on morale checks
9-12	Indifferent
13-14	Loyal; +1 on morale checks
15-18	Inspired; +2 on morale checks
19+	Fanatic; never check for morale

SPECIALIST NPCs

Specialists have specific roles and rarely adventure with their employers. Finding specialists is difficult outside of a city. If a specialist doesn't want to be found, particularly assassins and spies, then $(1d6+4) * 100gp$ must be spent tipping off informants and bribing people who may know.

Specialist NPCs

Occupation	Price
Alchemist	1,000gp/month
Armorer	100gp/month
Assassin	2,000gp/target
Animal Trainer	500gp/month
Engineer	750gp/month
Sage	2,000gp/month
Sailor	10gp/month
Ship Captain	250gp/month
Smith	25gp/month
Spy	500gp/mission

Alchemist: Alchemists can reproduce potions, provided he has a formula, for half the normal price and time of crafting one (see the section above on crafting magical items). Can research and craft deadly poisons.

Armorer: Armorers maintain armor and weapons. One armorer is required per 50 armored creatures. Armorers can craft one suit of armor, three shields, or

six weapons per month. With a proficient smith and a second assistant, an armorer can double his output or triple it with two smiths and four normal assistants.

Assassin: In this case, assassin refers to an occupation and guild of people who kill someone in exchange for money. Success depends on the GM but PCs should never be targeted by other PCs. Generally speaking, an assassin's mission should be successful unless doing so would trivialize an adventure. A failed attempt can also spice up an adventure as assassins aren't always loyal and may betray their employer or the death of a target could lead to a series new events.

Animal Trainer: Can train up to 6 animals, including magical animals, of a single type. Length of training depends on the GM but a general rule is 1 week per animal's HD.

Engineer: Engineers are needed to maintain siege equipment, conduct a siege itself, tunnel through buildings, or employ sappers.

Sage: Sages research questions and provide information. Usually specialized in only a single subject. The time required to research is up to the GM but general questions should require at least a week's time and a well stocked center of research.

Sailor: Sailors are required to efficiently run a ship. Although any normal creature can serve as a deck hand, a trained sailor is required to perform difficult actions.

Ship Officer: Officers pilot ships and maintain order. Although a trained officer isn't required, shipboard combat becomes chaotic and unruly without one.

Smith: Smiths maintain maintain miscellaneous metal equipment other than armor and weapons (chains, barding, horseshoes, etc.). Smiths can act as an assistant to an armorer. One smith per 50 horses, mules, or armored mounts is required to maintain their equipment.

Spy: Spies steal, sabotage, or monitor a single source for information. Success and time depend on the GM. In general, a spy should be successful in their attempts provided doing so doesn't circumvent an adventure. Like assassins, spies can be used to actually spice up an adventure – as spies aren't always loyal, double agents and betrayal aren't uncommon.

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MERCENARY NPCs

Mercenaries are normal men trained for combat. Lawful mercenaries are almost always indifferent in terms of loyalty but neutral and chaotic mercenaries may break orders or even defect depending on their loyalty. Orcs are chaotic and require constant obedience or else they fight among themselves.

Mercenary Unit Costs in Gold

Training	Man	Dwarf	Elf	Orc
Commoner	15(2)	--	--	--
Light Crossbowman	30(3)	40(4)	--	--
Heavy Cavalry	425(40)	--	--	--
Heavy Soldier	85(9)	100(10)	--	50(5)
Light Cavalry	85(9)	--	--	--
Light Soldier/Skirmisher	45(5)	--	--	--
Longbowman	80(8)	--	--	--
Medium Cavalry	330(30)	--	--	--
Medium Soldier/Militia	55(6)	65(7)	70(7)	30(3)
Medium Archer/Crossbow	80(8)	--	--	--

Mercenaries are hired in units of 10 for one lump sum. The number in parenthesis is their monthly pay for the entire 10 person unit. The description of mercenaries and their typical armaments are described in mass combat.

CHAPTER 2: ADVENTURES ABOVE AND BELOW

This chapter covers adventuring and exploration in the wilderness and dungeons.

EXPERIENCE POINTS

Experience points are an abstracted score representing a character's earned knowledge and skill. Points are earned by reclaiming treasure: 1xp per 1gp value of treasure (magic items aren't worth experience) which is evenly shared among all those who contributed in obtaining it. Experience points shouldn't be given to unguarded treasure or rewards – treasure must be acquired through some manner of skill (overcoming a monster or dodging a trap) or intellect (finding a secret cache).

When experience reaches a certain point, a character may achieve a new level of power. This level should not be gained instantly and should require considerable down time or training. Furthermore, no amount of experience should ever give a character more than 2 levels at a time. If this occurs, the character should remain with 1xp fewer to reach the next highest level.

Awarding proper treasure is a GM skill that can only be learned through experience and differs based on the game's expectations. If too much treasure is handed out, players will be swimming in experience and the game will be trivialized. If too little treasure is handed out, players will be under powered and likely grow bored. Gauge the challenges the players face, ask for opinions, and adjust as necessary.

TIMEKEEPING

Normally, exact time keeping isn't necessary. When necessary, time is measured in 1 minute intervals called "rounds." 10 rounds equals 10 minutes or 1 turn.

MOVEMENT AND SCALE

Movement is measured in inches (") with the exact distance depending on the type of movement used. An unencumbered human can move 12".

Exploration Movement

Exploration movement assumes that characters are moving at their absolute slowest speed, searching every nook and cranny of the space they're walking in. Exploration movement is 1" = 2'. A normal human can move 24' per round or 240' per turn. It's possible to maintain one's bearings and map while exploring.

Cautious Movement

Cautious movement is 1" = 10' and is usually used in enclosed areas where vision and movement is limited. It's possible to maintain one's bearings and map while moving cautiously.

Normal Movement

Normal movement is 1" = 10 yards. This increase in speed represents more room to move about and fewer limitations on range and visibility. When outside and a means of maintaining bearings is available. When in an enclosed area, especially underground, it's impossible to maintain one's bearings at this speed. Mapping isn't possible at this pace.

Overland Movement

Overland travel is equal to twice a character's base movement in miles. A traveling party moves at the speed of the slowest character. As with normal movement, it's possible to maintain one's bearings with some manner of marker such as a landmark or the sun. Mapping isn't possible at this pace and this movement isn't used when in an enclosed area such as underground.

Running

Characters can run to increase their movement by 1.5 times. Mapping or maintaining bearings isn't possible while running and monsters always surprise the character.

For every hour spent running, a creature must rest for at least 2 hours.

Movement Penalties

While traveling in formation, a party with 100 or more creatures moves at two-thirds normal speed. A party of 1,000 or more creatures traveling in formation moves at half speed their normal speed.

Terrain can also reduce a traveler's movement. No penalty, however, can reduce a person's movement below 1".

CHAPTER 2: ADVENTURES ABOVE AND BELOW

Terrain Penalty to Movement

Terrain	Penalty
Mountains/Swamp	-6"
Rivers (unless a fjord)	-6"
Thick forest/desert	-4"
Mountain Trail	-4"
Forest/Swamp Trail	--
Rough Terrain/Steep Incline	-2"

E.g., a typical human traveling through a mountain would only move 6" per round using normal movement or 12 miles in a day.

MAPPING

While the GM maintains his own maps, it's imperative for PCs to make their own notes and maps. When exploring, the GM is expected to reveal noticeable details about a room when asked including any obvious exits and features. Maps do not have to be complex and the simplest but most effective map is a simple box tree design.

Dungeon Mapping and Bearings

The key to successful mapping is good direction. Before entering a dungeon or some area where the sky isn't visible, ask for directional facing to know where to draw a compass on the map. As long as a character can maintain his bearing (through exploration or cautious movement), he'll know which direction he's facing even when underground.

There are many ways for a character to lose his bearings, chief among them are running or combat. Tricks and traps such as teleportation circles, rotating rooms, shifting floors, and twisting tunnels can easily make a character lose their direction. It's imperative to constantly mark new rooms such as carving an arrow into walls. If the GM decides that the players lose their bearing, he has the right to refuse telling them the proper direction until they manage to regain their position.

Mapping the Wilderness

Majority of the world is unexplored and unmapped. Because of this, accurate maps are a valuable commodity themselves. When mapping the wilderness, the GM presents a grid map with all known explored areas. The map should have a large scale such as 1" (or hex/square grid) equaling 6 miles. When the players enter a blank space, the GM describes the terrain type (forest, plains, farmland, etc.) and the players fill in their map.

On an earth-sized planet it's possible to see out to about 12 miles to the horizon assuming flat terrain. Mountains and large hills can be seen at quadruple this range.

INJURY AND DEATH

A creature's health is represented abstractly by current and maximum hit points. Damage reduces a creature's current hit points. When a creature is reduced to 0 hit points, it immediately dies.

REST AND RECOVERY

The average traveling day consists of 8 hours of marching and 14 hours spent resting, eating, making camp, and sleeping. At least 8 hours must be spent to gain the effects of a full night's rest. If more than 8 hours are spent traveling or if at least an hour is spent running, then 2 random encounter checks are made for that day. For every 6 days spent traveling there must be 1 day of rest.

Healing can either be magical or mundane. Magical healing restores lost hit points but it never above the creature's maximum. Mundane recovery requires at least two days of rest. After the first day of rest, creatures recover 1 hit point naturally every day provided they're resting. Simple actions are possible but tiring actions, such as traveling and fighting, prevent this healing. As with magical healing, this can't increase the creature's hit points beyond maximum.

Starvation and Dehydration

A creature with similar metabolism to a human requires about half-a-gallon of water per day and a simple meal (such as trail rations) to avoid the effects of dehydration or malnutrition. Each day spent without food and water will inflict damage. This damage can't be healed naturally or magically until the character's needs are satisfied. Even when food and water are found, the damage isn't instantly healed without rest or magic.

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Starvation and Dehydration

# Days Without Water	Damage Per Day	# Days Without Food	Damage Per Day
1	1	3	1
3	2	7	2
4	4	10	3
5	8	13	4
6	15	16	5
7+	Dead	18	6
--	--	20	8
--	--	21	10
--	--	22	13
--	--	23+	Unconscious

All damage is cumulative for lack of food and water. E.g., a person who has gone 3 days without water and 7 days without food loses 4 hit points per day. If a person somehow survives more than 6 days without water, he dies. After 23 days without food, a person falls unconscious from weakness.

WILDERNESS AND DUNGEON HAZARDS

Bashing Doors

Most doors in dungeons are large, heavy, and wedged from warped wood or rusted hinges. A man-sized creature can open a stuck door on 1d6(2) or 1d6(1) for weak creatures or those smaller than man-sized such as halflings. Up to three other creatures can help bash down a door, increasing the target number by 1 per creature. Each bashing attempt takes up one round and makes considerable noise.

An automatically closing door can be jammed open. There's a 1d6(2) chance that the wedge or jam slips free and the door closes.

Becoming Lost

Without a trail or visible landmark, it's possible to become lost in the wilderness. Make one check each day; if the roll is equal to or less than the target number, the party is lost.

Lost Chance

Terrain	d6
Clear	1
Forest	2
Swamp	3
Hill/Mountain	2
Desert	3
City	--

If lost, the party moves in a random direction until they find a road, landmark, or other means of discerning their direction. Roll 1d6; 1 is northeast, 2 is east, 3 is southeast, 4 is southwest, 5 is west, 6 is northwest.

Falling

Falling characters suffer 1d6 points of damage per 10' of distance or 20' if falling into water or other cushioning substance. If an object or creature of roughly human weight falls on another creature, they both suffer damage as if they fell.

Hearing

Obvious noises can automatically be heard. Subtle noises, such as muffled conversation or listening through doors, can be attempted. Helmets must be removed and a full round spent concentrating. Humans have a 1d6(1) chance to discern minute sounds and all other creatures have a 1d6(2) chance.

Searching

Searching a 1'x1' area requires a full minute. Humans, dwarves, and halflings can find secret doors on a 1d6(2) only if they're searching in that area. Exploration movement assumes all spaces a character moves through are being actively searched.

Springing Traps

Unless triggered, a trap will have a 1d6(2) chance of automatically springing when forcefully examined or tested.

Swimming

Assume that all PCs and at least half of all sailors can swim. Most normal creatures, especially those that don't live near water, cannot swim and will eventually drown in water over their heads. Swimming speed for man-sized humanoids is always 3" unless they have some sort of special swimming ability or magic.

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While swimming in a storm, there's a 1d6(3) chance to be dragged underwater and drown, checked each round. Wearing armor also has a chance to drag a swimmer underwater, resulting in them sucking down water and drowning.

Swimming in Armor

Armor	Chance to Drown
Plate	Always
Chain	1d66(54)
Leather	1d66(21)
Suffering damage from a fall into water	1d66(12)

Vision

Proper lighting must be employed to see in a dark space. Strong winds can extinguish open flames such as torches.

Underground, at night, or in obscuring terrain (such as forests), man-sized creatures not trying to hide can be spotted at (1d6+2)*10 feet. In open terrain with good lighting, vision can extend many miles (10 to 12 miles on a clear day with flat terrain). Man-sized creatures can be seen and identified at 4d6*10 feet assuming they're not trying to hide.

MARITIME TRAVEL

The movement of all sailing vessels is always represented in 10s of yards. A typical large ship has 18+1d6 hit points (21hp average), small ships have 9+1d6 hit points (12hp average), and all other vessels have 3+1d3 hit points (4hp average).

Crew

For a vessel to function it must have a proper crew. The minimum number of rowers is required to properly employ oars and the minimum sailors are required to perform basic seamanship activities. The maximum crew represents the ship's total berthing space. Realistically, this number can be exceeded by five times but the living and sanitary conditions would be terrible.

Ship Crew Requirements

Ship	Minimum Rowers	Minimum Sailors	Maximum Crew
Large Galley	100	20	200
Small Galley	50	10	100
Longship	32	11	75
Large Merchant	--	20	40
Small Merchant	--	15	30
Warship	--	20	80

Sailing

Ships are powered by wind while some can be manually rowed when the sails are up. Rowing has three speeds; the first speed indicates a steady row, the second is cruising, and the third is double time.

There are four points of sail with two numbers representing speed; the first number is speed in a light wind and the second number is speed in moderate to strong winds. Under a calm breeze or in a storm, a ship's speed is always 3 while running only.

A rowing vessel requires at least 3 sailors to make or take in sails. Vessels without rowers require at least 6 sailors to make or take in sails.

Ship Speeds

Type	Oars	Running	Broad Reach	Beam Reach	Close Hauled
Galley, Large	10/15/25	20/25	15/20	10/15	--
Galley, Small	15/20/30	25/30	20/25	15/20	--
Longship	12/18/25	30/35	25/30	20/25	--
Merchant, Large	--	20/30	18/27	15/24	10/20
Merchant, Small	--	25/35	22/32	20/30	15/25
Sailed Warship	--	25/35	22/32	20/30	15/25
Boat	10/15/20	15/20	12/17	10/15	5/10
Raft	--/10/--	10/15	6/10	--	--

A point of sail is the term used to determine the ship's direction in relation to the wind's direction. Running is when the ship is sailing with the wind. Broad reach is when the ship is 45 degrees in relation to the wind's direction. Beam reach is when the ship is 90 degrees in relation to the wind's direction. Close hauled is when the ship is 135 degrees in relation to the wind's direction. Into irons, or sailing against the wind, at 180 degrees makes sailing impossible.

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Wind

To randomly determine the wind's strength on any given day, roll 2d6.

Wind Strength

2d6	Wind
2-3	Calm (sailing impossible)
4-8	Light or moderate breeze
9-11	Moderate or strong breeze
12	Gale or storm

Roll 1d6 to determine wind direction.

Wind Direction

d6	Direction
1	North to Northeast
2	East
3	South to Southeast
4	South to Southwest
5	West
6	North to Northwest

In a strong breeze on the open ocean, galleys have a 1d66(14) chance per hour of taking on water, losing a quarter of its speed until dewatered. It requires at least 6 sailors and 1d3 rounds to dewater 25% worth of water. If a galley loses three-quarters of its speed by taking on water, it sinks.

Rowing

Assume that all rowed ships use their steady speed outside of combat with no penalty to the crew. In combat or when pushed, rowing becomes tiring. A freshly rested crew has 30 fatigue points (40 if trained sailors or strong men are used). Each round of rowing fatigues the crew based on their speed.

Rowing Fatigue

Action	Fatigue Cost
Steady	2 points/round
Cruising	3 points/round
Double Time	10 points/round

One round of rest regains 1 fatigue point. For every 1% of rowers below the minimum required, the vessel's speed is reduced by a like percentage (drop all fractions in either case).

Rowers can move the ship in reverse at any speed (steady, cruising, and double time) although movement is halved. Increasing speed in any direction is a gradual process requiring one round for each increase in movement (e.g., stop to steady, steady to cruise, etc.) while decreasing speed allows rowers to skip a step (e.g., cruising to stop or double time to steady).

Distance per Day

A sailing vessel moves 1/3 its movement (steady rowing or sails) in nautical miles per hour or 24 times this in a day.

Turning a Vessel

A ship can turn at a 45 degree angle for every 30 yards of forward rowing or 40 yards of sailing.

Shearing Oars

Any vessel that passes alongside a solid object, including another ship, shears its oars and killing all rowers on that side unless the oars are stowed (requiring a full round in advance). A ship with sheared oars cannot move via rowing for 3 rounds after which rowing speed is reduced by one-half until rowers and oars are replaced. If oars are sheered a second time before repairs are made, the ship is unable to move by rowing.

CHAPTER 3: MONSTERS & TREASURE

This chapter covers encounters in the wilderness and dungeons. For the purposes of the game, an encounter is any contact with unknown forces. Encounters aren't always hostile or lead straight to combat. Hostile forces may deliberately avoid an encounter if they don't believe they stand a chance of gaining anything.

WANDERING MONSTERS

Monsters roam the wilderness and dungeons, possibly encountering the PCs at any moment. In dungeons or dangerous enclosed areas, a 1d6(1) check is made every 10 minutes. In the wilderness, a check is made every day based on terrain. If the roll is equal to or less than the target number, an encounter occurs.

Wilderness Encounter Check

Terrain	d6
Clear	1
Forest	2
River	2
Swamp	3
Hill/Mountain	3
Desert	2
City	1

If flying or sailing, roll 1d6(1) twice. If the first roll indicates an encounter, a flying or water based monster is encountered. If the second roll indicates an encounter, a monster is encountered when the creature lands or the ship moors that day. Ignore the second roll if not applicable.

Monster encounter tables for wilderness and dungeons are given in Appendix III.

ENCOUNTER REACTIONS

In the case a monster's reaction isn't known, roll 2d6 to generate it randomly.

Encounter Reaction

2d6	Reaction
2-5	Negative
6-8	Indifferent
9-12	Positive

A negative reaction indicates a threat, demand, or attack. An indifferent reaction indicates hesitation or the creature ignores the characters. A positive reaction indicates a friendly encounter where pleasantries may be exchanged.

RETREATING FROM AN ENCOUNTER

Hostile creatures generally give chase unless facing superior forces. If combat begins within 2", evasion is not possible until more than 2" worth of distance is placed between the attacking creature and the retreating creature.

Retreating in a Dungeon

In an underground or confined area, a hostile creature will chase after a party until there's 9" or more between them after which the pursuer will remain on guard and eventually return to its post. If sight is immediately broken (such as a sharp corner being taken) the creature will pursue only on a 1d6(2) chance. If a secret door is entered, a creature will pursue only on a 1d6(1) chance.

Creatures won't pass through a space that's on fire unless they're immune. Food has a 1d66(62) chance to distract unintelligent or animal-like monsters and only 1d66(14) to distract intelligent monsters. Treasure or a handful of dropped coins distracts an intelligent monster on a 1d66(62) and an unintelligent or animal-like monster on 1d66(14).

Retreating in the Wilderness

Creatures with negative reactions will give chase on 1d6(3) while creatures with indifferent reactions will give chase on 1d6(1). The chance to escape is based on the fleeing party's size in relation to the pursuing party – large parties that move as a single unit have a lower chance of escaping (and a lower chance of catching) than smaller parties. The safest method of escape is simply splitting up and scattering.

The base chance to successfully escape is 1d6(3). For every 5 creatures in the escaping party, subtract -1 from the target number. For every 5 pursuers, add +1 to the target number.

Surprise and Evasion

If the fleeing party surprises the pursuing party, the target number is doubled if they flee as part of their surprise action.

Difficult Terrain and Evasion

In thick forest, difficult terrain (such as swamps), or areas where sight is easily obstructed the target number is +1 unless

CHAPTER 3: MONSTERS AND TREASURE

the pursuing party has some means to overcome the obstacles (such as flying creatures in a swamp).

Speed and Evasion

If either party is faster than their opponent, the target number is modified by +/- 1 in favor of the faster party. If the evaders or pursuers are at least half as fast as their opponent, the target number is +/- 2 in favor of the faster party.

Evasion checks are made each round. On a failed check, the evading party moves into a random direction by rolling 1d6; 1 is northeast, 2 is east, 3 is southeast, 4 is southwest, 5 is west, 6 is northwest. This check is made each round. If the evading group moves into the same space as their pursuers, they're caught and must fight.

Evasion counts as running for the purposes of resting. After an hour of evasion, the evading party must stop and fight their pursuers.

STRONGHOLD ENCOUNTERS

Tables for random strongholds are given in Appendix III.

Attracting Attention

When a party approaches within 10-20 miles of a stronghold, there's a 1d6(1) chance per day a scout alerts the stronghold and the ruler mobilizes a force to meet the party. This chance is 1d6(2) per day between 5-9 miles and 1d6(3) per day within 1-4 miles. If the party hails a stronghold or comes closer than 1 mile, the ruler will almost always address them.

Tolls and Fees

Stronghold's not allied to the traveling party are either hostile on 1d6(3) or otherwise indifferent towards the party. Lawful clerics are always indifferent and chaotic clerics are always hostile.

Hostile fighting-men demand a toll for crossing their land (typically 1d6*100) gold pieces or a joust with the most powerful fighting-man. If the ruler wins, he takes the loser's armor as a trophy and sees them off. If the ruler loses, he allows the winning party to remain in his stronghold as guests for up to 30 days, providing horses and provisions if requested. Hostile magic-users typically demand a magic item as toll or 1d3*1,250 gold pieces. Indifferent clerics demand a tithe of 10% the party's total wealth.

In the case a toll can't be paid, the ruler may banish the intruding party or, in the case of magic-users, place the party under a gas. Chaotic clerics and hostile creatures likely capture or kill intruders that cannot pay their toll.

BUILDING STRONGHOLDS

In order to build a stronghold, there must be an appropriate amount of land (typically 20 to 42 square miles) that is free of monsters. A single wandering monster check is made per 6 miles of land; if no monsters are indicated or such monsters are slain, the land is cleared and ready for construction.

A typical stronghold is a walled keep situated on easily defensible terrain such as a motte (raised section of earth) or by a river. In order to build a stronghold, there must be a team of workers. At least five workers and one day's worth of time is required to build a single structure per 500gp price.

Stronghold Structures

Structure	Cost
Barbican; two 20' base round towers, 30' high + gatehouse + drawbridge	40,000gp
Bastion; 30' base, 30' high	9,000gp
Gatehouse w/portcullis; 30'x20' base, 20' high	6,500gp
Keep; 60'x60', 80' high	75,000gp
Moat; 100'x20', 10' deep	400gp
Palisade; 100' long section, 5' wide, 15' high	500gp
Round Tower; 20' base, 30' high*	15,000gp
Round Tower; 30' base, 30' high*	30,000gp
Stone Building; 120' perimeter + two-stories + attic + wood doors	3,000gp
Stone Wall; 100' long section, 20' wide, 30' high**	5,000gp
Underground Corridor; 10'x10'x10' flagged stone	500gp
Wood Wall; 100' long section, 20' wide, 30' high**	1,000gp
Wooden Building; 120' perimeter. + two stories + attic + wood doors	1,500gp

*Towers taller than their base cost double and may not be more than twice as tall as their base.

**Walls higher than 30' cost twice as much up to 60' high maximum. Walls contain a walkway but battlements must be purchased separately.

The following amenities can be added to any structure.

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Stronghold Additions

Item	Cost
Arrow Slit/Window	10gp
Battlement, 100'	500gp
Defensive Package*	+25% structure cost
Door, iron or stone	50gp
Door, secret	Material * 5
Door, wood	10gp
Door, wood reinforced with iron bars	20gp
Drawbridge	250gp
Floor, 10'x10', flagstone or tile	100gp
Floor, 10'x10', wood	40gp
Roof, 10'x10', wood/flagstone/tile	Same as floor
Shifting Wall, 10'x10' section	1,000gp
Stairs, 3'x10', stone	60gp
Stairs, 3'x10', wood	20gp
Trap Door, 4'x3'	Door material * 2
Window Bars	10gp
Window Shutters	5gp

*Defensive package assumes a complete structure laid out with enough arrow slits, windows, bars, reinforced doors, stairs, and battlements as the creator wishes to add for a lump sum of 25% more for the structure the package is being purchased for.

Domains

When a stronghold is constructed and the ruler is of appropriate level, normal men will seek work or build homes in the area provided it remains free of monsters. The ruler can tax the people any price but the average, fair tax is 10gp per person per year. A cleric can charge an additional 10gp as a tithe to his organization but he doesn't have direct access to the money.

DUNGEON FEATURES

Typically there should be more empty rooms in a dungeon than full rooms. To determine a room's contents randomly, roll 1d6(2) to determine the existence of a monster and roll on the random monsters table based on the current dungeon level (the dungeon's depth) located in appendix III.

Empty rooms have treasure on a 1d6(1) or 1d6(3) if a monster, trick, or trap is present in the room. Use the following table to determine the treasure available based on the dungeon's level. If a number is listed in parenthesis then it's the target number necessary to achieve on 1d66.

Random Dungeon Treasure by Dungeon Level

Treasure	1	2-3	4-5	6-7	8-9	10-12	13+
Silver Pieces (Always in treasure)	1d6* 100	2d6* 100	1d6* 1k	1d6* 2k	1d6* 5k	1d6* 5k	1d6* 10k
Gold Pieces d6(3) chance	1d6* 10	1d6* 100	1d6* 200	1d6* 500	1d6* 1k	1d6* 2k	1d6* 5k
Gems/ Jewelry	(12) 1d6 gems	(14) 1d6 gems	(21) 1d6 gems	(25) 1d6 gems	(32) 2d6 gems	(36) 2d6 gems	(36) 2d6 gems
Magic Items (one item)	(12)	(12)	(14)	(16)	(21)	(23)	(25)

Unguarded Treasures

Treasure that's unguarded or not trapped should always be hidden or concealed. If there is no potential danger to obtaining treasure, no experience points should be awarded for retrieving it.

CHAPTER 4: SMALL SCALE COMBAT

In a world of adventure, combat is inevitable. This chapter covers combat occurring between a handful of individual creatures. It differs from large scale (mass) combat in its rules and execution.

SURPRISE ROUND

Before combat begins, there's a chance for surprise. Surprise occurs when one party is unaware of the other. The chance of surprise for the unaware party is 1d6(2). If both parties are unaware of each other, surprise is rolled normally. If both parties are surprised, combat begins normally. A surprised creature has a 1d6(1) chance of dropping any items he may be holding.

Surprise occurs within 1d3*10 feet. The unsurprised party is allowed a single action; close into melee range, attack if in melee range, make a ranged attack, cast a spell, or retreat.

SCALE

Combat is measured in 10s of feet with 1" = 10' for the purposes of movement. If combat occurs outdoors, the scale is represented in 10s of yards (1" = 10 yards).

Space Required to Fight

Assume a man-sized creature takes up at least 3 square feet of space and requires an additional 3 square feet on the weapon arm's side to swing a weapon. Thrusting weapons, like pole arms and daggers, require no extra space to swing.

Narrative Combat vs. Tactical Combat

Although small scale combat could be played with miniatures and a game board, it's not necessary. Only in rare situations will precise distances need to be calculated. Combat is not stop motion -- all combatants are assumed to be moving, dodging, feinting, and testing their opponent's defenses before making their attack which may or may not hit.

ORDER OF ACTIONS

1. At the beginning of combat, each opposing party rolls 1d6 to determine initiative.
2. The party that wins initiative moves by the opponent. If initiative is equal, both sides take turns moving in a staggered fashion, one creature after the other.
3. Ranged attacks and spells are resolved simultaneously.
4. Melee attacks are declared and resolved simultaneously.
5. Repeat steps 1 through 4 until combat ends.

RANGED COMBAT

Ranged attacks are calculated in the same fashion as melee. There are three target numbers separated by slashes; short range/medium range/long range. A shield implies a -1 penalty to the attack. If the target number is reduced below 2, it's impossible to damage the target with a ranged weapon.

Ranged Attacks vs. Armor

Weapon	Unarmored (AC 9)	Leather (AC 7)	Chain Mail (AC 5)	Plate Mail Or Barding (AC 3)
Short Bow	8/7/6	8/7/6	7/6/5	3/2/-
Light Crossbow	9/8/7	9/8/7	6/5/4	3/2/-
Longbow	9/8/7	9/8/7	8/7/5	5/3/-
Composite Longbow	9/8/7	9/8/7	8/6/4	5/2/-
Heavy Crossbow	10/9/8	10/8/7	8/6/5	6/4/3
Arquebus	9/8/6	9/8/6	8/7/6	7/5/4

A dash (-) indicates the target is impossible to injure at that range.

Shot to the Back

Firing into an opponent's rear gives the attacker a +1 to his roll

Shot-on-the-Move

This ability allows a creature to move up to half their movement and declare a ranged attack. After ranged attacks are resolved the creature may finish any remaining movement. Normally, only mounted creatures can use this ability although there are some exceptions such as with elves.

MELEE

Opposing creatures within 10' of each other and armed with melee weapons are considered to be engaged in melee. The

CHAPTER 4: SMALL SCALE COMBAT

first attack is made by the winner of initiative (hereby called the **attacker**). After the first attack, the opponent (hereby called the **defender**) retaliates with his own attack.

If more than one attacker targets a single defender, the defender may retaliate against any one attacker.

Exceptions to First Attack

Creatures on high ground or wield a weapon that's at least 2 classes lower than their opponent always receive the first attack.

Pole arms and Reach Weapons

If a creature attacks with a pole arm or long weapon (a weapon typically twice as long as the wielder is tall) he always gains first attack unless the defender also has a pole arm in which case melee is resolved simultaneously between the two.

Flank and Rear Attacks

Attacking from the rear grants a +1 bonus to the attack and the opponent can't retaliate. If melee is initiated from a flank (135 degree angle left or right of a creature's back), the attacking creature receives the first attack. In either case, shield bonus to AC does not apply.

The Attack Roll

To determine the success of an attack, roll 2d6 and check the result against the defender's armor type. If the score is equal to or less than the target number, the attack is a hit and inflicts 1d6 points of damage to the opponent. Shields imply a -1 penalty from the attack. If the penalty reduces the TN below 2 then it's impossible to damage the opponent.

Weapon Class vs. Armor

Weapon Class	Unarmored (9)	Leather (7)	Chain Mail (5)	Plate Mail (3)
1	8	6	5	2
2	7	6	4	3
3	6	6	6	7
4	7	6	6	4
5	6	6	7	5
6	8	7	8	6
7	7	7	8	8
8	6	5	4	3
9	8	8	7	5
10	6	6	8	7
11	8	8	9	8
12	9	9	8	6
13	6	6	6	5

Attacks per Round

The number of attacks that can be made per round, either by the attacker or defender, depend on the difference between the combatant's weapon class.

Only one creature can be attacked in a round and multiple attacks will only target that same creature..

Multiple Attacks

Difference	# of Attacks
4 lower	2
8 lower	3

Normal Creatures vs. Heroic Creatures

Heroic creatures (any creature with 2 or more hit dice) can attack multiple normal creatures (any creature with 1 hit die or fewer) in a round. The number of normal creatures that can be attacked per round is equal to the heroic creature's fighting capability. If a heroic creature is capable of multiple attacks due to weapon class, he may attack each normal creature multiple times.

E.g., a level 4 fighting-man is fighting 5 orcs. The fighting man's weapon class allows him 2 attacks against a single orc. During a single round, the fighting-man can fight 4 orcs, attacking them twice each.

Special Defenses

Defenders receive special benefits based on the difference between their weapon class and the attacker's.

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Special Defenses

Difference	Benefit
1 class higher to 3 classes lower	Defender may parry: attacker suffers -2 penalty to hit but defender can't retaliate.
4 to 7 classes lower	1st strike: defender may retaliate before the attack or parry: if attacker misses, defender can retaliate. If attacker hits, the defender's weapon breaks.
8 or lower	1st strike: defender can use any multiple attacks to parry or retaliate first. Rules for weapon breaking apply.

Monsters and Melee Attacks

Assume monsters attacking with natural weapons (claws, bite, a giant's fist, etc.) have a weapon class equal to twice their hit dice.

MOVEMENT IN MELEE

Combat is hectic and chaotic. When engaged, combatants are assumed to move around constantly. It's impossible to ignore combatants in melee without dropping one's defenses. Because of this, all creatures engaged can effectively block off each other's movement.

Withdraw

It's possible to safely withdraw from combat without dropping your defenses. A withdrawing creature can't attack that round. If the withdrawer is engaged at any point during his move then he must halt and engage although he's not allowed an attack that round if he moved more than half his total movement.

Retreat

Retreating is fast but dangerous. A retreating creature turns his back to his opponent and moves at his running speed. Any opponent engaged with a retreating creature is allowed one free attack with a flanking bonus. If the retreating creature engages at any point during his movement he must halt and can't attack during that round.

HELPLESS CREATURES

A helpless creature is defined as having no reasonable way of defending himself; this includes sleeping, being totally bound, paralyzed, or any situation where fighting back or even struggling (being grappled or pinned is not considered helpless). In combat, a helpless creature is automatically hit. Outside of combat, a helpless creature can be slain or knocked unconscious instantly.

SUBDUAL ATTACKS

Melee attacks may be used to inflict nonlethal damage to grant an attacker the chance of overpowering and physically subduing his opponent. Subdual attacks must be stated before dice are rolled and the chance to hit for the weapon is resolved normally. Subdual damage is not real damage and is counted separately. After melee is resolved, find the ratio of subdual damage to current hit points, roll d66, and make a check on the following table.

Chance to Subdue

Ratio of Subdual to Current HP	d66
5-10%	14
11-20%	21
21-30%	25
31-40%	32
41-50%	36
51-60%	44
61-70%	51
71-80%	55
81-90%	62
91-99%	65

If the roll is equal to or less than the target number, the victim is subdued; dragged to the ground and held by attackers. The victim is considered helpless and outside combat they may be instantly bound, gagged, knocked unconscious, or slain. If subdual damage equals or exceeds current hit points, the target is knocked unconscious with no check.

Undead creatures or those with no discernible anatomy can't be subdued. Subdual damage heals at a rate of 1 point per hit die per hour. Magical healing heals both normal damage and subdual damage equally.

MOUNTED COMBAT

Mounted combat is conducted normally although mounted units receive extra abilities.

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Mounted Charge

In the first round of melee, mounted creatures gain +1 to their attack rolls against non-mounted creatures.

Mount Attack

During the second round of melee and each subsequent round, the mount may attack a different opponent than its rider. Light horses can make one attack as a class 3 weapon, medium horses can make two attacks as a class 3 weapon, and heavy horses can make two attacks as a class 7 weapon.

Although mounts have more than 1HD, they're considered normal creatures when carrying a rider and thus may only attack one creature.

High Ground

Mounted attackers add +1 to their attacks against man-sized or smaller creatures that are not mounted (factor this into the first round of melee as well). Man-sized or smaller creatures on foot attacking a mounted rider suffer a -1 penalty to their attacks. Mounted attackers are considered high ground and always make the first attack unless the defender's weapon class is at least 2 levels lower.

Unseating a Rider

A rider can be unseated if the attacker states so before melee is resolved. If a successful hit is scored, the rider takes no damage but falls off his mount, possibly becoming stunned on a d6 roll.

Violent Dismount

d6	Result
1-2	Unharmd
3-5	Stunned 1 round
6	Stunned 3 rounds

A stunned rider is not helpless but he can't move or attack and drops whatever he's holding.

Dismounting/Mounting

Mounting or dismounting a mount costs half the rider's movement for that round.

SAVING THROWS

Saving throws are a measure of resistance to special attacks such as magic or poison. All character classes have a saving throw value. When affected by a special attack, they check against the required saving throw. Roll 1d66; if the roll is equal to or less than the saving throw value, the effect is resisted, reduced, or halved.

Death/Poison: Any ability that may cause instant death or poisons the body.

Polymorph/Paralyzation: Any ability which forces change on the body or muscles.

Petrification: Any ability that turns flesh into stone such as a basilisk's gaze.

Breath Attacks: Any power that's the result of a creature's breath attack such as a dragon.

Staves/Spells: A catch-all for any magic spell created by a caster or item.

The GM will notify players when a saving throw is required or he rolls one in secret if needed. If a saving throw is successful, there's usually a tell tale sign that something was resisted against.

Item Saving Throws

Assume that if the wearer survives damage against him caused by a failed save, so do any items on his person. If an item is specifically targeted then its saving throw is that of the wielder. If "unattended" or the wearer dies as a result of damage, then a saving throw may be checked for each item. A save is only made when an effect directly causes damage such as *lightning bolt* or *fire ball*.

Assume items, even magical ones, automatically fail saves against damaging attacks unless mentioned below.

Item Saving Throws

Item	Save
Magic Armor/Shield/Weapon +1	31
Magic Armor/Shield/Weapon +2	34
Magic Armor/Shield/Weapon +3	42
Ring of Fire Resistance	42**
Ring of Protection	34
Staff of Power	42
Staff of Wizardry	34
Wand of Fire Ball/ Lightning Bolt	31*

*If a wand of fire ball is struck by an electricity attack, subtract -4 from the roll and the same if a wand of lightning bolt is struck by a fire attack.

**If struck by a cold attack, subtract -4 from the roll.

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Destroyed Items

Metal destroyed by fire or lightning is melted into a solid lump. Gems and jewelry are assumed to save against fire but there's a d66(14) chance the gem is destroyed and lightning effects gems normally. In either case, damaged but intact jewelry or gems have their value lowered by 25%.

Destroyed magic items permanently lose their enchantments.

MORALE

Only the most fanatic monsters fight to the death. When their life is on the line and there's nothing to gain from fighting, most creatures will check their morale. Typically, morale is checked when a creature's hit points are reduced to 1/3 maximum and they're facing overwhelming opposition with little hope of winning. If the morale check is equal to or less than the target number, the creature remains in the battle otherwise he flees or surrenders.

Roll 2d6 to determine the probability of a creature retreating from combat.

Creature Morale

General Creature Type	Suggested Morale
Commoners	2d6(5)
Most Animals	2d6(6)
Most Soldiers	2d6(7)
Veteran Warriors	2d6(8)
Elite Warriors	2d6(9)
Large, Powerful Monsters	2d6(10)
Fanatics	2d6(11)
Mindless Creatures	Fearless

Player Character's and Morale

Morale is never checked for player characters as it is their own decision whether to retreat or stay.

JOUSTING

Jousting is friendly combat involving two warriors who wield an escutcheon (a type of shield emblazoned with the warrior's heraldic symbol) and a blunted lance. The two riders make a pass against each other (called "tilting") in an attempt to unhorse their opponent by striking a point on the shield. Jousting is mounted on horses wearing customized saddles (to facilitate the ease of being unseated) and line up on opposite sides of a list field (a specially prepared battleground with a barrier to prevent horse collisions).

Before tilting, each jousting chooses a point to strike (an attack) and a position on his saddle (his defense). The type of attack used limits the type of defenses available.

The fairest way to handle a joust is for each player (or the GM if running an NPC) to write their attack and defense on a sheet of paper and place it in the center of the table. When a pass is made, the GM adjudicates the results.

Jousting Attacks and Defenses

Attack	Possible Defenses
Chief	Lean Forward, Shield High, Shield Low
Dexter Chief	Lean Left, Lead Forward, Shield High, Shield Low
Middle Chief	Any
Sinister Chief	Lean Right, Lean Forward, Shield High, Shield Low
Dexter	Lean Forward, Shield High, Shield Low
Fess Point	Any
Sinister	Lean Forward, Shield High, Shield Low
Base	Lower Head, Steady, Shield High, Shield Low

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Jousting Attack vs. Defense Results

Attack	Lower Head	Lean Right	Lean Left	Lean Forward	Shield High	Shield Low
Chief	Miss	Miss	Miss	Helmet Destroyed*	Unseated	Miss
Dexter Chief	Unseated	Lance Breaks*	Miss	Lance Breaks*	Lance Breaks*	Miss
Middle Chief	Lance Breaks*, Unseated, Injury	Unseated	Glancing Blow	Lance Breaks*	Lance Breaks*, Unseated	Unseated, Injury
Sinister Chief	Glancing Blow	Miss	Lance Breaks*	Glancing Blow	Glancing Blow	Unseated
Dexter	Lance Breaks*	Lance Breaks*, Unseated	Miss	Lance Breaks*	Miss	Lance Breaks*
Fess Point	Lance Breaks*, Unseated	Glancing Blow	Lance Breaks*	Lance Breaks*, Unseated	Lance Breaks*, Unseated, Injury	Lance Breaks*
Sinister	Glancing Blow	Miss	Lance Breaks*, Unseated	Glancing Blow	Glancing Blow	Glancing Blow
Base	Lance Breaks*	Glancing Blow	Unseated	Lance Breaks*	Lance Breaks*, Unseated, Injury	Lance Breaks*

*Jouster readies a backup lance or helmet but must lean forward during the next pass.

Melee Tournament

A hastilude is a special tournament involving prepared armies armed with blunted weapons. On the first day of the tournament, knights participate in a preliminary joust called “vespers.” Each jouster faces off against each participating opponent in a single match.

Jousting Score

Pass	Score
Your lance breaks	-1
Destroy your opponent's helmet	+3
You suffer an injury	-10
Unseat your opponent	+20
You score a glancing blow	+1

A match against a single opponent continues for either three tiltings or until one or both riders are unseated. If both riders are unseated, each receives points for unseating the other. If three tiltings go by, the joust ends. Whoever scores the most points is declared the winner, earning prize money and great honor.

On the second day of the tournament, a large scale melee is held between opposing armies. Use the rules for mass combat, including point values for units, to adjudicate such a tournament. The entrance fee for such a melee tournament is the army's point value times 10 gold. The typical point value of armies for hastiludes is 300. Tournaments are melee only – no ranged weapons may be used.

Lords lead their army's charge and resolve the first round of combat as a joust against the opposing warriors. After the first round, combat begins normally. Historically, people suffered grievous and life threatening injuries in a tournament melee, however, consider all kills as “knockouts”. The rules for taking prisoners can also be used to capture soldiers on the field. Armies can forfeit by returning to their base camp. The last army on the field is declared the winner.

After combat, the winner receives the entrance fee pot. If the optional prisoner rules are used, each participant must pay a ransom equal to 10 times the point value of captured units to their owner.

AERIAL COMBAT

Flying creatures can move in a straight line at their flying speed. The amount of times a creature can turn in mid-flight is based on their maneuverability class. “Direction changes” indicates how many times the creature can change directions in a single round. “Minimum distance” is how far the creature must fly in a straight line before turning.

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Flying Class and Maneuverability

Flying Class	Direction Changes	Minimum Distance
A (agile flying mounts e.g., pegasi)	6	3"
B (tiny fliers, birds and insects)	5	1"
C (man-sized fliers)	4	2"
D (large fliers e.g., wyverns)	4	4"
E (huge/slow fliers e.g., cockatrices)	3	3"
F (gigantic/clumsy fliers e.g., dragons)	3	5"
G (poor fliers)	2	6"

Ascending and Descending

Creature's can ascend up to half their movement per round but must move their minimum distance per 10' ascended. Descent is up to half movement per round but in any direction. A flying creature can dive, allowing them to descend in a straight line at 1.5 times their full movement.

Attacking a Flying Creature

Because of a wide range of variables, hit locations are calculated in aerial combat. When an attack is made, determine the direction the attacker is in relation to the defender. On a successful hit, roll 1d6 to determine which portion of the creature suffers damage.

Aerial Critical Hit Chance

Hit Location	Front	Side	Top	Bottom	Rear
Rider*	1	1	1	--	1
Head	2	2	2	1	--
Wing	3	3-4	3-4	2	2
Body	4-6	5	5	3-5	3-4
Tail	--	6	6	6	5-6

*If no rider is present, consider it a body hit.

Each successful hit carries a 1d6(1) chance to inflict a critical hit which carries a penalty to the flying creature. Roll 1d6 to determine the penalty.

Critical Penalty

Critical Target	Reduced Speed	Land	Withdraw	Crash
Rider	--	--	Always	--
Head	1	2-3	4-5	6
Wing	1-3	4	5-6	--
Body	1-2	3	4-5	6
Rear	--	--	--	--

Reduced Speed: The flying creature's speed is reduced by one-half for one round.

Dive and Land: The flying creature must dive at full speed until it lands. It must recover, doing nothing, for one round before taking flight again.

Withdraw: If in melee, the creature (or rider) must immediately withdraw. If hit by a ranged attack, the creature must change its current direction as it's thrown off course.

Crash: The creature crashes, suffering 1d6 points of damage per 10' fallen including the rider if any.

Ranged attacks function normally although indirect attacks, such as from a catapult, are impossible against flying creatures due to the arc of fire. Straight firing artillery, such as ballistas or cannons, attack normally.

Strafing

Flying creatures can perform indirect attacks called strafing. Strafing creatures must move in a straight line at one-third their speed. Roll 2d6; a roll of 7 indicates a direct hit. On a missed attack, roll 1d6 per point of difference from 7. The missile misses and falls that number of feet times 10.

Roll a second d6 to determine the direction of the missed attack; 1 causes the missile to veer left, 2 to veer right, 3 to veer left and fall short, 4 to veer right and fall short, 5 to fall directly short (behind the target) and 6 indicates an overshoot (ahead of the target).

NAVAL COMBAT

Ships combat each other using ranged weapons (cannon, catapult, flaming arrow) or by grappling and boarding.

CHAPTER 4: SMALL SCALE COMBAT

Scale

Due to the large vessels involved, the scale of naval combat is 10 yards per movement. If a map and miniatures are used, 1" or 1 hex equals 10 yards.

Grappling

When opposing ships are adjacent to each other, they can initiate a grapple. A grapple is automatic unless the defending ship resists. In this case, three grappling attempts per round can be made with a 1d6(1) chance of success and three attempts to cut a grapple can be made with the same chance of success.

Grappling ships are dead in the water.

Boarding

One person can cross onto a grappled ship for every three feet of deck that's parallel to each other. Alternate methods of crossing, such as ropes or climbing, may be employed.

Falling in Naval Combat

Falling is a present danger on ships but many objects exist to catch one's fall. There's a 1d6(5) chance of avoiding damage when falling on a ship with a -1 penalty to the target number per 10' fallen.

Leadership

Shipboard combat is hectic and without a leader combatants will attack anyone in sight without regards to orders. A leader or ship captain has a command range equal to 1" per point of charisma or half that value if he's engaged in melee. If the leader is in plain sight, he gains a 1" bonus to his command range per 10' of elevation above his subordinates.

Up to two mates or lieutenants may assist the leader, their own range equal to the leader's minus 1". Mates must be within the leader's command range to issue orders themselves. Any sailor engaged in melee will follow orders on 1d6(4) if within range.

Ramming

A ship can ram an opponent to inflict damage. In order to ram, 5 steps must be followed.

1. The ramming ship must be moving at either a moderate breeze or cruising speed with oars.
2. The ramming ship's mast is lowered, requiring at least 10 sailors. A ship running on sails immediately drops in speed as if the wind were one step weaker each round after the first, making ramming impossible after the first round unless rowers are employed.
3. Contact inflicts 1d6*10% worth of hit points in damage to the rammed ship. If rammed in the side, the target ship loses 20% of its crew (at least 15% of this are rowers if available). If rammed astern or on the bow, the rammed ship loses 5% of its crew, none of which are rowers.
4. There's a 1d6(2) chance the blow punches a hole below the target's waterline causing the ship to sink in 3d6 rounds if not repaired. The hole must be patched, requiring at least 10 normal men and 5 rounds of work. There's a 1d6(2) chance the patch doesn't hold, requiring the process to be repeated.
5. The ramming ship must immediately row backwards during their next round or immediately grapple with the rammed ship.

CHAPTER 5: MASS COMBAT – LARGE SCALE WARFARE PLAYABLE WITH MINIATURE FIGURES

The rules for small scale combat work best when a few dozen creatures are involved. For larger battles, where several score creatures would become cumbersome moving and attacking individually, these rules for “mass combat” should be employed. Mass combat rules supersede small scale combat although the results of large scale warfare could certainly lead to small scale battles afterward.

SCALE

The scale of mass combat is 1 unit representing 10 man-sized creatures (large equipment, such as artillery, is 1 for 1). When a single “kill” is scored, 1 creature from that unit dies. When all creatures in a unit are dead, the unit is destroyed. Creatures from any unit can split off and join adjacent units.

In this case, kill does not necessarily mean physical death; the term is used to simply mean a creature has suffered injuries that make it incapable of continued combat. Whether this means it literally dies, is dying, or incapacitated is up to the GM.

All distance and range is 1” = 10 yards. When handling magic in mass combat, assume that 1 man-sized creature takes up a 3’x3’ space and spell area is always represented in feet, not yards. A spell would thus affect 1 unit per 3” of area it covers.

REQUIRED TOOLS

Table or Map: Any horizontal surface can be used for mass combat. If a map is used, choose one with 1” hexagons. Hexagons are recommended over squares because units can face six directions and distances are uniform unlike squares where diagonal movement is shorter than stacked movement.

Ruler or Tape Measure: If playing on a table, a ruler is needed to determine distance. A tape measure with a manual stopper is ideal.

Miniatures or Counters: To represent units, counters or miniatures are necessary. The only important aspect is that facing must somehow be determined. Printing out counters on card stock works well (and is much cheaper than buying expensive miniatures!) and can even be folded into 3D terrain.

ORDER OF ACTIONS

Mass combat follows a specific list of actions.

1. All opposing sides roll 1d6 for initiative.
2. The side with the highest score moves their units first followed by other combatants in decreasing initiative. If equal initiative is rolled, movement occurs simultaneously in staggered order where each side moves a single unit, one after another, and resolves the next steps normally.
3. Artillery and missile fire is resolved for all sides simultaneously.
4. Melee combat is resolved simultaneously.
5. Repeat this process until combat ends.

UNIT TYPE AND MOVEMENT

Normal Men

Normal human men, people with 1HD, make up the bulk of mass combat. Their equipment may vary but each normal unit is represented by the following statistics.

Normal Men Unit	Move	Charge Bonus	Road Bonus	Missile Range
Arquebusier/Light Crossbowman	12"	--	--	18"
Bombard-mortar	6"	--	+3"	42"
Commoner	9"	+3"	--	--
Heavy cannon	6"	--	+3"	36"
Heavy Cavalry	12"	+6"	+3"	--
Heavy Soldier	6"	--	--	--
Light Cannon	6"	--	+3"	30"
Light Cavalry	24"	+6"	+6"	18"
Light Soldier or Archer	9"	+3"	--	15"
Longbowman	12"	+3"	--	21"
Medium Archer	9"	+3"	--	21"
Medium Cavalry	18"	+6"	+6"	15"
Medium Crossbowman	9"	--	--	24"
Medium Soldier/Militia	9"	+3"	--	3"
Skirmisher	12"	+3"	--	--
Wagon	6"	--	+6"	--

Arquebusier/Light Crossbowman: Unarmored, arquebus or crossbow, any non-pole arm melee weapon. Fights as light soldier.

Commoner: Unarmored, any melee weapon

Heavy Cavalry: Plate mail + shield, warhorse with barding, any melee weapon.

Heavy Soldier: Plate mail with or without shield, and any melee weapon.

Light Cavalry: Leather armor with or without shield, warhorse, any melee weapon, crossbow.

Light Soldier or Archer: Leather with or without shield or unarmored + shield, any melee weapon, short bow

Longbowman: Unarmored, longbow, any non-pole arm melee weapon. Fights as light soldier.

Medium Archer: Chain armor, longbow, any non-pole arm melee weapon.

Medium Cavalry: Chain with or without shield, warhorse with barding, any melee weapon, short bow

Medium Crossbow: Chain armor, heavy crossbow, any non-pole arm melee weapon.

Medium Soldier/Militia: Chain with or without shield or leather with shield, any melee weapon, javelin or throwing ax

Skirmisher: Unarmored, any melee weapon.

Movement and Missile Ranges

A unit's movement is based on its type. Heavy equipment (artillery and weapons) require people or animals to move. Some units gain a bonus to movement when charging and some gain a bonus when moving on roads. If a unit has a ranged weapon, its maximum range is listed (short/medium/long ranges aren't used in mass combat).

Terrain Penalties

Movement can be negatively affected by terrain. A times 2 multiplier means it costs 2" per 1" of movement.

Terrain Penalties to Movement

Terrain	Penalty to Movement
Hill	x2, prevents charge, penalties negated downhill
Forest	x2, prevents charge, units can't march in formation
Marsh	x2, prevents charge, heavy equipment cannot enter, guns can't be fired
Craggy/Rough	No penalty, prevents charging
Ditch/Foxhole/Rampart	x2, prevents charging
Stream*	Costs a flat 6" to cross; if movement is not available, unit must stop until next round.
River*	Requires one full round to cross. Unit must stop before and after entering the river.

*A body of water wider than a unit's movement cannot be crossed without a barge or raft of some kind.

Formation

Units can move together in formation, moving at the speed of the slowest unit in that formation. Each formation must compose a minimum number of units.

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Unit Formation

Formation	Ranks
Column/Close	5x2 minimum
Line	5 abreast minimum
Square*	3x3 minimum

*soldiers only

Changing formation costs movement. If a unit is engaged in melee while changing formation, they're considered flanked.

Formation Costs

Formation	Cost
Column to Line	1"
Line to Column	1"
Column to Square*	1"
Line to Square*	2"

*Infantry only.

As with changing direction, skirmishers and horses may change formation at half cost.

Facing

Changing a unit's facing 45 degrees costs ¼ movement i.e., a unit can about face 180 degrees in 1". All fractions are discarded i.e., an armored soldier who changes directions once can only move forward 5".

Poorly trained units (typically commoners or militia) suffer double penalties for facing. Skirmishers and cavalry suffer only half penalty i.e., two changes count as a ¼ move or 1" for turning 360 degrees. A skirmisher or cavalry can change directions at least once and still move their full distance.

MISSILE FIRE

Crossbowmen, archers, units with throwing weapons, and longbow-men may fire once per round. If a ranged unit uses more than half their movement in a single round, they can fire only if they have won initiative. If archers and longbow-men remain stationary and are not engaged in melee, they may fire twice with the second volley resolved directly after melee. Heavy crossbowmen fire once and require a full round to reload, moving up to half their movement in either round.

No unit can fire if they're engaged in melee before ranged attacks are resolved.

Formation and Angles

If ranged units are in formation, the back rank may fire only if the front rank remains stationary or is also firing. Soldiers can only fire 45 degrees to the left or right of their facing. Cavalry can fire in a 180 degree arc of their facing.

Focused Firing

If two archer units are adjacent, they may focus their fire. Up to 20 individual archers (2 full units) can focus their fire.

Resolving Missile Fire

Ranged attacks automatically inflict kills based on the number of attacking archers in a unit checked against the opponent's defensive capability. Each attacking unit rolls 1d6 and checks the number of archers in the attacking unit.

Archer Attacks vs. Unit Type

Archers Firing	Light d6 1-2	Light d6 3-6	Medium d6 1-3	Medium d6 4-6	Heavy d6 1-4	Heavy d6 5-6
1-2	0 kills	1 kill	0 kills	0 kills	0 kills	0 kills
3-4	1 kill	2 kills	0 kills	1 kill	0 kills	0 kills
5-6	2 kills	3 kills	2 kills	2 kills	0 kills	0 kills
7-8	3 kills	4 kills	2 kills	3 kills	0 kills	0 kills
9-10	4 kills	5 kills	3 kills	3 kills	0 kills	1 kill
11-12	5 kills	6 kills	3 kills	4 kills	1 kill	2 kills
13-16	7 kills	8 kills	5 kills	6 kills	2 kills	3 kills
17-20	9 kills	10 kills	7 kills	8 kills	3 kills	3 kills

Heavy crossbowmen receive a +1 bonus to the roll.

Firing Into Melee

When missiles are fired into units engaged in melee, all combatants suffer half normal kills (drop fractions). E.g., a heavy soldier and light soldier are engaged in melee as 20 archers fire at them and roll a 6. The light soldiers suffer 4 kills and the armored soldiers suffer 1 kill.

Cover

Soft cover reduces missile kills by half (drop fractions) except if indirect fire is capable of passing over it. Hard cover

halves kills and the covered unit is considered as a heavy soldier for purposes of kills.

Soft cover is considered any solid obstacle that covers one-third to half a unit's size such as a waist high wall, mantlet, or a thick forest. Hard cover is considered any solid obstacle that covers two-thirds a unit such as an arrow slit. It's impossible to fire directly through solid obstacles.

Indirect Fire

Archers and longbow-men may fire indirectly in a high arc, clearing buildings and obstacles. There must be no unit or obstruction 1" in front of them except other archers. Indirect fire reduces range by one-third and increases the opponent's defense category by one step. Soft overhead cover prevents all indirect fire kills.

Passing Fire

Any ranged unit can interrupt an opponent's movement phase by declaring passing fire. Passing fire is resolving a ranged attack against any moving unit. It must be declared before the target moves at least half their normal move. E.g., a unit of archers can fire on advancing skirmishers who move 5" towards them.

Shoot-on-the-move

Shoot-on-the-move is the ability of cavalry to move, fire, and finish their move. Their total movement for the round cannot exceed half their normal move. In effect, cavalry archers move during the movement phase, resolve ranged attacks, then finish their move before the melee phase.

Naturally, if cavalry are engaged in melee then they cannot fire ranged attacks or finish their move.

ARQUEBUSIERS AND GUNS

Arquebusiers function as heavy crossbowmen in terms of firing and reloading. When attacking another unit, a d6 is rolled for each firing arquebusier (arquebusiers can focus fire as archers). If the roll equals or exceeds a target number based on unit's range, one kill is scored.

Arquebus Attack

Range	TN
12-18	2
6-12	3
0-6	4

If a target is behind soft cover the arquebusier suffers a -1 penalty to the target number or a -2 penalty if behind hard cover. If the arquebusier rests his weapon on a support he gains a +1 bonus to the target number. Arquebus' come with a gaff for support but setting up and removing it costs half movement.

CATAPULTS

Catapults are indirect firing weapons that are only negated by hard overhead cover. A catapult's arc of fire is 45 degrees to the left or right of its facing. By default, catapult operators are light soldiers. Other soldiers can be used but if an untrained soldier operates a catapult then an engineer must be present in the group to direct them.

Moving a Catapult

Catapults are moved by a team of 4 light soldiers. A catapult's speed is reduced by 25% per fewer people than 4 pulling it.

Catapult Attack

Catapults have a minimum range of fire and a maximum range. All units within the kill radius are killed.

Catapult Range and Radius

Catapult	Minimum	Maximum	Kill Radius
Light	15"	30"	2"
Heavy	24"	48"	4"

To resolve a catapult attack, roll two different d6 and mark one as over-shoot and the other under-shoot. If both die are equal, the attack is a direct hit. If not, choose the highest value die; this is the distance the catapult over or under-shoots.

Reloading

A catapult can fire once per round but requires additional rounds to reload based on the amount of trained crew working it. If the catapult is moved while being reloaded or the crew engaged in melee, the process must begin again.

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Catapult Reloading

Crew	Light Catapult	Heavy Catapult
5+	No change	No change
4	Reload 1 round	Reload 2 rounds
3	Reload 2 rounds	Reload 3 rounds
2	Reload 3 rounds	Reload 4 rounds
1	Reload 4 rounds	Reload 5 rounds

Attacking a Catapult

A catapult can be destroyed completely by another catapult or cannon. If engaged in melee, the soldiers pulling a catapult will fight normally.

CANNONS

Cannons function as catapults (bombard-mortars function as heavy catapults) for purposes of movement, rate of fire, arc of fire, and reloading but are not capable of indirect fire. When aiming a cannon, the firer selects his intended target and states whether the cannon's kill zone arcs short or long (this simulates the bounce and roll of a cannonball in motion). Before firing, roll 1d6 to determine wind resistance and cannon offset.

Cannon Offset

d6	Offset
1	2" left
2	1" left
3-4	On target
5	1" right
6	2" right

Cannon Kill Arc and Width

Cannon	Short	Long	Short	Long	Short	Long	Kill Radius
Light	0-16"	17-22"	23-25"	26-30"	--	--	1"
Heavy	0-18"	19-24"	25-27"	28-29"	30"	31-36"	1"
Bombard	0-20"	21-28"	29-32"	33-34"	35"	36-42"	2"

All units in a direct line of the selected kill zone and within the kill radius die.

Cannonballs and Cover

Hard cover in the path of the cannon's kill arc or a body of water stops a cannonball. The optional rules for conducting sieges

Bombard-mortar

Bombard-mortars can be fired directly or indirectly which functions as if firing a heavy catapult. Direction variation is still determined as a normal cannon but there is no kill arc calculation.

MELEE

Melee occurs whenever opposing units pass within 1" of each other at any point during their move. This action is called "engaging." Any unit who enter this space immediately halts and is engaged unless both units decline to do so.

If multiple units are engaged, they can split their forces in any manner but all creatures in a unit must melee while engaged. E.g., if 10 light cavalry are engaged with two units of 20 light soldiers, they can engage both units with 5 cavalry each, 3 cavalry to one and 7 to the other, and so on.

Resolving Attacks

The number of attack rolls (1d6) in melee depends on the number of men in the attacking unit vs. the defender's unit. Some units receive more attacks against other unit types as denoted by the below ratio of X:Y where X = the number of attacks and Y equals one creature in a unit. E.g., 10 light cavalry engaging light soldiers would roll 20 attack rolls but the light soldiers can only make 5 attacks against the cavalry.

Melee Attacks by Unit

Unit	Light Soldier	Heavy Soldier	Armored Soldier	Light Cavalry	Medium Cavalry	Heavy Cavalry
Light Soldier	1:1	1:2	1:3	1:2	1:3	1:4
Heavy Soldier	1:1	1:1	1:2	1:2	1:3	1:4
Armored Soldier	1:1	1:1	1:1	1:1	1:2	1:3
Light Cavalry	2:1	2:1	1:1	1:1	1:2	1:3
Medium Cavalry	2:1	2:1	2:1	1:1	1:1	1:2
Heavy Cavalry	4:1	3:1	2:1	2:1	1:1	1:1

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Both opponents make attack rolls simultaneously for each unit in melee and remove kills at the end of melee. The score required to kill depends on the attacker vs. the defender. E.g., the 20 light cavalry attacking the light soldiers would require a d6(2) per attack to kill.

Unit Melee Attacks

Unit	Light Soldier	Heavy Soldier	Armored Soldier	Light Cavalry	Medium Cavalry	Heavy Cavalry
Light Soldier	1	1	1	1	1	1
Heavy Soldier	2	1	1	1	1	1
Armored Soldier	3	2	1	1	1	1
Light Cavalry	2	1	1	1	1	1
Medium Cavalry	3	2	1	2	1	1
Heavy Cavalry	2	2	2	2	2	1

Flank and Rear Attacks

Attacking a unit from the flank (135 degrees of the units facing) grants a +1 to the attack. Attacking a unit in the direct rear makes retaliation from that unit impossible and the attacker receives the bonus for flank attacking.

Charging

A unit may declare a charge which increases their maximum movement and allows them to continue moving if they win melee. Charging is in a straight line (cavalry may make one 45 degree turn) and at some point in the charge the unit must engage. If the charging unit kills an enemy unit in melee, they must continue the charge, moving their maximum movement for that round and engaging any opponents in their path.

If continuing a charge isn't possible, such as moving into forbidden terrain or hitting an obstacle, the charge ends.

