Wight-Box

Original Medieval-Fantasy Adventure Campaigns

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Original Rules and Ideas by Gary Gygax, Dave Arneson, and Jeff Perren

Reinterpreted and Compiled by The Basic Expert and the TBE & Associates Guilded Server

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"For Abby and CJ as is always the case and for Gary and Dave. We stand on the shoulders of giants."

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Introduction

What you have before you isn't anything born from my creativity. All I've done is recompile and reinterpret what Gary Gygax, Dave Arneson, and Jeff Perren introduced to the public in 1974. What they unleashed was like catching lightning in a bottle, something utterly unique that the world had never seen before. These men, with the release of three little books that had an initial print budget of $2000, took the world by storm.

Within the old-school gaming scene, there are many clones of various TSR-era editions of the game. BX (from which I derive my pen name) seems to receive the most attention, with numerous clones and iterations of the game out there. 0e, on the other hand, gets much less attention, with only a handful of clones. Most of these clones of 0e fill in gaps in ways that suit the writer's tastes (but not necessarily mine). Many look to later editions and interpretations which, in my opinion, is anachronistic. One thing I have not seen much of is an attempt to combine 0e with Chainmail. There's still a lot of room for interpretation here, but the idea of "how would I play this in 1974 if all I had were the 3LBBs (0e) and the Chainmail skirmish rules?" has intrigued me for a long time.

I never really tried until now because, well, I still feel there are enough clones out there. But then I had a second thought, "OSE has made BX accessible and understandable. What if I did the same for 0e but in this 1974 mindset?" Not only that, but many of my friends bullied, I mean, encouraged me to pursue this endeavor. So here I am, making it happen (with their help).

I've tried to stay as true as possible to the 3LBBs and Chainmail. I've added very little of "me" and only used Chainmail and parts of early strategic review issues (specifically the first one for the dungeon generator) to fill in gaps where I felt the 3LBBs were lacking. I wanted to keep the alternative combat system present in the 3LBBs as the d20 attack roll has become iconic to the game we know and love, and I wanted this to still feel familiar while introducing elements from Chainmail.

In the spirit of keeping it true to the original, the only dice you need are a d20 and a handful of d6s with an occasional d12, d10, d8, or d4 (generally reserved for the referee). All hit dice are on a d6, and all weapon damages are on a d6. There's a simple, subtle elegance to this that I have really come to enjoy. What I've done to make weapons feel different is affect a weapon's to-hit chances on d20 attack rolls via weapon vs. armor attack matrices. These tables are not my own invention, but a reinterpretation. I looked at the man-to-man attack matrix tables in Chainmail, which are rolled on 2d6, and applied them to a d20 roll. The method for doing this is simple. 2d6 averages 7. The target numbers in the man-to-man tables are either above, below, or at 7. I merely looked at those target numbers in Chainmail and made the modifier to-hit on a d20 based on how much higher or lower the target number in Chainmail is from 7.

I also included weapon class from Chainmail, which makes parrying and other actions matter. A smaller and quicker weapon against larger ones has a chance to do multiple attacks against the larger weapon, but the larger weapon can break the smaller one. I find this makes the d6 damage for all weapons not a problem at all. The biggest complaint I see against the 3LBBs and weapon damage is, "Why wouldn't I just always use a dagger?" Well, because the to-hit modifiers against various ACs and armors are not as good as a sword. But the sword is slower than the dagger. Weapon class and weapon vs. armor tables from Chainmail solve the concerns of this criticism.

I also added more polearm options based on a Chainmail attack matrix from a Strategic Review issue (in the appendices). I looked at a number of those little zines for more tools to fill the gaps in with where it seemed appropriate and not something that would be too anachronistic. What I did not do was look at Supplement I, not because I dislike it, but because that was outside the scope of the project and my intentions. Again, my vision is that it's 1974 again, and all I have are the 3LBBs and Chainmail and maybe some Strategic Review issues. Supplement I has not yet released but I have to figure out how to play this game.

Many people who are used to a thief as a player class option will be surprised and maybe a bit disappointed that there is no thief present here (though I do include an early playtest version from before Supplement I in the appendices). There was no thief in the 3LBBs, so there is no thief class here in the main set of rules. The thief was introduced in Supplement I, and as I stated, I purposely did not look to that to create anything for this. Anyone can be sneaky. The referee should exercise judgment in adjudicating such things; that is the referee's job, after all. Same with disarming traps and other such things. Clerics have spells for this sort of thing. The lack of class skills and how "rules-light" 0e is means the game relies on player intelligence and problem-solving. Be creative!

I hope people enjoy this interpretation of 0e. There are not many like it out there, so I don't feel bad about adding another clone to the multitude of clones already available in the hobby. 0e is a shunned edition by some. I have had many tell me that it is incomplete, filled with gaps, and that one must rely solely on the fiat of the referee because the rules are just so lacking. I believed this assumption about the White-Box/0e… Until I sat down with Chainmail and the 3LBBs myself. Once I saw Chainmail's necessity, the

game made sense, and a very robust and crunchy game emerged! I hope people see this one as offering a unique experience, a way to engage with the hobby's roots as if it were 1974. You are in your parent's basement, passionately debating rule interpretations again with your friends.

This rule book is offered as free/pay what you want. Since all I have done here is explain how I would personally run this game based on the rules as they present themselves, it didn't seem appropriate to make a large profit on this project. This book is for the hobby and the history of it. It is a means of getting this exceptional and misunderstood game edition into player's and hobbyist's hands. If you enjoy this, consider checking out my other work on DTRPG (search for "The Basic Expert") or check out my website at **www. thebasicexpert.com**.

I hope you enjoy this game and the work I and my friends who given me feedback on the Guilded server have put into this project. The 3LBBs are the most magical and enchanting edition of the game, and I hope it becomes such for you, too. What follows are some definitions to help players and referees understand the game and terminology.

Terminology

REFEREE
The referee is the judge of the game. In the old-school mindset, they are not a storyteller but a judge of rules. The referee serves as the human intelligence responsible for making the simulation of the game world coherent. They oversee the game world, manage monsters and creatures, and control any characters not under a player's command.

PLAYER
The term is used to describe the other participants in the game who generally run a single character at a time.

PLAYER CHARACTER (PC)
The player-controlled character is an imaginative creation generated by the player using the presented rules. As shown by the referee, this character embarks on adventures and interacts with the game world.

ADVENTURE
The Adventure has two meanings: It is what player characters go on, but within the game's rules, it also applies to the playing session or the current goal. When a party goes out, delves into the dungeon, and then returns to town, this " adventure " is completed. This is important for elven multi-classing.

CAMPAIGN
A campaign refers to the ongoing events that unfold due to players interacting with the game world during play. A campaign must have at least one referee and can handle as few as four or as many as fifty players.

HIT DICE
This refers to the number of d6s rolled to determine monster or player char-

acter hit points. This is presented with a single number or as a number with a modifier attached. For example, an HD of 3 would mean that 3d6 is rolled. 3+1 means that 3d6+1 are rolled.

WEAPON CLASS
This refers to the size and speed of a melee weapon.

DICE NOTATION
Dice notation is presented as "XdY," where "X" is the number of dice thrown and "Y" is the number of faces the die has. Since 0e is simple, you will only be rolling 20-sided and 6-sided dice for the most part (d20s and d6s). When "d10" is notated, roll a 10-sided die. When "d8" is notated, roll an 8-side, etc..

MONSTER
Monster can refer to any NPC creature encountered. Monster does not imply hostility, as some "monsters" presented are benign or even helpful to players.

NON-PLAYER CHARACTER (NPC)
Any character is not under the player's control and, therefore, controlled by the referee.

ROUND
A 1-minute segment of time in combat.

TURN
A 10-minute time segment is used to measure exploration time out of combat.

SAVING THROW
A throw made by a player when required by the referee to avoid the dangers of things like dragon's breath, poison, paralysis, etc. This is a roll over mechanic on a d20. The roll must meet or beat the saving throw number for the character, which is defined by the character's class.

MODIFIER
The early editions of the game did not rely on ability score modifiers like later versions would. However, modifiers are any bonus or penalty applied to a roll.

X-IN-6 DICE ROLLS
These are rolls made on a d6. These are generally called for when surprise is called for, searching for secret doors, or when the referee is rolling to determine if a random encounter occurs. If a rule says "2-in-6 chance," know that whatever is being rolled for happens if a 1 or 2 is rolled.

PERCENTILE ROLLS (D100/D%)
These are rolls made on two d10s. One is used as the tens position, while the other is used as the ones. A roll of 00 is 100.

Heroes & Magic

In the forward to the original edition of the game, Gary Gygax said this game is "strictly fantasy." Suppose you or your playgroup do not enjoy Burroughs and John Carter, Leiber's Fafhrd and Gray Mouser, Howard's Conan, Moorcock's Elric, and Corum, or Vance's tales of magic and sorcery. In that case, you will not enjoy the game presented here in this book. Players are playing as pulp heroes in a game world where Martians roam the deserts, orcs, goblins, forests, dungeons, and even dinosaurs can be encountered in hot jungles. The following are the rules used to make such characters for these types of adventures.

Ability Scores

All hero characters have scores rating six aspects of their persons. These aspects are Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma. The method for determining these scores is for the referee to roll 3d6 down the line for each ability. This will produce a score between 3 and 18. Once this is done, the player may determine the class and race of the character.

Strength measures a character's physical power and is the prime requisite for fighting-men.

Intelligence measures a character's knowledge and learning ability, serving as the prime requisite for magic-users characters. For every point over 10, the character can speak an additional language.

Wisdom is the prime requisite for Clerics, measuring reason and common sense.

Constitution measures a character's health and endurance. It can affect the number of hit points a character possesses and their chance of survival

when paralyzed or turned to stone.

Table 1.1: Constitution Score Adjustments

Constitutions Score	Hit Point Adjustment	Chance of Survival
6 or less	-1*	20%-30%
7-8	-	40%-50%
9-12	-	60%-90%
13-14	-	Will always survive
15+	+1	Will always survive

*Minimum hit point total of 1.

In the above chart for Constitution, the chance of survival increased by 10%, starting at 20% for a score of 5 for every point above 5. So, a character with a score of 10 has a 70% chance of survival.

Dexterity measures a character's quickness and agility. It affects a character's proficiency with missiles and ability to cast spells swiftly.

Table 1.2: Dexterity Score Adjustments

Dexterity Score	Missile Adjustment
9 or less	-1
10-11	-
12+	+1

Charisma measures a character's personality, appearance, and overall attractiveness. It significantly influences the morale and loyalty of special hirelings (NPC Fighting-Men, Magic-Users, and Clerics). Men-at-arms and others are not affected by the No. Of Hireling value.

Table 1.3: Charisma's Effect on Hirelings

Charisma Score	No. Of Hirelings	Loyalty Base
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

Prime Requisites

Character classes each have a "prime requisite." This is the primary ability that the character relies on, primarily for leveling up. A high prime requisite can result in a bonus, while a low one can lead to penalties when earning experience points.

Table 1.4: Prime Requisites

Prime Requisite Score	Bonus or Penalty
6 or less	-20%
7-8	-10%
9-12	-
13-14	+5%
15+	+10%

A low prime requisite score would be 3 to 8. The average would be 9-12. The high would be 13-18

Some ability scores can be swapped to calculate bonuses and penalties for experience points earned.

Strength: A cleric can apply his strength score to wisdom on a 3-1 basis when calculating the experience bonus.

Intelligence: Fighters and clerics can use intelligence on a 2-for-1 basis for calculating experience bonuses.

Wisdom: Wisdom can be used on a 3-for-one basis with fighters and a 2-for-one basis for magic users.

Race & Class

Players can choose to play as a cleric, fighter, or magic-user. The rules of the game assume a human-centric world, but the races of dwarves, elves, and halflings are open to the player as well. These races are limited compared to humans in certain respects but also gain many advantages that make them robust. An important note is that all hit dice for classes are on a d6. "1+1" means roll 1d6 and add 1 to the total (plus any modifier from Constitution).

Cleric

Servants of the Divine

Clerics are servants of divine power. They can serve a single deity or a pantheon of gods. Though less advanced than fighting-men, they have some fighting and spellcasting abilities unique to their profession. Clerics, due to their religious oaths and orders, are limited to using blunted weapons and cannot use ranged weapons. Clerics also possess the ability to turn undead by presenting a cross (either wood or silver). This is resolved by rolling 2d6 and comparing it to the Cleric vs. Undead Table. Only humans can be clerics. A cleric must be lawful or chaotic (and evil) in alignment. Clerics cannot cast spells until level 2. Clerics must have a spellbook for every level of spells. These are prayer books through which the Cleric communes with the divine for miraculous power. **Prime Requisite:** Wisdom

Table 1.5: Cleric Advancement Table

Level	Title	HD	XP	Fighting Capability	Spell Slot Levels				
					1	2	3	4	5
1	Acolyte	1	0	Man	-	-	-	-	-
2	Adept	2	1,500	Man+1	1	-	-	-	-
3	Village Priest	3	3,000	2 Men	2	-	-	-	-
4	Vicar	4	6,000	3 Men	2	1	-	-	-
5	Curate	4+1	12,000	3 Men +1	2	2	-	-	-
6	Bishop	5	25,000	Hero -1	2	2	1	1	-
7	Lama	6	50,000	Hero	2	2	2	1	1
8	Patriarch	7	100,000	Hero +1	2	2	2	2	2
9	Patriarch 9th level	7+1	150,000	Superhero -1	3	3	3	2	2
10	Patriarch 10th level	7+2	230,000	Superhero -1	3	3	3	3	3
11	Patriarch 11th level	8	310,000	Superhero	4	4	3	3	3
12	Patriarch 12th level	8+1	390,000	Superhero +1	4	4	4	3	3

Fighting-Man

Mighty warriors with a powerful sword arm

Fighting-Men are warriors. They can be barbarians from the wilds or knights in the service of a lord or king. The fighting-man is skilled in all warfare and can wear any armor and wield almost any magical or mundane weapon. The fighting-man has the best hit die progression and probabilities in to-hit rolls when striking foes. **Prime Requisite:** Strength

Table 1.6: Fighting Man Advancement Table

Level	Title	HD	XP	Fighting Capability
1	Veteran	1+1	0	Man +1
2	Warrior	2	2,000	2 Men +1
3	Swordsman	3	4,000	Hero -1 (3 Men)
4	Hero	4	8,000	Hero (4 Men)
5	Swashbuckler	5+1	16,000	Hero +1 (5 Men)
6	Myrmidon	6	32,000	Hero +1 (6 Men)
7	Champion	7+1	64,000	Superhero -1
8	Super Hero	8+2	120,000	Superhero
9	Lord	9+3	240,000	Superhero +1
10	Lord 10th level	10+1	360,000	Superhero +1
11	Lord 11th level	10+2	440,000	Superhero +1
12	Lord 12th level	10+2	520,000	Superhero +1

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Magic-User

Masters of the arcane

Magic-users can become some of the most powerful characters in a campaign. The trick is having one survive. Magic-users spend all of their time studying the arcane and occulted. Because of this, magic-users have the worst hit die progression and the worst to-hit probabilities for attacks. What they lack in strength and martial prowess, they make up for in arcane powers and abilities. Magic-users can cast powerful spells that can quickly tip the outcome of battle. Magic-users cannot wear armor or wield any weapon other than a dagger. **Prime Requisite:** Intelligence

Table 1.7: Magic-User Advancement Table

| Level | Title | HD | XP | Fighting Capability | Spell Slot Levels | | | | | |
					1	2	3	4	5	6
1	Medium	1	0	Man	1	-	-	-	-	-
2	Seer	1+1	2,500	Man+1	2	-	-	-	-	-
3	Conjurer	2	5,000	2 Men	3	1	-	-	-	-
4	Theurgist	2+1	10,000	2 Men +1	4	2	-	-	-	-
5	Thaumaturgist	3	20,000	3 Men	4	2	1	-	-	-
6	Magician	3+1	35,000	3 Men+1	4	2	2	-	-	-
7	Enchanter	4	50,000	Hero -1	4	3	2	1	-	-
8	Warlock	5	75,000	Hero	4	3	3	2	-	-
9	Sorcerer	6+1	100,000	Hero +1	4	3	3	2	1	-
10	Necromancer	7	200,000	Wizard	4	4	3	3	2	-
11	Wizard	8+1	300,000	Wizard	4	4	4	3	3	-
12	Wizard 12th Level	8+2	400,000	Wizard	4	4	4	4	4	1

Dwarves

People of the Mountains

Dwarves are a shorter race of demi-humans who dwell in the mountains and work their forges. Dwarves have dealings with humans through trade and have a generally good relationship with them. They are enemies of goblins and kobolds and will always attack them on sight when seen.

Dwarves notice sloping passages and traps on a roll of 1 to 2 on a d6. They are limited to the fighting-man class and cannot surpass level 6. This is made up for by the fact that dwarves make saving throws four levels higher than they are. A level 1 dwarf makes saving throws like a level 5 human fighting-man. Dwarves can speak gnome, kobold, goblin, common tongue, and dwarven. Dwarves are the only people able to wield the +3 Warhammer. Dwarves also only take half damage from ogres, giants and other large foes due to their small size.

Elves

Fey of the Wilds

Elves are limited to the Fighting-Man and Magic-User classes. Before each adventure or game, the elf must decide which class he is assuming (and thus which class earns experience points for that adventure). This allows the elf to use both spells and swords, but spell casting will be inhibited by any armor worn. If the elf wishes to cast spells, he cannot wear armor (magical armor is allowed, however). An elf cannot progress beyond the 4th level as a Fighting-Man and the 8th level as a Magic-User.
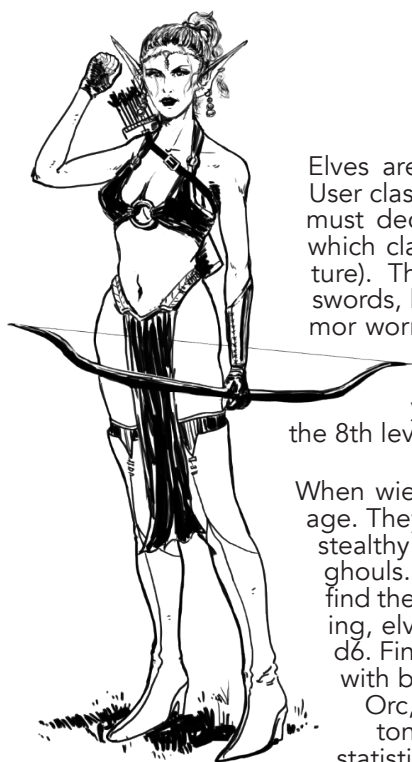
When wielding magic weapons, elves deal +1 damage. They are nearly invisible when attempting to be stealthy and are immune to the paralyzing effects of ghouls. When looking for secret doors, elves can find them on a roll of 1 to 4 on a d6. When not looking, elves can notice doors on a roll of 1 to 2 on a d6. Finally, elves may perform split fire movements with bows during combat. Elves can speak Elvish, Orc, Hobgoblin, Gnoll, and the common tongue. When multi-classing, always use the statistics most favorable to the elf.

Halflings

The little dwellers in the hills

Halflings live in tight-knit communities. Despite their small size, they are deadly with missile weapons, gaining a +3 bonus when using them. Halflings are limited to the fighting-man class and cannot progress beyond level 4. Like dwarves, however, they make saving throws 4 levels higher than they are. Halflings are good at stealth and can blend into the background when they do not wish to be seen.

Other Adventurer Types

There is no reason why players cannot be other character types, races, or fantastical entities. Nothing is really off limits so long as the character starts weak and can grow to become more potent through adventuring. Of course, the option to be a character beyond that listed here is at the allowance and discretion of the referee.

Relatives

Players may designate one relative to a character who will inherit all the character possesses should the character die or go missing. A character is considered "dead" after one month of game time of being missing. After paying a 10% inheritance tax on all monies and property, the relative can inherit all the character possesses. The relative must start at the lowest level for the character's class. Still, the character will have the advantage of the wealth and material possessions of the dead or missing character.

If a character returns after being presumed dead, the character may repossess the estate from the relative with a 10% tax, that is, if the relative is willing to relinquish it all. The relative may want to join the service of the player character with a loyalty penalty up to -6. Such an NPC character could plot to regain control of the estate. Characters without any relatives designated will lose all possessions.

Alignment

Players must decide what alignment the character they create falls under. Humans tend toward any of the three alignments: law, neutrality, and chaos. Dwarves and halflings tend toward law, while elves tend toward neutrality. The alignment will describe the character's stance in the cosmic battle between the alignments.

Law represents justice, order, and the greater good of all. Chaos seeks to undermine these principles, while neutrality stands in between, with characters looking out for themselves without strict adherence to either law or chaos.

Language

Most humans can speak the common tongue. Non-humans have a 20% chance of knowing the common tongue typical of the region. Dwarves, elves, and other such beings speak their racial language. All characters speak an alignment language as well. A divisional language (such as an alignment or regional language), while not understood, will be understood as a divisional language by creatures hostile to it, with attacks soon to follow. Finally, a character has several bonus languages equal to however many points an intelligence score is over 10. A human character with a 12 in intelligence will speak common, an alignment language, and two bonus languages.

Starting Gold

Once a race, class, and alignment are chosen, and ability scores are determined, the player must roll 3d6 and multiply the total by ten to determine the character's starting gold. This gold will be used to purchase equipment.

1 Gold Piece (gp) = 10 Silver Pieces (sp) = 100 Copper Pieces (cp)

Suppose Electrum is determined to be added to the game. In that case, it is worth either half or double gold (referee's discretion). Platinum is worth five times more than gold if it is determined to be added.