Guarding

A unit can declare they're guarding an area during the movement phase. A guarding unit can interrupt the movement phase to move up to 3" if doing so engages an opponent. This movement can't exceed half the unit's total movement for the round.

Hedgehog Maneuver

Skirmishers in box formation armed with pole arms can form a "hedgehog" maneuver where their pole arms point outward in all directions. Skirmishers in a hedgehog maneuver move at half speed, cannot charge, and if engaged they suffer no melee kills unless their opponent is armed with pole arms

Momentum and Melee

Medium soldiers, heavy soldiers, and cavalry receive one extra d6 during melee when moving across smooth, level terrain or downhill. Cavalry fight one step lower (light cavalry function as heavy soldiers) if they're engaged in a round in which they do not move.

Pole arms and Column Formation

All soldiers in column formation and armed with pole arms don't suffer kills in melee unless they're engaged with a unit who also has pole arms and faces their direction.

Skirmishers and Column Formation

Skirmishers in column formation fight as medium soldiers.

Blocking

If a unit is engaged while adjacent to a friendly unit that's not engaged, the engaged unit may instantly swap places with the unengaged unit and move up to 3". This ability can't be used if the unit doesn't have enough movement left.

Only single units can use this ability, not units in formation.

FATIGUE

Actions in combat can fatigue a unit. Check fatigue at the end of a round. When a unit reaches 5 points they become fatigued.

Fatigue Cost

Action	Fatigue
Moving	1
Charging	2
Melee*	1

*Melee for three consecutive rounds always causes fatigue.

Fatigued units suffer a reduction in their unit strength (heavy to medium, medium to light), a -1 penalty to morale checks, and moving uphill costs quadruple. Skirmishers suffer double fatigue penalties (-2 penalty to morale, moving uphill is impossible). One full round of rest, performing no actions and not being engaged, removes all fatigue.

MASS COMBAT POINT VALUE

All units and equipment have a point value which represents their overall strength.

Normal Men Point Value

Unit/Equipment	Value
Commoner	1
Light Soldier/Archer	2
Medium Soldiers/Skirmisher	3
Heavy Soldier	4
Light Cavalry	4
Medium Cavalry	5
Heavy Cavalry	6
Unit is armed with pole arms	+1
Unit is armed with arquebus'	+2
Unit is armed with short bow or light crossbow	+3
Unit is armed with longbow or heavy crossbow	+4
Light Catapult/Cannon	15
Heavy Catapult/Cannon	20
Bombard-mortar	30

Chaotic mercenaries are worth half point value.

Fantasy Unit Point Value

Unit	Points
Halfling	1
Sprite/Pixie	4
Dwarf/Gnome	2
Goblin	1
Elf	4
Orc	2
Veteran	20
Elite	50
Wizard (10th level or higher)	100
Wizard (9th level)	90
Wizard (8th level)	80
Wizard (6th to 7th level)	70
Wizard (1st to 5th level)	50
Magic Arrow	+10
Magic Weapon	+10
Magic Armor	+10
Wight/Ghoul	+10
Elemental	--
Roc	20
Dragon	100
Treant	15
Giant	50
Balor	75
Ogre	15
Troll	75
Werewolf/Wereboar	20
Wraith	10
Zombie/Skeleton	3

FANTASY CREATURES IN MASS COMBAT

Virtually any fantasy monster can be used in mass combat but this section refers to typical creatures found in armies.

Fantasy units are depicted as "normal" or "heroic."

NORMAL FANTASY UNITS

Normal fantasy units function exactly as normal men. They're grouped in units of 1 to 10 creatures and suffer one hit to kill. Their listed fighting capability reflects the typical equipment these units carry into combat.

Normal Fantasy Units

Type	Move	Charge	Fly	Missile Range	Capability
Dwarf/Gnome	6"	+3"	--	--	Medium Soldier
Elf/Faerie	12"	--	--	18"	Medium Soldier
Goblin/Kobold	6"	+3"	--	--	Medium Soldier
Halfling	12"	--	--	15"	Light Soldier
Orc	9"	+3"	--	15"	Medium Soldier
Sprite/Pixie	9"	--	18"	--	Light Soldier
Undead	9"	--	--	--	Special

Dwarf/Gnome: Dwarves and gnomes have infravision and suffer only half kills from giants (drop all fractions). Dwarves and gnomes will attack goblins and kobolds respectively at the exclusion of other creatures unless a leader is present to order them. Dwarves and gnomes are considered light soldiers for the purposes of defended against an attack.

Dwarves and gnomes are typically armed with chain mail, shields, and axes.

Elf/Faerie: Elves and faeries have infravision. Once per round, faeries (but not elves) can camouflage themselves to become invisible until they attack. Elves and faeries can perform a shot-on-the-move attack unmounted but cannot do so while mounted. While wielding magical weapons, elves and faeries add an additional +1 to their attack rolls. While wielding short bows their range is increased to 18".

Elves and faeries receive bonuses in melee.

Elf/Faerie Mass Combat Bonuses

Opponent	Benefit
Kobolds, Goblins, Orcs	+1 to attack
Veteran	Hit on 9
Elite	Hit on 11
Wizard	Hit on 10
Wraith	Hit on 8
Wight	Hit on 6
Werewolf/Werebear	Hit on 9
Ogre	Hit on 7
Giant	Hit on 10

Elves and faeries are typically armed with chain mail, swords, and short bows. Special elven units may wear elven cloaks + boots and magic chain mail

Goblin/Kobold: Goblins and kobolds have infravision but while fighting in daylight they suffer -1 penalty to morale and attack rolls. Goblins and kobolds attack dwarves and gnomes respectively at the exclusion of other creatures. Goblins and kobolds are considered light soldiers for the purposes of defended against an attack.

Hobgoblins function as goblins but fight as heavy soldiers.

Goblins are typically armed with chain mail and any weapon.

Halfling: Halflings are expert slinger throwers and make 1 extra ranged attack for every 2 halflings in a unit. Once per round halflings can hide while standing still in brush or forests, effectively becoming invisible. Attacking or moving outside of thick brush breaks their invisibility.

Halflings are typically armed with leather armor, any melee weapon, and slings.

Orc: Orcs have infravision and in daylight they suffer a -1 penalty to morale and attack rolls. Orcs are chaotic and disorganized, prone to attacking each other more than their enemy. At the end of their move, if a unit of orcs is not engaged is within charging distance of another orc unit (including friendly orcs), the orc units must roll 1d6(4) obedience check. If this check fails, the orcs charge each other. Orc units in the command range of a leader will not attack each other.

Orcs are typically armed with chain mail, any weapon, and short bows

Sprite/Pixie: Sprites and pixies can shroud themselves in illusionary effects. The first round they're engaged in melee, they suffer no kills by an opposing unit but subsequent melee rounds are resolved normally. Sprites and Pixies can fly for up to three rounds before having to land for a round.

Sprites and pixies are typically unarmored and carry any weapon.

Undead (Skeleton/Zombie): Zombies and skeletons have infravision, are immune to non-magical ranged weapons, and never check morale. They fight as 1 medium soldier and defend as 1 heavy soldier due to their natural weapon resistances.

Undead are typically unarmed and unarmored.

HEROIC FANTASY CREATURES

Heroic creatures are special in that they're individual creatures, not a complete unit. A heroic creature's capability is equal to several normal men. In mass combat, a heroic creature can't be killed except when attacked by another heroic creature or when a normal unit scores a number of kills that equals or exceeds the heroic creature's capability.

When fighting other heroic creatures, small-scale attack values are used. Assume the weapon class for a heroic creature with natural attacks is equal to twice their hit dice.

Artillery and Heroic Creatures

All heroic creatures are immune to artillery (catapults and cannons) except veterans, wights, ghouls, lycanthropes, ogres, treants, rocs, and PCs who haven't achieved elite or wizard status.

Adapting Heroic Creatures

This list provides the most common heroic creatures in mass combat. Adapting other heroic creatures is simple. The basis of a heroic creature is their ability to withstand multiple attacks. If a creature has 2 or more hit dice, it's considered a heroic creature with the exception of mounts; a mount carrying a rider is counted as a single creature that's killed at the

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same time as its rider.

A heroic creature's capability is based on their armor: AC 9 to 7 is light, AC 5 is medium, and AC 3 is heavy. The number of equivalent "soldiers" is typically equal to the creature's hit dice. If the creature has four or more legs (or they're strong enough to carry riders) then they're always considered "cavalry" with capability equal to half their hit dice.

Heroic Creatures

Creature	Move	Charge	Fly	Missile	Capability
Balor	6"	+3"	15"	--	2 heavy cavalry
Basilisk/(Cockatrice)	6" (9")	--	(18")	--	Special
Dragon	9"	+6"	24"	--	4 heavy cavalry
Elemental	Special	Special	Special	Special	Special
Elite (unarmored)	12"	+3"	--	21"	8 men
Giant	12"	+6"	--	20"	12 medium soldiers
Roc/Wyvern/Griffon	--	--	48"	--	4 light cavalry
Treant	6"	--	--	--	6 heavy soldiers
Troll/Ogre	9"	+3"	--	--	6 heavy soldiers
Veteran (unarmored)	12"	+3"	--	18"	4 men
Werebear/Werewolf	9"/12"	+3"/+6"	--	--	4 heavy soldiers
Wight/Ghoul	9"	--	--	--	Special
Wizard	12"	--	--	24"	2 medium
Wraith	18"	+6"	36"	--	2 heavy

Balor: Balors are immune to non-magical melee or ranged weapons. Any normal unit that comes within 1" of a balor is immolated and dies. Balors have infravision and can fly for up to three rounds before having to land for one round.

Basilisk/Cockatrice: These creatures cannot kill units in melee but defend as 4 heavy soldiers. Any normal man within 1" of a basilisk or cockatrice are petrified. All heroic creatures and nonhumans, heroic or not, are allowed a saving throw every round they remain in contact.

Dragon: Dragons have infravision, force normal units within 15" to check morale, are never subject to morale, are immune to non-magical melee or ranged weapons, and fight as 4 heavy cavalry. Dragons can breath a breath weapon as their color type dictates. A dragon's breath kills any unit except for other dragons, elites, or wizards who are allowed a 2d6(7) save to avoid. Chaotic dragons are uncontrollable and will attack any unit, regardless of alliance, in the following descending preference; other dragons, giants, balors, rocs, trolls, elementals, and treants.

Elemental: Elementals include air, earth, fire, water, djinni, and efreet and all are immune to non-magical melee or ranged weapons. Elementals are immune to spells or effects from their own element (djinni - air, efreet - fire).

Air elementals and djinn have a fly speed of 24", attack as 4 light cavalry, and gain +2 to their attacks against flying creatures.

Earth elementals move 6", attack as 4 heavy cavalry, and gain +1 to attacks against creatures on land.

Fire elementals and efreet move 12", attack as 4 medium cavalry, and gain +2 on attacks against fire based enemies including balors, dragons, and wizards who can cast fireball.

Water elementals move 6", swim 18", must remain within 6" of a body of water or die. They attack as 4 light cavalry on land or 4 heavy cavalry in water, and gain +2 to attacks when fighting in water or within 3" of a body of water.

Elite: Elites are leaders, never check for morale, and can detect invisible opponents within movement range. If an elite approaches within 3" of an opposing normal unit, they must immediately check morale. Elites can kill a flying dragon as a veteran on 2d6(6).

An elite's capability depends on their equipment and whether they're mounted or not.

Giant: Giants defend as 12 heavy soldiers and gain an extra die when attacking due to their oversized weapons. Giants can throw boulders as a small catapult with no minimum range. Giants can throw one boulder each round but can't move in the same round they attack with a boulder. Giants never check morale.

Lycanthrope (Werebear/Werewolf): Lycanthropes have infravision and defend as 4 medium soldiers. When fighting within a forest or up to 6" away from thick woods, a lycanthrope's capability is doubled as they command animals of their kind in combat. A silver weapon can kill a lycanthrope in one hit.

Magic Armor: Magic armor implies a -3 penalty to attacks from normal units and a -1 penalty to attacks from heroic creatures. If normal units wear magic armor, all creatures in the unit must have it to benefit from wearing it.

Magic Arrows: When used against heroic units, two attack rolls are made and the best roll is used. All creatures in a

normal unit must have a magic arrow to gain the benefits.

Magic Weapons: Magic weapons add 1 extra attack against normal units and +1 to attacks against heroic creatures. Magic weapons shed soft light in a 12" radius. All creatures in a normal unit must wield a magic weapon to gain the benefits.

Roc/Wyvern/Griffon: These creatures defend as 4 heavy cavalry while wyverns and griffons can be ridden as mounts.

Rocs force normal units within 3" to check morale and they can detect invisible creatures. Rocs can transport up to 10 man-sized creatures during any round. Rocs never check morale.

Treant: Treants are immune to non-magical melee or ranged weapons. Treants within 6" of a tree their size can command it to animate and fight as a treant, moving 3" per round. A treant can command up to two trees during their movement phase. Treants and animated trees are subject to fire; in lieu of an attack, creatures engaged with a treant may attempt to set it on fire provided a means of ignition is available. A burning treant is automatically killed.

Chance to Burn Treant

Unit	2d6
Goblin/Orc	4
Veteran	5
Elite	7
Balor	9
All other units	4

Troll/Ogre: Trolls and ogres have infravision. Ogres fight as 6 medium soldiers and trolls fight as 3 heavy soldiers. Elves can kill an ogre with 3 hits. Veteran, elite, or creatures with magic weapons can kill an ogre in 1 hit.

Trolls do not check morale and are immune to non-magical melee and ranged weapons. Veterans, elite, balors, elementals, giants, or magical weapons can kill a troll in 1 hit using the following special attack matrix.

Troll Mass Combat Weaknesses

Attacker	Attack Score
Veteran	4
Elite	6
Balor	6
Elemental	8
Giant	4
Magic Weapon	8*

*If wielded by a creature that can normally kill a troll, add +2 to the attack.

Veteran: Veterans are leaders and never check for morale. If armed with a bow and magic arrows, a veteran can fire one shot at a flying dragon if he's standing underneath it. This shot strikes the underbelly, instantly killing the dragon on a 2d6(4).

Wight/Ghoul: Wights and ghouls are immune to non-magical ranged weapons, have infravision, and suffer a -1 penalty to attacks in daylight. After melee is resolved, all surviving units engaged with a wight or ghoul are paralyzed (unable to move) for one round. Elves, veterans, and elites are immune to this paralysis as are all other units within 1" of them. Wights and ghouls count as 1 heavy cavalry for purposes of defense.

Wizard: Wizard is an all-inclusive term for any magic user of 10th level or above. Wizards weave illusions allowing them to become invisible once per round until they attack. They can see in darkness (even magical darkness), are leaders, challenge enemy morale as an elite unit, never check for their own morale, are immune to all normal ranged attacks, and can cast any spell they have memorized or employ magical items.

All magic-users, regardless of level, can employ memorized spells in combat. If a spell inflicts damage, it counts as a kill against a normal creature but can only kill a heroic creature if they fail their save, otherwise no "damage" is dealt. If a saving throw is called for, assume normal creatures automatically fail. Heroic creatures are allowed a save as they normally are allowed in small-scale combat.

Spell area of effects in mass combat are the only time when 1" is converted to 10 yards. For 1" of area you can either affect one normal unit (up to 10 normal creatures) or one heroic creature.

Wraith: Wraiths have infravision, are leaders, force enemies to check morale as an elite, are immune to non-magical melee and ranged weapons, and have a paralyzing aura. All normal units within 1" of a wraith (the wraith must not be flying) are paralyzed. Paralyzed units are unable to act until an allied elf or leader is within 1". Heroic units are immune to the wraith's touch. Wraiths only fight as 2 medium cavalry if mounted.

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PCs as Heroic Creatures

In mass combat, the player characters are always considered heroic creatures. The listed attack bonus is granted only for that level and is not cumulative with other levels.

Fighting-Men in Mass Combat

Level	Capability	Attack
1	1 Man	+1
2	2 Men	+1
3	3 Men	--
4 (Veteran)	4 Men	--
5	5 Men	+1
6	6 Men	+1
7 (Elite)	8 Men	--
8	8 Men	--
9	8 Men	+1
10	8 Men	+1
11	8 Men	+2
12	8 Men	+2
13	8 Men	+3

Magic-User in Mass Combat

Level	Capability	Attack
1	1 Light Soldier	--
2	1 Light Soldier	+1
3	2 Light Soldiers	--
4	2 Light Soldiers	+1
5	3 Light Soldiers	--
6	3 Light Soldiers	+1
7 (Veteran)	4 Light Soldiers	--
8	4 Light Soldiers	--
9	4 Light Soldiers	+1
10 (Wizard)	Wizard	--
11	Wizard	--
12	Wizard	--
14	Wizard	--
15	Wizard	+1
16	Wizard	+1
17	Wizard	+2
18	Wizard	+3

Clerics in Mass Combat

Level	Capability	Attack
1	1 Man	--
2	1 Man	+1
3	2 Men	--
4	3 Men	--
5	3 Men	+1
6 (Veteran)	4 Men	--
7	4 Men	--
8	4 Men	+1
9 (Elite)	8 Men	--
10	8 Men	--
11	8 Men	--
12	8 Men	--
13	8 Men	--

APPENDIX I: SPELLS

This section details generic, universal spells that are so widespread practically every caster knows of their existence. A caster's most powerful ability lies in the creation of custom magic and even the most selfless casters jealously guard their spell books.

Spell Range and Area

Spell range conforms to scale i.e., if casting a spell indoors 1"=10' and if casting outdoors 1"=10yds. Area of effect is always represented in 10s of feet, never yards.

Magic-User Spells by Level

Level	Spell
1	Detect Magic
1	Hold Portal
1	Read Magic
1	Read Languages
1	Protection from Chaos
1	Light
1	Charm Person
1	Sleep
2	Detect Invisibility
2	Levitate
2	Phantasmal Forces
2	Locate Object
2	Invisibility
2	Wizard Lock
2	Detect Chaos
2	ESP
2	Continual Light
2	Knock
3	Fly
3	Hold Person
3	Dispel Magic
3	Clairvoyance
3	Clairaudience
3	Fire Ball
3	Lightning Bolt
3	Protection from Chaos, 10' Radius
3	Invisibility, 10' Radius
3	Infravision
3	Slow
3	Haste
3	Protection from Normal Missiles
3	Water Breathing
4	Polymorph Self
4	Polymorph Others
4	Remove Curse
4	Wall of Fire
4	Wall of Ice
4	Confusion
4	Charm Monster
4	Plant Growth
4	Dimension Door
4	Wizard Eye
4	Massmorph
4	Hallucinatory Terrain
5	Teleport
5	Hold Monster
5	Conjure Elemental
5	Telekenesis
5	Transmute Rock to Mud
5	Wall of Stone

5	Wall of Iron
5	Animate Dead
5	Magic Jar
5	Contact Higher Plane
5	Pass-Wall
5	Cloudkill
5	Feeblemind
5	Animal Growth
6	Flesh to Stone/Stone to Flesh
6	Reincarnation
6	Invisible Stalker
6	Lower Water
6	Part Water
6	Projected Image
6	Anti-Magic Shell
6	Death Spell
6	Geas
6	Disintegrate
6	Move Earth
6	Control Weather

Cleric Spells by Level

Level	Spell
1	<i>Cure Light Wounds</i>
1	<i>Purify Food & Water</i>
1	Detect Magic
1	<i>Detect Chaos</i>
1	<i>Protection from Chaos</i>
1	<i>Light</i>
2	Find Traps
2	Hold Person
2	<i>Bless</i>
2	Speak with Animals
3	Remove Curse
3	<i>Cure Disease</i>
3	Locate Object
3	<i>Continual Light</i>
4	Neutralize Poison
4	<i>Cure Serious Wounds</i>
4	<i>Protection from Chaos, 10' Radius</i>
4	Sticks to Snakes
4	Speak with Plants
4	Create Water
5	<i>Dispel Chaos</i>
5	Raise Dead
5	Commune
5	Quest
5	Insect Plague
5	Create Food

Spells in italics have a law/chaos description.

SPELLS: ANIMAL GROWTH – WIZARD LOCKAnimal Growth

Spell Level: MU5

This spell causes up to 6 normal animals within 12" feet to turn into giant-sized creatures. The magic lasts for 12 rounds.

Animate Dead

Spell Level: MU5

This spell animates a lifeless body, turning it into a skeleton or zombie. 1d6 intact bodies can be used, +1d6 per caster level above 8th. The undead obey the caster and exist until dispelled or destroyed.

Anti-Magic Shell

Spell Level: MU6

This spell creates a shield of anti-magical energy around the caster. No spell, whether cast or by object, can penetrate the shell nor can any item within the shell (such as on the caster's person or anything he casts) pass out of the shell. Magical items have no special powers inside the shell or while attacking the caster although they're still items in their own right. The spell lasts 12 rounds.

Bless

Spell Level: C2

Law: This spell infuses all blessed allies with a +1 bonus to morale and attacks for 6 rounds. The blessing must be given before melee combat is engaged.

Chaos: The caster utters baneful words, implying a -1 penalty to morale and attacks to all opponents who can hear the caster for 6 rounds.

Charm Monster

Spell Level: MU4

This spell functions as *charm person* but can target any monster or up to 3d6 creatures with 3 or fewer HD.

Charm Person

Spell Level: MU1

The caster weaves soothing words and false emotions into a humanoid, man-sized or smaller creature. If they fail their saving throw, the creature regards the caster and his allies as a trusted friend. The creature still retains its mind and memories and won't perform suicidal requests but it is a loyal ally and will at least bow out of a fight if his own allies are the enemy. The magic is permanent until removed.

Clairaudience

Spell Level: MU3

The caster creates an invisible link from his eyes into in any location within 6" that allows him to see into that space as if he were standing there for up to 12 rounds.

Clairvoyance

Spell Level: MU3

This spell brings into being an invisible link from the caster's ears into any location within 6", allowing him to hear as if he were standing there for up to 12 rounds.

Cloudkill

Spell Level: MU5

The caster conjures a poisonous cloud of vapor 3" in diameter that moves 6" per round directly away from the caster. Any creature with fewer than 5HD dies

instantly in the cloud. The magic lasts for 6 rounds or until dispersed by a strong gust of wind.

Commune

Spell Level: C5

The caster prays and contacts a higher being or deity that closely represents his alignment. The caster may ask three questions which are always answered with a "yes," "no," or "I don't know." The spell can only be used once per week but once every year, on a holiday sacred to the caster, six questions may be asked instead.

Confusion

Spell Level: MU4

Powerful magic assaults the minds of 2d6 creatures +1 per caster level within 12". Creatures with 2 or fewer HD are instantly affected. All other creatures become affected in a number of rounds equal to 1d6 minus the difference between the caster's level/HD and the target's level/HD (if the monster is stronger, the spell takes longer to come into effect). Before initiative is rolled, roll 2d6 for each affected creature. Confused creatures pursue and attack their opponents without care to tactics or intelligence (2-5), stand motionless (6-8), or attack their own allies (9-12) for 12 rounds. Creatures with 4 or more HD are allowed a saving throw each round they're confused; success indicates they act normally.

Conjure Elemental

Spell Level: MU5

This spell conjures a 16HD elemental creature of fire, earth, air, or water; only one type per each casting per day. The elemental remains for as long as the caster concentrates to control it. The caster can send away the elemental but if his concentration is broken the monster attempts to kill him.

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Contact Higher Plane

Spell Level: MU5

This spell allows the caster to seek knowledge from another plane of existence, asking questions and receiving a "yes" or "no" answer. Such beings disdain answering mortals. The higher the plane, the more questions that can be asked, the higher the chance the being will know the answer, and the greater the chance they'll answer truthfully. Such knowledge may drive the caster insane and so the greater the plane, the greater the chance the caster loses his sanity.

Contact Higher Plane Chance

1d66 for Each Column				
Plane	Questions	Being Will Answer	Answer is Truthful	Caster Insanity
3rd	3	(23)	(25)	None
4th	4	(25)	(33)	(14)
5th	5	(31)	(36)	(21)
6th	6	(31)	(44)	(25)
7th	7	(36)	(51)	(32)
8th	8	(44)	(53)	(36)
9th	9	(51)	(55)	(44)
10th	10	(55)	(61)	(51)
11th	11	(62)	(62)	(55)
12th	12	(64)	Always	(62)

For every level above 11th, the insanity target number is reduced by -2. If the caster goes insane, he falls limp and babbles incoherently after the questions are answered for a number of weeks equal to the plane contacted. The caster remembers the answers to his questions when he regains his sanity.

This spell can only be used once per week.

Continual Light

Spell Level: MU2

This spell creates permanent light in the air or on any object within 12". The light is magical, does not affect creatures weak to daylight, and casts illumination out to 24" in diameter.

Continual Light

Spell Level: C3

Law: This spell functions as the magic-user spell of the same name but the light created is the equivalent of natural daylight.

Chaos: Instead of creating light, this spell creates darkness so black that not even infravision can penetrate it.

Control Weather

Spell Level: MU6

This powerful spell enables the caster to alter the weather from clearing clouds to creating storms or blizzards. Only one change per casting can be made and the weather eventually returns to its natural form.

Create Food

Spell Level: C5

This spell creates a thin, tasteless but nourishing gruel that can feed 12 man-sized creatures plus 12 additional servings per caster level above 8th.

Create Water

Spell Level: C4

This spell creates 12 gallons of pure drinking water per caster level above 8th.

Cure Disease

Spell Level: C3

Law: This spell purifies the target's body, removing any and all diseases (magical or mundane) from his person.

Chaos: A touched creature is inflicted with a magical disease unless they successfully save. The effects of a disease are based on the GM but magical diseases caused by this spell are slowly debilitating (but not immediately deadly), require at least 24 hours for incubation, and can only be healed by magic.

Cure Light Wounds

Spell Level: C1

Law: This spell instantly restores 1d6+1 lost hit points to a touched creature.

Chaos: This spell instantly fills a touched creature with profane energy, inflicting 1d6+1 points of damage.

Cure Serious Wounds

Spell Level: MU4

Law: This spell instantly restores 2d6+2 points of damage to a touched creature.

Chaos: This spell instantly fills a touched creature with profane energy, inflicting 2d6+2 points of damage.

Death Spell

Spell Level: MU6

Profane magic kills 3d6 creatures with fewer than 7HD in a 6"x6" area up to 24" away.

Detect Chaos

Spell Level: MU2

The caster suddenly becomes aware of a person thinking chaotic or hostile thoughts and can see chaotic residue on enchanted objects. The spell lasts for 2 rounds and has a range of 6".

Detect Chaos

Spell Level: C1

Law: This spell functions as the magic-user spell of the same name but with a range of 12" and duration of 6 rounds.

Chaos: Instead of detecting chaos, this version of the spell detects all that is lawful in nature.

Detect Invisibility

Spell Level: MU2

The caster attunes his eyes to pierce masking illusions, allowing him to see anything hidden by magic for 6 minutes within 1" per caster level.

Detect Magic

Spell Level: MU1

The caster attunes his eyes to the magic spectrum, allowing him to magical residue and auras. The stronger the magic, the brighter the aura. This spell lasts for 1 round per caster level.

Detect Magic

Spell Level: MU1

This spell functions as the magic-user spell of the same

APPENDIX I: SPELLS

name.

Dimension Door

Spell Level: MU4

The caster, and one other creature he touches, steps through a magical "door" and reappears anywhere within 36" that he desires in any direction.

Disintegrate

Spell Level: MU6

A green ray disintegrates any solid matter including creatures and their gear unless they succeed on a saving throw. If targeting a large area, up to 6 square feet will be obliterated per casting.

Dispel Chaos

Spell Level: C5

Law: This spell functions as dispel magic but can dispel any summoned chaotic creature or break chaotic enchantments in a 3" radius.

Chaos: Instead of dispelling chaos, this spell dispels lawful creatures or enchantments.

Dispel Magic

Spell Level: MU3

By means of this magic, the caster counters any spell or enchantment currently in effect that he targets within 12". The spell has no effect on magic items or artifacts. The chance of success is 1d66(66) with a -4 penalty per level the target's caster level is above your own.

ESP

Spell Level: MU2

The caster's mind can pick up and read any intelligent thought within a range of 6" for 12 rounds. The spell can penetrate solid rock up to 2" in thickness but even the thinnest coating of lead blocks it.

Feeblemind

Spell Level: MU5

Only usable against magic-users, this can be targeted up to 24". Powerful magics dull the mind, making it impossible to memorize spells. Magic-users save with a -8 penalty to their rolls.

Find Traps

Spell Level: C2

This spell makes the caster aware of any mechanical or magical traps within 3" feet. He knows their position but does not gain knowledge on how to defeat or safely bypass them.

Fire Ball

Spell level: MU3

A bead of fire springs from the caster's hand, traveling in a straight line up to 24". When it reaches its target destination or strikes a creature, the bead explodes in a ball of fire 2" feet in radius and inflicts 1d6 points of fire damage per caster level or half damage on a successful save.. The fire ball conforms to its surroundings, expanding to fill its entire area if confined.

Flesh to Stone/Stone to Flesh

Spell Level: MU6

Transmutation magic turns living flesh into inanimate stone. The effect is permanent until reversed by a second casting of the spell. Creatures deformed while petrified will revert to normal with the same deformities.

Fly

Spell Level: MU3

By means of this spell the caster can will himself to take flight, moving at a speed of 12" with perfect maneuverability. The magic lasts a number of rounds equal to the caster's level +1d6 rounds (GM rolls secretly) as the magic wanes.

Geas

Spell Level: MU6

This spell forces the recipient to perform one task for the caster. Deviation from this task results in debilitating weakness and complete refusal results in the victim's death. The recipient is allowed a save to resist the effects and the magic lasts until the task is complete or somehow dispelled.

Hallucinatory Terrain

Spell Level: MU4

Illusory magic changes the appearance of all terrain within 24" of the caster into some other type of natural terrain. The magic is permanent although creatures interacting with it may notice it's an illusion. The average person can be fooled into thinking a lake is an open field until they actually step onto what they think is grass and become submerged in water.

Haste

Spell Level: MU3

The caster weaves quickening magic in the muscles of up to 24 creatures in a 6" by 12" area and up to 24" away. Hasted creatures move 50% faster and can make one extra attack per round. The magic lasts 3 rounds.

Hold Monster

Spell Level: MU5

This spell functions as hold person except it affects any creature.

Hold Person

Spell Level: MU3

Magical power assaults the minds of up to 4 humanoids within 12", forcing them to save or stand rigidly still, unable to move. If hold person is cast on a single humanoid, he suffers a -8 penalty to his saving throw. The magic wanes after 6 rounds +1 round per caster level.

Hold Person

Spell Level: C2

This spell functions as the magic-user spell of the same name except with a duration of 9 rounds and range of 18".

Hold Portal

Spell Level: MU1

This spell infuses a door or other hinged mechanism with magical energies that hold it shut. The portal is magically held for 2d6 rounds.

Infravision

Spell Level: MU3

The caster enchants his eyes to be able to shift into the infrared spectrum at will. The magic lasts 24 hours and can see up to 6" away.

Insect Plague

Spell Level: C5

This spell creates a massive cloud of insects within an

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area of 6" radius that can move as the caster directs up to 48" from his person. The cloud obscures all vision, makes spell casting within it impossible, and causes creatures with less than 3HD to flee. The spell can only be cast outdoors where insects are plentiful and lasts for 1 day, until dispelled, killed or driven off by fire, heavy smoke, heavy rain, or the like.

Invisibility

Spell Level: MU2

The caster or a creature he touches bends light and heat around their person, becoming invisible and fooling all manner of mundane sight including infravision. Any object picked up an invisible creature also becomes invisible. Invisibility lasts until the target makes an attack or hostile action (a hostile action is anything intended to inflict harm or force a saving throw).

Invisibility, 10' Radius

Spell Level: MU3

This spell functions as *invisibility* but bestows the illusion upon all within 1" (10') of the caster. The normal restrictions still apply.

Invisible Stalker

Spell Level: MU6

The caster conjures an invisible stalker and can give it one task which it must perform, regardless of complexity. The invisible stalker exists until killed or it completes its task.

Knock

Spell Level: MU1

Magic unlocks and opens all portals, doors, or gates within 6" of the caster.

Levitate

Spell Level: MU1

The caster infuses his body with energy that lifts his person vertically in the air, up to 2" per level high with a vertical speed of 6" per round, lasting 6 rounds plus 1 round per caster level.

Light

Spell Level: MU1

The caster conjures a magical light 3" in diameter for 6 rounds plus 1 round per caster level. The light can either be stationary in the air or appear on an object. The light does not affect creatures weak to natural daylight.

Light

Spell Level: C1

Law: This spell functions as the magic-user spell of the same name except with a base duration of 12 rounds.

Chaos: Instead of creating light, the caster creates a globe of inky darkness that consumes natural light. Creatures with infravision can see through this darkness.

Lightning Bolt

Spell Level: MU3

This spell excites matter in the air, creating a powerful stroke of lightning in a selected space 6" long, deflected off any sturdy structure back at the caster if it doesn't achieve its full length. Any creature in the path of the bolt suffers 1d6 points of damage per caster level or half damage if successfully saved.. The range of the

spell is 24".

Locate Object

Spell Level: MU2

The caster mentally pictures a specific object. If the object is within 6" plus 1" per caster level, the caster knows the direction (but not the exact distance) to the object.

Locate Object

Spell Level: C3

This spell functions as the magic-user spell of the same name but with a base range of 9".

Lower Water

Spell Level: MU6

This spell causes a body of water 24" in radius to lose half of its depth for ten minutes.

Magic Jar

Spell Level: MU5

The caster seals away his soul into an inanimate object within 3" of him and may possess any creature that passes within 12" of the object. If the targeted creature fails its saving throw, the caster possess its body while the creature's mind is spirited away to the container. If the possessed body dies, the souls are swapped back, killing the original creature.

The caster's body is left in a catatonic state while the soul is away. If the caster's body is destroyed, he must remain in the possessed body or container. If the container is destroyed, whatever spirit is inside is annihilated.

Massmorph

Spell Level: MU4

Illusionary magic changes up to 100 man-sized or smaller creatures within 24" into trees, bushes, and other natural fauna that matches the surrounding terrain. Creatures passing through this area detect nothing amiss. The spell lasts until the caster ends it or the magic is dispelled.

Move Earth

Spell Level: MU6

This spell moves up to 24" radius of natural earth at a speed of 6" per round for 6 rounds.

Neutralize Poison

Spell Level: C4

This spell detoxifies the target, whether creature or object, removing all poisons upon their person.

Part Water

Spell Level: MU6

This spell parts water creating a division up to 1" deep, 1" wide, and 12" long for 6 rounds. If created underwater, the part functions as an air tunnel for the duration.

Pass-Wall

Spell Level: MU5

The caster opens a man-sized passage in solid rock up to 1" in length up to 30" away. The magic lasts for 3 rounds.

Phantasmal Forces

Spell Level: MU2

The caster projects any mental image into reality up to

24" away. Creatures viewing the illusion must save or believe it to be real. The illusion doesn't produce heat but feels, smells, and looks real and while interacting with it may cause disbelief, damage caused by the illusion is real until disbelieved. The illusion remains as long as the caster concentrates his mind, requiring him to stand still and be undisturbed.

Plant Growth

Spell Level: MU4

Magic stimulates natural plants in an area up to 30", causing them to grow and entangle. Passing through the area is impossible until the plants are destroyed though mundane means, such as fire or tools, or the magic is dispelled.

Polymorph Others

Spell Level: MU4

This spell transforms the target, up to 6" away, into any living creature from as small as a snail to as large as a dragon. The magic doesn't affect mentality but changes all physical abilities and confers the creature magical or supernatural powers like a dragon's breath. All limitations to the creature, such as the inability to speak or manipulate objects, is also conferred. The magic is permanent until dispelled. Unwilling creatures are allowed a saving throw to resist the magic.

Polymorph Self

Spell Level: MU4

Transmutation magic changes the caster's form into that of any creature. He retains his mental capability but gains the physical power and abilities of the new form. This does not confer magical or supernatural abilities like a basilisk's gaze or dragon's breath. The spell lasts 6 rounds + 1 round per caster level.

Projected Image

Spell Level: MU6

Illusionary magic creates an exact clone of the caster that appears up to 24" away for 6 rounds. The clone performs all actions the caster does or it can be commanded as a puppet with all spells appearing to originate from it.

Protection from Chaos

Spell Level: MU1

By means of this spell, the caster traces a circle which protects himself from the attacks of chaotic creatures that holds for 6 rounds. The caster receives a +2 bonus to saving throws against chaotic attacks and creatures attacking him suffer a -1 penalty to their attacks.

Protection from Chaos

Spell Level: C1

Law: This spell functions as the magic-user spell of the same name but lasts for 12 rounds.

Chaos: Instead of protecting against chaos, this spell protects against law.

Protection from Chaos, 10' Radius

Spell Level: MU3

This spell functions as *protection from chaos* but shields everyone within 10' of the caster.

Protection from Chaos, 10' Radius

Spell Level: C4

Law: This spell functions as the magic-user spell of the

same name but with a duration of 12 rounds.

Chaos: Protects against law instead of chaos.

Protection from Normal Missiles

Spell Level: MU3

The caster targets himself or another person within 3" to bestow immunity to non-magical missiles (but not oversized missiles like a giant's rock or catapult). The magic wanes after 12 rounds.

Purify Food & Water

Spell Level: C1

Law: This spell removes any taint from up to 12 gallons of water or like servings of food, making it safe for consumption.

Chaos: A like amount of food or water is fouled, becoming entirely harmful to consume.

Quest

Spell Level: C5

This spell functions as the magic-user spell *geas* except the recipient is not killed upon failure. A curse may be employed, but this curse can only be debilitating, not deadly. Generally speaking, a quest is used as punishment for actions taken out of alignment or atonement to restore honor. Abusing this spell, especially against one's followers, is always held in ill regard.

Raise Dead

Spell Level: C5

Law: This powerful magic restores the soul to a dead man, dwarf, elf, or halfling, bringing them back to life. The body couldn't have been dead longer than 4 days plus an additional 4 days per caster level above 8th. When raised, the character must succeed on their survival check (based on their constitution) or their spirit can't handle the journey and the creature is deemed permanently dead. Raised creatures must spend 2 full weeks in recuperation before being capable of adventuring again.

Chaos: This spell, commonly called *finger of death*, fires a ray of profane magic, up to 12" long, that slays its target unless it saves. A lawful cleric may memorize the casting of this spell but abuse immediately turns him chaotic.

Read Languages

Spell Level: MU1

This spell deciphers mundane languages otherwise unreadable to the caster. It does not decipher magical writing or even foreign languages written in magic words unless combined with *read magic*. One casting is sufficient for a page's worth of material per caster level.

Read Magic

Spell Level: MU1

The caster attunes his eyes to read even the most complex magical writings. One casting is sufficient for a page's worth of material per caster level.

Reincarnation

Spell Level: MU6

This spell returns a departed spirit to life in a new body. The GM decides on the new body or rolls randomly. If the new creature is a man, elf, dwarf, or halfling a 1d6

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is rolled to determine the class levels.

Remove Curse

Spell Level: MU4

The caster exercises cursed magic or evil words from a single creature or object. Removing a curse from an item makes it an ordinary item.

Remove Curse

Spell Level: C3

This spell functions as the magic-user spell of the same name.

Sleep

Level: MU1

A soporific mist dulls the mind of creatures within 24" of the caster, causing them to fall into a peaceful slumber until physically roused unless they succeed on a saving throw. Up to 3d6 creatures with 1+1 HD can be targeted, 2d6 creatures with 2+1 HD, 1d6 creatures with 3+1 HD, or 1 creature with 4+1 HD can be affected.

Slow

Spell Level: MU3

The caster weaves magic in the muscles of up to 24 creatures in a 6" by 12" area and up to 24" away. Creatures who fail their save are slowed, being capable of only one major action per round (attacking, moving, or casting a spell). Regardless of weapon class, only one attack can be made per round and total movement is halved. The magic wanes after 3 rounds.

Speak with Animals

Spell Level: C2

This spell allows the caster to communicate with any non-magical animal within 3" for 6 rounds. If a friendly reaction is obtained, the animal will befriend the caster or allow him and his allies to pass unharmed.

Speak with Plants

Spell Level: C4

This spell allows the caster to speak to and command plants, giving simple orders within their nature such as parting ways or entangling a creature. Large plants like trees or vines could lash out but no plant can uproot itself and fight as a normal creature.

Sticks to Snakes

Spell Level: C4

This spell changes 2d6 sticks (up to a staff's length and width) within 12" to turn into snakes, half of which are poisonous. The snakes obey the caster for 6 rounds after which they become sticks again.

Telekinesis

Spell Level: MU5

This magic empowers the caster's mind to move 200 coins worth of weight per caster level within 12". Only inanimate objects can be moved by this spell. The magic lasts 6 rounds.

Teleport

Spell Level: MU5

The caster can transport himself anywhere in the world. If the location is known but has never been visited or seen by the caster, there's a 1d6(4) chance the teleportation magic completely rips him apart. If the location has been seen but not visited there's a chance the caster arrives 10d6 feet below (2 or 3 on 2d6) or

above his destination (11 or 12 on 2d6); if transported into the earth, the caster is killed. If the area has been visited before and studied, the chance of appearing above or below is only 1d6(11) and 6d6 feet in either case.

Transmute Rock to Mud

Spell Level: MU5

Transmutative magics transform 30 square feet of natural earth, including sand, into mud. Creatures stepping into the mud sink and their speeds are reduced to 1. The magic can either be reversed by casting the spell a second time or the liquids evaporate after 3d6 days.

Wall of Fire

Spell Level: MU4

An opaque curtain of flame up to 6" in width and 2" in height springs up at any point within 6". Creatures with 3 or fewer HD attempting to pass through the fire are instantly immolated. All other creatures suffer 1d6 when passing through the fire or 2d6 for undead. Alternatively, the spell can create a circle 3" feet in diameter and 2" tall. The magic lasts as long as the caster concentrates.

Wall of Ice

Spell Level: MU4

This spell creates a wall of solid ice half a foot thick, 6" wide, and 2" in height. The wall is impenetrable through mundane means and negates all fire attacks, even magical ones. Creatures with at least 4 hit dice can destroy a 1" section of the wall but suffer 1d6 points of damage as frigid cold assaults them or 2d6 if they're a fire using creature. Alternatively, the spell can create a circle 3" in diameter and 2" tall. The magic lasts as long as the caster concentrates.

Wall of Iron

Spell Level: MU5

This spell conjures a wall of natural iron within 6" feet. The wall is a quarter foot thick with a combined height and length no greater than 5". The magic lasts for 12 rounds.

Wall of Stone

Spell Level: MU5

This spell springs into being a stone wall within 6". The wall is two feet thick with a combined length and height no greater than 10". The wall is permanent until dispelled or destroyed through mundane or magical means.

Water Breathing

Spell Level: MU3

The creature touched gains the ability to breathe underwater as if it were air. The magic lasts 2 hours.

Wizard Eye

Spell Level: MU4

The caster creates an invisible, magical flying eye that can fly 12" per round with perfect maneuverability. The range is up to 24" away from the caster and lasts 6 rounds.

Wizard Lock

Spell Level: MU1

Magic infuses a hinged portal, permanently locking it. A *knock* spell opens the portal briefly before closing and locking again. The caster may pass through his own lock. Magic-user's that are at least 3 levels higher than the caster can recognize a wizard lock and bypass it without negating the spell.

APPENDIX II: MONSTERS

"Monster" is an all encompassing term for any creature that lives on the fringe of human civilization. Monsters can be civilized creatures, including other humans, but in the unexplored frontier that is the world these creatures choose to live in the wildest lands. Not all monsters are hostile but most are at least unfriendly.

Dungeon Encounter Tables

After determining if a dungeon room may have a monster, roll 1d6 to determine which table you use. The lower the dungeon level, the more powerful the monster that will be faced. Although powerful monsters can inhabit lower level dungeons, these creatures are rare and avoided. The average dungeon denizen won't vary more than 1 to 2 HD per dungeon level.

Example dungeon encounters.

Random Encounters by Dungeon Level

Monster Table	1	2	3	4-5	6-7	8-9	10-12	13+
1	1-2	1	--	--	--	--	--	--
2	3-4	2	1	--	--	--	--	--
3	5	3-4	2	1	--	--	--	--
4	6	5	3-4	2-3	1	--	--	--
5	--	6	5	4-5	2-4	1-2	1	--
6	--	--	6	6	5-6	3-6	2-6	1-6

Table 1

D6	Monster
1	Kobold
2	Goblin
3	Skeleton
4	Orc
5	Bandit
6	Giant Spider

Table 2

D6	Monster
1	Hobgoblin
2	Zombie
3	Giant Lizard
4	Berserker
5	Gnoll
6	Ghoul

Table 3

D6	Monster
1	Wight
2	4th level fighting-man
3	Giant Snake
4	Giant Ant
5	Ochre Jelly
6	5th level magic-user

Table 4

D6	Monster
1	Wraith
2	Ogre
3	Chaotic 7th level Cleric
4	6th level fighting-man
5	Gargoyle
6	Lycanthrope

Table 5

2d6	Monster
2	Hydra (2d3+2 heads)
3	Wyvern
4	Spectre
5	Mummy
6	Minotaur
7	Manticore
8	Cockatrice
9	9th level magic-user
10	Wyvern
11	Troll
12	Medusa

Table 6

2d6	Monster
2	Hydra (3d3+4 heads)
3	Dragon
4	Basilisk
5	Gorgon
6	Chimera
7	Vampire
8	Giant
9	Balor
10	11th level magic-user*
11	Chaotic 8th level cleric*
12	Purple Worm

*Usually protected by 1d6 level 4 priests/magic-users and 1d6 level 2d3 fighting-men.

Wilderness encounter tables

To build wilderness encounters, group monsters into tables based on like types. Assign these tables to the terrain or other wilderness factors such as climate or season.

Example wilderness encounter tables.

Random Wilderness Encounters by Terrain

D6	Clear	Forest	River	Swamp	Hill/Mt.	Desert
1	Men	Men	Men	Men	Men	Men
2	Flying	Undead	Flying	Flying	Flying	Flying
3	Giant	Animal	Animal	Undead	Giant	Giant
4	Lycan.	Lycan.	Lycan.	Lycan.	Lycan.	Men
5	Animal	Flying	Water	Water	Animal	Anim.
6	Dragon	Dragon	Dragon	Dragon	Giant	Giant

Men Encounters by Terrain

2D6	Default	Mountain	Desert	Water
2	Bandit	Bandit	Nomad	Buccaneer
3	Brigand	Berserker	Dervish	Pirate
4	10th level magic-user*	Brigand	Nomad	Buccaneer
5	11th level magic-user*	9th level fighting-man*	9th level fighting-man*	Pirate
6	Bandit	11th level magic-user*	11th level magic-user*	Buccaneer
7	Berserker	8th level fighting-man*	Nomad	Merman
8	9th level fighting-man*	Neanderthal	11th level lawful cleric*	--
9	9th level fighting-man*	10th level magic-user*	Berserker	--
10	Brigand	8th level chaotic cleric*	--	--
11	Bandit	Caveman	--	--
12	8th level chaotic cleric*	11th level lawful cleric*	--	--

*Accompanied by an entourage of 2d6 fighting-men, magic-users, and clerics of 2d2 levels each. Each class has a chance of wielding magical equipment. Roll randomly for each character.

Random Magic Items for Men

Class/Item	1d6 Chance
Fighting-Man	--
Sword	(3)
Shield	(2)
Armor	(2)
Magic-User	--
Wand	(4)
Ring	(2)
Misc. Magic Item	(1)
Cleric	--
Weapon	(2)
Staff	(2)
Shield	(1)
Armor	(1)

Flying Monsters

2d6	Monster
2	Roc
3	Chimera
4	Hippogriff
5	Griffon
6	Manticore
7	Pegasus
8	Wyvern
9	Dragon
10	Chimera
11	Hippogriff
12	Balor

Undead Monsters

1d6	Monster
1	Skeleton or Zombie
2	Ghoul
3	Wight
4	Wraith or Spectre
5	Mummy
6	Vampire

Giant/Mountainous Monsters

2d6	Monster
2	Troll
3	Ogre
4	Orc
5	Hobgoblin
6	Gnoll
7	Goblin
8	Kobold
9	Treant
10	Gnome
11	Dwarf
12	Giant

Lycanthropes

1d3	Monster
1	Werewolf
2	Wereboar
3	Werebear

Water Monsters

2D6	Monster
2	Nixie
3	Giant Octopus
4	Giant Squid
5	Giant Serpent
6	Giant Snake
7	Crocodile
8	Giant Crab
9	Merman
10	Nixie
11	Giant Fish
12	Giant Leech

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Dragon/Reptilian Monsters

2d6	Monster
2	White Dragon
3	Green Dragon
4	Blue Dragon
5	Red Dragon
6	Gold Dragon
7	Cockatrice
8	Basilisk
9	Wyvern
10	Black Dragon
11	Chimera
12	Hydra (1d6+6 heads)

Animals

2d6	Default	Forest	Swamps	Mountains
2	Centipede	Unicorn	Pterosaur	Dire Wolf
3	Lizard	Minotaur	Triceratops	Smilodon
4	Toad	Toad	Apatosaurus	Mastadon
5	Ant	Pixie	Stegosaurus	Spotted Lion
6	Weasel	Manticore	Apatosaurus	Woolly Rhino
7	Ape	Dryad	Pterodactyl	Titanotheriidae
8	Beetle	Spider	Triceratops	Cave Bear
9	Scorpion	Ant	--	Mammoth
10	Lion	--	--	Smilodon
11	Boar	--	--	Dire Wolf
12	Spider	Centaur	T. Rex	Cave Bear

Generic creatures, such as toads and beetles, can be of normal or giant variety

Stronghold Inhabitants

When the inhabitants of a stronghold aren't known, they can be determined randomly. Roll 1d6 to determine the ruler and 1d66 to determine the elite guards.

Stronghold Rulers

		1d66 Elite Guard			
1d6	Ruler	11-23	24-36	37-53	54-66
1	9th level fighting-man	1d6+2 7th level fighting-men	1d6 griffons*	1d6+2 6th level fighting-men	1d6-2** giants
2	8th level fighting-man	1d6+2 6th level fighting-men	1d6-2** rocs*	1d6-2** ogres	3d3 5th level fighting-men
3	11th level magic-user	1d6-2** dragons	1d6-2** balors	1d6-2** wyverns	1d6-2 basilisks
4	10th level magic-user	1d6-2** chimeras	1d6 manticores	2d6 lycanthropes	2d6 gargoyles
5	8th level lawful cleric	3d6 4th level fighting-men	1d6 8th level fighting-men	3d3 treants	1d6+2 hippogriffs*
6	8th level chaotic cleric	3d3 trolls	1d6 vampires	3d6 apes	3d3 spectres

*An equal number of 4th level fighting-men ride these creatures.

**Minimum 1

Rulers may also have close advisers or confidants.

Advisers by Ruling Class

Ruler	Retainer	Level
Fighting-man	Magic-user 1d6(2) chance	1d3+5
	Cleric 1d6(3) chance	1d3+3
Magic-user	Fighting-man 1d6(2) chance	1d3+5
	Magic-user 1d6(3) chance	1d3+4
Cleric	1d6 clerics 1d6(3) chance	1d3+4 each

MONSTERS: ANIMAL/INSECT, GIANT - ZOMBIE

The following is a list and description of typical monsters that may be encountered in a fantasy campaign.

Note on Undead Creatures

Undead creatures are beings brought back to life through perverted means, usually through magic or strong emotions like grief and hate which ties them to the mortal world. In addition to whatever abilities they may have, undead never check morale, never need to sleep, eat, or breath, are immune to any magic or attacks that effect the mind (such as charms and illusions), and are immune to any effect that damages their physical being such as poison.

Hit Dice: All monsters roll d6 for hit dice. The number in parenthesis represents the average value for a typical monster although, ideally, hit dice should be rolled individually for each creature encountered. Monster's use a fighting-man's saving throw with their HD equaling level.

A monster may also attack a number of times equal to their HD. This ability is only usable against creatures with 1 or fewer HD or against normal, non-heroic units in mass combat. Generally, a monster's natural weapon is of a class equal to twice its HD.

If a creature only has .5HD, that means half a hit dice or 1d3 vice 1d6.

Armor Class: The monster's typical armor class, either representing actual armor (such as with humanoids) or physical toughness (such as scales or thick skin). If AC is an odd value then it's the equivalent of human armor; AC 9 unarmored, AC 7 leather, AC 5 chain mail, and AC 3 plate mail. If armor is an even number then apply the -1 penalty an attacker would receive if their opponent was wearing a shield.

Monster AC Shield Equivalent

AC	Armor + Shield Equivalent
8	Unarmored with Shield
6	Leather with Shield
4	Chain Mail with Shield
2	Plate Mail with Shield

Movement: The monster's movement in inches.

Alignment: The typical alignment of the creature in question. Different alignments may exist but these are rare.

Organization and Lair: The amount of monsters typically grouped together and working together. This does not represent monsters actually encountered, especially not in dungeons which are ill suited to house large numbers. This number is more appropriate for wilderness encounters or when determining the makeup of a monster's natural lair.

It's assumed that all creatures have a permanent (or temporary if nomadic) home or base of operations. The percentage listed in parenthesis is how many creatures in a monster's organization stay behind in their "lair." This can be made up of leaders, common workers, noncombatants like children and the elderly, or reserve soldiers.

Treasure: The type or amount of treasure typically associated with the monster's organization. This number should only be used to determine treasure found in lairs, not actual dungeons (a separate table for random dungeon treasure is available). Unintelligent monsters do not keep treasure and any found is typically the result of their undigested meals or dead creatures scattered about their lair. Animal intelligent monsters might be attracted to shiny baubles and so collect coins or other interesting treasures. Intelligent creatures employ any usable magic items (such as weapons and armor) and almost never carry gold or trade goods on their person while exploring, leaving all unnecessary treasures back in their lairs.

Animal/Insect, giant

HD: Varies

AC: Varies

MV: Varies

Alignment: Neutral

Organization: Varies

Treasure: Varies

This includes abnormally large insects (from the size of a cat to as large as a barn) and huge, powerful animals like mastodons and smilodons. AC ranges from 2 to 8 with hit dice going all the way up to 20. Assume a man-sized creature has 2 to 4 HD, an ogre sized creature can have up to 8 HD, and large creatures will have up to 16 HD with 20 being reserved for the mightiest of predators (such as the tyrannosaurus rex). The amount of d6 for damage is typically HD divided by 4, minimum 1d6.

Ant: Giant ants are a bane to any natural surroundings as they can strip away a field in hours. Ants are hive minded creatures that act only in the needs of their home. Workers have 2HD and AC9 while soldiers have 3-6HD and AC 5 due to their hard shells.

Apatosaurus: These massive herbivores graze in swamps and plains. Because of their incredible size,

they aren't shy in the least and ignore most creatures smaller than they are. They'll defend themselves if attacked, inflicting 4d6 points of damage with a powerful stomp or swipe of the tail. They have 14-20HD and AC 8.

Dire Animal: Dire animals are larger, more primal beasts than typical animals. While still an animal, they're all aggressive, territorial, and almost impossible to train or domesticate. Dire wolves, among the most common, have 2HD and AC8.

Cave Bear: These great bears are aggressive and territorial but live almost entirely in caves. They have 6HD, AC7, and inflict 2d6 points of damage when they rear on their hind legs and swipe with a meaty paw.

Mammoth/Mastodon: Distant ancestors to the modern elephant, these beasts are smaller but hardier. Their tusks are far too large for goring but they can inflict 2d6 points of damage with a charge or stomp. They have 6-12HD and AC 7.

Pterosaur: This flying monster hunts mostly small prey but will attack in defense. Despite its sharp beak and body size, the creature can actually walk on all fours at a reasonable speed (9") and fly at 34" Class C.

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Triceratops: This massive herbivore is a grazer but will aggressively defend its family and territory. Due to its size it inflicts 2d6 points of damage with a gore and if it charges it inflicts +2d6. It has 8HD and AC 6 (AC 2 if attacking from the front due to its armored head).

Tyrannosaurus Rex: The largest predator known, the t-rex's signature bellow is enough to cause any creature with less than 4HD to save vs. death or run in terror. The t-rex inflicts 4d6 points of damage with its vicious bite. It has 16HD and AC 6.

Rhinoceros/Woolly Rhinoceros/Titanotheriidae:

Although herbivorous, rhinos are territorial and suspicious of any man-sized creature. A rhino will scrape its feet, indicating a charge for 1d3 rounds before attacking. A charging rhino inflicts +1d6 points of damage. Rhinos have 4-10HD and AC 2-4 due to their powerful bodies.

Because titanotheriidae aren't true rhinoceri (they're more closely related to horses), their charge damage is only +1d3.

Smilodon: The famed sabretooth tiger, this ferocious hunter stalks the hills and jungles. The smilodon can pounce on a charge, inflicting +1d6 points of damage with its first attack. It has 6-12HD and AC 7.

Snake: Giant snakes are typically constricting snakes like the anaconda. On a successful hit, these snakes constrict their prey and inflict 1d6 points of damage per round. They constrict until they're killed or their victim succeeds on a strength check with a -2 to -6 penalty to their strength due to the snake's powerful muscles.

Stegosaurus: Although they're herbivores, these beasts are fiercely territorial. They inflict +1d6 points of damage on a charge and can swipe with their spiked tail for 1d6 points of damage. They have 4-6HD and AC 4 due to their tough body.

Spider: Giant spiders are aggressive and territorial. Any man-sized or smaller creature that touches its web will be caught unless it succeeds on a strength check, moving 1" for that round. Giant spiders typically have 1-4HD and AC 9-7. Web-spinning spiders can fire webs 4" and have poison has a normal spider but full strength (no bonus to the save). Predatory spiders, like tarantulas, can move very fast (14-16") and leap 2" in a single bound.

Animal/Vermin, normal

HD: Varies

AC: Varies

MV: Varies

Alignment: Neutral

Organization: Varies

Treasure: Varies

These are normal, mundane animals or vermin (any biting insect, arachnid, or bug). A normal vermin is practically harmless (unless it carries a powerful poison of some kind) and can be killed effortlessly. Vermin can form man-sized or greater swarms in which case they have at least 1 hit die and attack simply by moving over a creature, inflicting 1d6 points of damage per round as they bite and sting. Only fire, area attacks, or thick smoke will disperse a swarm due to their size.

Most small, harmless animals have only 1 hit point and inflict 1 point of damage per hit. Larger, more powerful animals will have at least 1 full hit die while stronger, predatory beasts (like lions or tigers) will have 4 to 6 HD. Assume small animals have an AC 9, man-sized animals have AC 8, and larger animals have AC 7 at best.

Ant: By themselves ants are harmless but in swarms they're deadly. A swarm of fire ants can swarm over a man-sized creature, biting for 1d3 points of damage each round. Only fire or an area spell will kill an ant swarm.

Ape/Gorilla: Large, powerful apes are curious and sociable but will become incredibly violent in the defense of their lairs. Gorilla's, the size of humans and four times heavier, are particularly fearsome.

Bats: Bats avoid humans but a swarm of them can pose a threat. A swarm of bats bites for 1d3 points of damage per round, completely obscures vision, and deafens anyone in the area.

Beetle: Alone, beetle's are harmless but a swarm can strip vegetable matter quickly. A swarm of beetles is harmless but obscures vision and causes a lot of noise.

Boar: Aggressive, territorial swine, a boar has 2HD and always charges when possible.

Centipede: Alone a centipede is mostly harmless but but swarms of them are aggressive. A swarm of biting centipedes inflict 1 point of damage per round and can only be killed with fire or some other area effect.

Frog/Toad: These amphibians are typically harmless and timid. Some frogs are poisonous and one infamous breed, if touched, will kill a man within an hour unless he saves vs. poison.

Lion/Marozi: Large, powerful feline hunters. Lions don't hunt humans but will attack in defense or when very hungry. A lion has 4-6HD and AC 7-9.

Marozi, or "spotted lion", is a mountain dwelling lion that's slightly smaller than a normal one.

Lizard: Lizards are completely harmless to humans (although some have a painful bite) and run away when disturbed. Large, powerful lizards (like a komodo dragon) have 4HD and AC 8.

Rat: Alone, rats are harmless but can swarm and pose a threat to humans. A hungry rat swarm will inflict 1d3 points of damage per round.

Scorpion: Typically solitary arachnids, scorpions avoid humans. Scorpion attacks are usually the result of accident or them hiding in dark places like boots and bed rolls. A scorpion sting requires a save vs. poison or the victim is weakened, suffering a -4 penalty to saves for 1d3 hours.

Snake: Snakes are typically solitary reptiles that are generally not aggressive but very defensive of their homes. A typical snake has 1hp and AC9. A bite by a poisonous snake requires a save vs. poison or the victim is paralyzed for 1d6 rounds.

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Spider: Spiders are typically solitary arachnids and usually encountered alone or in a group of 2d6. Spiders aren't aggressive towards humans and spider bites are the result of accidents (hiding in sleeping bags and boots). A person bit by a really poisonous spider must save vs. poison with a +4 bonus to TN or suffer a -1 penalty to attack TN for 1d3 days. Typical spiders can be killed instantly if found.

Weasel: Weasels will attack when cornered but otherwise avoid humans.

Basilisk

HD: 6+1 (22hp)
AC: 4
MV: 6"
Alignment: Neutral
Organization: 3-30 (40%)
Treasure: F

Basilisks are lizard-like monsters with a fearsome gaze. Any creature looking at a basilisk during a single round must save vs. petrification or turn into stone. A basilisk is subject to its own gaze if looking in a clear reflection (a liquid surface, like water isn't enough).

Black/Gray Pudding

HD: 10 (35hp)
AC: 6
MV: 6"
Alignment: Neutral
Organization: 1
Treasure: None

Strange abominations similar to the ochre jelly, puddings are immune to cold but can be killed with fire. Puddings dissolve wood, corrode metal in one round, and have no effect on stone. They inflict 3d6 points of damage per round to enveloped creatures and totally dissolve the armor of any creature that is enveloped for more than one round. They can crawl on ceilings, slip through cracks, and split apart as ochre jellies.

Centaur

HD: 4 (14hp)
AC: 5
MV: 18"
Alignment: Lawful or Neutral
Organization: 2-20 (5%)
Treasure: A

Against creatures with more than 1HD, centaurs can attack with whatever weapons they carry and again with their hooves. Centaur lairs are guarded by an additional 1d6 centaurs with twice as many noncombatant females and at least as many young children as there are males.

Chimera

HD: 9 (31hp)
AC: 4
MV: 12", fly 18" Class D
Alignment: Neutral or Chaotic
Organization: 1-4 (50%)
Treasure: F

The abominable chimera can attack nine times against creatures with 1HD or three times against all other creatures, one attack per head. The dragon head can

bite or breathe fire in a straight line 5" long inflicting 3d6 points of damage (save vs. breath weapon for half).

Cockatrice

HD: 5 (17hp)
AC: 6
MV: 9", fly 18" Class E
Alignment: Neutral
Organization: 1-8 (35%)
Treasure: D

The cockatrice is a flying bird-like lizard. On a successful attack, the victim must save vs. petrification or turn into stone.

Djinni

HD: 7+1 (25hp)
AC: 5
MV: 9", fly 24" Class C
Alignment: Lawful or neutral
Organization: Summoned
Treasure: None

Djinn are powerful air elemental beings that inflict 2d6 - 1 points of damage with one of their natural slam attacks. They can carry up to 6,000 coins worth of weight. They have magical powers allowing them to create fresh food and water, create permanent mundane objects out of stone, wood, or metal (metal objects last only a day's time), create permanent illusions requiring no concentration, assume gaseous form, become invisible until they attack, and can form a whirlwind as an air elemental 1" wide at the base, 2" wide at the top, and 3" in height.

Dragon

HD: 5 to 12 (17-42hp)
AC: 2
MV: 9", fly 24" Class F
Alignment: See below
Organization: 1-4 (60%)
Treasure: H

Fearsome beasts, dragons rule the skies and collect treasure from their fallen foes. Dragons don't roll hit dice as other creatures; the number of hit points gained per hit dice is determined by the dragon's age. A dragon's breath weapon damage is equal to their hit dice and is also determined by their age.

Dragon Age

Age	HP/ Die	Breath/ Die
Very Young (1-5 years)	1	1
Young (6-15 years)	2	2
Young Adult (16-25 years)	3	3
Adult (26-75 years)	4	4
Old (76-100 years)	5	5
Very Old (100+ years)	6	6

There are six dragon types each denoted by the color of their scales. A dragon's breath weapon type is listed as well as their base hit dice which are modified by their age and size; 20% of dragons are smaller than normal for their age using the lower value, and 20% of dragons are larger than normal, using the higher value. A dragon can only employ its breath weapon three times per day and inflicts damage equal to its hit dice + damage based on age (save vs. breath weapon for half

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damage).

E.g., a normal young white dragon (6HD) has 12 hit points (6HD * 2 hit points per die) and its breath weapon inflicts 12 points of damage (6 on a successful save).

When encountered in their lairs, a dragon may be asleep. A sleeping dragon that's awakened will always react with hostility with the exception of gold dragons (unless they're attacked). Attacking a sleeping dragon does not slay it but does grant the attackers surprise and a +2 bonus to their attack.

All dragons are chaotic, arrogant, and paranoid. They despise creatures they believe to be more powerful than they and will steal treasure at any opportunity. Golden dragons are lawful and friendly but still arrogant and condescending as all their kind. They're always in a talkative mood even when woken.

The average dragon cannot speak but all understand the dragon tongue and most attempt to learn common. The "talk" percentage is used to determine if the dragon is able to speak the common and dragon tongue. All dragons who can cast magic-user spells can automatically speak.

Dragons by Type

Type	Breath	HD	Talk/ Sleep	Notes
White	8"x3" cone of cold	5/6/7	1d6(1)/ 1d6(4)	Live in arctic regions
Black	6"x.5" line of acid	6/7/8	1d6(2)/ 1d6(3)	Live in swamps and marshes. 5% chance of knowing one 1st level magic-user spells.
Green	5"x4" cloud* of poisonous gas	7/8/9	1d6(3)/ 1d6(2)	Live in woods and forests. 10% chance of knowing one 1st and 2nd level magic-user spells.
Blue	10"x.5" line of lightning	8/9/10	1d6(4)/ 1d6(2)	Live in deserts and arid regions. 15% chance of knowing one 1st and 2nd level magic-user spells.
Red	9"x3" cone of fire	9/10/11	1d6(5)/ 1d6(1)	Live in mountainous and hilly regions. 15% chance of knowing one 1st through 3rd level magic-user spells.
Gold	as red or green dragon	10/11/12	Always/ 1d6(1)	Live in any region. Know one spell, one spell per bonus HD, caster level equal to total HD. Can shape-change into any humanoid form.

*A "cloud" is a 3" radius effect emitting from the dragon's mouth.

Dragons have elemental resistances or weaknesses based on their type. When attacked by an elemental power, they imply the following modifiers to both the attack roll (if any), the damage inflicted per die, and their saving throw.

Dragon Resistances

Type	Water	Fire	Lightning	Air	Earth
White	-1	+1	+1	-	-1
Black	+1	--	--	--	-1
Green	--	--	--	+1	--
Blue	-1	+1	-1	-	--
Red	+1	-1	--	-1	-1
Gold	--	--	--	--	--

A subdued dragon can either be bullied into service or sold on the open market, fetching (4+1d6) * 100 gold pieces multiplied by the dragon's maximum hit points. A dragon will remain subdued so long as it's constantly guarded but any lapse in protection or hint of weakness and the dragon will take advantage.

Two dragons sharing a lair are mated couples of at least adult age. Three or more dragons encountered in a lair are two adults and their very young children. If the children or eggs are attacked, the mates fight to the death, opening combat with their breath weapons. If the female dragon is attacked, the male dragon gains a +2 bonus on his attack rolls out of ferocity. Very young and young dragons rarely have treasure or at most one-quarter treasure. Young adult dragons typically have half the normal treasure value. Old dragons typically have one-and-a-half times the treasure and very old dragons have at least double the standard treasure.

Dryad

HD: 2 (7hp)

AC: 5

MV: 12"

Alignment: Neutral

Organization: 1-6 (20%)

Treasure: D

Dryads are forest spirits personally connected to a specific tree. They cannot move more than 24" from their tree and are timid creatures. Anyone who wishes to bring harm against a dryad is attacked by their *charm*

person spell which implies a -2 penalty to the target's saving throw. Charmed characters are kept as guardians.

Dwarf

HD: 1 (3hp)

AC: 4

MV: 6

Alignment: Lawful or neutral

Organization: 40-400 (50%)

Treasure: G

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Dwarves are industrious mountain folk with a taste for strong alcohol and big beards. Dwarves have infravision, attack goblins on sight, and suffer only half damage from ogres, trolls, and giants.

For every 40 dwarves encountered there will be a 1d6th level fighting-man among them. If encountered in their lair, the fighting-man will be level 3 if a roll of 1d6 equals 1-2, level 4 on 3-4, level 5 on 5, and level 6 on 6. There's a 10% chance per level that these exceptional dwarves have a magic shield, magic armor, or magic weapon (66% sword or otherwise a hammer).

Efreeti

HD: 10 (35hp)

AC: 3

MV: 9", fly 24" Class C

Alignment: Neutral or chaotic

Organization: Summoned

Treasure: None

Efreet are fiery elemental beings that are natural enemies to djinn. They inflict 2d6 points of damage with their natural slam and can set fire to combustibles. They can carry up to 10,000 coins worth of weight and create a wall of fire with a caster level equal to their HD. Efreeti may bargain for their lives or, if freed from bondage, willingly serve for 1,001 days. Efreeti resent enslavement and usually pervert their master's wishes if treated poorly.

Elemental

HD: Varies

AC: 2

MV: Varies

Alignment: Neutral

Organization: Summoned

Treasure: None

Elementals are creatures tied to one of the four primary elements; air, earth, fire, and water. Unless noted otherwise, conjured elementals have 16HD, elementals summoned by a magical device have 12HD, and elementals conjured by a staff have 8HD.

A spell or device can only summon one elemental of each type per day. The summoner must always maintain control of the elemental, performing no action each round. If control is broken (such as being damaged or moving) then the elemental turns on its summoner, attacking any creature that dares get in its way. The elemental is berserk until killed or dispelled although the caster can dispel an elemental while he still maintains control.

Only magical weapons can injure an elemental.

Air Elementals: Elemental beings made from swirling, visible gusts of wind. Air elementals fly at 36" Class A. They can slam opponents and inflict +1 point of additional damage against other aerial creatures. They can create a whirlwind of buffeting winds 3" wide at their base, 6" wide at the top, and as tall as their hit dice. The winds automatically damage any creature inside it each round and knock away creatures with less than 2HD. Forming the whirlwind and dissipating requires one full round.

Earth Elementals: Slow moving at only 6" per round, these powerful elementals inflict 2d6 points of damage

with their slam attack or 3d6 if the creature they attack is resting on solid ground. Earth elementals can attack structures as a battering ram, inflicting 3d6 points of damage per hit. Earth elementals can't cross water.

Fire Elementals: Fire elementals have a movement of 12", inflict 2d6 points of damage with their fiery slam or 1d6+1 points of damage against fire-based creatures. Fire elementals can ignite flammable material simply by touching it. They're totally immune to fire (even molten rock) but if they're submerged in water, they're killed.

Water Elemental: Water elementals can swim at a speed of 18" or move on land at a speed of 6" but they will never move further than 6" from a body of water. In water they inflict 2d6 points of damage per attack and only 1d6 when attacking on land.

Elf

HD: 1+1 (4hp)

AC: 5

MV: 12"

Alignment: Lawful or neutral

Organization: 30-300 (25%)

Treasure: E

Elves are aloof cousins to fay creatures and reside in woodlands or meadows. A party of elves can move silently and even invisibly provided they do not attack. Elves gain +1 to damage rolls with magical weapons and they may utilize shot-on-the-move but not while mounted.

For every 50 elves there will be one exceptional elf with 1d3+1 levels of fighting-man and 1d6 levels of magic-user. For every 100 elves there will be an additional level 4 fighting-man with 8 levels of magic-user.

Gargoyle

HD: 4 (14hp)

AC: 5

MV: 9", fly 15" Class C

Alignment: Neutral or chaotic

Organization: 2-20 (25%)

Treasure: C

Chaotic beasts who can pose as grotesque statues. Gargoyles are 75% likely to attack all non-gargoyles unless some notably powerful leader can keep them in check. Gargoyles are immune to non-magical weapons.

Ghoul

HD: 2 (7hp)

AC: 6

MV: 9"

Alignment: Chaotic

Organization: 2-24 (20%)

Treasure: B

Ghouls are chaotic, intelligent undead with an insatiable lust for flesh. A creature struck by a ghouls attack must save vs. paralyzation or be frozen still for one round. Humanoids slain by a ghouls return to life as a ghouls.

Giant

HD: 8 to 12+2 (28-44hp)

AC: 4

MV: 12"

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Alignment: See below
Organization: 1-8 (30%)
Treasure: 5,000gp + E

Giants are large humanoids that are wide in varied in type and appearance. All giants inflict 2d6 points of damage with their fists or weapons and they can throw rocks as a light catapult out to 20". This attack automatically kills creatures with 1HD or less but otherwise inflicts 1d6 points of damage to those crushed by it.

Giant Types					
Giant	HD	Lair	Height	Abilities	Alignment
Hill	8 (28hp)	Cave	12'	None	Chaotic
Stone	9 (31hp)	Cave	15'	Throw rocks as heavy catapult	Neutral
Frost	10+1 (36hp)	Castle	18'	Cold immunity; +1 damage	Chaotic
Fire	11+3 (41hp)	Castle	12'	Fire immunity; +2 damage	Chaotic
Cloud	12+2 (44hp)	Castle	20'	Heightened sense of smell; 3d6 damage per melee hit	Neutral

Giant war bands typically carry 1d6 * 1,000 gold pieces worth of spoils. There's a 50% chance a castle lair will have additional guards; 66% chance of having 1d3+1 hydras with 1d6+4 heads or 6d6 wolves and 3d6 bears.

Gnoll

HD: 1+3 (6hp)
AC: 5
MV: 9"
Alignment: Chaotic
Organization: 20-200 (30%)
Treasure: D

Tall, hyena-like humanoids with chaotic tendencies and savage blood lust, fighting with +2 morale. The gnoll leader has 1d3+1 bodyguards who all have 6+3 HD (24hp average), AC 4, and MV 12".

Gnome

HD: 1 (3hp)
AC: 5
MV: 6"
Alignment: Lawful or neutral
Organization: 40-400 (60%)
Treasure: C

Slightly smaller cousins to dwarves, gnomes reside in hills and burrows. They have infravision and a fierce hatred of kobolds and attack them on sight.

Goblin

HD: 1-1 (2hp)
AC: 6

MV: 6"
Alignment: Chaotic
Organization: 40-400 (50%)
Treasure: 1d6gp each

Goblins are chaotic little humanoids who ravage the wilderness to fuel their lust for mischief and bloodshed. They have infravision but bright daylight implies a -1 penalty to their attack and morale. Goblins hate dwarves and attack them to the exclusion of all other creatures in battle.

A goblin lair is ruled by a goblin king who's guarded by 5d6 elite goblins. The goblin king and his bodyguards have 1+3 HD (6hp average), AC 5, MV 9", and have a +1 bonus to morale checks.

Gorgon

HD: 8 (28hp)
AC: 2
MV: 12"
Alignment: Chaotic
Organization: 1-4 (50%)
Treasure: E

Bull-like monsters with iron scales. They can breathe a cone 6' long and 3' wide that turns living creatures into stone unless they save vs. petrification.

Gray Ooze

HD: 3 (13hp)
AC: 8
MV: 1"
Alignment: Neutral
Organization: None
Treasure: None

A mobile consuming organism, gray ooze corrodes metal and flesh, inflicting 2d6 points of damage each round of contact. Electricity or cutting weapons (such as swords and axes) can harm a gray ooze.

Green Slime

HD: 2 (9hp)
AC: None
MV: None
Alignment: None
Organization: None
Treasure: None

Green slime are an organic, mold-like creature that sticks to a surface. It consumes wood and metal that contacts it, spreading as it does so. If it comes into contact with flesh, it melts it in one turn inflicting 1d6 points of damage per round the creature contacts it. Full submersion totally kills the creature, turning them into slime. Green slime cannot be scraped away but *cure disease* will remove it from skin. Green slime can only be destroyed by fire or cold.

Griffon

HD: 7 (24hp)
AC: 3
MV: 12", fly 30" Class A
Alignment: Neutral
Organization: 2-16 (10%)
Treasure: E

Griffons are fierce aerial mounts, even fiercer than hippogriffs. They're foul tempered and will attack

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without provocation but hatchlings can be trained to carry riders. Griffons enjoy horse flesh and will attack any horses within 36" of them.

Hippogriff

HD: 3+1 (11hp)

AC: 5

MV: 18", fly 36" Class A

Alignment: Neutral or lawful

Organization: 2-16 (no lairs)

Treasure: None

A fierce mount with a hawk-like front and horse-like rear, hippogriffs are usually trained as mounts in combat. Hippogriffs attack as heavy warhorses and usually fight against pegasi if encountered.

Hobgoblin

HD: 1+3 (6hp)

AC: 5

MV: 9"

Alignment: Chaotic

Organization: 20-200 (30%)

Treasure: D

Larger, more intelligent cousins of goblins. Hobgoblins are chaotic and warlike but employ cunning tactics and weaponry as humans do, fighting with +1 to their morale. Their lairs are ruled by a hobgoblin king and 1d3+1 bodyguards who all have 4+1 HD (15hp average).

Horse, Draft

HD: 2+1 (8hp)

AC: 7

MV: 12"

Alignment: Neutral

Organization: None

Treasure: None

Draft horses fight as light cavalry but are easily frightened, suffering -2 penalties to their morale checks. They can handle heavy burdens, carrying up to 4,500 coins worth of weight.

Horse, Heavy

HD: 3 (10hp)

AC: 7

MV: 12"

Alignment: Neutral

Organization: None

Treasure: None

Heavy horses are powerful war horses that fight as heavy cavalry. They can carry up to 4,500 coins worth of weight.

Horse, Light

HD: 2 (7hp)

AC: 7

MV: 24"

Alignment: Neutral

Organization: None

Treasure: None

These horses fight as light cavalry and can carry up to 3,000 coins worth of equipment.

Horse, Medium

HD: 2+1 (8hp)

AC: 7

MV: 18"

Alignment: Neutral

Organization: None

Treasure: None

Fighting as medium cavalry, these horses can carry up to 3,750 coins worth of equipment.

Hydra

HD: 2d3+4 (21-35hp)

AC: 5

MV: 12"

Alignment: Neutral

Organization: 1 head per hit die, solitary

Treasure: B

Hydras are dangerous dinosaur-like beasts with multiple heads. Each head has one hit die and must be attacked individually. Killing a head does not reduce the fighting capability of the creature. Once all heads are destroyed, the monster is killed. Each head can fight independently allowing it to make multiple attacks per round. Destroyed heads regrow after 24 hours.

Invisible stalker

HD: 8 (28hp)

AC: 3

MV: 12"

Alignment: Neutral

Organization: Summoned

Treasure: None

Invisible, vaguely humanoid creatures who obey the orders of the caster that summoned it. Stalkers resent intentionally lengthy orders ("guard me for a year's time") and will totally pervert all such orders.

Kobold

HD: .5 (1hp)

AC: 7

MV: 6"

Alignment: Chaotic

Organization: 40-400 (50%)

Treasure: 1d6gp each

Kobolds are small, scaly humanoid nomads who contest with the other races for food and resources. They're organized as goblins, including a kobold leader, but their hatred is against gnomes.

Lycanthrope

HD: Varies

AC: Varies

MV: Varies

Alignment: See below

Organization: 2-20 (15%)

Treasure: C

Lycanthropy is a magical disease that causes humanoids to transform into wild animals under a full moon. Lycanthropes who become aware of the disease are capable of controlling their transformation to a limited degree but when angered they transform into a hybrid form of humanoid and animal. Once noticed, lycanthropes typically become pariahs and are chased away from their communities where they live in the wild.

Only silver or magical weapons can injure a

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lycanthrope. A lycanthrope's AC, movement, HD, and alignment vary based on its type.

Type	AC	MV	HD	Alignment
Werewolf	5	15"	4 (14hp)	Neutral/Chaotic
Wereboar	4	12"	4+1 (15hp)	Neutral/Chaotic
Weretiger	3	12"	5 (17hp)	Neutral/Chaotic
Werbear	2	9"	6 (21hp)	Lawful/Neutral

Groups of lycanthropes are multiple packs banding together for mutual protection. 1d3+1 lycanthropes form a pack and 1d3+5 lycanthropes form a family pack with two mated pairs and several children. 2/3 of a lycanthrope organization are unrelated packs while the other 1/3 are family packs.

If children are attack, the female attacks with a +3 bonus. If the female is attacked, the male mate attacks with a +2 bonus. When both adults are killed, there's a 90% chance the children are instantly subdued or else they fight to the death.

Humanoids who lose more than 50% of their current hit points from a lycanthrope's attack become infected. If the disease isn't cured with a *remove disease* spell, the creature becomes a lycanthrope in 4d6 days.

Manticore

HD: 6+1 (22hp)

AC: 4

MV: 12", fly 18" Class D

Alignment: Chaotic

Organization: 1-4 (25%)

Treasure: D

Chaotic monsters with the body of a lion, a man's face, bat-like wings, devilish horns, and a tail with 24 iron spikes. Six of these spikes can be fired in one direction per round with a range of 18", functioning as a light crossbow. The spikes regrow after 24 hours.

Medusa

HD: 4 (14hp)

AC: 8

MV: 9"

Alignment: Chaotic

Organization: 1-4 (75%)

Treasure: F

Medusae have a petrifying gaze, turning any living creature looking at it into stone unless they save vs. petrification. Medusae are subject to their own gaze if they see their reflection.

Man

HD: Varies

AC: Varies

MV: Varies

Alignment: Any

Organization: 30-300 (15%)

Treasure: A

Roving bands of men tend to be bandits, berserkers, brigands, dervishes, nomads, buccaneers, pirates, neanderthals, and mermen.

Bandits: Bandits are made up of normal men who are outlaws to society. 40% are light soldiers armed with short bows, 20% are light soldiers armed with light

crossbows, 20% are light cavalry, and 20% are medium cavalry. 50% of bandits are neutral and the other 50% are chaotic.

There is one 4th level fighting-man per 30 bandits, an additional 5th or 6th level fighting man (50% chance each) per 50 bandits, an additional 8th or 9th level fighting-man (50% chance each) per 100 bandits, a 50% chance for a 10th level (66%) or 11th level magic-user and 25% for an 8th level cleric if at least 200 bandits are present, or 100% chance for a magic-user and 50% chance for a cleric in a group of 300 bandits. All bandit leaders ride heavy horses with barding and are considered heavy cavalry except magic-users.

There's a 5% chance per level that a fighting-man will have each one magical armor, shield, and weapon; 5% chance per level that a magic-user will have each one wand or staff, ring, or miscellaneous magical item; and a 5% chance per level that a cleric will have each one magical weapon, armor, or shield. If a forbidden weapon is rolled for clerics, roll on wands/staff table and ignore altogether if a forbidden item is rolled again.

Berserkers: Roving warriors who can whip themselves into a battle frenzy. Berserkers are normal men with an organization similar to bandits but only fighting-men are among them. Berserkers are always considered light soldiers, add +2 to their attacks when fighting 1HD creatures, and move at 12" even when wearing leather armor. Berserkers are usually neutral.

Brigands: Men who pillage, loot, and rob (particularly highways and small settlements). Their makeup is that of bandits, they gain +1 to morale, and are always chaotic.

Nomads: These men have heroic units among them similar to bandits. 50% of desert nomads are light cavalry with lances, 20% are light cavalry with bows, and 30% are medium cavalry with lances. 20% of steppe nomads are light cavalry with lances, 50% are light cavalry with bows, 10% are medium cavalry with lances, and 20% are medium cavalry with bows. An additional 10d6+20 worth of nomads guard the lair.

Dervishes: Religious, desert nomads who fight as berserkers. Dervishes never check morale, gain +1 to their hit dice, are organized as nomads, are lawful, and are always lead by an 8th to 10th level cleric.

Buccaneers: Sea faring bandits in every respect except organization. 60% are light soldiers, 30% are light crossbowmen, and 10% are heavy crossbowmen.

Pirates: Composed as buccaneers but always chaotic.

Neanderthals: A subspecies of modern men, neanderthals are more primitive and animal-like than normal men. Neanderthals wear no armor, wield crude clubs that function as morning stars, have -1 morale, are always neutral, and are 2nd level fighting-men.

Mermen: Underwater humans who can also breathe on land. They function as berserkers, are armed with tridents and darts, have natural scales giving them AC 7 as leather armor, and fight with a -1 penalty on land.

Minotaur

HD: 6 (21hp)

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AC: 6
MV: 12"
Alignment: Neutral or chaotic
Organization: 1-8 (10%)
Treasure: C

Large creatures with a human's body and head of a bull, minotaurs prowl labyrinths and charge on sight. Minotaurs never check morale and always chase their prey as long as they're in sight.

Mule
HD: 2+1 (8hp)
AC: 7
MV: 12"
Alignment: Neutral
Organization: None
Treasure: None

Mules are smaller and more agile than a normal horse and can be brought into the confined spaces of a dungeon. They're easy to spook, suffering a -1 penalty to their morale checks.

Mummy
HD: 5+1 (18hp)
AC: 3
MV: 6"
Alignment: Neutral
Organization: 1-12 (30%)
Treasure: D

When a mummy successfully hits, the victim must save vs. death or suffer a rotting disease which prevents natural healing. The disease requires 10 full days of complete rest or 5 days if *remove disease* is cast within an hour of contracting the rot. Mummies can only be struck by magic weapons, suffering only half damage from such attacks, but fire-based attacks (including being struck by a torch or oil) inflict normal damage against them.

Nixie
HD: 1 (3hp)
AC: 7
MV: 12"
Alignment: Neutral
Organization: 10-100 (100%)
Treasure: B

Water fay, nixies seek humans as playthings. For every 10 nixies, they'll attempt to charm one human who passes by their lair, enslaving him for a single year. The human gains the ability to breathe underwater for this duration but the spell can dispelled with a 75% chance of success before the character enters the water. Nixie lairs are guarded by swarm vicious fish that fight on command although magical fire holds them at bay.

Ochre Jelly
HD: 5 (17hp)
AC: 8
MV: 3"
Alignment: Neutral
Organization: 1
Treasure: None

Amoeba-like monsters who attack by consuming prey. Wooden objects are instantly dissolved (no effect on

stone or metal) and a jelly attacks simply by moving onto a living creature thus enveloping it and inflicting 1d6 points of damage per round. Despite its size, it can slip through any space that's not air sealed.

Only fire or cold attacks can damage an ochre jelly. Any weapon or lightning bolt splits an ochre jelly into two smaller jellies with 3 HD who can be split again into 1HD jellies.

Ogre
HD: 4+1 (15hp)
AC: 5
MV: 9"
Alignment: Neutral or chaotic
Organization: 3-18 (30%)
Treasure: 1,000gp + D

These lazy, moronic giants are typically scavengers or employed by more intelligent races as guards. Due to their size, they inflict +2 points of damage per hit. If a raiding party is encountered, they typically carry 1d6 * 100 gold pieces worth of spoils.

Orc
HD: 1 (3hp)
AC: 6
MV: 9"
Alignment: Neutral or chaotic
Organization: 30-300 (50%)
Treasure: D

Savage warriors, orcs live outside civilization where they patrol the wilderness for loot or resources. Orcish blood is varied and there are as many tribes, each with their own customs, as there are human villages. Some tribes are neutral, keeping to themselves, while others are chaotic and ravage the land in military campaigns. If opposing tribes are encountered, they will break off from combat to fight each other.

66% of orcs live in caves while others form crude villages and will defend their lairs fearlessly until outnumbered 3-to-1. In a cave system, there's a 10% chance of a dragon leader per 100 orcs, a 10% chance for 1d6 ogres per 50 orcs, and a 10% chance per 100 orcs of having 1d3+1 trolls. Villages have a palisade, ditches, 1 light catapult per 50 orcs, and a watch tower. For every 100 orcs there's a 25% chance a 1d3+6th level fighting-man, a 10% chance of an 11th level magic-user, and a 15% chance per 50 orcs of 1d6 ogres.

If a war band is encountered in the wilderness, there's a 50% chance they're escorting 4d2 wagons filled with loot from their raids each carrying 2d6 * 100 gold pieces. 10 additional orcs guard each wagon and have a 50% chance of being guarded by a fighting-man (roll 1d6; 1 = 7th level, 2-4 = 8th level, 5-6 = 9th level) or a magic-user (1 = 9th level, 2-4 = 10th level, 5-6 = 11th level).

Orcs have infravision and suffer a -1 penalty to attack and morale while in bright daylight.

Pegasus
HD: 2+2 (9hp)
AC: 6
MV: 24", fly 48" Class A
Alignment: Neutral

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Organization: 1-12 (no lairs)
Treasure: None

Shy winged horses, pegasi will only allow a lawful rider to mount them. They fight as heavy warhorses.

Pixie

HD: 1 (3hp)
AC: 6
MV: 9", fly 18" Class B
Alignment: Neutral
Organization: 10-100 (25%)
Treasure: C

Pixies are naturally invisible. After they attack, pixies become faintly visible and can be attacked but if the pixie breaks off from melee they become invisible again. Creatures capable of detecting invisible beings are always aware of their presence.

Purple Worm

HD: 15 (52hp)
AC: 6
MV: 6"
Alignment: Neutral
Organization: 1-4 (25%)
Treasure: D

Large, ravenous monsters with an insatiable appetite that's over 50 feet long and with a 10 foot wide mouth. The worm's tail is poisonous, inflicting an additional 1d6 points of damage unless a save vs. poison is made. The worm can swallow creatures up to 10 feet tall. If the attack roll for a bite is 20% greater than the minimum score required to hit, the creature is swallowed whole. After 6 rounds the creature is totally crushed by the worm's stomach muscles. In 6 more rounds, the creature is completely digested.

Purple worms never check morale.

Roc

HD: 6 (21hp)
AC: 4
MV: 6", fly 48" Class F
Alignment: Neutral or lawful
Organization: 1-20 (20%)
Treasure: I

Large birds of prey, rocs resemble huge eagles who perch in high mountaintops. If encountered in their lair, there's a 50% chance of there being 1d6 eggs or hatchlings and all rocs will fight to the death to protect their young. If no young are present, rocs will still attack neutral or chaotic creatures who invade their lairs. Against lawful creatures, a roc is 80% indifferent or otherwise friendly.

Hatchlings can be trained to become mounts. Ancient rocs are massive creatures with over 200' wingspan and prey on elephants. Such rocs have triple capabilities of a normal roc.

Sea Monster

HD: Varies
AC: Varies
MV: Varies
Alignment: Varies
Organization: Varies
Treasure: Varies

Sea monsters are rare, mythical beasts who usually appear as serpents or giant squids. In general, a sea monster's abilities are equal to a purple worm, they're three times as large, and they inflict 3d6 points of damage against ships.

Giant Crab: Mean and territorial monsters, giant crabs range from man-size to as large as elephants. They scuttle and swim slowly (6" scuttle, 12" swim) but have hard shells (AC 3) and 4-8HD. They attack with their pincers, inflicting 1d6 points of damage or 2d6 for ones with 8HD.

Giant Fish: This includes voracious sharks like the great white. These vicious predators have 5-9HD, inflict 1d6 to 3d6 points of damage, and swim at speeds of 12-16".

Giant Leech: These swamp dwelling monsters are about 3' in length. They attach themselves to warm blooded creatures and suck them dry. Each round, a giant leech drains 1d6 points of constitution. When a creature reaches 0 constitution, they're totally drained of blood and the leech falls off. If fire or salt is applied, the leech regurgitates and the victim must save vs. poison or contract a disease. If ripped off forcefully its mouth (which normally creates a seal to prevent bleeding) shreds the skin and inflicts 1d6 points of damage. Only by breaking the seal with a sword or other edged object will the leech be safely removed.

Giant Octopus/Squid: These large molluscs, usually 10-20' in size, aren't very aggressive but will attack when hungry. Their primary attack is biting (despite their size, octopus beaks are small and inflict only 1d6) and grappling with a tentacle. If hit with a tentacle, no damage is inflicted but their victim can't move unless he succeeds on a strength check (-2 TN due to the octopuses suckers) even after the octopus is killed. If retreating, an octopus squirts a cloud of ink in a 2" radius that obscures vision. All octopuses are venomous but only a handful are harmful to humans; these extraordinarily poisonous octopuses force bitten victims to save vs. poison at +4 or die. Some octopuses can camouflage themselves and surprise opponents on 1d6(5)

Squid are larger and more aggressive with some reported up to 40' in length (a legendary squid is said to be larger than the greatest ships). Squids aren't venomous but otherwise fight as octopuses. When a fires its ink, it can "jet" which increases its swimming speed to 18" for that round.

Octopuses and squids have 8-16 HD and AC 9 and have a swim speed of 12".

Giant Serpent: Ocean tyrants, giant serpents are several dozen feet long and can wrap themselves around ships. They inflict 4d6 points of damage with their constriction, 2d6 with their bite, and have 10-20HD (1HD per 10' in length) and have a swim speed of 24".

Vicious Fish: Any swarm of aggressive, predatory fish (but not sharks) with sharp teeth (particularly pike, piranha, and barracuda). Vicious fish are found in swarms or schools and are voracious when hungry. A school of piranha will inflict 1d6 points of damage per round to any creature it swarms.

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Skeleton

HD: .5 (1hp)
AC: 7
MV: 6"
Alignment: Neutral
Organization: 3-30 (no lairs)
Treasure: None

Skeletons are the animated bones of a dead human. They fight without fear and obey the orders of their creator to the best of their abilities.

Spectre

HD: 6 (21hp)
AC: 2
MV: 15", fly 30" Class A
Alignment: Chaotic
Organization: 1-8 (25%)
Treasure: E

These haunting apparitions, like wights, have a draining touch that inflicts 2 levels per hit. A creature reduced to less than 1HD is killed and rises as a spectre. Only magic weapons and silver arrows can harm them.

Treant

HD: 8 (28hp)
AC: 2
MV: 6"
Alignment: Lawful
Organization: 2-20 (no lairs)
Treasure: None

Treants are forest creatures resembling large, tree-like humanoids. They may command up to two large trees within 6" to rise up and attack as a treant, moving only 3" in that round.

If attacked by fire there's a 1d6(1) chance of a treant igniting. An ignited treant suffers 1d6 points of fire damage each round unless it spends a full round putting itself out.

Troll

HD: 6+3 (24hp)
AC: 4
MV: 12"
Alignment: Chaotic
Organization: 2-12 (30%)
Treasure: D

Thin, lanky giants with a chaotic disposition, trolls can regenerate their body parts and heal 3 hit points per round until fully heal after the third round of being injured. Unless immolated or burned with acid, a troll will regenerate lost body pieces and rise to fight again.

Unicorns

HD: 4 (14hp)
AC: 2
MV: 24"
Alignment: Lawful
Organization: 1-4 (no lairs)
Treasure: None

Unicorns tend to avoid humans unless necessary. They can only be ridden by a virgin maiden of pure and noble intent. Unicorns fight as heavy cavalry, attacking as if wielding a lance during a charge. Unicorns can

sense hostile creatures within 24" and can transport themselves and their rider as if using *dimension door* up to 36" once per day.

Vampires

HD: 7 to 9 (24-31hp)
AC: 2
MV: 12", fly 18" Class C
Alignment: Vampires
Organization: 1-6 (20%)
Treasure: F

Vampires are hateful and intelligent undead who drain levels as wights, instead draining 2 levels per hit. Vampires regenerate 3 hit points per round immediately after taking damage. They can summon a rat or bat swarm or 3d6 wolves and can charm creatures with their gaze, functioning as a *charm person* spell with a caster level equal to their HD and implying a -2 penalty to the saving throw. They can also polymorph into a bat or an insubstantial, gaseous cloud.

Vampires can only be struck by magical weapons or silver arrows. If reduced to less than 1 hit point, they transform into a gaseous cloud and fly back to their coffins where they rest for a day and regenerate. Vampires recoil from garlic and holy symbols, avoid looking into mirrors, and rest in their coffins during daylight hours. The only way to kill a vampire is by driving a stake through its heart, immersing it fully in water, or exposing it to direct sunlight.

Wight

HD: 3 (10hp)
AC: 5
MV: 9"
Alignment: Chaotic
Organization: 2-24 (60%)
Treasure: B

Wights are horrific undead who drain the life from living creatures. Any living creature successfully hit by their natural touch loses 1 level of experience or HD, including any hit points and special abilities granted by that level. Creatures brought to 0th level or HD are slain. Creatures killed by a wight rise to life as one.

Wights are immune to non-magical missile weapons but silver arrows affect them normally and magic arrows inflict double damage.

Wraith

HD: 4 (14hp)
AC: 3
MV: 12", fly 24" Class C
Alignment: Chaotic
Organization: 2-16 (20%)
Treasure: E

Wraiths are advanced wights with the same special abilities. Silver arrows inflict only half damage and magic arrows inflict normal damage.

Wyvern

HD: 7 (24hp)
AC: 3
MV: 9", fly 24" Class D
Alignment: Neutral
Organization: 1-6 (60%)
Treasure: E

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A distant cousin of dragons, any creature struck by the wyvern's poisonous tail suffers an additional 1d6 points of damage unless they save vs. poison. A wyvern's tail recharges with fresh venom at the beginning of a round on 1d6(2). They otherwise attack with a vicious bite.

Yellow Mold

HD: None
AC: None
MV: None
Alignment: None
Organization: None
Treasure: None

This fungus eats away at wood and flesh, inflicting 1d6 points of damage per round of contact. Disturbing the area around yellow mold has a 50% chance of causing it to release asphyxiating spores in a 1"x1" cloud. Any living creatures must save vs. poison or die.

Zombie

HD: 1 (3hp)
AC: 8
MV: 6"
Alignment: Neutral
Organization: 3-30 (no lairs)
Treasure: None

A zombie is the animated corpse of a dead human. They obey the orders of their creator and fight without fear.

APPENDIX III: TREASURE

A remnant of ancient civilizations, wealth is the goal of all adventurers. Recovering lost monetary goods earns adventurer's experience while magic items help them combat the powerful denizens of dungeons.

RANDOM TREASURE TABLES

The following tables cover treasure found in a monster's lair only. It is not suitable for populating a dungeon unless that dungeon is also that monster's particular lair. Unintelligent or animal-like creatures have little use for treasure and, aside from possibly collecting it, whatever treasure is found is the remains of their prior meals. Intelligent creatures carry and use special items like weapons while leaving behind heavy, useless trade goods like coins.

To determine goods in a lair, roll 1d66 under each header and check the TN in parentheses. If the dice indicate that treasure exists, roll again to determine the exact value. Discard anything that seems nonsensical and feel free to modify the treasures. Understand that treasure serves as possible experience points for adventurers.

Gems and jewelry are separate categories. If only one percentage is given, roll for both categories separately. If two percentages are given, the first is for gems and the second is for jewelry.

Treasure Type A

Terrain	Cp*1k	Sp*1k	Gp*1k	Gems/ Jewelry	Maps/ Magic
Land	(23) 1d6	(25) 1d6	(31) 2d6	(36) 6d6	(32) any 3
Desert	(21) 1d3+1	(23) 1d3+1	(25) 1d6	(36) 6d6	(44) 3 magic
Water	--	--	(44) 5d6	(44) 10d6	(36) 1 map

Treasure Type B-I

Type	Cp * 1,000	Sp * 1,000	Gp * 1,000	Gems/ Jewelry	Maps/ Magic
B	(36): 1d6+2	(23) 1d6	1d3	(23) 1d6	(14) 1 weapon or armor
C	(21) 2d6	(25) 1d3+1	--	(23) 1d3+1	(14) Any 2
D	(14) 1d3+1	(16) 2d6	(44) 1d6	(25) 1d6+2	(21) any 2 + a potion
E	(12) 3d3	(23) 2d6	(23) 1d6+2	(14) 3d3	(25) any 3 + a scroll
F	--	(14) 3d6	(34) 2d6	(21) 4d6	(31) 3 non-weapons + a potion + a scroll
G	--	--	(55) 7d6	(23) 5d6	(32) any 4 + a scroll
H	(23) 4d6	(36) 20d6	(53) 10d6	(36) 30d6	(21) any 4 + a potion + a scroll
I	--	--	--	(36) 3d6	(21) any 1

GEMS

The base value of gems is determined by rolling d66.

Gem Base Value

d66	Value (gp)
11-14	10
15-23	50
24-53	100
54-62	500
63-66	1,000

Roll d6 for every gem (or for every 5 or 10 gems in large groups). A 1d6(1) indicates the gem(s) are of the next higher value. Values above 1,000 increase to 5,000 and are then doubled (5k to 10k, 10k to 20k, etc.).

JEWELRY

The base value of jewelry is determined by d66.

Jewelry Base Value

d66	Value (gp)
11-21	3d6 * 100gp
22-55	1d6 * 1,000gp
56-66	1d6+4 * 1,000gp

MAGIC ITEMS AND MAPS

There are 8 categories of magic items and two types of maps. Unless a specific item or category is designated, there's a 25% chance the treasure rolled is a map, otherwise it's a magic item.

Maps

D66	Map
11-44	Magic map
45-62	Treasure map
63-66	Treasure + magic map

Magic Items

D66	Magic Item
11-21	Sword
22-29	Armor
31-33	Other Weapon
34-44	Potion
45-59	Scroll
61-62	Ring
63-64	Wand/Staff
65-66	Other Magic

Magic Swords

d66	Type
11-29	Sword +1
31-32	Wolfbane
33-34	Spellthief
35-36	Seeker
41-43	Troll Killer
44-45	Firebrand
46-51	Wishmaker
52-53	Dragon Slayer
54	Sword +2
55	Charmcaster
56	Sword +3
61	Soul Stealer
62-66	Cursed Sword

Armor

d66	Type
11-25	Shield +1
25-43	Armor +1
44-53	Armor +1 and Shield +1
54-56	Shield +2
61-63	Armor +2
64-65	Armor +2 and Shield +2
66	Shield +3

Other Weapons

d66	Type
11-23	10 magic arrows
23-32	5d6 magic arrows
33-41	Foe Hammer
42	Beater
43	Magic bow
44-45	Ax +1
46-53	Mace +2
54-56	War Hammer +1
61	War Hammer +2
62	Dwarven Retriever
63-64	Spear +1
65	Spear +2
66	Spear +3

Potions

d66	Type
11-12	Growth
13-14	Diminution
15	Giant Strength
16	Gaseous Form
21	Polymorph
22-23	Speed
24-25	Levitation
26	Flying
31-32	ESP
33-34	Delusion
35-36	Healing
41	Longevity
42-43	Clairvoyance
44-45	Clairaudience
46-51	Animal Control
52	Undead Control
53-54	Plant Control
55	Human Control
56	Giant Control
61	Dragon Control
62	Poisoned
63	Invulnerability
64	Fire Resistance
65	Treasure Finding
66	Heroism

Scrolls

d66	Type
11-21	1 spell
22-26	2 spells
31-34	3 spells
34	7 spells
36-44	Cursed
45-51	Protection from Lycanthropes
52-54	Protection from Undead
55-62	Protection from Elementals
63-66	Protection from Magic

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Rings

d66	Type
11-14	Invisibility
15-16	Mammal Control
21-22	Human Control
23-25	Weakness
26-32	Protection
33-35	Three Wishes
36-43	Delusion
44-51	Water Walking
52-54	Fire Resistance
55	Protection, 5' Radius
56	Regeneration
61	Djinni Summoning
62	Telekinesis
63	X-Ray Vision
64	Spell Turning
65	Spell Storing
66	Great Wishes

Wands and Staves

d66	Type
11-16	Metal Detection
21-22	Hostility Detection
23-24	Magic Detection
25-26	Hidden Object Detection
31-32	Illusion
33-34	Fear
35	Cold
36	Paralyzation
41	Fiery Balls
42-43	Lightning Bolts
44-45	Polymorph
46-51	Negation
51-55	Staff of Healing
56	Staff of Commanding
61-62	Staff of the Serpent
63	Staff of Striking
64	Staff of Withering
65	Staff of Power

66	Staff of Wizardry
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Other Magic

d66	Type
11	Crystal Ball
12	Crystal Ball of Hearing
13	Crystal Ball of Thought Detection
14	Medallion of Thought Detection, 3"
15	Medallion of Thought Detection, 9"
16	Amulet of Scrying Protection
21-22	Scarab of Life
23	Bag of Holding
24	Censer of Air Elemental Control
25	Stone of Earth Elemental Control
26	Brazier of Fire Elemental Control
31	Bowl of Water Elemental Control
32	Efretei Bottle
33	Cloak of Displacement
34-36	Elven Cloak and Boots
41	Boots of Speed
42	Boots of Levitation
43	Boots of Striding and Leaping
44	Broom of Flying
45	Helmet of Tongues
46	Helmet of Telepathy
51	Helmet of Teleportation
52-55	Helmet of Alignment Reversal
56	Flying Carpet
61	Drums of Panic
62	Horn of Blasting
63-64	Gauntlets of Ogre Power
65	Girdle of Giant Strength
66	Mirror of Life Trapping

MAPS

Maps chart the locations of treasure troves. Treasure maps lead to trade goods and magic maps lead to magical items. A combination map leads to a trove filled with both trade goods and magic goods. A treasure trove should be guarded or trapped (use random dungeon tables to determine randomly). Because treasure equates to experience points, troves should be located far from where the map is found and require the characters to go out of their way to find it. Maps could be used as seeds for new adventures.

Treasure Maps

d6	Trove
1	2d2 * 10,000sp
2	5d6 * 1,000gp
3	#1 + 4d6 gems
4	#2 + 5d6 gems
5	10d6 gems + 4d6 jewelry
6	#1, #2, #5

Magic Maps

d6	Trove
1-2	Any item
3	Any 2 items
4	3 non-swords
5	4 items + a potion
6	5 items + a scroll + a potion

Combination Maps

d6	Trove
1	#1 treasure + #1 magic
2	#2 treasure + #1 magic
3	#3 treasure + #4 magic
4	#6 treasure + #6 magic*
5	#5 treasure + #4 magic
6	#1 treasure + #1 magic*

*Indicates the trove is found relatively nearby (at least within a mile).

MAGIC SWORDS

A magic sword's enhancement bonus is added to all attack rolls made with the weapon.

Cursed Sword: Cursed swords perform as normal magical swords under all tests or detection. In a life threatening situation the curse activates and the wielder suffers a -2 penalty to his attacks. The sword will always appear in the wielder's hand even when he doesn't reach for it. If discarded, the sword magically appears in the character's possession. A *remove curse* spell removes the curse, turning the sword into a mundane weapon.

Charmcaster: This sword +2 can cast charm person once per day.

Dragonslayer: This sword +1 grants a +3 bonus to attack and damage dragons of any kind.

Firebrand: This sword +1 inflicts normal damage plus one point of fire damage per hit. Against trolls (or pegasi, hippogriffs, and rocs if the sword is chaotic) the sword grants a +2 bonus to attack and two points of fire damage. Against undead (or treants if the sword is chaotic), the sword grants a +3 bonus to attack and three points of fire damage.

Seeker: This sword +1 can cast *locate object* once per day.

Spellthief: This sword +1 grants a +2 bonus to attack and damage against any creature who can employ magical spells whether innately or naturally.

Soul Stealer: On a successful hit, this sword +1 drains one level from the victim and heals the wielder 1 hit point.

Troll Killer: This sword +1 can only be wielded by clerics regardless of their weapon restrictions. Against trolls the sword grants a +3 to attack and damage.

Wishmaker: This sword +1 allows the wielder to ask 2d3+2 wishes.

Wolfbane: This sword +1 grants a +2 bonus to attack and damage against lycanthropes.

MAGIC ARMOR

The enhancement bonus of magic armor and shields adds to the opponent's attack roll (or subtracts if you're using the optional d20 attack system). Only the highest bonus, armor or shield, applies. If attacked from the flank or rear, there's a 1d6(2) chance of the shield's AC applying.

OTHER WEAPONS

As with magic swords, the enhancement bonus of magic weapons is added to the character's attack roll.

Dwarven Retriever: This is a War Hammer +1. In the hands of a dwarf, it functions as a War Hammer +3. Against giants, the war hammer grants a +3 bonus to damage. The weapon can be thrown 6" (always medium range) by a dwarf and it magically returns to his hands after melee is resolved.

Goblin Beater: This dagger +1 grants a +2 bonus to attack and damage against goblins and kobolds.

Enchanted Arrows: Grants a +1 bonus to hit and damage.

Magic Bow: Grants a +1 bonus to hit with all arrows fired. This power stacks with magic arrows.

Magic Ax: Can be thrown 3" and is always considered medium range.

Magic Spear: Enhancement bonus is added to both attack and damage. Can be thrown 3" and is always considered medium range. If set to receive a charge, a magic spear inflicts +1d6 damage per enhancement bonus.

Magic War Hammer: Can be thrown 3" and is always considered medium range.

Sting: This dagger +2 grants a +3 bonus to attacks and damage against orcs, goblins, and kobolds.

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POTIONS

Magic potions come in small vials and have enough quantity to grant their effect when wholly consumed. A potion may be tasted without consuming it wholly, possibly hinting at its power. Unless otherwise stated, a potion's duration is 6 rounds +1d6 additional rounds.

Animal Control: The imbiber can befriend and command 3d6 small animals, 2d6 man-sized animals, or 1d6 larger than man-sized animals. Only natural, non-magical animals can be controlled.

Diminution: This potion shrinks the imbiber to one-half his normal height. The imbiber's equipment does not grow to match their size.

Dragon Control: This potion charms 1d3 dragons unless they succeed on their saving throw.

Fire Resistance: This potion grants the imbiber immunity to all normal fires and the *wall of fire* spell. All other magical fires allow the imbiber to save with a +4 bonus and subtract 1 damage per die rolled.

Giant Strength: This potion grants the imbiber the strength of a hill giant, being capable to throw rocks as one and inflict 2d6 points of damage.

Gaseous Form: Transforms the imbiber into a gaseous cloud, capable of flying 12" per round and pass through any passage that's not air tight. The imbiber's equipment is not transformed with him.

Giant Control: This potion can charm up to 1d3+1 giants unless they succeed on a saving throw to resist.

Growth: This potion increases the imbiber's height by a percentage based on the amount imbibed. E.g., a 6' tall creature who drinks 50% of the potion grows to 9'. The imbiber's equipment does not grow to match their size.

Healing: Restores 1d6+1 hit points upon consumption.

Heroism: This powerful potion, consumable only by fighting-men (and, by proxy, normal men), automatically increases their level to 4th in regards to attack values, hit dice (roll for new hit points), and saving throws. Fighting-men with levels 4th-7th gain two levels and fighting-men of 8th to 9th level gain one additional level. Drinking two potions will not stack the effect; a second potion will replace the first.

The additional hit points are temporary. Once the duration ends, all hit points gained by the potion are lost and the imbiber reverts to his original level. This sudden loss in health may kill the imbiber.

Human Control: This potion allows the imbiber to immediately charm any human in the area as the magic-user spell *charm person*. The potion can affect 2d6 men with 3 HD or less, 4d2 men with 4-6 HD, 2d2 with 7-9 HD, or 1 man with 10+ HD. All possible targets are allowed a saving throw to resist the effect.

Invulnerability: This potion improves the imbiber's AC by 2 (functioning as magic armor +2) and grants a +2 bonus to all saving throws. Drinking this potion more than once a week poisons the imbiber, implying a 2 point penalty to AC and reducing saving throws by -2.

Longevity: Reduces a character's physical age by 10 years.

Plant Control: The imbiber can control any natural plant in a 1"x1" area or 1d6 plant like creatures within 6".

Treasure Finding: The imbiber can immediately discern the direction and relative distance of any large body of treasure within 36". A trove of treasure is anything worth at least 500gp regardless of what objects are contained within. Magic items grouped together are not detected unless they're grouped with at least 500gp worth of valuables. The potion only describes the general direction and distance, not the steps required to actually find the treasure or whether it's trapped, guarded, or hidden.

Undead Control: This potion allows the imbiber to command undead. 3d3 undead with fewer than 4HD or 2d2 more powerful undead can be commanded. Undead are allowed a saving throw vs. spells to overcome the effect.

SCROLLS

All scrolls are designed by magic-users with a caster level of at least 6 or the minimum required to cast the spell. There's a 25% chance that a found scroll was created by clerics. A single scroll can contain up to 7 individual spells; roll 1d6 to determine spell level and choose randomly. A spell can be read and identified without harm and can be cast regardless of the caster's level. Once cast, the spell permanently disappears from the scroll.

Unless the GM deems otherwise or the scroll was created by a powerful caster, a scroll's caster level is always 6th or the minimum required level to cast the spell (7th caster level for 4th level spells, 9th caster level for 5th level spells, etc.).

Protection Scrolls

These magic scrolls contain only one spell but can be read by any literate person. Protection scrolls create an invisible, immobile force field in a 1" radius around the reader that blocks the warded creature(s) or effect(s) from entering, physically or magically. In the case of creatures, each creature who attempts to breach the ward is affected for the duration of that scroll. Once the maximum amount of creatures are effected, others may enter as they please. They vanish once read.

Protection from Elementals: Protects against a single elemental. The protection lasts for 4 rounds.

Protection from Lycanthropes: Protects against 2d6 lycanthropes for 6 rounds.

Protection from Magic: Prevents the functioning of magic inside the force field, going in or out, for 8 rounds. Magic items temporarily lose their power but are still normal items in their own right. The force field is mobile and moves with the reader.

Protection from Undead: Protects against 4d6 undead with at least 3HD, 2d6 undead with 4 to 5HD, or 1d6 undead with 6 or more HD. The spell lasts 6 rounds.

Cursed Scrolls

Cursed spells carry a malign effect. When read, they appear as normal spells but when cast their curse goes off. Detect chaos will reveal if a scroll has a cursed spell but not the specific spell that's cursed. *Remove curse* will remove the curse from a spell but if the spell is not cursed it will instead erase the spell.

Example Curses

d6	Curse
1-2	Summons a hostile monster within 3" of the reader (GM's choice).
3	Reader is inflicted with a disease that's fatal in 3 rounds unless healed. Save vs. death to resist affliction.
4	Reader is polymorphed into a harmless insect unless he saves vs. polymorph. Remove curse returns the reader to normal.
5	Reader and all creatures in 3" are teleported 1,000 miles in random direction.
6	Reader and all creatures in 3" are teleported to another dimension or plane of existence.

RINGS

Magical rings grant their powers so long as it's worn. Only one ring may be worn on each hand. If more than one magic ring is worn on a single hand, all rings on that hand fail.

Delusion: This potion tastes and identifies as a potion of some other type. If quaffed, it does absolutely nothing although the imbibor is fooled into believing it works.

Djinni Summoning: A djinni lives inside this ring and is completely subservient to the wearer. When rubbed, the djinni is summoned and performs any task without harm towards the wearer. While the djinni is obedient, it's not necessarily loyal. It will seek to indirectly harm a cruel wearer such as carefully revealing secrets to the wearer's enemies or sewing dissent among the wearer's ranks.

Mammal Control: This ring instantly dominates 3d6 small mammals or 4d2 large mammals within 6". Mammals must be non-magical and have animal-like intelligence. The control is absolute, allowing the wearer to demand any action that the mammals can suitably perform.

The ring drains the wearer, worsening his attack and AC by 10% per round until a maximum of 50% penalties are implied. The ring cannot be removed and the draining permanent until a *remove curse* spell is cast on the ring and it is removed, causing the controlled mammals to return to normal. The ring can be donned again but the draining effect still functions for that wearer.

Protection: This ring provides a +1 bonus to AC (as if magic armor +1 were worn) and a +1 bonus to all saving throws.

Regeneration: This ring regenerates 1 lost hit point per round and will even restore lost limbs or organs. If killed, the wearer will regenerate lost hit points until revived unless his body is totally immolated, submerged in acid, or completely destroyed with no trace as with a *disintegrate* spell.

Spell Storing: When found randomly, this ring contains 1d6 spells, each spell being of 1d6 spell levels and the caster level is always the minimum required to cast the spell. The spells can be cast by anyone but only a cleric or magic-user can restore the spells (up to 6 spells maximum, caster level equals the one who restored the ring). When found randomly, there's a 20% chance the ring contains cleric spells and a 50% chance of such spells being chaotic.

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Spell Turning: This ring turns a certain percentage of a spell's effect back on the original caster. The spell must specifically target the ring's wearer meaning indirect attacks like fire ball cannot be turned. Only spells actually cast or used from scrolls can be turned as other devices are unaffected. *Finger of death* can never be turned.

Spell Turning	
1d66	Percentage Turned
11-14	10%
15-21	20%
22-25	30%
26-32	40%
33-36	50%
41-44	60%
45-51	70%
52-55	80%
56-62	90%
63-66	100%

Telekinesis: The wearer can cast the spell *telekinesis* as a 10th level magic-user.

Three Wishes: This ring contains three precious gems, each one representing a magic wish. When a wish is made a gem disappears. Wishes should be clear, simple, and essentially duplicate any one spell. A wish to fully heal someone, raise someone from the dead, remove a curse, curse someone else, and so forth should be granted as they all fall within the possibility of an existing spell. Wishes for great wealth or treasure should instead drop clues to real treasure instead of circumventing an adventure and granting free experience points. Ridiculous, game breaking wishes should be taken literally; a wish for more wishes could send the wisher back in time to when he found the ring with none of the wishes granted. Great adjudication on the referee is necessary when delegating wishes.

X-Ray Vision: The wearer can see 3" beyond up to 10 feet of rock or 6 inches of iron as well as hidden doors or traps. A 1"x1" section can be viewed in a single round and a thin coating of lead or gold prevents x-ray vision.

WANDS AND STAVES

Wands and staves carry spells and other powers, functioning at the 6th level for wands and 8th level for staves. Wands can only be used by magic-users while some staves may be used by other classes. Using a power from a wand or staff may consume limited power in the form of "charges."

A newly created wand has 100 charges or 200 charges for a staff. Using a wand or staff's power once costs 1 charge. Once all charges are lost, the item is useless.

All staves can be used as striking weapons that function as maces. If a staff has a power that functions when a creature is successfully hit, each successful hit drains 1 charge.

Cold: Blasts a cone of ice 6" long and 3" wide that inflicts 6d6 points of cold damage (save vs. spells for half).

Fear: This wand blasts a cone of fear inducing waves 6" long and 3" wide. Creatures in the area must save vs. spells or run away in fear for 6 rounds.

Fire Ball: Launches a *fire ball* as the spell as cast by a 6th level magic-user.

Hidden Object Detection: This wand detects hidden objects including secret doors and traps within 2". Only the presence and direction of such objects are detected, not the operation or method of bypassing.

Hostility Detection: This wand detects any creature with hostile intentions towards the wielder within 6". Hidden or invisible enemies are detected although the wielder must have some way of physically seeing them.

Illusion: This wand functions as *phantasmal force* allowing the wielder to perform other actions while the illusion is in effect. Only one illusion can be created at a time.

Lightning Bolt: Fires a *lightning bolt* as the spell as cast by a 6th level magic-user.

Magic Detection: This wand detects magical auras within 2". If an extra round is spent in concentration, the wand imparts general details about the magic's effect on the wielder. General details are whether or not the magic is harmful, beneficial, permanent, or temporary.

Metal Detection: This wand points to any large body of metal within 2". The wand will mentally impart knowledge on the type of metal.

Negation: This wand nullifies the powers of a single, targeted wand or staff. When used against staves, it negates 75% of the staff's potency. Only one wand or staff can be targeted at a time. If the wielder switches targets, the previous target regains its power.

Paralyzation: Blasts a cone of magic 6" long and 3" wide that forces all creatures within to save vs. paralyzation or

become paralyzed for 6 rounds.

Polymorph: This wand can cast *polymorph others* or *polymorph self* as the magic-user spell.

Staff of Commanding: This staff can duplicate the powers of a potion of *animal control*, *plant control*, or *human control*. Each use costs one charge and only one effect can be employed at a time.

Staff of Healing: This staff, usable only by clerics, can cast *cure light wounds* on a creature it touches. It can be used unlimited times per day, provided there are charges remaining, but only once against a single creature each day.

Staff of Power: This powerful staff inflicts 2d6 points of damage per hit and can duplicate the powers from a wand of cold, fire ball, lightning bolt, and can cast *telekinesis* and *continual light* as an 8th level magic-user. The wielder can willingly smash the staff, releasing its stored energy, which inflicts 8 * remaining charges in hit points to all creatures (including the wielder) within 3". This power doesn't activate if the staff breaks via any other means.

Staff of the Serpent: Only usable by clerics, this staff grants a +1 bonus to attack and damage rolls. On a successful strike the wielder can order the staff to wrap itself around the target, completely constricting them. Man-sized or smaller creatures are totally helpless and can't move while larger creatures are merely unable to attack or cast spells. The constricting power functions for 2d2 rounds before it slithers back into the hands of the previous wielder and becomes a staff again.

Staff of Striking: This powerful staff inflicts 2d6 points of damage with every hit.

Staff of Withering: This staff, on a successful hit, ages the victim by 10 years.

Staff of Wizardry: The ultimate in magical staves. This staff inflicts 2d6 points of damage per hit, can duplicate the powers from a wand of cold, fire ball, lightning bolt, paralyzation, and it can cast *invisibility*, *wall of fire*, *telekinesis*, *continual light*, and *passwall* as a 8th level magic-user. The staff can also allow the wielder to duplicate the whirlwind ability of a djinni, summon 2d2 elementals of a specific type, and fire strands of web. The webs fully cover a 1"x1"x2" area and adhere to any creature or object touching them. Large sized or powerful creatures can break through the webs in two rounds, four rounds for man-sized or smaller creatures, and any source of fire can burn the webs completely in one round.

As with the staff of power, the staff of wizardry can be willingly smashed to inflict 8 * remaining charges worth of hit points to all creatures (including the wielder) within 3". This power doesn't activate if the staff breaks via any other means.

OTHER MAGIC ITEMS

Miscellaneous items of wonder and power vary in effect, restrictions, and employment. If an item comes in pairs, such as boots, both must be worn to make use of the item.

Amulet of Scrying Protection: This magical amulet protects the wearer from any detection spells such as *ESP* or a *crystal ball*.

Bag of Holding: This magical bag weighs 300 coins but is enchanted to store up to 10,000 coins worth of weight without modifying its weight. A total of 10'x5'x3' worth of non-coin/gem objects may be stuffed into the bag but the bag's weight immediately increases to 600 coins regardless of the weight of the items.

Boots of Levitation: These boots allow the wearer to levitate as the magic-user spell.

Boots of Speed: The wearer can increase his speed to 24" and but must rest one day for each day of travel at his enhanced speed.

Boots of Striding and Leaping: These boots grant supreme endurance when traveling overland. The wearer can travel overland at +2". The wearer can also automatically leap 1" vertically, 3" horizontally, or any combination.

Bowl of Water Elemental Summoning: When the bowl is filled with water and magic words spoken, a 12HD water elemental is summoned. The bowl requires one round to setup and control of the elemental must be maintained. For the purposes of a water elemental's limitation, the bowl is considered a body of water.

Brazier of Fire Elemental Summoning: When hot coals are lit in this brazier, a 12HD fire elemental is summoned. The brazier requires one round to setup and control of the elemental must be maintained.

Broom of Flying: This magic broom, when commanded, can fly with a rider at 24" and Class A maneuverability. When called, the broom will travel to its owner if he's within 24". Two riders may use the broom but the speed is 6" at Class E.

Censer of Air Elemental Summoning: This magical censer, when set up to burn incense, will summon a 12HD air elemental. The censer requires one round to setup and control of the elemental must be maintained.

Cloak of Displacement: A dull cloak that bends light waves, making the wearer appear as if he's standing somewhere he's not. The wearer gains a +2 bonus to AC and saving throws.

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Crystal Ball: Three times per day, this item can be used to visually see a subject or area over any distance. If the area or person is not known, the attempt fails. The crystal ball allows a fixed sight in the area and the radius or angle cannot be changed without a new attempt. Spells cannot be cast into the crystal ball but spells that affect the viewer, such as *infravision*, can be used to see in darkness. Concentrating on a crystal ball is tiring and requires a full day's rest after prolonged use.

A *crystal ball of hearing* allows auditory effects. A *crystal ball of thought detection* is visual only but allows the scryer to listen to a visible creature's thoughts.

Drums of Panic: These drums will sound a blast that affects any creature within 24". Intelligent creatures must save vs. spells or run away in terror. All normal animals automatically flee except carnivores with at least 5HD. Creatures within 1" when the drums are sounded are unaffected.

Efreeti Bottle: When polished, this bottle summons an efreeti who serves the owner for 1,001 days. If the efreeti is killed, it returns to the bottle where it rests until it regenerates.

Elven Boots: These boots make the wearer's footsteps totally silent.

Elven Cloak: This cloak grants the wearer invisibility in natural surroundings. Attacking breaks this invisibility until a round is spent hiding again.

Flying Carpet: This magic carpet can carry a rider and fly at 30" Class A or 18" Class E with up to 3 people. The carpet can be magically called anywhere within 24".

Gauntlets of Ogre Power: These magic gauntlets increase the wearer's strength to that of an ogre, increasing melee damage by +2 per hit.

Girdle of Giant Strength: This magic belt grants the wearer 2d6 points of damage with melee attacks and allows him to throw boulders as a hill giant.

Helmet of Alignment Reversal: This helmet is cursed and causes the wearer's alignment to reverse to the opposite (neutral characters have a 1d6(3) chance of being lawful or otherwise chaotic). The helmet cannot be removed without a *dispel magic* or *remove curse* spell. The wearer will always resist attempts to remove the helmet while under the curse.

Helmet of Telepathy: This helmet allows the wearer to read the minds of any creature within 9". If the target has sapient intelligence (3 or greater) then the wearer can implant magical suggestions. The chance to implant a suggestion is d66+4 for the wearer and d66 for the target; if the wearer's score is greater, then the target follows the suggestion.

Suggestions aren't dominating effects as the target still maintains his mentality. A suggestion could be "drop your weapon" but obviously lethal or suicidal suggestions ("jump off a cliff") are ignored.

Helmet of Teleportation: This helmet is only usable by a magic-user who has a *teleport* spell memorized. So long as *teleport* is memorized, the wearer can teleport anywhere without fail. The helmet is frail and there's a 10% chance any hit against the wearer will also destroy the helmet.

Helmet of Tongues: This helmet allows the wearer to read any languages, magical or mundane. The helmet itself is frail and there's a 10% chance of a hit against the wearer to destroy the helmet.

Horn of Blasting: This powerful horn blasts a cone 10" wide that functions as a bombard-mortar. Inanimate objects in the area, such as walls, suffer double damage of a bombard-mortar. Creatures struck suffer 2d6 points of damage and are deafened for one round.

Medallion of ESP: This medallion grants permanent access to the *ESP* spell at will. Each round of use there's a 1d6(6) chance of the medallion failing.

Mirror of Life Trapping: This mirror will trap the body and soul of any creature looking at it. If prominently displayed, there's a 1d6(5) chance of inadvertently looking at the mirror. If a creature knows of the mirror's existence he can avert his eyes, remaining fully aware of his surroundings but suffering only a 1d6(1) chance of seeing the mirror.

A trapped creature's body and spirit enters the mirror. Up to 20 creatures can be trapped, including undead, and they're held powerless in a timeless stasis within the mirror. The creatures can be called on and spoken with by the mirror's owner. Only the owner can release trapped creatures or all trapped creatures are released if the mirror is destroyed.

Scarab of Life: This item protects against *finger of death* up to 12 times before it burns out and disintegrates.

Stone of Earth Elemental Summoning: This stone, when in contact with natural earth and magic words are spoken, summons a 12HD earth elemental. The stone requires one round to setup and control of the elemental must be maintained.