Equipment

Table 1.8: Basic Adventuring Gear

Item	Cost in GP	Item	Cost in GP
10' Pole	1	Mirror, Small Silver	15
50' of Rope	1	Mirror, Steel	5
Belladonna, bunch	10	Rations (Iron, 1 Week)	15
Cross, Silver	25	Rations (Standard, 1 week)	5
Cross, Wooden	2	Small Sack	1
Flask of Oil	10	Stakes (3) & Mallet	3
Garlic, bud	5	Tinderbox	1
Holy Water/Vial	25	Torches (6)	1
Iron Spikes (12)	1	Water/Wine Skin	1
Lantern	1	Wine, quart	1
Large Sack	2	Wolvesbane, bunch	10
Leather Back Pack	5		

Table 1.9: Armor

Armor	AC	Cost in GP
No Armor	9	-
Leather Armor	-2	15
Chain Armor	-4	30
Plate Armor	-6	50
Shield	-1	10
Helmet	-	10
Horse Armor (Barding)	-4	150
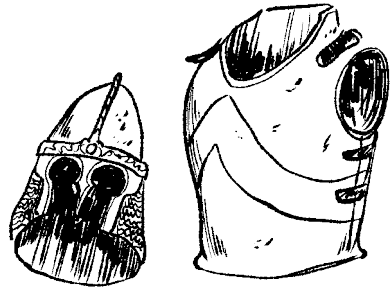
All weapons deal 1d6 damage. The variation in why each weapon differs will be demonstrated later in the Weapon vs. Armor tables. Weapon Class also differentiates weapons. The smaller the number for the weapon class, the smaller the weapon is. Smaller weapons are faster (and can get more attacks in when paired against larger weapons). The combination of weapon vs. armor, weapon class vs. weapon class, and other tactical decisions make each weapon feel distinct despite all dealing the same damage. The effects of weapon class will be explained in the combat sections.

Table 1.10: Melee Weapons

Weapon	Weapon Class	Cost in GP
Battle Axe	5	7
Dagger	1	3
Flail	7	8
Halbard	8	7
Hand Axe	1	3
Lance	11	4
Mace	3	5
Morning Star	6	6
Pike	12	5
Polearm	8	7
Spear	8	1
Sword	4	10
Two-Handed Sword	10	15

Table 1.11: Missile Weapons

Weapon	Cost in GP	Weapon	Cost in GP
20 Arrows/30 Quarrels	5	Long Bow	40
Case with 30 Quarrels	10	Quiver of 20 Arrows	10
Composite Bow	50	Short Bow	25
Heavy Crossbow	25	Silver Tipped Arrow	5
Light Crossbow	15		

Table 1.12: Transportation

Transport	Cost in GP	Transport	Cost in GP
Cart	100	Raft	40
Galley, Large	30,000	Saddle	25
Galley, Small	10,000	Saddle Bags	10
Horse, Draft	30	Small Boat	100
Horse, Light	40	Wagon	200
Merchant Ship, Large	20,000	Warhorse, Heavy	200
Merchant Ship, Small	5,000	Warhorse, Medium	100
Mule	20		

Encumbrance

Encumbrance is a crucial aspect of any fantasy campaign. Keeping track of gear and its weight will compel a party to decide whether to continue exploring the dungeon or return to town. Weight is measured in coins, with 10 coins equaling one pound. So, a fighting-man weighing 175 pounds has an encumbrance of 1,750 coins. All coins have the same weight for bookkeeping purposes, meaning that 100 gold coins weigh the same as 100 copper coins in terms of encumbrance. Below are ways to calculate encumbrance and its effects.

Table 1.13: Encumbrance Values

Armor Type	Encumbrance in Coinage
Chain Armor	500
Helmet	50
Leather Armor or Saddle	250
Miscellaneous Equipment (rope, rations, spikes, etc.)	80
Plate Armor or Horse Armor	750
Shield	150
Weapon Class 1 (Dagger)	20
Weapons of Class 2 to 4 (Including Bows)	50
Weapons of Class 5 to 7	100
Weapons of Class 8 or more	150

The weight a character carries affects the character's movement rate, which is measured in inches. In outdoor movement, inches are equivalent to tens of yards, while in dungeon environments, they represent tens of feet. Therefore, a character with a movement rate of 12" is equal to 120' in the dungeon.

Table 1.14: Encumbrance and Movement Rate

Movement Rate	Encumbrance Weight
Lightly Encumbered Movement of 12"	750
Medium Encumbered Movement of 9"	1,000
Heavily Encumbered Movement of 6"	1,500
Max Weight Carried Movement of 3"	3,000

Men-At-Arms & Hirelings

A player character may hire mercenaries and fighting-men to assist the party if he has the coin. Chaotic characters often employ orcs due to their lower rates, which are half that of humans. Player characters can also employ dwarves and elves. Still, their combat roles are limited and come at a high upkeep cost. They are also scarce. To hire NPCs, players must make postings or pay for NPCs to spread the word about the open position in the character's employ. This generally costs between 100 to 600 gold pieces per week. When a suitable candidate is found, the player can make an offer. If the referee prefers, a reaction roll (explained later) can be used to gauge the potential hireling's receptiveness to the offer. If the NPC accepts, the referee must roll 3d6 to determine the hired NPC's loyalty to the player character. The loyalty score should be kept secret from the player and periodically checked and modified if conditions change. For instance, if the loot is not as good as expected or pay has not been given, an NPC's morale score may worsen until desertion becomes likely.

Conversely, if the pay is generous and the treatment of the NPC is good, the loyalty score of the NPC may increase with time. The higher the NPC's loyalty, the less likely they will flee when it counts or run off with loot and magic items.

Table 1.15: Loyalty Score and Morale

Loyalty Score	Morale Check Adjustment
3 or less	Deserts at first opportunity
4-6	-2
7-8	-1
9-12	None
13-14	+1
15-18	+2
19+	Never needs a morale check

Table 1.16: Hirelings   **Monthly Cost in GP**

Type	Man	Dwarf	Elf	Orc
Non-Fighter (M:12", AC 9, HD 1-1)	1	-	-	-
Light Footman (M: 9", AC 7, HD: 1+1)	2	-	-	1
Heavy Footman (M: 9", AC: 5, HD: 1+1)	3	4	5	1-1/2
Archer (M: 12", AC: 7, HD: 1+1)	5	-	10	3
Crossbowman (M: 12", AC: 5, HD: 1+1)	4	5	-	-
Long bowman (M: 12", AC: 7, HD: 1+1)	10	-	-	-
Light Horseman (M: 24", AC: 7, HD: 1+1)	10	-	-	-
Medium Horseman (M: 21", AC: 5, HD: 1+1)	15	-	-	-
Heavy Horseman (M: 21", AC: 4, HD: 1+1)	20	-	-	-

Classes at Higher Levels

The rules regarding domains are further explained later. For now, know the following:

Clerics: When a cleric character reaches the "Patriarch" level (level 8), the cleric player may decide to build a stronghold worth double the gold spent due to divine assistance. For example, if the cleric spends 150,000 gold pieces, he can make a stronghold that would typically cost 300,000. Devout followers of the cleric's religion will arrive to serve at the completed stronghold. They will be fanatically loyal and serve at no cost. This entourage will consist of 1d6x10 heavy cavalry, 1d6x10 horsed crossbowmen, and 3d6x10 heavy footmen. Clerics that control such a stronghold will receive tithes from the surrounding inhabitants, amounting to 20 gold pieces per land inhabitant annually.

Fighting-men: When a fighting-man reaches the level of "Lord" (level 9), they can construct a castle or stronghold. By doing so, they become a baron

and are entitled to taxes from the surrounding land. The character may personally invest in his stronghold and domain (if built in the wilderness).

Magic-users: These spellcasters may construct a stronghold for magical research and study. They can research magical items, artifacts, spells, and potions in such places. Referees and players may use the table below as a guide for producing such magical items. Research may occur before a stronghold is built if the magic-user desires, but the player should know the time constraints.

Table 1.17: Magic-User Research

Example Item	Cost and Time
Spell Scroll	100gp/Spell/Spell Level/Week*
Potion of Healing	250gp + 1 Week
Potion of Giant Strength	1,000gp + 4 Weeks
20 Enchanted Arrows	1,000gp + 4 Weeks
Enchant Armor to +1	2,000gp + 2 Months
A Magic Wand	10,000gp + 6 Months
A Magic Ring	50,000gp + 1 Year

*A level 3 spell would cost 300gp and take 3 weeks to complete.

Advancing In Levels

The main driving factor motivating players is gold. One gold piece equals one experience point (plus any bonuses a character has from their prime requisite). Gold extracted from forgotten tombs, crypts, monster lairs, and catacombs must be brought back to safety to count toward the character's experience point total. Safety could be a friendly town or city or the character's stronghold. Gems and Jewelry extracted from dungeons count towards experience points and their equivalent value in gold pieces.

Experience points are earned from slaying, defeating, and overcoming monsters and foes. The calculation for experience points is simple: 100 experience points are earned for every hit dice the defeated monster has. A 2HD monster will yield 200 experience points when bested.

Experience earned from slaying monsters and enemies is generally shared equally. The way treasure is split between players is up to them and affects how much experience is made. Most parties share similarly, but sometimes a player is given more if a new level is close, and such a gain would benefit the entire adventuring party.

Example: Ryse, the fighting-man, is level 8 and is adventuring on level 5 of the dungeon. He has defeated a djinn and taken his treasure equating to 6,000gp. The djinn is a level 7 monster (having 7 HD). Had it been a 5th level one, the experience earned from the gold would be awarded on a 5/8ths basis. Since the djinn was more powerful, it is rewarded on a 7/8ths basis. So, 6,000gp + 700 for besting the djinn is 6,700xp. 6,700/8 = 837.5. 837.5 x 7 = 5,862.5 experience points earned for Ryse.

Experience points earned in the dungeon are affected by the character's level and the level of the dungeon. The formula is as follows:

Monster or Dungeon Level/Character Level = Experience Earned

Monster level trumps dungeon level.

There is no bonus experience if a character ventures down a dungeon level higher than his own. Treasure guarded by higher hit dice monsters will affect the outcomes of the formula as outlined in the example presented here. Finally, a character can only advance one level from any experience award at a time. Any excess experience that would bump the character up a second level is lost, and the character remains one experience point below the threshold for the next level.

Hit Dice Accumulation Methods

Three methods are presented here, all rooted in interpretations of the rules. It is up to the referee to determine which method is used.

Method I: When a level is gained, the character rolls the difference in hit dice between the previous level and the newly earned one. For instance, a fighting-man with level one rolls 1d6+1 for six starting hit points. He would roll a second hit die at level two and add it to the total. In situations like that of the magic-user, when going from level 1 to level 2, the character gets only a single hit point improvement as he advances from 1 to 1+1. So, if the magic user had 4 hit points at level 1 and gained level 2, he would not roll but get 1 point, bumping him up to 5 hit points.

Method II: This method involves rolling the total hit dice indicated for that level upon level up. Suppose the result is greater than the character's current hit points. In that case, the player increases the character's hit points to the new total. The player does not gain extra hit points for that level if it's less—for example, the level 1 fighting-man with 6 hit points at level one levels up. The player rolls 2d6 for level 2 and gets an 8. The player increases the fighting-man's hit point total from 6 to 8 for gaining level 2.

Method III: Players roll the character's hit dice for each adventure with this method. This simulates the idea that characters have good days and bad days, experiencing both lucky and unlucky moments.
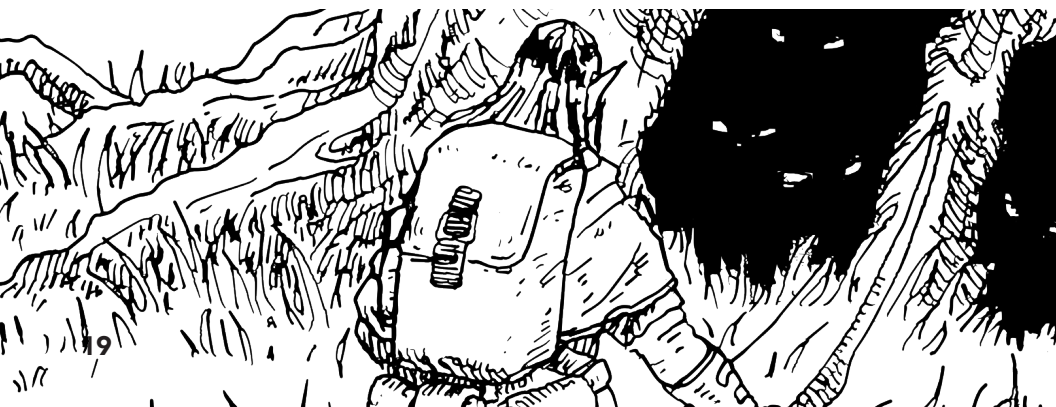
Magic & Sorcery

Powerful magic, fell sorcery, and mystical occult powers add flavor to your campaign. They can change the tide of battle in favor of or against the player characters. A sorcerer in a stronghold on the border of a player's domain may cause trouble and use sorcery to hinder or harm the player's character.

Both clerics and magic-users must use a spell book, one book for each spell level. A spell book weighs 5 pounds (50 coins). When a magic-user or cleric starts his adventuring career, a mentor or teacher gives him a spell book. What spells are in it is at the discretion of the referee. A cleric's book acts more like a prayer book than a source of arcane study, which is valid for the magic user. The cleric or magic-user is responsible for completing spell books of higher level and power as the character advances. Each spell book for every spell level weighs 50 coin.

Magical Research

Magic-users and clerics are allowed to expand the spell list that follows. This is done through magical research, which costs gold and time. The spell level determines the cost, and the referee determines the level of any new spell. Spells already in existence and presented here can also be researched.

The cost in gold for spells is as follows:

Table 1.18: Spell Research

Example Item	Cost in GP	Time Required (Weeks)
Level 1	2,000	1
Level 2	4,000	2
Level 3	8,000	3
Level 4	16,000	4
Level 5	32,000	5
Level 6	64,000	6

Every investment equals a 20% chance of success. So, a level 1 spell with a minimum investment of 2,000 gold has a 20% chance of success. If the player invests 4,000 gold, he has a 40% chance of success. If the player invests 10,000 gold, he has a 100% chance of successful spell research.

The level of a spell that is researched must be within the ability of the caster to perform. This means that if the character does not have access to level 2 spells as far as his abilities are concerned, he cannot create a level 2 spell. If the character has access to level 3 spells, he can create levels 1, 2, and 3 since these are within his skill range to cast. Such spells can be added to the character's spell book. The player may share the spell with other casters or keep the spell secret.
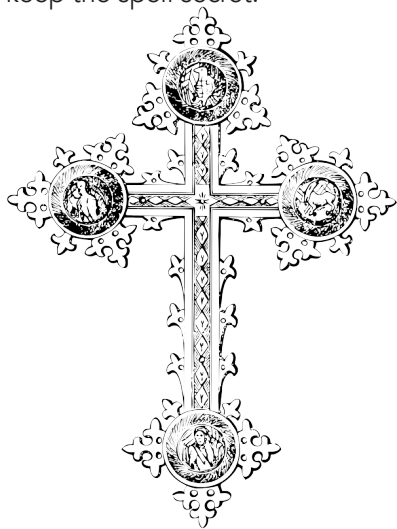
Clerics vs. Undead

Clerics can raise their cross as a holy symbol and turn undead. Turned undead will flee from the cleric if the attempt is successful. If the attempt fails, the cleric cannot attempt to turn that particular undead for a whole day.

The attempt to turn undead is made with a 2d6 roll. Use the table on the next page to determine if the cleric is successful on the 2d6 roll.

Table 1.19: Cleric vs. Undead Table

Undead Type				Cleric Level				
	1	**2**	**3**	**4**	**5**	**6**	**7**	**8**
Skeleton	7	T	T	D	D	D	D	D
Zombie	9	7	T	T	D	D	D	D
Ghoul	11	9	7	T	T	D	D	D
Wight	N	11	9	7	T	T	D	D
Wraith	N	N	11	9	7	T	T	D
Mummy	N	N	N	11	9	7	T	T
Spectre	N	N	N	N	11	9	7	T
Vampire	N	N	N	N	N	11	9	7

Number: This is the target number on the 2d6 roll for the turning attempt to succeed.

D: Destroy 2d6 worth of that type of undead.

T: Turn 2d6 worth of that type of undead.

N: No effect. This undead type cannot be turned by the cleric.

Spell Lists

Each list of spells for magic-users and clerics is divided by level. What spells a caster starts with is up to the referee. If the referee wants to let players pick a specific number or roll, it is at the referee's discretion.

Table 1.20: Magic-user Spell List

	Level 1	Level 2	Level 3
1	Charm Person	Continual Light	Clairaudience
2	Detect Magic	Detect Evil	Clairvoyance
3	Hold Portal	Detect Invisible	Dispel Magic
4	Light	ESP	Fireball
5	Protection from Evil	Invisibility	Fly
6	Read Languages	Knock	Haste Spell
7	Read Magic	Levitate	Hold Person
8	Sleep	Locate Object	Infravision
9		Phantasmal Forces	Invisibility 10' Radius
10		Wizard Lock	Lightning Bolt
11			Protection from Evil 10' Radius
12			Protection from Normal Missiles
13			Slow Spell
14			Water Breathing
	Level 4	**Level 5**	**Level 6**
1	Charm Monster	Animate Dead	Anti-Magic Shell
2	Confusion	Cloudkill	Control Weather
3	Dimension Door	Conjure Elemental	Death Spell
4	Growth of Plants	Contact Higher Plane	Disintegrate
5	Hallucinatory Terrain	Feeblemind	Geas
6	Massmorph	Growth of Animals	Invisible Stalker
7	Polymorph Others	Hold Monster	Lower Water
8	Polymorph Self	Magic Jar	Move Earth
9	Remove Curse	Passwall	Part Water
10	Wall of Fire	Telekinesis	Projected Image
11	Wall of Ice	Teleport	Reincarnation
12	Wizard Eye	Transmute Rock to Mud	Stone to Flesh
13		Wall of Iron	
14		Wall of Stone	

Table 1.21: Cleric Spell List

	Level 1	Level 2	Level 3
1	Cure Light Wounds*	Bless*	Continual Light*
2	Detect Evil*	Find Traps	Cure Disease*
3	Detect Magic	Hold Person	Locate Object
4	Light*	Speak with Animals	Remove Curse
5	Protection from Evil*		
6	Purify Food & Water*		

	Level 4	Level 5
1	Create Water	Commune
2	Cure Serious Wounds*	Create Food
3	Neutralize Poison	Dispel Evil*
4	Protection from Evil 10' Radius*	Insect Plague
5	Speak with Plants	Raise Dead*
6	Turn Sticks to Snakes	Quest

*This spell has an inverse casting when used by an evil anti-cleric.

Magic-user Spell Descriptions

Level 1 Magic-User Spells

Charm Person: This enchantment pertains to any bipedal, typically mammalian beings of human size or smaller. It excludes creatures of the "Undead" category. Still, it includes Pixies, Fairies, Nymphs, Kobolds, Goblins, Orcs, Hobgoblins, Gnolls, and others. When this spell succeeds, the magic-user exerts total influence over the charmed being, subduing them until the "charm" is nullified (via Dispel Magic). Effective Range: 12".

> Spell descriptions are intentionally vague in the tradition of 0e. You should view this vagueness as a feature and not a bug. The vagaries allow spells to be used in creative ways by players and referees during the course of the game.

Detect Magic: This spell serves the purpose of unveiling any enchantments that may have been cast upon a person, location, or object. It functions within a constrained range and has a brief duration. This spell is convenient for discerning the presence of magic, such as identifying enchanted items or detecting the use of spells like Hold Portal or Wizard Lock.

Hold Portal: This spell is employed to secure a door, gate, or a similar barrier. Unlike a permanent locking spell, it is temporary. The duration of this spell is determined by rolling 2d6, which will be expressed in turns. The use of Dispel Magic can immediately negate the spell. A potent anti-magical creature can shatter it, and the Knock spell will open it.

Light: This spell projects a circle of light with a diameter of 3 inches. However, it falls short of creating full daylight. The duration of this illumination is equivalent to 6 turns plus the number of levels attained by the caster. For instance, a 6th-level Magic-User would maintain the spell for 12 turns.

Protection from Evil: When cast, this spell creates a protective magical circle around the conjurer. This circle acts as a barrier against attacks from enchanted creatures. Additionally, it functions as a form of armor against malevolent attacks, granting a +1 bonus to all saving throws and reducing the hit dice of evil adversaries by 1. This spell's effects do not stack with magical armor or rings. However, it continues to protect enchanted creatures. Its duration is 6 turns.

Read Languages: Similar to the Read Magic spell (see below); this incantation enables the reader to understand written directions and inscriptions, especially those found on treasure maps. Its properties are otherwise akin to the Read Magic spell mentioned earlier.

Read Magic: This spell allows a Magic-User to decipher the incantations inscribed on magical items or scrolls. Without this spell or a similar device, magic remains incomprehensible even to magic-users. Typically, this spell has a short duration, permitting only one or two readings.

Sleep: The Sleep spell has a variable effect based on the level of the creatures targeted. It can affect 1d10 + 1d6 first-level creatures (with up to 1 + 1 hit dice), 2d6 second-level beings (with up to 2 + 1 hit dice), and 1d6 third-level beings, and only one fourth-level creature (with up to 4 + 1 hit dice). The number of creatures affected corresponds to the dice rolled. If the number of creatures in the affected group exceeds the number rolled, randomly determine which among them succumbs to the "sleep" effect. The range of this spell is 24".

Level 2 Magic-User Spells

Continual Light: The caster can manifest light at any chosen location with this spell. The resulting radiance forms a 24" diameter circle of illumination. However, it falls short of producing full daylight. This luminescence endures until dispelled. The spell's range extends to 12".

Detect Evil: This spell discerns evil intentions or malevolent thoughts within any creature or in enchanted objects. This cannot detect poisons as that is neither good nor evil. The spell's effects last for 2 turns, with a range of 6".

Detect Invisible: This spell reveals concealed treasures hidden by the Invisibility spell (see below) and can expose invisible creatures. Its duration is 6 turns—the range 1" x the level of the magic-user casting the spell.

ESP: This spell grants the caster the ability to perceive the thoughts, if present, of entities concealed behind doors or concealed in the shadows. It can penetrate solid rock of roughly 2' in thickness, although a thin lead coating can obstruct its penetration. The spell maintains its effects for 12

turns and possesses a range of 6".