INTELLIGENT SWORDS

Some swords may possess supernatural power in addition to its enchantment. Any sword may have its own alignment, intelligence, power, and motivations.

Sword Alignment

All intelligent swords are aligned. A creature of differing alignment suffers damage when picking up an intelligent sword based on their own alignment.

Sword Alignment and Damage

d66	Alignment	Damage
11-45	Lawful	2d6 to chaotic creatures
46-62	Neutral	1d6 to non-neutral creatures
63-66	Chaotic	2d6 to lawful creatures

Sword Intelligence

The sword's intelligence determines any powers and its ability to communicate if any.

Sword Intelligence, Powers, and Communication

Intelligence (Roll 2d6)	Powers	Communication
1-6	None	None
7	1 power	Empathy
8	2 powers	Empathy
9	3 powers	Empathy
10	3 powers	Speech
11	3 powers + read magic	Speech
12	3 powers + read magic + 1 ability	Telepathy

Sword Languages

All magic swords capable of speech can speak their alignment language by default and any additional languages they may know. Magic swords cannot "see" but can read the minds of their wielder therefore swords with speech can translate or speak on his behalf.

Sword Languages Known

d66	Additional Languages
11-36	1
41-51	2
52-56	3
61-63	4
64-65	5
66	Roll twice and add together, ignoring 100 if rolled again

Sword Purpose

Some intelligent weapons are created with or develop a specific purpose in their existence. The purpose of an intelligent weapon is usually to slay a creature type (magic-users, giants, orcs, etc.) or some other combat related means. A sword's purpose will always counter creatures of the opposite alignment e.g., a lawful sword meant to slay fighting-men would disapprove of slaying lawful fighting men. Neutral swords bestow their powers against lawful and chaotic creatures.

A sword with a purpose means a powerful weapon and thus it automatically has maximum ego and intelligence (12 each). Lawful swords can paralyze chaotic opponents on a successful hit unless they save vs. paralyzation. Neutral swords grant a +2 bonus to saving throws. Chaotic swords disintegrate lawful opponents on a hit unless they save vs. death.

A sword's purpose driven powers only take effect when actually pursuing that purpose. A lawful sword designed to slay orcs will not bestow its ability when attacking a chaotic dragon just like a neutral sword designed to slay magic-users wouldn't bestow its bonus against a dragon's breath.

Sword Powers

If the weapon has a power, it will communicate it to the wielder. Powers have a range of 6". Rolling the same power doubles its range.

Sword Powers

d66	Power
11-15	Detect mechanically rigged walls and rooms
16-25	Detect slopes and declines
26-32	Detect secret doors
33-36	Detect traps
41-44	Detect and pinpoint invisible things
45-51	Detect chaos or law
52-55	Detect water and food, edible or not
56-62	Detect magic
63-64	Detect natural gems
65	Roll twice, ignore 96-99.
66	Roll on the greater power table.

Sword Greater Powers

Greater powers are spells the weapon can bestow on the wielder once per day. The caster level of the item is the bare minimum required to cast the spell. If a greater power is rolled twice, the power can be used twice per day and all numerical values are doubled.

Sword Greater Powers

d66	Power
11-14	Clairaudience
15-21	Clairvoyance
22-25	ESP
26-32	Telepathy
33-36	Telekinesis
41-43	Teleportation
44-46	X-Ray Vision
51-54	Illusion Generation
55-56	Levitation
61-62	Flying
63	Regeneration (1 point/round, 6 rounds)
64	2d2 times normal strength for 3d3+1 rounds; Gain +1d6 points of damage per multiplier.
65	Roll twice, ignore 98-100.
66	Roll thrice, ignore 98-100.

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Sword Ego

Intelligent swords with 7 or more intelligence have a force of personality called ego. A sword's base ego is 2d6 modified by intelligence + the number of greater powers. An intelligent sword is content in its purpose but if the wielder ever strays then the sword will exert its personality in attempt to overcome the wielder or otherwise be passed on to a weaker willed character the sword can exert himself over.

Battle of Wills

When a sword is not content, it will battle its wielder for control. When ego is checked, the ego of the wielder must be immediately determined. The wielder's ego is equal to his strength and intelligence plus a modifier based on his overall health.

Wielder's Ego Modifier

Health	Modifier
At least 90%	+1d6
50%-89%	-1d3
1%-49%	-2d3

To determine the duration of the sword's influence, the difference between the base ego (2-12) and the wielder's level must be determined. If the sword's base ego is at least 6 points higher than the wielder's level, then the sword's influence (if successful) will always be in effect. If the sword's base ego is at least 2-5 points higher, the sword's influence is only 75% likely to succeed if higher. If the sword's base ego is at least 2-5 points higher, the influence is only 50% likely to succeed if higher. If the sword's base ego is below the wielder's level, it can never attempt to influence him.

APPENDIX IV: OPTIONAL RULES

Contained herein are optional rules, culled from many sources (and some original), to alter the way your game plays.

ALTERNATE LEVEL DRAIN

The level drain abilities of certain creatures are very powerful. This optional rule reduces the power somewhat. When a creature attacks, the victim may save vs. death to avoid the level draining effect. After a full day of rest per drained level, a character is allowed a save vs. death for each drained level to remove it otherwise they're permanently drained.

A remove curse spell, if cast within 24 hours of the victim losing a level, will successfully heal drained levels.

ALTERNATE PARALYZE

Certain creatures have a paralyzing aura which automatically affects normal men. This alternate rule instead forces anyone struck by a paralyzing creature to save vs. paralyzation to resist the effect. The "aura" functions normally in mass combat.

ARNESON'S EXPERIENCE GAIN

This experience system was professed by Dave Arneson, co-creator of the game *TBBB* is based on.

By default, experience is earned by amassing treasure. Under this alternate system, experience is gained by spending treasure frivolously. Copious consumption of alcohol, the purchasing of exotic slaves with a good room, and buying a round of drinks for everyone will earn experience. Having another player attest to your deeds (bragging rights) and spreading wealth will earn experience as well. Money can be totally donated (expecting no reward in return) to religion or other charitable organizations. Magic-users may spend money on research and construction while still receiving experience.

AUTOMATIC HIT AND MISS

Sometimes it's impossible for a creature to damage another, especially in mass combat where a bare minimum of 12 is required to hit some creatures. Using this rule, regardless of your bonuses or penalties, a natural roll of 2 is always a miss and a roll of 12 is always a hit.

D20 COMBAT MATRIX

This combat rule replaces the standard 2d6 attack values. When a creature attacks, he rolls 1d20 plus modifiers (bonuses increase the roll, not the target number). If the roll is equal to or exceeds the target number, determined by the defender's armor class and the attacker's level/HD, a successful hit is made. Combatants still receive the benefits for weapon class such as multiple attacks and special defenses.

Optional Fighting-Man Attack Matrix vs. AC

Levels	9	8	7	6	5	4	3	2
1-3	10	11	12	13	14	15	16	17
4-6	8	9	10	11	12	13	14	15
7-9	5	6	7	8	9	10	11	12
10-12	3	4	5	6	7	8	9	10
13-15	1	2	3	4	5	6	7	8
16+	1	1	1	1	2	3	4	5

Optional Cleric Attack Matrix

Levels	9	8	7	6	5	4	3	2
1-4	10	11	12	13	14	15	16	17
5-8	8	9	10	11	12	13	14	15
9-12	5	6	7	8	9	10	11	12
13-16	3	4	5	6	7	8	9	10
17-20	1	2	3	4	5	6	7	8
21-24	1	1	1	1	2	3	4	5

Optional Magic-User Attack Matrix

Levels	9	8	7	6	5	4	3	2
1-5	10	11	12	13	14	15	16	17
6-10	8	9	10	11	12	13	14	15
11-15	5	6	7	8	9	10	11	12
16-20	3	4	5	6	7	8	9	10
21-25	1	2	3	4	5	6	7	8
26-30	1	1	1	1	2	3	4	5

Optional NPC/Monster Attack Matrix

HD	9	8	7	6	5	4	3	2
1 or fewer	10	11	12	13	14	15	16	17
1+1	9	10	11	12	13	14	15	16
2 to 3	8	9	10	11	12	13	14	15
3+ to 4	6	7	8	9	10	11	12	13
4+ to 6	5	6	7	8	9	10	11	12
6+ to 8	4	5	6	7	8	9	10	11
9 to 10	2	3	4	5	6	7	8	9
11+	0	1	2	3	4	5	6	7

D20 SAVING THROWS

Because I wanted the core game to use d6 dice, I had to convert saving throws to a linear system using d66 (which are accurate to the original d20 values by .5% to 1%). These are the original saving throw matrices, edited where necessary to comply with the OGL. To save, roll d20; if the score is equal to or greater than the target number, the save is successful. Using this system, bonuses increase the roll, not the target number.

APPENDIX IV: OPTIONAL RULES

Optional Fighting-Man d20 Saving Throws

	Level				
Save	1-3	4-6	7-9	10-12	13+
vs. Death/Poison	12	10	8	6	4
vs. Polymorph/Paralyzation	13	11	9	7	5
vs. Petrification	14	12	10	8	6
vs. Breath Attacks	15	13	11	9	7
vs. Staves/Spells	16	14	12	10	8

Optional Magic-User d20 Saving Throws

	Level			
Save	1-5	6-10	11-15	16+
vs. Death/Poison	13	10	7	4
vs. Polymorph/Paralyzation	14	11	8	5
vs. Petrification	13	10	7	4
vs. Breath Attacks	16	13	10	7
vs. Staves/Spells	16	12	8	4

Optional Cleric d20 Saving Throws

	Level			
Save	1-4	5-8	9-12	13+
vs. Death/Poison	11	9	6	3
vs. Polymorph/Paralyzation	12	10	8	6
vs. Petrification	14	12	9	6
vs. Breath Attacks	16	14	11	8
vs. Staves/Spells	15	12	9	6

Saving Throw Bonuses

By default, bonuses granted to saving throws are designed for d66 rolls. To convert listed saving throw bonuses to the d20 system, divide the bonus by half. E.g., a +4 bonus to save using the d66 system is +2 using d20.

EXTENDING MAGIC RANGE

By default, all spells have fixed range. This optional rule allows a magic-user to extend the range of his spells based on his power. Only spells with a base range of 24" can be extended.

Optional Spell Range by Level

Save	1-4
6th and 7th	36"
8th	48"
9th and 10th	60"
11th and above	Unlimited; line of sight

GARY'S RULES

These rules were used by Gary Gygax in his 0e games. Special thanks to the members of *Dragonsfoot* forums for asking and compounding these answers from Mr. Gygax himself.

Hit Points and Hit Dice

All PCs receive 1 hit die (1d6) each level regardless of class. Fighting-men receive +1 to their hit die rolls. If hit dice come up as 1, reroll the die.

Ability Scores

Roll 4d6 six times dropping the lowest die. Do this three times as if creating three different characters. Choose an array and assign the scores as you see fit.

Constitution grants a +1 bonus to hit dice at 14+ vice 15+. Fighting-men gain a +1 bonus to attack rolls if they have at least 14 strength.

Dying and Healing

A PC dropped to 0 hit points is unconscious but stable. If damage would reduce a character to negative hit points equal to 1 + their level, they're dead. Any type of healing first brings a character to 0 hit points and then restores them normally.

Surprise

Roll 1d6. On a 1, a party is surprised and the opponents may make normal surprise actions. On a 2, the party is completely surprised and the opponents may take a full round's worth of actions such as movement + attacking.

Initiative and Actions

Players declare all actions, including casting, before initiative is rolled for the round. Initiative is 1d6 for each party. Movement occurs simultaneously but spell casting and attacks occur based on initiative. Equal initiative means attacks and spells go off simultaneously. If a caster is damaged before his initiative, the spell fails.

Spells

Magic-users can learn one spell each level. They learn new spells by copying scrolls (which destroy them), copying spell

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books (does not destroy them), or learning them from willing magic-users. Clerics automatically know all spells available for them and don't require spell books.

MYTHIC UNDERWORLD

In order to maintain the mystery and challenge behind exploring dungeons, this optional rule can be employed.

1. Player characters never receive infravision as part of their race except through spells or items.
2. All inhabitants of a dungeon, regardless of race, have infravision. If a dungeon inhabitant travels with the PCs, it loses its infravision for the duration of that time.
3. All doors are considered stuck and must be bashed open. A door can be manually held open but automatically closes when left alone and must be bashed open again. If wedged open, there's a 1d6(2) chance the jam breaks or slips free.
5. All dungeon inhabitants, regardless of race or type, can automatically open any door except secret ones.
6. At a set or random interval, the contents of a room vanish or change; hallways shift, new traps are set, new monsters are generated, and previously explored areas are expanded upon. Always maintain "freshness"!

MASS COMBAT: COMMONERS

In general, it's assumed that warriors in mass combat are trained soldiers. Commoners and peasants can be conscripted en masse to bolster troops. These people have almost no training or skill in combat, fight as unarmored light soldiers, and stand still until ordered. To obey an order, roll 2d6 and check the target number.

Optional Commoner Obedience in Combat

Order	2d6
Move	7
Engage other commoners	10
Defend against commoners	9
Engage or defend against light soldiers	8
Engage medium soldiers	6
Defend against medium soldiers	7
Engage heavy soldiers or skirmishers	5
Defend against heavy soldiers or skirmishers	6
Engage light cavalry	4
Defend against light cavalry	5
Engage medium cavalry	3
Defend against medium cavalry	4
Engage heavy cavalry	2
Defend against heavy cavalry	3

If commoners fail to engage, they immediately stop moving before coming into a unit's threatening range. If a standing commoner is engaged and fails to defend, they're immediately broken.

MASS COMBAT: HOLY KNIGHTS

Holy knights are heavy soldiers or cavalry that serve as a high priest's special guard. If "surrender" is rolled, holy knights fight on normally. They make all morale checks with a +1 bonus.

MASS COMBAT: KNIGHTS

Feudal knights were often brave and bold, charging head long into battle for honor and glory. A knight is a heavy soldier or cavalry leader. Whenever an opponent is within range, the knight's unit must charge unless a 1d6(1) obedience check is made. Even if this check is made a knight unit will move to engage an enemy if an allied unit does so.

MASS COMBAT: LEADERSHIP

Creatures designated as leaders are able to inspire courage in their troops. If a leader is part of a unit, all within that unit receive a +1 bonus to every die roll. All units within 12" of a leader receive a +1 bonus to any one die roll per round. If a leader joins rallying or routing troops the unit automatically becomes rallied, however, if the leader leaves this unit within 3 rounds they return to their prior state. The leader is always the last unit to be killed and if he's killed all friendly units within 12" must immediately check morale. Mercenaries are not affected by any non-mercenary leader.

MASS COMBAT: LONGBOW DEFENSE

This rule allows longbow men to take two full rounds to set pikes into the ground. Moving while setting up their defense ruins it. Any cavalry that attack longbow men from the front are subject to one d6(3) attack per longbow man before melee is resolved, success indicating one kill.

MASS COMBAT: MILITIA

Militia are disorganized troops, often conscripted from commoners but with periodic training. Militia fight as medium soldiers and as with all poorly trained troops, facing maneuvers cost double. Militia suffer a -1 penalty to morale checks.

MASS COMBAT: BASIC MORALE

This rule adapts standard morale rules to mass combat when handling aspects like ranged combat.

Whenever a unit loses a certain percentage of its original troops, a morale check is made by rolling 2d6. If the roll is equal to or less than the TN, the unit remains stable or else it's immediately broken and retreats. When reduced to a lower percentage of troops, the unit is permanently broken and retreats. If the unit can't retreat, it surrenders.

Optional Mass Combat Basic Morale

Unit	Morale Check	Stable	Auto Broken
Light soldier/cavalry	3/4 original numbers	6	1/4 original numbers
Medium soldier	2/3 original numbers	7	1/3 original numbers
Heavy soldier	2/3 original numbers	8	1/3 original numbers
Medium cavalry	2/3 original numbers	7	1/3 original numbers
Heavy cavalry	1/2 original numbers	8	Never

Death Charge

Skirmishers armed with pole arms in a column formation that charge force engaged opponents to make a morale check. If the opponent fails, their unit is automatically routed 2". If the skirmishers engage that unit as part of the same charge, that unit is automatically destroyed.

Cavalry Charge

This rule simulates the fear effects of charging cavalry. When cavalry engage a unit as part of a charge, that unit must make a special morale check. Failure indicates the unit is routed 2" moves. If both units engage in melee as part of a charge then morale is checked for both; cavalry gain a +2 TN bonus and soldiers a +1 TN bonus.

Optional Basic Morale Cavalry Charge

Defender	Light	Medium	Heavy
Untrained Militia	2d6(4)	2d6(3)	2d6(2)
Light Soldiers	2d6(5)	2d6(4)	2d6(3)
Heavy Soldiers	2d6(6)	2d6(5)	2d6(4)
Armored Soldiers	2d6(7)	2d6(6)	2d6(5)
Light Cavalry	2d6(8)	2d6(7)	2d6(6)
Medium Cavalry	2d6(9)	2d6(8)	2d6(7)
Heavy Cavalry	2d6(10)	2d6(9)	2d6(8)

Miscellaneous

Units charged in the flank suffer a -1 TN penalty or -2TN if charged in the rear. Skirmishers armed with pole arms while facing a charge never check morale.

MASS COMBAT: MERCENARY OBEDIENCE

Lawful mercenaries will fight normally if they're treated fairly. Neutral mercenaries with low loyalty and chaotic mercenaries are subject to disobedience. Each round after the first, a mercenary unit not engaged in melee when initiative is made instead roll 1d6 to determine their obedience.

Optional Mercenary Obedience

d6	Effect
1	Mercenaries stand still unless engaged in melee.
2-5	Mercenaries obey orders.
6	Roll 1d6 again and check the next table.

Optional Mercenary Demands

d6	Effect
1	Mercenaries demand 1.5 times more pay and do nothing until agreed.
2	Mercenaries retreat from the battle.
3	Join the enemy. Mercenaries must touch an opposing army at which point they halt and become an enemy unit the following round.
4-6	Mercenaries obey orders for 3 rounds without making checks.

Substantial rewards can keep even the most chaotic mercenaries in line. Generally speaking, the best way to keep non-

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lawful mercenaries in line is to have them constantly fight.

MASS COMBAT: POST MELEE STRESS

After melee is resolved, check for post melee stress.

1. The side that inflicted the most casualties counts the difference between his kills and his opponent's. Roll d6 and multiply the difference by that much.
2. The side with the most standing troops at the end of melee calculates the difference between his standing troops and the opponent's.
3. Both sides count their total standing troops engaged by a factor based on their unit type.

Optional Post Melee Stress Factors

Unit	Factor
Skirmisher/Commoner	3
Light Soldier	4
Medium Soldier/Militia	5
Heavy Soldier	7
Light Cavalry	6
Medium Cavalry	8
Heavy Cavalry	9

Heroic creature's factor is equal to their above capability multiplied by the number of normal creatures they're worth. E.g., a veteran heavy soldier has a stress factor of 28 (a veteran is worth 4 men multiplied by a heavy soldier stress factor of 7).

4. Both sides total their scores from steps 1-3 then compare the difference. The person with the lowest value (the loser) must conform to one of the following results.

Optional Post Melee Stress Results

Difference	Penalty
0-19	Melee continues normally
20-59	Forced retreat 1"
60-79	Routed back 1"
80-99	Routed back 2"
100+	Surrender

E.g., 15 light cavalry engage 20 light soldiers. Melee is resolved; 3 light cavalry die and 6 light soldiers die. The light cavalry inflict the most kills, a difference of 3 (6-3=3). This number is multiplied by a d6 which comes up as 3, giving the light cavalry a 9 on their score. The light soldiers have the most standing troops, the difference being 2 (14 light soldiers minus 12 light cavalry). The light cavalry have a factor of 6 giving them a total of 81 (72+9=81) while the light soldiers have a factor of 4 giving them a total of 58 (56+2=58). The light cavalry have the highest stress effect, the difference being 23 which forces the light soldiers to tactically retreat half a move.

Forced Retreat

Retreating troops are forced back without changing their facing. If there's no room for a retreat, nothing happens. If retreating would engage another enemy, their movement is halted and they're engaged at the beginning of the next round.

Route

Routed troops move away with their backs to their attackers and can no longer act until they rally, requiring a full round. If attacked while rallying, 1d6(2) is rolled. If successful, the unit instantly rallies and engages in melee. If failed, the unit is "broken" and moves their full movement away from the attacker.

Broken

Broken units attempt to escape the combat map through the safest means possible. If a broken unit contacts friendly a unit they halt and the contacted unit becomes routed, moving back 1".

A broken unit must succeed on a target number or continue retreating each round. Any unit that retreats off the playing map is removed from the game.

Optional Post Melee Broken Duration

Rounds Broken	TN
2nd	1d6(4)
3rd	1d6(1)
4th	Permanently retreats from combat

MASS COMBAT: SIEGES

Siege battles are difficult to conduct because they require more great record keeping. In general, siege battles will employ a mix of single men and full units. Some kind of marker (perhaps a slip of colored paper) should be used to designate who is a full unit and who is an individual creature.

Supplying a Siege

Historically, sieges lasted days, weeks, and sometimes months. The purpose of a siege was for the besieger to deny the enemies supplies while subsequently wearing down their defenses with artillery.

The besieger establishes a camp as normal which used to supply all aspects of the siege; ladders and weapons must be drawn from the camp and damaged equipment must be brought in to repair. If the besieger's camp is sacked, he loses the siege.

Conducting a Siege

Siege battles involve destroying stronghold defenses and overwhelming the enemy until they surrender. Structures have hit points and can only be destroyed by siege weapons (cannons and catapults). When the structure's hit points are depleted, a breach occurs.

Optional Siege Structure Hit Points

Structure	HP
Bastion/Round Towers	40 + 4d6 (54hp)
Gatehouse/Square Tower/Gate	25 + 4d6 (39hp)
Curtain Wall/Stone Building	20 + 4d6 (34hp)
Rampart	20 + 2d6 (27hp)
Wooden Structure/Palisade	5 + 2d6 (12hp)
Cannon/Large Catapult	5
Light Catapult/Mantlet	3

Optional Siege Damage

Weapon	Damage
Bombard-mortar	6
Heavy cannon	4
Light Cannon/Heavy Catapult	3
Light Catapult	2
Balor	4
Troll	2
Ogre	1
Giant	3
Treant	2
Wizard	3 (fireball or lightning)
Earth Elemental	6

Breached Structures

A destroyed structure is breached. Its space is considered rough terrain and creatures may enter through that space. Defenders can construct an abatis in this space requiring three uninterrupted rounds of work. An abatis provides soft cover and has the hit points of a mantlet. Attackers can tear it down in three uninterrupted rounds (if disrupted, no damage is dealt to the abatis).

Siege Towers and War Machines

Siege towers and covered war machines (rams, picks, or screws) move 1" per two men pushing up to a maximum of 4" with 8 men. Movement is impossible across ditches or waist high water unless filled in. Moving siege equipment grants hard cover against ranged weapons.

Siege towers can hold up to 10 units (100 soldiers) on the drawbridge when lowered and 6 units (60 soldiers) on the top deck. Up to 10 units (100 soldiers) can climb the ladder, requiring one round to reach the top deck.

War machines inflict 2 points of damage to structures per round. If the defender employs a counter measure (such as a ram-catcher), the attackers roll 2d6 every round the machine is in operation. On a 2d6(4) the war machine is disabled until repaired by a siege engineer, requiring one full round.

Mantlets

Mantlets can be moved 3" per round if one man pushes or 6" if two push. One person can fire from a mantlet with hard cover while two other people can fire and receive soft cover. If a mantlet is used to protect siege equipment, the weapon and its crew gain soft cover.

Ladders

One person can carry a ladder at half speed and two can carry it at normal speed. Up to 3 men can climb a ladder at one

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time, requiring a full round to reach the top from the base. If an opponent is at the top, the first climber engages him. If melee is won or no opponent is at the top of the ladder, the climber can move far enough to allow the next person to arrive. Ladders are plentiful in sieges and it should be assumed that there's an infinite number of them.

If a defender wins melee against a climber or is adjacent to an empty ladder at the end of his move, he can attempt to push the ladder. On a 1d6(2) the ladder is pushed over, automatically killing the first and second climber and stunning the third (unable to act for one round).

Burning Pitch

Pitch can be poured downwards, creating a 2" wide stream which kills anyone within and forms a pool on the ground 4" in diameter and 3" deep. Pitch burns for 3 rounds and becomes safe afterward. Any wooden structure caught in the path catch on fire and will be abandoned the following round. Wooden structures or siege weapons burn for five rounds before being completely destroyed.

Throwing Rocks

The simplest, and often the most effective defense, is dropping rocks on besiegers. One person can drop a rock as part of ranged attack resolution. A rock dropped down a ladder will kill the first person climbing it, kill the second person on 1d6(3), or kill the third person on 1d6(1). If dropped on besiegers at the base of a wall, a boulder only has a 1d6(1) chance to kill that person. If dropped on siege weapons or war machines, boulders inflict 1 point of damage.

Mining and Counter-Mining

Mining is an attempt to dig tunnels, creating shortcuts for troops or destroying a structure's foundation. Employing miners and counter-mining requires an engineer and a trained sapper (these two creatures make up a single mining unit). Because miners are underneath the ground, they're not considered valid targets unless enemy troops engage them underground.

Each round, either side can declare up to 3 mining operations or 2 counter-mining. Each mining operation destroys a 3" radius section of earth, creating a circular tunnel. Counter-mines collapse a 6" radius section of earth. Any sapper in the area of a collapsed tunnel is killed. Any unit may use tunnels and engage in melee but ranged attacks aren't possible.

If a miner targets the base of a structure underground, that structure is automatically breached.

It's recommended that a separate sheet of graph paper be used for mining. If this isn't available, assume up to 3 miners can advance up to 3" each mining operation and counter-mines kill anyone within 12".

Dwarven miners double the output of other sappers (6" radius tunnels or 12" radius counter-mines). Dwarven miners can also employ 5 mining operations per round or 4 counter-mines. Orc miners have 1.5 times the output of normal miners and can employ 4 mining operations or 3 counter-mines per round.

Sieges and Morale

In general, the defender's troops never check morale individually. When reduced to 1/4 total capacity, the walls are breached, or they're forced back into the keep the defenders check morale normally. If broken, the defenders surrender.

MASS COMBAT: SUPPLY CAMP

Before combat begins, each player designates a 6" radius path on their side of the map that leads to their supply camp. If an opposing unit touches the path, they're removed from the battle as they sack the supply camp. Within the next round, the player whose camp is being attacked must send one of his own units off the map to defend the camp.

If the attacker has twice as many units in the camp as the defender or if the camp is left unguarded for one full round, the camp is destroyed. That player's units are automatically broken and run, ending the battle.

MASS COMBAT: TAKING PRISONERS

There's a chance prisoners may be taken after melee is resolved. Before melee is resolved, both opponents roll 1d6. The unit who inflicts the most kills (the winner) will take prisoners, subtracting his kills from the prisoners taken (if more prisoners are taken than kills scored, drop any remainders).

Optional Taking Prisoners

Winner	Loser	Prisoners Taken
Soldier	Cavalry	Difference between winner and loser
Cavalry	Soldier	Both dice added together
Soldier	Soldier	Winner's die result
Cavalry	Cavalry	Winner's die result

If a unit made a forced retreat as part of melee, the winner automatically gains an additional +1 prisoner or +2 prisoners if routed. These prisoners are subtracted from the loser's unit as if they were kills.

Guarding Prisoners

Prisoners do not fight as a unit but at least 1 creature per 5 prisoners must be left behind to guard them. If there are ever

APPENDIX IV: OPTIONAL RULES

5 times as many prisoners as guards, they kill the guards and form a unit.

Ransoming Prisoner's

Historically, captured soldiers were usually ransomed back to their lord. A general ransom price is 10 times the creature's point value in gold pieces. Army leaders who don't pay ransoms (especially for powerful soldiers like heavy soldiers) or slaughter prisoners will often gain a reputation as a cruel master and will have trouble finding hired help in the future.

RESEARCHING MAGIC

Creating magic is a complicated matter requiring the participation of the GM and the player creating the spell. Use the following guidelines as a base for creating new spells.

Researching Magic-User Spells

Level 1

Divination: See magical auras and writing.

Creation: Create magical or mundane objects no larger than the size of a human hand.

Charms: Alter perception, emotions, or senses in a humanoid creature.

Protection: Gain a bonus (+2) against any single type of magical effect, creature, or item.

Level 2

Divination: See through magical auras such as magical darkness or illusions. Detect a specific creature, magic, or item type within range.

Physics: Defy gravity or physics in a single dimension (X, Y, or Z).

Manipulation: Physically manipulate simple machines (levers, fulcrums, pulleys, etc.).

Illusion: Trick the mind into believing what isn't real. Visual senses only.

Creation: Create more complex objects, physical or magical in nature, up to 1'x1' in size.

Level 3

Destruction: Magical or elemental force inflicts 1d6 points of damage per caster level.

Transmutation: Create minor changes in the physical body of humanoids.

Physics: Move in any of the three dimensions (X, Y, and Z).

Counter: Negate magic or a specific creature type.

Protection: Gain total immunity to a specific physical object.

Divination: Remote viewing – extend one sense out to a range.

Level 4

Transmutation: Completely change one living creature into another. Create minor changes in creatures without discernible anatomy like plants and oozes.

Counter: Defeat curses and evil magic.

Physics: Instantly transport an object from one location to another.

Creation/Destruction: Create physical objects made from destructive magic or elements.

Illusion: Create illusions with visual, auditory, and olfactory components.

Charms: Drastically alter the senses or emotions in any creature regardless of mentality.

Level 5

Physics: Instantly transport an object anywhere in the world.

Creation: Create permanent objects out of nearby elements.

Charms: Complete halt mental processes in the mind.

Transmutation: Bring life to inanimate objects or swap body parts between two like creatures.

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Divination: Seek divine guidance.

Destruction: Kill creatures with fewer than 4HD or extend destruction into larger areas.

Conjuration: Bring into existence creatures and higher beings.

Level 6

Conjuration: Call beings into existence permanently or summon departed spirits.

Transmutation: Turn living creatures into inanimate objects and vice versa. Gain complete control over natural elements.

Charms: Total domination or force a creature to perform actions on their own will.

Destruction: Automatically kill creatures with less than 6HD or extend destruction to an even greater range. Completely destroy physical matter.

Creation: Create permanent objects or elements without nearby components.

Counter: Completely defeat all magic or protect against a broad range of creatures (e.g., all giants) or objects (e.g., all non-magical weapons).

Researching Cleric Spells

Cleric spells have the added benefit of being reversed in the case of chaos magic.

Level 1

Healing: Restore 1d6+1 hit points, accelerate natural healing, or detoxify poisons in inanimate objects.

Protection: Protect against magic or alignment types.

Detection: See magic or the nature of creatures.

Level 2

Detection: Find objects or creatures.

Charms: Control bodily functions or instill fear/blessings into the minds of humanoids.

Alteration: Share empathetic methods of communication with other creatures.

Level 3

Healing: Remove diseases from a living creature or magical poisons in an inanimate object. Heal portions of the internal body.

Level 4

Healing: Restore 2d6+2 or detoxify active poison in living creatures.

Transmutation: Turn inanimate objects into living creatures and vice versa.

Alteration: Speak with inanimate objects.

Creation: Create non-living matter.

Level 5

Conjuration: Call living, natural creatures to the area.

Healing: Fully restore life to dead creatures or regenerate lost physical parts.

Divination: Seek divine guidance or force a creature to atone for their guilt.

Counter: Dispel alignments and banish non-natural creatures.

Range

If a spell affects a single target, the range is 24". If the spell affects multiple creatures, the range is usually 12". This range can be doubled but the spell level increases by 1. Destruction spells have an area of 2" or 6" if a straight line or cone. Spells with a wide range affect variable creatures; up to 16 creatures with 1HD with each additional hit die subtracted from the total (e.g., a single spell could effect 16 one HD creatures, 8 two HD creatures, 5 three HD creatures, and so on).

Saving Throws

If a spell targets an unwilling creature, they're allowed a saving throw. If a spell can target multiple creatures, the saving

APPENDIX IV: OPTIONAL RULES

throw can suffer a penalty if at least half the maximum targets are targeted as the spell is cast. A spell's saving throw can be negated for creatures with hit dice equal to the spell's level minus 3.

Duration

Base 6 rounds for magic-user spells or 12 rounds for cleric spells. The duration can increase by +1 per caster level by increasing the spell level by 1.

Final Notes

If a spell compounds two default spells, the spell's level is one higher than the highest level spell duplicated. Ultimately the final spell is determined by the GM and should be decided by the needs of the player and campaign.

Example Spell – Strength

Spell Level: C3

Law: The caster touches a creature and bestows great strength, granting a +1 bonus to attack and damage for 12 rounds.

Chaos: The caster touches a creature causing their muscles to atrophy, implying a -1 penalty to attack and damage for 12 rounds.

SPELL CONCENTRATION

Using this rule, casters do not use up their memorized slots after casting a spell. The drawback is that they must concentrate immediately after casting a spell; failure to succeed means they forget the spell after casting it. Exceptional failure means they not only forget the spell but it also backfires on them. This rule is best employed if mass combat becomes part of your game as it means spell casters have more staying power.

Assume all magic-user spells have a concentration check equal to their spell level. When a magic-user is damaged, engaged, or otherwise distracted while casting a spell or reading from a scroll, he rolls 2d6 and refers to the concentration chart to determine the effect. If successful, the spell functions normally. If not, refer to the mishap table.

Optional Spell Concentration

Magic-User's Level	1	2	3	4	5	6+
1-2	6	5	4	3	2	Fail
3-6	7	6	5	4	3	2
7-8	8	7	6	5	4	3
9-10	9	8	7	6	5	4
11+	10	9	8	7	6	5

If the complexity check fails, roll 2d6 and check the mishap table. If the TN is rolled, the magic-user successfully casts the spell but forgets it. If the TN isn't met, the spell instead comes into effect next round. If the caster is damaged before the next round, the spell fails.

Optional Spell Mishap Table

Magic-User's Level	1	2	3	4	5	6+
1-2	5	6	7	8	9	10
3-6	4	5	6	7	8	9
7-8	3	4	5	6	7	8
9-10	--	3	4	5	6	7
11+	--	--	3	4	5	6

RANDOM WEATHER

This rule allows weather to be randomly generated. At the start of a day, roll 1d6 to determine the change in weather.

Optional Random Weather

d6	Clear(1-3)	Cloudy(4-5)	Rainy(6)
1	Heat snap*	No change	Light rain
2	No change	No change	Light rain
3	No change	Clear	Cloudy
4	No change	No change	Cloudy
5	No change	No change	Heavy rain**
6	Cloudy	Rainy	Heavy rain**

*Fatigue points doubled if hot, summer season. Snow melts in temperate regions, creating mud (reduce movement ½). No change in cold regions.

** Three cumulative rounds of heavy rain create mud (reduce movement ½). In cold regions, it snows or rains ice which affects movement as mud.

If random weather is used during mass combat, one roll is made at the beginning of combat and a second roll is made

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every even numbered round.

APPENDIX V: AFTERWORD AND F.A.Q.

In this section I wish to discuss some aspects of the game's design.

First off, I want to thank you for reading *The Big Brown Book*. It's a culmination of my love for the game and my wish for everyone to experience it. I started playing with 2e in the early 90s and didn't even know 0e existed until the early 2000s when my curiosity for the game's history peaked. The rules were a hard pill to swallow but I was fascinated by the design. While I can't copy the original material 100%, I hope you enjoyed this product because I really think it's in the spirit of the old game much more than other products claim to be.

By that I mean *TBBB*'s take on 0e is closer to the original *wargame*, which is what 0e was based on, than the usual retro-clone take which is "modern role play, stripped out rules." Despite being the first role playing game, 0e was quite complex but with little to no clarification in the original books a lot can be missed or glossed over. I understand that few people will enjoy the game's presentation but that's not the point. The fact that it exists is all I care about.

"0e" is a very different game than the contemporary ones we play today -- there's a very different style, assumptions, and method of play. In this section I want to address some concerns about the game's design that are commonly asked by people who grew up on the contemporary editions (like myself). I hope this section will shed new light on the material because I'm proof that it's not impossible to teach a new dog old tricks.

THE MATH BEHIND THE DICE

It's important to know the underlying mechanics behind a game before altering the game. By understanding how things work, we can discern the developer's intentions and better modify the rules for our own design. While rules aren't tantamount to role play, the rules are paramount for balance and order which helps to maintain fun (of course, too many rules and the game gets bogged down by pointless arguing or rolling). Some games sound really exciting on paper but actually playing them is a nightmare in design.

DICE DISTRIBUTION

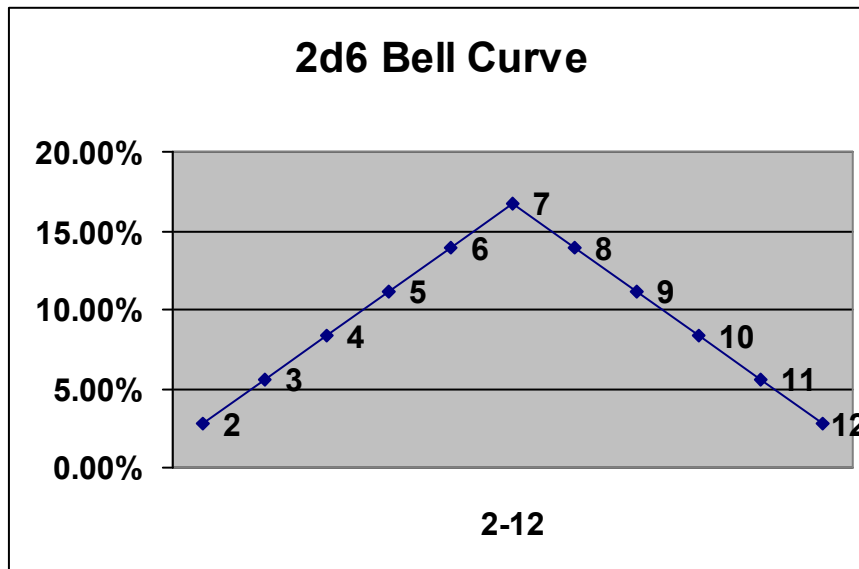
When rolling a single die, you'll always have an equal chance of scoring any number on the die's face. This is called "linear distribution." When rolling multiple dice and adding them together, there'll always be a higher chance of scoring average than any extreme. This is called "bell curve distribution." Linear and bell curve distributions make up the basis of the game's design.

Dice Probabilities

TBBB, by default, uses five methods for resolving actions: 1d6, 2d6, 3d6, and d66.

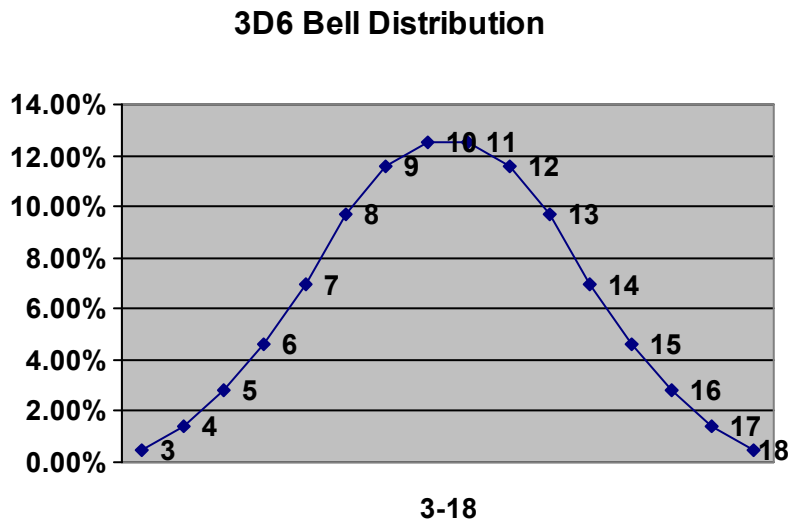
1d6: Linear. The average is 3 (3.5, drop the fraction) and the chance of rolling 1-6 is 16.67%.

2d6: Bell curve. The average is 7 (3.5 * 2) and the distribution looks like this:



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3d6: Bell curve. The average is 10 ($3.5 * 3$, drop the fraction) and the distribution looks like this:



d66: Linear. d66 actually generates 36 real numbers. There's a 2.78% chance of generating a 1-in-36 number.

FREQUENTLY ASKED QUESTIONS

Some of these questions are those I see hotly debated on the internet or otherwise brought up more often than other questions regarding the game.

What do the ability scores mean?

Using the default creation, a score of 9-11 is average, a score of 12-15 is exceptional, and 16-18 is extraordinary. 18 is the human limit; only magic or supernatural forces will increase a human's score beyond this value. Any creature with a score above 18 in any field is considered superhuman.

Why is movement in inches?

Oe was originally a supplement to a wargame. Wargames are played on a tabletop board using figures. Instead of moving a character across a grid, you judge their position using a common measure (in the USA, it's almost always inches).

Why is experience different for each class?

Two reasons.

A) Tables can be copywritten and experience values have been considered property.

B) From a design perspective, the classes aren't all the same.

Here's what I use. It's not true to the original source but, again, I can't be 100%.

Fighting-Men: 2,000xp at first level, double that to reach the next level.

Magic-Users: 2,500xp at first level. To reach subsequent levels, add a cumulative +2500xp each level (+5,000xp at level 3, +7,500xp at level 4, etc.). From levels 9 to 11, the magic-user requires +110,000xp to reach each level.

Clerics: 1,500xp at first level, double that to reach the next level.

Why are the nonhuman races restricted in advancement?

To quote Mr. Gygas *"Men are the worst monsters, particularly high level characters such as clerics, fighters, and magic-users... The game features humankind for a reason. It is the most logical basis for an illogical game."* The game is humanocentric because it's easier to write a world dominated by humans than not. *TBBB* is modeled after European mythology where man tangles with the unknown and usually comes out on top through cunning, tenacity, or skill (or otherwise dies horribly trying). Non-humans are either rare (such as dragons), static (as with elves where a single birth is cause for celebration), dying (as with dwarves with their lineage of inbreeding), or disorganized (as with chaotic creatures, like goblins and orcs, who could take over the earth if they weren't killing each other).

Of course, the game is yours to modify. If you want nonhumans to advance as humans it's your decision but understand the differences in power. Nonhumans receive many powers that humans don't have access to short of magic. Dwarves save as if they were 4 levels higher and they suffer less damage against powerful monsters. Elves in particular are highly

APPENDIX V: AFTERWORD AND F.A.Q.

magical and powerful. If elves had unlimited advancement, why would any player wish to play a human who have no abilities?

Why do all weapons inflict the same damage?

Two reasons. A), the system revolves entirely around d6 rolls and B), there's no need to differentiate weapons by damage.

To elaborate on the second reason, remember that all normal creatures (anyone with 1HD or fewer) have 1-6 hit points (average 3hp). In combat, your goal is to kill your opponent. A normal creature, who makes up a vast majority of the world, has an average 66.67% chance of dying in a single hit.

It boils down to this: what's the difference between being being stabbed in the neck with a dagger or eviscerated with a two-handed sword? Your attacker is fighting to kill so the damage isn't important, only the end result. HP is abstracted for the exact same reason. However you want to hand wave the existence of a magical number that represents your health, understand this: you're doing fine until you're dead.

A weapon's class, which determines how one can defend or attack with it and may even grant powerful abilities (as with pole arms) is far more important than its damage.

Why does armor decrease instead of increase?

In 0e, the armor system was derived from a naval wargame where lower classes are superior to higher classes. Class 1 is greater than Class 3 and so on.

This system was carried on in later editions but unlike 0e, the newer editions had to handle negative ACs which confused some people. The best AC in *TBBB* is AC 2. Any magical bonuses simply make your opponent fight worse.

Why is movement scale different underground and outdoors?

Simply put, there are fewer restrictive barriers outdoors than inside. In an enclosed space, vision is limited and there may be obstacles blocking movement. Obviously you can fire an arrow farther or run unhindered longer than you could inside.

Where did the subdual rules come from?

There was a short paragraph in 0e about subduing dragons but it was implied in a magazine that any creature can try to subdue another. I cleaned up the subdual rules to conform to my d66 mechanic and made it an actual combat ability.

Subdual is very useful tactic. When facing a larger, more powerful or heavily armored opponent (such as a giant) it's better for multiple normal men to subdue them than to take turns attacking. Because heroic creatures can make multiple attacks, normal men stand little chance against most heroic creatures. A dragon can torch entire armies but tie him down and he'll be the one begging for help.

Horses are technically heroic units due to their hit dice so why don't they receive multiple attacks?

This is universal for all mounts. The way I figure it, mounts have to focus on navigating the battlefield, avoiding all the smaller opponents, and carry a heavy rider at the same time. When not carrying a rider, a mount receives his full attacks against normal men.

Remember that horses are typically non-violent herbivores. Their first priority is to run from enemies, not attack.

What's the deal with mass combat?

Mass combat isn't a necessary aspect of the game but, in this writer's humble opinion, it's an important one. 0e originally supplemented a war game. The original rules were written in a manner suggesting that high level characters outgrow stuffy dungeons, moving onto explore the wilderness, build mighty castles, and battle with fantastic armies of prodigious number. In this way, the role playing game mimics the centuries of human warfare which influenced the epic fights that are a hallmark of every good fantasy story.

The rules for mass combat are simple especially in comparison to more contemporary war games. Even if you're not an avid war gaming grumbler (a grognard, if you will), I suggest you give large scale battles a try with a 100 point army to start out. If you choose to ignore mass combat, that's fine, but you're missing out on an aspect of the game that's just as captivating as foiling traps and finding treasure.

Cannon rules feel really clunky.

That's not a question... but they are clunky. The original source material had you using a dowel and some other weird methods that are impossible to discern.

To adjudicate cannon fire faster, it's recommended a sheet of paper is cut so that the length and width equal the cannon's. Draw lines on the paper and color in to mark the kill zone, short and long. When firing, hold the sheet of paper from the canon's figure to the intended target, roll offset, and adjust. All units touching the paper are killed.

Balors are mentioned in mass combat rules and the example encounter tables but not as normal monsters. Why?

It's an inside joke, sorry. If you played 0e you'd know. Don't worry. Balors and all the other classic demons will appear in the forthcoming *The Big White Book*.

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THE BIG BROWN BOOK

Basic Rules for Fantasy Role Playing Campaigns Playable with Paper and Pencil

By Justen Brown

Based on original material by Dave Arneson, Gary Gygax, & Jeff Perren.

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Dedicated to Dave Arneson (1947-2009) & Gary Gygax (1938-2008)

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More information about J. Brown and his work at
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FOREWARD

Almost forty years ago from this publication, a group of close friends and avid war-gamers gathered together. These designers supplemented their medieval war games with fantasy adventures culled from the pages of Robert E. Howard, J.R.R. Tolkien, Jack Vance, and Fritz Leiber with a sprinkling of Lovecraft horror and Edgar Rice Burroughs' science fiction. This amalgamation of fantasy sources lead to the creation of the most popular commercial role playing game ever created.

With over a dozen editions made throughout the years, some completely different and others quite similar, the game continues to be the leading name in role playing. As time goes on books go out print, become lost or destroyed, and the ravages of time slowly degrade what's left. Through the Open Game License an easy method of keeping these old products alive has been introduced in the form of a simulacrum or "retro-clone." *The Big Brown Book* is one of those.

While it's impossible to achieve 100% accuracy – a combination of legal matters and ambiguity in the original text – *The Big Brown Book* attempts to come as close as possible within the letter of the OGL. *TBBB* combines all the material found in the original "Medieval Miniatures Rules" along with the three brown books found in "Fantasy Medieval Campaigns" box set. As an added bonus, there are few elements inspired by "Wilderness Survival". Format has changed for clarity and ease of reference. While rare, some rules have been expanded where originally left (un)intentionally vague. In rarer cases, some rulings (particularly historical medieval units) have been removed completely.

"Oe," as it is often called, was a game where the players and referee were encouraged to follow the "spirit" of the rules, not the letter. The "spirit" that I write in is my own and may very well clash with your own even though it's culled from the same material! I hope you enjoy *TBBB* as either a piece of history or for use in your own fantasy role playing campaign.

P.S. I meant to spell it that way.

D6 SYSTEM

The Big Brown Book is built entirely around six sided dice (d6). The reasons for this are twofold; firstly, Oe in its original form was based off a war-game and used d6s exclusively; second, in the original product very few rules are ever adjudicated with "funny" dice (aside from random tables for the GM, saving throws were the only default use of a d20). In order to consolidate the rules, avoid pesky copyright infringement, and to provide easy playability (if you own a generic board game, you probably own a d6) the decision was made to use d6s.

BASIC ASSUMPTIONS

If you're reading this, you've probably played your fair share of role playing games so I'll spare the "What is an RPG?" lecture. *The Big Brown Book* was designed to emulate a specific style of role playing. Although the system is flexible (provided the GM and players are flexible), understand that the material is written with five assumptions in mind.

Humans dominate. Humans build empires, expand aggressively, and gather all manner of power. Many fantastic races exist but they're rare, dying, scattered, or stagnant. When human expansion clashes with established nonhuman races, the latter must adapt or die off. Even the fates of gods and demon lords are impacted by humanity.

The player's skill is challenged more than their character's. In most contemporary RPGs, there are "skills" which determine how successful a character is with a certain action. In *TBBB*, a character's success is based on the player's actions. You don't find a hidden cache by rolling a skill check; you find a hidden cache by saying "My character probes the floor, testing for a false bottom." In some situations the GM may call for a check with an ability score used as the target number in order to determine success.

The more the merrier. Adventurers are expected to hire assistants and warriors to help them with mundane tasks or deal with challenges. These people expect fair compensation and treatment.

The world is mostly unexplored. The typical fantasy world is like the American Old West; dangerous, untamed, and with no limit in sight. Fortune and fame await those brave and skilled enough to explore it. Human civilizations dot the landscape and when the world's precursors passed away their ruins, and all the traps and treasure within, remained. Adventurers eventually outgrow dungeons and move on to map the wilderness, build their own strongholds, push back monster hordes, and conquer the frontier in the name of god and glory.

The "dungeon" is alive. The classic dungeon is often its own self contained ecosystem. Monsters have a pecking order, rooms change over time, treasure migrates from area to area, and the dungeon adapts to the encroachment of outsiders.

PERSONAL PRONOUNS

TBBB exclusively uses masculine personal pronouns such as "man" and "him." This is purely preference, an homage to the writers of the original game, and not in any way meant to be discriminatory or exclusionary.

THE CORE MECHANIC

Every action that requires a roll has a target number indicating its difficulty. If your roll is equal to or lower than the target number, you're successful. If you gain a bonus, it increases your target number. If you gain a penalty, it decreases your target number.

Miscellaneous Actions

If an action isn't covered by the rules, roll 3d6 with a target number equal to the appropriate ability score. E.g., trying to sneak past a sleeping ogre would check dexterity while trying to hold up a crushing ceiling would check strength.

Situational Modifiers to TN

If a beneficial or impeding situation calls for a modifier, +/- 1 is always appropriate. Only use even numbers for 1d66 rolls e.g., +/- 2.

Situational Modifiers

Modifier	d6	d66
Trivial	+4	+8
Simple	+3	+6
Very Easy	+2	+4
Easy	+1	+2
Difficult	-1	-2
Tough	-2	-4
Very Tough	-3	-6
Nigh Impossible	-4	-8

Modifying d66

When modifying a d66 rolls, be aware to carry over any number larger than 6. For example, if you roll a 35 on a d66 and add +2, your final total is 41 and **not** 37. By default, the only time you'll ever modify a d66 roll is when making a saving throw.

REQUIRED EQUIPMENT

Paper

Pencil

At least 2 six-sided dice (8 is recommended)

Imagination

1 Patient Game Master

At least 1 player

TERMINOLOGY

1d2: Roll 1d6; 1-3=1, 4-6=2.

1d3: Roll d6; 1-2=1, 3-4=2, 5-6=3.

D66: Roll two six sided dice and designate one die as the 'tens' and another die as the 'ones'. This generates a score of 11-66 (36 possible outcomes with a 2.8% chance of equaling one outcome).

When subtracting or adding to a d66 roll, remember to roll over remainders to the tens die. For example, if you roll d66+4 and come up with 34, then the final score is 42. By default, you will only ever see a modifier to a d66 when dealing with saving throws.

[X]d6: Roll 'x' amount of 6 sided dice and add them together. E.g., 3d6 means roll three 6-sided dice and add them together, generating a score of 3-18. If a modifier is designated then add, subtract, or multiply the final result. E.g., 3d6*10 means roll three 6-sided dice and multiply the result by 10, generating a score of 30-180.

[X]d6(Y): Roll 'x' amount of 6 sided dice and check against target number 'y'. If your score is equal to or less than the target number you succeed. E.g., 1d6(2) means roll 1d6 and you succeed on a roll of 1 or 2.

Armor Class (AC): A measure of protection. Lower values are better than higher values. AC 9 is considered unarmored. Some creatures may be "unarmored" in a literal sense although they may have thick hides that function as armor.

Asterisk (*): If you see an asterisk in between two numbers it means multiply those numbers. E.g., 2*3 is two times three or 6.

Encounter: Any conflict between opposing parties. An encounter isn't necessarily hostile nor does it always result in combat.

Engaged (In Melee): A combatant within 10' of a hostile opponent and armed with a melee weapon is considered engaged in melee. Engaged combatants are in melee and can block off each other's movement.

THE CORE MECHANIC

Game Master (GM): A person who acts as the referee and narrator of the game.

Hit Dice: Hit dice are a representation of a creature's overall power (PCs are measured by their level). The greater the hit dice, the more powerful the creature is. Hit dice are always 1d6 +/- modifiers.

Hit Points: Hit points are an abstraction for a character's health. When a creature's hit points reach 0 or below, the creature usually dies.

Heroic Creatures/Units: Any creature with 2HD or more. When heroic creatures fight normal creatures, the heroic creatures are allowed multiple attacks based on their fighting capability but never more than 1 attack per normal creature. In mass combat, normal units must score a number of "kills" equal to or greater than the heroic unit's fighting capability to defeat him. Against other heroic creatures, only one kill is necessary to defeat one or the other.

Infravision: The ability to see in the infrared spectrum (heat). Invisibility magic and hiding creatures can fool this vision.

Kill: In mass combat, this term specifically refers to defeating a creature. A creature is not necessarily dead if "killed" in mass combat but they are removed for the remainder of the encounter.

Mass Combat: Combat that takes place on a 1:10 scale. If miniatures are used, one counter equals 10 creatures. Instead of tallying hit points and damage, a creature is "killed" which removes them from play (although they're not necessarily dead).

Monster/Creature: A catch-all term used interchangeably to describe any person.

Movement (MV): The distance a character can move at any point in time. This number is represented in inches ("") for the purposes of mass combat. In all other applications, the number is increased based on the scale of the map, typically in 10s of feet or 10s of yards.

Non-Player Character (NPC): Any character played by the GM.

Normal Creatures/Units: Any creature with 1HD or fewer. When heroic creatures fight normal creatures, the heroic creatures are allowed multiple attacks based on their fighting capability but never more than 1 attack per normal creature. In mass combat, normal creatures always die in a single hit.

Player Character (PC): A person who role plays a character and interacts with the Game Master's world.

Saving Throw/Saves: The ability for a creature to resist effects that aren't physical attacks. Roll d66 and check the creature's saving throw based on class. Monsters always use a fighting-man's saving throw matrix.

Small-Scale Combat: Combat typically involving less than 40 creatures. If miniatures are used, each counter is 1 creature.

Target Number (TN): The number required to succeed. Roll d6; if the roll is equal to or less than the target number, you succeed. If you earn a bonus, your target number increases. If you incur a penalty, your target number decreases.

Unit: In mass combat, a unit is a collection of 1 to 10 men, represented as a single figure if miniatures are used.

CHAPTER 1: OF MEN & MAGIC

This chapter covers the creation of player characters and the various people – friendly or not – they're likely to encounter.

ABILITY SCORES

To determine ability scores, roll 3d6 six times and assign to Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma in order of rolls.

Strength: Measure of physical strength and raw muscle.

Intelligence: Measure of cognitive thinking and learning capability.

Wisdom: Measure of intuition, insight, and common sense.

Constitution: Measure of physical health and endurance. A high constitution grants a bonus to hit die rolls and a higher chance of surviving shock to the body.

Constitution

Score	Survival	Benefit
3-6	30%	-1 hit point per HD
7	40%	
8	50%	
9	60%	
10	70%	
11	80%	
12-14	90%	
15+	90%	+1 hit point per HD

Dexterity: Measure of reflexes and alertness. A high dexterity grants a bonus to ranged attacks.

Dexterity

Dexterity	Benefit
8 or fewer	-1 to ranged attacks
9-12	None
13+	+1 to ranged attacks

Charisma: Measure of one's force of personality and magnetism. High charisma enables one to hire more retainers and improves random reactions in a favorable manner.

Charisma

Score	Maximum Followers	Loyalty Modifier
3-4	1	-2
5-6	2	-1
7-9	3	--
10-12	4	--
13-15	5	+1
16-17	6	+2
18	12	+4

CHARACTER CLASSES

Character class represents a character's primary abilities. Once chosen, a character must remain in that class.

Experience and Levels

Experience is a representation of a character's knowledge and skill. When a character's experience reaches a certain amount he gains a level and their abilities improve.

"Title Level" and Experience Cap

Once a class achieves a certain level, they gain a special title. At this point, experience gain halts and advancing in levels is left to the GM. Suggested advancement beyond this level is equal to the experience points necessary for the "title level." E.g., a fighting-man would require +240,000 experience points to gain each level beyond 9th (480,000 at 10th level, 720,000 total at 11th level, etc.).

Rolling Hit Dice

Each character class receives hit dice which determines their overall health. At level 1, roll 1d6 +/- modifiers to find starting hit points. If a new level lists an additional die, roll it and add it to the character's maximum hit points. Hit dice always yield at least 1 point. The number in parenthesis indicates the total hit dice the character has at that level.

FIGHTING-MAN

The fighting-man is an expert at combat and warfare. Armed with dangerous weapons and wearing the sturdiest armors, the fighting-man leads the charge or strikes from afar with great skill. He's the healthiest, strongest, and most well trained combatant. A fighting-man who serves well may be entitled to land and build a stronghold that will attract loyal followers.

Prime Requisite: Strength

Weapons: Any

Armor: All

Fighting-Man

Level	Experience	Hit Dice
1	0	d6 +1 (1)
2	2,000	d6 (2)
3	4,000	d6 (3)
4*	8,000	d6 (4)
5	16,000	d6+1 (5)
6**	32,000	d6 (6)
7	64,000	d6+1 (7)
8	128,000	d6+2 (8)
9 (Title)	256,000	d6+3 (9)
10	--	d6+1 (10)
11	--	+3 (10)
12	--	d6+1 (11)
13	--	+3 (11)

* Highest level for elf or halfling

** Highest level for dwarves

Fighting-Man Saving Throws

	Level				
Save	1-3	4-6	7-9	10-12	13+
vs. Death/Poison	34	42	45	53	61
vs. Polymorph/Paralyzation	32	36	44	51	55
vs. Petrification	31	34	42	45	53
vs. Breath Attacks	25	32	36	44	51
vs. Staves/Spells	23	31	34	42	45

At 4th level, the fighting-man does not check morale.

At 7th level, the fighting-man can detect the presence (but not exact location) of invisible creatures. If he kills a creature within sight of a normal creature, that creature must immediately check for morale.

At 9th level the fighting-man acquires a lordly title. If he builds a proper stronghold, people flock to his land and he may tax them as he sees fit.

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MAGIC-USER

The universe, seemingly chaotic in nature, is governed by invisible but inherent laws. Magic-users combine arcane words with complex gestures to bring these invisible "laws" into being. Magic-users manipulate the very fabric of existence to create quasi-real images, summon beasts made from the elements of life, and befuddle the mind.

Prime Requisite: Intelligence

Weapon: Daggers only

Armor: None

Magic User

Level	Experience	Hit Dice	Spell Level					
			1	2	3	4	5	6
1	0	d6 (1)	1					
2	2,500	+1 (1)	2					
3	5,000	d6 (2)	3	1				
4	10,000	+1 (2)	4	2				
5	17,500	d6 (3)	4	2	1			
6	27,500	+1 (3)	4	2	2			
7	40,000	d6 (4)	4	3	2	1		
8*	55,000	d6 (5)	4	3	3	2		
9	110,000	d6+1 (6)	4	3	3	2	1	
10	220,000	d6 (7)	4	4	3	3	2	
11 (Wizard)	330,000	d6+1 (8)	4	4	4	3	3	
12	--	+2 (8)	4	4	4	4	4	1
13	--	+3 (8)	5	5	5	4	4	2
14	--	+4 (8)	5	5	5	4	4	3
15	--	d6+1 (9)	5	5	5	4	4	4
16	--	+2	5	5	5	5	5	5
17	--	+3	6	6	6	5	5	5
18	--	d6+1 (10)	6	6	6	6	6	6
19	--	+2 (10)	6	6	6	6	6	6

*Highest level elf

equipment.

Magic-User Saving Throws

Save	Level			
	1-5	6-10	11-15	16+
vs. Death/Poison	32	36	45	55
vs. Polymorph/Paralyzation	35	34	44	53
vs. Petrification	32	36	45	55
vs. Breath Attacks	23	35	36	45
vs. Staves/Spells	23	34	45	62

At 7th level, the magic-user no longer checks for morale.

At 10th level, the magic user can detect the presence (but not exact location) of invisible creatures. If the magic-user kills a creature within sight of a normal creature, that creature must immediately check for morale.

Because of the off putting nature of magic, magic-users gain no benefit for building strongholds. At 11th level a magic-user becomes a full fledged "wizard" and can craft magical

CLERIC

There are forces at work in the universe that no mortal could possibly fathom. Some call them deities, some call them spirits, others regard them as natural forces at work. Whatever they're called, there are people who tap into these forces through faith and devotion. Clerics are members of like minded organizations who revere these forces and draw power from them. There are those who find purpose in law and can turn away the unnatural. Those who succumb to chaos denounce the forces of the universe, sewing discord and destruction in their wake.

Prime Requisite: Wisdom

Weapon: Any bludgeoning

Armor: Any

Cleric

Level	Experience	Hit Die	Spell Level				
			1	2	3	4	5
1	0	d6 (1)					
2	1,500	d6 (2)	1				
3	3,000	d6 (3)	2				
4	6,000	d6 (4)	2	1			
5	12,000	+1 (4)	2	2			
6	24,000	d6 (5)	2	2	1	1	
7	48,000	d6 (6)	2	2	2	1	1
8 (High Priest)	96,000	d6 (7)	2	2	2	2	2
9	--	+1 (7)	3	3	3	2	2
10	--	+2 (7)	3	3	3	3	3
11	--	d6+1 (8)	4	4	4	3	3
12	--	+2 (8)	4	4	4	4	4
13	--	d6+1 (9)	5	5	5	4	4

Cleric Saving Throws

Save	Level			
	1-4	5-8	9-12	13+
vs. Death/Poison	36	44	53	62
vs. Polymorph/Paralyzation	34	42	51	55
vs. Petrification	31	34	44	51
vs. Breath Attacks	23	31	36	45
vs. Staves/Spells	25	34	44	51

Clerics can turn away undead by presenting themselves in a commanding manner and speaking words of law. All undead that can see and hear the cleric are affected. The cleric rolls 2d6 and checks for each undead present; on a successful check, affected undead run away from the cleric for 2d6 rounds. If backed into a corner the undead cower in fear.

Turn Away Undead

Undead HD	Cleric's Level							
	1	2	3	4	5	6	7	8
Less than 1	7	T	T	D	D	D	D	D
1	5	7	T	T	D	D	D	D
2	3	5	7	T	T	D	D	D
3	I	3	5	7	T	T	D	D
4	I	I	3	5	7	T	T	D
5	I	I	I	3	5	7	T	T
6	I	I	I	I	3	5	7	T
7+	I	I	I	I	I	3	5	7

I = Impossible to turn at this level

T = Automatically turned; no roll required

D = Automatically destroyed; no roll required

At 6th level the cleric no longer checks for morale.

Upon reaching 7th level, a cleric must decide whether to devote himself to law or chaos; the universe is bound by laws but a myriad of otherworldly forces exist for those who'll risk their sanity. Chaotic clerics, or "cultists", have altered spells but lose the ability to turn away undead as that power is governed by law.

At 8th level the cleric acquires the high priest (or grand master for cultists) title. He can build a stronghold at half the normal cost and attract faithful followers. If the high priest changes faith or angers his organization, his followers abandon him and he earns the animosity of his peers or deity.

At 9th level the cleric can detect the presence (but not exact location) of invisible creatures. If the cleric kills a creature within sight of a normal creature, that creature must immediately check for morale.

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DWARF

Dwarves are short, stout humanoids with ruddy skin and dour expressions. They're hard working mountain folk who take pride in their beards and family lineage. Dwarves often battle goblins and giants, particularly hating the former, due to living in the same regions. Dwarves are serious and taciturn but enjoy good drink with friendly company.

Alignment: Lawful or neutral.

Class Restrictions: Dwarves can only become fighting-men and can't advance past 6th level.

Resistance: Dwarves save as if they were 4 levels higher.

Giant Killer: Dwarves suffer half damage against attacks from a giant, ogre, or troll.

Stone Detection: Dwarves can detect changes in natural stone, such as secret doors or false floors, on a 1d6(4).

Bonus Languages: Dwarf, alignment, gnome, kobold, goblin.

Infravision: 6"

Movement: 9". A dwarf's speed isn't reduced beyond 6" due to encumbrance.

ELF

Elves are divine-like creatures with mystical powers and an affinity for fay creatures and nature. They're long lived, ageless beings who find beauty in magic, archery, and swordplay. Elves are highly magical and opposed to unnatural creatures, especially undead. They're fiercely contested with goblins and other monsters that seek to spoil the natural world. Elves are ageless and if they survive long enough, retreat from the mortal land to a divine realm known to common men as Eifland.

Alignment: Lawful or neutral.

Dual Advancement: Elves advance as both fighting-men and magic-users (up to 4th level fighting-man/8th level magic-user). They evenly split earned experience points among both classes and level up normally. Elves receive the benefits of both classes; the weapon capabilities of fighting-man and the magic capabilities of magic-user. They receive the best bonuses, saving throws, and hit dice of either class but hit dice are not cumulative.

Elves can't cast spells while wearing non-magical armor. Elves can qualify for experience point bonuses to either fighting-man or magic-user if their ability scores are sufficient. Even after reaching 4th level fighting-man, experience is still shared between the two classes.

E.g., an elf with 4 levels of fighting-man and 4 levels of magic-user would have 4+3 HD; 4 hit dice granted by 4 levels of fighting-man with +3 total bonuses granted by fighting-man and magic-user. At 8th level magic-user, his total hit dice would be 5+3.

Magic Affinity: When wielding magical weapons, elves add +1 to their damage rolls in addition to those granted by the weapon.

Sixth Sense: Elves can discover secret or hidden doors on a 1d6(4) chance while searching. An elf who merely passes by a secret or hidden door knows something is amiss on a 1d6(2) chance.

Shot-on-the-Move: Elves can move up to half their total movement, make a ranged attack, then immediately finish moving. Elves cannot use this ability while mounted, unlike other riders, because they're not used to riding creatures in battle.

Soothing Aura: Elves are immune to paralyzing effects from undead. Any creature paralyzed by undead are immune to the effects so long as they stand within 1" of an elf.

Goblin Slayer: Elves gain a +1 bonus to attack goblins, kobolds, and orcs.

Bonus Languages: Elf, alignment, orc, hobgoblin, gnoll.

Infravision: 6"

Movement: 12". An elf's speed is only reduced when wearing plate mail.

HALFLING

Halflings are little folk about the size of a human child with hairy feet and round faces. Halflings are simple and peaceable, preferring a life of quiet comforts over adventure but they take up sling and sword when their homes are threatened. Generally cheerful and unassuming, all civilized races get along well with halflings and enjoy their company.

Alignment: Lawful

Class Restrictions: Halflings can only become fighting-men and can't advance past 4th level.

Resistance: Halflings save as if they were 4 levels higher than normal.

Hide: When standing in thick, natural terrain (bushes or trees) a halfling can become invisible. This invisibility is broken if the halfling attacks or moves out into the open.

Movement: 12"

PRIME REQUISITES

Prime requisites represent a class' most important ability score. A low prime requisite implies penalties to experience points gained as the character under performs in their class. A high prime requisite grants bonuses to experience points as the character excels in his class.

Characters can change their prime requisites by reducing points in other ability scores. **This change is only for the purposes of gaining experience points, not bonuses that may come with a high score.** A character cannot reduce an ability score below 9 in this manner.

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E.g., a fighting-man with 12 strength and 12 wisdom can reduce his wisdom to 9 in order to increase his relative strength to 13. His strength remains 12 but for the purposes of gaining experience, he's considered as having 13 which grants a +5% bonus. He would note his ability score Strength: 12 (13).

Prime Requisite Experience Bonus

Prime	Benefit
6 or less	-20% XP
8-7	-10% XP
9-12	--
13-14	+5% XP
15+	+10%

Fighting-Man: Reduce intelligence and/or wisdom to increase strength on a 3-for-1 ratio.

Magic-User: Reduce wisdom to increase intelligence on a 2-for-1 ratio.

Cleric: Reduce strength to increase wisdom on a 3-for-1 ratio and reduce intelligence to increase wisdom on a 2-for-1 ratio.

ALIGNMENT

All mortals are lawful, neutral, or chaotic with respect to their nature. Aside from the most powerful clerics and powerful beings, mortal creatures can never be absolutely good or evil and aren't described as such. Lawful creatures believe society is more important than the individual while chaotic creatures believe the individual is more important than society. Do not confuse individuality for selfishness or chaotic as evil and senseless. Laws can be twisted or used as a shield; after all, slavery and capital punishment are purely concepts of society and therefore lawful.

Neutral creatures believe individuality and society are held at equal standards. One concept cannot exist without the other and this balance is what governs all intelligent beings. Most humans, even the kindest and most altruistic, are neutral.

LANGUAGES

All player characters can speak the "common" language of their homeland or region. For every point of intelligence above 10, one extra language may be learned. Each alignment (lawful, neutral, chaotic) has its own language and each creature type (goblin, hobgoblin, dwarf, giant, etc.) has its own language. Humans and halflings may study any language but dwarves and elves can only select the bonus languages available to them.

Intelligent undead can speak whatever language they knew in life.

EQUIPMENT

The standard currency is the silver piece (sp). This coin represents a common denomination that's used regularly in day-to-day business. The copper piece (cp), valued less than the silver piece, is also used in common markets.

The gold piece (gp) is the common currency of adventurers, bankers, big business, and nobility. These coins are rarely minted and seldom circulated among the common market but they're not uncommon. Platinum and electrum pieces (pp and ep respectively) are rare, ancient coins that are no longer minted. They're found only in treasure hordes and are seldom circulated except by wealthy folks or adventurers.

The gold coin is used as the standard for weight and currency among adventurers. All merchants calibrate their scales to weigh gold. 15 gold coins equal 1 pound, thus a 1 pound brick of gold is worth 15gp.

Coins, Value, and Weight

Coin	Value in GP	Weight (Grams)	Coins per Pound	Weight (in gold coins)
Platinum	5	150	3	3
Gold Piece	1	30	15	1
Electrum	.5	15	30	.5
Silver Piece	.1	3	150	.1
Copper Piece	.05	3	150	.1

Starting Gold

All characters begin with 3d6*10 gold pieces. This value represents money saved up before assuming the life of an adventurer.

Standard Equipment

The following lists represent equipment and prices available in almost all stores. The prices given are generic but may change based on supply and demand.

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Commonly Available Equipment

Item	Cost
10' Pole	1gp
12 Iron Spikes	1gp
3 Stakes & Mallet	3gp
50' Hemp Rope	1gp
6 Torches	1gp
Backpack	5gp
Belladonna, bunch	10gp
Flask of Oil	2gp
Garlic, bud	5gp
Iron Rations (week's worth)	15gp
Lantern	10gp
Large Sack	2gp
Saddle	25gp
Saddle Bags	10gp
Silver Mirror, Small	15gp
Small Sack	1gp
Standard Rations (week's worth)	5gp
Steel Mirror	5gp
Vial of Holy Water	25gp
Water Skin	1gp
Wine, quart	1gp
Wolfsbane, bunch	10gp
Wooden Cross	2gp

Transportation

Item	Cost
Cart	100gp
Draft Horse	30gp
Large Galley	30,000gp
Large Merchant Ship	20,000gp
Light Horse	40gp
Mule	30gp
Raft	40gp
Small Boat	100gp
Small Galley	10,000gp
Small Merchant Ship	5,000gp
Wagon	200gp
Warhorse, Heavy	200gp
Warhorse, Medium	100gp

Weapons

All weapons, regardless of type, inflict 1d6 points of damage on a successful hit.

Melee Weapons

Item	Rank	Cost
Battle Ax	5	7gp
Dagger	1	3gp
Flail	7	8gp
Halberd	9	7gp
Hand Ax	2	3gp
Lance	11	4gp
Mace	3	5gp
Morning Star	6	6gp
Pike	12	5gp
Pole Arm	8	7gp
Spear	8	1gp
Sword	4	10gp
Two-Handed Sword	10	15gp

A weapon's rank is used to determine certain abilities in combat. The smaller and lighter a weapon, the lower its rank.

Ranged Weapons

Item	Range: Short/ Medium/Long	Cost
20 Arrows or 30 Bolts	--	5gp
Case + 30 Bolts	--	10gp
Composite Bow	7"/14"/21"	50gp
Heavy Crossbow	8"/16"/24"	25gp
Javelin	1"/2"/3"	1gp
Light Crossbow	6"/12"/18"	15gp
Long Bow	7"/14"/21"	40gp
Quiver + 20 Arrows	--	10gp
Short Bow	5"/10"/15"	25gp
Silver Tipped Arrow	--	5gp
Hand Ax	1"/2"/3"	3gp

Armor

Wearing armor changes the wearer's AC to the listed value. The lower the armor class, the better the protection. A shield improves (reduces) the wearer's AC by 1. Barding is armor worn by horses or mounts.

Armor Types

Armor	Price	AC
Mount Barding	150gp	3
Chain Mail (Hauber)	30gp	5
Helmet	10gp	--
Leather Armor (Cuirass)	15gp	7
Plate Mail (Field Plate)	50gp	3
Shield	10gp	1

Rumors and Legends

The best place to hear rumors and legends is at a tavern or social gathering. If a party is willing to buy drinks and tip informants, they can typically hear one rumor per 10 gold spent during a night.

Upkeep

Adventuring is expensive; if you're not paying for room and board then you're throwing wild parties with the finest luxuries. Humbler adventurers, such as clerics, will find the majority of their coin being donated to their organization or other causes.

In order to maintain their lifestyle, characters must spend 1% of their experience points in gold pieces per month. This upkeep is halted once a stronghold is acquired. The stronghold must still be maintained but that cost isn't determined using these calculations. If the stronghold is on land not owned by the character, they will be taxed the upkeep rate.

Because of their costly components and the fact that their strongholds do not attract followers, magic-users always pay upkeep.

Encumbrance

All items have a weight value listed in coins. The heavier a character's load, the slower they move.

Item Weights in Coins

Item	Weight In Coins
Small or Light Item (paper, empty vial, etc.)	.1
1 Palm Sized Gem	1
Dagger	20
1 Scroll or Piece of Jewelry	20
1 Potion or Full Waterskin	30
Helmet	50
Sword/Mace/Hand Ax/Bow/Crossbow	50
1 Flagon or Chalice	50
Bulky Equipment (rope, hammer, etc.)	80
Morning Star/Flail/Battle Ax	100
1 Wand w/Case	100
Shield	150
Pole Arms/Halberd/Pike/Two-Handed Sword/Longbow	150
Leather Armor/Saddle	250
1 Staff w/Case	300
Chain Armor	500
Plate Mail/Horse Armor	750

Movement Penalty For Man-Sized Humanoids

Weight in Coins	Movement
Up to 750	-- (e.g., 12" for humans)
751- 1,000	2/3 (e.g., 9 "for humans)
1,500-3,000	1/2 (e.g., 6" for humans)
3,001+	Always 1"

MAGIC

Magic is the untapped energy of the universe. Magic-users call upon arcane formulae and geometric symbols to give form to the magic. Clerics draw power through their faith and devotion although fallen clerics weave power from chaos in all its forms.

Spell Books and Memorization

Magic-users and clerics receive "slots" which they use to memorize one spell each. Multiple slots can be used

to memorize the same spell. At each spell level, a cleric or magic-user creates a prayer/spell book that contains all the default spells for their level. One spell book can only contain one spell level and cannot be combined.

Memorizing a spell requires uninterrupted rest followed by studying their books. If their books are lost or destroyed, they cannot memorize the spells from them. Replacing a spell book costs 2,000gp per spell level of the book.

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A list of the default spells and their descriptions are given in Appendix II.

Casting Spells

Casting a spell “empties” the slot used to memorize it thus making the slot unusable until the caster studies another spell. Casters cannot be engaged while casting a spell and they must not move during the round they cast a spell. They must have at least one free hand available to gesture appropriately and must be able to clearly speak.

Law and Chaos Magic

Some cleric spells have a lawful or chaotic alignment. All clerics, regardless of alignment, use the lawful descriptor. When the cleric achieves 7th level they choose whether to become lawful or chaotic and must use the appropriate version of the spell based on their alignment.

Researching Spells

A caster’s most powerful ability is to expand their repertoire by researching personal spells. Research costs 2,000gp per spell level and requires 1 week of uninterrupted research time per spell level. Success is 1d6(1), checked at the end of the working period. For each additional 2,000gp/spell level that’s invested, the target number increases by 1.

The spell must be one the caster is capable of utilizing. The GM has final approval of all researched spells and should use the default spell list as an example of what can be done each spell level.

Replacing/Duplicating Spell Book

The cost to duplicate an existing spell book or replace the caster’s own is 2,000gp per spell level of the book and requires 1 week per spell level. If a spell book contains researched magic, its cost is increased by the cost of the original research. E.g., a 1st level wizard who spends 6,000gp researching one spell would value his level 1 spell book at 8,000gp. If an NPC’s spell book contains researched spells, its value is always the maximum (i.e., 10,000gp * spell level per researched spell).

Counter Spell

If a magic-user spends the entire round concentrating (not being engaged in melee or moving), he can counter any spell a single opposing magic-user might cast. The countering magic-user rolls 2d6; if the countering magic-user’s level is equal to the opposing magic-user, the spell is countered on a roll of 7 or higher. If the countering magic-user’s level is higher or lower than the opponent, the target number decreases or increases respectively based on the difference.

Crafting Magical Items

A wizard (11th level magic-user) can craft his own magical equipment. He must have a secure, isolated laboratory to conduct his research in peace. The cost must be paid in full upon crafting and the required time is determined by the GM. Interrupting the crafting process ruins the item and the cost is wasted.

Optionally, the GM could demand rare components for a magic item such as a roc’s tooth or cockatrice feather.

There are no clear rules for time and cost of crafting but these guidelines should help.

Base Crafting Cost

Item	Base Cost	Base Time
Bonus to ability score, attack roll, or saving throw	x2 base cost/bonus	x2 base time/bonus
Duplicating one spell	+100gp/spell level + caster’s level	+1 week/spell level + caster’s level
Enchanting ammunition	1,000gp/set*	4 weeks
Enchanting armor	2,000gp/bonus	2 months/bonus
Enchanting weapon	4,000gp/bonus	4 months/bonus
Miscellaneous magic item	10,000gp	10 months
Permanent spell	+5,000gp/spell level	+5 months
Potion	250gp	1 week
Recharging ability	+2,000gp/charge	+2 months
Ring	5,000gp	5 months
Scroll	100gp/spell level	1 week/spell level
Staff	80gp/charge	8 months
Wand	60gp/charge	6 months

*A set of ammunition is 20 arrows, 30 bolts, or 1 silver tipped arrow

For example, a wizard wants to create a *ring of protection*. The ring grants a +1 bonus to armor and saving throws, doubling the base cost of 5,000gp for being a ring. The final product would cost 10,000gp and require 10 months to craft. If a *ring of protection +5* is desired, it would cost 50,000gp and require 50 months to craft.

Ultimately, the rules for crafting are designed so that finding items is always more desirable than making them.

NON PLAYER CHARACTERS

Most NPCs in the game world are “normal men” and make up the world’s mundane people; commoners, slaves, craftsmen, nobles, or even some non-heroic demihumans like dwarves and orcs. These people have 1 hit dice (1-6 hit points, average 3hp), never gain experience, typically have a 9 in every ability score, and save as 1st level fighting men. Because they have developed lifelong skills most full-time adventurers lack, normal creatures are sought out and hired. The typical price is the cost of their time and equipment plus benefits if asked to risk their life on adventures.

Hiring NPCs

There is no limit to how many people can be hired for their skills. There is, however, a limit (based on charisma) over the number of “followers” can be hired. The difference between a follower and simple hiring is that the former will adventure with you while a hiring is not expected to be placed in any danger (and demands extra pay if expected). The limit on followers represents how organized and charming (or intimidating) a person is.

High charisma can be very important as extra sword-arms in a fight is never a bad thing.

Hiring Reaction

In cases where an NPC's reaction to an offer isn't known, the GM can randomly decide a reaction with a roll of 2d6. As a general rule, neutral aligned mercenaries and all chaotic creatures should always be checked.

NPC Hiring Reaction

2d6	Reaction
2	Absolute refusal; creature will reject all further offers
3-5	Refusal; demands far greater pay
6-8	Interested but wants a slightly better offer
9-11	Accepts without complaint
12	Enthusiastically accepts, +3 bonus to loyalty

Loyalty

Once hired, the creature's loyalty can be immediately checked by rolling 3d6. Creatures who surrender or are captured will usually agree to their captors demands although they almost always abandon or betray at first chance.

NPC Loyalty Check

3d6	Morale Modifier
3 or less	Abandons/betrays at the first chance
4-6	Wavering; -2 on morale checks
7-8	Cautious; -1 on morale checks
9-12	Indifferent
13-14	Loyal; +1 on morale checks
15-18	Inspired; +2 on morale checks
19+	Fanatic; never check for morale

SPECIALIST NPCs

Specialists have specific roles and rarely adventure with their employers. Finding specialists is difficult outside of a city. If a specialist doesn't want to be found, particularly assassins and spies, then $(1d6+4) * 100gp$ must be spent tipping off informants and bribing people who may know.

Specialist NPCs

Occupation	Price
Alchemist	1,000gp/month
Armorer	100gp/month
Assassin	2,000gp/target
Animal Trainer	500gp/month
Engineer	750gp/month
Sage	2,000gp/month
Sailor	10gp/month
Ship Captain	250gp/month
Smith	25gp/month
Spy	500gp/mission

Alchemist: Alchemists can reproduce potions, provided he has a formula, for half the normal price and time of crafting one (see the section above on crafting magical items). Can research and craft deadly poisons.

Armorer: Armorers maintain armor and weapons. One armorer is required per 50 armored creatures. Armorers can craft one suit of armor, three shields, or

six weapons per month. With a proficient smith and a second assistant, an armorer can double his output or triple it with two smiths and four normal assistants.

Assassin: In this case, assassin refers to an occupation and guild of people who kill someone in exchange for money. Success depends on the GM but PCs should never be targeted by other PCs. Generally speaking, an assassin's mission should be successful unless doing so would trivialize an adventure. A failed attempt can also spice up an adventure as assassins aren't always loyal and may betray their employer or the death of a target could lead to a series new events.

Animal Trainer: Can train up to 6 animals, including magical animals, of a single type. Length of training depends on the GM but a general rule is 1 week per animal's HD.

Engineer: Engineers are needed to maintain siege equipment, conduct a siege itself, tunnel through buildings, or employ sappers.

Sage: Sages research questions and provide information. Usually specialized in only a single subject. The time required to research is up to the GM but general questions should require at least a week's time and a well stocked center of research.

Sailor: Sailors are required to efficiently run a ship. Although any normal creature can serve as a deck hand, a trained sailor is required to perform difficult actions.

Ship Officer: Officers pilot ships and maintain order. Although a trained officer isn't required, shipboard combat becomes chaotic and unruly without one.

Smith: Smiths maintain maintain miscellaneous metal equipment other than armor and weapons (chains, barding, horseshoes, etc.). Smiths can act as an assistant to an armorer. One smith per 50 horses, mules, or armored mounts is required to maintain their equipment.

Spy: Spies steal, sabotage, or monitor a single source for information. Success and time depend on the GM. In general, a spy should be successful in their attempts provided doing so doesn't circumvent an adventure. Like assassins, spies can be used to actually spice up an adventure – as spies aren't always loyal, double agents and betrayal aren't uncommon.

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MERCENARY NPCs

Mercenaries are normal men trained for combat. Lawful mercenaries are almost always indifferent in terms of loyalty but neutral and chaotic mercenaries may break orders or even defect depending on their loyalty. Orcs are chaotic and require constant obedience or else they fight among themselves.

Mercenary Unit Costs in Gold

Training	Man	Dwarf	Elf	Orc
Commoner	15(2)	--	--	--
Light Crossbowman	30(3)	40(4)	--	--
Heavy Cavalry	425(40)	--	--	--
Heavy Soldier	85(9)	100(10)	--	50(5)
Light Cavalry	85(9)	--	--	--
Light Soldier/Skirmisher	45(5)	--	--	--
Longbowman	80(8)	--	--	--
Medium Cavalry	330(30)	--	--	--
Medium Soldier/Militia	55(6)	65(7)	70(7)	30(3)
Medium Archer/Crossbow	80(8)	--	--	--

Mercenaries are hired in units of 10 for one lump sum. The number in parenthesis is their monthly pay for the entire 10 person unit. The description of mercenaries and their typical armaments are described in mass combat.

CHAPTER 2: ADVENTURES ABOVE AND BELOW

This chapter covers adventuring and exploration in the wilderness and dungeons.

EXPERIENCE POINTS

Experience points are an abstracted score representing a character's earned knowledge and skill. Points are earned by reclaiming treasure: 1xp per 1gp value of treasure (magic items aren't worth experience) which is evenly shared among all those who contributed in obtaining it. Experience points shouldn't be given to unguarded treasure or rewards – treasure must be acquired through some manner of skill (overcoming a monster or dodging a trap) or intellect (finding a secret cache).

When experience reaches a certain point, a character may achieve a new level of power. This level should not be gained instantly and should require considerable down time or training. Furthermore, no amount of experience should ever give a character more than 2 levels at a time. If this occurs, the character should remain with 1xp fewer to reach the next highest level.

Awarding proper treasure is a GM skill that can only be learned through experience and differs based on the game's expectations. If too much treasure is handed out, players will be swimming in experience and the game will be trivialized. If too little treasure is handed out, players will be under powered and likely grow bored. Gauge the challenges the players face, ask for opinions, and adjust as necessary.

TIMEKEEPING

Normally, exact time keeping isn't necessary. When necessary, time is measured in 1 minute intervals called "rounds." 10 rounds equals 10 minutes or 1 turn.

MOVEMENT AND SCALE

Movement is measured in inches (") with the exact distance depending on the type of movement used. An unencumbered human can move 12".

Exploration Movement

Exploration movement assumes that characters are moving at their absolute slowest speed, searching every nook and cranny of the space they're walking in. Exploration movement is 1" = 2'. A normal human can move 24' per round or 240' per turn. It's possible to maintain one's bearings and map while exploring.

Cautious Movement

Cautious movement is 1" = 10' and is usually used in enclosed areas where vision and movement is limited. It's possible to maintain one's bearings and map while moving cautiously.

Normal Movement

Normal movement is 1" = 10 yards. This increase in speed represents more room to move about and fewer limitations on range and visibility. When outside and a means of maintaining bearings is available. When in an enclosed area, especially underground, it's impossible to maintain one's bearings at this speed. Mapping isn't possible at this pace.

Overland Movement

Overland travel is equal to twice a character's base movement in miles. A traveling party moves at the speed of the slowest character. As with normal movement, it's possible to maintain one's bearings with some manner of marker such as a landmark or the sun. Mapping isn't possible at this pace and this movement isn't used when in an enclosed area such as underground.

Running

Characters can run to increase their movement by 1.5 times. Mapping or maintaining bearings isn't possible while running and monsters always surprise the character.

For every hour spent running, a creature must rest for at least 2 hours.

Movement Penalties

While traveling in formation, a party with 100 or more creatures moves at two-thirds normal speed. A party of 1,000 or more creatures traveling in formation moves at half speed their normal speed.

Terrain can also reduce a traveler's movement. No penalty, however, can reduce a person's movement below 1".

CHAPTER 2: ADVENTURES ABOVE AND BELOW

Terrain Penalty to Movement

Terrain	Penalty
Mountains/Swamp	-6"
Rivers (unless a fjord)	-6"
Thick forest/desert	-4"
Mountain Trail	-4"
Forest/Swamp Trail	--
Rough Terrain/Steep Incline	-2"

E.g., a typical human traveling through a mountain would only move 6" per round using normal movement or 12 miles in a day.

MAPPING

While the GM maintains his own maps, it's imperative for PCs to make their own notes and maps. When exploring, the GM is expected to reveal noticeable details about a room when asked including any obvious exits and features. Maps do not have to be complex and the simplest but most effective map is a simple box tree design.

Dungeon Mapping and Bearings

The key to successful mapping is good direction. Before entering a dungeon or some area where the sky isn't visible, ask for directional facing to know where to draw a compass on the map. As long as a character can maintain his bearing (through exploration or cautious movement), he'll know which direction he's facing even when underground.

There are many ways for a character to lose his bearings, chief among them are running or combat. Tricks and traps such as teleportation circles, rotating rooms, shifting floors, and twisting tunnels can easily make a character lose their direction. It's imperative to constantly mark new rooms such as carving an arrow into walls. If the GM decides that the players lose their bearing, he has the right to refuse telling them the proper direction until they manage to regain their position.

Mapping the Wilderness

Majority of the world is unexplored and unmapped. Because of this, accurate maps are a valuable commodity themselves. When mapping the wilderness, the GM presents a grid map with all known explored areas. The map should have a large scale such as 1" (or hex/square grid) equaling 6 miles. When the players enter a blank space, the GM describes the terrain type (forest, plains, farmland, etc.) and the players fill in their map.

On an earth-sized planet it's possible to see out to about 12 miles to the horizon assuming flat terrain. Mountains and large hills can be seen at quadruple this range.

INJURY AND DEATH

A creature's health is represented abstractly by current and maximum hit points. Damage reduces a creature's current hit points. When a creature is reduced to 0 hit points, it immediately dies.

REST AND RECOVERY

The average traveling day consists of 8 hours of marching and 14 hours spent resting, eating, making camp, and sleeping. At least 8 hours must be spent to gain the effects of a full night's rest. If more than 8 hours are spent traveling or if at least an hour is spent running, then 2 random encounter checks are made for that day. For every 6 days spent traveling there must be 1 day of rest.

Healing can either be magical or mundane. Magical healing restores lost hit points but it never above the creature's maximum. Mundane recovery requires at least two days of rest. After the first day of rest, creatures recover 1 hit point naturally every day provided they're resting. Simple actions are possible but tiring actions, such as traveling and fighting, prevent this healing. As with magical healing, this can't increase the creature's hit points beyond maximum.

Starvation and Dehydration

A creature with similar metabolism to a human requires about half-a-gallon of water per day and a simple meal (such as trail rations) to avoid the effects of dehydration or malnutrition. Each day spent without food and water will inflict damage. This damage can't be healed naturally or magically until the character's needs are satisfied. Even when food and water are found, the damage isn't instantly healed without rest or magic.

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Starvation and Dehydration

# Days Without Water	Damage Per Day	# Days Without Food	Damage Per Day
1	1	3	1
3	2	7	2
4	4	10	3
5	8	13	4
6	15	16	5
7+	Dead	18	6
--	--	20	8
--	--	21	10
--	--	22	13
--	--	23+	Unconscious

All damage is cumulative for lack of food and water. E.g., a person who has gone 3 days without water and 7 days without food loses 4 hit points per day. If a person somehow survives more than 6 days without water, he dies. After 23 days without food, a person falls unconscious from weakness.

WILDERNESS AND DUNGEON HAZARDS

Bashing Doors

Most doors in dungeons are large, heavy, and wedged from warped wood or rusted hinges. A man-sized creature can open a stuck door on 1d6(2) or 1d6(1) for weak creatures or those smaller than man-sized such as halflings. Up to three other creatures can help bash down a door, increasing the target number by 1 per creature. Each bashing attempt takes up one round and makes considerable noise.

An automatically closing door can be jammed open. There's a 1d6(2) chance that the wedge or jam slips free and the door closes.

Becoming Lost

Without a trail or visible landmark, it's possible to become lost in the wilderness. Make one check each day; if the roll is equal to or less than the target number, the party is lost.

Lost Chance

Terrain	d6
Clear	1
Forest	2
Swamp	3
Hill/Mountain	2
Desert	3
City	--

If lost, the party moves in a random direction until they find a road, landmark, or other means of discerning their direction. Roll 1d6; 1 is northeast, 2 is east, 3 is southeast, 4 is southwest, 5 is west, 6 is northwest.

Falling

Falling characters suffer 1d6 points of damage per 10' of distance or 20' if falling into water or other cushioning substance. If an object or creature of roughly human weight falls on another creature, they both suffer damage as if they fell.

Hearing

Obvious noises can automatically be heard. Subtle noises, such as muffled conversation or listening through doors, can be attempted. Helmets must be removed and a full round spent concentrating. Humans have a 1d6(1) chance to discern minute sounds and all other creatures have a 1d6(2) chance.

Searching

Searching a 1'x1' area requires a full minute. Humans, dwarves, and halflings can find secret doors on a 1d6(2) only if they're searching in that area. Exploration movement assumes all spaces a character moves through are being actively searched.

Springing Traps

Unless triggered, a trap will have a 1d6(2) chance of automatically springing when forcefully examined or tested.

Swimming

Assume that all PCs and at least half of all sailors can swim. Most normal creatures, especially those that don't live near water, cannot swim and will eventually drown in water over their heads. Swimming speed for man-sized humanoids is always 3" unless they have some sort of special swimming ability or magic.

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While swimming in a storm, there's a 1d6(3) chance to be dragged underwater and drown, checked each round. Wearing armor also has a chance to drag a swimmer underwater, resulting in them sucking down water and drowning.

Swimming in Armor

Armor	Chance to Drown
Plate	Always
Chain	1d66(54)
Leather	1d66(21)
Suffering damage from a fall into water	1d66(12)

Vision

Proper lighting must be employed to see in a dark space. Strong winds can extinguish open flames such as torches.

Underground, at night, or in obscuring terrain (such as forests), man-sized creatures not trying to hide can be spotted at (1d6+2)*10 feet. In open terrain with good lighting, vision can extend many miles (10 to 12 miles on a clear day with flat terrain). Man-sized creatures can be seen and identified at 4d6*10 feet assuming they're not trying to hide.

MARITIME TRAVEL

The movement of all sailing vessels is always represented in 10s of yards. A typical large ship has 18+1d6 hit points (21hp average), small ships have 9+1d6 hit points (12hp average), and all other vessels have 3+1d3 hit points (4hp average).

Crew

For a vessel to function it must have a proper crew. The minimum number of rowers is required to properly employ oars and the minimum sailors are required to perform basic seamanship activities. The maximum crew represents the ship's total berthing space. Realistically, this number can be exceeded by five times but the living and sanitary conditions would be terrible.

Ship Crew Requirements

Ship	Minimum Rowers	Minimum Sailors	Maximum Crew
Large Galley	100	20	200
Small Galley	50	10	100
Longship	32	11	75
Large Merchant	--	20	40
Small Merchant	--	15	30
Warship	--	20	80

Sailing

Ships are powered by wind while some can be manually rowed when the sails are up. Rowing has three speeds; the first speed indicates a steady row, the second is cruising, and the third is double time.

There are four points of sail with two numbers representing speed; the first number is speed in a light wind and the second number is speed in moderate to strong winds. Under a calm breeze or in a storm, a ship's speed is always 3 while running only.

A rowing vessel requires at least 3 sailors to make or take in sails. Vessels without rowers require at least 6 sailors to make or take in sails.

Ship Speeds

Type	Oars	Running	Broad Reach	Beam Reach	Close Hauled
Galley, Large	10/15/25	20/25	15/20	10/15	--
Galley, Small	15/20/30	25/30	20/25	15/20	--
Longship	12/18/25	30/35	25/30	20/25	--
Merchant, Large	--	20/30	18/27	15/24	10/20
Merchant, Small	--	25/35	22/32	20/30	15/25
Sailed Warship	--	25/35	22/32	20/30	15/25
Boat	10/15/20	15/20	12/17	10/15	5/10
Raft	--/10/--	10/15	6/10	--	--

A point of sail is the term used to determine the ship's direction in relation to the wind's direction. Running is when the ship is sailing with the wind. Broad reach is when the ship is 45 degrees in relation to the wind's direction. Beam reach is when the ship is 90 degrees in relation to the wind's direction. Close hauled is when the ship is 135 degrees in relation to the wind's direction. Into irons, or sailing against the wind, at 180 degrees makes sailing impossible.

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Wind

To randomly determine the wind's strength on any given day, roll 2d6.

Wind Strength

2d6	Wind
2-3	Calm (sailing impossible)
4-8	Light or moderate breeze
9-11	Moderate or strong breeze
12	Gale or storm

Roll 1d6 to determine wind direction.

Wind Direction

d6	Direction
1	North to Northeast
2	East
3	South to Southeast
4	South to Southwest
5	West
6	North to Northwest

In a strong breeze on the open ocean, galleys have a 1d66(14) chance per hour of taking on water, losing a quarter of its speed until dewatered. It requires at least 6 sailors and 1d3 rounds to dewater 25% worth of water. If a galley loses three-quarters of its speed by taking on water, it sinks.

Rowing

Assume that all rowed ships use their steady speed outside of combat with no penalty to the crew. In combat or when pushed, rowing becomes tiring. A freshly rested crew has 30 fatigue points (40 if trained sailors or strong men are used). Each round of rowing fatigues the crew based on their speed.

Rowing Fatigue

Action	Fatigue Cost
Steady	2 points/round
Cruising	3 points/round
Double Time	10 points/round

One round of rest regains 1 fatigue point. For every 1% of rowers below the minimum required, the vessel's speed is reduced by a like percentage (drop all fractions in either case).

Rowers can move the ship in reverse at any speed (steady, cruising, and double time) although movement is halved. Increasing speed in any direction is a gradual process requiring one round for each increase in movement (e.g., stop to steady, steady to cruise, etc.) while decreasing speed allows rowers to skip a step (e.g., cruising to stop or double time to steady).

Distance per Day

A sailing vessel moves 1/3 its movement (steady rowing or sails) in nautical miles per hour or 24 times this in a day.

Turning a Vessel

A ship can turn at a 45 degree angle for every 30 yards of forward rowing or 40 yards of sailing.

Shearing Oars

Any vessel that passes alongside a solid object, including another ship, shears its oars and killing all rowers on that side unless the oars are stowed (requiring a full round in advance). A ship with sheared oars cannot move via rowing for 3 rounds after which rowing speed is reduced by one-half until rowers and oars are replaced. If oars are sheered a second time before repairs are made, the ship is unable to move by rowing.

CHAPTER 3: MONSTERS & TREASURE

This chapter covers encounters in the wilderness and dungeons. For the purposes of the game, an encounter is any contact with unknown forces. Encounters aren't always hostile or lead straight to combat. Hostile forces may deliberately avoid an encounter if they don't believe they stand a chance of gaining anything.

WANDERING MONSTERS

Monsters roam the wilderness and dungeons, possibly encountering the PCs at any moment. In dungeons or dangerous enclosed areas, a 1d6(1) check is made every 10 minutes. In the wilderness, a check is made every day based on terrain. If the roll is equal to or less than the target number, an encounter occurs.

Wilderness Encounter Check

Terrain	d6
Clear	1
Forest	2
River	2
Swamp	3
Hill/Mountain	3
Desert	2
City	1

If flying or sailing, roll 1d6(1) twice. If the first roll indicates an encounter, a flying or water based monster is encountered. If the second roll indicates an encounter, a monster is encountered when the creature lands or the ship moors that day. Ignore the second roll if not applicable.

Monster encounter tables for wilderness and dungeons are given in Appendix III.

ENCOUNTER REACTIONS

In the case a monster's reaction isn't known, roll 2d6 to generate it randomly.

Encounter Reaction

2d6	Reaction
2-5	Negative
6-8	Indifferent
9-12	Positive

A negative reaction indicates a threat, demand, or attack. An indifferent reaction indicates hesitation or the creature ignores the characters. A positive reaction indicates a friendly encounter where pleasantries may be exchanged.

RETREATING FROM AN ENCOUNTER

Hostile creatures generally give chase unless facing superior forces. If combat begins within 2", evasion is not possible until more than 2" worth of distance is placed between the attacking creature and the retreating creature.

Retreating in a Dungeon

In an underground or confined area, a hostile creature will chase after a party until there's 9" or more between them after which the pursuer will remain on guard and eventually return to its post. If sight is immediately broken (such as a sharp corner being taken) the creature will pursue only on a 1d6(2) chance. If a secret door is entered, a creature will pursue only on a 1d6(1) chance.

Creatures won't pass through a space that's on fire unless they're immune. Food has a 1d66(62) chance to distract unintelligent or animal-like monsters and only 1d66(14) to distract intelligent monsters. Treasure or a handful of dropped coins distracts an intelligent monster on a 1d66(62) and an unintelligent or animal-like monster on 1d66(14).

Retreating in the Wilderness

Creatures with negative reactions will give chase on 1d6(3) while creatures with indifferent reactions will give chase on 1d6(1). The chance to escape is based on the fleeing party's size in relation to the pursuing party – large parties that move as a single unit have a lower chance of escaping (and a lower chance of catching) than smaller parties. The safest method of escape is simply splitting up and scattering.

The base chance to successfully escape is 1d6(3). For every 5 creatures in the escaping party, subtract -1 from the target number. For every 5 pursuers, add +1 to the target number.

Surprise and Evasion

If the fleeing party surprises the pursuing party, the target number is doubled if they flee as part of their surprise action.

Difficult Terrain and Evasion

In thick forest, difficult terrain (such as swamps), or areas where sight is easily obstructed the target number is +1 unless

CHAPTER 3: MONSTERS AND TREASURE

the pursuing party has some means to overcome the obstacles (such as flying creatures in a swamp).

Speed and Evasion

If either party is faster than their opponent, the target number is modified by +/- 1 in favor of the faster party. If the evaders or pursuers are at least half as fast as their opponent, the target number is +/- 2 in favor of the faster party.

Evasion checks are made each round. On a failed check, the evading party moves into a random direction by rolling 1d6; 1 is northeast, 2 is east, 3 is southeast, 4 is southwest, 5 is west, 6 is northwest. This check is made each round. If the evading group moves into the same space as their pursuers, they're caught and must fight.

Evasion counts as running for the purposes of resting. After an hour of evasion, the evading party must stop and fight their pursuers.

STRONGHOLD ENCOUNTERS

Tables for random strongholds are given in Appendix III.

Attracting Attention

When a party approaches within 10-20 miles of a stronghold, there's a 1d6(1) chance per day a scout alerts the stronghold and the ruler mobilizes a force to meet the party. This chance is 1d6(2) per day between 5-9 miles and 1d6(3) per day within 1-4 miles. If the party hails a stronghold or comes closer than 1 mile, the ruler will almost always address them.

Tolls and Fees

Stronghold's not allied to the traveling party are either hostile on 1d6(3) or otherwise indifferent towards the party. Lawful clerics are typically indifferent and cultists are always hostile.

Hostile fighting-men demand a toll for crossing their land (typically 1d6*100) gold pieces or a joust with the most powerful fighting-man. If the ruler wins, he takes the loser's armor as a trophy and sees them off. If the ruler loses, he allows the winning party to remain in his stronghold as guests for up to 30 days, providing horses and provisions if requested. Hostile magic-users typically demand a magic item as toll or 1d3*1,250 gold pieces. Indifferent clerics demand a tithe of 10% the party's total wealth.

In the case a toll can't be paid, the ruler may banish the intruding party or, in the case of magic-users, place the party under a gas. Cultists and hostile creatures likely capture or kill intruders that cannot pay their toll.

BUILDING STRONGHOLDS

In order to build a stronghold, there must be an appropriate amount of land (typically 20 to 42 square miles) that is free of monsters. A single wandering monster check is made per 6 miles of land; if no monsters are indicated or such monsters are slain, the land is cleared and ready for construction.

A typical stronghold is a walled keep situated on easily defensible terrain such as a motte (raised section of earth) or by a river. In order to build a stronghold, there must be a team of workers. At least five workers and one day's worth of time is required to build a single structure per 500gp price.

Stronghold Structures

Structure	Cost
Barbican; two 20' base round towers, 30' high + gatehouse + drawbridge	40,000gp
Bastion; 30' base, 30' high	9,000gp
Gatehouse w/portcullis; 30'x20' base, 20' high	6,500gp
Keep; 60'x60', 80' high	75,000gp
Moat; 100'x20', 10' deep	400gp
Palisade; 100' long section, 5' wide, 15' high	500gp
Round Tower; 20' base, 30' high*	15,000gp
Round Tower; 30' base, 30' high*	30,000gp
Stone Building; 120' perimeter + two-stories + attic + wood doors	3,000gp
Stone Wall; 100' long section, 20' wide, 30' high**	5,000gp
Underground Corridor; 10'x10'x10' flagged stone	500gp
Wood Wall; 100' long section, 20' wide, 30' high**	1,000gp
Wooden Building; 120' perimeter. + two stories + attic + wood doors	1,500gp

*Towers taller than their base cost double and may not be more than twice as tall as their base.

**Walls higher than 30' cost twice as much up to 60' high maximum. Walls contain a walkway but battlements must be purchased separately.

The following amenities can be added to any structure.

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Stronghold Additions

Item	Cost
Arrow Slit/Window	10gp
Battlement, 100'	500gp
Defensive Package*	+25% structure cost
Door, iron or stone	50gp
Door, secret	Material * 5
Door, wood	10gp
Door, wood reinforced with iron bars	20gp
Drawbridge	250gp
Floor, 10'x10', flagstone or tile	100gp
Floor, 10'x10', wood	40gp
Roof, 10'x10', wood/flagstone/tile	Same as floor
Shifting Wall, 10'x10' section	1,000gp
Stairs, 3'x10', stone	60gp
Stairs, 3'x10', wood	20gp
Trap Door, 4'x3'	Door material * 2
Window Bars	10gp
Window Shutters	5gp

*Defensive package assumes a complete structure laid out with enough arrow slits, windows, bars, reinforced doors, stairs, and battlements as the creator wishes to add for a lump sum of 25% more for the structure the package is being purchased for.

Domains

When a stronghold is constructed and the ruler is of appropriate level, normal men will seek work or build homes in the area provided it remains free of monsters. The ruler can tax the people any price but the average, fair tax is 10gp per person per year. A cleric can charge an additional 10gp as a tithe to his organization but he doesn't have direct access to the money.

DUNGEON FEATURES

Typically there should be more empty rooms in a dungeon than full rooms. To determine a room's contents randomly, roll 1d6(2) to determine the existence of a monster and roll on the random monsters table based on the current dungeon level (the dungeon's depth) located in appendix III.

Empty rooms have treasure on a 1d6(1) or 1d6(3) if a monster, trick, or trap is present in the room. Use the following table to determine the treasure available based on the dungeon's level. If a number is listed in parenthesis then it's the target number necessary to achieve on 1d66.

Random Dungeon Treasure by Dungeon Level

Treasure	1	2-3	4-5	6-7	8-9	10-12	13+
Silver Pieces (Always in treasure)	1d6* 100	2d6* 100	1d6* 1k	1d6* 2k	1d6* 5k	1d6* 5k	1d6* 10k
Gold Pieces d6(3) chance	1d6* 10	1d6* 100	1d6* 200	1d6* 500	1d6* 1k	1d6* 2k	1d6* 5k
Gems/ Jewelry	(12) 1d6 gems	(14) 1d6 gems	(21) 1d6 gems	(25) 1d6 gems	(32) 2d6 gems	(36) 2d6 gems	(36) 2d6 gems
Magic Items (one item)	(12)	(12)	(14)	(16)	(21)	(23)	(25)

Unguarded Treasures

Treasure that's unguarded or not trapped should always be hidden or concealed. If there is no potential danger to obtaining treasure, no experience points should be awarded for retrieving it.

CHAPTER 4: SMALL SCALE COMBAT

In a world of adventure, combat is inevitable. This chapter covers combat occurring between a handful of individual creatures. It differs from large scale (mass) combat in its rules and execution.

SURPRISE ROUND

Before combat begins, there's a chance for surprise. Surprise occurs when one party is unaware of the other. The chance of surprise for the unaware party is 1d6(2). If both parties are unaware of each other, surprise is rolled normally. If both parties are surprised, combat begins normally. A surprised creature has a 1d6(1) chance of dropping any items he may be holding.

Surprise occurs within 1d3*10 feet. The unsurprised party is allowed a single action; close into melee range, attack if in melee range, make a ranged attack, cast a spell, or retreat.

SCALE

Combat is measured in 10s of feet with 1" = 10' for the purposes of movement. If combat occurs outdoors, the scale is represented in 10s of yards (1" = 10 yards).

Space Required to Fight

Assume a man-sized creature takes up at least 3 square feet of space and requires an additional 3 square feet on the weapon arm's side to swing a weapon. Thrusting weapons, like pole arms and daggers, require no extra space to swing.

Narrative Combat vs. Tactical Combat

Although small scale combat could be played with miniatures and a game board, it's not necessary. Only in rare situations will precise distances need to be calculated. Combat is not stop motion -- all combatants are assumed to be moving, dodging, feinting, and testing their opponent's defenses before making their attack which may or may not hit.

ORDER OF ACTIONS

1. At the beginning of combat, each opposing party rolls 1d6 to determine initiative.
2. The party that wins initiative moves by the opponent. If initiative is equal, both sides take turns moving in a staggered fashion, one creature after the other.
3. Ranged attacks and spells are resolved simultaneously.
4. Melee attacks are declared and resolved simultaneously.
5. Repeat steps 1 through 4 until combat ends.

RANGED COMBAT

Ranged attacks are calculated in the same fashion as melee. There are three target numbers separated by slashes; short range/medium range/long range. A shield implies a -1 penalty to the attack. If the target number is reduced below 2, it's impossible to damage the target with a ranged weapon.

Ranged Attacks vs. Armor

Weapon	Unarmored (AC 9)	Leather (AC 7)	Chain Mail (AC 5)	Plate Mail Or Barding (AC 3)
Short Bow	8/7/6	8/7/6	7/6/5	3/2/-
Light Crossbow	9/8/7	9/8/7	6/5/4	3/2/-
Longbow	9/8/7	9/8/7	8/7/5	5/3/-
Composite Longbow	9/8/7	9/8/7	8/6/4	5/2/-
Heavy Crossbow	10/9/8	10/8/7	8/6/5	6/4/3
Arquebus	9/8/6	9/8/6	8/7/6	7/5/4

A dash (-) indicates the target is impossible to injure at that range.

Shot to the Back

Firing into an opponent's rear gives the attacker a +1 to his roll

Shot-on-the-Move

This ability allows a creature to move up to half their movement and declare a ranged attack. After ranged attacks are resolved the creature may finish any remaining movement. Normally, only mounted creatures can use this ability although there are some exceptions such as with elves.

MELEE

Opposing creatures within 10' of each other and armed with melee weapons are considered to be engaged in melee. The

CHAPTER 4: SMALL SCALE COMBAT

first attack is made by the winner of initiative (hereby called the **attacker**). After the first attack, the opponent (hereby called the **defender**) retaliates with his own attack.

If more than one attacker targets a single defender, the defender may retaliate against any one attacker.

Exceptions to First Attack

Creatures on high ground or wield a weapon that's at least 2 classes lower than their opponent always receive the first attack.

Pole arms and Reach Weapons

If a creature attacks with a pole arm or long weapon (a weapon typically twice as long as the wielder is tall) he always gains first attack unless the defender also has a pole arm in which case melee is resolved simultaneously between the two.

Flank and Rear Attacks

Attacking from the rear grants a +1 bonus to the attack and the opponent can't retaliate. If melee is initiated from a flank (135 degree angle left or right of a creature's back), the attacking creature receives the first attack. In either case, shield bonus to AC does not apply.

The Attack Roll

To determine the success of an attack, roll 2d6 and check the result against the defender's armor type. If the score is equal to or less than the target number, the attack is a hit and inflicts 1d6 points of damage to the opponent. Shields imply a -1 penalty from the attack. If the penalty reduces the TN below 2 then it's impossible to damage the opponent.

Weapon Class vs. Armor

Weapon Class	Unarmored (9)	Leather (7)	Chain Mail (5)	Plate Mail (3)
1	8	6	5	2
2	7	6	4	3
3	6	6	6	7
4	7	6	6	4
5	6	6	7	5
6	8	7	8	6
7	7	7	8	8
8	6	5	4	3
9	8	8	7	5
10	6	6	8	7
11	8	8	9	8
12	9	9	8	6
13	6	6	6	5

Attacks per Round

The number of attacks that can be made per round, either by the attacker or defender, depend on the difference between the combatant's weapon class.

Only one creature can be attacked in a round and multiple attacks will only target that same creature..

Multiple Attacks

Difference	# of Attacks
4 lower	2
8 lower	3

Normal Creatures vs. Heroic Creatures

Heroic creatures (any creature with 2 or more hit dice) can attack multiple normal creatures (any creature with 1 hit die or fewer) in a round. The number of normal creatures that can be attacked per round is equal to the heroic creature's fighting capability. If a heroic creature is capable of multiple attacks due to weapon class, he may attack each normal creature multiple times.

E.g., a level 4 fighting-man is fighting 5 orcs. The fighting man's weapon class allows him 2 attacks against a single orc. During a single round, the fighting-man can fight 4 orcs, attacking them twice each.

Special Defenses

Defenders receive special benefits based on the difference between their weapon class and the attacker's.

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Special Defenses

Difference	Benefit
1 class higher to 3 classes lower	Defender may parry: attacker suffers -2 penalty to hit but defender can't retaliate.
4 to 7 classes lower	1st strike: defender may retaliate before the attack or parry: if attacker misses, defender can retaliate. If attacker hits, the defender's weapon breaks.
8 or lower	1st strike: defender can use any multiple attacks to parry or retaliate first. Rules for weapon breaking apply.

Monsters and Melee Attacks

Assume monsters attacking with natural weapons (claws, bite, a giant's fist, etc.) have a weapon class equal to twice their hit dice.

MOVEMENT IN MELEE

Combat is hectic and chaotic. When engaged, combatants are assumed to move around constantly. It's impossible to ignore combatants in melee without dropping one's defenses. Because of this, all creatures engaged can effectively block off each other's movement.

Withdraw

It's possible to safely withdraw from combat without dropping your defenses. A withdrawing creature can't attack that round. If the withdrawer is engaged at any point during his move then he must halt and engage although he's not allowed an attack that round if he moved more than half his total movement.

Retreat

Retreating is fast but dangerous. A retreating creature turns his back to his opponent and moves at his running speed. Any opponent engaged with a retreating creature is allowed one free attack with a flanking bonus. If the retreating creature engages at any point during his movement he must halt and can't attack during that round.

HELPLESS CREATURES

A helpless creature is defined as having no reasonable way of defending himself; this includes sleeping, being totally bound, paralyzed, or any situation where fighting back or even struggling (being grappled or pinned is not considered helpless). In combat, a helpless creature is automatically hit. Outside of combat, a helpless creature can be slain or knocked unconscious instantly.

SUBDUAL ATTACKS

Melee attacks may be used to inflict nonlethal damage to grant an attacker the chance of overpowering and physically subduing his opponent. Subdual attacks must be stated before dice are rolled and the chance to hit for the weapon is resolved normally. Subdual damage is not real damage and is counted separately. After melee is resolved, find the ratio of subdual damage to current hit points, roll d66, and make a check on the following table.

Chance to Subdue

Ratio of Subdual to Current HP	d66
5-10%	14
11-20%	21
21-30%	25
31-40%	32
41-50%	36
51-60%	44
61-70%	51
71-80%	55
81-90%	62
91-99%	65

If the roll is equal to or less than the target number, the victim is subdued; dragged to the ground and held by attackers. The victim is considered helpless and outside combat they may be instantly bound, gagged, knocked unconscious, or slain. If subdual damage equals or exceeds current hit points, the target is knocked unconscious with no check.

Undead creatures or those with no discernible anatomy can't be subdued. Subdual damage heals at a rate of 1 point per hit die per hour. Magical healing heals both normal damage and subdual damage equally.

MOUNTED COMBAT

Mounted combat is conducted normally although mounted units receive extra abilities.

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Mounted Charge

In the first round of melee, mounted creatures gain +1 to their attack rolls against non-mounted creatures.

Mount Attack

During the second round of melee and each subsequent round, the mount may attack a different opponent than its rider. Light horses can make one attack as a class 3 weapon, medium horses can make two attacks as a class 3 weapon, and heavy horses can make two attacks as a class 7 weapon.

Although mounts have more than 1HD, they're considered normal creatures when carrying a rider and thus may only attack one creature.

High Ground

Mounted attackers add +1 to their attacks against man-sized or smaller creatures that are not mounted (factor this into the first round of melee as well). Man-sized or smaller creatures on foot attacking a mounted rider suffer a -1 penalty to their attacks. Mounted attackers are considered high ground and always make the first attack unless the defender's weapon class is at least 2 levels lower.

Unseating a Rider

A rider can be unseated if the attacker states so before melee is resolved. If a successful hit is scored, the rider takes no damage but falls off his mount, possibly becoming stunned on a d6 roll.

Violent Dismount

d6	Result
1-2	Unharmd
3-5	Stunned 1 round
6	Stunned 3 rounds

A stunned rider is not helpless but he can't move or attack and drops whatever he's holding.

Dismounting/Mounting

Mounting or dismounting a mount costs half the rider's movement for that round.

SAVING THROWS

Saving throws are a measure of resistance to special attacks such as magic or poison. All character classes have a saving throw value. When affected by a special attack, they check against the required saving throw. Roll 1d66; if the roll is equal to or less than the saving throw value, the effect is resisted, reduced, or halved.

Death/Poison: Any ability that may cause instant death or poisons the body.

Polymorph/Paralyzation: Any ability which forces change on the body or muscles.

Petrification: Any ability that turns flesh into stone such as a basilisk's gaze.

Breath Attacks: Any power that's the result of a creature's breath attack such as a dragon.

Staves/Spells: A catch-all for any magic spell created by a caster or item.

The GM will notify players when a saving throw is required or he rolls one in secret if needed. If a saving throw is successful, there's usually a tell tale sign that something was resisted against.

Item Saving Throws

Assume that if the wearer survives damage against him caused by a failed save, so do any items on his person. If an item is specifically targeted then its saving throw is that of the wielder. If "unattended" or the wearer dies as a result of damage, then a saving throw may be checked for each item. A save is only made when an effect directly causes damage such as *lightning bolt* or *fire ball*.

Assume items, even magical ones, automatically fail saves against damaging attacks unless mentioned below.

Item Saving Throws

Item	Save
Magic Armor/Shield/Weapon +1	31
Magic Armor/Shield/Weapon +2	34
Magic Armor/Shield/Weapon +3	42
Ring of Fire Resistance	42**
Ring of Protection	34
Staff of Power	42
Staff of Wizardry	34
Wand of Fire Ball/ Lightning Bolt	31*

*If a wand of fire ball is struck by an electricity attack, subtract -4 from the roll and the same if a wand of lightning bolt is struck by a fire attack.

**If struck by a cold attack, subtract -4 from the roll.

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Destroyed Items

Metal destroyed by fire or lightning is melted into a solid lump. Gems and jewelry are assumed to save against fire but there's a d66(14) chance the gem is destroyed and lightning effects gems normally. In either case, damaged but intact jewelry or gems have their value lowered by 25%.

Destroyed magic items permanently lose their enchantments.

MORALE

Only the most fanatic monsters fight to the death. When their life is on the line and there's nothing to gain from fighting, most creatures will check their morale. Typically, morale is checked when a creature's hit points are reduced to 1/3 maximum and they're facing overwhelming opposition with little hope of winning. If the morale check is equal to or less than the target number, the creature remains in the battle otherwise he flees or surrenders.

Roll 2d6 to determine the probability of a creature retreating from combat.

Creature Morale

General Creature Type	Suggested Morale
Commoners	2d6(5)
Most Animals	2d6(6)
Most Soldiers	2d6(7)
Veteran Warriors	2d6(8)
Elite Warriors	2d6(9)
Large, Powerful Monsters	2d6(10)
Fanatics	2d6(11)
Mindless Creatures	Fearless

Player Character's and Morale

Morale is never checked for player characters as it is their own decision whether to retreat or stay.

JOUSTING

Jousting is friendly combat involving two warriors who wield an escutcheon (a type of shield emblazoned with the warrior's heraldic symbol) and a blunted lance. The two riders make a pass against each other (called "tilting") in an attempt to unhorse their opponent by striking a point on the shield. Jousters mount horses wearing customized saddles (to facilitate the ease of being unseated) and line up on opposite sides of a list field (a specially prepared battleground with a barrier to prevent horse collisions).

Before tilting, each jousting chooses a point to strike (an attack) and a position on his saddle (his defense). The type of attack used limits the type of defenses available.

The fairest way to handle a joust is for each player (or the GM if running an NPC) to write their attack and defense on a sheet of paper and place it in the center of the table. When a pass is made, the GM adjudicates the results.

Jousting Attacks and Defenses

Attack	Possible Defenses
Chief	Lean Forward, Shield High, Shield Low
Dexter Chief	Lean Left, Lead Forward, Shield High, Shield Low
Middle Chief	Any
Sinister Chief	Lean Right, Lean Forward, Shield High, Shield Low
Dexter	Lean Forward, Shield High, Shield Low
Fess Point	Any
Sinister	Lean Forward, Shield High, Shield Low
Base	Lower Head, Steady, Shield High, Shield Low

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Jousting Attack vs. Defense Results

Attack	Lower Head	Lean Right	Lean Left	Lean Forward	Shield High	Shield Low
Chief	Miss	Miss	Miss	Helmet Destroyed*	Unseated	Miss
Dexter Chief	Unseated	Lance Breaks*	Miss	Lance Breaks*	Lance Breaks*	Miss
Middle Chief	Lance Breaks*, Unseated, Injury	Unseated	Glancing Blow	Lance Breaks*	Lance Breaks*, Unseated	Unseated, Injury
Sinister Chief	Glancing Blow	Miss	Lance Breaks*	Glancing Blow	Glancing Blow	Unseated
Dexter	Lance Breaks*	Lance Breaks*, Unseated	Miss	Lance Breaks*	Miss	Lance Breaks*
Fess Point	Lance Breaks*, Unseated	Glancing Blow	Lance Breaks*	Lance Breaks*, Unseated	Lance Breaks*, Unseated, Injury	Lance Breaks*
Sinister	Glancing Blow	Miss	Lance Breaks*, Unseated	Glancing Blow	Glancing Blow	Glancing Blow
Base	Lance Breaks*	Glancing Blow	Unseated	Lance Breaks*	Lance Breaks*, Unseated, Injury	Lance Breaks*

*Jouster readies a backup lance or helmet but must lean forward during the next pass.

Melee Tournament

A hastilude is a special tournament involving prepared armies armed with blunted weapons. On the first day of the tournament, knights participate in a preliminary joust called “vespers.” Each jouster faces off against each participating opponent in a single match.

Jousting Score

Pass	Score
Your lance breaks	-1
Destroy your opponent's helmet	+3
You suffer an injury	-10
Unseat your opponent	+20
You score a glancing blow	+1

A match against a single opponent continues for either three tiltings or until one or both riders are unseated. If both riders are unseated, each receives points for unseating the other. If three tiltings go by, the joust ends. Whoever scores the most points is declared the winner, earning prize money and great honor.

On the second day of the tournament, a large scale melee is held between opposing armies. Use the rules for mass combat, including point values for units, to adjudicate such a tournament. The entrance fee for such a melee tournament is the army's point value times 10 gold. The typical point value of armies for hastiludes is 300. Tournaments are melee only – no ranged weapons may be used.

Lords lead their army's charge and resolve the first round of combat as a joust against the opposing warriors. After the first round, combat begins normally. Historically, people suffered grievous and life threatening injuries in a tournament melee, however, consider all kills as “knockouts”. The rules for taking prisoners can also be used to capture soldiers on the field. Armies can forfeit by returning to their base camp. The last army on the field is declared the winner.

After combat, the winner receives the entrance fee pot. If the optional prisoner rules are used, each participant must pay a ransom equal to 10 times the point value of captured units to their owner.

AERIAL COMBAT

Flying creatures can move in a straight line at their flying speed. The amount of times a creature can turn in mid-flight is based on their maneuverability class. “Direction changes” indicates how many times the creature can change directions in a single round. “Minimum distance” is how far the creature must fly in a straight line before turning.

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Flying Class and Maneuverability

Flying Class	Direction Changes	Minimum Distance
A (agile flying mounts e.g., pegasi)	6	3"
B (tiny fliers, birds and insects)	5	1"
C (man-sized fliers)	4	2"
D (large fliers e.g., wyverns)	4	4"
E (huge/slow fliers e.g., cockatrices)	3	3"
F (gigantic/clumsy fliers e.g., dragons)	3	5"
G (poor fliers)	2	6"

Ascending and Descending

Creature's can ascend up to half their movement per round but must move their minimum distance per 10' ascended. Descent is up to half movement per round but in any direction. A flying creature can dive, allowing them to descend in a straight line at 1.5 times their full movement.

Attacking a Flying Creature

Because of a wide range of variables, hit locations are calculated in aerial combat. When an attack is made, determine the direction the attacker is in relation to the defender. On a successful hit, roll 1d6 to determine which portion of the creature suffers damage.

Aerial Critical Hit Chance

Hit Location	Front	Side	Top	Bottom	Rear
Rider*	1	1	1	--	1
Head	2	2	2	1	--
Wing	3	3-4	3-4	2	2
Body	4-6	5	5	3-5	3-4
Tail	--	6	6	6	5-6

*If no rider is present, consider it a body hit.

Each successful hit carries a 1d6(1) chance to inflict a critical hit which carries a penalty to the flying creature. Roll 1d6 to determine the penalty.

Critical Penalty

Critical Target	Reduced Speed	Land	Withdraw	Crash
Rider	--	--	Always	--
Head	1	2-3	4-5	6
Wing	1-3	4	5-6	--
Body	1-2	3	4-5	6
Rear	--	--	--	--

Reduced Speed: The flying creature's speed is reduced by one-half for one round.

Dive and Land: The flying creature must dive at full speed until it lands. It must recover, doing nothing, for one round before taking flight again.

Withdraw: If in melee, the creature (or rider) must immediately withdraw. If hit by a ranged attack, the creature must change its current direction as it's thrown off course.

Crash: The creature crashes, suffering 1d6 points of damage per 10' fallen including the rider if any.

Ranged attacks function normally although indirect attacks, such as from a catapult, are impossible against flying creatures due to the arc of fire. Straight firing artillery, such as ballistas or cannons, attack normally.

Strafing

Flying creatures can perform indirect attacks called strafing. Strafing creatures must move in a straight line at one-third their speed. Roll 2d6; a roll of 7 indicates a direct hit. On a missed attack, roll 1d6 per point of difference from 7. The missile misses and falls that number of feet times 10.

Roll a second d6 to determine the direction of the missed attack; 1 causes the missile to veer left, 2 to veer right, 3 to veer left and fall short, 4 to veer right and fall short, 5 to fall directly short (behind the target) and 6 indicates an overshoot (ahead of the target).

NAVAL COMBAT

Ships combat each other using ranged weapons (cannon, catapult, flaming arrow) or by grappling and boarding.