Invisibility: This spell renders the recipient invisible. The spell will remain in effect until some external force or the invisible creature attacks dispel it. The spell has a range of 24".

Knock: An enchantment that unlocks secret doors opens magically locked portals, releases doors sealed with enchantments, or unbars and unbolts otherwise secured gates. It operates within a range of 6".

Levitate: This incantation elevates the caster, limiting motion to the vertical plane. However, the caster can, for instance, levitate to the ceiling and navigate horizontally using their hands. Its potency lasts for 6 turns plus the user's level. The range for levitation extends 2" for each level of the magic-user. Upward movement occurs at a rate of 6" per turn.

Locate Object: For this enchantment to work, the caster must possess specific knowledge of the object they wish to find. This includes details like exact nature, dimensions, coloration, and so forth for magical items. Nevertheless, familiar objects, such as a stairway leading upwards, can be detected using this spell. The spell provides the caster with the direction of the desired object but not its distance. The sought-after object must fall within the spell's range. The range extends to 6" initially, with an additional 1" for each magic-user level employing the incantation. For instance, a level 10 magic-user has a range of 16".

Phantasmal Forces: This spell allows the conjurer to craft life-like illusions based on the caster's mental images. The illusion persists as long as the caster maintains concentration on the magic and the spell remains undisturbed by any living being. There is no strict limit on its duration. However, any harm inflicted on individuals who genuinely believe in the illusion will be tangible. The spell's range is 24".

Wizard Lock: The spell is akin to a Hold Portal in that it endures indefinitely. However, a Knock spell can be unlocked without dispelling the original enchantment. A Wizard Lock can be ignored without requiring any spell by a magic-user who is three levels superior to the one who cast the spell.

Level 3 Magic-User Spells

Clairaudience: This spell is similar to ESP (distance and duration) but allows the magic-user to hear something a distance away. It can be channeled through a crystal ball.

Clairvoyance: Essentially the same as the ESP spell, the caster can visualize distant locations or scenes rather than picking up thoughts with this spell.

Dispel Magic: This spell, unless countered, can dispel enchantments and spells (at the referee's discretion). It will also dispel enchantments on magic items. The probability of success is a ratio. For instance, a 6th level magic-user attempting to dispel the enchantment of a 12th level magic-user has a 50% chance of dispelling the effect. This means that magic-users of the same or higher level than the magic-user who cast the enchantment will

always succeed in dispelling the effect. The spell lasts 1 turn and has a range of 12".

Fireball: An explosive projectile emanates from the magic-user's finger, detonating with a burst radius of 2". When cast in a confined space, the fireball will adapt to the shape of the space. The damage caused by the missile is a number of d6s equal to the level of the caster. For instance, a 7th-level caster would cast a 7d6 fireball spell. If cast from a wand or scroll, it is a 6d6 damage spell. If cast from a staff, it is an 8d6 missile. The duration is 1 turn, and the range is 24".

Fly: This spell enables the caster to fly at a speed of up to 12" per turn. The spell's duration is determined by the level of the Magic-User plus a secret 1d6 roll made by the referee.

Haste Spell: This spell affects 4d6 creatures in a 6"x12" area. Those creatures affected by the spell have double movement rates for the duration of the spell (3 turns). The spell has a range of 24". This spell can cancel or dispel a slow spell.

Hold Person: This spell functions much like the Charm Person spell, but it is more powerful and potent. It can affect 1 to 4 individuals. If cast on a single individual, it is particularly potent as the target has a -2 to the saving throw. The duration of the spell is 6 plus the level of the magic-user in turns. The range is 12".

Infravision: This spell allows the recipient to perceive infrared light waves, allowing them to see in complete darkness. The spell lasts for one day, and the infravision range is between 40" and 60".

Invisibility 10' Radius: This spell operates similarly to the standard Invisibility spell, but it extends the effect in a 10' from the spell's target.

Lightning Bolt: This spell conjures a 6" lightning bolt that can be up to ¾" wide. Suppose the available space isn't sufficient for the full length. In that case, the bolt will bounce back to reach its 6" length of effect, potentially striking its caster. The damage caused by the spell is a number of d6s equal to the caster's level. For example, an 8th-level magic-user would deal 8d6 damage with this spell. The range is 24". The head of the bolt cannot extend beyond 24".

Protection from Evil 10" Radius: This spell functions like the regular Protection from Evil spell but extends out in a 10' radius. The duration is also longer for magic-users than regular protection from evil, lasting 12 turns.

Protection from Normal Missiles: When this charm is cast, the recipient becomes immune to regular missiles launched by standard (not magical) individuals or weapons. The effect lasts for 12 turns, with a range of 3".

Slow Spell: This spell affects 4d6 creatures in a 6"x12" area. The creatures in the area affected by the spell have the opposite effect of the haste spell, with their movement rates halved for 3 turns. The spell has a range of 24".

This spell can be used to counter or cancel a haste spell.

Water Breathing: This spell enables the caster to breathe underwater. It lasts for 12 turns and has a range of 3".

Level 4 Magic-User Spells

Charm Monster: This spell is related to Charm Person but can be used on creatures of all kinds. If it targets animals or creatures with three or fewer hit dice, the number affected is determined by rolling three six-sided dice. Otherwise, it functions the same manner as Charm Person spell.

Confusion: This spell will automatically affect creatures with 2 hit dice or fewer. Creatures with greater hit dice will experience a delay in the spell's effect. The magic-user player must roll 2d6 minus the casting character's level. A total of 0 or less (negative) means the spell will have an immediate effect. Any other result indicates the number of turns for the spell to take effect. For example, a 7th-level magic-user would roll 2d6-7. If this magic-user rolled an 8, 8-7 equals 1 round for the spell to take effect. Creatures with 4 hit dice or more are allowed a save but must make saving throws every round the spell is in effect. The caster must roll 2d6 every round to determine what the affected confused monsters or characters will do. A roll of 2 to 5 indicates the confused will attack the magic-user and their party. A roll of 6-8 means the confused will stand about and do nothing. A roll of 9-12 represents the confused will attack each other. The duration is 12 rounds, and the range is 12". The number of affected creatures is 2d6 + the caster's levels over 8.

Dimension Door: This spell allows a target object to be teleported up to 36" away in any direction. There is no miscalculation in the spell and the target will always go to where the caster desires it. The range is 1".

Growth of Plants: This spell induces typical underbrush or forests to densely flourish and become intertwined with creepers, vines, thorns, briars, and similar flora, rendering the area nearly impassable. It can affect an area of up to 30 square inches, with the caster determining the specific dimensions of the affected zone. The spell lasts until it's negated by a Dispel Magic. The range is 12".

Hallucinatory Terrain: Using this spell, natural landscape features can be concealed or created as an illusion, covering a sizable area. This can make a swamp, hill, ridge, forest, or similar terrain either disappear or appear. The illusion is dispelled as soon as an opponent comes into contact with the affected area. Range: 24".

Massmorph: This spell is employed to hide as many as 100 men or similarly sized creatures within an area resembling a forest or orchard. The concealed individuals can move within this area without revealing themselves as anything other than trees, and their movement won't disrupt the illusion. The spell can be dispelled either by the caster's command or through the use of a Dispel Magic spell. Range: 24".

Polymorph Others: This spell remains in effect until it is dispelled. The

spell grants all the physical characteristics of the creature's form, meaning that a creature transformed into an wyvrn gains all the abilities of an wyvern. The creatures intelligence will remain the same as well as it's innate resistances. The range is 6".

Polymorph Self: This spell enables the caster to assume the form of any desired creature, but it doesn't grant the caster the combat abilities of the creature. For instance, if the caster transforms into a wyvern, he won't gain the wyvern's combat skills or tail sting, but he will be able to fly. The spell lasts for 6 turns plus the caster's level.

Remove Curse: This spell is used to dispel a curse or evil aura from an object or creature. However, if cast on a cursed weapon, it will render the weapon ordinary, removing any enchantments. The range of this spell is adjacent/touch distance to the object or creature.

Wall of Fire: This spell conjures a wall of fire that remains as long as the magic-user concentrates to sustain it. The wall is opaque and blocks creatures with less than four hit dice from passing through. Undead creatures suffer 2d6 damage), while others incur 1d6 when breaking through the flames. The wall can take two forms: a pane up to 6" wide and 2' tall or a circular shape with a 3" diameter and 2" in height. The range of this spell is 6".

Wall of Ice: This spell forms a wall of ice, 6" thick, with dimensions similar to a Wall of Fire spell. It nullifies the abilities of creatures using fire and/or fire spells. Creatures with four or more hit dice can break through it, incurring 1d6 damage for non-fire users and double that for creatures employing fire. The range of this spell is 12".

Wizard Eye: This spell enables the caster to send an unseen "eye" up to 24" away to observe a scene without physically moving. The "eye" is invisible and travels at a rate of 12". The spell's duration is 6 turns.

Level 5 Magic-User Spells

Animate Dead: This spell allows the creation of animated skeletons or zombies. It does not resurrect the dead. The number of corpses animated is determined by rolling 1d6 for every level above the 8th level that the magic-user has achieved. It's important to note that there must be available skeletons or corpses to animate. The spell remains in effect until dispelled or the animated dead are destroyed.

Cloudkill: This spell generates a mobile, poisonous vapor cloud that is lethal to all creatures with fewer than five hit dice. The cloud moves at a rate of 6" per turn, following the direction of the wind or away from the spell caster if there is no wind. It has a diameter of 3". The cloud persists for 6 turns but can be dispersed by particularly strong winds or the presence of dense trees. This cloud is denser than air and will descend to the lowest available level.

Conjure Elemental: This spell allows the conjuration of an Air, Water, Fire, or Earth Elemental. A magic-user can only conjure one elemental of each

type per day. The elemental will remain until it is dispelled, but the magic-user must concentrate on maintaining control. If the Magic-User loses control or concentration, the elemental will turn against its conjurer and attack. Conjured elementals are particularly potent, possessing 16 hit dice. See the monster section for full details.

Contact Higher Plane: This spell enables the caster to seek advice and acquire knowledge from entities residing in higher planes of existence (as determined by the referee). The efficacy of the communication depends on the specific plane contacted, impacting the number of questions that can be posed, the likelihood of the entity possessing the desired knowledge, and the probability of receiving truthful answers. Refer to the table below to ascertain these variables, as well as the likelihood of the caster suffering mental instability. Only questions that can be answered with "yes" or "no" responses are allowed.

Feeblemind: This spell is designed specifically to affect Magic-Users, rendering the target feeble-minded until the spell is countered with a Dispel Magic. It causes the target magic-user to suffer a -4 penalty on saving throws against magic. The spell has a range of 24".

Growth of Animals: This spell can be used to enlarge 1d6 normal-sized animals to giant-size, thus granting them proportional increases in their attack capabilities. This is not restricted to mammals. The spell lasts for 12 turns and has a range of 12".

Hold Monster: This spell is the same as the Hold Person spell but is applied to monsters.

Magic Jar: Through this device, the magic-user places their life force within an inanimate object, and then seeks to possess the body of any other creature within a 12" radius of their Magic Jar. The receptacle for their life force must be within 3" of their physical body when the spell is cast. The actual possession of another body occurs when the targeted creature fails to resist the spell through a saving throw against magic. Should the inhabited body be destroyed, the spirit of the magic-user returns to the Magic Jar. From there, the caster can attempt another possession or return to his own body. The magic-user has the flexibility to return to the Magic Jar at will. If the magic-user's body is destroyed, his life force must stay within a possessed body or the Magic Jar. If the Magic Jar itself is destroyed, the Magic-User is irrevocably annihilated.

Passwall: This spell creates an opening in a solid rock wall that is the size of a man and can extend up to 10 feet in length. The opening persists for 3 turns. The spell has a range of 3".

Telekinesis: Through this spell, objects can be manipulated using the power of the mind. The weight that can be moved is determined by multiplying the magic-user's level by 200 Gold Pieces in weight. It has a range of range of 12".

Teleport: Instantaneous transportation from one place to another, regardless of the distance, is possible with this spell, provided the magic-

user is familiar with the destination's topography. When the user lacks precise knowledge of the destination, teleportation becomes 75% uncertain (1 to 15 on a d20), meaning a roll of 15 or less, the teleported instantly dies. Suppose the user generally understands the destination's topography and layout without detailed knowledge. In that case, there is a 10% chance of teleporting too low (1 to 2 on a d20) or too high (19 to 20 on a d20). Teleporting too low can be fatal if solid material is contacted, while teleporting too high can result in a fall of 10 to 100 feet, potentially leading to death. In cases where the Magic-User has thoroughly studied the destination, the chances of teleporting too low is 1% while too high too high is 4% (10–40 feet). These final distances can be rolled on 2d10 acting as percentile dice (or 2d20 functioning as percentile dice).

Transmute Rock to Mud: This spell takes effect within one turn, transforming earth, sand, and rock into mud over a square area of up to 30 square inches (remember inches equal feet here). Creatures entering the affected mud will become stuck, potentially sinking if they are heavy, or losing 90% of their movement if they are not too heavy or can't fly or levitate. The only ways to counter this spell are to reverse it using the incantation (requiring a Transmute Rock to Mud spell) or to wait for natural evaporation, which takes 3d6 days. The range is 12".

Wall of Iron: This spell creates an iron wall that is 3" thick, and its maximum area is 5 square inches. The wall will persist for 12 turns and has a range of 6".

Wall of Stone: This spell creates a stone wall that is two feet thick and has a maximum length and height of 10 inches square. The wall will endure until it is dispelled, broken down, or breached in the same manner as a standard stone wall. The range is 6".

Level 6 Magic-User Spells

Anti-Magic Shell: This spell creates a protective field that envelops the magic-user, rendering him completely immune to all spells. Furthermore, it bars the caster from transmitting any spells through the shield he's conjured. The protection lasts for 12 turns.

Control Weather: The magic-user can command the weather and perform any one of the following with this spell: tornado, stop tornado, rain, stop rain, deep clouds, clear sky, cold wave, heat wave.

Death Spell: A spell that can eliminate 1d10 + 1d6 creatures with fewer than seven hit dice. The targeted creatures must be located within a 6"×6" area to be affected by the spell. The range is 24".

Disintegrate: This spell has the power to disintegrate non-magical materials. Powerful creatures are allowed a saving throw. The range is 6".

Geas: This spell compels the recipient to carry out a specific task as commanded by the casting magic-user. Any attempt to deviate from this task will result in weakening, while outright ignoring the Geas will lead to death. The referee's judgment is crucial when applying this spell, especially

concerning the performance of the geased individual. Duration: Until the task is fulfilled. The spell has a range of 3″.

Invisible Stalker: This spell calls forth an otherworldly creature under the control of the summoning magic-user. This Invisible Stalker will remain dedicated to its assigned task until it is completed, without regard to time or distance. Once conjured, the monster cannot be dismissed by typical means but can be dispelled through direct assault. More info on these are provided in the monster section.

Lower Water: The casting of this spell results in an immediate reduction of 50% in the depth of a river or similar liquid body for ten turns. Range: 24″.

Move Earth: On the surface, the magic-user can employ this spell to displace geographical features such as hills or ridges. The spell requires one turn to take effect, and the altered terrain will shift at a rate of 6″ per turn. Duration: 6 turns. The spell has a range of 24″.

Part Water: This spell can cleave a body of water up to 10 feet deep for a maximum of 6 turns. Range: 12″.

Projected Image: Through this spell, the magic-user creates an illusion of themselves at a distance of up to 24″. All spells and actions from that point onward seem to emanate from this projected image. The spell lasts for 6 turns and has a range of 24″.

Reincarnation: A spell to resurrect a deceased character in a different form. The specific form of the reincarnated character depends on previous alignment. This is determined randomly. If the result is a human, class and level are determined by rolling 1d6. The same is true for an elf or dwarf.

Stone to Flesh: This spell transforms stone into flesh and can be reversed to turn flesh into stone. It's especially valuable for reviving characters who certain monsters have petrified. The transformation is permanent unless a reversed spell is cast. A save is allowed when transforming powerful creatures into stone. Use the chance of a character's survival based on the constitution score when the character is being turned back into flesh. The spell has a range of 12″.

Cleric Spell Descriptions

Level 1 Cleric Spells

Cure Light Wounds: This spell takes a whole turn to perform. It will heal man, elf, dwarf, or halfling 1d6+1 hit points of damage. This spell is reversed for Anti-Clerics to cause 1d6+1 damage to a target.

Detect Evil: This spell is identical to the one used by Magic-User's, with the distinction of having a duration of 6 turns and a range of 12″. Anti-Clerics cast the reverse of the spell.

Detect Magic: See the Magic-User's spell description as this one is

identical. Anti-Clerics reverse this spell.

Light: This spell functions in the same manner as the Magic-User variant, except that this spell lasts for 12 turns. Anti-Clerics cast this as a Darkness spell.

Protection from Evil: This spell functions in the same manner as the Magic-User variant, except that this spell lasts for 12 turns. Anti-Clerics cast the reverse.

Purify Food & Water: This spell renders spoiled or poisoned food and water safe for consumption. It can affect a quantity sufficient for about twelve people. An Anti-Cleric is capable of casting a reverse version of this spell.

Level 2 Cleric Spells

Bless: During any non-combat turn, the intended beneficiaries of a Bless spell may receive this boon from the Cleric. A blessing increases morale by +1 and provides a +1 bonus to attack rolls. The spell's effects last for 6 turns. An Anti-Cleric casts the reverse version of this spell.

Find Traps: Using this spell, the Cleric can identify mechanical or magical traps within a 3" radius. The spell's effect persists for 2 turns.

Hold Person: The Cleric cast the spell with the same effect as a Magic-User except that the cleric's version lasts 9 turns and has a range of 18".

Speak with Animals: With this spell, the Cleric can converse with various animals and comprehend their responses. The animals spoken to may offer their assistance to the Cleric, and they will not harm the Cleric's party. The spell remains in effect for 6 turns and has a range of 3".

Level 3 Cleric Spells

Continual Light: This spell is the same as the Magic-User's in both time and duration, except that the light is equal to that of daylight. Anti-Clerics cast this as a Continual Darkness spell. Such darkness is pitch black and, of course, magical.

Cure Disease: This spell can rid the target of a disease that is both natural and magical. Anti-Clerics will cause disease with this spell as well.

Locate Object: This spell functions similarly to the one used by Magic-Users, with the primary distinction being a base range of 9".

Remove Curse: This spell functions in the same manner as the Magic-User's.

Level 4 Cleric Spells

Create Water: With this spell, the Cleric can conjure a quantity of potable water suitable for sustaining a group of twelve individuals and their horses for one day. The amount produced increases twofold for each level above the 8th that the Cleric has reached.

Cure Serious Wounds: This spell is the same as the Cure Light Wounds spell except that 2d6+2 hit points of damage is healed. Anti-Clerics cast the reverse of this, causing the same amount of damage to a target.

Neutralize Poison: A spell to neutralize the detrimental effects of poison. It's important to note that it won't revive a character who has already succumbed to poison. This spell is effective on a single object and has a duration of 1 turn.

Protection from Evil 10' Radius: This spell is the exact same as the Magic-User's. Anti-Clerics cast the opposite of this.

Speak with Plants: This spell grants the Cleric the ability to converse with all varieties of plant life, comprehending their responses. The spoken-to plants will comply with the Cleric's instructions, such as parting to create a passage, but it does not bestow the ability to command trees like Treants. The spell's effect lasts for 6 turns, and it has a range of 3".

Turn Sticks to Snakes: In the presence of nearby sticks, a Cleric has the ability to transform them into snakes, with a 50% probability (1 to 3 on a d6) of these snakes being venomous. The Cleric can conjure a quantity of 1d10 + 1d6. The Cleric can direct these conjured snakes to carry out specific tasks. The spell remains effective for 6 turns and has a range of 12".

Level 5 Cleric Spells

Commune: This spell establishes a connection between the Cleric and higher powers, beseeching their assistance in the form of responses to three inquiries. Communing in this manner is restricted to once a week at most (with the possibility of less frequent use, as determined by the referee). The information provided during these communions should be highly accurate and comprehensive. Once per year, a special communion may occur, granting the Cleric the opportunity to pose twice the usual number of questions.

Create Food: With this spell, the Cleric generates ample nourishment to sustain a group of twelve individuals for one day in the game. The amount of sustenance produced increases twofold for every level beyond the 8th that the Cleric has reached.

Dispel Evil: Much like a Dispel Magic spell, a Cleric can remove any evil enchantment or spell within a 3-inch radius. The effect is instantaneous. The Anti-Cleric does the opposite by dispelling good.

Insect Plague: Through this spell, the Cleric summons a massive swarm of insects and directs them as desired within the spell's range. They will obscure vision and cause creatures with less than three hit dice to flee. The area affected by the Insect Plague spans 36 inches squared. The duration is 1 full day. The range is 48". This spell only works above ground.

Raise Dead: The Cleric points a finger, speaks the incantation, and revives the deceased person. This spell is effective for humans, elves, and dwarves exclusively. The resurrection time frame extends by four days for each level the Cleric has advanced beyond the 8th. It's important to note that if the character had a weak constitution, the spell may not successfully revive them. In any case, revived characters must dedicate two weeks to recuperating from this experience.

Anti-clerics cannot raise the dead in this manner. Instead, anti-clerics get the spell **The Finger of Death**. Rather than resurrecting the deceased, this spell creates a lethal "death ray" that can kill any creature that fails a saving throw. The range is 12". A good Cleric may employ this spell in a life-or-death scenario, but abusing it will instantly transform him into an Anti-Cleric.

Quest: This is akin to the Geas, but with a crucial difference: the individual assigned a Quest by the Cleric is not met with death for failing to complete the task. The Cleric can subject the quester to any curse as a consequence of failure. The referee should assess whether the curse will come to pass if the character disregards the Quest, taking into account the wording of the curse, the character's alignment, and any subsequent actions.

Saving Throws

Saving throws are thrown against specific abilities or situations a character may fall victim to. For instance, a saving throw against poison, death, dragon breath weapons, or magic. Such throws are roll over d20 rolls. The player or referee rolling for the character must meet or beat the number presented for the character's level. Below are the saving throws by class and level.

Table 1.22: Cleric Saving Throws

Level	Death Ray or Poison	Wands, Polymorph, or Paralyzation	Stone	Dragon Breath	Staves & Spells
1-4	11	12	14	16	15
5-8	9	10	12	14	12
9-12	6	7	9	11	9
13+	3	5	7	8	7

Table 1.23: Fighting-Man Saving Throws

Level	Death Ray or Poison	Wands, Polymorph, or Paralyzation	Stone	Dragon Breath	Staves & Spells
1-3	12	13	14	15	16
4-6	10	11	12	13	14
7-9	8	9	10	10	12
10-12	6	7	8	8	10
13+	4	5	5	5	8

Table 1.24: Magic-User Saving Throws

Level	Death Ray or Poison	Wands, Polymorph, or Paralyzation	Stone	Dragon Breath	Staves & Spells
1-5	13	14	13	16	15
6-10	11	12	11	14	12
11-15	8	9	8	11	8
16+	5	6	5	8	3

Adventures

Old-school was about adventuring. The story organically arose from player choices within a sandbox-style game. It was not planned but created spontaneously by the players and the referee, playing off of each other's ideas, with the rules of the game guiding the way. What is behind the door of the sealed tomb? What if, instead of returning to town, the party pushes deeper into the dungeon? The adventure unfolded from decisions and choices such as these. This section contains all the rules you need to facilitate this play mode.

The Dungeon and the Underworld

Any referee hoping to run a medieval fantasy campaign should create an underworld environment for the players to explore and earn loot and treasure. Later, a dungeon generator is provided if you need help figuring out where to start with a dungeon of your own. It is suggested that the referee make two kinds of maps: the first is a side view showing how the dungeon levels vertically overlap. The second is an overhead view of each dungeon level.
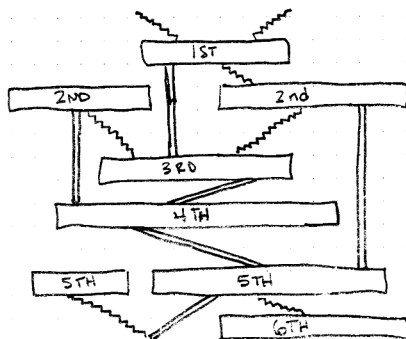
The cross-section map should make use of sloping passages and stairways. Chimneys leading to deeper and more dangerous levels and how they connect to lower levels should be noted. Mapping this is useful for staircase encounters.

The map of each level and its floor plan should indicate the chimneys, chutes, stairways, and sloping passages down to lower or up to higher levels. Note where tricks, traps, treasure, and any permanent lairs for monsters are located. The original rules are unique in suggesting that a dungeon should have at least twelve levels with side levels, passages, and areas under construction. The dungeon will be a place the adventurers keep coming back to for gold and glory!

Sample Dungeon

1 Troll
2,200sp in bags.
1,650ep loose in
the room.

Pit 10' deep.
3 in 6 chance of
falling in.

8 Gnolls
1,150ep in an iron trunk.
550gp in stone containers.

Rushing river
cuts through the
dungeon hallway.

3 Skeletons

Entrance

200pp in small
coffer. The coffer
is hidden behind
loose stone in the
wall.

Stairs going down
1 level.

Pit 10' deep.
3 in 6 chance of
falling in.
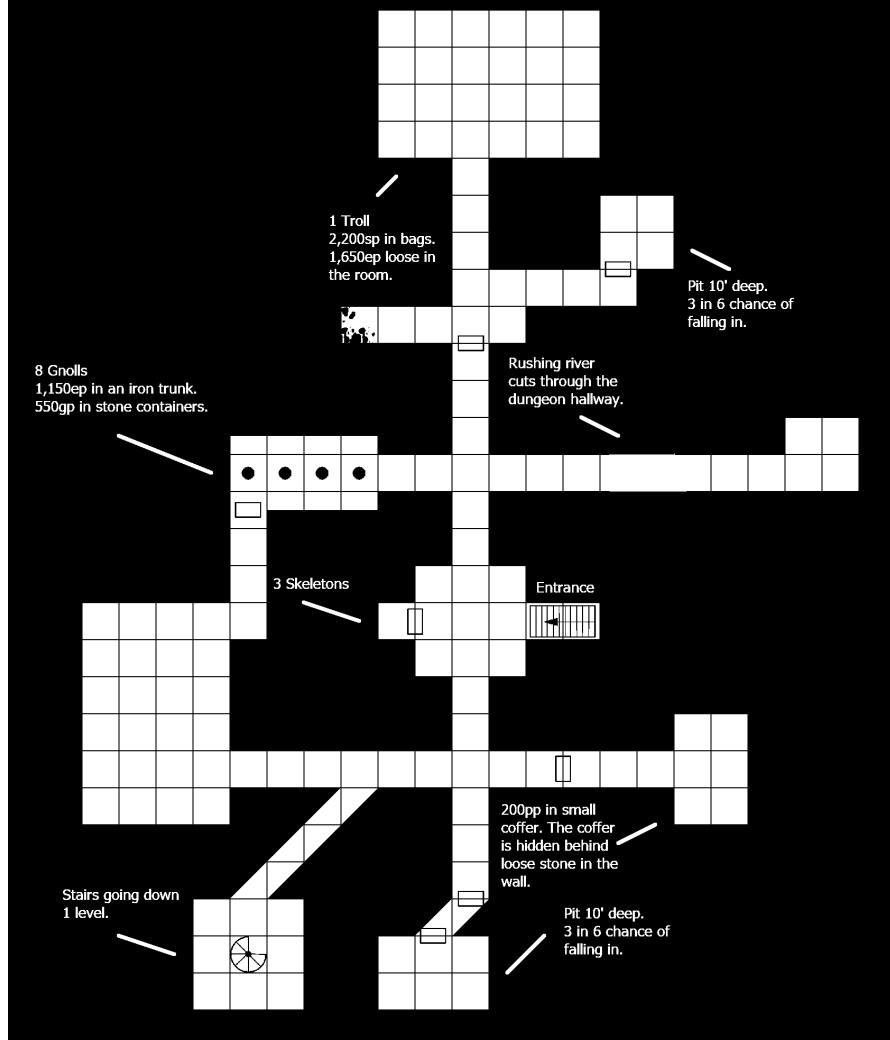
Chance of Monsters & Treasure in the Dungeon

As players move through your dungeon, it will be essential to determine if a room is empty or not. If a referee is still uncertain, the referee can roll 1d6. On a roll of 1 to 2, the room has monsters within. You can use the random monster tables in the later section to determine what monster appears. Often, monsters guard treasure. Roll 1d6 once more once it is determined that monsters guard a room. A roll of 1 to 3 indicates that there is treasure as well. Use the table below to select the quantity of treasure found. You can see that most of the time, rooms in the dungeon are empty. This is important as it provides players with locations to retreat to or barricade should things go poorly in their expedition or places for player characters to rest in the oppressive horrors of the underworld.

Table 2.1: Treasure Determination by Dungeon Level

Dungeon Level	Silver	Gold*	Gems/ Jewelry Chance 1d20	Gems/ Jewelry Quantity	Magic Items Chance 1d20
1	1d6x100	1d6x10	1	1d6	1
2-3	1d12x100	1d6x100	1-2	1d6	1
4-5	1d6x1,000	1d6x200	1-4	1d6	1-2
6-7	1d6x2,000	1d6x500	1-6	1d6	1-3
8-9	1d6x5,000	1d6x1,000	1-8	1d12	1-4
10-12	1d6x5,000	1d6x2,000	1-10	1d12	1-5
13+	1d6x10K	1d6x5,000	1-10	1d12	1-6

*There is a 50% of gold is in the treasure horde when found.

Unguarded treasure should be protected or hard to find. It can be hidden in a wall, protected by a poisonous or deadly trap, or concealed by illusions and magic. Treasure should always be earned and worked for.

Keeping a dungeon from becoming boring includes restocking already explored areas with monsters and treasures. Others may move into their area if one monster or group of monsters is slain. You can also have passages collapse, blocking one way, and have new passages under construction, leading to new areas.

Tricks and traps will make the dungeon engaging and challenging beyond slaying monsters. False stairs that lead to nowhere, dead ends, wrong rooms, one-way doors, pit traps, arrow traps, magical rooms that silence all sound, and illusory walls are all elements that add challenges to the dungeon, challenging the players and making the treasure earned more rewarding.

Adventures

Dungeon Exploration

Exploration of the underworld is where many players will be adventuring, especially in the early levels. One thing to consider about 0e games like this (and old-school editions in general) is that these are essentially post-apocalyptic settings. This makes sense when you consider the pulp influences of Michael Moorcock, Robert E. Howard, and Clark Ashton Smith. These pulp writers wrote stories about a world that has survived cataclysm after cataclysm. The world is full of the remnants of the old worlds, and within those remnants is treasure and wealth. Naturally, those who want to fast-track to the top will risk life and limb for gold and glory. The following rules are simple and allow groups to quickly explore the underworld for treasure and power.

Time

Time will often be one of the most critical resources (aside from encumbrance) when parties of adventurers are exploring the underworld (and wilderness). The following explains how to measure time in-game:

Dungeon expedition = 1 week

Wilderness expedition (on a hex map) = 1 move = 1day

One week of actual time = 1 week of game time

A turn in the dungeon = 10 minutes in game time

A round in combat = 1 minute

Time will be significant to keep careful track of, especially if the game grows to have multiple referees and many adventuring parties of characters all sharing in the same campaign. Strict time records will ensure that no time anomalies or contradictions can occur.

Within the dungeon, time is measured in "turns." As stated, a turn is 10 minutes of in-world game time. Within those 10 minutes, characters can search for a secret door, load treasure, listen for monsters, or perform any action requiring slow, methodical care.

Such methodical care in terrifying environments means rest must be taken, or characters could become fatigued. A rest must occur once every hour (so once every 6 turns). The rest must be two turns long if the party has just been chased or pursued (so 20 minutes or two turns for rest).

Movement Outside of Combat

As stated elsewhere, movement is represented in inches. Inches within the dungeon equate to tens of feet. So, a movement speed of 12" is 120 feet.

Table 1.14 on **page 16** shows the four movement speeds for all characters. Lightly encumbered movement could move 120 feet in a single turn. Medium encumbered movement is 90 feet. Heavily encumbered movement is 60 feet. Max weight carried movement is 30 feet.

Doors in the Dungeon

Doors are generally always stuck in the dungeon. If they are not already open or damaged, they must be forced open with a roll of 1 to 2 on a d6 by the character(s) attempting to force them open. Doors will automatically open for monsters, however. Once open, doors will automatically close again and must be forced open once more. A door can be spiked open (or closed if the party wishes to "lock" a door) to prevent this. This can fail on a roll of 5 or 6 on a d6.

The dungeon will have secret doors. Such doors can be found on a roll of 1 to 2 on a d6 for humans, halflings, and dwarves. Elves can spot secret doors on a roll of 1 to 4 on a d6 when looking, and, at the referee's discretion, may notice a secret door on a roll of 1 to 2 on a d6 at a glance when the elf character is making no conscious search for a door.

Traps

Traps will be an essential problem for parties to overcome regularly. Most traps, such as pit traps and stair traps, are triggered by a character on a roll of 1 to 2 on a d6 when the character steps over them or would otherwise trigger them.

Light

Light will be an essential resource for parties of adventurers. Unlike later versions of the game, player character races do not have infravision (though there is a spell that grants it for a time). Parties of adventurers will have to rely on magic, torches, and lanterns to light their way through the dungeon. Torches burn for 6 turns and cast light in a 30' radius, while lanterns burn for 24 turns for the same radius. Strong gusts of wind can blow out torches and lanterns.

Monsters can see in the dark with infravision (so long as they are not serving a character), and this means that parties of adventurers will not be able to get the jump on monsters and surprise them unless they are moving through a door or excellent planning in an ambush is possible.

Wandering Monsters

The referee must check for wandering monsters at the end of every 10-minute turn. This is done by rolling a d6. On a roll of 6, a wandering monster has appeared. The distance encountered for dungeons is determined by rolling 2d4x10 feet; for wilderness encounters, it is determined in yards. The

referee may use the following tables to determine, by level, what sort of creature has wandered near the players. Roll one d6 to determine what level monster has appeared. If the party is on dungeon level 1, and the referee rolls a 3, a level 2 monster has wandered towards the players.

2.2: Monster Determination By Dungeon Level (1d6)

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

Table 2.3: Monster Level Table

Roll	Level 1	Level 2	Level 3
1	Kobolds	Hobgoblins	Wights
2	Goblins	Zombies	Level 4 Fighting-Men
3	Skeletons	Lizards	Giant Hogs
4	Orcs	Level 2 Fighting-Men	Giant Ants
5	Giant Rats	Berserkers	Ochre Jelly
6	Centipedes	Gnolls	Giant Snakes
7	Bandits	Thouls	Giant Weasels
8	Spiders	Ghouls	Level 5 Magic-User(s)
9		Level 3 Magic-User(s)	Level 5 Fighting-Men
10		Level 4 Magic-User(s)	Level 6 Magic-User(s)

Table 2.4: Monster Level Table

Roll	Level 4	Level 5	Level 6
1	Wraiths	Trolls	Giants
2	Ogres	Level 8 Fighting-Men	Hydra (9–12 heads)
3	Level 4 Anti-Cleric(s)	Wyverns	Dragons
4	Level 6 Fighting-Men	Spectres	Basilisks
5	Giant Beetles	Mummies	Gorgons
6	Giant Scorpions	Minotaurs	Chimeras
7	Lycanthropes	Manticores	Vampires
8	Gargoyles	Cockatrices	Level 9 Fighting-Men
9	White Apes	Level 9 Magic-User(s)	Spectres
10	Level 7 Magic-User(s)	Wyverns	Level 11 Magic-User(s)*
11		Hydra (6–8 Heads)	Level 8 Anti-Cleric(s)*
12		Medusae	Purple Worm

*Such individuals will be accompanied by 1 to 4 followers that will be level 7 magic-users or level 4 anti-clerics.

The number of monsters encountered will vary in a dungeon environment. There is no hard and fast rule. Generally, the number of monsters encountered will depend on the number of player characters adventuring and the level of the dungeon the party is in. There are two ways of judging the appropriate amount of monsters. One way is to have roughly as many monsters as heroes. The other is by dungeon level and the number of hit dice. For instance, 6 characters adventuring on the 2nd level can encounter 12 hit dice worth of foes. The space in which the encounter takes place will also factor into this. Three roughly human-sized characters can fit in a 10-foot wide tunnel shoulder to shoulder.

Combat Encounters

Combat will often be inevitable. There are some actions and steps before and during combat that NPC enemies and player characters have open to them. Combat is fast and deadly in most cases. It has already been mentioned, but repeating that a combat round is 1 minute long is worth repeating. Within that time, there is a flurry of attacks, feints, blocks, and parries. A combat roll determines if an attack lands during this flurry of blows. Use the following rules to adjudicate combat situations.

Combat is resolved by following these steps:

1. **Check for surprise and encounter distance and potentially the reaction of the encountered foe.**

2. **Roll 1d6 for initiative. The side that wins has the choice of moving first or moving second. The side that is determined through**

this to move first, moves. The side that has been determined to move second, moves.

3. **Any prepared spells that are ready to be triggered are resolved.**

4. **Missile fire is resolved.**

5. **Melee combat is resolved.**

6. **Morale checks are made for any that require it. The combat round ends.**

If combat has been determined to continue after checking the combat state, return to step 2 and roll initiative for a new round. Continue through the rest of the steps until one side flees, is slain, or surrenders.

Surprise

Surprise can only occur when one side or both are capable of being unaware of each other. Spells that can detect thoughts and other such tricks will aid monsters or players in not being surprised. Surprise is determined by rolling a d6 for each character that may be surprising. A roll of 1 or 2 means a character is surprised. A character or creature that gains surprise on another gains a free round and may move and attack if the opponent is within distance. The surprised character or creature cannot move or attack while surprised. Creatures or characters that gain surprise may also choose to avoid the encountered creatures. There is a 25% chance (1 to 5 on a d20) that a surprised character will drop an item.

Surprise Encounter Distance

Encounter distance is determined by rolling 1d6. On a roll of 1 to 2, the distance is 10 feet. On a roll of 3 to 4, the distance is 20 feet. On a roll of 5 to 6, the distance is 30 feet.

Monster/RPC Reactions

Table 2.5: Monster/NPC Reaction Roll

2d6	NPC	Monster
2	Outright attack	Negative Reaction
3-5	Hostile Action	Negative Reaction
6-8	Uncertain	Uncertain Reaction
9-11	Agreeable	Positive Reaction
12	Enthusiastically Agreeable	Positive Reaction

There are times when, as a referee, there may be uncertainty about how a monster or NPC will react. This table above is applicable not only to combat

encounters but also to any situation where an NPC's reaction may be un-known to the referee, and a roll would aid in determining it (for instance, when hiring mercenaries). Additions and subtractions to the roll may be given due to the parties' alignments, charisma scores, bribes, or any other relevant factor for the interaction. Bribes, alignment, and even cultural dif-ferences will affect the roll with modifiers at the referee's discretion.

Initiative

The initiative is determined by rolling 1d6 and is done so per side. The side with the highest roll can act first or counter-move, while ties would be con-sidered simultaneous. A new initiative is rolled at the start of every round and all players must declare actions before initiative is rolled.

Attack Rolls

The probability of striking an enemy during a 1-minute combat round is de-pendent on the weapons being used by the combatants, the armor worn, and the level of the combatants. Attack rolls are done with a d20 roll. The player (if controlling a character) or the referee (when controlling an NPC or monster) will roll 1d20, adding any relevant modifiers to the roll. The roll is compared to the following attack matrices based on class. If the best armor class (AC) hit on the attack matrix for the appropriate character is equal to

or greater than the target's armor class, a hit has been scored, and damage on 1d6 is rolled against the target's hit point total.

Use the following tables for each appropriate class. Writing this matrix down on a player's character sheet is best. Characters within 10 feet of one another can be attacked in melee. Creatures in melee cannot make missile attacks. Firing into a melee is risky for allies who may be struck.

Table 2.6: Cleric Attack Matrix

Level	AC 9	AC 8	AC 7	AC 6	AC 5	AC 4	AC 3	AC 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+	1	2	3	4	5	6	7	8

Table 2.7: Magic-User Attack Matrix

Level	AC 9	AC 8	AC 7	AC 6	AC 5	AC 4	AC 3	AC 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+	3	4	5	6	7	8	9	10

Table 2.8: Fighting-Man Attack Matrix

Level	AC 9	AC 8	AC 7	AC 6	AC 5	AC 4	AC 3	AC 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

Attack rolls are modified by the weapon being used by the attacker and the armor worn by the defender. The tables on that follow depict melee and ranged weapon relationships. The number in parenthesis is the Weapon Class. These tables are generally for armored men vs. armored men. The weapon used by NPCs and monsters is at the referee's discretion. A referee can also decide if a specific modifier would apply to a particular type of monster. Targets of attacks are always random for both monsters and players. That is, they are determined randomly when in melees.

Table 2.9: Melee Weapons vs. Armor Modifiers

Melee Weapon	No Armor (AC 9)	Shield Only (AC 8)	Leather Armor (AC 7)	Leather Armor + Shield (AC 6)	Chain Mail (AC 5)	Chain Mail + Shield (AC 4)	Plate Armor (AC 3)	Plate Armor + Shield (AC 2)	Horse (AC7)	Horse Barded (AC 2)
Dagger (1)	+1	-1	0	-1	-2	-3	-5*	-5*	-1	-3
Hand Axe (1)	0	-1	0	-2	-3	-3	-4	-5	-2	-4
Mace (3)	-1	-1	-1	-2	-1	-1	0	-1	-3	-5
Sword (4)	0	-1	-1	-2	-1	-2	-3*	-4*	-1	-3
Battle Axe (5)	-1	-1	-1	-1	0	0	-2	-3	0	-2
Morning Star (6)	+1	0	+1	0	+1	0	-1	-1	-1	-1
Flail (7)	0	0	0	0	+1	0	+1	0	+1	-1
Spear (8)	-1	-2	-1	-2	-3	-3	-4*	-5*	0	-2
Pole Arm (9)	+1	+1	+1	0	0	-1	-2*	-3*	1	-1
Halbard (9)	-1	-1	-1	0	+1	+1	0	-1	0	-2
2 Handed Sword (10)	+1	+1	+1	+1	+2	+2	+1	0	+1	-1
Mounted Lance (11)	+2	+2	+2	+2	+1	0	-1	-2	+2	0
Pike (12)	-1	-1	-1	-1	-1	-1	-2	-3	+2	0

*If the target is prone, the modifier to hit is 0.

Table 2.10: Ranged Weapons vs. Armor Modifiers

Missile Weapon	No Armor (AC 9)	Shield Only (AC 8)	Leather Armor (AC 7)	Leather Armor + Shield (AC 6)	Chain Mail (AC 5)	Chain Mail + Shield (AC 4)	Plate Armor (AC 3)	Plate Armor + Shield (AC 2)	Horse (AC7)	Horse Barded (AC 2)
Short Bow	+1/0/-1	+1/0/-1	+1/0/-1	0/-1/-2	-1/-2/-3	-2/-3/-4	-4/-5/N	-5/N/N	-3/-5/N	-5/N/N
Lt. Crossbow	+2/+1/0	+2/0/-1	+2/0/-1	+1/0/-2	-1/-2/-3	-3/-4/N	-4/-5/N	-5/N/N	-2/-3/N	-5/N/N
Longbow	+2/+1/0	+2/+1/0	+2/+1/0	+2/+1/-1	+1/0/-2	-1/-2/-3	-2/-4/N	-4/-5/N	0/-2/-5	-2/-4/N
Comp. Bow	+2/+1/0	+2/+1/0	+2/+1/0	+2/0/-1	+1/-1/-3	-1/-3/-4	-2/-5/N	-4/N/N	0/-3/-5	-3/-5/N
Hvy. Crossbow	+3/+2/+1	+3/+1/0	+3/+1/0	+2/0/-1	+1/-1/-2	0/-2/-3	-1/-3/-4	-3/-4/-5	0/-2/-5	-2/-4/N

Table 2.11: Missile Weapon Ranges and Rate of Fire

Missile Weapon	Range in Inches (Short/Medium/Long)	Rate of Fire - Shots/Round
Short Bow	5"/10"/15"	1*/1
Lt. Crossbow	6"/12"/18"	1/1
Longbow	7"/14"/21"	1*/1
Composite Bow	8"/16"/24"	1*/1
Hvy. Crossbow	8"/16"/24"	1/2

*If a character with this weapon does not move during a combat round, the character may fire a second shot at the end of the round.