CHAPTER 4: SMALL SCALE COMBAT

Scale

Due to the large vessels involved, the scale of naval combat is 10 yards per movement. If a map and miniatures are used, 1" or 1 hex equals 10 yards.

Grappling

When opposing ships are adjacent to each other, they can initiate a grapple. A grapple is automatic unless the defending ship resists. In this case, three grappling attempts per round can be made with a 1d6(1) chance of success and three attempts to cut a grapple can be made with the same chance of success.

Grappling ships are dead in the water.

Boarding

One person can cross onto a grappled ship for every three feet of deck that's parallel to each other. Alternate methods of crossing, such as ropes or climbing, may be employed.

Falling in Naval Combat

Falling is a present danger on ships but many objects exist to catch one's fall. There's a 1d6(5) chance of avoiding damage when falling on a ship with a -1 penalty to the target number per 10' fallen.

Leadership

Shipboard combat is hectic and without a leader combatants will attack anyone in sight without regards to orders. A leader or ship captain has a command range equal to 1" per point of charisma or half that value if he's engaged in melee. If the leader is in plain sight, he gains a 1" bonus to his command range per 10' of elevation above his subordinates.

Up to two mates or lieutenants may assist the leader, their own range equal to the leader's minus 1". Mates must be within the leader's command range to issue orders themselves. Any sailor engaged in melee will follow orders on 1d6(4) if within range.

Ramming

A ship can ram an opponent to inflict damage. In order to ram, 5 steps must be followed.

1. The ramming ship must be moving at either a moderate breeze or cruising speed with oars.
2. The ramming ship's mast is lowered, requiring at least 10 sailors. A ship running on sails immediately drops in speed as if the wind were one step weaker each round after the first, making ramming impossible after the first round unless rowers are employed.
3. Contact inflicts 1d6*10% worth of hit points in damage to the rammed ship. If rammed in the side, the target ship loses 20% of its crew (at least 15% of this are rowers if available). If rammed astern or on the bow, the rammed ship loses 5% of its crew, none of which are rowers.
4. There's a 1d6(2) chance the blow punches a hole below the target's waterline causing the ship to sink in 3d6 rounds if not repaired. The hole must be patched, requiring at least 10 normal men and 5 rounds of work. There's a 1d6(2) chance the patch doesn't hold, requiring the process to be repeated.
5. The ramming ship must immediately row backwards during their next round or immediately grapple with the rammed ship.

CHAPTER 5: MASS COMBAT – LARGE SCALE WARFARE PLAYABLE WITH MINIATURE FIGURES

The rules for small scale combat work best when a few dozen creatures are involved. For larger battles, where several score creatures would become cumbersome moving and attacking individually, these rules for “mass combat” should be employed. Mass combat rules supersede small scale combat although the results of large scale warfare could certainly lead to small scale battles afterward.

SCALE

The scale of mass combat is 1 unit representing 10 man-sized creatures (large equipment, such as artillery, is 1 for 1). When a single “kill” is scored, 1 creature from that unit dies. When all creatures in a unit are dead, the unit is destroyed. Creatures from any unit can split off and join adjacent units.

In this case, kill does not necessarily mean physical death; the term is used to simply mean a creature has suffered injuries that make it incapable of continued combat. Whether this means it literally dies, is dying, or incapacitated is up to the GM.

All distance and range is 1” = 10 yards. When handling magic in mass combat, assume that 1 man-sized creature takes up a 3’x3’ space and spell area is always represented in feet, not yards. A spell would thus affect 1 unit per 3” of area it covers.

REQUIRED TOOLS

Table or Map: Any horizontal surface can be used for mass combat. If a map is used, choose one with 1” hexagons. Hexagons are recommended over squares because units can face six directions and distances are uniform unlike squares where diagonal movement is shorter than stacked movement.

Ruler or Tape Measure: If playing on a table, a ruler is needed to determine distance. A tape measure with a manual stopper is ideal.

Miniatures or Counters: To represent units, counters or miniatures are necessary. The only important aspect is that facing must somehow be determined. Printing out counters on card stock works well (and is much cheaper than buying expensive miniatures!) and can even be folded into 3D terrain.

ORDER OF ACTIONS

Mass combat follows a specific list of actions.

1. All opposing sides roll 1d6 for initiative.
2. The side with the highest score moves their units first followed by other combatants in decreasing initiative. If equal initiative is rolled, movement occurs simultaneously in staggered order where each side moves a single unit, one after another, and resolves the next steps normally.
3. Artillery and missile fire is resolved for all sides simultaneously.
4. Melee combat is resolved simultaneously.
5. Repeat this process until combat ends.

UNIT TYPE AND MOVEMENT

Normal Men

Normal human men, people with 1HD, make up the bulk of mass combat. Their equipment may vary but each normal unit is represented by the following statistics.

Unit	Move	Charge Bonus	Road Bonus	Missile Range
Arquebusier/Light Crossbowman	12"	--	--	18"
Bombard-mortar	6"	--	+3"	42"
Commoner	9"	+3"	--	--
Heavy cannon	6"	--	+3"	36"
Heavy Cavalry	12"	+6"	+3"	--
Heavy Soldier	6"	--	--	--
Light Cannon	6"	--	+3"	30"
Light Cavalry	24"	+6"	+6"	18"
Light Soldier or Archer	9"	+3"	--	15"
Longbowman	12"	+3"	--	21"
Medium Archer	9"	+3"	--	21"
Medium Cavalry	18"	+6"	+6"	15"
Medium Crossbowman	9"	--	--	24"
Medium Soldier/Militia	9"	+3"	--	3"
Skirmisher	12"	+3"	--	--
Wagon	6"	--	+6"	--

Arquebusier/Light Crossbowman: Unarmored, arquebus or crossbow, any non-pole arm melee weapon. Fights as light soldier.

Commoner: Unarmored, any melee weapon

Heavy Cavalry: Plate mail + shield, warhorse with barding, any melee weapon.

Heavy Soldier: Plate mail with or without shield, and any melee weapon.

Light Cavalry: Leather armor with or without shield, warhorse, any melee weapon, crossbow.

Light Soldier or Archer: Leather with or without shield or unarmored + shield, any melee weapon, short bow

Longbowman: Unarmored, longbow, any non-pole arm melee weapon. Fights as light soldier.

Medium Archer: Chain armor, longbow, any non-pole arm melee weapon.

Medium Cavalry: Chain with or without shield, warhorse with barding, any melee weapon, short bow

Medium Crossbow: Chain armor, heavy crossbow, any non-pole arm melee weapon.

Medium Soldier/Militia: Chain with or without shield or leather with shield, any melee weapon, javelin or throwing ax

Skirmisher: Unarmored, any melee weapon.

Movement and Missile Ranges

A unit's movement is based on its type. Heavy equipment (artillery and weapons) require people or animals to move. Some units gain a bonus to movement when charging and some gain a bonus when moving on roads. If a unit has a ranged weapon, its maximum range is listed (short/medium/long ranges aren't used in mass combat).

Terrain Penalties

Movement can be negatively affected by terrain. A times 2 multiplier means it costs 2" per 1" of movement.

Terrain Penalties to Movement

Terrain	Penalty to Movement
Hill	x2, prevents charge, penalties negated downhill
Forest	x2, prevents charge, units can't march in formation
Marsh	x2, prevents charge, heavy equipment cannot enter, guns can't be fired
Craggy/Rough	No penalty, prevents charging
Ditch/Foxhole/Rampart	x2, prevents charging
Stream*	Costs a flat 6" to cross; if movement is not available, unit must stop until next round.
River*	Requires one full round to cross. Unit must stop before and after entering the river.

*A body of water wider than a unit's movement cannot be crossed without a barge or raft of some kind.

Formation

Units can move together in formation, moving at the speed of the slowest unit in that formation. Each formation must compose a minimum number of units.

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Unit Formation

Formation	Ranks
Column/Close	5x2 minimum
Line	5 abreast minimum
Square*	3x3 minimum

*soldiers only

Changing formation costs movement. If a unit is engaged in melee while changing formation, they're considered flanked.

Formation Costs

Formation	Cost
Column to Line	1"
Line to Column	1"
Column to Square*	1"
Line to Square*	2"

*Infantry only.

As with changing direction, skirmishers and horses may change formation at half cost.

Facing

Changing a unit's facing 45 degrees costs ¼ movement i.e., a unit can about face 180 degrees in 1". All fractions are discarded i.e., an armored soldier who changes directions once can only move forward 5".

Poorly trained units (typically commoners or militia) suffer double penalties for facing. Skirmishers and cavalry suffer only half penalty i.e., two changes count as a ¼ move or 1" for turning 360 degrees. A skirmisher or cavalry can change directions at least once and still move their full distance.

MISSILE FIRE

Crossbowmen, archers, units with throwing weapons, and longbow-men may fire once per round. If a ranged unit uses more than half their movement in a single round, they can fire only if they have won initiative. If archers and longbow-men remain stationary and are not engaged in melee, they may fire twice with the second volley resolved directly after melee. Heavy crossbowmen fire once and require a full round to reload, moving up to half their movement in either round.

No unit can fire if they're engaged in melee before ranged attacks are resolved.

Formation and Angles

If ranged units are in formation, the back rank may fire only if the front rank remains stationary or is also firing. Soldiers can only fire 45 degrees to the left or right of their facing. Cavalry can fire in a 180 degree arc of their facing.

Focused Firing

If two archer units are adjacent, they may focus their fire. Up to 20 individual archers (2 full units) can focus their fire.

Resolving Missile Fire

Ranged attacks automatically inflict kills based on the number of attacking archers in a unit checked against the opponent's defensive capability. Each attacking unit rolls 1d6 and checks the number of archers in the attacking unit.

Archer Attacks vs. Unit Type

Archers Firing	Light d6 1-2	Light d6 3-6	Medium d6 1-3	Medium d6 4-6	Heavy d6 1-4	Heavy d6 5-6
1-2	0 kills	1 kill	0 kills	0 kills	0 kills	0 kills
3-4	1 kill	2 kills	0 kills	1 kill	0 kills	0 kills
5-6	2 kills	3 kills	2 kills	2 kills	0 kills	0 kills
7-8	3 kills	4 kills	2 kills	3 kills	0 kills	0 kills
9-10	4 kills	5 kills	3 kills	3 kills	0 kills	1 kill
11-12	5 kills	6 kills	3 kills	4 kills	1 kill	2 kills
13-16	7 kills	8 kills	5 kills	6 kills	2 kills	3 kills
17-20	9 kills	10 kills	7 kills	8 kills	3 kills	3 kills

Heavy crossbowmen receive a +1 bonus to the roll.

Firing Into Melee

When missiles are fired into units engaged in melee, all combatants suffer half normal kills (drop fractions). E.g., a heavy soldier and light soldier are engaged in melee as 20 archers fire at them and roll a 6. The light soldiers suffer 4 kills and the armored soldiers suffer 1 kill.

Cover

Soft cover reduces missile kills by half (drop fractions) except if indirect fire is capable of passing over it. Hard cover

halves kills and the covered unit is considered as a heavy soldier for purposes of kills.

Soft cover is considered any solid obstacle that covers one-third to half a unit's size such as a waist high wall, mantlet, or a thick forest. Hard cover is considered any solid obstacle that covers two-thirds a unit such as an arrow slit. It's impossible to fire directly through solid obstacles.

Indirect Fire

Archers and longbow-men may fire indirectly in a high arc, clearing buildings and obstacles. There must be no unit or obstruction 1" in front of them except other archers. Indirect fire reduces range by one-third and increases the opponent's defense category by one step. Soft overhead cover prevents all indirect fire kills.

Passing Fire

Any ranged unit can interrupt an opponent's movement phase by declaring passing fire. Passing fire is resolving a ranged attack against any moving unit. It must be declared before the target moves at least half their normal move. E.g., a unit of archers can fire on advancing skirmishers who move 5" towards them.

Shoot-on-the-move

Shoot-on-the-move is the ability of cavalry to move, fire, and finish their move. Their total movement for the round cannot exceed half their normal move. In effect, cavalry archers move during the movement phase, resolve ranged attacks, then finish their move before the melee phase.

Naturally, if cavalry are engaged in melee then they cannot fire ranged attacks or finish their move.

ARQUEBUSIERS AND GUNS

Arquebusiers function as heavy crossbowmen in terms of firing and reloading. When attacking another unit, a d6 is rolled for each firing arquebusier (arquebusiers can focus fire as archers). If the roll equals or exceeds a target number based on unit's range, one kill is scored.

Arquebus Attack

Range	TN
12-18	2
6-12	3
0-6	4

If a target is behind soft cover the arquebusier suffers a -1 penalty to the target number or a -2 penalty if behind hard cover. If the arquebusier rests his weapon on a support he gains a +1 bonus to the target number. Arquebus' come with a gaff for support but setting up and removing it costs half movement.

CATAPULTS

Catapults are indirect firing weapons that are only negated by hard overhead cover. A catapult's arc of fire is 45 degrees to the left or right of its facing. By default, catapult operators are light soldiers. Other soldiers can be used but if an untrained soldier operates a catapult then an engineer must be present in the group to direct them.

Moving a Catapult

Catapults are moved by a team of 4 light soldiers. A catapult's speed is reduced by 25% per fewer people than 4 pulling it.

Catapult Attack

Catapults have a minimum range of fire and a maximum range. All units within the kill radius are killed.

Catapult Range and Radius

Catapult	Minimum	Maximum	Kill Radius
Light	15"	30"	2"
Heavy	24"	48"	4"

To resolve a catapult attack, roll two different d6 and mark one as over-shoot and the other under-shoot. If both die are equal, the attack is a direct hit. If not, choose the highest value die; this is the distance the catapult over or under-shoots.

Reloading

A catapult can fire once per round but requires additional rounds to reload based on the amount of trained crew working it. If the catapult is moved while being reloaded or the crew engaged in melee, the process must begin again.

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Catapult Reloading

Crew	Light Catapult	Heavy Catapult
5+	No change	No change
4	Reload 1 round	Reload 2 rounds
3	Reload 2 rounds	Reload 3 rounds
2	Reload 3 rounds	Reload 4 rounds
1	Reload 4 rounds	Reload 5 rounds

Attacking a Catapult

A catapult can be destroyed completely by another catapult or cannon. If engaged in melee, the soldiers pulling a catapult will fight normally.

CANNONS

Cannons function as catapults (bombard-mortars function as heavy catapults) for purposes of movement, rate of fire, arc of fire, and reloading but are not capable of indirect fire. When aiming a cannon, the firer selects his intended target and states whether the cannon's kill zone arcs short or long (this simulates the bounce and roll of a cannonball in motion). Before firing, roll 1d6 to determine wind resistance and cannon offset.

Cannon Offset

d6	Offset
1	2" left
2	1" left
3-4	On target
5	1" right
6	2" right

Cannon Kill Arc and Width

Cannon	Short	Long	Short	Long	Short	Long	Kill Radius
Light	0-16"	17-22"	23-25"	26-30"	--	--	1"
Heavy	0-18"	19-24"	25-27"	28-29"	30"	31-36"	1"
Bombard	0-20"	21-28"	29-32"	33-34"	35"	36-42"	2"

All units in a direct line of the selected kill zone and within the kill radius die.

Cannonballs and Cover

Hard cover in the path of the cannon's kill arc or a body of water stops a cannonball. The optional rules for conducting sieges

Bombard-mortar

Bombard-mortars can be fired directly or indirectly which functions as if firing a heavy catapult. Direction variation is still determined as a normal cannon but there is no kill arc calculation.

MELEE

Melee occurs whenever opposing units pass within 1" of each other at any point during their move. This action is called "engaging." Any unit who enter this space immediately halts and is engaged unless both units decline to do so.

If multiple units are engaged, they can split their forces in any manner but all creatures in a unit must melee while engaged. E.g., if 10 light cavalry are engaged with two units of 20 light soldiers, they can engage both units with 5 cavalry each, 3 cavalry to one and 7 to the other, and so on.

Resolving Attacks

The number of attack rolls (1d6) in melee depends on the number of men in the attacking unit vs. the defender's unit. Some units receive more attacks against other unit types as denoted by the below ratio of X:Y where X = the number of attacks and Y equals one creature in a unit. E.g., 10 light cavalry engaging light soldiers would roll 20 attack rolls but the light soldiers can only make 5 attacks against the cavalry.

Melee Attacks by Unit

Unit	Light Soldier	Heavy Soldier	Armored Soldier	Light Cavalry	Medium Cavalry	Heavy Cavalry
Light Soldier	1:1	1:2	1:3	1:2	1:3	1:4
Heavy Soldier	1:1	1:1	1:2	1:2	1:3	1:4
Armored Soldier	1:1	1:1	1:1	1:1	1:2	1:3
Light Cavalry	2:1	2:1	1:1	1:1	1:2	1:3
Medium Cavalry	2:1	2:1	2:1	1:1	1:1	1:2
Heavy Cavalry	4:1	3:1	2:1	2:1	1:1	1:1

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Both opponents make attack rolls simultaneously for each unit in melee and remove kills at the end of melee. The score required to kill depends on the attacker vs. the defender. E.g., the 20 light cavalry attacking the light soldiers would require a d6(2) per attack to kill.

Unit Melee Attacks

Unit	Light Soldier	Heavy Soldier	Armored Soldier	Light Cavalry	Medium Cavalry	Heavy Cavalry
Light Soldier	1	1	1	1	1	1
Heavy Soldier	2	1	1	1	1	1
Armored Soldier	3	2	1	1	1	1
Light Cavalry	2	1	1	1	1	1
Medium Cavalry	3	2	1	2	1	1
Heavy Cavalry	2	2	2	2	2	1

Flank and Rear Attacks

Attacking a unit from the flank (135 degrees of the units facing) grants a +1 to the attack. Attacking a unit in the direct rear makes retaliation from that unit impossible and the attacker receives the bonus for flank attacking.

Charging

A unit may declare a charge which increases their maximum movement and allows them to continue moving if they win melee. Charging is in a straight line (cavalry may make one 45 degree turn) and at some point in the charge the unit must engage. If the charging unit kills an enemy unit in melee, they must continue the charge, moving their maximum movement for that round and engaging any opponents in their path.

If continuing a charge isn't possible, such as moving into forbidden terrain or hitting an obstacle, the charge ends.

Guarding

A unit can declare they're guarding an area during the movement phase. A guarding unit can interrupt the movement phase to move up to 3" if doing so engages an opponent. This movement can't exceed half the unit's total movement for the round.

Hedgehog Maneuver

Skirmishers in box formation armed with pole arms can form a "hedgehog" maneuver where their pole arms point outward in all directions. Skirmishers in a hedgehog maneuver move at half speed, cannot charge, and if engaged they suffer no melee kills unless their opponent is armed with pole arms

Momentum and Melee

Medium soldiers, heavy soldiers, and cavalry receive one extra d6 during melee when moving across smooth, level terrain or downhill. Cavalry fight one step lower (light cavalry function as heavy soldiers) if they're engaged in a round in which they do not move.

Pole arms and Column Formation

All soldiers in column formation and armed with pole arms don't suffer kills in melee unless they're engaged with a unit who also has pole arms and faces their direction.

Skirmishers and Column Formation

Skirmishers in column formation fight as medium soldiers.

Blocking

If a unit is engaged while adjacent to a friendly unit that's not engaged, the engaged unit may instantly swap places with the unengaged unit and move up to 3". This ability can't be used if the unit doesn't have enough movement left.

Only single units can use this ability, not units in formation.

FATIGUE

Actions in combat can fatigue a unit. Check fatigue at the end of a round. When a unit reaches 5 points they become fatigued.

Fatigue Cost

Action	Fatigue
Moving	1
Charging	2
Melee*	1

*Melee for three consecutive rounds always causes fatigue.

Fatigued units suffer a reduction in their unit strength (heavy to medium, medium to light), a -1 penalty to morale checks, and moving uphill costs quadruple. Skirmishers suffer double fatigue penalties (-2 penalty to morale, moving uphill is impossible). One full round of rest, performing no actions and not being engaged, removes all fatigue.

MASS COMBAT POINT VALUE

All units and equipment have a point value which represents their overall strength.

Normal Men Point Value

Unit/Equipment	Value
Commoner	1
Light Soldier/Archer	2
Medium Soldiers/Skirmisher	3
Heavy Soldier	4
Light Cavalry	4
Medium Cavalry	5
Heavy Cavalry	6
Unit is armed with pole arms	+1
Unit is armed with arquebus'	+2
Unit is armed with short bow or light crossbow	+3
Unit is armed with longbow or heavy crossbow	+4
Light Catapult/Cannon	15
Heavy Catapult/Cannon	20
Bombard-mortar	30

Chaotic mercenaries are worth half point value.

Fantasy Unit Point Value

Unit	Points
Halfling	1
Sprite/Pixie	4
Dwarf/Gnome	2
Goblin	1
Elf	4
Orc	2
Veteran	20
Elite	50
Wizard (10th level or higher)	100
Wizard (9th level)	90
Wizard (8th level)	80
Wizard (6th to 7th level)	70
Wizard (1st to 5th level)	50
Magic Arrow	+10
Magic Weapon	+10
Magic Armor	+10
Wight/Ghoul	+10
Elemental	--
Roc	20
Dragon	100
Treant	15
Giant	50
Balor	75
Ogre	15
Troll	75
Werewolf/Wereboar	20
Wraith	10
Zombie/Skeleton	3

FANTASY CREATURES IN MASS COMBAT

Virtually any fantasy monster can be used in mass combat but this section refers to typical creatures found in armies.

Fantasy units are depicted as "normal" or "heroic."

NORMAL FANTASY UNITS

Normal fantasy units function exactly as normal men. They're grouped in units of 1 to 10 creatures and suffer one hit to kill. Their listed fighting capability reflects the typical equipment these units carry into combat.

Normal Fantasy Units

Type	Move	Charge	Fly	Missile Range	Capability
Dwarf/Gnome	6"	+3"	--	--	Medium Soldier
Elf/Faerie	12"	--	--	18"	Medium Soldier
Goblin/Kobold	6"	+3"	--	--	Medium Soldier
Halfling	12"	--	--	15"	Light Soldier
Orc	9"	+3"	--	15"	Medium Soldier
Sprite/Pixie	9"	--	18"	--	Light Soldier
Undead	9"	--	--	--	Special

Dwarf/Gnome: Dwarves and gnomes have infravision and suffer only half kills from giants (drop all fractions). Dwarves and gnomes will attack goblins and kobolds respectively at the exclusion of other creatures unless a leader is present to order them. Dwarves and gnomes are considered light soldiers for the purposes of defended against an attack.

Dwarves and gnomes are typically armed with chain mail, shields, and axes.

Elf/Faerie: Elves and faeries have infravision. Once per round, faeries (but not elves) can camouflage themselves to become invisible until they attack. Elves and faeries can perform a shot-on-the-move attack unmounted but cannot do so while mounted. While wielding magical weapons, elves and faeries add an additional +1 to their attack rolls. While wielding short bows their range is increased to 18".

Elves and faeries receive bonuses in melee.

Elf/Faerie Mass Combat Bonuses

Opponent	Benefit
Kobolds, Goblins, Orcs	+1 to attack
Veteran	Hit on 9
Elite	Hit on 11
Wizard	Hit on 10
Wraith	Hit on 8
Wight	Hit on 6
Werewolf/Werebear	Hit on 9
Ogre	Hit on 7
Giant	Hit on 10

Elves and faeries are typically armed with chain mail, swords, and short bows. Special elven units may wear elven cloaks + boots and magic chain mail

Goblin/Kobold: Goblins and kobolds have infravision but while fighting in daylight they suffer -1 penalty to morale and attack rolls. Goblins and kobolds attack dwarves and gnomes respectively at the exclusion of other creatures. Goblins and kobolds are considered light soldiers for the purposes of defended against an attack.

Hobgoblins function as goblins but fight as heavy soldiers.

Goblins are typically armed with chain mail and any weapon.

Halfling: Halflings are expert slinger throwers and make 1 extra ranged attack for every 2 halflings in a unit. Once per round halflings can hide while standing still in brush or forests, effectively becoming invisible. Attacking or moving outside of thick brush breaks their invisibility.

Halflings are typically armed with leather armor, any melee weapon, and slings.

Orc: Orcs have infravision and in daylight they suffer a -1 penalty to morale and attack rolls. Orcs are chaotic and disorganized, prone to attacking each other more than their enemy. At the end of their move, if a unit of orcs is not engaged is within charging distance of another orc unit (including friendly orcs), the orc units must roll 1d6(4) obedience check. If this check fails, the orcs charge each other. Orc units in the command range of a leader will not attack each other.

Orcs are typically armed with chain mail, any weapon, and short bows

Sprite/Pixie: Sprites and pixies can shroud themselves in illusionary effects. The first round they're engaged in melee, they suffer no kills by an opposing unit but subsequent melee rounds are resolved normally. Sprites and Pixies can fly for up to three rounds before having to land for a round.

Sprites and pixies are typically unarmored and carry any weapon.

Undead (Skeleton/Zombie): Zombies and skeletons have infravision, are immune to non-magical ranged weapons, and never check morale. They fight as 1 medium soldier and defend as 1 heavy soldier due to their natural weapon resistances.

Undead are typically unarmed and unarmored.

HEROIC FANTASY CREATURES

Heroic creatures are special in that they're individual creatures, not a complete unit. A heroic creature's capability is equal to several normal men. In mass combat, a heroic creature can't be killed except when attacked by another heroic creature or when a normal unit scores a number of kills that equals or exceeds the heroic creature's capability.

When fighting other heroic creatures, small-scale attack values are used. Assume the weapon class for a heroic creature with natural attacks is equal to twice their hit dice.

Artillery and Heroic Creatures

All heroic creatures are immune to artillery (catapults and cannons) except veterans, wights, ghouls, lycanthropes, ogres, treants, rocs, and PCs who haven't achieved elite or wizard status.

Adapting Heroic Creatures

This list provides the most common heroic creatures in mass combat. Adapting other heroic creatures is simple. The basis of a heroic creature is their ability to withstand multiple attacks. If a creature has 2 or more hit dice, it's considered a heroic creature with the exception of mounts; a mount carrying a rider is counted as a single creature that's killed at the

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same time as its rider.

A heroic creature's capability is based on their armor: AC 9 to 7 is light, AC 5 is medium, and AC 3 is heavy. The number of equivalent "soldiers" is typically equal to the creature's hit dice. If the creature has four or more legs (or they're strong enough to carry riders) then they're always considered "cavalry" with capability equal to half their hit dice.

Heroic Creatures

Creature	Move	Charge	Fly	Missile	Capability
Balor	6"	+3"	15"	--	2 heavy cavalry
Basilisk/(Cockatrice)	6" (9")	--	(18")	--	Special
Dragon	9"	+6"	24"	--	4 heavy cavalry
Elemental	Special	Special	Special	Special	Special
Elite (unarmored)	12"	+3"	--	21"	8 men
Giant	12"	+6"	--	20"	12 medium soldiers
Roc/Wyvern/Griffon	--	--	48"	--	4 light cavalry
Treant	6"	--	--	--	6 heavy soldiers
Troll/Ogre	9"	+3"	--	--	6 heavy soldiers
Veteran (unarmored)	12"	+3"	--	18"	4 men
Werebear/Werewolf	9"/12"	+3"/+6"	--	--	4 heavy soldiers
Wight/Ghoul	9"	--	--	--	Special
Wizard	12"	--	--	24"	2 medium
Wraith	18"	+6"	36"	--	2 heavy

Balor: Balors are immune to non-magical melee or ranged weapons. Any normal unit that comes within 1" of a balor is immolated and dies. Balors have infravision and can fly for up to three rounds before having to land for one round.

Basilisk/Cockatrice: These creatures cannot kill units in melee but defend as 4 heavy soldiers. Any normal man within 1" of a basilisk or cockatrice are petrified. All heroic creatures and nonhumans, heroic or not, are allowed a saving throw every round they remain in contact.

Dragon: Dragons have infravision, force normal units within 15" to check morale, are never subject to morale, are immune to non-magical melee or ranged weapons, and fight as 4 heavy cavalry. Dragons can breath a breath weapon as their color type dictates. A dragon's breath kills any unit except for other dragons, elites, or wizards who are allowed a 2d6(7) save to avoid. Chaotic dragons are uncontrollable and will attack any unit, regardless of alliance, in the following descending preference; other dragons, giants, balors, rocs, trolls, elementals, and treants.

Elemental: Elementals include air, earth, fire, water, djinni, and efreet and all are immune to non-magical melee or ranged weapons. Elementals are immune to spells or effects from their own element (djinni - air, efreet - fire).

Air elementals and djinn have a fly speed of 24", attack as 4 light cavalry, and gain +2 to their attacks against flying creatures.

Earth elementals move 6", attack as 4 heavy cavalry, and gain +1 to attacks against creatures on land.

Fire elementals and efreet move 12", attack as 4 medium cavalry, and gain +2 on attacks against fire based enemies including balors, dragons, and wizards who can cast fireball.

Water elementals move 6", swim 18", must remain within 6" of a body of water or die. They attack as 4 light cavalry on land or 4 heavy cavalry in water, and gain +2 to attacks when fighting in water or within 3" of a body of water.

Elite: Elites are leaders, never check for morale, and can detect invisible opponents within movement range. If an elite approaches within 3" of an opposing normal unit, that unit must immediately check morale. Elites can kill a flying dragon as a veteran on 2d6(6).

An elite's capability depends on their equipment and whether they're mounted or not.

Giant: Giants defend as 12 heavy soldiers and gain an extra die when attacking due to their oversized weapons. Giants can throw boulders as a small catapult with no minimum range. Giants can throw one boulder each round but can't move in the same round they attack with a boulder. Giants never check morale.

Lycanthrope (Werebear/Werewolf): Lycanthropes have infravision and defend as 4 medium soldiers. When fighting within a forest or up to 6" away from thick woods, a lycanthrope's capability is doubled as they command animals of their kind in combat. A silver weapon can kill a lycanthrope in one hit.

Magic Armor: Magic armor implies a -3 penalty to attacks from normal units and a -1 penalty to attacks from heroic creatures. If normal units wear magic armor, all creatures in the unit must have it to benefit from wearing it.

Magic Arrows: When used against heroic units, two attack rolls are made and the best roll is used. All creatures in a

normal unit must have a magic arrow to gain the benefits.

Magic Weapons: Magic weapons add 1 extra attack against normal units and +1 to attacks against heroic creatures. Magic weapons shed soft light in a 12" radius. All creatures in a normal unit must wield a magic weapon to gain the benefits.

Roc/Wyvern/Griffon: These creatures defend as 4 heavy cavalry while wyverns and griffons can be ridden as mounts.

Rocs force normal units within 3" to check morale and they can detect invisible creatures. Rocs can transport up to 10 man-sized creatures during any round. Rocs never check morale.

Treant: Treants are immune to non-magical melee or ranged weapons. Treants within 6" of a tree their size can command it to animate and fight as a treant, moving 3" per round. A treant can command up to two trees during their movement phase. Treants and animated trees are subject to fire; in lieu of an attack, creatures engaged with a treant may attempt to set it on fire provided a means of ignition is available. A burning treant is automatically killed.

Chance to Burn Treant

Unit	2d6
Goblin/Orc	4
Veteran	5
Elite	7
Balor	9
All other units	4

Troll/Ogre: Trolls and ogres have infravision. Ogres fight as 6 medium soldiers and trolls fight as 3 heavy soldiers. Elves can kill an ogre with 3 hits. Veteran, elite, or creatures with magic weapons can kill an ogre in 1 hit.

Trolls do not check morale and are immune to non-magical melee and ranged weapons. Veterans, elite, balors, elementals, giants, or magical weapons can kill a troll in 1 hit using the following special attack matrix.

Troll Mass Combat Weaknesses

Attacker	Attack Score
Veteran	4
Elite	6
Balor	6
Elemental	8
Giant	4
Magic Weapon	8*

*If wielded by a creature that can normally kill a troll, add +2 to the attack.

Veteran: Veterans are leaders and never check for morale. If armed with a bow and magic arrows, a veteran can fire one shot at a flying dragon if he's standing underneath it. This shot strikes the underbelly, instantly killing the dragon on a 2d6(4).

Wight/Ghoul: Wights and ghouls are immune to non-magical ranged weapons, have infravision, and suffer a -1 penalty to attacks in daylight. After melee is resolved, all surviving units engaged with a wight or ghoul are paralyzed (unable to move) for one round. Elves, veterans, and elites are immune to this paralysis as are all other units within 1" of them. Wights and ghouls count as 1 heavy cavalry for purposes of defense.

Wizard: Wizard is an all-inclusive term for any magic user of 10th level or above. Wizards are leaders, they challenge normal unit morale as an elite, and never check their own morale.

All magic-users, regardless of level, can cast memorized spells in combat and use magic items like wands (wands of fireball and lightning bolt are a favorite). If a spell inflicts damage, it counts as a kill against a normal creature but can only kill a heroic creature if they fail their save, otherwise no "damage" is dealt. If a saving throw is called for, assume normal creatures automatically fail. Heroic creatures are allowed a save as they normally are allowed in small-scale combat.

Spell area of effects in mass combat are the only time when 1" is converted to 10 yards. For 1" of area you can either affect one normal unit (up to 10 normal creatures) or one heroic creature.

Wraith: Wraiths have infravision, are leaders, force enemies to check morale as an elite, are immune to non-magical melee and ranged weapons, and have a paralyzing aura. All normal units within 1" of a wraith (the wraith must not be flying) are paralyzed. Paralyzed units are unable to act until an allied elf or leader is within 1". Heroic units are immune to the wraith's touch. Wraiths only fight as 2 medium cavalry if mounted.

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PCs as Heroic Creatures

In mass combat, the player characters are always considered heroic creatures. The listed attack bonus is granted only for that level and is not cumulative with other levels.

Fighting-Men in Mass Combat

Level	Capability	Attack
1	1 Man	+1
2	2 Men	+1
3	3 Men	--
4 (Veteran)	4 Men	--
5	5 Men	+1
6	6 Men	+1
7 (Elite)	8 Men	--
8	8 Men	--
9	8 Men	+1
10	8 Men	+1
11	8 Men	+2
12	8 Men	+2
13	8 Men	+3

Magic-User in Mass Combat

Level	Capability	Attack
1	1 Light Soldier	--
2	1 Light Soldier	+1
3	2 Light Soldiers	--
4	2 Light Soldiers	+1
5	3 Light Soldiers	--
6	3 Light Soldiers	+1
7 (Veteran)	4 Light Soldiers	--
8	4 Light Soldiers	--
9	4 Light Soldiers	+1
10 (Wizard)	Wizard	--
11	Wizard	--
12	Wizard	--
14	Wizard	--
15	Wizard	+1
16	Wizard	+1
17	Wizard	+2
18	Wizard	+3

Clerics in Mass Combat

Level	Capability	Attack
1	1 Man	--
2	1 Man	+1
3	2 Men	--
4	3 Men	--
5	3 Men	+1
6 (Veteran)	4 Men	--
7	4 Men	--
8	4 Men	+1
9 (Elite)	8 Men	--
10	8 Men	--
11	8 Men	--
12	8 Men	--
13	8 Men	--

APPENDIX I: SPELLS

This section details generic, universal spells that are so widespread practically every caster knows of their existence. A caster's most powerful ability lies in the creation of custom magic and even the most selfless casters jealously guard their spell books.

Spell Range and Area

Spell range conforms to scale i.e., if casting a spell indoors 1"=10' and if casting outdoors 1"=10yds. Area of effect is always represented in 10s of feet, never yards.

Magic-User Spells by Level

Level	Spell
1	Detect Magic
1	Hold Portal
1	Read Magic
1	Read Languages
1	Protection from Chaos
1	Light
1	Charm Person
1	Sleep
2	Detect Invisibility
2	Levitate
2	Phantasmal Forces
2	Locate Object
2	Invisibility
2	Wizard Lock
2	Detect Chaos
2	ESP
2	Continual Light
2	Knock
3	Fly
3	Hold Person
3	Dispel Magic
3	Clairvoyance
3	Clairaudience
3	Fire Ball
3	Lightning Bolt
3	Protection from Chaos, 10' Radius
3	Invisibility, 10' Radius
3	Infravision
3	Slow
3	Haste
3	Protection from Normal Missiles
3	Water Breathing
4	Polymorph Self
4	Polymorph Others
4	Remove Curse
4	Wall of Fire
4	Wall of Ice
4	Confusion
4	Charm Monster
4	Plant Growth
4	Dimension Door
4	Wizard Eye
4	Massmorph
4	Hallucinatory Terrain
5	Teleport
5	Hold Monster
5	Conjure Elemental
5	Telekenesis
5	Transmute Rock to Mud
5	Wall of Stone

5	Wall of Iron
5	Animate Dead
5	Magic Jar
5	Contact Higher Plane
5	Pass-Wall
5	Cloudkill
5	Feeblemind
5	Animal Growth
6	Flesh to Stone/Stone to Flesh
6	Reincarnation
6	Invisible Stalker
6	Lower Water
6	Part Water
6	Projected Image
6	Anti-Magic Shell
6	Death Spell
6	Geas
6	Disintegrate
6	Move Earth
6	Control Weather

Cleric Spells by Level

Level	Spell
1	<i>Cure Light Wounds</i>
1	<i>Purify Food & Water</i>
1	Detect Magic
1	<i>Detect Chaos</i>
1	<i>Protection from Chaos</i>
1	<i>Light</i>
2	Find Traps
2	Hold Person
2	<i>Bless</i>
2	Speak with Animals
3	Remove Curse
3	<i>Cure Disease</i>
3	Locate Object
3	<i>Continual Light</i>
4	Neutralize Poison
4	<i>Cure Serious Wounds</i>
4	<i>Protection from Chaos, 10' Radius</i>
4	Sticks to Snakes
4	Speak with Plants
4	Create Water
5	<i>Dispel Chaos</i>
5	Raise Dead
5	Commune
5	Quest
5	Insect Plague
5	Create Food

Spells in italics have a law/chaos description.

SPELLS: ANIMAL GROWTH – WIZARD LOCKAnimal Growth

Spell Level: MU5

This spell causes up to 6 normal animals within 12" feet to turn into giant-sized creatures. The magic lasts for 12 rounds.

Animate Dead

Spell Level: MU5

This spell animates a lifeless body, turning it into a skeleton or zombie. 1d6 intact bodies can be used, +1d6 per caster level above 8th. The undead obey the caster and exist until dispelled or destroyed.

Anti-Magic Shell

Spell Level: MU6

This spell creates a shield of anti-magical energy around the caster. No spell, whether cast or by object, can penetrate the shell nor can any item within the shell (such as on the caster's person or anything he casts) pass out of the shell. Magical items have no special powers inside the shell or while attacking the caster although they're still items in their own right. The spell lasts 12 rounds.

Bless

Spell Level: C2

Law: This spell infuses all blessed allies with a +1 bonus to morale and attacks for 6 rounds. The blessing must be given before melee combat is engaged.

Chaos: The caster utters baneful words, implying a -1 penalty to morale and attacks to all opponents who can hear the caster for 6 rounds.

Charm Monster

Spell Level: MU4

This spell functions as *charm person* but can target any monster or up to 3d6 creatures with 3 or fewer HD.

Charm Person

Spell Level: MU1

The caster weaves soothing words and false emotions into a humanoid, man-sized or smaller creature. If they fail their saving throw, the creature regards the caster and his allies as a trusted friend. The creature still retains its mind and memories and won't perform suicidal requests but it is a loyal ally and will at least bow out of a fight if his own allies are the enemy. The magic is permanent until removed.

Clairaudience

Spell Level: MU3

The caster creates an invisible link from his eyes into in any location within 6" that allows him to see into that space as if he were standing there for up to 12 rounds.

Clairvoyance

Spell Level: MU3

This spell brings into being an invisible link from the caster's ears into any location within 6", allowing him to hear as if he were standing there for up to 12 rounds.

Cloudkill

Spell Level: MU5

The caster conjures a poisonous cloud of vapor 3" in diameter that moves 6" per round directly away from the caster. Any creature with fewer than 5HD dies

instantly in the cloud. The magic lasts for 6 rounds or until dispersed by a strong gust of wind.

Commune

Spell Level: C5

The caster prays and contacts a higher being or deity that closely represents his alignment. The caster may ask three questions which are always answered with a "yes," "no," or "I don't know." The spell can only be used once per week but once every year, on a holiday sacred to the caster, six questions may be asked instead.

Confusion

Spell Level: MU4

Powerful magic assaults the minds of 2d6 creatures +1 per caster level within 12". Creatures with 2 or fewer HD are instantly affected. All other creatures become affected in a number of rounds equal to 1d6 minus the difference between the caster's level/HD and the target's level/HD (if the monster is stronger, the spell takes longer to come into effect). Before initiative is rolled, roll 2d6 for each affected creature. Confused creatures pursue and attack their opponents without care to tactics or intelligence (2-5), stand motionless (6-8), or attack their own allies (9-12) for 12 rounds. Creatures with 4 or more HD are allowed a saving throw each round they're confused; success indicates they act normally.

Conjure Elemental

Spell Level: MU5

This spell conjures a 16HD elemental creature of fire, earth, air, or water; only one type per each casting per day. The elemental remains for as long as the caster concentrates to control it. The caster can send away the elemental but if his concentration is broken the monster attempts to kill him.

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Contact Higher Plane

Spell Level: MU5

This spell allows the caster to seek knowledge from another plane of existence, asking questions and receiving a "yes" or "no" answer. Such beings disdain answering mortals. The higher the plane, the more questions that can be asked, the higher the chance the being will know the answer, and the greater the chance they'll answer truthfully. Such knowledge may drive the caster insane and so the greater the plane, the greater the chance the caster loses his sanity.

Contact Higher Plane Chance

1d66 for Each Column				
Plane	Questions	Being Will Answer	Answer is Truthful	Caster Insanity
3rd	3	(23)	(25)	None
4th	4	(25)	(33)	(14)
5th	5	(31)	(36)	(21)
6th	6	(31)	(44)	(25)
7th	7	(36)	(51)	(32)
8th	8	(44)	(53)	(36)
9th	9	(51)	(55)	(44)
10th	10	(55)	(61)	(51)
11th	11	(62)	(62)	(55)
12th	12	(64)	Always	(62)

For every level above 11th, the insanity target number is reduced by -2. If the caster goes insane, he falls limp and babbles incoherently after the questions are answered for a number of weeks equal to the plane contacted. The caster remembers the answers to his questions when he regains his sanity.

This spell can only be used once per week.

Continual Light

Spell Level: MU2

This spell creates permanent light in the air or on any object within 12". The light is magical, does not affect creatures weak to daylight, and casts illumination out to 24" in diameter.

Continual Light

Spell Level: C3

Law: This spell functions as the magic-user spell of the same name but the light created is the equivalent of natural daylight.

Chaos: Instead of creating light, this spell creates darkness so black that not even infravision can penetrate it.

Control Weather

Spell Level: MU6

This powerful spell enables the caster to alter the weather from clearing clouds to creating storms or blizzards. Only one change per casting can be made and the weather eventually returns to its natural form.

Create Food

Spell Level: C5

This spell creates a thin, tasteless but nourishing gruel that can feed 12 man-sized creatures plus 12 additional servings per caster level above 8th.

Create Water

Spell Level: C4

This spell creates 12 gallons of pure drinking water per caster level above 8th.

Cure Disease

Spell Level: C3

Law: This spell purifies the target's body, removing any and all diseases (magical or mundane) from his person.

Chaos: A touched creature is inflicted with a magical disease unless they successfully save. The effects of a disease are based on the GM but magical diseases caused by this spell are slowly debilitating (but not immediately deadly), require at least 24 hours for incubation, and can only be healed by magic.

Cure Light Wounds

Spell Level: C1

Law: This spell instantly restores 1d6+1 lost hit points to a touched creature.

Chaos: This spell instantly fills a touched creature with profane energy, inflicting 1d6+1 points of damage.

Cure Serious Wounds

Spell Level: MU4

Law: This spell instantly restores 2d6+2 points of damage to a touched creature.

Chaos: This spell instantly fills a touched creature with profane energy, inflicting 2d6+2 points of damage.

Death Spell

Spell Level: MU6

Profane magic kills 3d6 creatures with fewer than 7HD in a 6"x6" area up to 24" away.

Detect Chaos

Spell Level: MU2

The caster suddenly becomes aware of a person thinking chaotic or hostile thoughts and can see chaotic residue on enchanted objects. The spell lasts for 2 rounds and has a range of 6".

Detect Chaos

Spell Level: C1

Law: This spell functions as the magic-user spell of the same name but with a range of 12" and duration of 6 rounds.

Chaos: Instead of detecting chaos, this version of the spell detects all that is lawful in nature.

Detect Invisibility

Spell Level: MU2

The caster attunes his eyes to pierce masking illusions, allowing him to see anything hidden by magic for 6 minutes within 1" per caster level.

Detect Magic

Spell Level: MU1

The caster attunes his eyes to the magic spectrum, allowing him to magical residue and auras. The stronger the magic, the brighter the aura. This spell lasts for 1 round per caster level.

Detect Magic

Spell Level: MU1

This spell functions as the magic-user spell of the same

APPENDIX I: SPELLS

name.

Dimension Door

Spell Level: MU4

The caster, and one other creature he touches, steps through a magical "door" and reappears anywhere within 36" that he desires in any direction.

Disintegrate

Spell Level: MU6

A green ray disintegrates any solid matter including creatures and their gear unless they succeed on a saving throw. If targeting a large area, up to 6 square feet will be obliterated per casting.

Dispel Chaos

Spell Level: C5

Law: This spell functions as dispel magic but can dispel any summoned chaotic creature or break chaotic enchantments in a 3" radius.

Chaos: Instead of dispelling chaos, this spell dispels lawful creatures or enchantments.

Dispel Magic

Spell Level: MU3

By means of this magic, the caster counters any spell or enchantment currently in effect that he targets within 12". The spell has no effect on magic items or artifacts. The chance of success is 1d66(66) with a -4 penalty per level the target's caster level is above your own.

ESP

Spell Level: MU2

The caster's mind can pick up and read any intelligent thought within a range of 6" for 12 rounds. The spell can penetrate solid rock up to 2" in thickness but even the thinnest coating of lead blocks it.

Feeblemind

Spell Level: MU5

Only usable against magic-users, this can be targeted up to 24". Powerful magics dull the mind, making it impossible to memorize spells. Magic-users save with a -8 penalty to their rolls.

Find Traps

Spell Level: C2

This spell makes the caster aware of any mechanical or magical traps within 3" feet. He knows their position but does not gain knowledge on how to defeat or safely bypass them.

Fire Ball

Spell level: MU3

A bead of fire springs from the caster's hand, traveling in a straight line up to 24". When it reaches its target destination or strikes a creature, the bead explodes in a ball of fire 2" feet in radius and inflicts 1d6 points of fire damage per caster level or half damage on a successful save.. The fire ball conforms to its surroundings, expanding to fill its entire area if confined.

Flesh to Stone/Stone to Flesh

Spell Level: MU6

Transmutation magic turns living flesh into inanimate stone. The effect is permanent until reversed by a second casting of the spell. Creatures deformed while petrified will revert to normal with the same deformities.

Fly

Spell Level: MU3

By means of this spell the caster can will himself to take flight, moving at a speed of 12" with perfect maneuverability. The magic lasts a number of rounds equal to the caster's level +1d6 rounds (GM rolls secretly) as the magic wanes.

Geas

Spell Level: MU6

This spell forces the recipient to perform one task for the caster. Deviation from this task results in debilitating weakness and complete refusal results in the victim's death. The recipient is allowed a save to resist the effects and the magic lasts until the task is complete or somehow dispelled.

Hallucinatory Terrain

Spell Level: MU4

Illusory magic changes the appearance of all terrain within 24" of the caster into some other type of natural terrain. The magic is permanent although creatures interacting with it may notice it's an illusion. The average person can be fooled into thinking a lake is an open field until they actually step onto what they think is grass and become submerged in water.

Haste

Spell Level: MU3

The caster weaves quickening magic in the muscles of up to 24 creatures in a 6" by 12" area and up to 24" away. Hasted creatures move 50% faster and can make one extra attack per round. The magic lasts 3 rounds.

Hold Monster

Spell Level: MU5

This spell functions as hold person except it affects any creature.

Hold Person

Spell Level: MU3

Magical power assaults the minds of up to 4 humanoids within 12", forcing them to save or stand rigidly still, unable to move. If hold person is cast on a single humanoid, he suffers a -8 penalty to his saving throw. The magic wanes after 6 rounds +1 round per caster level.

Hold Person

Spell Level: C2

This spell functions as the magic-user spell of the same name except with a duration of 9 rounds and range of 18".

Hold Portal

Spell Level: MU1

This spell infuses a door or other hinged mechanism with magical energies that hold it shut. The portal is magically held for 2d6 rounds.

Infravision

Spell Level: MU3

The caster enchants his eyes to be able to shift into the infrared spectrum at will. The magic lasts 24 hours and can see up to 6" away.

Insect Plague

Spell Level: C5

This spell creates a massive cloud of insects within an

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area of 6" radius that can move as the caster directs up to 48" from his person. The cloud obscures all vision, makes spell casting within it impossible, and causes creatures with less than 3HD to flee. The spell can only be cast outdoors where insects are plentiful and lasts for 1 day, until dispelled, killed or driven off by fire, heavy smoke, heavy rain, or the like.

Invisibility

Spell Level: MU2

The caster or a creature he touches bends light and heat around their person, becoming invisible and fooling all manner of mundane sight including infravision. Any object picked up an invisible creature also becomes invisible. Invisibility lasts until the target makes an attack or hostile action (a hostile action is anything intended to inflict harm or force a saving throw).

Invisibility, 10' Radius

Spell Level: MU3

This spell functions as *invisibility* but bestows the illusion upon all within 1" (10') of the caster. The normal restrictions still apply.

Invisible Stalker

Spell Level: MU6

The caster conjures an invisible stalker and can give it one task which it must perform, regardless of complexity. The invisible stalker exists until killed or it completes its task.

Knock

Spell Level: MU1

Magic unlocks and opens all portals, doors, or gates within 6" of the caster.

Levitate

Spell Level: MU1

The caster infuses his body with energy that lifts his person vertically in the air, up to 2" per level high with a vertical speed of 6" per round, lasting 6 rounds plus 1 round per caster level.

Light

Spell Level: MU1

The caster conjures a magical light 3" in diameter for 6 rounds plus 1 round per caster level. The light can either be stationary in the air or appear on an object. The light does not affect creatures weak to natural daylight.

Light

Spell Level: C1

Law: This spell functions as the magic-user spell of the same name except with a base duration of 12 rounds.

Chaos: Instead of creating light, the caster creates a globe of inky darkness that consumes natural light. Creatures with infravision can see through this darkness.

Lightning Bolt

Spell Level: MU3

This spell excites matter in the air, creating a powerful stroke of lightning in a selected space 6" long, deflected off any sturdy structure back at the caster if it doesn't achieve its full length. Any creature in the path of the bolt suffers 1d6 points of damage per caster level or half damage if successfully saved.. The range of the

spell is 24".

Locate Object

Spell Level: MU2

The caster mentally pictures a specific object. If the object is within 6" plus 1" per caster level, the caster knows the direction (but not the exact distance) to the object.

Locate Object

Spell Level: C3

This spell functions as the magic-user spell of the same name but with a base range of 9".

Lower Water

Spell Level: MU6

This spell causes a body of water 24" in radius to lose half of its depth for ten minutes.

Magic Jar

Spell Level: MU5

The caster seals away his soul into an inanimate object within 3" of him and may possess any creature that passes within 12" of the object. If the targeted creature fails its saving throw, the caster possess its body while the creature's mind is spirited away to the container. If the possessed body dies, the souls are swapped back, killing the original creature.

The caster's body is left in a catatonic state while the soul is away. If the caster's body is destroyed, he must remain in the possessed body or container. If the container is destroyed, whatever spirit is inside is annihilated.

Massmorph

Spell Level: MU4

Illusionary magic changes up to 100 man-sized or smaller creatures within 24" into trees, bushes, and other natural fauna that matches the surrounding terrain. Creatures passing through this area detect nothing amiss. The spell lasts until the caster ends it or the magic is dispelled.

Move Earth

Spell Level: MU6

This spell moves up to 24" radius of natural earth at a speed of 6" per round for 6 rounds.

Neutralize Poison

Spell Level: C4

This spell detoxifies the target, whether creature or object, removing all poisons upon their person.

Part Water

Spell Level: MU6

This spell parts water creating a division up to 1" deep, 1" wide, and 12" long for 6 rounds. If created underwater, the part functions as an air tunnel for the duration.

Pass-Wall

Spell Level: MU5

The caster opens a man-sized passage in solid rock up to 1" in length up to 30" away. The magic lasts for 3 rounds.

Phantasmal Forces

Spell Level: MU2

The caster projects any mental image into reality up to

24" away. Creatures viewing the illusion must save or believe it to be real. The illusion doesn't produce heat but feels, smells, and looks real and while interacting with it may cause disbelief, damage caused by the illusion is real until disbelieved. The illusion remains as long as the caster concentrates his mind, requiring him to stand still and be undisturbed.

Plant Growth

Spell Level: MU4

Magic stimulates natural plants in an area up to 30", causing them to grow and entangle. Passing through the area is impossible until the plants are destroyed though mundane means, such as fire or tools, or the magic is dispelled.

Polymorph Others

Spell Level: MU4

This spell transforms the target, up to 6" away, into any living creature from as small as a snail to as large as a dragon. The magic doesn't affect mentality but changes all physical abilities and confers the creature magical or supernatural powers like a dragon's breath. All limitations to the creature, such as the inability to speak or manipulate objects, is also conferred. The magic is permanent until dispelled. Unwilling creatures are allowed a saving throw to resist the magic.

Polymorph Self

Spell Level: MU4

Transmutation magic changes the caster's form into that of any creature. He retains his mental capability but gains the physical power and abilities of the new form. This does not confer magical or supernatural abilities like a basilisk's gaze or dragon's breath. The spell lasts 6 rounds + 1 round per caster level.

Projected Image

Spell Level: MU6

Illusionary magic creates an exact clone of the caster that appears up to 24" away for 6 rounds. The clone performs all actions the caster does or it can be commanded as a puppet with all spells appearing to originate from it.

Protection from Chaos

Spell Level: MU1

By means of this spell, the caster traces a circle which protects himself from the attacks of chaotic creatures that holds for 6 rounds. The caster receives a +2 bonus to saving throws against chaotic attacks and creatures attacking him suffer a -1 penalty to their attacks.

Protection from Chaos

Spell Level: C1

Law: This spell functions as the magic-user spell of the same name but lasts for 12 rounds.

Chaos: Instead of protecting against chaos, this spell protects against law.

Protection from Chaos, 10' Radius

Spell Level: MU3

This spell functions as *protection from chaos* but shields everyone within 10' of the caster.

Protection from Chaos, 10' Radius

Spell Level: C4

Law: This spell functions as the magic-user spell of the

same name but with a duration of 12 rounds.

Chaos: Protects against law instead of chaos.

Protection from Normal Missiles

Spell Level: MU3

The caster targets himself or another person within 3" to bestow immunity to non-magical missiles (but not oversized missiles like a giant's rock or catapult). The magic wanes after 12 rounds.

Purify Food & Water

Spell Level: C1

Law: This spell removes any taint from up to 12 gallons of water or like servings of food, making it safe for consumption.

Chaos: A like amount of food or water is fouled, becoming entirely harmful to consume.

Quest

Spell Level: C5

This spell functions as the magic-user spell *geas* except the recipient is not killed upon failure. A curse may be employed, but this curse can only be debilitating, not deadly. Generally speaking, a quest is used as punishment for actions taken out of alignment or atonement to restore honor. Abusing this spell, especially against one's followers, is always held in ill regard.

Raise Dead

Spell Level: C5

Law: This powerful magic restores the soul to a dead man, dwarf, elf, or halfling, bringing them back to life. The body couldn't have been dead longer than 4 days plus an additional 4 days per caster level above 8th. When raised, the character must succeed on their survival check (based on their constitution) or their spirit can't handle the journey and the creature is deemed permanently dead. Raised creatures must spend 2 full weeks in recuperation before being capable of adventuring again.

Chaos: This spell, commonly called *finger of death*, fires a ray of profane magic, up to 12" long, that slays its target unless it saves. A lawful cleric may memorize the casting of this spell but abuse immediately turns him chaotic.

Read Languages

Spell Level: MU1

This spell deciphers mundane languages otherwise unreadable to the caster. It does not decipher magical writing or even foreign languages written in magic words unless combined with *read magic*. One casting is sufficient for a page's worth of material per caster level.

Read Magic

Spell Level: MU1

The caster attunes his eyes to read even the most complex magical writings. One casting is sufficient for a page's worth of material per caster level.

Reincarnation

Spell Level: MU6

This spell returns a departed spirit to life in a new body. The GM decides on the new body or rolls randomly. If the new creature is a man, elf, dwarf, or halfling a 1d6

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is rolled to determine the class levels.

Remove Curse

Spell Level: MU4

The caster exercises cursed magic or evil words from a single creature or object. Removing a curse from an item makes it an ordinary item.

Remove Curse

Spell Level: C3

This spell functions as the magic-user spell of the same name.

Sleep

Level: MU1

A soporific mist dulls the mind of creatures within 24" of the caster, causing them to fall into a peaceful slumber until physically roused unless they succeed on a saving throw. Up to 3d6 creatures with 1+1 HD can be targeted, 2d6 creatures with 2+1 HD, 1d6 creatures with 3+1 HD, or 1 creature with 4+1 HD can be affected.

Slow

Spell Level: MU3

The caster weaves magic in the muscles of up to 24 creatures in a 6" by 12" area and up to 24" away. Creatures who fail their save are slowed, being capable of only one major action per round (attacking, moving, or casting a spell). Regardless of weapon class, only one attack can be made per round and total movement is halved. The magic wanes after 3 rounds.

Speak with Animals

Spell Level: C2

This spell allows the caster to communicate with any non-magical animal within 3" for 6 rounds. If a friendly reaction is obtained, the animal will befriend the caster or allow him and his allies to pass unharmed.

Speak with Plants

Spell Level: C4

This spell allows the caster to speak to and command plants, giving simple orders within their nature such as parting ways or entangling a creature. Large plants like trees or vines could lash out but no plant can uproot itself and fight as a normal creature.

Sticks to Snakes

Spell Level: C4

This spell changes 2d6 sticks (up to a staff's length and width) within 12" to turn into snakes, half of which are poisonous. The snakes obey the caster for 6 rounds after which they become sticks again.

Telekinesis

Spell Level: MU5

This magic empowers the caster's mind to move 200 coins worth of weight per caster level within 12". Only inanimate objects can be moved by this spell. The magic lasts 6 rounds.

Teleport

Spell Level: MU5

The caster can transport himself anywhere in the world. If the location is known but has never been visited or seen by the caster, there's a 1d6(4) chance the teleportation magic completely rips him apart. If the location has been seen but not visited there's a chance the caster arrives 10d6 feet below (2 or 3 on 2d6) or

above his destination (11 or 12 on 2d6); if transported into the earth, the caster is killed. If the area has been visited before and studied, the chance of appearing above or below is only 1d6(11) and 6d6 feet in either case.

Transmute Rock to Mud

Spell Level: MU5

Transmutative magics transform 30 square feet of natural earth, including sand, into mud. Creatures stepping into the mud sink and their speeds are reduced to 1. The magic can either be reversed by casting the spell a second time or the liquids evaporate after 3d6 days.

Wall of Fire

Spell Level: MU4

An opaque curtain of flame up to 6" in width and 2" in height springs up at any point within 6". Creatures with 3 or fewer HD attempting to pass through the fire are instantly immolated. All other creatures suffer 1d6 when passing through the fire or 2d6 for undead. Alternatively, the spell can create a circle 3" feet in diameter and 2" tall. The magic lasts as long as the caster concentrates.

Wall of Ice

Spell Level: MU4

This spell creates a wall of solid ice half a foot thick, 6" wide, and 2" in height. The wall is impenetrable through mundane means and negates all fire attacks, even magical ones. Creatures with at least 4 hit dice can destroy a 1" section of the wall but suffer 1d6 points of damage as frigid cold assaults them or 2d6 if they're a fire using creature. Alternatively, the spell can create a circle 3" in diameter and 2" tall. The magic lasts as long as the caster concentrates.

Wall of Iron

Spell Level: MU5

This spell conjures a wall of natural iron within 6" feet. The wall is a quarter foot thick with a combined height and length no greater than 5". The magic lasts for 12 rounds.

Wall of Stone

Spell Level: MU5

This spell springs into being a stone wall within 6". The wall is two feet thick with a combined length and height no greater than 10". The wall is permanent until dispelled or destroyed through mundane or magical means.

Water Breathing

Spell Level: MU3

The creature touched gains the ability to breathe underwater as if it were air. The magic lasts 2 hours.

Wizard Eye

Spell Level: MU4

The caster creates an invisible, magical flying eye that can fly 12" per round with perfect maneuverability. The range is up to 24" away from the caster and lasts 6 rounds.

Wizard Lock

Spell Level: MU1

Magic infuses a hinged portal, permanently locking it. A *knock* spell opens the portal briefly before closing and locking again. The caster may pass through his own lock. Magic-user's that are at least 3 levels higher than the caster can recognize a wizard lock and bypass it without negating the spell.

APPENDIX II: MONSTERS

"Monster" is an all encompassing term for any creature that lives on the fringe of human civilization. Monsters can be civilized creatures, including other humans, but in the unexplored frontier that is the world these creatures choose to live in the wildest lands. Not all monsters are hostile but most are at least unfriendly.

Dungeon Encounter Tables

After determining if a dungeon room may have a monster, roll 1d6 to determine which table you use. The lower the dungeon level, the more powerful the monster that will be faced. Although powerful monsters can inhabit lower level dungeons, these creatures are rare and avoided. The average dungeon denizen won't vary more than 1 to 2 HD per dungeon level.

Example dungeon encounters.

Random Encounters by Dungeon Level

Monster Table	1	2	3	4-5	6-7	8-9	10-12	13+
1	1-2	1	--	--	--	--	--	--
2	3-4	2	1	--	--	--	--	--
3	5	3-4	2	1	--	--	--	--
4	6	5	3-4	2-3	1	--	--	--
5	--	6	5	4-5	2-4	1-2	1	--
6	--	--	6	6	5-6	3-6	2-6	1-6

Table 1

D6	Monster
1	Kobold
2	Goblin
3	Skeleton
4	Orc
5	Bandit
6	Giant Spider

Table 2

D6	Monster
1	Hobgoblin
2	Zombie
3	Giant Lizard
4	Berserker
5	Gnoll
6	Ghoul

Table 3

D6	Monster
1	Wight
2	4th level fighting-man
3	Giant Snake
4	Giant Ant
5	Ochre Jelly
6	5th level magic-user

Table 4

D6	Monster
1	Wraith
2	Ogre
3	Chaotic 7th level Cleric
4	6th level fighting-man
5	Gargoyle
6	Lycanthrope

Table 5

2d6	Monster
2	Hydra (2d3+2 heads)
3	Wyvern
4	Spectre
5	Mummy
6	Minotaur
7	Manticore
8	Cockatrice
9	9th level magic-user
10	Wyvern
11	Troll
12	Medusa

Table 6

2d6	Monster
2	Hydra (3d3+4 heads)
3	Dragon
4	Basilisk
5	Gorgon
6	Chimera
7	Vampire
8	Giant
9	Balor
10	11th level magic-user*
11	Chaotic 8th level cleric*
12	Purple Worm

*Usually protected by 1d6 level 4 priests/magic-users and 1d6 level 2d3 fighting-men.

Wilderness encounter tables

To build wilderness encounters, group monsters into tables based on like types. Assign these tables to the terrain or other wilderness factors such as climate or season.

Example wilderness encounter tables.