The above table shows missile weapon ranges in inches. Remember that these distances are tens of feet in the dungeon and tens of yards in the outdoors. The rate of fire indicates how many shots can be fired per combat round. For example, a heavy crossbow can be fired once every other combat round.

Split movement fire is something that horse archers and elves can perform. During the movement phase, a horse archer or elf may move up to half the character's movement speed and fire and then continue with the other half of the movement distance. Enemy combatants may fire upon characters that perform this action if those enemies wish to.

Weapon Classes

Each melee weapon on the previous pages has a number after the name, like "Dagger (1)" or "Pike (12)". The range of these numbers is from 1 to 12. This is the weapon's class. The weapon class is a general classification of the weapon's size, weight, and speed. Weapon class affects combat in the following ways:

- **A defender's weapon, which is 2 classes or more above that of his attacker's, cannot parry the attack from that weapon.**

- **Any weapon 1 class higher or 3 classes lower than the attacker's may parry the blow by forcing a -2 penalty on the attack. This defender does not get a counter-attack.**

- **Any defender with a weapon that is 4 to 7 classes lower than the attacker's weapon has the ability to either give the first blow or parry the attacker's blow, as mentioned above (there is no first blow if the opponent is charging with a higher class weapon). If the attacker still lands an attack on a parry, the attacker has broken the defender's weapon. If the parry is successful, the defender may counter-attack.**

Adventures

- **Any weapon that is 8 or more classes lower than the attacker's is given the first blow AND may parry the incoming attack or strike in the second attack. The attacker in this case subtracts 1 from his attack roll. If the attacker still manages to land a strike, he breaks the defender's smaller weapon.**

- **A character wielding a weapon 4 classes lower than his opponent's strikes against that opponent twice every round.**

- **If a character is wielding a weapon 8 classes lower than his opponent's, he strikes 3 times against that opponent every round.**

- **A weapon that is 2 classes higher than an opponents gets the first strike in the first round of combat.**

- **A weapon that is two classes lower than an opponent's gets first strike in any subsequent round.**

Example: Ryse, the fighting-man, is wearing plate armor (AC 3) and wielding a spear. He is fighting an orc with AC 6, who the referee has determined is using a sword and shield with no armor. Ryse has the space and chooses to charge the orc with his spear. Ryse gets the first strike because he is charging, but even if he wasn't charging, he would still get the first strike in the first round because his weapon is more than 2 classes higher than the orc's sword (a spear is class 8, while a sword is class 4).

The orc can parry the attack from Ryse and chooses to do so. The referee has determined that Ryse has a -2 penalty to his attack roll because he is attacking a shield only with a spear. Ryse's player rolls an 18 for his attack. 18 minus 2 for the parry and another 2 for the weapon vs. armor matrix gives a total roll of 14 for the attack. The attack matrix is consulted for fighting men at level 1. 14 hits AC 5, which is more than enough to strike the orc, which has AC 6.

Ryse rolls 2d6 for damage for the charge and rolls poorly, dealing 4 damage. The orc is a 1 hit die creature with 5 hit points and still has 1 hit point left. However, because the orc attempted to parry and the attack still landed, the orc's sword is shattered or broken (or maybe dropped). This would be the end of the first combat round. Had the orc not failed with the parry, the orc could have counter-attacked Ryse's charge, attacked Ryse twice in the second round of combat, and had the first attack in the melee because his sword is 4 classes lower than the spear.

Fighting Capability

Each class progression table has a fighting capability column listing its advancement for player characters. This is a measurement of a character's abilities in combat and is related to the mass combat/skirmish rules that predate the original game. These capabilities affect attack rolls against specific creature types like ordinary men or "normal men." The first key point

is that non-heroic creatures are anything less than 4 hit dice for monsters (unless the monster has unique abilities like paralysis or level drain, i.e., ghouls). For a player character, refer to the character's fighting capability on the appropriate progression table. The following table is generally proper. Generally, modifiers such as the -1 in "Superhero -1" imply 7 attacks. It is another way of saying the character fights with the skill and strength of seven men (since a full superhero is equivalent to eight men).

Table 2.12: Fighting Capability

Fighting Capability	Equivalent No. Of Men	No. Of Attacks
Man	1 Man	1
Hero	4 Men	4
Superhero	8 Men	8
Wizard	5 Men	5

Example: A player character can perform a number of attacks equal to his fighting capability against non-hero types with less than 4 hit dice. For example, a level 3 fighting-man has a fighting capability of "3 Men or Hero -1." This means that the fighting-man may make 3 attacks against non-heroic monsters, with the first attack having a -1 penalty to hit. A level 5 fighting-man has a fighting capability of "Hero + 1 or 5 Men" (based on the progression table for fighting-men) This means he can make 5 attacks against non-heroic foes, and the first attack gains a +1 bonus to hit. When multiple attacks are made by such characters, these attacks are as level 1 normal men.

Monsters function a bit differently and will use the creature's hit dice. For example, a Manticore has 6+1 HD. This means the Manticore will get six attacks as a level 1 normal man against creatures with less than 4 HD or PCs without the Hero or above in fighting capability. The first attack against such opponents will have a +1 bonus for the Manticore.

When two creatures that are of a heroic level face off against one another, only one attack roll is made when attacking each other. This singular attack roll is made at the character's full level, not as a level 1 character or a "normal man."

Example: A fighting man that is level 4 (Hero in fighting capability) faces off against six orcs. He would get to make four attacks against the orcs per round since he has a Hero-level fighting capability (4 men). If this fighting-man encounters a manticore, both the manticore and the fighting man get to make a single attack against each other. The fighting man does so as a level 4 fighting man, and the manticore does as a 6 to 8 hit die monster on their respective attack matrices. If the character had a fighting capability of "Hero -1," for example, the character would make all attacks against heroic foes (4HD and up) at a -1 in heroic combat.

Charge Attacks

Charge attacks are possible with a spear or when mounted with a spear or lance. The target of the charge must be within a 45-degree angle of the attacker. After a charge move, those who charged can only move at normal speed. Mounted cavalry that is successful in the charge must continue the rest of the charging distance. Unmounted defending units must make a morale check against mounted foes who charge against them. If the target of a charge has a spear or polearm, the defender may set their weapon against the charge and roll an opposed attack. Damage from a charge attack is doubled. Damage from a set against a charge from a defender is also doubled. Charge attacks always go first regardless of weapon class.

Morale

Morale checks must be made for NPC hirelings and foes that the player characters encounter. If the tides of battle change to unfavorable conditions, a morale roll can be made. The following is a rough interpretation of the original rules (which are vague). Morale rolls can be modified with +1s or -1s based on factors like casualties (1/3 number casualties), alignment differences with foes, bribes, fear, racism, or even a normal man vs. a heroic character.

Table 2.13: Morale

2d6	Morale Result
4 or less	Chaotic Retreat or Surrender
5-7	Orderly Retreat
8-10	Continue the Fray
11-12	Drive Forward

Evasion & Pursuit

Encounters can be evaded, and the chances of evasion depend on a few factors pertinent to the encounter situation. Inhabitants in castles will pursue on a roll of 1 to 3 on a d6 if the castle inhabitants are hostile to the player characters.

If pursuit occurs and the monsters in the chase are faster than the adventuring party, the monsters have a 50% chance of catching up to the adventuring party. Generally, if the pursuers do not catch up, the party moves in another random direction, and a roll is made again to determine if the pursuit will continue. This process will continue until melee occurs or the quest is ended. **Table 2.14** below shows the chances of evasion based on the size of the party.

Table 2.14: Evasion

Party Size	No. of Monsters Encountered of Possible No.	% Chance of Evasion
1-3	25% or Less	50%
1-3	26%-60%	70%
1-3	61%+	90%
4-9	25% or Less	30%
4-9	26%-60%	50%
4-9	61%+	70%
10-24	25% or Less	15%
10-24	26%-60%	30%
10-24	61%+	50%
25+	25% or Less	05%
25+	26%-60%	20%
25+	61%+	35%

If a party surprises the monsters, evasion chances are doubled. If monsters surprise the player characters, evasion is impossible unless magic or terrain like woods are used. Woods add 25% to the evasion chances. If the characters are surprised in the woods, the player characters have a 10% chance of evasion. If one group is twice as fast as the other group, the faster group increases or decreases the chances of evasion by 25%.

If pursuit occurs, the pursuit is over the hex map (5-mile hexes). The pursuer and the pursued move one hex. There is a 50% chance that the faster group will overtake the slower one. The party must rest for a day for every hex traveled in pursuit. During this rest, two d6 are thrown for random encounters rather than one.

Wilderness Adventures

Wilderness adventures are an expected part of any fantasy campaign. Parties of adventurers will be traveling from town to the dungeon, and a whole adventure can happen on the way to the dungeon itself. The wilderness will comprise forests, villages, castles (abandoned and occupied), mountains, ruins, and dungeons.

The referee, as has already been stated, should have a dungeon map with its various levels. The referee should also have a wilderness map as well. This should be a hex map that is unknown to the player characters. The unknown will make the game fresh and encourage exploration, which is a big part of playing the style of game expected with these rules.

In the early days of the hobby, using a wilderness map from an outdoor survival board game was suggested. That map is recreated on the next page (to be just different enough not to infringe copyrights) to use to play the game and experience it as it was suggested to be experienced back in the 1970s. As the referee, place castles, towns, villages, ruins, and dungeons as you see fit. The longest distance across a hex is 5 miles.

Wilderness Movement

Understanding movement rates for various party sizes, creatures, and characters is important. Use the following table to determine movement speed, and again, keep in mind that the longest distance across each hex (like on the example map on the next page) is 5 miles.

Each move is considered one day of travel with the number of hexes listed above the number of hexes traveled in a single day. One day is a wilderness turn. Parties over 100 men with pack or draft animals will incur a penalty of
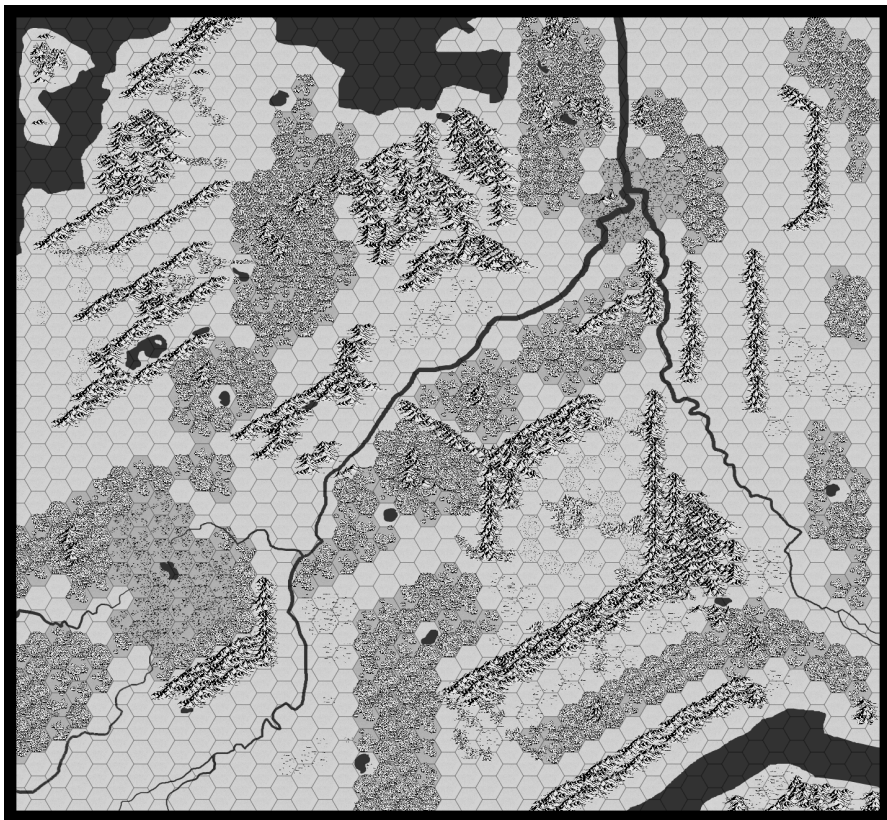
Table 2.15: Wilderness Movement

Transport Type	No. of Hexes	Transport Type	No. of Hexes
Man on Foot	3	Dragon	24
Wagon or Cart	4	Hippogriff	40
Horse, Draft	5	Griffon	30
Horse, Light	10	Roc	48
Horse, Heavy	6	Pegasus	48
Horse, Medium	8	Broom	40
Raft	10 (3)	Carpet	30
Merchant Ship	12	Efreet	20
Galley	20 (6)	Air Elemental or Djinn	30
Boat	15 (5)		

1 hex in movement. Parties over 1,000 incur a penalty of 2 hexes. In the table above, the number in parentheses are sped through swamps.

Table 2.16: Terrain Movement Penalties

| Terrain	Penalty in Hexes
Mountains	3
Swamps	3
Swamps (Tracks/Trails)	No Penalty
Rivers (Non-Ford Hexes)	3
Woods	2
Woods (Tracks/Trails)	No Penalty
Desert	2
Mountains (Tracks/Trails)	2

All characters and creatures must rest after six days of movement; the rest must be at least one whole day. Special mythical creatures listed in **Table 2.15** must also rest after travel. A dragon must sleep for one week after three weeks of traveling (on foot). If the dragon was flying, the dragon must rest and sleep for three weeks rather than 1.

Getting Lost and Random Encounters

During travel, an adventuring party has a chance to encounter NPCs/monsters and become lost. For foot/mounted travel encounters, roll a 2d6 at the end of every day/move in the wilderness and use the random encounter tables below and the following monster tables. For adventures at sea or in the air, roll 2d6. If the first die comes up 5, there has been an encounter at the day's midpoint. A roll of 6 on the second die indicates an encounter at the end of the day upon hitting land. At sea or in the air, ships roll a single d6 and will show an encounter on a roll of 6.

Table 2.17: Wilderness Encounters and Getting Lost

Terrain	City	Desert	Mtns.	Swamp	River	Woods	Clear
Lost	-	1-3	1-2	1-3	1	1-2	1
Encounter	6	5-6	4-6	4-6	5-6	5-6	6
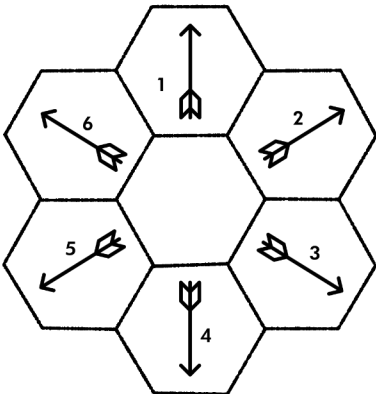
For adventuring groups that become lost, use the image to the left to determine which random direction the party moves on the map with a random roll of 1d6. Once this occurs, the referee should inform the players that their party is lost and which direction they have randomly moved. The party is allowed one direction change.

Table 2.18: Encountered Type

Roll	City	Desert	Mtns.	Swamp	River	Woods	Clear
1	Men	Men	Men	Men	Men	Men	Men
2	Men	Men	Dragon	Undead	Flyer	Men	Men
3	Undead	Giant	Dragon	Undead	Swimmer	Lycanth.	Undead
4	Undead	Dragon	Flyer	Dragon	Swimmer	Lycanth.	Undead
5	-	Animals	Giant	Giant	Dragon	Flyer	-
6	-	Flyer	Lycanth.	Lycanth.	Animals	Giant	-
7	-	-	Animals	Swimmer	-	Dragon	-
8	-	-	Giants	Flyer	-	Animals	-

Table 2.19: Man Types

Roll	Typical	Mountain	Water/Sea/Ocean	Desert *(Mars)*
1	Bandits	Bandits	Buccaneers	Dervishes
2	Bandits	Berserkers	Buccaneers	Lord
3	Bandits	Berserkers	Buccaneers	Nomads
4	Berserkers	Brigands	Mermen	Nomads
5	Brigands	Caveman	Pirates	Nomads
6	Brigands	Caveman	Pirates	Wizard
7	Evil High Priest	Evil High Priest	-	(Black Martians)
8	Lord	Lord	-	(Red Martians)
9	Necromancer	Necromancer	-	(Tharks)
10	Patriarch	Patriarch	-	(Tharks)
11	Superhero	Superhero	-	(White Martians)
12	Wizard	Wizard	-	(Yellow Martians)

Any kind of character such as a high level fighting-man, cleric, or wizard will have 2d6 men in tow. Such men will be from levels 1 to 4 of classes appropriate to the NPCs encountered. Such characters and groups have the following chances for magic items in their possession. The specifics are elaborated on in the **Foes & Fortune** section.

Table 2.20: Men & Magic Item Chances

Fighting-Man		Magic User		Cleric	
%	Item	%	Item	%	Item
50%	Sword	60%	Wand	40%	Weapon
25%	Shield	30%	Ring	30%	Staff
25%	Armor	20%	Misc. Magic Item	20%	Shield
				10%	Armor

Table 2.21: Flyer, Undead, and Giant Types

Roll	Undead	Flyer Types	Giant Types
1	Ghouls	Chimeras	Dwarves
2	Mummies	Dragons	Elves
3	Skeletons	Griffons	Giants
4	Spectres	Griffons	Gnolls
5	Vampires	Hippogriffs	Gnomes
6	Wights	Hippogriffs	Goblins
7	Wraiths	Manticores	Hobgoblins
8	Zombies	Pegasi	Kobolds
9	-	Pegasi	Ogres
10	-	Rocs	Orces
11	-	Rocs	Treants
12	-	Wyverns	Trolls

Table 2.22: Animals and Others

Roll	Basic Animals	Woods	Swamps	Arid Plains	Mountains
1	Ants	Centaurs	Brontosaurus	Apts	Cave Bears
2	Apes	Dryads	Pterodactyls	Banths	Cave Bears
3	Beetles	Gorgons	Pterodactyls	Banths	Dire Wolves
4	Boars	Manticores	Stegosaurus	Calots	Dire Wolves
5	Centipedes	Medusae	T-Rex	Darseen	Mammoths
6	Lions	Minotaurs	T-Rex	Orluks	Mastodons
7	Lizards	Pixies	Triceratops	Sith	Sabre Tooth
8	Scorpions	Unicorns	Triceratops	Tharks	Sabre Tooth
9	Snakes	-	-	Tharks	Spotted Lions
10	Spiders	-	-	Thoats	Spotted Lions
11	Toads	-	-	Thoats	Titanotheres
12	Weasels	-	-	White Apes	Wooly Rhinos

Most animals are giant in size, though referees may, at their discretion, rule that the animals are small. Animals and other such creatures, as well as the number encountered in the wilderness, are further elaborated on in the **Foes & Fortune** section.

A Note on Other Worlds

The laws of our world do not necessarily hold sway over the world of the campaign. The gods can weave spells and open portals to other realms and planes of existence. Perhaps space is not a vacuum, and travel between worlds is possible in a manner entirely different from our reality. In the campaign world, perhaps the world is flat or even hollow with another realm within. As imagined by Edgar Rice Burroughs, Mars is referenced in the rules (and the original rules) in the desert environments and the encounters that could occur there. One would do well to read the Elric saga or the Sword Trilogy to grasp how the rules of a magical realm entirely of sorcery and gods could be different in their ordering than our own. Referees are encouraged to make a world different from the real world with its own internal logic.

Battles in the Air

There may be occasions where characters will come into conflict in the skies, high above. The following are simple rules for adjudicating such battles.

A large hex map or staggered square map (1" hexes or squares) that is 6' x 6' is best for these battles, along with miniatures counters, which can represent height in 1" increments. In each round, all combatants must give written orders to perform simultaneous movement. Only movement needs to be written down. Missile fire is allowed at the end of a turn (if possible). Creatures caught in melee are unable to perform missile fire. Combatants can perform the following actions in aerial combat. This is by far not an exhaustive list of possible actions. Others are at the discretion of the referee.

Move

Combatants and characters may move within their movement distances at their movement rates. Turns are allowed as well. The number of turns in a combat round and the space between turns are listed in **Table 2.23** on the next page.

Table 2.23: Aerial Turns in Combat

Creature Type	Number of Turns per Move	Number of Spaces Between Turns
Sprite, Bird, or Large Insect	5	1
Human/Humanoid, Broom	4	2
Gargoyle or Cockatrice	3	3
Pegasus, Air Elemental, or Hippogriff	6	3
Wyvern, Manticore, or Flying Carpet	4	4
Chimera, Roc, Dragon, or Giant Insect	3	5
Giant Reptile	2	6

Diving

Diving can be in a straight line or include turns. Rules for turns in the dive apply as above. The distance traveled in a dive cannot exceed half a creatures movement rate. A dive straight down is possible and grants 50% more distance, but it must be in a straight line. The distance traveled forward is 1" for every 10" down for the dive.

Climb

A creature that wishes to climb upward does so by moving forward a number of inches equal to the number of inches climbed in height. There is an additional cost in movement equal to the "Number of Spaces Between Turns" value.

Example: A dragon with a movement of 24" wants to climb 3" in height. To climb that distance, it will cost 3" of forward movement plus 6" for climbing plus an extra 5" for the number of spaces between turns. This gives a total cost of 14" of the dragons 24" of movement to climb 3".

Missile Fire in the Air

Missile fire is typical except the following tables are added. These are percentile rolls. If an attack lands on a flying creature in aerial combat, a roll is made on the following **Table 2.24** based on the direction from where the attack occurs (this changes the chances of various parts of the flying creature being struck by the missile based on it's angle of attack). Once a location is struck, another percentage roll is made on **Table 2.25** to see if a critical hit has occurred. If a critical hit has occurred, another percentage roll is made for each kind of effect. All rolls are roll under meaning the listed percentage chance is met or lower with the thrown roll.