Random Wilderness Encounters by Terrain

D6	Clear	Forest	River	Swamp	Hill/Mt.	Desert
1	Men	Men	Men	Men	Men	Men
2	Flying	Undead	Flying	Flying	Flying	Flying
3	Giant	Animal	Animal	Undead	Giant	Giant
4	Lycan.	Lycan.	Lycan.	Lycan.	Lycan.	Men
5	Animal	Flying	Water	Water	Animal	Anim.
6	Dragon	Dragon	Dragon	Dragon	Giant	Giant

Men Encounters by Terrain

2D6	Default	Mountain	Desert	Water
2	Bandit	Bandit	Nomad	Buccaneer
3	Brigand	Berserker	Dervish	Pirate
4	10th level magic-user*	Brigand	Nomad	Buccaneer
5	11th level magic-user*	9th level fighting-man*	9th level fighting-man*	Pirate
6	Bandit	11th level magic-user*	11th level magic-user*	Buccaneer
7	Berserker	8th level fighting-man*	Nomad	Merman
8	9th level fighting-man*	Neanderthal	11th level lawful cleric*	--
9	9th level fighting-man*	10th level magic-user*	Berserker	--
10	Brigand	8th level cultist*	--	--
11	Bandit	Caveman	--	--
12	8th level cultist*	11th level lawful cleric*	--	--

*Accompanied by an entourage of 2d6 fighting-men, magic-users, and clerics of 2d2 levels each. Each class has a chance of wielding magical equipment. Roll randomly for each character.

Random Magic Items for Men

Class/Item	1d6 Chance
Fighting-Man	--
Sword	(3)
Shield	(2)
Armor	(2)
Magic-User	--
Wand	(4)
Ring	(2)
Misc. Magic Item	(1)
Cleric	--
Weapon	(2)
Staff	(2)
Shield	(1)
Armor	(1)

Flying Monsters

2d6	Monster
2	Roc
3	Chimera
4	Hippogriff
5	Griffon
6	Manticore
7	Pegasus
8	Wyvern
9	Dragon
10	Chimera
11	Hippogriff
12	Balor

Undead Monsters

1d6	Monster
1	Skeleton or Zombie
2	Ghoul
3	Wight
4	Wraith or Spectre
5	Mummy
6	Vampire

Giant/Mountainous Monsters

2d6	Monster
2	Troll
3	Ogre
4	Orc
5	Hobgoblin
6	Gnoll
7	Goblin
8	Kobold
9	Treant
10	Gnome
11	Dwarf
12	Giant

Lycanthropes

1d3	Monster
1	Werewolf
2	Wereboar
3	Werebear

Water Monsters

2D6	Monster
2	Nixie
3	Giant Octopus
4	Giant Squid
5	Giant Serpent
6	Giant Snake
7	Crocodile
8	Giant Crab
9	Merman
10	Nixie
11	Giant Fish
12	Giant Leech

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Dragon/Reptilian Monsters

2d6	Monster
2	White Dragon
3	Green Dragon
4	Blue Dragon
5	Red Dragon
6	Gold Dragon
7	Cockatrice
8	Basilisk
9	Wyvern
10	Black Dragon
11	Chimera
12	Hydra (1d6+6 heads)

Animals

2d6	Default	Forest	Swamps	Mountains
2	Centipede	Unicorn	Pterosaur	Dire Wolf
3	Lizard	Minotaur	Triceratops	Smilodon
4	Toad	Toad	Apatosaurus	Mastadon
5	Ant	Pixie	Stegosaurus	Spotted Lion
6	Weasel	Manticore	Apatosaurus	Woolly Rhino
7	Ape	Dryad	Pterodactyl	Titanotheriidae
8	Beetle	Spider	Triceratops	Cave Bear
9	Scorpion	Ant	--	Mammoth
10	Lion	--	--	Smilodon
11	Boar	--	--	Dire Wolf
12	Spider	Centaur	T. Rex	Cave Bear

Generic creatures, such as toads and beetles, can be of normal or giant variety

Stronghold Inhabitants

When the inhabitants of a stronghold aren't known, they can be determined randomly. Roll 1d6 to determine the ruler and 1d66 to determine the elite guards.

Stronghold Rulers

		1d66 Elite Guard			
1d6	Ruler	11-23	24-36	37-53	54-66
1	9th level fighting-man	1d6+2 7th level fighting-men	1d6 griffons*	1d6+2 6th level fighting-men	1d6-2** giants
2	8th level fighting-man	1d6+2 6th level fighting-men	1d6-2** rocs*	1d6-2** ogres	3d3 5th level fighting-men
3	11th level magic-user	1d6-2** dragons	1d6-2** balors	1d6-2** wyverns	1d6-2 basilisks
4	10th level magic-user	1d6-2** chimeras	1d6 manticores	2d6 lycanthropes	2d6 gargoyles
5	8th level lawful cleric	3d6 4th level fighting-men	1d6 8th level fighting-men	3d3 treants	1d6+2 hippogriffs*
6	8th level cultist	3d3 trolls	1d6 vampires	3d6 apes	3d3 spectres

*An equal number of 4th level fighting-men ride these creatures.

**Minimum 1

Rulers may also have close advisers or confidants.

Advisers by Ruling Class

Ruler	Retainer	Level
Fighting-man	Magic-user 1d6(2) chance	1d3+5
	Cleric 1d6(3) chance	1d3+3
Magic-user	Fighting-man 1d6(2) chance	1d3+5
	Magic-user 1d6(3) chance	1d3+4
Cleric	1d6 clerics 1d6(3) chance	1d3+4 each

MONSTERS: ANIMAL/INSECT, GIANT - ZOMBIE

The following is a list and description of typical monsters that may be encountered in a fantasy campaign.

Note on Undead Creatures

Undead creatures are beings brought back to life through perverted means, usually through magic or strong emotions like grief and hate which ties them to the mortal world. In addition to whatever abilities they may have, undead never check morale, never need to sleep, eat, or breath, are immune to any magic or attacks that effect the mind (such as charms and illusions), and are immune to any effect that damages their physical being such as poison.

Hit Dice: All monsters roll d6 for hit dice. The number in parenthesis represents the average value for a typical monster although, ideally, hit dice should be rolled individually for each creature encountered. Monster's use a fighting-man's saving throw with their HD equaling level.

A monster may also attack a number of times equal to their HD. This ability is only usable against creatures with 1 or fewer HD or against normal, non-heroic units in mass combat. Generally, a monster's natural weapon is of a class equal to twice its HD.

If a creature only has .5HD, that means half a hit dice or 1d3 vice 1d6.

Armor Class: The monster's typical armor class, either representing actual armor (such as with humanoids) or physical toughness (such as scales or thick skin). If AC is an odd value then it's the equivalent of human armor; AC 9 unarmored, AC 7 leather, AC 5 chain mail, and AC 3 plate mail. If armor is an even number then apply the -1 penalty an attacker would receive if their opponent was wearing a shield.

Monster AC Shield Equivalent

AC	Armor + Shield Equivalent
8	Unarmored with Shield
6	Leather with Shield
4	Chain Mail with Shield
2	Plate Mail with Shield

Movement: The monster's movement in inches.

Alignment: The typical alignment of the creature in question. Different alignments may exist but these are rare.

Organization and Lair: The amount of monsters typically grouped together and working together. This does not represent monsters actually encountered, especially not in dungeons which are ill suited to house large numbers. This number is more appropriate for wilderness encounters or when determining the makeup of a monster's natural lair.

It's assumed that all creatures have a permanent (or temporary if nomadic) home or base of operations. The percentage listed in parenthesis is how many creatures in a monster's organization stay behind in their "lair." This can be made up of leaders, common workers, noncombatants like children and the elderly, or reserve soldiers.

Treasure: The type or amount of treasure typically associated with the monster's organization. This number should only be used to determine treasure found in lairs, not actual dungeons (a separate table for random dungeon treasure is available). Unintelligent monsters do not keep treasure and any found is typically the result of their undigested meals or dead creatures scattered about their lair. Animal intelligent monsters might be attracted to shiny baubles and so collect coins or other interesting treasures. Intelligent creatures employ any usable magic items (such as weapons and armor) and almost never carry gold or trade goods on their person while exploring, leaving all unnecessary treasures back in their lairs.

Animal/Insect, giant

HD: Varies

AC: Varies

MV: Varies

Alignment: Neutral

Organization: Varies

Treasure: Varies

This includes abnormally large insects (from the size of a cat to as large as a barn) and huge, powerful animals like mastodons and smilodons. AC ranges from 2 to 8 with hit dice going all the way up to 20. Assume a man-sized creature has 2 to 4 HD, an ogre sized creature can have up to 8 HD, and large creatures will have up to 16 HD with 20 being reserved for the mightiest of predators (such as the tyrannosaurus rex). The amount of d6 for damage is typically HD divided by 4, minimum 1d6.

Ant: Giant ants are a bane to any natural surroundings as they can strip away a field in hours. Ants are hive minded creatures that act only in the needs of their home. Workers have 2HD and AC9 while soldiers have 3-6HD and AC 5 due to their hard shells.

Apatosaurus: These massive herbivores graze in swamps and plains. Because of their incredible size,

they aren't shy in the least and ignore most creatures smaller than they are. They'll defend themselves if attacked, inflicting 4d6 points of damage with a powerful stomp or swipe of the tail. They have 14-20HD and AC 8.

Dire Animal: Dire animals are larger, more primal beasts than typical animals. While still an animal, they're all aggressive, territorial, and almost impossible to train or domesticate. Dire wolves, among the most common, have 2HD and AC8.

Cave Bear: These great bears are aggressive and territorial but live almost entirely in caves. They have 6HD, AC7, and inflict 2d6 points of damage when they rear on their hind legs and swipe with a meaty paw.

Mammoth/Mastodon: Distant ancestors to the modern elephant, these beasts are smaller but hardier. Their tusks are far too large for goring but they can inflict 2d6 points of damage with a charge or stomp. They have 6-12HD and AC 7.

Pterosaur: This flying monster hunts mostly small prey but will attack in defense. Despite its sharp beak and body size, the creature can actually walk on all fours at a reasonable speed (9") and fly at 34" Class C.

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Triceratops: This massive herbivore is a grazer but will aggressively defend its family and territory. Due to its size it inflicts 2d6 points of damage with a gore and if it charges it inflicts +2d6. It has 8HD and AC 6 (AC 2 if attacking from the front due to its armored head).

Tyrannosaurus Rex: The largest predator known, the t-rex's signature bellow is enough to cause any creature with less than 4HD to save vs. death or run in terror. The t-rex inflicts 4d6 points of damage with its vicious bite. It has 16HD and AC 6.

Rhinoceros/Woolly Rhinoceros/Titanotheriidae:

Although herbivorous, rhinos are territorial and suspicious of any man-sized creature. A rhino will scrape its feet, indicating a charge for 1d3 rounds before attacking. A charging rhino inflicts +1d6 points of damage. Rhinos have 4-10HD and AC 2-4 due to their powerful bodies.

Because titanotheriidae aren't true rhinoceri (they're more closely related to horses), their charge damage is only +1d3.

Smilodon: The famed sabretooth tiger, this ferocious hunter stalks the hills and jungles. The smilodon can pounce on a charge, inflicting +1d6 points of damage with its first attack. It has 6-12HD and AC 7.

Snake: Giant snakes are typically constricting snakes like the anaconda. On a successful hit, these snakes constrict their prey and inflict 1d6 points of damage per round. They constrict until they're killed or their victim succeeds on a strength check with a -2 to -6 penalty to their strength due to the snake's powerful muscles.

Stegosaurus: Although they're herbivores, these beasts are fiercely territorial. They inflict +1d6 points of damage on a charge and can swipe with their spiked tail for 1d6 points of damage. They have 4-6HD and AC 4 due to their tough body.

Spider: Giant spiders are aggressive and territorial. Any man-sized or smaller creature that touches its web will be caught unless it succeeds on a strength check, moving 1" for that round. Giant spiders typically have 1-4HD and AC 9-7. Web-spinning spiders can fire webs 4" and have poison has a normal spider but full strength (no bonus to the save). Predatory spiders, like tarantulas, can move very fast (14-16") and leap 2" in a single bound.

Animal/Vermin, normal

HD: Varies

AC: Varies

MV: Varies

Alignment: Neutral

Organization: Varies

Treasure: Varies

These are normal, mundane animals or vermin (any biting insect, arachnid, or bug). A normal vermin is practically harmless (unless it carries a powerful poison of some kind) and can be killed effortlessly. Vermin can form man-sized or greater swarms in which case they have at least 1 hit die and attack simply by moving over a creature, inflicting 1d6 points of damage per round as they bite and sting. Only fire, area attacks, or thick smoke will disperse a swarm due to their size.

Most small, harmless animals have only 1 hit point and inflict 1 point of damage per hit. Larger, more powerful animals will have at least 1 full hit die while stronger, predatory beasts (like lions or tigers) will have 4 to 6 HD. Assume small animals have an AC 9, man-sized animals have AC 8, and larger animals have AC 7 at best.

Ant: By themselves ants are harmless but in swarms they're deadly. A swarm of fire ants can swarm over a man-sized creature, biting for 1d3 points of damage each round. Only fire or an area spell will kill an ant swarm.

Ape/Gorilla: Large, powerful apes are curious and sociable but will become incredibly violent in the defense of their lairs. Gorilla's, the size of humans and four times heavier, are particularly fearsome.

Bats: Bats avoid humans but a swarm of them can pose a threat. A swarm of bats bites for 1d3 points of damage per round, completely obscures vision, and deafens anyone in the area.

Beetle: Alone, beetle's are harmless but a swarm can strip vegetable matter quickly. A swarm of beetles is harmless but obscures vision and causes a lot of noise.

Boar: Aggressive, territorial swine, a boar has 2HD and always charges when possible.

Centipede: Alone a centipede is mostly harmless but but swarms of them are aggressive. A swarm of biting centipedes inflict 1 point of damage per round and can only be killed with fire or some other area effect.

Frog/Toad: These amphibians are typically harmless and timid. Some frogs are poisonous and one infamous breed, if touched, will kill a man within an hour unless he saves vs. poison.

Lion/Marozi: Large, powerful feline hunters. Lions don't hunt humans but will attack in defense or when very hungry. A lion has 4-6HD and AC 7-9.

Marozi, or "spotted lion", is a mountain dwelling lion that's slightly smaller than a normal one.

Lizard: Lizards are completely harmless to humans (although some have a painful bite) and run away when disturbed. Large, powerful lizards (like a komodo dragon) have 4HD and AC 8.

Rat: Alone, rats are harmless but can swarm and pose a threat to humans. A hungry rat swarm will inflict 1d3 points of damage per round.

Scorpion: Typically solitary arachnids, scorpions avoid humans. Scorpion attacks are usually the result of accident or them hiding in dark places like boots and bed rolls. A scorpion sting requires a save vs. poison or the victim is weakened, suffering a -4 penalty to saves for 1d3 hours.

Snake: Snakes are typically solitary reptiles that are generally not aggressive but very defensive of their homes. A typical snake has 1hp and AC9. A bite by a poisonous snake requires a save vs. poison or the victim is paralyzed for 1d6 rounds.

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Spider: Spiders are typically solitary arachnids and usually encountered alone or in a group of 2d6. Spiders aren't aggressive towards humans and spider bites are the result of accidents (hiding in sleeping bags and boots). A person bit by a really poisonous spider must save vs. poison with a +4 bonus to TN or suffer a -1 penalty to attack TN for 1d3 days. Typical spiders can be killed instantly if found.

Weasel: Weasels will attack when cornered but otherwise avoid humans.

Basilisk

HD: 6+1 (22hp)
AC: 4
MV: 6"
Alignment: Neutral
Organization: 3-30 (40%)
Treasure: F

Basilisks are lizard-like monsters with a fearsome gaze. Any creature looking at a basilisk during a single round must save vs. petrification or turn into stone. A basilisk is subject to its own gaze if looking in a clear reflection (a liquid surface, like water isn't enough).

Black/Gray Pudding

HD: 10 (35hp)
AC: 6
MV: 6"
Alignment: Neutral
Organization: 1
Treasure: None

Strange abominations similar to the ochre jelly, puddings are immune to cold but can be killed with fire. Puddings dissolve wood, corrode metal in one round, and have no effect on stone. They inflict 3d6 points of damage per round to enveloped creatures and totally dissolve the armor of any creature that is enveloped for more than one round. They can crawl on ceilings, slip through cracks, and split apart as ochre jellies.

Centaur

HD: 4 (14hp)
AC: 5
MV: 18"
Alignment: Lawful or Neutral
Organization: 2-20 (5%)
Treasure: A

Against creatures with more than 1HD, centaurs can attack with whatever weapons they carry and again with their hooves. Centaur lairs are guarded by an additional 1d6 centaurs with twice as many noncombatant females and at least as many young children as there are males.

Chimera

HD: 9 (31hp)
AC: 4
MV: 12", fly 18" Class D
Alignment: Neutral or Chaotic
Organization: 1-4 (50%)
Treasure: F

The abominable chimera can attack nine times against creatures with 1HD or three times against all other creatures, one attack per head. The dragon head can

bite or breathe fire in a straight line 5" long inflicting 3d6 points of damage (save vs. breath weapon for half).

Cockatrice

HD: 5 (17hp)
AC: 6
MV: 9", fly 18" Class E
Alignment: Neutral
Organization: 1-8 (35%)
Treasure: D

The cockatrice is a flying bird-like lizard. On a successful attack, the victim must save vs. petrification or turn into stone.

Djinni

HD: 7+1 (25hp)
AC: 5
MV: 9", fly 24" Class C
Alignment: Lawful or neutral
Organization: Summoned
Treasure: None

Djinn are powerful air elemental beings that inflict 2d6 - 1 points of damage with one of their natural slam attacks. They can carry up to 6,000 coins worth of weight. They have magical powers allowing them to create fresh food and water, create permanent mundane objects out of stone, wood, or metal (metal objects last only a day's time), create permanent illusions requiring no concentration, assume gaseous form, become invisible until they attack, and can form a whirlwind as an air elemental 1" wide at the base, 2" wide at the top, and 3" in height.

Dragon

HD: 5 to 12 (17-42hp)
AC: 2
MV: 9", fly 24" Class F
Alignment: See below
Organization: 1-4 (60%)
Treasure: H

Fearsome beasts, dragons rule the skies and collect treasure from their fallen foes. Dragons don't roll hit dice as other creatures; the number of hit points gained per hit dice is determined by the dragon's age. A dragon's breath weapon damage is equal to their hit dice and is also determined by their age.

Dragon Age

Age	HP/ Die	Breath/ Die
Very Young (1-5 years)	1	1
Young (6-15 years)	2	2
Young Adult (16-25 years)	3	3
Adult (26-75 years)	4	4
Old (76-100 years)	5	5
Very Old (100+ years)	6	6

There are six dragon types each denoted by the color of their scales. A dragon's breath weapon type is listed as well as their base hit dice which are modified by their age and size; 20% of dragons are smaller than normal for their age using the lower value, and 20% of dragons are larger than normal, using the higher value. A dragon can only employ its breath weapon three times per day and inflicts damage equal to its hit dice + damage based on age (save vs. breath weapon for half

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damage).

E.g., a normal young white dragon (6HD) has 12 hit points (6HD * 2 hit points per die) and its breath weapon inflicts 12 points of damage (6 on a successful save).

When encountered in their lairs, a dragon may be asleep. A sleeping dragon that's awakened will always react with hostility with the exception of gold dragons (unless they're attacked). Attacking a sleeping dragon does not slay it but does grant the attackers surprise and a +2 bonus to their attack.

All dragons are chaotic, arrogant, and paranoid. They despise creatures they believe to be more powerful than they and will steal treasure at any opportunity. Golden dragons are lawful and friendly but still arrogant and condescending as all their kind. They're always in a talkative mood even when woken.

The average dragon cannot speak but all understand the dragon tongue and most attempt to learn common. The "talk" percentage is used to determine if the dragon is able to speak the common and dragon tongue. All dragons who can cast magic-user spells can automatically speak.

Dragons by Type

Type	Breath	HD	Talk/ Sleep	Notes
White	8"x3" cone of cold	5/6/7	1d6(1)/ 1d6(4)	Live in arctic regions
Black	6"x.5" line of acid	6/7/8	1d6(2)/ 1d6(3)	Live in swamps and marshes. 5% chance of knowing one 1st level magic-user spells.
Green	5"x4" cloud* of poisonous gas	7/8/9	1d6(3)/ 1d6(2)	Live in woods and forests. 10% chance of knowing one 1st and 2nd level magic-user spells.
Blue	10"x.5" line of lightning	8/9/10	1d6(4)/ 1d6(2)	Live in deserts and arid regions. 15% chance of knowing one 1st and 2nd level magic-user spells.
Red	9"x3" cone of fire	9/10/11	1d6(5)/ 1d6(1)	Live in mountainous and hilly regions. 15% chance of knowing one 1st through 3rd level magic-user spells.
Gold	as red or green dragon	10/11/12	Always/ 1d6(1)	Live in any region. Know one spell, one spell per bonus HD, caster level equal to total HD. Can shape-change into any humanoid form.

*A "cloud" is a 3" radius effect emitting from the dragon's mouth.

Dragons have elemental resistances or weaknesses based on their type. When attacked by an elemental power, they imply the following modifiers to both the attack roll (if any), the damage inflicted per die, and their saving throw.

Dragon Resistances

Type	Water	Fire	Lightning	Air	Earth
White	-1	+1	+1	-	-1
Black	+1	--	--	--	-1
Green	--	--	--	+1	--
Blue	-1	+1	-1	-	--
Red	+1	-1	--	-1	-1
Gold	--	--	--	--	--

A subdued dragon can either be bullied into service or sold on the open market, fetching (4+1d6) * 100 gold pieces multiplied by the dragon's maximum hit points. A dragon will remain subdued so long as it's constantly guarded but any lapse in protection or hint of weakness and the dragon will take advantage.

Two dragons sharing a lair are mated couples of at least adult age. Three or more dragons encountered in a lair are two adults and their very young children. If the children or eggs are attacked, the mates fight to the death, opening combat with their breath weapons. If the female dragon is attacked, the male dragon gains a +2 bonus on his attack rolls out of ferocity. Very young and young dragons rarely have treasure or at most one-quarter treasure. Young adult dragons typically have half the normal treasure value. Old dragons typically have one-and-a-half times the treasure and very old dragons have at least double the standard treasure.

Dryad

HD: 2 (7hp)

AC: 5

MV: 12"

Alignment: Neutral

Organization: 1-6 (20%)

Treasure: D

Dryads are forest spirits personally connected to a specific tree. They cannot move more than 24" from their tree and are timid creatures. Anyone who wishes to bring harm against a dryad is attacked by their *charm*

person spell which implies a -2 penalty to the target's saving throw. Charmed characters are kept as guardians.

Dwarf

HD: 1 (3hp)

AC: 4

MV: 6

Alignment: Lawful or neutral

Organization: 40-400 (50%)

Treasure: G

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Dwarves are industrious mountain folk with a taste for strong alcohol and big beards. Dwarves have infravision, attack goblins on sight, and suffer only half damage from ogres, trolls, and giants.

For every 40 dwarves encountered there will be a 1d6th level fighting-man among them. If encountered in their lair, the fighting-man will be level 3 if a roll of 1d6 equals 1-2, level 4 on 3-4, level 5 on 5, and level 6 on 6. There's a 10% chance per level that these exceptional dwarves have a magic shield, magic armor, or magic weapon (66% sword or otherwise a hammer).

Efreeti

HD: 10 (35hp)

AC: 3

MV: 9", fly 24" Class C

Alignment: Neutral or chaotic

Organization: Summoned

Treasure: None

Efreet are fiery elemental beings that are natural enemies to djinn. They inflict 2d6 points of damage with their natural slam and can set fire to combustibles. They can carry up to 10,000 coins worth of weight and create a wall of fire with a caster level equal to their HD. Efreeti may bargain for their lives or, if freed from bondage, willingly serve for 1,001 days. Efreeti resent enslavement and usually pervert their master's wishes if treated poorly.

Elemental

HD: Varies

AC: 2

MV: Varies

Alignment: Neutral

Organization: Summoned

Treasure: None

Elementals are creatures tied to one of the four primary elements; air, earth, fire, and water. Unless noted otherwise, conjured elementals have 16HD, elementals summoned by a magical device have 12HD, and elementals conjured by a staff have 8HD.

A spell or device can only summon one elemental of each type per day. The summoner must always maintain control of the elemental, performing no action each round. If control is broken (such as being damaged or moving) then the elemental turns on its summoner, attacking any creature that dares get in its way. The elemental is berserk until killed or dispelled although the caster can dispel an elemental while he still maintains control.

Only magical weapons can injure an elemental.

Air Elementals: Elemental beings made from swirling, visible gusts of wind. Air elementals fly at 36" Class A. They can slam opponents and inflict +1 point of additional damage against other aerial creatures. They can create a whirlwind of buffeting winds 3" wide at their base, 6" wide at the top, and as tall as their hit dice. The winds automatically damage any creature inside it each round and knock away creatures with less than 2HD. Forming the whirlwind and dissipating requires one full round.

Earth Elementals: Slow moving at only 6" per round, these powerful elementals inflict 2d6 points of damage

with their slam attack or 3d6 if the creature they attack is resting on solid ground. Earth elementals can attack structures as a battering ram, inflicting 3d6 points of damage per hit. Earth elementals can't cross water.

Fire Elementals: Fire elementals have a movement of 12", inflict 2d6 points of damage with their fiery slam or 1d6+1 points of damage against fire-based creatures. Fire elementals can ignite flammable material simply by touching it. They're totally immune to fire (even molten rock) but if they're submerged in water, they're killed.

Water Elemental: Water elementals can swim at a speed of 18" or move on land at a speed of 6" but they will never move further than 6" from a body of water. In water they inflict 2d6 points of damage per attack and only 1d6 when attacking on land.

Elf

HD: 1+1 (4hp)

AC: 5

MV: 12"

Alignment: Lawful or neutral

Organization: 30-300 (25%)

Treasure: E

Elves are aloof cousins to fay creatures and reside in woodlands or meadows. A party of elves can move silently and even invisibly provided they do not attack. Elves gain +1 to damage rolls with magical weapons and they may utilize shot-on-the-move but not while mounted.

For every 50 elves there will be one exceptional elf with 1d3+1 levels of fighting-man and 1d6 levels of magic-user. For every 100 elves there will be an additional level 4 fighting-man with 8 levels of magic-user.

Gargoyle

HD: 4 (14hp)

AC: 5

MV: 9", fly 15" Class C

Alignment: Neutral or chaotic

Organization: 2-20 (25%)

Treasure: C

Chaotic beasts who can pose as grotesque statues. Gargoyles are 75% likely to attack all non-gargoyles unless some notably powerful leader can keep them in check. Gargoyles are immune to non-magical weapons.

Ghoul

HD: 2 (7hp)

AC: 6

MV: 9"

Alignment: Chaotic

Organization: 2-24 (20%)

Treasure: B

Ghouls are chaotic, intelligent undead with an insatiable lust for flesh. A creature struck by a ghouls attack must save vs. paralysis or be frozen still for one round. Humanoids slain by a ghouls return to life as a ghouls.

Giant

HD: 8 to 12+2 (28-44hp)

AC: 4

MV: 12"

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Alignment: See below
Organization: 1-8 (30%)
Treasure: 5,000gp + E

Giants are large humanoids that are wide in varied in type and appearance. All giants inflict 2d6 points of damage with their fists or weapons and they can throw rocks as a light catapult out to 20". This attack automatically kills creatures with 1HD or less but otherwise inflicts 1d6 points of damage to those crushed by it.

Giant Types

Giant	HD	Lair	Height	Abilities	Alignment
Hill	8 (28hp)	Cave	12'	None	Chaotic
Stone	9 (31hp)	Cave	15'	Throw rocks as heavy catapult	Neutral
Frost	10+1 (36hp)	Castle	18'	Cold immunity; +1 damage	Chaotic
Fire	11+3 (41hp)	Castle	12'	Fire immunity; +2 damage	Chaotic
Cloud	12+2 (44hp)	Castle	20'	Heightened sense of smell; 3d6 damage per melee hit	Neutral

Giant war bands typically carry 1d6 * 1,000 gold pieces worth of spoils. There's a 50% chance a castle lair will have additional guards; 66% chance of having 1d3+1 hydras with 1d6+4 heads or 6d6 wolves and 3d6 bears.

Gnoll

HD: 1+3 (6hp)
AC: 5
MV: 9"
Alignment: Chaotic
Organization: 20-200 (30%)
Treasure: D

Tall, hyena-like humanoids with chaotic tendencies and savage blood lust, fighting with +2 morale. The gnoll leader has 1d3+1 bodyguards who all have 6+3 HD (24hp average), AC 4, and MV 12".

Gnome

HD: 1 (3hp)
AC: 5
MV: 6"
Alignment: Lawful or neutral
Organization: 40-400 (60%)
Treasure: C

Slightly smaller cousins to dwarves, gnomes reside in hills and burrows. They have infravision and a fierce hatred of kobolds and attack them on sight.

Goblin

HD: 1-1 (2hp)
AC: 6

MV: 6"
Alignment: Chaotic
Organization: 40-400 (50%)
Treasure: 1d6gp each

Goblins are chaotic little humanoids who ravage the wilderness to fuel their lust for mischief and bloodshed. They have infravision but bright daylight implies a -1 penalty to their attack and morale. Goblins hate dwarves and attack them to the exclusion of all other creatures in battle.

A goblin lair is ruled by a goblin king who's guarded by 5d6 elite goblins. The goblin king and his bodyguards have 1+3 HD (6hp average), AC 5, MV 9", and have a +1 bonus to morale checks.

Gorgon

HD: 8 (28hp)
AC: 2
MV: 12"
Alignment: Chaotic
Organization: 1-4 (50%)
Treasure: E

Bull-like monsters with iron scales. They can breathe a cone 6' long and 3' wide that turns living creatures into stone unless they save vs. petrification.

Gray Ooze

HD: 3 (13hp)
AC: 8
MV: 1"
Alignment: Neutral
Organization: None
Treasure: None

A mobile consuming organism, gray ooze corrodes metal and flesh, inflicting 2d6 points of damage each round of contact. Electricity or cutting weapons (such as swords and axes) can harm a gray ooze.

Green Slime

HD: 2 (9hp)
AC: None
MV: None
Alignment: None
Organization: None
Treasure: None

Green slime are an organic, mold-like creature that sticks to a surface. It consumes wood and metal that contacts it, spreading as it does so. If it comes into contact with flesh, it melts it in one turn inflicting 1d6 points of damage per round the creature contacts it. Full submersion totally kills the creature, turning them into slime. Green slime cannot be scraped away but *cure disease* will remove it from skin. Green slime can only be destroyed by fire or cold.

Griffon

HD: 7 (24hp)
AC: 3
MV: 12", fly 30" Class A
Alignment: Neutral
Organization: 2-16 (10%)
Treasure: E

Griffons are fierce aerial mounts, even fiercer than hippogriffs. They're foul tempered and will attack

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without provocation but hatchlings can be trained to carry riders. Griffons enjoy horse flesh and will attack any horses within 36" of them.

Hippogriff

HD: 3+1 (11hp)

AC: 5

MV: 18", fly 36" Class A

Alignment: Neutral or lawful

Organization: 2-16 (no lairs)

Treasure: None

A fierce mount with a hawk-like front and horse-like rear, hippogriffs are usually trained as mounts in combat. Hippogriffs attack as heavy warhorses and usually fight against pegasi if encountered.

Hobgoblin

HD: 1+3 (6hp)

AC: 5

MV: 9"

Alignment: Chaotic

Organization: 20-200 (30%)

Treasure: D

Larger, more intelligent cousins of goblins. Hobgoblins are chaotic and warlike but employ cunning tactics and weaponry as humans do, fighting with +1 to their morale. Their lairs are ruled by a hobgoblin king and 1d3+1 bodyguards who all have 4+1 HD (15hp average).

Horse, Draft

HD: 2+1 (8hp)

AC: 7

MV: 12"

Alignment: Neutral

Organization: None

Treasure: None

Draft horses fight as light cavalry but are easily frightened, suffering -2 penalties to their morale checks. They can handle heavy burdens, carrying up to 4,500 coins worth of weight.

Horse, Heavy

HD: 3 (10hp)

AC: 7

MV: 12"

Alignment: Neutral

Organization: None

Treasure: None

Heavy horses are powerful war horses that fight as heavy cavalry. They can carry up to 4,500 coins worth of weight.

Horse, Light

HD: 2 (7hp)

AC: 7

MV: 24"

Alignment: Neutral

Organization: None

Treasure: None

These horses fight as light cavalry and can carry up to 3,000 coins worth of equipment.

Horse, Medium

HD: 2+1 (8hp)

AC: 7

MV: 18"

Alignment: Neutral

Organization: None

Treasure: None

Fighting as medium cavalry, these horses can carry up to 3,750 coins worth of equipment.

Hydra

HD: 2d3+4 (21-35hp)

AC: 5

MV: 12"

Alignment: Neutral

Organization: 1 head per hit die, solitary

Treasure: B

Hydras are dangerous dinosaur-like beasts with multiple heads. Each head has one hit die and must be attacked individually. Killing a head does not reduce the fighting capability of the creature. Once all heads are destroyed, the monster is killed. Each head can fight independently allowing it to make multiple attacks per round. Destroyed heads regrow after 24 hours.

Invisible stalker

HD: 8 (28hp)

AC: 3

MV: 12"

Alignment: Neutral

Organization: Summoned

Treasure: None

Invisible, vaguely humanoid creatures who obey the orders of the caster that summoned it. Stalkers resent intentionally lengthy orders ("guard me for a year's time") and will totally pervert all such orders.

Kobold

HD: .5 (1hp)

AC: 7

MV: 6"

Alignment: Chaotic

Organization: 40-400 (50%)

Treasure: 1d6gp each

Kobolds are small, scaly humanoid nomads who contest with the other races for food and resources. They're organized as goblins, including a kobold leader, but their hatred is against gnomes.

Lycanthrope

HD: Varies

AC: Varies

MV: Varies

Alignment: See below

Organization: 2-20 (15%)

Treasure: C

Lycanthropy is a magical disease that causes humanoids to transform into wild animals under a full moon. Lycanthropes who become aware of the disease are capable of controlling their transformation to a limited degree but when angered they transform into a hybrid form of humanoid and animal. Once noticed, lycanthropes typically become pariahs and are chased away from their communities where they live in the wild.

Only silver or magical weapons can injure a

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lycanthrope. A lycanthrope's AC, movement, HD, and alignment vary based on its type.

Type	AC	MV	HD	Alignment
Werewolf	5	15"	4 (14hp)	Neutral/Chaotic
Wereboar	4	12"	4+1 (15hp)	Neutral/Chaotic
Weretiger	3	12"	5 (17hp)	Neutral/Chaotic
Werbear	2	9"	6 (21hp)	Lawful/Neutral

Groups of lycanthropes are multiple packs banding together for mutual protection. 1d3+1 lycanthropes form a pack and 1d3+5 lycanthropes form a family pack with two mated pairs and several children. 2/3 of a lycanthrope organization are unrelated packs while the other 1/3 are family packs.

If children are attack, the female attacks with a +3 bonus. If the female is attacked, the male mate attacks with a +2 bonus. When both adults are killed, there's a 90% chance the children are instantly subdued or else they fight to the death.

Humanoids who lose more than 50% of their current hit points from a lycanthrope's attack become infected. If the disease isn't cured with a *remove disease* spell, the creature becomes a lycanthrope in 4d6 days.

Manticore

HD: 6+1 (22hp)

AC: 4

MV: 12", fly 18" Class D

Alignment: Chaotic

Organization: 1-4 (25%)

Treasure: D

Chaotic monsters with the body of a lion, a man's face, bat-like wings, devilish horns, and a tail with 24 iron spikes. Six of these spikes can be fired in one direction per round with a range of 18", functioning as a light crossbow. The spikes regrow after 24 hours.

Medusa

HD: 4 (14hp)

AC: 8

MV: 9"

Alignment: Chaotic

Organization: 1-4 (75%)

Treasure: F

Medusae have a petrifying gaze, turning any living creature looking at it into stone unless they save vs. petrification. Medusae are subject to their own gaze if they see their reflection.

Man

HD: Varies

AC: Varies

MV: Varies

Alignment: Any

Organization: 30-300 (15%)

Treasure: A

Roving bands of men tend to be bandits, berserkers, brigands, dervishes, nomads, buccaneers, pirates, neanderthals, and mermen.

Bandits: Bandits are made up of normal men who are outlaws to society. 40% are light soldiers armed with short bows, 20% are light soldiers armed with light

crossbows, 20% are light cavalry, and 20% are medium cavalry. 50% of bandits are neutral and the other 50% are chaotic.

There is one 4th level fighting-man per 30 bandits, an additional 5th or 6th level fighting man (50% chance each) per 50 bandits, an additional 8th or 9th level fighting-man (50% chance each) per 100 bandits, a 50% chance for a 10th level (66%) or 11th level magic-user and 25% for an 8th level cleric if at least 200 bandits are present, or 100% chance for a magic-user and 50% chance for a cleric in a group of 300 bandits. All bandit leaders ride heavy horses with barding and are considered heavy cavalry except magic-users.

There's a 5% chance per level that a fighting-man will have each one magical armor, shield, and weapon; 5% chance per level that a magic-user will have each one wand or staff, ring, or miscellaneous magical item; and a 5% chance per level that a cleric will have each one magical weapon, armor, or shield. If a forbidden weapon is rolled for clerics, roll on wands/staff table and ignore altogether if a forbidden item is rolled again.

Berserkers: Roving warriors who can whip themselves into a battle frenzy. Berserkers are normal men with an organization similar to bandits but only fighting-men are among them. Berserkers are always considered light soldiers, add +2 to their attacks when fighting 1HD creatures, and move at 12" even when wearing leather armor. Berserkers are usually neutral.

Brigands: Men who pillage, loot, and rob (particularly highways and small settlements). Their makeup is that of bandits, they gain +1 to morale, and are always chaotic.

Nomads: These men have heroic units among them similar to bandits. 50% of desert nomads are light cavalry with lances, 20% are light cavalry with bows, and 30% are medium cavalry with lances. 20% of steppe nomads are light cavalry with lances, 50% are light cavalry with bows, 10% are medium cavalry with lances, and 20% are medium cavalry with bows. An additional 10d6+20 worth of nomads guard the lair.

Dervishes: Religious, desert nomads who fight as berserkers. Dervishes never check morale, gain +1 to their hit dice, are organized as nomads, are lawful, and are always lead by an 8th to 10th level cleric.

Buccaneers: Sea faring bandits in every respect except organization. 60% are light soldiers, 30% are light crossbowmen, and 10% are heavy crossbowmen.

Pirates: Composed as buccaneers but always chaotic.

Neanderthals: A subspecies of modern men, neanderthals are more primitive and animal-like than normal men. Neanderthals wear no armor, wield crude clubs that function as morning stars, have -1 morale, are always neutral, and are 2nd level fighting-men.

Mermen: Underwater humans who can also breathe on land. They function as berserkers, are armed with tridents and darts, have natural scales giving them AC 7 as leather armor, and fight with a -1 penalty on land.

Minotaur

HD: 6 (21hp)

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AC: 6
MV: 12"
Alignment: Neutral or chaotic
Organization: 1-8 (10%)
Treasure: C

Large creatures with a human's body and head of a bull, minotaurs prowl labyrinths and charge on sight. Minotaurs never check morale and always chase their prey as long as they're in sight.

Mule
HD: 2+1 (8hp)
AC: 7
MV: 12"
Alignment: Neutral
Organization: None
Treasure: None

Mules are smaller and more agile than a normal horse and can be brought into the confined spaces of a dungeon. They're easy to spook, suffering a -1 penalty to their morale checks.

Mummy
HD: 5+1 (18hp)
AC: 3
MV: 6"
Alignment: Neutral
Organization: 1-12 (30%)
Treasure: D

When a mummy successfully hits, the victim must save vs. death or suffer a rotting disease which prevents natural healing. The disease requires 10 full days of complete rest or 5 days if *remove disease* is cast within an hour of contracting the rot. Mummies can only be struck by magic weapons, suffering only half damage from such attacks, but fire-based attacks (including being struck by a torch or oil) inflict normal damage against them.

Nixie
HD: 1 (3hp)
AC: 7
MV: 12"
Alignment: Neutral
Organization: 10-100 (100%)
Treasure: B

Water fay, nixies seek humans as playthings. For every 10 nixies, they'll attempt to charm one human who passes by their lair, enslaving him for a single year. The human gains the ability to breathe underwater for this duration but the spell can dispelled with a 75% chance of success before the character enters the water. Nixie lairs are guarded by swarm vicious fish that fight on command although magical fire holds them at bay.

Ochre Jelly
HD: 5 (17hp)
AC: 8
MV: 3"
Alignment: Neutral
Organization: 1
Treasure: None

Amoeba-like monsters who attack by consuming prey. Wooden objects are instantly dissolved (no effect on

stone or metal) and a jelly attacks simply by moving onto a living creature thus enveloping it and inflicting 1d6 points of damage per round. Despite its size, it can slip through any space that's not air sealed.

Only fire or cold attacks can damage an ochre jelly. Any weapon or lightning bolt splits an ochre jelly into two smaller jellies with 3 HD who can be split again into 1HD jellies.

Ogre
HD: 4+1 (15hp)
AC: 5
MV: 9"
Alignment: Neutral or chaotic
Organization: 3-18 (30%)
Treasure: 1,000gp + D

These lazy, moronic giants are typically scavengers or employed by more intelligent races as guards. Due to their size, they inflict +2 points of damage per hit. If a raiding party is encountered, they typically carry 1d6 * 100 gold pieces worth of spoils.

Orc
HD: 1 (3hp)
AC: 6
MV: 9"
Alignment: Neutral or chaotic
Organization: 30-300 (50%)
Treasure: D

Savage warriors, orcs live outside civilization where they patrol the wilderness for loot or resources. Orcish blood is varied and there are as many tribes, each with their own customs, as there are human villages. Some tribes are neutral, keeping to themselves, while others are chaotic and ravage the land in military campaigns. If opposing tribes are encountered, they will break off from combat to fight each other.

66% of orcs live in caves while others form crude villages and will defend their lairs fearlessly until outnumbered 3-to-1. In a cave system, there's a 10% chance of a dragon leader per 100 orcs, a 10% chance for 1d6 ogres per 50 orcs, and a 10% chance per 100 orcs of having 1d3+1 trolls. Villages have a palisade, ditches, 1 light catapult per 50 orcs, and a watch tower. For every 100 orcs there's a 25% chance a 1d3+6th level fighting-man, a 10% chance of an 11th level magic-user, and a 15% chance per 50 orcs of 1d6 ogres.

If a war band is encountered in the wilderness, there's a 50% chance they're escorting 4d2 wagons filled with loot from their raids each carrying 2d6 * 100 gold pieces. 10 additional orcs guard each wagon and have a 50% chance of being guarded by a fighting-man (roll 1d6; 1 = 7th level, 2-4 = 8th level, 5-6 = 9th level) or a magic-user (1 = 9th level, 2-4 = 10th level, 5-6 = 11th level).

Orcs have infravision and suffer a -1 penalty to attack and morale while in bright daylight.

Pegasus
HD: 2+2 (9hp)
AC: 6
MV: 24", fly 48" Class A
Alignment: Neutral

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Organization: 1-12 (no lairs)
Treasure: None

Shy winged horses, pegasi will only allow a lawful rider to mount them. They fight as heavy warhorses.

Pixie

HD: 1 (3hp)
AC: 6
MV: 9", fly 18" Class B
Alignment: Neutral
Organization: 10-100 (25%)
Treasure: C

Pixies are naturally invisible. After they attack, pixies become faintly visible and can be attacked but if the pixie breaks off from melee they become invisible again. Creatures capable of detecting invisible beings are always aware of their presence.

Purple Worm

HD: 15 (52hp)
AC: 6
MV: 6"
Alignment: Neutral
Organization: 1-4 (25%)
Treasure: D

Large, ravenous monsters with an insatiable appetite that's over 50 feet long and with a 10 foot wide mouth. The worm's tail is poisonous, inflicting an additional 1d6 points of damage unless a save vs. poison is made. The worm can swallow creatures up to 10 feet tall. If the attack roll for a bite is 20% greater than the minimum score required to hit, the creature is swallowed whole. After 6 rounds the creature is totally crushed by the worm's stomach muscles. In 6 more rounds, the creature is completely digested.

Purple worms never check morale.

Roc

HD: 6 (21hp)
AC: 4
MV: 6", fly 48" Class F
Alignment: Neutral or lawful
Organization: 1-20 (20%)
Treasure: I

Large birds of prey, rocs resemble huge eagles who perch in high mountaintops. If encountered in their lair, there's a 50% chance of there being 1d6 eggs or hatchlings and all rocs will fight to the death to protect their young. If no young are present, rocs will still attack neutral or chaotic creatures who invade their lairs. Against lawful creatures, a roc is 80% indifferent or otherwise friendly.

Hatchlings can be trained to become mounts. Ancient rocs are massive creatures with over 200' wingspan and prey on elephants. Such rocs have triple capabilities of a normal roc.

Sea Monster

HD: Varies
AC: Varies
MV: Varies
Alignment: Varies
Organization: Varies
Treasure: Varies

Sea monsters are rare, mythical beasts who usually appear as serpents or giant squids. In general, a sea monster's abilities are equal to a purple worm, they're three times as large, and they inflict 3d6 points of damage against ships.

Giant Crab: Mean and territorial monsters, giant crabs range from man-size to as large as elephants. They scuttle and swim slowly (6" scuttle, 12" swim) but have hard shells (AC 3) and 4-8HD. They attack with their pincers, inflicting 1d6 points of damage or 2d6 for ones with 8HD.

Giant Fish: This includes voracious sharks like the great white. These vicious predators have 5-9HD, inflict 1d6 to 3d6 points of damage, and swim at speeds of 12-16".

Giant Leech: These swamp dwelling monsters are about 3' in length. They attach themselves to warm blooded creatures and suck them dry. Each round, a giant leech drains 1d6 points of constitution. When a creature reaches 0 constitution, they're totally drained of blood and the leech falls off. If fire or salt is applied, the leech regurgitates and the victim must save vs. poison or contract a disease. If ripped off forcefully its mouth (which normally creates a seal to prevent bleeding) shreds the skin and inflicts 1d6 points of damage. Only by breaking the seal with a sword or other edged object will the leech be safely removed.

Giant Octopus/Squid: These large molluscs, usually 10-20' in size, aren't very aggressive but will attack when hungry. Their primary attack is biting (despite their size, octopus beaks are small and inflict only 1d6) and grappling with a tentacle. If hit with a tentacle, no damage is inflicted but their victim can't move unless he succeeds on a strength check (-2 TN due to the octopuses suckers) even after the octopus is killed. If retreating, an octopus squirts a cloud of ink in a 2" radius that obscures vision. All octopuses are venomous but only a handful are harmful to humans; these extraordinarily poisonous octopuses force bitten victims to save vs. poison at +4 or die. Some octopuses can camouflage themselves and surprise opponents on 1d6(5)

Squid are larger and more aggressive with some reported up to 40' in length (a legendary squid is said to be larger than the greatest ships). Squids aren't venomous but otherwise fight as octopuses. When a fires its ink, it can "jet" which increases its swimming speed to 18" for that round.

Octopuses and squids have 8-16 HD and AC 9 and have a swim speed of 12".

Giant Serpent: Ocean tyrants, giant serpents are several dozen feet long and can wrap themselves around ships. They inflict 4d6 points of damage with their constriction, 2d6 with their bite, and have 10-20HD (1HD per 10' in length) and have a swim speed of 24".

Vicious Fish: Any swarm of aggressive, predatory fish (but not sharks) with sharp teeth (particularly pike, piranha, and barracuda). Vicious fish are found in swarms or schools and are voracious when hungry. A school of piranha will inflict 1d6 points of damage per round to any creature it swarms.

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Skeleton

HD: .5 (1hp)
AC: 7
MV: 6"
Alignment: Neutral
Organization: 3-30 (no lairs)
Treasure: None

Skeletons are the animated bones of a dead human. They fight without fear and obey the orders of their creator to the best of their abilities.

Spectre

HD: 6 (21hp)
AC: 2
MV: 15", fly 30" Class A
Alignment: Chaotic
Organization: 1-8 (25%)
Treasure: E

These haunting apparitions, like wights, have a draining touch that inflicts 2 levels per hit. A creature reduced to less than 1HD is killed and rises as a spectre. Only magic weapons and silver arrows can harm them.

Treant

HD: 8 (28hp)
AC: 2
MV: 6"
Alignment: Lawful
Organization: 2-20 (no lairs)
Treasure: None

Treants are forest creatures resembling large, tree-like humanoids. They may command up to two large trees within 6" to rise up and attack as a treant, moving only 3" in that round.

If attacked by fire there's a 1d6(1) chance of a treant igniting. An ignited treant suffers 1d6 points of fire damage each round unless it spends a full round putting itself out.

Troll

HD: 6+3 (24hp)
AC: 4
MV: 12"
Alignment: Chaotic
Organization: 2-12 (30%)
Treasure: D

Thin, lanky giants with a chaotic disposition, trolls can regenerate their body parts and heal 3 hit points per round until fully heal after the third round of being injured. Unless immolated or burned with acid, a troll will regenerate lost body pieces and rise to fight again.

Unicorns

HD: 4 (14hp)
AC: 2
MV: 24"
Alignment: Lawful
Organization: 1-4 (no lairs)
Treasure: None

Unicorns tend to avoid humans unless necessary. They can only be ridden by a virgin maiden of pure and noble intent. Unicorns fight as heavy cavalry, attacking as if wielding a lance during a charge. Unicorns can

sense hostile creatures within 24" and can transport themselves and their rider as if using *dimension door* up to 36" once per day.

Vampires

HD: 7 to 9 (24-31hp)
AC: 2
MV: 12", fly 18" Class C
Alignment: Vampires
Organization: 1-6 (20%)
Treasure: F

Vampires are hateful and intelligent undead who drain levels as wights, instead draining 2 levels per hit. Vampires regenerate 3 hit points per round immediately after taking damage. They can summon a rat or bat swarm or 3d6 wolves and can charm creatures with their gaze, functioning as a *charm person* spell with a caster level equal to their HD and implying a -2 penalty to the saving throw. They can also polymorph into a bat or an insubstantial, gaseous cloud.

Vampires can only be struck by magical weapons or silver arrows. If reduced to less than 1 hit point, they transform into a gaseous cloud and fly back to their coffins where they rest for a day and regenerate. Vampires recoil from garlic and holy symbols, avoid looking into mirrors, and rest in their coffins during daylight hours. The only way to kill a vampire is by driving a stake through its heart, immersing it fully in water, or exposing it to direct sunlight.

Wight

HD: 3 (10hp)
AC: 5
MV: 9"
Alignment: Chaotic
Organization: 2-24 (60%)
Treasure: B

Wights are horrific undead who drain the life from living creatures. Any living creature successfully hit by their natural touch loses 1 level of experience or HD, including any hit points and special abilities granted by that level. Creatures brought to 0th level or HD are slain. Creatures killed by a wight rise to life as one.

Wights are immune to non-magical missile weapons but silver arrows affect them normally and magic arrows inflict double damage.

Wraith

HD: 4 (14hp)
AC: 3
MV: 12", fly 24" Class C
Alignment: Chaotic
Organization: 2-16 (20%)
Treasure: E

Wraiths are advanced wights with the same special abilities. Silver arrows inflict only half damage and magic arrows inflict normal damage.

Wyvern

HD: 7 (24hp)
AC: 3
MV: 9", fly 24" Class D
Alignment: Neutral
Organization: 1-6 (60%)
Treasure: E

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A distant cousin of dragons, any creature struck by the wyvern's poisonous tail suffers an additional 1d6 points of damage unless they save vs. poison. A wyvern's tail recharges with fresh venom at the beginning of a round on 1d6(2). They otherwise attack with a vicious bite.

Yellow Mold

HD: None
AC: None
MV: None
Alignment: None
Organization: None
Treasure: None

This fungus eats away at wood and flesh, inflicting 1d6 points of damage per round of contact. Disturbing the area around yellow mold has a 50% chance of causing it to release asphyxiating spores in a 1"x1" cloud. Any living creatures must save vs. poison or die.

Zombie

HD: 1 (3hp)
AC: 8
MV: 6"
Alignment: Neutral
Organization: 3-30 (no lairs)
Treasure: None

A zombie is the animated corpse of a dead human. They obey the orders of their creator and fight without fear.

APPENDIX III: TREASURE

A remnant of ancient civilizations, wealth is the goal of all adventurers. Recovering lost monetary goods earns adventurer's experience while magic items help them combat the powerful denizens of dungeons.

RANDOM TREASURE TABLES

The following tables cover treasure found in a monster's lair only. It is not suitable for populating a dungeon unless that dungeon is also that monster's particular lair. Unintelligent or animal-like creatures have little use for treasure and, aside from possibly collecting it, whatever treasure is found is the remains of their prior meals. Intelligent creatures carry and use special items like weapons while leaving behind heavy, useless trade goods like coins.

To determine goods in a lair, roll 1d66 under each header and check the TN in parentheses. If the dice indicate that treasure exists, roll again to determine the exact value. Discard anything that seems nonsensical and feel free to modify the treasures. Understand that treasure serves as possible experience points for adventurers.

Gems and jewelry are separate categories. If only one percentage is given, roll for both categories separately. If two percentages are given, the first is for gems and the second is for jewelry.

Treasure Type A

Terrain	Cp*1k	Sp*1k	Gp*1k	Gems/ Jewelry	Maps/ Magic
Land	(23) 1d6	(25) 1d6	(31) 2d6	(36) 6d6	(32) any 3
Desert	(21) 1d3+1	(23) 1d3+1	(25) 1d6	(36) 6d6	(44) 3 magic
Water	--	--	(44) 5d6	(44) 10d6	(36) 1 map

Treasure Type B-I

Type	Cp * 1,000	Sp * 1,000	Gp * 1,000	Gems/ Jewelry	Maps/ Magic
B	(36): 1d6+2	(23) 1d6	1d3	(23) 1d6	(14) 1 weapon or armor
C	(21) 2d6	(25) 1d3+1	--	(23) 1d3+1	(14) Any 2
D	(14) 1d3+1	(16) 2d6	(44) 1d6	(25) 1d6+2	(21) any 2 + a potion
E	(12) 3d3	(23) 2d6	(23) 1d6+2	(14) 3d3	(25) any 3 + a scroll
F	--	(14) 3d6	(34) 2d6	(21) 4d6	(31) 3 non-weapons + a potion + a scroll
G	--	--	(55) 7d6	(23) 5d6	(32) any 4 + a scroll
H	(23) 4d6	(36) 20d6	(53) 10d6	(36) 30d6	(21) any 4 + a potion + a scroll
I	--	--	--	(36) 3d6	(21) any 1

GEMS

The base value of gems is determined by rolling d66.

Gem Base Value

d66	Value (gp)
11-14	10
15-23	50
24-53	100
54-62	500
63-66	1,000

Roll d6 for every gem (or for every 5 or 10 gems in large groups). A 1d6(1) indicates the gem(s) are of the next higher value. Values above 1,000 increase to 5,000 and are then doubled (5k to 10k, 10k to 20k, etc.).

JEWELRY

The base value of jewelry is determined by d66.

Jewelry Base Value

d66	Value (gp)
11-21	3d6 * 100gp
22-55	1d6 * 1,000gp
56-66	1d6+4 * 1,000gp

MAGIC ITEMS AND MAPS

There are 8 categories of magic items and two types of maps. Unless a specific item or category is designated, there's a 25% chance the treasure rolled is a map, otherwise it's a magic item.

Maps

D66	Map
11-44	Magic map
45-62	Treasure map
63-66	Treasure + magic map

Magic Items

D66	Magic Item
11-21	Sword
22-29	Armor
31-33	Other Weapon
34-44	Potion
45-59	Scroll
61-62	Ring
63-64	Wand/Staff
65-66	Other Magic

Magic Swords

d66	Type
11-29	Sword +1
31-32	Wolfbane
33-34	Spellthief
35-36	Seeker
41-43	Troll Killer
44-45	Firebrand
46-51	Wishmaker
52-53	Dragon Slayer
54	Sword +2
55	Charmcaster
56	Sword +3
61	Soul Stealer
62-66	Cursed Sword

Armor

d66	Type
11-25	Shield +1
25-43	Armor +1
44-53	Armor +1 and Shield +1
54-56	Shield +2
61-63	Armor +2
64-65	Armor +2 and Shield +2
66	Shield +3

Other Weapons

d66	Type
11-23	10 magic arrows
23-32	5d6 magic arrows
33-41	Foe Hammer
42	Beater
43	Magic bow
44-45	Ax +1
46-53	Mace +2
54-56	War Hammer +1
61	War Hammer +2
62	Dwarven Retriever
63-64	Spear +1
65	Spear +2
66	Spear +3

Potions

d66	Type
11-12	Growth
13-14	Diminution
15	Giant Strength
16	Gaseous Form
21	Polymorph
22-23	Speed
24-25	Levitation
26	Flying
31-32	ESP
33-34	Delusion
35-36	Healing
41	Longevity
42-43	Clairvoyance
44-45	Clairaudience
46-51	Animal Control
52	Undead Control
53-54	Plant Control
55	Human Control
56	Giant Control
61	Dragon Control
62	Poisoned
63	Invulnerability
64	Fire Resistance
65	Treasure Finding
66	Heroism

Scrolls

d66	Type
11-21	1 spell
22-26	2 spells
31-34	3 spells
34	7 spells
36-44	Cursed
45-51	Protection from Lycanthropes
52-54	Protection from Undead
55-62	Protection from Elementals
63-66	Protection from Magic

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Rings

d66	Type
11-14	Invisibility
15-16	Mammal Control
21-22	Human Control
23-25	Weakness
26-32	Protection
33-35	Three Wishes
36-43	Delusion
44-51	Water Walking
52-54	Fire Resistance
55	Protection, 5' Radius
56	Regeneration
61	Djinni Summoning
62	Telekinesis
63	X-Ray Vision
64	Spell Turning
65	Spell Storing
66	Great Wishes

Wands and Staves

d66	Type
11-16	Metal Detection
21-22	Hostility Detection
23-24	Magic Detection
25-26	Hidden Object Detection
31-32	Illusion
33-34	Fear
35	Cold
36	Paralyzation
41	Fiery Balls
42-43	Lightning Bolts
44-45	Polymorph
46-51	Negation
51-55	Staff of Healing
56	Staff of Commanding
61-62	Staff of the Serpent
63	Staff of Striking
64	Staff of Withering
65	Staff of Power

66	Staff of Wizardry
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Other Magic

d66	Type
11	Crystal Ball
12	Crystal Ball of Hearing
13	Crystal Ball of Thought Detection
14	Medallion of Thought Detection, 3"
15	Medallion of Thought Detection, 9"
16	Amulet of Scrying Protection
21-22	Scarab of Life
23	Bag of Holding
24	Censer of Air Elemental Control
25	Stone of Earth Elemental Control
26	Brazier of Fire Elemental Control
31	Bowl of Water Elemental Control
32	Efreeti Bottle
33	Cloak of Displacement
34-36	Elven Cloak and Boots
41	Boots of Speed
42	Boots of Levitation
43	Boots of Striding and Leaping
44	Broom of Flying
45	Helmet of Tongues
46	Helmet of Telepathy
51	Helmet of Teleportation
52-55	Helmet of Alignment Reversal
56	Flying Carpet
61	Drums of Panic
62	Horn of Blasting
63-64	Gauntlets of Ogre Power
65	Girdle of Giant Strength
66	Mirror of Life Trapping

MAPS

Maps chart the locations of treasure troves. Treasure maps lead to trade goods and magic maps lead to magical items. A combination map leads to a trove filled with both trade goods and magic goods. A treasure trove should be guarded or trapped (use random dungeon tables to determine randomly). Because treasure equates to experience points, troves should be located far from where the map is found and require the characters to go out of their way to find it. Maps could be used as seeds for new adventures.

Treasure Maps

d6	Trove
1	2d2 * 10,000sp
2	5d6 * 1,000gp
3	#1 + 4d6 gems
4	#2 + 5d6 gems
5	10d6 gems + 4d6 jewelry
6	#1, #2, #5

Magic Maps

d6	Trove
1-2	Any item
3	Any 2 items
4	3 non-swords
5	4 items + a potion
6	5 items + a scroll + a potion

Combination Maps

d6	Trove
1	#1 treasure + #1 magic
2	#2 treasure + #1 magic
3	#3 treasure + #4 magic
4	#6 treasure + #6 magic*
5	#5 treasure + #4 magic
6	#1 treasure + #1 magic*

*Indicates the trove is found relatively nearby (at least within a mile).

MAGIC SWORDS

A magic sword's enhancement bonus is added to all attack rolls made with the weapon.

Cursed Sword: Cursed swords perform as normal magical swords under all tests or detection. In a life threatening situation the curse activates and the wielder suffers a -2 penalty to his attacks. The sword will always appear in the wielder's hand even when he doesn't reach for it. If discarded, the sword magically appears in the character's possession. A *remove curse* spell removes the curse, turning the sword into a mundane weapon.

Charmcaster: This sword +2 can cast charm person once per day.

Dragonslayer: This sword +1 grants a +3 bonus to attack and damage dragons of any kind.

Firebrand: This sword +1 inflicts normal damage plus one point of fire damage per hit. Against trolls (or pegasi, hippogriffs, and rocs if the sword is chaotic) the sword grants a +2 bonus to attack and two points of fire damage. Against undead (or treants if the sword is chaotic), the sword grants a +3 bonus to attack and three points of fire damage.

Seeker: This sword +1 can cast *locate object* once per day.

Spellthief: This sword +1 grants a +2 bonus to attack and damage against any creature who can employ magical spells whether innately or naturally.

Soul Stealer: On a successful hit, this sword +1 drains one level from the victim and heals the wielder 1 hit point.

Troll Killer: This sword +1 can only be wielded by clerics regardless of their weapon restrictions. Against trolls the sword grants a +3 to attack and damage.

Wishmaker: This sword +1 allows the wielder to ask 2d3+2 wishes.

Wolfbane: This sword +1 grants a +2 bonus to attack and damage against lycanthropes.

MAGIC ARMOR

The enhancement bonus of magic armor and shields adds to the opponent's attack roll (or subtracts if you're using the optional d20 attack system). Only the highest bonus, armor or shield, applies. If attacked from the flank or rear, there's a 1d6(2) chance of the shield's AC applying.

OTHER WEAPONS

As with magic swords, the enhancement bonus of magic weapons is added to the character's attack roll.

Dwarven Retriever: This is a War Hammer +1. In the hands of a dwarf, it functions as a War Hammer +3. Against giants, the war hammer grants a +3 bonus to damage. The weapon can be thrown 6" (always medium range) by a dwarf and it magically returns to his hands after melee is resolved.

Goblin Beater: This dagger +1 grants a +2 bonus to attack and damage against goblins and kobolds.

Enchanted Arrows: Grants a +1 bonus to hit and damage.

Magic Bow: Grants a +1 bonus to hit with all arrows fired. This power stacks with magic arrows.

Magic Ax: Can be thrown 3" and is always considered medium range.

Magic Spear: Enhancement bonus is added to both attack and damage. Can be thrown 3" and is always considered medium range. If set to receive a charge, a magic spear inflicts +1d6 damage per enhancement bonus.

Magic War Hammer: Can be thrown 3" and is always considered medium range.

Sting: This dagger +2 grants a +3 bonus to attacks and damage against orcs, goblins, and kobolds.

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POTIONS

Magic potions come in small vials and have enough quantity to grant their effect when wholly consumed. A potion may be tasted without consuming it wholly, possibly hinting at its power. Unless otherwise stated, a potion's duration is 6 rounds +1d6 additional rounds.

Animal Control: The imbiber can befriend and command 3d6 small animals, 2d6 man-sized animals, or 1d6 larger than man-sized animals. Only natural, non-magical animals can be controlled.

Diminution: This potion shrinks the imbiber to one-half his normal height. The imbiber's equipment does not grow to match their size.

Dragon Control: This potion charms 1d3 dragons unless they succeed on their saving throw.

Fire Resistance: This potion grants the imbiber immunity to all normal fires and the *wall of fire* spell. All other magical fires allow the imbiber to save with a +4 bonus and subtract 1 damage per die rolled.

Giant Strength: This potion grants the imbiber the strength of a hill giant, being capable to throw rocks as one and inflict 2d6 points of damage.