Missile attacks from the ground are similar as well. However, catapults function differently. Such weapons must fire a sort of "shotgun blast" of stones or munitions. Such shots reach the maximum height at the exact halfway point of the catapult range. Counterpoised catapults have this height equal to the range of the shot. Others are half the range in height. Such shots use

a circular hit area for any creatures caught along the path. Tension-type weapons that shoot large darts like a Roman Scorpio. Such weapons deal 2d6 damage.

If a character or creature falls or crashes, it must take 1d6 of damage for 1" of height that fell.

Table 2.24 Hit Location on Flying Creature (d10)

Attack Direction	Rider	Head	Wing	Body	Tail
Font	1-2	3-4	5-6	7-0	-
Side	1	2-3	4-5	6-9	0
Top	1	2-3	4-7	8-9	0
Bottom	-	1-2	3-5	6-9	0
Tail	1-2	3	4-5	6-8	9-0

Table 2.25 Critical Hits on Flying Creatures

Hit Location	Hit % Chance	Speed Reduced by 1/2	Dive and Land	Retreat from Battle	Crash or Dead in Air
Rider*	25%	-	-	100%	-
Head	20%	10%	30%	40%	20%
Body	10%	30%	30%	30%	10%
Wing	20%	50%	20%	30%	-
Tail	-	-	-	-	-

Example: A warrior riding a dragon attempts to bomb a group of goblins. The player controlling the dragon rider rolls 2d6 to see if he can hit. He rolls a 6, which means the bomb lands a bit short and left of the target. The player rolls a single d6 since he is one short of 7. He rolls a 5 and is thus 5" short and/or left of the targeted goblins. A 3 ½" diameter template is placed on the battlefield to see how many goblins, if any, are struck by the bombing attack.

Bombing

Creatures may perform bomb attacks with bombs/missiles in proportion to the size of the flyer. The largest size flyer can carry a bomb equivalent to the missile size of a large catapult. Smaller flying creatures must carry proportionally smaller loads. The area of effect for damage is 3 ½" for the largest of payloads to 2" for the smallest in diameter. All characters or creatures within the area of effect take damage and/or are killed.

To determine if the bombing attack hits, the player controlling the flying creature or the referee controlling it rolls 2d6. A roll of 7 indicates a direct hit, while a roll below 7 indicates the bomb lands to the left and/or short of the target. A roll above 7 means the bomb lands right and/or long or over the target. If the bomb is off, having

either rolled above or below 7, another roll of d6s must be made with the number of dice rolled equivalent to the distance away from 7 the 2d6 roll had. All bombing attack runs must be in a straight line.

Melee Combat in the Air

Creatures are in melee range at 3". No missile attacks may be made if a creature is involved in a melee. Like in land combat, there may be instances where a creature is in a melee and may be attacked but not attack the attacker.

Naval Combat

Since ships are listed on **Table 1.21** on page 14, the potential for naval combat is a real possibility for playgroups. A play surface similar in size to aerial combat is needed for these rules. The scale is considered 1:1200. Like aerial combat, naval combat requires written orders so that simultaneous

Table 2.26 Oar Movement by Ship Type

Ship Type	Slow	Cruise	Fast
Galley, Large	10"	15"	25"
Galley, Small	15"	20"	30"
Longship	12"	18"	25"
Boat	10"	15"	20"
Raft	-	10"	-

movement can occur.

Ship Movements by Type

The above **Table 2.25** shows the distance in inches that a ship can be moved with oars.

Table 2.27 Fatigue Factor Costs

Speed	Cost in Fatigue Factor Points
Resting	1 Gained
Slow Movement	2 Lost
Cruise Movement	3 Lost
Fast Movement	10 Lost

Table 2.26, Lists the fatigue factor points for each speed cost. A fresh crew will have 30 fatigue factor points (Vikings have 40 points), which can be spent on movement. Fatigue Factor Points will determine the number of turns a speed can be maintained by the ship and its oarsmen.

Oared movement upstream or against a current costs 5" while movement with the stream or current gains 5". Reverse movement is one-half the vessel's forward speed. An oared boat cannot immediately go from slow to fast, though going from fast to slow is possible if the rowers back the oars. A ship can go from fast to slow with back oars but would need to go from slow to cruise to fast in gradual steps to get from a dead standstill to fast.

Sailing is a slightly different process. Sailing can only occur in a light to moderate breeze or fresh to strong breeze. Anything above a strong breeze to below a light breeze makes sailing impossible. In calm winds, only oars will move the ship, while in gales or storms, the ship cannot sail and will drift 3" per turn in the direction of the wind. **Table 2.28** shows the speed of vessels when sailing. The first number before the slash is in light to moderate wind, with the second being in fresh to strong wind. Sailing in a river is allowed but it is done so at half speed. Reduce the speed of a ship proportionally by the number or oarsmen lost.

Table 2.28 Sail Movement by Ship Type

Ship Type	Running	Broad Reaching	Quarter Reaching	Beating
Galley, Large	20/25	15/20	10/15	-
Galley, Small	25/30	20/25	15/20	-
Longship	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	15/20	12/17	10/15	5/10
Raft	10/15	6/10	-	-

Wind is determined by rolling 2d6 and consulting **Table 2.28**. Wind direction is determined by rolling a d8. A roll of 1 is North, 2 is Northeast, 3 is East, 4 is Southeast, 5 is South, 6 is Southwest, 7 is West, and 8 is Northwest.

Turning can be done by an oared ship. For every 10" traveled the ship can move 45 degrees. A sailed ship can turn up to 30 degrees for every 12" traveled.

Table 2.29 Wind Force

2d6 Roll	Result
2-3	Calm
4-8	Light to Moderate Breeze
9-11	Fresh to Strong Breeze
12	Gale or Storm

Galley ships cannot sail in the open seas. Viking longships are not prohibited in this manner. The reason is that galleys have the oars lower than a longship. Because of this, the waves of the open sea and oceans are too high and would cause the ship to sink.

Missile Fire at Sea

Missile fire at sea is handled in much the same way as land combat. Ships have several hit points based on size. Large ships have 18 to 24 points, while small ships have 9 to 15. Boats only have 3 points. Catapults will be the primary way of dealing damage to other ships. When all points are removed through damage, the ship sinks.

Ramming

Most ships are not equipped for ramming, but such a maneuver is possible. A ramming ship must have the mast lowered with the ramming speed "fast." When the collision occurs, the ramming ship must immediately reverse oars. The ramming ship takes 10% to 60% damage (roll a d6 for what percentage is taken). When the collision occurs, there is a 25% chance of the ramming ship being holed below its waterline. If this happens, the ship will sink in 3d6 rounds unless ten men spend five rounds repairing the hole. There is a 25% chance the repair will not hold and will take five more rounds to fix. A ship rammed on a side loses 20% of its crew, with 15% being rowers (if the ship has oarsmen). A ship rammed from the front or back loses 5% of its crew, and none need to be rowers.

Shearing Oars

If a ship passes along the side of another ship with oars/oarsmen, it will shear the oars off the side of the ship, killing 50% of all the oarsmen on that side. The rowers and oars on both ships are affected in this manner unless an order is given to ship the oars (pull them out of the water so as not to be sheared). A ship with sheared-off oars is dead in the water for three rounds; at this point, it can move at half speed. If the other side of the ship has its oars sheared off, it will be permanently dead in the water.

Grappling

Ships are in the grappling range when they are within 1" of each other. There is a 20% chance to grapple a ship and a 20% chance to cut a grapple. It only takes a single man to cut a grapple or to grapple a ship. Once grappled, a ship is considered dead in the water and can be boarded.

Boarding

Once a ship is grappled, it can be boarded. Deck plans should be placed on the table, orientated in the manner as they would appear on the battlefield. At this point, man-to-man combat, which has already been outlined, can be employed. Characters fighting boarders to their ship gain a +2 bonus to attack rolls for having a higher position above the boarder. Command control factors into the melee (explained later). Finally, the number of men that can board a ship at a time is one man per three feet where the two ships meet. A ship is captured when morale is broken or all defenders on a ship are dead or thrown overboard.

Melee at Sea & Command Control

The usual rules of man-to-man combat apply with some modifications to suit battles at sea. Units will move towards objectives other than blatant loot or retreat only if a leader or a leader's lieutenant is within range to use command control. Otherwise, most men will retreat. Barbarians and Vikings do not need to have a leader or command control.

NPCs forced back to where there can be no retreat are pushed overboard, off to a lower deck, or such NPCs surrender. Characters that fall must roll a d6 to determine if damage is sustained. For every 20 feet, a character falls, the chance to take damage increases, represented on a d6 roll. So a character that drops 20 feet has a 1 in 6 chance of taking damage from the fall, while a character that falls 60 feet has a 3 in 6 chance. Damage for falling at sea is 1d6 per 20 feet. Falls broken by water take damage as 1d6 per every 40 feet.

Feats of strength to break down doors, cut lines or ropes, etc., should have the character's strength and size factored in. For instance, a giant of some type will probably break down a door that would otherwise take ten men a whole round to perform. A man with an axe may be able to cut a line while the giant will tear it apart.

Command control allows a leader or a lieutenant of a leader to give orders to men in combat or while boarding or being boarded. The area where a character can exercise command control is the radius, centered on the character, in inches, equivalent to the character's charisma score. So, a character with a Charisma of 10 has a 10" radius of command control, which can be used to give orders to men in the area. This range can be increased if the character is higher than his men. A character's command control range increases by 1" for every ten feet; the character is higher than his men. Characters involved in melee have the command range halved.

Lieutenants must be within the command control range of a leader to hear and pass on orders. Those who are issued orders involved in melee must have a d6 rolled for each one. The character listens to the orders on a roll of 1 to 4.

As has been mentioned, characters can fall in the water. Such characters can drown. This chance is based on the type of armor worn.

Table 2.30 Chance of Drowning

Armor	% of Drowning	Must Remove Armor
Plate	100%	-
Chain	80%	Yes
Leather	20%	No
None	5%*	-

*Only if thrown overboard.

If a storm hits, all in the water have 50% chance of drowning which is rolled every round after the initial roll to check for drowning is rolled.

Swimming speed 3" per turn and can swim to any ship. Only buoyant weapons and daggers may by carried while swimming.

Ship Crews and Tasks

Table 2.31 Normal Crew Numbers

Ship Type	Rowers	Crew	Sailors	Marines
Galley, Large*	100	-	20	50
Galley, Small**	50	-	10	20
Longship	64 (Max)	75 (Total)	-	-
Merchant, Large	-	20	-	-
Merchant, Small	-	15	-	-
Sailed Warship***	15-20	40-60 (Men at Arms)	-	-

Unstepping/Stepping Masts: This is only required on galleys and longship and it takes 10 men to do.

Taking and Making Sails: Rowed ships only need 3 men to do this while other vessels require 6.

Castles

Since this is a game of fantasy medieval adventure with a pulp flare, castles and strongholds will be an essential part of the game and the game setting. The following are rules for encountering castles as well as constructing them.

Encountering Castles

Should a castle be encountered, the referee determines the occupants at random. If players venture near a castle, there is a chance, based on the distance the player's characters are from the castle, that the inhabitants of the castle leave to investigate. There is a 3 in 6 chance on a d6 that the inhabitants venture forth if the players pass through the same hex as the castle. There is a 2 in 6 chance if the characters pass within 1 hex of the castle. There is a 1 in 6 chance if the party is 2 hexes away. Inhabitants of a castle will be hostile on a d6 die roll of 1 to 3 or neutral on a roll of 4 to 6 as far as disposition to the player characters. If the player characters passing near a castle hail the castle, the inhabitants will always venture forth. Referees can use the rules on the following page to determine the castle's occupants. Roll a d6 to determine the occupant and a d4 to determine the occupant's guard types. The die size after the guard type shows the number of of that type that occupy the castle.

Table 2.32 Castle Occupants

d6	Occupant	1	2	3	4
1	Evil High Priest	Trolls (d10)	Vampires (d6)	White Apes (d20)	Spectres (d10)
2	Lord	Champions (d8)	Griffons* (d6)	Myrmidons (d10)	Giants (d4)
3	Necromancer	Chimeras (d4)	Manticores (d6)	Lycanth. (d12)	Gargoyles (d12)
4	Patriarch	Heroes (d20)	Superheros (d6)	Treants (d10)	Hippogriffs (d8)
5	Superhero	Myrmidons (d8)	Rocs* (d4)	Ogres (d4)	Swashbucker (d10)
6	Wizard	Dragons (d4)	Chimeras (d4)	Wyverns (d4)	Basilisks (d4)

*Such monsters have a the same number of heroes riding the creatures.

Castles will have 3d6 x 10 regular guards who man the walls and fortifications. Half of these guards will be armed with crossbows and considered light footmen. The other half will be heavy footmen (**see page 17 for statistics**).

Table 2.33 Castle Residents Table

Castle Occupant	% Chance	Level
Fighting-Men	25% chance of Magic-User	5-8
	50% chance of Cleric	3-6
Magic-User	25% chance of Fighting-man	5-8
	50% chance for Apprentice	4-7
Cleric	50% chance for 1-6 Assistants	4-7

When approaching a castle, several things can happen based on who is occupying the castle. If Fighting-Men are present in the castle, such characters will demand a jousting match with any passerby of like class. If the challenge is not taken, a toll of 1d6 x 100 in gold pieces must be paid. Jousting rules are handled on **page 71**. If the castle's occupant loses, he will host the party for one month, a warhorse, and two weeks of rations.

Magic-Users will try to use the **Geas** spell to send characters on a quest for treasure (if the Magic-User is not outright hostile to the party). The Magic User takes up to 50% of the recovered treasure and gets the first choice of magic items. Otherwise, the Magic-User will demand a magic item as a toll or a toll of 1d4 x 1000 gold pieces.

Clerics occupying a castle will demand a 10% tithe from those who pass by. If no tithe can be paid, a lawful Cleric will send adventurers on an adventure with the **Quest** spell. Evil Clerics often try to slay lawful or neutral characters who cannot or will not pay the tithe.

Castle Construction

Any time a player wishes, a castle can be constructed in the wilderness or on a purchased plot of land in a city or some other similar location should the character have the gold and resources to do so.

Table 2.34 Castle Buildings and Costs

Building	Cost (GP)	Description
Barbette	1,000	10' diameter
Barbican	14,000 + Gate (w/ Gate, 20,000)	Pair of round towers with a 40' segment of curtain wall with a gate in the middle
Bastion	3,000	40' radius curtain wall (180' in length)
Building	2,500	Stone, 120' of wall, 2 stories with cellar and attic
Curtain Wall	3,500	90' long, 10' wide segment
Ditch	500	-
Gatehouse	4,500	A gatehouse with a portcullis and drawbridge
Keep	72,000 + Gate	-
Large Tower	10,000	40' radius, 40' tall
Palisade	500	-
Rampart	10,000 (Half for Ditch)	-
Round Tower	5,000	20' radius, 30' tall
Small Tower	4,500	15' radius, 30' tall
Square Tower	4,000	30' sides, 30' tall

Castles can be modified with the following additions and modifications.

Table 2.35 Castle and Building Modifications

| Building	Cost (GP)	Description
Decrease tower height 10'	-10%	Incremental off base height, not compounded
Drawbridge	2,000	-
Gate	3,000	-
Increase tower height	+20%	Incremental off base height, not compounded
Iron door (double)	75	-
Iron door (single)	50	-
Make building portion out wood instead of stone	20% off base price	-
Portcullis	2,000	-
Reinforced door (double)	30	-
Reinforced door (single)	20	-
Slit or window (double)	15	-
Slit or window (single)	10	-
Stairs, 10' stone (double)	140	-
Stairs, 10' stone (single)	90	-
Stairs, 10' wood (double)	45	-
Stairs, 10' wood (single)	30	-
Talus	+10%	Make outer walls sloped. Only on non-rounded structures and curtain walls.
Wooden door (double)	15	-
Wooden door (single)	10	-

Jousting

Jousting is something that will come up when passing by castles. Tournaments can also be held in holds, towns, and strongholds for various prizes. Players may control many knights if a large tournament wishes to be held. The rules are simple. The player or referee chooses a point to aim at on the opponent's shield as well as a defensive position for the character. Aiming for specific points limits which kinds of positions are available in defense. The jousting matrix below is consulted for the results (the game is essentially a slightly more complex rock-paper-scissors). The best way to adjudicate this is to have either person controlling a rider write their point of aim and defensive position on a slip of paper, revealing them simultaneously. These contests can result in one or both being unhorsed, broken lances, and other such outcomes. Use the table below as well to score points and avoid ties.

The shield to the right shows the areas of the shield that a lance can target. **Table 2.37** indicates the matrix that should be referenced. This table illustrates what defensive positions are available to a jouster based on the targeted shield area.

THE SHIELD
### DEXTER (D) PALE (P) SINISTER (S)

CHIEF (C)

FESS (F)
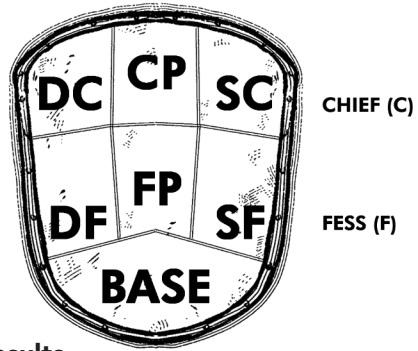
Table 2.36 Jousting Tourney Point Results

Result	Attacker	Defender
Break lance	-1	0
Helm knocked off	+3	0
Injured	0	-10
Unhorsed	+20	0

Table 2.37: Jousting Matrix

Aiming Point	1. Lower Helm	2. Lean Right	3. Lean Left	4. Steady Seat	5. Shield High	6. Shield Low	PDP/AP
Helm	M	M	M	H	U	M	4-6
DC	U	B	M	B	B	M	3-6
CP	B/U/I	U	G	B	B/U	U/I	Any
SC	G	M	B	G	G	U	2, 4-6
DF	B	B/U	M	B	M	B	4-6
FP	B/U	G	B	B/U	B/U/I	B	Any
SF	G	M	B/U	G	G	G	4-6
Base	B	G	U	B	B/U/I	B	1, 4-6
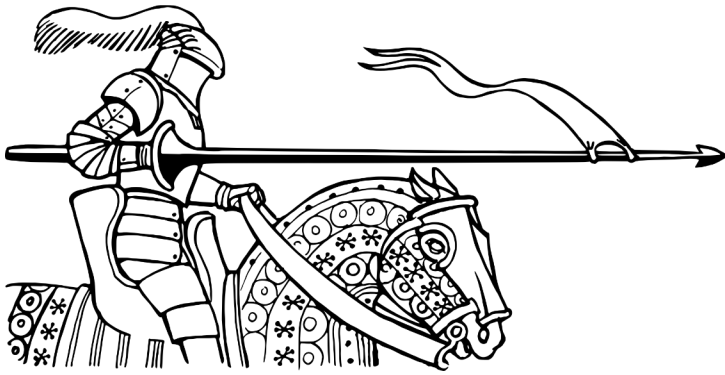
The terms for the info on the previous tables is as follows:

B - Breaks lance. Any character who has this happen must assume position 4 in the next tilt.

G - Glances off.

H - Helm Knocked off. Any character who has this happen to them must assume position 4 on the next tilt.

I - Injured.

M - Miss.

U - Unhorsed

PDP/AP - "Possible Defensive Positions" considering "Aiming Point."

Example: Knight A and Knight B are about to tilt against each other in a tourney. Both players controlling these knights must select an **Aiming Point** and a **Possible Defensive Position**. Knight A aims at point **SF** and assumes **Defensive Position 5 (Shield High)**. Knight B decides to aim for point **CP** and chooses **Defensive Position 3 (Lean Left)**. The tilt begins, the players reveal their chosen positions, and **Table 2.36** is consulted. Knight A checks and sees that his opponent's position of 3 gives a result of **B/U (Breaks Lance/Unhorsed)**. Knight A then breaks his lance (-1 point) and unhorses Knight B (+20 points). Knight B consults his aiming point about Knight A and discovers that he, too, breaks his lance (-1 point) and unhorses Knight A (+20). Both sides earn 19 points. Both are unhorsed, and both broke their lances.

Healing

A character can heal magically or over time. Natural healing is done so at one hit point per day. On the first day of rest, no hit points are gained. This can take a very long time, naturally.

Foes & Fortune

Referee's will need monsters and foes to throw at adventuring parties. Each monster's stat block information.

Monster Stat Block Terms

No. Appearing (NA): This lists the number of monsters encountered in wilderness encounters. The referee can change this number at the referee's discretion.

Alignment (A): This shows if creature belongs to law, chaos, or neutrality.

Armor Class (AC): This number relates to the to-hit attack tables and expresses how easy or difficult it will be to hit the monster. The lower the score, the more challenging to hit the monster will be.

Move (M): This is the movement speed in inches.

Hit Dice (HD): This shows the number of d6 dice rolled to determine the monster's hit point total. Remember that this also shows the number of attacks as a "normal man" (level 1 man) a monster has in non-fantastical combat. For example, if a mummy is fighting a group of level 1 characters, the Mummy gets 5 attacks that round, with the first attack gaining a +1 to the attack roll due to its hit dice being 5+1.

% in Lair (%): This is the percentage based on the number of appearing left behind in a lair.

Treasure Type (T): This lists a letter code that corresponds to a table in the treasure section, which will specify the percentage chance for gold, magic items, jewels, and jewelry.

Description: The relevant information needed by a referee, such as the creatures' behaviors or special abilities, is described here.

Table 3.1 shows the attack matrix table for monsters by hit-dice. All monsters deal 1d6 damage unless otherwise noted.