Gaseous Form: Transforms the imbiber into a gaseous cloud, capable of flying 12" per round and pass through any passage that's not air tight. The imbiber's equipment is not transformed with him.

Giant Control: This potion can charm up to 1d3+1 giants unless they succeed on a saving throw to resist.

Growth: This potion increases the imbiber's height by a percentage based on the amount imbibed. E.g., a 6' tall creature who drinks 50% of the potion grows to 9'. The imbiber's equipment does not grow to match their size.

Healing: Restores 1d6+1 hit points upon consumption.

Heroism: This powerful potion, consumable only by fighting-men (and, by proxy, normal men), automatically increases their level to 4th in regards to attack values, hit dice (roll for new hit points), and saving throws. Fighting-men with levels 4th-7th gain two levels and fighting-men of 8th to 9th level gain one additional level. Drinking two potions will not stack the effect; a second potion will replace the first.

The additional hit points are temporary. Once the duration ends, all hit points gained by the potion are lost and the imbiber reverts to his original level. This sudden loss in health may kill the imbiber.

Human Control: This potion allows the imbiber to immediately charm any human in the area as the magic-user spell *charm person*. The potion can affect 2d6 men with 3 HD or less, 4d2 men with 4-6 HD, 2d2 with 7-9 HD, or 1 man with 10+ HD. All possible targets are allowed a saving throw to resist the effect.

Invulnerability: This potion improves the imbiber's AC by 2 (functioning as magic armor +2) and grants a +2 bonus to all saving throws. Drinking this potion more than once a week poisons the imbiber, implying a 2 point penalty to AC and reducing saving throws by -2.

Longevity: Reduces a character's physical age by 10 years.

Plant Control: The imbiber can control any natural plant in a 1"x1" area or 1d6 plant like creatures within 6".

Treasure Finding: The imbiber can immediately discern the direction and relative distance of any large body of treasure within 36". A trove of treasure is anything worth at least 500gp regardless of what objects are contained within. Magic items grouped together are not detected unless they're grouped with at least 500gp worth of valuables. The potion only describes the general direction and distance, not the steps required to actually find the treasure or whether it's trapped, guarded, or hidden.

Undead Control: This potion allows the imbiber to command undead. 3d3 undead with fewer than 4HD or 2d2 more powerful undead can be commanded. Undead are allowed a saving throw vs. spells to overcome the effect.

SCROLLS

All scrolls are designed by magic-users with a caster level of at least 6 or the minimum required to cast the spell. There's a 25% chance that a found scroll was created by clerics. A single scroll can contain up to 7 individual spells; roll 1d6 to determine spell level and choose randomly. A spell can be read and identified without harm and can be cast regardless of the caster's level. Once cast, the spell permanently disappears from the scroll.

Unless the GM deems otherwise or the scroll was created by a powerful caster, a scroll's caster level is always 6th or the minimum required level to cast the spell (7th caster level for 4th level spells, 9th caster level for 5th level spells, etc.).

Protection Scrolls

These magic scrolls contain only one spell but can be read by any literate person. Protection scrolls create an invisible, immobile force field in a 1" radius around the reader that blocks the warded creature(s) or effect(s) from entering, physically or magically. In the case of creatures, each creature who attempts to breach the ward is affected for the duration of that scroll. Once the maximum amount of creatures are effected, others may enter as they please. They vanish once read.

Protection from Elementals: Protects against a single elemental. The protection lasts for 4 rounds.

Protection from Lycanthropes: Protects against 2d6 lycanthropes for 6 rounds.

Protection from Magic: Prevents the functioning of magic inside the force field, going in or out, for 8 rounds. Magic items temporarily lose their power but are still normal items in their own right. The force field is mobile and moves with the reader.

Protection from Undead: Protects against 4d6 undead with at least 3HD, 2d6 undead with 4 to 5HD, or 1d6 undead with 6 or more HD. The spell lasts 6 rounds.

Cursed Scrolls

Cursed spells carry a malign effect. When read, they appear as normal spells but when cast their curse goes off. Detect chaos will reveal if a scroll has a cursed spell but not the specific spell that's cursed. *Remove curse* will remove the curse from a spell but if the spell is not cursed it will instead erase the spell.

Example Curses

d6	Curse
1-2	Summons a hostile monster within 3" of the reader (GM's choice).
3	Reader is inflicted with a disease that's fatal in 3 rounds unless healed. Save vs. death to resist affliction.
4	Reader is polymorphed into a harmless insect unless he saves vs. polymorph. Remove curse returns the reader to normal.
5	Reader and all creatures in 3" are teleported 1,000 miles in random direction.
6	Reader and all creatures in 3" are teleported to another dimension or plane of existence.

RINGS

Magical rings grant their powers so long as it's worn. Only one ring may be worn on each hand. If more than one magic ring is worn on a single hand, all rings on that hand fail.

Delusion: This potion tastes and identifies as a potion of some other type. If quaffed, it does absolutely nothing although the imbibor is fooled into believing it works.

Djinni Summoning: A djinni lives inside this ring and is completely subservient to the wearer. When rubbed, the djinni is summoned and performs any task without harm towards the wearer. While the djinni is obedient, it's not necessarily loyal. It will seek to indirectly harm a cruel wearer such as carefully revealing secrets to the wearer's enemies or sewing dissent among the wearer's ranks.

Mammal Control: This ring instantly dominates 3d6 small mammals or 4d2 large mammals within 6". Mammals must be non-magical and have animal-like intelligence. The control is absolute, allowing the wearer to demand any action that the mammals can suitably perform.

The ring drains the wearer, worsening his attack and AC by 10% per round until a maximum of 50% penalties are implied. The ring cannot be removed and the draining permanent until a *remove curse* spell is cast on the ring and it is removed, causing the controlled mammals to return to normal. The ring can be donned again but the draining effect still functions for that wearer.

Protection: This ring provides a +1 bonus to AC (as if magic armor +1 were worn) and a +1 bonus to all saving throws.

Regeneration: This ring regenerates 1 lost hit point per round and will even restore lost limbs or organs. If killed, the wearer will regenerate lost hit points until revived unless his body is totally immolated, submerged in acid, or completely destroyed with no trace as with a *disintegrate* spell.

Spell Storing: When found randomly, this ring contains 1d6 spells, each spell being of 1d6 spell levels and the caster level is always the minimum required to cast the spell. The spells can be cast by anyone but only a cleric or magic-user can restore the spells (up to 6 spells maximum, caster level equals the one who restored the ring). When found randomly, there's a 20% chance the ring contains cleric spells and a 50% chance of such spells being chaotic.

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Spell Turning: This ring turns a certain percentage of a spell's effect back on the original caster. The spell must specifically target the ring's wearer meaning indirect attacks like fire ball cannot be turned. Only spells actually cast or used from scrolls can be turned as other devices are unaffected. *Finger of death* can never be turned.

Spell Turning	
1d66	Percentage Turned
11-14	10%
15-21	20%
22-25	30%
26-32	40%
33-36	50%
41-44	60%
45-51	70%
52-55	80%
56-62	90%
63-66	100%

Telekinesis: The wearer can cast the spell *telekinesis* as a 10th level magic-user.

Three Wishes: This ring contains three precious gems, each one representing a magic wish. When a wish is made a gem disappears. Wishes should be clear, simple, and essentially duplicate any one spell. A wish to fully heal someone, raise someone from the dead, remove a curse, curse someone else, and so forth should be granted as they all fall within the possibility of an existing spell. Wishes for great wealth or treasure should instead drop clues to real treasure instead of circumventing an adventure and granting free experience points. Ridiculous, game breaking wishes should be taken literally; a wish for more wishes could send the wisher back in time to when he found the ring with none of the wishes granted. Great adjudication on the referee is necessary when delegating wishes.

X-Ray Vision: The wearer can see 3" beyond up to 10 feet of rock or 6 inches of iron as well as hidden doors or traps. A 1"x1" section can be viewed in a single round and a thin coating of lead or gold prevents x-ray vision.

WANDS AND STAVES

Wands and staves carry spells and other powers, functioning at the 6th level for wands and 8th level for staves. Wands can only be used by magic-users while some staves may be used by other classes. Using a power from a wand or staff may consume limited power in the form of "charges."

A newly created wand has 100 charges or 200 charges for a staff. Using a wand or staff's power once costs 1 charge. Once all charges are lost, the item is useless.

All staves can be used as striking weapons that function as maces. If a staff has a power that functions when a creature is successfully hit, each successful hit drains 1 charge.

Cold: Blasts a cone of ice 6" long and 3" wide that inflicts 6d6 points of cold damage (save vs. spells for half).

Fear: This wand blasts a cone of fear inducing waves 6" long and 3" wide. Creatures in the area must save vs. spells or run away in fear for 6 rounds.

Fire Ball: Launches a *fire ball* as the spell as cast by a 6th level magic-user.

Hidden Object Detection: This wand detects hidden objects including secret doors and traps within 2". Only the presence and direction of such objects are detected, not the operation or method of bypassing.

Hostility Detection: This wand detects any creature with hostile intentions towards the wielder within 6". Hidden or invisible enemies are detected although the wielder must have some way of physically seeing them.

Illusion: This wand functions as *phantasmal force* allowing the wielder to perform other actions while the illusion is in effect. Only one illusion can be created at a time.

Lightning Bolt: Fires a *lightning bolt* as the spell as cast by a 6th level magic-user.

Magic Detection: This wand detects magical auras within 2". If an extra round is spent in concentration, the wand imparts general details about the magic's effect on the wielder. General details are whether or not the magic is harmful, beneficial, permanent, or temporary.

Metal Detection: This wand points to any large body of metal within 2". The wand will mentally impart knowledge on the type of metal.

Negation: This wand nullifies the powers of a single, targeted wand or staff. When used against staves, it negates 75% of the staff's potency. Only one wand or staff can be targeted at a time. If the wielder switches targets, the previous target regains its power.

Paralyzation: Blasts a cone of magic 6" long and 3" wide that forces all creatures within to save vs. paralyzation or

become paralyzed for 6 rounds.

Polymorph: This wand can cast *polymorph others* or *polymorph self* as the magic-user spell.

Staff of Commanding: This staff can duplicate the powers of a potion of *animal control*, *plant control*, or *human control*. Each use costs one charge and only one effect can be employed at a time.

Staff of Healing: This staff, usable only by clerics, can cast *cure light wounds* on a creature it touches. It can be used unlimited times per day, provided there are charges remaining, but only once against a single creature each day.

Staff of Power: This powerful staff inflicts 2d6 points of damage per hit and can duplicate the powers from a wand of cold, fire ball, lightning bolt, and can cast *telekinesis* and *continual light* as as an 8th level magic-user. The wielder can willingly smash the staff, releasing its stored energy, which inflicts 8 * remaining charges in hit points to all creatures (including the wielder) within 3". This power doesn't activate if the staff breaks via any other means.

Staff of the Serpent: Only usable by clerics, this staff grants a +1 bonus to attack and damage rolls. On a successful strike the wielder can order the staff to wrap itself around the target, completely constricting them. Man-sized or smaller creatures are totally helpless and can't move while larger creatures are merely unable to attack or cast spells. The constricting power functions for 2d2 rounds before it slithers back into the hands of the previous wielder and becomes a staff again.

Staff of Striking: This powerful staff inflicts 2d6 points of damage with every hit.

Staff of Withering: This staff, on a successful hit, ages the victim by 10 years.

Staff of Wizardry: The ultimate in magical staves. This staff inflicts 2d6 points of damage per hit, can duplicate the powers from a wand of cold, fire ball, lightning bolt, paralyzation, and it can cast *invisibility*, *wall of fire*, *telekinesis*, *continual light*, and *passwall* as a 8th level magic-user. The staff can also allow the wielder to duplicate the whirlwind ability of a djinni, summon 2d2 elementals of a specific type, and fire strands of web. The webs fully cover a 1"x1"x2" area and adhere to any creature or object touching them. Large sized or powerful creatures can break through the webs in two rounds, four rounds for man-sized or smaller creatures, and any source of fire can burn the webs completely in one round.

As with the staff of power, the staff of wizardry can be willingly smashed to inflict 8 * remaining charges worth of hit points to all creatures (including the wielder) within 3". This power doesn't activate if the staff breaks via any other means.

OTHER MAGIC ITEMS

Miscellaneous items of wonder and power vary in effect, restrictions, and employment. If an item comes in pairs, such as boots, both must be worn to make use of the item.

Amulet of Scrying Protection: This magical amulet protects the wearer from any detection spells such as *ESP* or a *crystal ball*.

Bag of Holding: This magical bag weighs 300 coins but is enchanted to store up to 10,000 coins worth of weight without modifying its weight. A total of 10'x5'x3' worth of non-coin/gem objects may be stuffed into the bag but the bag's weight immediately increases to 600 coins regardless of the weight of the items.

Boots of Levitation: These boots allow the wearer to levitate as the magic-user spell.

Boots of Speed: The wearer can increase his speed to 24" and but must rest one day for each day of travel at his enhanced speed.

Boots of Striding and Leaping: These boots grant supreme endurance when traveling overland. The wearer can travel overland at +2". The wearer can also automatically leap 1" vertically, 3" horizontally, or any combination.

Bowl of Water Elemental Summoning: When the bowl is filled with water and magic words spoken, a 12HD water elemental is summoned. The bowl requires one round to setup and control of the elemental must be maintained. For the purposes of a water elemental's limitation, the bowl is considered a body of water.

Brazier of Fire Elemental Summoning: When hot coals are lit in this brazier, a 12HD fire elemental is summoned. The brazier requires one round to setup and control of the elemental must be maintained.

Broom of Flying: This magic broom, when commanded, can fly with a rider at 24" and Class A maneuverability. When called, the broom will travel to its owner if he's within 24". Two riders may use the broom but the speed is 6" at Class E.

Censer of Air Elemental Summoning: This magical censer, when set up to burn incense, will summon a 12HD air elemental. The censer requires one round to setup and control of the elemental must be maintained.

Cloak of Displacement: A dull cloak that bends light waves, making the wearer appear as if he's standing somewhere he's not. The wearer gains a +2 bonus to AC and saving throws.

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Crystal Ball: Three times per day, this item can be used to visually see a subject or area over any distance. If the area or person is not known, the attempt fails. The crystal ball allows a fixed sight in the area and the radius or angle cannot be changed without a new attempt. Spells cannot be cast into the crystal ball but spells that affect the viewer, such as *infravision*, can be used to see in darkness. Concentrating on a crystal ball is tiring and requires a full day's rest after prolonged use.

A *crystal ball of hearing* allows auditory effects. A *crystal ball of thought detection* is visual only but allows the scryer to listen to a visible creature's thoughts.

Drums of Panic: These drums will sound a blast that affects any creature within 24". Intelligent creatures must save vs. spells or run away in terror. All normal animals automatically flee except carnivores with at least 5HD. Creatures within 1" when the drums are sounded are unaffected.

Efreeti Bottle: When polished, this bottle summons an efreeti who serves the owner for 1,001 days. If the efreeti is killed, it returns to the bottle where it rests until it regenerates.

Elven Boots: These boots make the wearer's footsteps totally silent.

Elven Cloak: This cloak grants the wearer invisibility in natural surroundings. Attacking breaks this invisibility until a round is spent hiding again.

Flying Carpet: This magic carpet can carry a rider and fly at 30" Class A or 18" Class E with up to 3 people. The carpet can be magically called anywhere within 24".

Gauntlets of Ogre Power: These magic gauntlets increase the wearer's strength to that of an ogre, increasing melee damage by +2 per hit.

Girdle of Giant Strength: This magic belt grants the wearer 2d6 points of damage with melee attacks and allows him to throw boulders as a hill giant.

Helmet of Alignment Reversal: This helmet is cursed and causes the wearer's alignment to reverse to the opposite (neutral characters have a 1d6(3) chance of being lawful or otherwise chaotic). The helmet cannot be removed without a *dispel magic* or *remove curse* spell. The wearer will always resist attempts to remove the helmet while under the curse.

Helmet of Telepathy: This helmet allows the wearer to read the minds of any creature within 9". If the target has sapient intelligence (3 or greater) then the wearer can implant magical suggestions. The chance to implant a suggestion is d66+4 for the wearer and d66 for the target; if the wearer's score is greater, then the target follows the suggestion.

Suggestions aren't dominating effects as the target still maintains his mentality. A suggestion could be "drop your weapon" but obviously lethal or suicidal suggestions ("jump off a cliff") are ignored.

Helmet of Teleportation: This helmet is only usable by a magic-user who has a *teleport* spell memorized. So long as *teleport* is memorized, the wearer can teleport anywhere without fail. The helmet is frail and there's a 10% chance any hit against the wearer will also destroy the helmet.

Helmet of Tongues: This helmet allows the wearer to read any languages, magical or mundane. The helmet itself is frail and there's a 10% chance of a hit against the wearer to destroy the helmet.

Horn of Blasting: This powerful horn blasts a cone 10" wide that functions as a bombard-mortar. Inanimate objects in the area, such as walls, suffer double damage of a bombard-mortar. Creatures struck suffer 2d6 points of damage and are deafened for one round.

Medallion of ESP: This medallion grants permanent access to the *ESP* spell at will. Each round of use there's a 1d6(6) chance of the medallion failing.

Mirror of Life Trapping: This mirror will trap the body and soul of any creature looking at it. If prominently displayed, there's a 1d6(5) chance of inadvertently looking at the mirror. If a creature knows of the mirror's existence he can avert his eyes, remaining fully aware of his surroundings but suffering only a 1d6(1) chance of seeing the mirror.

A trapped creature's body and spirit enters the mirror. Up to 20 creatures can be trapped, including undead, and they're held powerless in a timeless stasis within the mirror. The creatures can be called on and spoken with by the mirror's owner. Only the owner can release trapped creatures or all trapped creatures are released if the mirror is destroyed.

Scarab of Life: This item protects against *finger of death* up to 12 times before it burns out and disintegrates.

Stone of Earth Elemental Summoning: This stone, when in contact with natural earth and magic words are spoken, summons a 12HD earth elemental. The stone requires one round to setup and control of the elemental must be maintained.

INTELLIGENT SWORDS

Some swords may possess supernatural power in addition to its enchantment. Any sword may have its own alignment, intelligence, power, and motivations.

Sword Alignment

All intelligent swords are aligned. A creature of differing alignment suffers damage when picking up an intelligent sword based on their own alignment.

Sword Alignment and Damage

d66	Alignment	Damage
11-45	Lawful	2d6 to chaotic creatures
46-62	Neutral	1d6 to non-neutral creatures
63-66	Chaotic	2d6 to lawful creatures

Sword Intelligence

The sword's intelligence determines any powers and its ability to communicate if any.

Sword Intelligence, Powers, and Communication

Intelligence (Roll 2d6)	Powers	Communication
1-6	None	None
7	1 power	Empathy
8	2 powers	Empathy
9	3 powers	Empathy
10	3 powers	Speech
11	3 powers + read magic	Speech
12	3 powers + read magic + 1 ability	Telepathy

Sword Languages

All magic swords capable of speech can speak their alignment language by default and any additional languages they may know. Magic swords cannot "see" but can read the minds of their wielder therefore swords with speech can translate or speak on his behalf.

Sword Languages Known

d66	Additional Languages
11-36	1
41-51	2
52-56	3
61-63	4
64-65	5
66	Roll twice and add together, ignoring 100 if rolled again

Sword Purpose

Some intelligent weapons are created with or develop a specific purpose in their existence. The purpose of an intelligent weapon is usually to slay a creature type (magic-users, giants, orcs, etc.) or some other combat related means. A sword's purpose will always counter creatures of the opposite alignment e.g., a lawful sword meant to slay fighting-men would disapprove of slaying lawful fighting men. Neutral swords bestow their powers against lawful and chaotic creatures.

A sword with a purpose means a powerful weapon and thus it automatically has maximum ego and intelligence (12 each). Lawful swords can paralyze chaotic opponents on a successful hit unless they save vs. paralyzation. Neutral swords grant a +2 bonus to saving throws. Chaotic swords disintegrate lawful opponents on a hit unless they save vs. death.

A sword's purpose driven powers only take effect when actually pursuing that purpose. A lawful sword designed to slay orcs will not bestow its ability when attacking a chaotic dragon just like a neutral sword designed to slay magic-users wouldn't bestow its bonus against a dragon's breath.

Sword Powers

If the weapon has a power, it will communicate it to the wielder. Powers have a range of 6". Rolling the same power doubles its range.

Sword Powers

d66	Power
11-15	Detect mechanically rigged walls and rooms
16-25	Detect slopes and declines
26-32	Detect secret doors
33-36	Detect traps
41-44	Detect and pinpoint invisible things
45-51	Detect chaos or law
52-55	Detect water and food, edible or not
56-62	Detect magic
63-64	Detect natural gems
65	Roll twice, ignore 96-99.
66	Roll on the greater power table.

Sword Greater Powers

Greater powers are spells the weapon can bestow on the wielder once per day. The caster level of the item is the bare minimum required to cast the spell. If a greater power is rolled twice, the power can be used twice per day and all numerical values are doubled.

Sword Greater Powers

d66	Power
11-14	Clairaudience
15-21	Clairvoyance
22-25	ESP
26-32	Telepathy
33-36	Telekinesis
41-43	Teleportation
44-46	X-Ray Vision
51-54	Illusion Generation
55-56	Levitation
61-62	Flying
63	Regeneration (1 point/round, 6 rounds)
64	2d2 times normal strength for 3d3+1 rounds; Gain +1d6 points of damage per multiplier.
65	Roll twice, ignore 98-100.
66	Roll thrice, ignore 98-100.

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Sword Ego

Intelligent swords with 7 or more intelligence have a force of personality called ego. A sword's base ego is 2d6 modified by intelligence + the number of greater powers. An intelligent sword is content in its purpose but if the wielder ever strays then the sword will exert its personality in attempt to overcome the wielder or otherwise be passed on to a weaker willed character the sword can exert himself over.

Battle of Wills

When a sword is not content, it will battle its wielder for control. When ego is checked, the ego of the wielder must be immediately determined. The wielder's ego is equal to his strength and intelligence plus a modifier based on his overall health.

Wielder's Ego Modifier

Health	Modifier
At least 90%	+1d6
50%-89%	-1d3
1%-49%	-2d3

To determine the duration of the sword's influence, the difference between the base ego (2-12) and the wielder's level must be determined. If the sword's base ego is at least 6 points higher than the wielder's level, then the sword's influence (if successful) will always be in effect. If the sword's base ego is at least 2-5 points higher, the sword's influence is only 75% likely to succeed if higher. If the sword's base ego is at least 2-5 points higher, the influence is only 50% likely to succeed if higher. If the sword's base ego is below the wielder's level, it can never attempt to influence him.

APPENDIX IV: OPTIONAL RULES

Contained herein are optional rules, culled from many sources (and some original), to alter the way your game plays.

ALTERNATE LEVEL DRAIN

The level drain abilities of certain creatures are very powerful. This optional rule reduces the power somewhat. When a creature attacks, the victim may save vs. death to avoid the level draining effect. After a full day of rest per drained level, a character is allowed a save vs. death for each drained level to remove it otherwise they're permanently drained.

A remove curse spell, if cast within 24 hours of the victim losing a level, will successfully heal drained levels.

ALTERNATE PARALYZE

Certain creatures have a paralyzing aura which automatically affects normal men. This alternate rule instead forces anyone struck by a paralyzing creature to save vs. paralyzation to resist the effect. The "aura" functions normally in mass combat.

ARNESON'S EXPERIENCE GAIN

This experience system was professed by Dave Arneson, co-creator of the game *TBBB* is based on.

By default, experience is earned by amassing treasure. Under this alternate system, experience is gained by spending treasure frivolously. Copious consumption of alcohol, the purchasing of exotic slaves with a good room, and buying a round of drinks for everyone will earn experience. Having another player attest to your deeds (bragging rights) and spreading wealth will earn experience as well. Money can be totally donated (expecting no reward in return) to religion or other charitable organizations. Magic-users may spend money on research and construction while still receiving experience.

AUTOMATIC HIT AND MISS

Sometimes it's impossible for a creature to damage another, especially in mass combat where a bare minimum of 12 is required to hit some creatures. Using this rule, regardless of your bonuses or penalties, a natural roll of 2 is always a miss and a roll of 12 is always a hit.

D20 COMBAT MATRIX

This combat rule replaces the standard 2d6 attack values. When a creature attacks, he rolls 1d20 plus modifiers (bonuses increase the roll, not the target number). If the roll is equal to or exceeds the target number, determined by the defender's armor class and the attacker's level/HD, a successful hit is made. Combatants still receive the benefits for weapon class such as multiple attacks and special defenses.

Optional Fighting-Man Attack Matrix vs. AC

Levels	9	8	7	6	5	4	3	2
1-3	10	11	12	13	14	15	16	17
4-6	8	9	10	11	12	13	14	15
7-9	5	6	7	8	9	10	11	12
10-12	3	4	5	6	7	8	9	10
13-15	1	2	3	4	5	6	7	8
16+	1	1	1	1	2	3	4	5

Optional Cleric Attack Matrix

Levels	9	8	7	6	5	4	3	2
1-4	10	11	12	13	14	15	16	17
5-8	8	9	10	11	12	13	14	15
9-12	5	6	7	8	9	10	11	12
13-16	3	4	5	6	7	8	9	10
17-20	1	2	3	4	5	6	7	8
21-24	1	1	1	1	2	3	4	5

Optional Magic-User Attack Matrix

Levels	9	8	7	6	5	4	3	2
1-5	10	11	12	13	14	15	16	17
6-10	8	9	10	11	12	13	14	15
11-15	5	6	7	8	9	10	11	12
16-20	3	4	5	6	7	8	9	10
21-25	1	2	3	4	5	6	7	8
26-30	1	1	1	1	2	3	4	5

Optional NPC/Monster Attack Matrix

HD	9	8	7	6	5	4	3	2
1 or fewer	10	11	12	13	14	15	16	17
1+1	9	10	11	12	13	14	15	16
2 to 3	8	9	10	11	12	13	14	15
3+ to 4	6	7	8	9	10	11	12	13
4+ to 6	5	6	7	8	9	10	11	12
6+ to 8	4	5	6	7	8	9	10	11
9 to 10	2	3	4	5	6	7	8	9
11+	0	1	2	3	4	5	6	7

D20 SAVING THROWS

Because I wanted the core game to use d6 dice, I had to convert saving throws to a linear system using d66 (which are accurate to the original d20 values by .5% to 1%). These are the original saving throw matrices, edited where necessary to comply with the OGL. To save, roll d20; if the score is equal to or greater than the target number, the save is successful. Using this system, bonuses increase the roll, not the target number.

APPENDIX IV: OPTIONAL RULES

Optional Fighting-Man d20 Saving Throws

	Level				
Save	1-3	4-6	7-9	10-12	13+
vs. Death/Poison	12	10	8	6	4
vs. Polymorph/Paralyzation	13	11	9	7	5
vs. Petrification	14	12	10	8	6
vs. Breath Attacks	15	13	11	9	7
vs. Staves/Spells	16	14	12	10	8

Optional Magic-User d20 Saving Throws

	Level			
Save	1-5	6-10	11-15	16+
vs. Death/Poison	13	10	7	4
vs. Polymorph/Paralyzation	14	11	8	5
vs. Petrification	13	10	7	4
vs. Breath Attacks	16	13	10	7
vs. Staves/Spells	16	12	8	4

Optional Cleric d20 Saving Throws

	Level			
Save	1-4	5-8	9-12	13+
vs. Death/Poison	11	9	6	3
vs. Polymorph/Paralyzation	12	10	8	6
vs. Petrification	14	12	9	6
vs. Breath Attacks	16	14	11	8
vs. Staves/Spells	15	12	9	6

Saving Throw Bonuses

By default, bonuses granted to saving throws are designed for d66 rolls. To convert listed saving throw bonuses to the d20 system, divide the bonus by half. E.g., a +4 bonus to save using the d66 system is +2 using d20.

EXTENDING MAGIC RANGE

By default, all spells have fixed range. This optional rule allows a magic-user to extend the range of his spells based on his power. Only spells with a base range of 24" can be extended.

Optional Spell Range by Level

Save	1-4
6th and 7th	36"
8th	48"
9th and 10th	60"
11th and above	Unlimited; line of sight

GARY'S RULES

These rules were used by Gary Gygax in his 0e games. Special thanks to the members of *Dragonsfoot* forums for asking and compounding these answers from Mr. Gygax himself.

Hit Points and Hit Dice

All PCs receive 1 hit die (1d6) each level regardless of class. Fighting-men receive +1 to their hit die rolls. If hit dice come up as 1, reroll the die.

Ability Scores

Roll 4d6 six times dropping the lowest die. Do this three times as if creating three different characters. Choose an array and assign the scores as you see fit.

Constitution grants a +1 bonus to hit dice at 14+ vice 15+. Fighting-men gain a +1 bonus to attack rolls if they have at least 14 strength.

Dying and Healing

A PC dropped to 0 hit points is unconscious but stable. If damage would reduce a character to negative hit points equal to 1 + their level, they're dead. Any type of healing first brings a character to 0 hit points and then restores them normally.

Surprise

Roll 1d6. On a 1, a party is surprised and the opponents may make normal surprise actions. On a 2, the party is completely surprised and the opponents may take a full round's worth of actions such as movement + attacking.

Initiative and Actions

Players declare all actions, including casting, before initiative is rolled for the round. Initiative is 1d6 for each party. Movement occurs simultaneously but spell casting and attacks occur based on initiative. Equal initiative means attacks and spells go off simultaneously. If a caster is damaged before his initiative, the spell fails.

Spells

Magic-users can learn one spell each level. They learn new spells by copying scrolls (which destroy them), copying spell

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books (does not destroy them), or learning them from willing magic-users. Clerics automatically know all spells available for them and don't require spell books.

MYTHIC UNDERWORLD

In order to maintain the mystery and challenge behind exploring dungeons, this optional rule can be employed.

1. Player characters never receive infravision as part of their race except through spells or items.
2. All inhabitants of a dungeon, regardless of race, have infravision. If a dungeon inhabitant travels with the PCs, it loses its infravision for the duration of that time.
3. All doors are considered stuck and must be bashed open. A door can be manually held open but automatically closes when left alone and must be bashed open again. If wedged open, there's a 1d6(2) chance the jam breaks or slips free.
5. All dungeon inhabitants, regardless of race or type, can automatically open any door except secret ones.
6. At a set or random interval, the contents of a room vanish or change; hallways shift, new traps are set, new monsters are generated, and previously explored areas are expanded upon. Always maintain "freshness"!

MASS COMBAT: COMMONERS

In general, it's assumed that warriors in mass combat are trained soldiers. Commoners and peasants can be conscripted en masse to bolster troops. These people have almost no training or skill in combat, fight as unarmored light soldiers, and stand still until ordered. To obey an order, roll 2d6 and check the target number.

Optional Commoner Obedience in Combat

Order	2d6
Move	7
Engage other commoners	10
Defend against commoners	9
Engage or defend against light soldiers	8
Engage medium soldiers	6
Defend against medium soldiers	7
Engage heavy soldiers or skirmishers	5
Defend against heavy soldiers or skirmishers	6
Engage light cavalry	4
Defend against light cavalry	5
Engage medium cavalry	3
Defend against medium cavalry	4
Engage heavy cavalry	2
Defend against heavy cavalry	3

If commoners fail to engage, they immediately stop moving before coming into a unit's threatening range. If a standing commoner is engaged and fails to defend, they're immediately broken.

MASS COMBAT: HOLY KNIGHTS

Holy knights are heavy soldiers or cavalry that serve as a high priest's special guard. If "surrender" is rolled, holy knights fight on normally. They make all morale checks with a +1 bonus.

MASS COMBAT: KNIGHTS

Feudal knights were often brave and bold, charging head long into battle for honor and glory. A knight is a heavy soldier or cavalry leader. Whenever an opponent is within range, the knight's unit must charge unless a 1d6(1) obedience check is made. Even if this check is made a knight unit will move to engage an enemy if an allied unit does so.

MASS COMBAT: LEADERSHIP

Creatures designated as leaders are able to inspire courage in their troops. If a leader is part of a unit, all within that unit receive a +1 bonus to every die roll. All units within 12" of a leader receive a +1 bonus to any one die roll per round. If a leader joins rallying or routing troops the unit automatically becomes rallied, however, if the leader leaves this unit within 3 rounds they return to their prior state. The leader is always the last unit to be killed and if he's killed all friendly units within 12" must immediately check morale. Mercenaries are not affected by any non-mercenary leader.

MASS COMBAT: LONGBOW DEFENSE

This rule allows longbow men to take two full rounds to set pikes into the ground. Moving while setting up their defense ruins it. Any cavalry that attack longbow men from the front are subject to one d6(3) attack per longbow man before melee is resolved, success indicating one kill.

MASS COMBAT: MILITIA

Militia are disorganized troops, often conscripted from commoners but with periodic training. Militia fight as medium soldiers and as with all poorly trained troops, facing maneuvers cost double. Militia suffer a -1 penalty to morale checks.

MASS COMBAT: BASIC MORALE

This rule adapts standard morale rules to mass combat when handling aspects like ranged combat.

Whenever a unit loses a certain percentage of its original troops, a morale check is made by rolling 2d6. If the roll is equal to or less than the TN, the unit remains stable or else it's immediately broken and retreats. When reduced to a lower percentage of troops, the unit is permanently broken and retreats. If the unit can't retreat, it surrenders.

Optional Mass Combat Basic Morale

Unit	Morale Check	Stable	Auto Broken
Light soldier/cavalry	3/4 original numbers	6	1/4 original numbers
Medium soldier	2/3 original numbers	7	1/3 original numbers
Heavy soldier	2/3 original numbers	8	1/3 original numbers
Medium cavalry	2/3 original numbers	7	1/3 original numbers
Heavy cavalry	1/2 original numbers	8	Never

Death Charge

Skirmishers armed with pole arms in a column formation that charge force engaged opponents to make a morale check. If the opponent fails, their unit is automatically routed 2". If the skirmishers engage that unit as part of the same charge, that unit is automatically destroyed.

Cavalry Charge

This rule simulates the fear effects of charging cavalry. When cavalry engage a unit as part of a charge, that unit must make a special morale check. Failure indicates the unit is routed 2" moves. If both units engage in melee as part of a charge then morale is checked for both; cavalry gain a +2 TN bonus and soldiers a +1 TN bonus.

Optional Basic Morale Cavalry Charge

Defender	Light	Medium	Heavy
Untrained Militia	2d6(4)	2d6(3)	2d6(2)
Light Soldiers	2d6(5)	2d6(4)	2d6(3)
Heavy Soldiers	2d6(6)	2d6(5)	2d6(4)
Armored Soldiers	2d6(7)	2d6(6)	2d6(5)
Light Cavalry	2d6(8)	2d6(7)	2d6(6)
Medium Cavalry	2d6(9)	2d6(8)	2d6(7)
Heavy Cavalry	2d6(10)	2d6(9)	2d6(8)

Miscellaneous

Units charged in the flank suffer a -1 TN penalty or -2TN if charged in the rear. Skirmishers armed with pole arms while facing a charge never check morale.

MASS COMBAT: MERCENARY OBEDIENCE

Lawful mercenaries will fight normally if they're treated fairly. Neutral mercenaries with low loyalty and chaotic mercenaries are subject to disobedience. Each round after the first, a mercenary unit not engaged in melee when initiative is made instead roll 1d6 to determine their obedience.

Optional Mercenary Obedience

d6	Effect
1	Mercenaries stand still unless engaged in melee.
2-5	Mercenaries obey orders.
6	Roll 1d6 again and check the next table.

Optional Mercenary Demands

d6	Effect
1	Mercenaries demand 1.5 times more pay and do nothing until agreed.
2	Mercenaries retreat from the battle.
3	Join the enemy. Mercenaries must touch an opposing army at which point they halt and become an enemy unit the following round.
4-6	Mercenaries obey orders for 3 rounds without making checks.

Substantial rewards can keep even the most chaotic mercenaries in line. Generally speaking, the best way to keep non-

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lawful mercenaries in line is to have them constantly fight.

MASS COMBAT: POST MELEE STRESS

After melee is resolved, check for post melee stress.

1. The side that inflicted the most casualties counts the difference between his kills and his opponent's. Roll d6 and multiply the difference by that much.
2. The side with the most standing troops at the end of melee calculates the difference between his standing troops and the opponent's.
3. Both sides count their total standing troops engaged by a factor based on their unit type.

Optional Post Melee Stress Factors

Unit	Factor
Skirmisher/Commoner	3
Light Soldier	4
Medium Soldier/Militia	5
Heavy Soldier	7
Light Cavalry	6
Medium Cavalry	8
Heavy Cavalry	9

Heroic creature's factor is equal to their above capability multiplied by the number of normal creatures they're worth. E.g., a veteran heavy soldier has a stress factor of 28 (a veteran is worth 4 men multiplied by a heavy soldier stress factor of 7).

4. Both sides total their scores from steps 1-3 then compare the difference. The person with the lowest value (the loser) must conform to one of the following results.

Optional Post Melee Stress Results

Difference	Penalty
0-19	Melee continues normally
20-59	Forced retreat 1"
60-79	Routed back 1"
80-99	Routed back 2"
100+	Surrender

E.g., 15 light cavalry engage 20 light soldiers. Melee is resolved; 3 light cavalry die and 6 light soldiers die. The light cavalry inflict the most kills, a difference of 3 (6-3=3). This number is multiplied by a d6 which comes up as 3, giving the light cavalry a 9 on their score. The light soldiers have the most standing troops, the difference being 2 (14 light soldiers minus 12 light cavalry). The light cavalry have a factor of 6 giving them a total of 81 (72+9=81) while the light soldiers have a factor of 4 giving them a total of 58 (56+2=58). The light cavalry have the highest stress effect, the difference being 23 which forces the light soldiers to tactically retreat half a move.

Forced Retreat

Retreating troops are forced back without changing their facing. If there's no room for a retreat, nothing happens. If retreating would engage another enemy, their movement is halted and they're engaged at the beginning of the next round.

Route

Routed troops move away with their backs to their attackers and can no longer act until they rally, requiring a full round. If attacked while rallying, 1d6(2) is rolled. If successful, the unit instantly rallies and engages in melee. If failed, the unit is "broken" and moves their full movement away from the attacker.

Broken

Broken units attempt to escape the combat map through the safest means possible. If a broken unit contacts friendly a unit they halt and the contacted unit becomes routed, moving back 1".

A broken unit must succeed on a target number or continue retreating each round. Any unit that retreats off the playing map is removed from the game.

Optional Post Melee Broken Duration

Rounds Broken	TN
2nd	1d6(4)
3rd	1d6(1)
4th	Permanently retreats from combat

MASS COMBAT: SIEGES

Siege battles are difficult to conduct because they require more great record keeping. In general, siege battles will employ a mix of single men and full units. Some kind of marker (perhaps a slip of colored paper) should be used to designate who is a full unit and who is an individual creature.

Supplying a Siege

Historically, sieges lasted days, weeks, and sometimes months. The purpose of a siege was for the besieger to deny the enemies supplies while subsequently wearing down their defenses with artillery.

The besieger establishes a camp as normal which used to supply all aspects of the siege; ladders and weapons must be drawn from the camp and damaged equipment must be brought in to repair. If the besieger's camp is sacked, he loses the siege.

Conducting a Siege

Siege battles involve destroying stronghold defenses and overwhelming the enemy until they surrender. Structures have hit points and can only be destroyed by siege weapons (cannons and catapults). When the structure's hit points are depleted, a breach occurs.

Optional Siege Structure Hit Points

Structure	HP
Bastion/Round Towers	40 + 4d6 (54hp)
Gatehouse/Square Tower/Gate	25 + 4d6 (39hp)
Curtain Wall/Stone Building	20 + 4d6 (34hp)
Rampart	20 + 2d6 (27hp)
Wooden Structure/Palisade	5 + 2d6 (12hp)
Cannon/Large Catapult	5
Light Catapult/Mantlet	3

Optional Siege Damage

Weapon	Damage
Bombard-mortar	6
Heavy cannon	4
Light Cannon/Heavy Catapult	3
Light Catapult	2
Balor	4
Troll	2
Ogre	1
Giant	3
Treant	2
Wizard	3 (fireball or lightning)
Earth Elemental	6

Breached Structures

A destroyed structure is breached. Its space is considered rough terrain and creatures may enter through that space. Defenders can construct an abatis in this space requiring three uninterrupted rounds of work. An abatis provides soft cover and has the hit points of a mantlet. Attackers can tear it down in three uninterrupted rounds (if disrupted, no damage is dealt to the abatis).

Siege Towers and War Machines

Siege towers and covered war machines (rams, picks, or screws) move 1" per two men pushing up to a maximum of 4" with 8 men. Movement is impossible across ditches or waist high water unless filled in. Moving siege equipment grants hard cover against ranged weapons.

Siege towers can hold up to 10 units (100 soldiers) on the drawbridge when lowered and 6 units (60 soldiers) on the top deck. Up to 10 units (100 soldiers) can climb the ladder, requiring one round to reach the top deck.

War machines inflict 2 points of damage to structures per round. If the defender employs a counter measure (such as a ram-catcher), the attackers roll 2d6 every round the machine is in operation. On a 2d6(4) the war machine is disabled until repaired by a siege engineer, requiring one full round.

Mantlets

Mantlets can be moved 3" per round if one man pushes or 6" if two push. One person can fire from a mantlet with hard cover while two other people can fire and receive soft cover. If a mantlet is used to protect siege equipment, the weapon and its crew gain soft cover.

Ladders

One person can carry a ladder at half speed and two can carry it at normal speed. Up to 3 men can climb a ladder at one

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time, requiring a full round to reach the top from the base. If an opponent is at the top, the first climber engages him. If melee is won or no opponent is at the top of the ladder, the climber can move far enough to allow the next person to arrive. Ladders are plentiful in sieges and it should be assumed that there's an infinite number of them.

If a defender wins melee against a climber or is adjacent to an empty ladder at the end of his move, he can attempt to push the ladder. On a 1d6(2) the ladder is pushed over, automatically killing the first and second climber and stunning the third (unable to act for one round).

Burning Pitch

Pitch can be poured downwards, creating a 2" wide stream which kills anyone within and forms a pool on the ground 4" in diameter and 3" deep. Pitch burns for 3 rounds and becomes safe afterward. Any wooden structure caught in the path catch on fire and will be abandoned the following round. Wooden structures or siege weapons burn for five rounds before being completely destroyed.

Throwing Rocks

The simplest, and often the most effective defense, is dropping rocks on besiegers. One person can drop a rock as part of ranged attack resolution. A rock dropped down a ladder will kill the first person climbing it, kill the second person on 1d6(3), or kill the third person on 1d6(1). If dropped on besiegers at the base of a wall, a boulder only has a 1d6(1) chance to kill that person. If dropped on siege weapons or war machines, boulders inflict 1 point of damage.

Mining and Counter-Mining

Mining is an attempt to dig tunnels, creating shortcuts for troops or destroying a structure's foundation. Employing miners and counter-mining requires an engineer and a trained sapper (these two creatures make up a single mining unit). Because miners are underneath the ground, they're not considered valid targets unless enemy troops engage them underground.

Each round, either side can declare up to 3 mining operations or 2 counter-mining. Each mining operation destroys a 3" radius section of earth, creating a circular tunnel. Counter-mines collapse a 6" radius section of earth. Any sapper in the area of a collapsed tunnel is killed. Any unit may use tunnels and engage in melee but ranged attacks aren't possible.

If a miner targets the base of a structure underground, that structure is automatically breached.

It's recommended that a separate sheet of graph paper be used for mining. If this isn't available, assume up to 3 miners can advance up to 3" each mining operation and counter-mines kill anyone within 12".

Dwarven miners double the output of other sappers (6" radius tunnels or 12" radius counter-mines). Dwarven miners can also employ 5 mining operations per round or 4 counter-mines. Orc miners have 1.5 times the output of normal miners and can employ 4 mining operations or 3 counter-mines per round.

Sieges and Morale

In general, the defender's troops never check morale individually. When reduced to 1/4 total capacity, the walls are breached, or they're forced back into the keep the defenders check morale normally. If broken, the defenders surrender.

MASS COMBAT: SUPPLY CAMP

Before combat begins, each player designates a 6" radius path on their side of the map that leads to their supply camp. If an opposing unit touches the path, they're removed from the battle as they sack the supply camp. Within the next round, the player whose camp is being attacked must send one of his own units off the map to defend the camp.

If the attacker has twice as many units in the camp as the defender or if the camp is left unguarded for one full round, the camp is destroyed. That player's units are automatically broken and run, ending the battle.

MASS COMBAT: TAKING PRISONERS

There's a chance prisoners may be taken after melee is resolved. Before melee is resolved, both opponents roll 1d6. The unit who inflicts the most kills (the winner) will take prisoners, subtracting his kills from the prisoners taken (if more prisoners are taken than kills scored, drop any remainders).

Optional Taking Prisoners

Winner	Loser	Prisoners Taken
Soldier	Cavalry	Difference between winner and loser
Cavalry	Soldier	Both dice added together
Soldier	Soldier	Winner's die result
Cavalry	Cavalry	Winner's die result

If a unit made a forced retreat as part of melee, the winner automatically gains an additional +1 prisoner or +2 prisoners if routed. These prisoners are subtracted from the loser's unit as if they were kills.

Guarding Prisoners

Prisoners do not fight as a unit but at least 1 creature per 5 prisoners must be left behind to guard them. If there are ever

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5 times as many prisoners as guards, they kill the guards and form a unit.

Ransoming Prisoner's

Historically, captured soldiers were usually ransomed back to their lord. A general ransom price is 10 times the creature's point value in gold pieces. Army leaders who don't pay ransoms (especially for powerful soldiers like heavy soldiers) or slaughter prisoners will often gain a reputation as a cruel master and will have trouble finding hired help in the future.

RESEARCHING MAGIC

Creating magic is a complicated matter requiring the participation of the GM and the player creating the spell. Use the following guidelines as a base for creating new spells.

Researching Magic-User Spells

Level 1

Divination: See magical auras and writing.

Creation: Create magical or mundane objects no larger than the size of a human hand.

Charms: Alter perception, emotions, or senses in a humanoid creature.

Protection: Gain a bonus (+2) against any single type of magical effect, creature, or item.

Level 2

Divination: See through magical auras such as magical darkness or illusions. Detect a specific creature, magic, or item type within range.

Physics: Defy gravity or physics in a single dimension (X, Y, or Z).

Manipulation: Physically manipulate simple machines (levers, fulcrums, pulleys, etc.).

Illusion: Trick the mind into believing what isn't real. Visual senses only.

Creation: Create more complex objects, physical or magical in nature, up to 1'x1' in size.

Level 3

Destruction: Magical or elemental force inflicts 1d6 points of damage per caster level.

Transmutation: Create minor changes in the physical body of humanoids.

Physics: Move in any of the three dimensions (X, Y, and Z).

Counter: Negate magic or a specific creature type.

Protection: Gain total immunity to a specific physical object.

Divination: Remote viewing – extend one sense out to a range.

Level 4

Transmutation: Completely change one living creature into another. Create minor changes in creatures without discernible anatomy like plants and oozes.

Counter: Defeat curses and evil magic.

Physics: Instantly transport an object from one location to another.

Creation/Destruction: Create physical objects made from destructive magic or elements.

Illusion: Create illusions with visual, auditory, and olfactory components.

Charms: Drastically alter the senses or emotions in any creature regardless of mentality.

Level 5

Physics: Instantly transport an object anywhere in the world.

Creation: Create permanent objects out of nearby elements.

Charms: Complete halt mental processes in the mind.

Transmutation: Bring life to inanimate objects or swap body parts between two like creatures.

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Divination: Seek divine guidance.

Destruction: Kill creatures with fewer than 4HD or extend destruction into larger areas.

Conjuration: Bring into existence creatures and higher beings.

Level 6

Conjuration: Call beings into existence permanently or summon departed spirits.

Transmutation: Turn living creatures into inanimate objects and vice versa. Gain complete control over natural elements.

Charms: Total domination or force a creature to perform actions on their own will.

Destruction: Automatically kill creatures with less than 6HD or extend destruction to an even greater range. Completely destroy physical matter.

Creation: Create permanent objects or elements without nearby components.

Counter: Completely defeat all magic or protect against a broad range of creatures (e.g., all giants) or objects (e.g., all non-magical weapons).

Researching Cleric Spells

Cleric spells have the added benefit of being reversed in the case of chaos magic.

Level 1

Healing: Restore 1d6+1 hit points, accelerate natural healing, or detoxify poisons in inanimate objects.

Protection: Protect against magic or alignment types.

Detection: See magic or the nature of creatures.

Level 2

Detection: Find objects or creatures.

Charms: Control bodily functions or instill fear/blessings into the minds of humanoids.

Alteration: Share empathetic methods of communication with other creatures.

Level 3

Healing: Remove diseases from a living creature or magical poisons in an inanimate object. Heal portions of the internal body.

Level 4

Healing: Restore 2d6+2 or detoxify active poison in living creatures.

Transmutation: Turn inanimate objects into living creatures and vice versa.

Alteration: Speak with inanimate objects.

Creation: Create non-living matter.

Level 5

Conjuration: Call living, natural creatures to the area.

Healing: Fully restore life to dead creatures or regenerate lost physical parts.

Divination: Seek divine guidance or force a creature to atone for their guilt.

Counter: Dispel alignments and banish non-natural creatures.

Range

If a spell affects a single target, the range is 24". If the spell affects multiple creatures, the range is usually 12". This range can be doubled but the spell level increases by 1. Destruction spells have an area of 2" or 6" if a straight line or cone. Spells with a wide range affect variable creatures; up to 16 creatures with 1HD with each additional hit die subtracted from the total (e.g., a single spell could effect 16 one HD creatures, 8 two HD creatures, 5 three HD creatures, and so on).

Saving Throws

If a spell targets an unwilling creature, they're allowed a saving throw. If a spell can target multiple creatures, the saving

APPENDIX IV: OPTIONAL RULES

throw can suffer a penalty if at least half the maximum targets are targeted as the spell is cast. A spell's saving throw can be negated for creatures with hit dice equal to the spell's level minus 3.

Duration

Base 6 rounds for magic-user spells or 12 rounds for cleric spells. The duration can increase by +1 per caster level by increasing the spell level by 1.

Final Notes

If a spell compounds two default spells, the spell's level is one higher than the highest level spell duplicated. Ultimately the final spell is determined by the GM and should be decided by the needs of the player and campaign.

Example Spell – Strength

Spell Level: C3

Law: The caster touches a creature and bestows great strength, granting a +1 bonus to attack and damage for 12 rounds.

Chaos: The caster touches a creature causing their muscles to atrophy, implying a -1 penalty to attack and damage for 12 rounds.

SPELL CONCENTRATION

Using this rule, casters do not use up their memorized slots after casting a spell. The drawback is that they must concentrate immediately after casting a spell; failure to succeed means they forget the spell after casting it. Exceptional failure means they not only forget the spell but it also backfires on them. This rule is best employed if mass combat becomes part of your game as it means spell casters have more staying power.

Assume all magic-user spells have a concentration check equal to their spell level. When a magic-user is damaged, engaged, or otherwise distracted while casting a spell or reading from a scroll, he rolls 2d6 and refers to the concentration chart to determine the effect. If successful, the spell functions normally. If not, refer to the mishap table.

Optional Spell Concentration

Magic-User's Level	1	2	3	4	5	6+
1-2	6	5	4	3	2	Fail
3-6	7	6	5	4	3	2
7-8	8	7	6	5	4	3
9-10	9	8	7	6	5	4
11+	10	9	8	7	6	5

If the complexity check fails, roll 2d6 and check the mishap table. If the TN is rolled, the magic-user successfully casts the spell but forgets it. If the TN isn't met, the spell instead comes into effect next round. If the caster is damaged before the next round, the spell fails.

Optional Spell Mishap Table

Magic-User's Level	1	2	3	4	5	6+
1-2	5	6	7	8	9	10
3-6	4	5	6	7	8	9
7-8	3	4	5	6	7	8
9-10	--	3	4	5	6	7
11+	--	--	3	4	5	6

RANDOM WEATHER

This rule allows weather to be randomly generated. At the start of a day, roll 1d6 to determine the change in weather.

Optional Random Weather

d6	Clear(1-3)	Cloudy(4-5)	Rainy(6)
1	Heat snap*	No change	Light rain
2	No change	No change	Light rain
3	No change	Clear	Cloudy
4	No change	No change	Cloudy
5	No change	No change	Heavy rain**
6	Cloudy	Rainy	Heavy rain**

*Fatigue points doubled if hot, summer season. Snow melts in temperate regions, creating mud (reduce movement ½). No change in cold regions.

** Three cumulative rounds of heavy rain create mud (reduce movement ½). In cold regions, it snows or rains ice which affects movement as mud.

If random weather is used during mass combat, one roll is made at the beginning of combat and a second roll is made

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every even numbered round.

APPENDIX V: AFTERWORD AND F.A.Q.

In this section I wish to discuss some aspects of the game's design.

First off, I want to thank you for reading *The Big Brown Book*. It's a culmination of my love for the game and my wish for everyone to experience it. I started playing with 2e in the early 90s and didn't even know 0e existed until the early 2000s when my curiosity for the game's history peaked. The rules were a hard pill to swallow but I was fascinated by the design. While I can't copy the original material 100%, I hope you enjoyed this product because I really think it's in the spirit of the old game much more than other products claim to be.

By that I mean *TBBB*'s take on 0e is closer to the original *wargame*, which is what 0e was based on, than the usual retro-clone take which is "modern role play, stripped out rules." Despite being the first role playing game, 0e was quite complex but with little to no clarification in the original books a lot can be missed or glossed over. I understand that few people will enjoy the game's presentation but that's not the point. The fact that it exists is all I care about.

"0e" is a very different game than the contemporary ones we play today -- there's a very different style, assumptions, and method of play. In this section I want to address some concerns about the game's design that are commonly asked by people who grew up on the contemporary editions (like myself). I hope this section will shed new light on the material because I'm proof that it's not impossible to teach a new dog old tricks.

THE MATH BEHIND THE DICE

It's important to know the underlying mechanics behind a game before altering the game. By understanding how things work, we can discern the developer's intentions and better modify the rules for our own design. While rules aren't tantamount to role play, the rules are paramount for balance and order which helps to maintain fun (of course, too many rules and the game gets bogged down by pointless arguing or rolling). Some games sound really exciting on paper but actually playing them is a nightmare in design.

DICE DISTRIBUTION

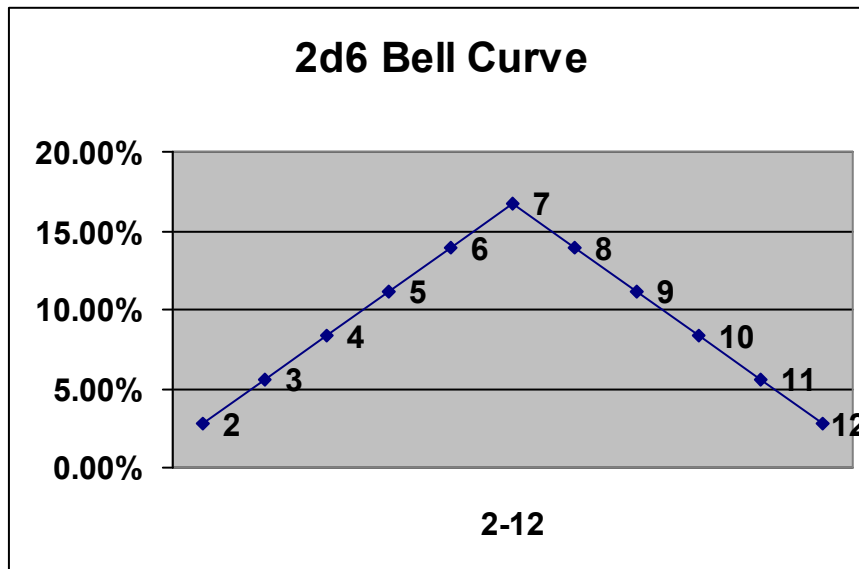
When rolling a single die, you'll always have an equal chance of scoring any number on the die's face. This is called "linear distribution." When rolling multiple dice and adding them together, there'll always be a higher chance of scoring average than any extreme. This is called "bell curve distribution." Linear and bell curve distributions make up the basis of the game's design.

Dice Probabilities

TBBB, by default, uses five methods for resolving actions: 1d6, 2d6, 3d6, and d66.

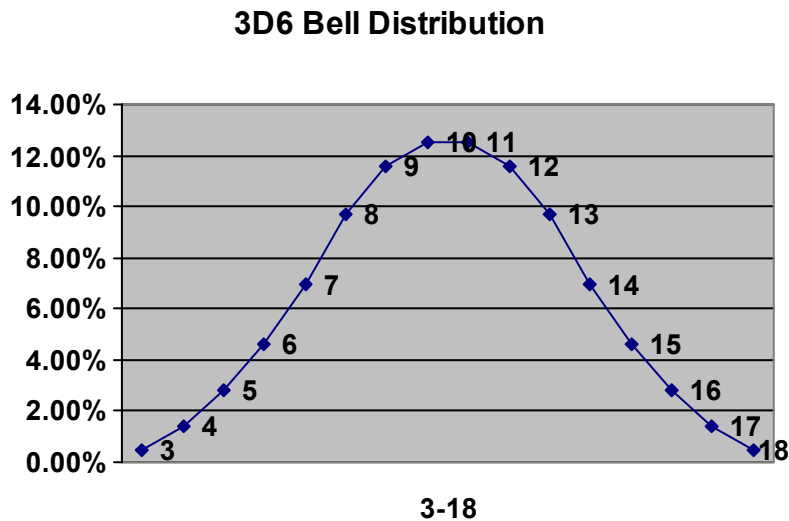
1d6: Linear. The average is 3 (3.5, drop the fraction) and the chance of rolling 1-6 is 16.67%.

2d6: Bell curve. The average is 7 (3.5 * 2) and the distribution looks like this:



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3d6: Bell curve. The average is 10 ($3.5 * 3$, drop the fraction) and the distribution looks like this:



d66: Linear. d66 actually generates 36 real numbers. There's a 2.78% chance of generating a 1-in-36 number.

FREQUENTLY ASKED QUESTIONS

Some of these questions are those I see hotly debated on the internet or otherwise brought up more often than other questions regarding the game.

What do the ability scores mean?

Using the default creation, a score of 9-11 is average, a score of 12-15 is exceptional, and 16-18 is extraordinary. 18 is the human limit; only magic or supernatural forces will increase a human's score beyond this value. Any creature with a score above 18 in any field is considered superhuman.

Why is movement in inches?

Oe was originally a supplement to a wargame. Wargames are played on a tabletop board using figures. Instead of moving a character across a grid, you judge their position using a common measure (in the USA, it's almost always inches).

Why is experience different for each class?

Two reasons.

A) Tables can be copywritten and experience values have been considered property.

B) From a design perspective, the classes aren't all the same.

Here's what I use. It's not true to the original source but, again, I can't be 100%.

Fighting-Men: 2,000xp at first level, double that to reach the next level.

Magic-Users: 2,500xp at first level. To reach subsequent levels, add a cumulative +2500xp each level (+5,000xp at level 3, +7,500xp at level 4, etc.). From levels 9 to 11, the magic-user requires +110,000xp to reach each level.

Clerics: 1,500xp at first level, double that to reach the next level.

Why are the nonhuman races restricted in advancement?

To quote Mr. Gygas *"Men are the worst monsters, particularly high level characters such as clerics, fighters, and magic-users... The game features humankind for a reason. It is the most logical basis for an illogical game."* The game is humanocentric because it's easier to write a world dominated by humans than not. *TBBB* is modeled after European mythology where man tangles with the unknown and usually comes out on top through cunning, tenacity, or skill (or otherwise dies horribly trying). Non-humans are either rare (such as dragons), static (as with elves where a single birth is cause for celebration), dying (as with dwarves with their lineage of inbreeding), or disorganized (as with chaotic creatures, like goblins and orcs, who could take over the earth if they weren't killing each other).

Of course, the game is yours to modify. If you want nonhumans to advance as humans it's your decision but understand the differences in power. Nonhumans receive many powers that humans don't have access to short of magic. Dwarves save as if they were 4 levels higher and they suffer less damage against powerful monsters. Elves in particular are highly

APPENDIX V: AFTERWORD AND F.A.Q.

magical and powerful. If elves had unlimited advancement, why would any player wish to play a human who have no abilities?

Why do all weapons inflict the same damage?

Two reasons. A), the system revolves entirely around d6 rolls and B), there's no need to differentiate weapons by damage.

To elaborate on the second reason, remember that all normal creatures (anyone with 1HD or fewer) have 1-6 hit points (average 3hp). In combat, your goal is to kill your opponent. A normal creature, who makes up a vast majority of the world, has an average 66.67% chance of dying in a single hit.

It boils down to this: what's the difference between being being stabbed in the neck with a dagger or eviscerated with a two-handed sword? Your attacker is fighting to kill so the damage isn't important, only the end result. HP is abstracted for the exact same reason. However you want to hand wave the existence of a magical number that represents your health, understand this: you're doing fine until you're dead.

A weapon's class, which determines how one can defend or attack with it and may even grant powerful abilities (as with pole arms) is far more important than its damage.

Why does armor decrease instead of increase?

In 0e, the armor system was derived from a naval wargame where lower classes are superior to higher classes. Class 1 is greater than Class 3 and so on.

This system was carried on in later editions but unlike 0e, the newer editions had to handle negative ACs which confused some people. The best AC in *TBBB* is AC 2. Any magical bonuses simply make your opponent fight worse.

Why is movement scale different underground and outdoors?

Simply put, there are fewer restrictive barriers outdoors than inside. In an enclosed space, vision is limited and there may be obstacles blocking movement. Obviously you can fire an arrow farther or run unhindered longer than you could inside.

Where did the subdual rules come from?

There was a short paragraph in 0e about subduing dragons but it was implied in a magazine that any creature can try to subdue another. I cleaned up the subdual rules to conform to my d66 mechanic and made it an actual combat ability.

Subdual is very useful tactic. When facing a larger, more powerful or heavily armored opponent (such as a giant) it's better for multiple normal men to subdue them than to take turns attacking. Because heroic creatures can make multiple attacks, normal men stand little chance against most heroic creatures. A dragon can torch entire armies but tie him down and he'll be the one begging for help.

Horses are technically heroic units due to their hit dice so why don't they receive multiple attacks?

This is universal for all mounts. The way I figure it, mounts have to focus on navigating the battlefield, avoiding all the smaller opponents, and carry a heavy rider at the same time. When not carrying a rider, a mount receives his full attacks against normal men.

Remember that horses are typically non-violent herbivores. Their first priority is to run from enemies, not attack.

What's the deal with mass combat?

Mass combat isn't a necessary aspect of the game but, in this writer's humble opinion, it's an important one. 0e originally supplemented a war game. The original rules were written in a manner suggesting that high level characters outgrow stuffy dungeons, moving onto explore the wilderness, build mighty castles, and battle with fantastic armies of prodigious number. In this way, the role playing game mimics the centuries of human warfare which influenced the epic fights that are a hallmark of every good fantasy story.

The rules for mass combat are simple especially in comparison to more contemporary war games. Even if you're not an avid war gaming grumbler (a grognard, if you will), I suggest you give large scale battles a try with a 100 point army to start out. If you choose to ignore mass combat, that's fine, but you're missing out on an aspect of the game that's just as captivating as foiling traps and finding treasure.

Cannon rules feel really clunky.

That's not a question... but they are clunky. The original source material had you using a dowel and some other weird methods that are impossible to discern.

To adjudicate cannon fire faster, it's recommended a sheet of paper is cut so that the length and width equal the cannon's. Draw lines on the paper and color in to mark the kill zone, short and long. When firing, hold the sheet of paper from the canon's figure to the intended target, roll offset, and adjust. All units touching the paper are killed.

Balors are mentioned in mass combat rules and the example encounter tables but not as normal monsters. Why?

It's an inside joke, sorry. If you played 0e you'd know. Don't worry. Balors and all the other classic demons will appear in the forthcoming *The Big White Book*.

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