Table 3.1: Monster Attack Matrix

AC	Up to 1	1+1	2 to 3	3 o 4	4 to 6	6 to 8	9 to 10	11+
	Monster Hit Dice							
2	17	16	15	13	12	11	9	7
3	16	15	14	12	11	10	8	6
4	15	14	13	11	10	9	7	5
5	14	13	12	10	9	8	6	4
6	13	12	11	9	8	7	5	3
7	12	11	10	8	7	6	4	2
8	11	10	9	7	6	5	3	1
9	10	9	8	6	5	4	2	0

Monsters

Basilisks

NA: 1-6, **A:** N, **AC:** 4, **M:** 6, **HD:** 6+1, **%:** 40%, **T:** F
Description: This is a low intelligence monster from mythology that can turn all who it touches or meets its gaze to stone. Since it is not intelligent, it can be turned to stone if it sees its own reflection as well.

Black Pudding

NA: 1, **A:** N, **AC:** 6, **M:** 6, **HD:** 10, **%:** Nil, **T:** Nil
Description: Black puddings are scavengers in dungeons and underground environments. These monsters are not very intelligent. They can move through tight spaces and have a corrosive effect on wood and metal but no effect on stone. These creatures are immune to cold and split into smaller black puddings when chopped or struck with lightning. Fire can kill the pudding. These terrible monsters deal 3d6 damage to those who come in contact with them. If contact is made, armor or other items will corrode quickly.

Centaurs
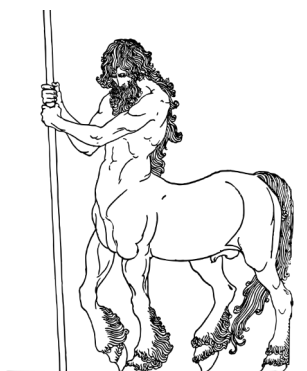
NA: 2-20, **A:** L/N, **AC:** 5, **M:** 18, **HD:** 4, **%:** 5%, **T:** A
Description: The intelligence of these creatures is a minimum of semi-intelligent. When encountered, 50% of the group will carry

clubs (equivalent to a morning star). 25% will wield spears or lances. The rest will be armed with composite bows.

Centaurs are generally found in forest glens and other natural places that function as their lairs. These lairs contain any treasure the centaurs have along with 1 to 6 more males, a number of females equal to double the number of males, and children in number equal to the number of males. Women and children are considered non-combatants and will not fight unless it is truly life or death.

Chimeras

NA: 1-4, **A:** N/C, **AC:** 4, **M:** 12/Fly 18, **HD:** 9, **%:** 50%, **T:** F
Description: Chimeras are monsters with the body of a great cat, dragon wings, a goat head, a lion head, a dragon head, and the back legs of a goat.

The goat head can gore with its horns while the lion head can bite, and the dragon head can use a breath weapon with a range of 5" that does 3d6 damage. The dragon head can also bite. This frightening creature can also fly (18").

Cockatrices

NA: 1-8, **A:** N, **AC:** 6, **M:** 9/Fly 18, **HD:** 5, **%:** 35%, **T:** D
Description: This is a low intelligence monster that can fly and has the ability to turn those it touches to stone.

Djinn

NA: Special, **A:** C, **AC:** 5, **M:** 9/Fly 24, **HD:** 7+1, **%:** Nil, **T:** Nil
Description: Djinns are aerial spirits or creatures. These monsters deal 2d6-1 damage when attacks are made. Such creatures can carry 600 lbs. (6,000 coins) while flying or walking. Djinn can create items made of wood or fabric. They can create food and drink that are sustaining and nutritious for those who would eat them. Metallic items can also be conjured, but they do not last long. For example, gold created by a Djinn would last for only one day. The Djinn can also create permanent illusions until they are touched or dispelled, and the Djinn does not need to concentrate on the illusion to maintain it.

It can create a whirlwind that is 3" in height, 1" at the base, and 2" at the top. This whirlwind will sweep up any creature that is 2HD or lower away. Finally, the Djinn can turn invisible or assume a gaseous shape or form.

Dragons

Table 3.2 Dragon Maturity & Age

Roll 1d6	Description/ Age (Years)	Hit Dice & Breath Weapon Multiplier
1	Very Young/1-5	1
2	Young/6-15	2
3	Sub-Adult/16-25	3
4	Adult/26-75	4
5	Old/76-100	5
6	Very Old/ 100+	6

Dragon Hit Points and Breath Weapon Damage: 20% of dragons will be small, while 20% will be large, with the others falling in the middle. This means that if 40% is rolled for the black dragon, the black dragon would have 7HD.

Use **Table 3.2** to determine the dragon's age. This will determine the dragon's hit points and damage with breath weapons. Using our example of the black dragon with 7 HD, we roll a 4 for an adult dragon. This means the dragon will have 28 hit points and deal 28 points of damage with its breath weapon.

The chances of a dragon using its breath weapon are determined by rolling 2d6. If six or less is rolled, the dragon will bite. If seven or more is rolled, the breath weapon will be used. Dragons can use their breath weapons three times per day.

Finally, each dragon type has a percentage chance of being asleep or being able to talk listed in each types description.

All dragons force NPCs to make morale checks when they are seen as if the NPCs have taken heavy casualties. All dragons are able to detect invisible creatures within 15".

Subduing Dragons: Dragons can subdued as well. Subduing damage must be announced before any melee combat begins. Damage dealt to the dragon is counted as subduing damage and non-lethal (it does not remove hit points from the dragons current hit point total). The amount of damage rolled against the dragon is divided by the amount of hit points the dragon has. A percentile number is created. A percentile roll must then be made. The dragon is subdued if the roll is equal to or less than the percentile generated by the attacks. Otherwise, it is not.

> **Example:** A dragon has 44 hit points and has taken 12 points of subdual damage from a group of adventurers. 12 / 44 = a 27% chance of subduing the dragon. The referee must roll percentile dice. If the referee rolls 27% or less on the roll, the dragon is subdued.

The value of a dragon is anywhere from 500 to 1,000 gold pieces per hit point of total damage the dragon can take. Offers are determined by rolling a d6. A roll of 1 indicates 500 per hit point. A roll of 2 indicates 600. A roll of 3 indicates 700, and so on.

A dragon will remain in this subdued state until a moment arises to escape or kill its master. If no such opportunity arises or the master maintains a dominant position over the dragon, the dragon will not try to escape.

Attackers against a sleeping dragon gain a free round of attacks and a +2 to all attacks for that free round as well.

A dragon must sleep for one week after three weeks of traveling (on foot). If the dragon was flying, the dragon must rest and sleep for three weeks rather than 1.

Dragons, Black

NA: 1-4, **A:** C, **AC:** 2, **M:** 9/Fly 24, **HD:** 6 to 8, **%:** 60%, **T:** H

Description: Black dragons have an acid-based breath weapon that is 6" x ½" in a straight line. Water-based attacks against these dragons gain a +1 to the attack roll. Earth-based attacks have a -1 penalty to attacks and damage. Black dragons have a 40% chance of talking and 50% chance of being asleep. Black dragons are only found in swamps and mashes and there is a 5% chance that such dragons can use 1st level spells and magic if the dragon can talk.

Dragons, Blue

NA: 1-4, **A:** C, **AC:** 2, **M:** 9/Fly 24, **HD:** 8 to 10, **%:** 60%, **T:** H

Description: Blue dragons have a lightning-based breath weapon that is a 10" × ½" line. Water and lightning attacks have a -1 penalty to attack rolls and damage against a blue dragon. Fire attacks have a +1 bonus to attacks and damage against them. These dragons have a

70% chance of talking and a 30% Chance of being caught asleep. Blue dragons that can talk have a 15% chance of being able to use 1st and 2nd level spells. Such dragons are found in deserts and other dry places.

Dragons, Golden

NA: 1-4, **A:** L, **AC:** 2, **M:** 9/Fly 24, **HD:** 10 to 12, **%:** 60%, **T:** H
Description: Golden dragons are the most intelligent and can be found in any environment. These dragons have a gas or fire breath weapon (5″ × 4″ cloud for gas, 9″ × 3″ cone for fire). All golden dragons can speak, cast up to 6th-level spells, and have one spell for each level of maturity. There is a 10% chance to catch such dragons asleep. Golden dragons are lawful and will sometimes appear disguised as humans. These dragons are far too intelligent and powerful to serve any character.

Dragons, Green

NA: 1-4, **A:** C, **AC:** 2, **M:** 9/Fly 24, **HD:** 7 to 9, **%:** 60%, **T:** H
Description: Green dragons have a chlorine gas breath weapon as a 5″ × 4″ cloud. The gas clouds go from the ground to 3″ high. There is a 55% chance that green dragons can

talk and a 40% chance of being caught asleep. If a green dragon can speak, it has a 10% chance of being able to use 1st and 2nd-level spells. Green dragons are often found in woodlands and forests. Air attacks have a +1 bonus added to their attack rolls and damage rolls against them.

Dragons, Red

NA: 1-4, **A:** C, **AC:** 2, **M:** 9/Fly 24, **HD:** 9 to 11, **%:** 60%, **T:** H
Description: Red dragons have a fire breath weapon that shoots in a 9″ × 3″ cone. There is an 85% chance these dragons can talk and a 20% chance of encountering it while it is asleep. If a red dragon can speak, it has a 15% chance of using 1st to 3rd-level spells. These dragons love mountains and hilly environments. Fire, air, and earth based attacks and damage have a -1 penalty while water based ones have a +1.

Dragons, White

NA: 1-4, **A:** C, **AC:** 2, **M:** 9/Fly 24, **HD:** 5 to 7, **%:** 60%, **T:** H
Description: White dragons have cold breath weapons in an 8″ × 3″ cone. These dragons have a 25% chance of talking and a 60% chance of being caught sleeping. These

dragons are only found in cold regions and environments. Water and earth-based attacks and damage have a -1 penalty to attack rolls, while fire and lightning have a +1.

Dryads

NA: 1-6, **A:** N, **AC:** 5, **M:** 12, **HD:** 2, **%:** 20%, **T:** D
Description: Dryads are generally non-violent forest spirits that take the form of beautiful women. Dryads are bound to a tree and will not move more than 24" from the tree linked to them. These creatures have a powerful charm person spell that forces a saving throw with a -2 penalty. Those charmed by dryads will never leave the forest. Anyone approaching a dryad has a 90% chance of having this charm person spell cast on the individual. Dryads have perfect and exact knowledge and information on the forests or woods around them and their tree.

Dwarves

NA: 40-400, **A:** L/N, **AC:** 4, **M:** 6, **HD:** 1, **%:** 50%, **T:** G
Description: Dwarves, due to their smaller size, are more challenging for larger creatures like ogres and giants to damage. Dwarves take half damage from such foes. For every 40 dwarves encountered, there is a dwarf fighting-man of a higher level equal to the roll of 1d6 in level. For every level of this dwarven fighting-man, there is a 10% chance of the dwarf having a magic shield, armor, sword (on a roll of 1 to 4 on a d6), or hammer (a roll of 5 to 6 on a d6). Dwarves will sometimes employ domesticated bears, wolves, or other such animals. Dwarves save 4 levels better than other creatures of similar levels

Efreet

NA: Special, **A:** C, **AC:** 3, **M:** 9/Fly 24, **HD:** 10, **%:** Nil, **T:** Nil
Description: Efreet are much like djinns, except they are beings of fire. They are enemies of the djinn as well. These beings are otherwise similar in every way except that they attack like giants, dealing 2d6 damage, and they can carry a weight equivalent to up to 10,000 gold pieces (1,000 pounds). These beings can create a Wall of Fire (like the spell) and transform into fire themselves. If serving a master, one will serve for 1,001 days.

Elementals

There are three ways of instantiating elementals. Elementals can be conjured, made from artifacts, or made from staves. Within these types, there can also be air, earth, fire, and water elementals. All methods can only instantiate a single elemental a day.

Table 3.3 Elemental Types and HD

Type	No. of HD
Conjured	16
Artifact	12
Staff	8

Elementals must be controlled at all times by those who instantiate them. Often, those controlling them must maintain focus on them. If control is lost of an elemental, an elemental will always move to attack the one who instantiated it. Being attacked or other such actions will cause a conjurer to lose control of the elemental. Elementals can only be hit by average men (less than 4HD) if such men are armed with magical weapons.

Air Elementals

NA: 1, **A:** C, **AC:** 2, **M:** Fly 36, **HD:** 8 to 16 (See Table 3.3), **%:** Nil, **T:** Nil
Description: When damage is scored by an air elemental while in the air, a +1 is added to the damage roll. Most air elementals do a single d6 of damage. Air elementals can transform into a conical whirlwind, being 3" at its base and 6" at the top. It will be as high as its number of hit dice. So, if it has 8HD, it will be 8" high. Creatures that are 2HD or less are swept up in the whirlwind. It takes a full round to form a whirlwind as an elemental.

Earth Elementals

NA: 1, **A:** C, **AC:** 2, **M:** 6, **HD:** 8 to 16 (See Table 3.3), **%:** Nil, **T:** Nil
Description: These elementals cannot cross water. Earth elementals deal 3d6 damage against foes on the ground and 2d6 damage against flying enemies they can strike. They function like a battering ram against walls, dealing 3d6 damage like they do against creatures.

Fire Elementals

NA: 1, **A:** C, **AC:** 2, **M:** 12, **HD:** 8 to 16 (See Table 3.3), **%:** Nil, **T:** Nil
Description: Fire elementals deal 2d6 damage against non-fire-based or fire-using foes and deal 1d6+1 against fire-using foes. These creatures cannot cross water and will explode when contact with a flammable substance comes into contact with them (a combustible gas, for example).

Water Elementals

NA: 1, **A:** C, **AC:** 2, **M:** 12, **HD:** 8 to 16 (See Table 3.3), **%:** Nil, **T:** Nil
Description: Water elementals are confined to 6" of a body of water. These elementals can only move at a rate of 6" when outside and 18" when in water. When in water, these creatures deal 2d6 damage, while the damage is 1d6 out of water. These monsters can overturn vessels and keep ships from moving.

Elves
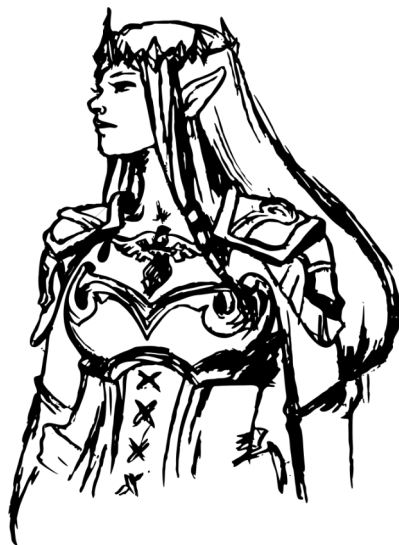
NA: 30-300, **A:** L/N, **AC:** 5, **M:** 12, **HD:** 1+1, **%:** 25%, **T:** E
Description: Elves live either in the woods or in meadowland. For every 50 elves encountered, one will be above normal abilities. Roll 1d4 for the number of fighting-man levels the elf has, counting a roll of 1 as 2. Roll a d6 for the number of magic-user levels the elf has, treating a roll

of 6 as 5. For every 100 elves encountered, a Hero/Warlock (level 4 fighting-man/level 8 magic-user). Half of the elves in such groups will be armed with bows, and the other half will be armed with spears and swords. Elves can move silently and are nearly invisible with their cloaks and natural abilities. Elves may use the split movement fire (**page 50**). Mounted elves cannot use split movement fire.

Gargoyles

NA: 2-20, **A:** C, **AC:** 5, **M:** 9/Fly 15, **HD:** 4, **%:** 25%, **T:** C
Description: This is a reptilian beast often depicted on buildings and architecture. These are very hostile and have a 75% chance of immediately attacking without provocation. Only magical weapons and magical attacks and spells can affect a gargoyle.

Ghouls

NA: 2-24, **A:** C, **AC:** 6, **M:** 9, **HD:** 2, **%:** 20%, **T:** B
Description: Ghouls are undead that can paralyze characters with a fighting capability less than "Hero" for class-based characters or less than 4 HD for other types. Elves are immune to this paralysis. Any humanoid slain by a ghoul will become one.

Giants

Giants are essentially mobile catapults since they can hurl stones 20". Their attacks all deal with 2d6 damage, and all giants carry 1d6 x 1000 gold pieces on their persons. There are many different kinds of giants. Giants living in castles will have a 50% chance of having other monsters living in their castles. Roll 1d6. A roll of 1 is a hydra with 5 to 10 heads, while a roll of 5 to 6 means that 6d6 wolves or 3d6 bears live in the castle with the giant.

Hill giants are the most prevalent kind of giant being encountered 60% of the time. Stone are next, being encountered 40%. Frost giants are 30%, fire 20%, and cloud are 10%.

Giant, Cloud

NA: 1-8, **A:** N/C, **AC:** 4, **M:** 12, **HD:** 11+3, **%:** 20%, **T:** 5,000gp, E
Description: Cloud giants are about 20 feet tall, making them the tallest of giants. These giants live in castles in the sky or high places. They have a keen sense of smell, and they deal 3d6 damage when they attack.

Giant, Fire

NA: 1-8, **A:** N/C, **AC:** 4, **M:** 12, **HD:** 11+3, **%:** 20%, **T:** 5,000gp, E
Description: Fire giants live in castles as well. They are immune to all effects of fire and deal 2d6+2 damage with their attacks. These giants live in castles and are about 12 feet tall.

Giants, Frost

NA: 1-8, **A:** N/C, **AC:** 4, **M:** 12, **HD:** 10+1, **%:** 20%, **T:** 5,000gp, E
Description: Frost giants are about 12 feet tall and are immune to the effects of cold. They live in castles and strongholds in cold environments. They are strong, dealing 2d6+1 damage.

Giants, Hill

NA: 1-8, **A:** N/C, **AC:** 4, **M:** 12, **HD:** 10+1, **%:** 20%, **T:** 5,000gp, E
Description: These are the most basic types of giants. They are about 12 feet in height.

Giants, Stone

NA: 1-8, **A:** N/C, **AC:** 4, **M:** 12, **HD:** 10+1, **%:** 20%, **T:** 5,000gp, E
Description: These are giants with strong arms, hurling rocks equivalent to a heavy catapult (48"). They are about 15 feet tall.

Gnolls

NA: 20-200, **A:** C, **AC:** 5, **M:** 9, **HD:** 2, **%:** 30%, **T:** D
Description: Gnolls are cannibalistic hyena-looking monsters. Gnoll kings and bodyguards will have 6+1 HD and fight as such. There will be 1d4 bodyguards with a gnoll king.

Gnomes

NA: 40-400, **A:** L/N, **AC:** 5, **M:** 6, **HD:** 1, **%:** 60%, **T:** C
Description: Gnomes are similar to

their cousins, dwarves, but are simply more reclusive than them. These beings are similar in many other such ways. They have the same benefit as dwarves, taking half the damage from large creatures like ogres and giants. They also make their saving throws as creatures 4 levels greater than they otherwise would were they not gnomes. Use the other rules for dwarves, like what magic items special gnomish characters might wield, and different rules for the group encountered (like leaders, etc.).

Goblins

NA: 40-400, **A:** C, **AC:** 6, **M:** 6, **HD:** 1-1, **%:** 50%, **T:** 1d6 gp each
Description: Goblins see well in the dark and low light; however, they take a -1 penalty to attack rolls and morale checks when in sunlight. Goblins hate dwarves and attack them on sight. A goblin will always have at least one hit point.

Gorgons

NA: 1-4, **A:** C, **AC:** 2, **M:**12, **HD:** 8, **%:** 50%, **T:** E
Description: These are giant reptilian bull-like monsters who can use a breath weapon that can turn a victim to stone who is within 6 feet (adjacent).

Gray Ooze

NA: Special, **A:** N, **AC:** 8, **M:** 1, **HD:** 3, **%:** Nil, **T:** Nil
Description: Gray Ooze is a gross slim that resembles a wet stone when encountered in the dungeon. These slimes will not eat through wood and stone but will corrode metal at the same rate as black pudding. When these slimes come into contact with flesh, 2d6 damage is dealt for every turn it is in contact. These slime are immune to cold and fire and can only be destroyed with lightning and chopping weapons.

Green Slime

NA: Special, **A:** N, **AC:** -, **M: -**, **HD:** 2, **%:** Nil, **T:** Nil
Description: Green Slime cannot move and is destroyed by fire and cold but immune to lightning-based attacks. This slime will eat away wood and metal but cannot eat through stone. If green slime comes into contact with flesh, it will penetrate it and turn it into green slime over time. Green slime can only be cured with a **Cure Disease** spell when it comes into contact with flesh.

Griffons

NA: 2-16, **A:** N, **AC:** 3, **M:**12/Fly 30, **HD:** 7, **%:** 10%, **T:** E
Description: Griffons are sought as mighty and loyal steeds. These creatures eat horse flesh (it is their favorite food). Because of this, these creatures cannot be brought near horses (36") because they will attack and eat the horses. Wild griffons will attack without provocation, especially if their lair is nearby.

Hippogriffs

NA: 2-16, **A:** L, **AC:** 5, **M:** 18/Fly 36, **HD:** 3+1, **%:** Nil, **T:** Nil
Description: Griffons are flying creatures of a lawful nature and will only serve lawful characters. These are shy creatures that are difficult to capture. They have sharp beaks and powerful hooves they attack.

Hobgoblins

NA: 20-200, **A:** C, **AC:** 5, **M:** 9, **HD:** 1+1, **%:** 30%, **T:** D
Description: Hobgoblins are more giant goblins who fight with a +1 to morale checks. Hobgoblin Kings and his two to four guards have 4+1 HD.

Horses & Mules

NA: Special, **A:** N, **AC:** 7, **M:** 12, **HD:** 2+1, **%:** Nil, **T:** Nil
Description: Most horses are not trained for combat and battle and are easily panicked by fire, combat, or odd smells. Horses meant for battle and combat are less likely to be frightened. These beasts can carry 4,500 coins (450 lbs.).

Light horses can carry 3,000 coins (300 lbs.).

Medium horses can carry 3,750 coins (375 lbs.).

Heavy horses can carry 4,500 coins (450 lbs.).

Mules can carry 3,500 coins (350 lbs.).

Mules are this breed's only type of pack beast that can enter dungeons.

Hydras
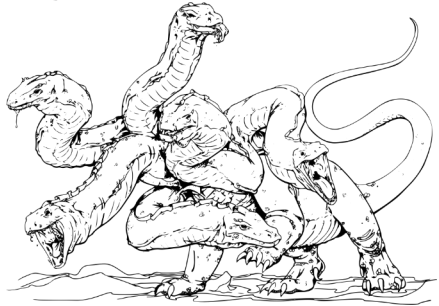
NA: 5-12 heads, **A:** N, **AC:** 5, **M:** 12, **HD:** 5 to 12, **%:** 25%, **T:** B
Description: These are giant lizard or dinosaur-like monsters with 5 to 12 heads. Referees can roll 1d8; on a roll of 1, it has 5 heads, 2 is 7, 3 is 8, and so on. A hydra fights as a fighting-man of a level equivalent to its number of heads. It has 6 hit points per head as well. Therefore, a hydra with 5 heads fights as a level 5 fighting man and has 30 hit points. All of the heads can attack indepen-

dently at the same time. A head is killed when 6 points of damage are counted against a hydra.

Invisible Stalkers

NA: Special, **A:** N, **AC:** 3, **M:** 12, **HD:** 8, **%:** Nil, **T:** Nil
Description: Referees should reference the spell that summons these creatures on page 32. These creatures are perfect trackers of prey and will continue to track and work until the mission that has been tasked is completed.

The creatures can only be stopped by killing the stalkers or using a dispelled magic spell.

These creatures hate missions that take time. They will not like tasks involving weeks or months of service, such as a magic-user saying, "protect me at all cost from all harm." The stalker will try to corrupt such commands by fulfilling the command's letter while corrupting its spirit. This will occur on a roll of 12 on 2d6, which must be checked daily for such missions and commands.

Kobolds

NA: 40-400, **A:** C, **AC:** 7, **M:** 6, **HD:** ½, **%:** 50%, **T:** 1d6 gp each
Description: These creatures fight as well as goblins but can only have 1d3 (1 to 3) hit points.

Lycanthropes

Lycanthropes are humanoids who transform into four different monsters, as listed below. Only silver or magical weapons can harm these monsters.

Packs of lycanthropes are 2 to 4. Groups of 5 to 8 are family packs. Groups of 8 to 20 will be a mix of packs (2/3) and family packs (1/3). Family packs will have two adults with younger ones that still need to be fully grown. Young that are nine-tenth grown (as far as children) will fight to the death if their parents are slain. Those below nine-tenth will be subdued.

A victim of a lycanthrope that takes damage from a lycanthrope that is over 50% of the character's max total hit points means that the character will become a lycanthrope of a similar type in 2d12 days. A Cure Disease spell will dispel the curse.

Werebear

NA: 2-20, **A:** L/N, **AC:** 2, **M:** 9, **HD:** 6, **%:** 15%, **T:** C

Wereboar

NA: 2-20, **A:** N/C, **AC:** 4, **M:** 12, **HD:** 4+1, **%:** 15%, **T:** C

Weretiger

NA: 2-20, **A:** N/C, **AC:** 3, **M:** 12, **HD:** 5, **%:** 15%, **T:** C

Werewolf

NA: 2-20, **A:** N/C, **AC:** 5, **M:** 15, **HD:** 4, **%:** 15%, **T:** C

Manticores

NA: 1-4, **A:** C, **AC:** 4, **M:** 12/Fly 18, **HD:** 6+1, **%:** 25%, **T:** D
Description: These are giant lion-like monsters with dragon elements and a tail full of iron spikes. There are 24 spikes in the tail. These spikes can shoot 6 at a time at targets up to 18" away. Manticores love to eat humans.

Medusae

NA: 1-4, **A:** C, **AC:** 8, **M:** 9, **HD:** 4, **%:** 75%, **T:** F
Description: These are humanoid monsters with a snake body and a human torso. Their hair is made of poisonous asps. These very intelligent monsters try to trick victims into looking into their eyes as looking them in the eyes turns the viewer to stone. The snakes on the head of the beast are deadly and poisonous

in their bites. These monsters, like the basilisk, are subject to their reflections.

Men

NA: 30-300, **A:** N/C, **AC:** Special, **M:** Special, **HD:** Special, **%:** 15%, **T:** A
Description: Men will be some of the most common foes or allies encountered. There are many types of "men" which can be encountered.

Bandits & Brigands

Bandits are men who make their living in less than honest ways and can be encountered in various environments. They have 1 HD generally.

These are "normal men," however there will be a level 4 fighting-man for every 30 bandits. For every 50, there is an additional 5th or 6th fighting-man. Rolling a d6 on a roll of 1 to 3 means the fighting-man is level 5, and a roll of 4 to 6 is level 6. For every 100 bandits encountered, a level 8th or 9th fighting-man is also encountered. If there are 200 bandits, there is a 50% chance of a level

10 or 11 magic-user among them and a 25% chance of experiencing an 8th-level Cleric. If exactly 300 are encountered, there will be a magic user among them, as well as a 50% chance of there being a cleric. Use **Table 3.4** shows the chances of magical items the higher level men will have.

Table 3.4 Men & Magic Items

Man Types	% Chance Per Level	Items
Fighting-Men	5%	Armor, Shield, Sword
Magic-Users	5%	Wand/Staff, Ring, Misc. Magic Item
Clerics	5%	Misc. Weapon*, Armor, Shield

*If an edged weapon is rolled up, roll on the Wand/Staff table. If that is not usable by the Cleric, then there is no weapon.

The composition of the forces with these kinds of bandits will be as follows:

Light Foot (Leather Armor & Shield, AC 6): 40% of troops.

Short Bow or Light Crossbow Men (Leather Armor, AC 7): 25% of troops.

Light Horsemen (Leather Armor & Shield, AC 6): 25% of troops.

Medium Horsemen (Chain Armor & Shield, AC 4): 10% of troops.

All heroes and superheroes in these forces will be mounted on heavy-barded horses. Brigands are the same as bandits only they are a chaotic alignment and do morale checks with a +1 bonus.

Berserkers

Berserkers are men with rage and battle lust. They wear leather armor (AC 7). They have a movement of 12" and generally have a neutral alignment. Their hit dice are 1+1 per man. As far as super normal men, they only have fighting-men (referencing Bandits) among them. Berserkers have a +2 to their attack rolls when fighting normal men due to how fierce they are in their blood lust.

Buccaneers & Pirates

Buccaneers and pirates are bandits found at sea. Statistically, they are the same as regular bandits except for how their forces are composed.

Light Foot (AC 9): 60% of troops.

Light Crossbowmen (AC 9): 30% of troops.

Heavy Crossbowmen (Chain Armor, AC 5): 10% of troops.

Pirates are the same, with the only difference being they are chaotic in alignment.

Cavemen

Cavemen are neutral-aligned primitive men. They fight with weapons equal to morning stars. These men have 2 HD and have a -1 to morale checks.

Dervishes & Nomads

Nomads are desert or steppe raiders, while dervishes are often the same but are religious fanatics who fight as Berserkers. The makeup of super normal types is the same as bandits. The composition of forces is as below:

Table 3.5 Desert Nomads and Dervishes

Troop Type	Percentage of Troops
Light Horse Lancers	50%
Light Horse Bowmen	20%
Medium Horse Lancers	30%

Table 3.6 Steppe Nomads and Dervishes

Troop Type	Percentage of Troops
Light Horse Lancers	20%
Light Horse Bowmen	50%
Medium Horse Lancers	10%
Medium Horse Bowmen	20%

Mermen

Mermen have an AC of 7 (leather armor). They fight with Tridents (spears) and darts (50% chance one way or another). On land, mermen fight with a -1 penalty when on land. Mermen move at 15" in naval combats and there is 10% chance for 10 merman to grapple a ship. A ship is slow by 2" for every successful grapple by mermen.

Minotaurs

NA: 1-8, **A:** N/C, **AC:** 6, **M:** 12, **HD:** 6, **%:** 10%, **T:** C
Description: Minotaurs are large humanoid men with a bull's head.

These monsters never need to make morale checks and will always attack and pursue so long as their foe (food, it eats humans) is in sight.

Mummies

NA: 1-12, **A:** C, **AC:** 3, **M:** 6, **HD:** 5+1, **%:** 30%, **T:** D
Description: Mummies are undead. Anyone touched by a mummy receives a rotting disease, which causes wounds to take ten times as long to heal than they otherwise would Cure Disease spells resudce this time to 2 times longer. Only magic weapons can hit and harm mummies; even then, they take half the damage. Fire is the weakness of the mummy, even regular fire from a torch.

Nixies

NA: 10-100, **A:** N, **AC:** 3, **M:** 12, **HD:** 1, **%:** 100%, **T:** B
Description: Nixies are water spirits that lure people below the water as servants and enslaved people for one year. For every 10 Nixies, there will be the ability to cast a Charm Person spell on any target within 30" of the lair. Characters falling prey to the spell immediately go underwater to serve for one year. A Dispel Magic spell will have a 75% chance of dispelling the Charm Person spell before the character is submerged

under the water. Nixies are armed with daggers and spears (6" thrown range).

Nixies will be near 10 to 100 large fish who serve and attack on behalf of the nixies. These fish will be fearful of fire.

Nixies only operate in freshwater, and 40 nixies can grapple a ship like Mermen.

Ochre Jelly

NA: 10-100, **A:** N, **AC:** 8, **M:** 3, **HD:** 5, **%:** Nil, **T:** Nil
Description: Ochre jelly are strange monsters that consume flesh and wood. They deal 1d6 damage per round of contact with flesh. They are amoeba-like monsters that are weak to fire and cold. Weapon attacks and lighting will only divide the jelly into smaller jellies.

Ogres

NA: 3-18, **A:** N/C, **AC:** 4, **M:** 9, **HD:** 4+1, **%:** 30%, **T:** 1,000gp, C
Description: These are giant humanoids who range in height from 7 to 10 feet. These monsters deal 1d6+2 damage due to their large size. When these monsters leave their lairs, they usually have 1d6 x 100 gold pieces on them.

Orcs

NA: 30-300, **A:** N/C, **AC:** 6, **M:** 9, **HD:** 1, **%:** 50%, **T:** D
Description: Orcs are tribal monsters, and because of this, a referee should consider developing these tribes that can be encountered. Intertribal hostility should be regarded here. There is a 50% chance of their lair being in a village or a cave. Caves will be guarded, and towns will have ditches and palisades around them. For villages, there is one light catapult per 50 orcs. Use **Table 3.7** to determine if there is a special leader ruling over the orcs. Orcs hate sunlight in the same way goblins do.

Table 3.7 Orc Lairs

Lair Leader	Cave Lair	Village Lair
7th to 9th-Level Fighting-Man	Nil	25% Per 100 Orcs
11th Level Magic-User	Nil	10% Per 100
Dragon	10% Per 100 Orcs	Nil
1-6 Ogres	10% Per 50 Orcs	15% Per 50 Orcs
1-4 Trolls	10% Per 100 Orcs	Nil

Pegasi

NA: 1-12, **A:** L, **AC:** 6, **M:** 24/Fly 48, **HD:** 2+2, **%:** Nil, **T:** Nil
Description: Pegasi are flying horses that are difficult to capture.

These creatures will only serve lawful characters. In battle, they are equivalent to a heavy horse.

Pixies

NA: 10-100, **A:** N, **AC:** 6, **M:** 9/Fly 18, **HD:** 1, **%:** 25%, **T:** C
Description: Pixies can become invisible at will and remain invisible as they attack! After the first round of surprise, foes can see the shadows and distortions around pixies as they are invisible. Spells can be cast to make them visible, and of course, dragons and high-level characters will also be aware of their presence.

Purple Worms

NA: 1-4, **A:** N, **AC:** 6, **M:** 6, **HD:** 15, **%:** 25%, **T:** D
Description: Purple worms are giant, 50-foot long, 10-foot vast monsters. Their tails have a poisonous stinger. When these creatures bite, if the attack roll exceeds the required number to hit by 20%, the target is swallowed if it is ogre size or smaller. In six turns, the victim would be dead, and in twelve, the victim would be digested. Purple worms never check morale and will always attack.

Rocs

NA: 1-20, **A:** L/N, **AC:** 4, **M:** 6/Fly 48, **HD:** 6, **%:** 20%, **T:** I

Description: Rocs are large birds, large enough to pick up and prey upon elephants. These nest in high places, and their nests have a 50% chance of 1d6 young. Rocs are hostile to chaotic or neutral creatures. If no young are present, and other characters do not seek to get too close, there is an 80% chance of the roc ignoring lawful creatures and a 20% chance of the roc being friendly. Young rocs can be tamed and used as steeds.

Sea Monsters

These monsters should be used sparingly and more for the show but can be used as guardians of treasure. Most of these creatures are around the Purple Worm in size and power, and their attributes can be defined or changed at the referee's discretion to fit the environment or situation at hand. These monsters should deal 2d6 to 4d6 damage due to size.

Crabs, Giant

NA: Special, **A:** N, **AC:** 2, **M:** 6, **HD:** 3, **%:** Special, **T:** Special
Description: These monsters are generally only a threat near coastal waters and beaches. They attack two times (two claws).

Crocodiles
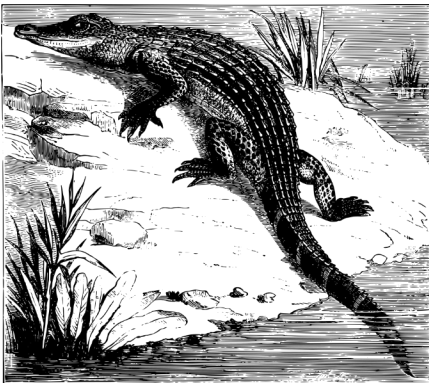
NA: Special, **A:** N, **AC:** 5, **M:** 9/Swim Special, **HD:** 3, **%:** Special, **T:** Special
Description: Crocodiles can flip boats, rafts, and large or giant boats (20' or longer). Giant crocodiles are 7 HD and deal 2d6 damage with bites and attacks. Crocs can be rammed with a ship, killing them. If the boat is not equipped for ramming, there is also a 50% chance of the action damaging the ship.

Dragon Turtles

NA: Special, **A:** N, **AC:** 2, **M:** 9, **HD:** 11 to 13, **%:** Special, **T:** Special
Description: Dragon turtles are terrifying monsters living near rivers, oceans, and seas. They can lift a boat out of the water due to their size should they rise from beneath one. Dragon turtles are similar to red dragons in many respects, only lacking the ability to fly. They can breathe steam as a breath weapon in the same manner as a red dragon. Use **Table 3.2** to determine the breath weapon, damage, and hit points in the same manner as dragons.

Fish, Giant

NA: Special, **A:** N, **AC:** 6 (or Special), **M:** 30 to 50, **HD:** 3 to 15, **%:** Special, **T:** Special
Description: This can be any number of large fish creatures. A referee should decide the exact metrics of these fish before combat begins. If they attack a boat or ship, these fish will be exposed to missile fire.

Giant Leeches

NA: Special, **A:** N, **AC:** 8, **M:** 6, **HD:** 2, **%:** Special, **T:** Special
Description: These leeches are found only in swampy regions. A successful attack means damage is not scored but that a level is drained from the victim every second round. To detach a leech, it must be killed.

Octopi & Squids, Giant
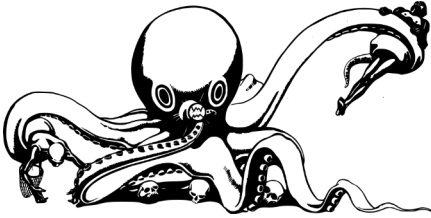
NA: Special, **A:** N, **AC:** 3 to 7, **M:** 9 (Octopi)/12 (Squids), **HD:** 4 (Octopi), 6 (Squids), **%:** Special, **T:** Special
Description: These creatures can triple-move in water and spray clouds of ink as well. They can entangle longships or smaller ones. Such ships suffer from constriction. Octopi has an AC of 7. Squids have an AC of 7 on their arms and an AC of 3 on their bodies due to a hard shell.

Snakes, Giant

NA: Special, **A:** N, **AC:** 6, **M:** 20, **HD:** 6, **%:** Special, **T:** Special
Description: These giant snakes wrap around ships like octopi or squid (longships or smaller). These are violent snakes and will attack immediately.

Skeletons

NA: 3-30, **A:** N, **AC:** 7, **M:** 6, **HD:** ½, **%:** Nil, **T:** Nil
Description: Skeletons are undead creatures usually controlled by a Magic-User or chaotic Cleric (or

some other individual capable of doing so). They can be found near graveyards and tombs. Skeletons never make morale checks. They fight until they slay their foes and are destroyed themselves. Skeletons have 1 to 3 hit points.

Spectres

NA: 1-8, **A:** C, **AC:** 2, **M:** 15/Fly 30, **HD:** 6, **%:** 25%, **T:** E
Description: Spectres have no physical body, so standard weapons cannot strike them. Only magical weapons can attack and harm them. Silver weapons can also harm these monsters. When a hit lands on a living foe, two levels are drained. A

man that is slain by a spectre becomes a spectre under the control of the spectre who killed him.

Treants

NA: 2-20, **A:** L, **AC:** 2, **M:** 6, **HD:** 8, **%:** Nil, **T:** Nil
Description: Treants are lawful but do not, generally, become involved in situations that do not involve them. A treant can command plants and trees. A single treant within 6" of a tree can cause up to two trees to move 3" a round.

Trolls

NA: 2-12, **A:** C, **AC:** 4, **M:** 12, **HD:** 6+3, **%:** 50%, **T:** D
Description: Trolls are foul green creatures that can regenerate once damage is taken. Starting three rounds after taking damage, the troll will recover 3 hit points every round. Trolls, even if they surrender, will more than likely resume fighting when at least 6 hit points are recovered. Fire and acid are the only ways to be sure to kill a troll.

Unicorns
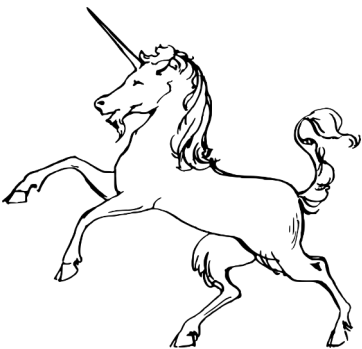
NA: 1-4, **A:** L, **AC:** 2, **M:** 24, **HD:** 4, **%:** Nil, **T:** Nil
Description: Only maidens who are lawful and pure may approach or ride a unicorn. In all other cases, the unicorn will avoid and flee from oth-

ers. When pressed to fight, the unicorn will attack as a lance on the first attack and as a spear on all attacks thereafter.

Vampires

NA: 1-6, **A:** C, **AC:** 2, **M:** 12/Fly 18, **HD:** 7 to 9, **%:** 20%, **T:** F
Description: Vampires can be quickly killed by impaling them with a wooden stake, immersing them in running water, or exposing them to sunlight. Vampires can only be hit by magical weapons, but such attacks cannot kill the vampire. If a vampire is reduced to zero hit points from such attacks from magical weapons, it will not be slain. Instead, the vampire is forced to transform into a gaseous form. The vampire will retreat if presented with garlic, a mirror, or the sight of a cross.

Like trolls, vampires can regenerate 3 hit points per combat round but do so immediately. When a vampire lands an attack, two levels are drained from the victim.

Vampires can command 10d10 rats or bats or 3d6 wolves. They can also transform into a giant bat or a gaseous form. The vampire can also charm humanoid characters with its look. If the victim looks a vampire in

the eyes, the victim must make a save vs. magic with a -2 penalty. This ability of the vampire is the same as the **Charm Person** spell.

Humans and humanoids killed by the vampire turn into vampires themselves, which are controlled by killing vampire.

Wights

NA: 2-16, **A:** C, **AC:** 5, **M:** 9, **HD:** 3, **%:** 60%, **T:** B
Description: Wights are a terrible undead that can drain 1 level over a hit. Only silver weapons or magical weapons can land blows against such creatures. Magical arrows will do double damage against them. Magical weapons of other types deal average damage plus their bonus. Men slain by a wight become one.

Wraiths

NA: 2-16, **A:** C, **AC:** 3, **M:** 12/Fly 24, **HD:** 4, **%:** 20%, **T:** E
Description: Wraiths are more powerful wights. They take half damage from silver arrows, and magic arrows deal their normal damage. In all other abilities, they are the same as wights.

Wyverns

NA: 1-6, **A:** N, **AC:** 3, **M:** 9/Fly 24, **HD:** 7, **%:** 60%, **T:** E
Description: Wyverns are relatives of dragons that lack a breath weapon. They do, however, have a stinger on their tail. They are also smaller than dragons as well. Most of the time, these monsters use their poisonous tail to attack. The tail is used on a roll of 1 to 4 on a d6. On a roll of 5 to 6, the monster will bite.

Yellow Mold

This unique and extremely deadly mold is encountered in underground environments. It deals 1d6 damage when it comes in contact with flesh and wood. It will not harm metal or stone. If disturbed, there is a 50% chance of the mold releasing its spores in a 1" x 1" area, forcing a saving throw against poison or death. It can only be destroyed with fire.

Zombies
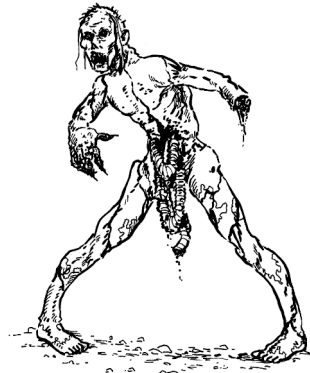
NA: 3-30, **A:** N, **AC:** 8, **M:** 6, **HD:** 1, **%:** Nil, **T:** Nil
Description: Zombies are like skeletons in that a Magic-User or chaotic Cleric controls them. Zombies never need to make a morale check.

Small Insects or Animals

This can be any smaller insect or creature like a centipede, snake, or spider. Larger creatures, like a wolf or giant rat, will have 1 HD. All of these creature types will have AC 8. An attack against the smaller types, like a centipede, will be killed with one strike.

Large Insects of Animals

These types of creatures could be giant ants, dinosaurs, and martian creatures like Banths, Thoats, and Apts. The AC will range from 8 to 2. Hit dice will range from 2 to 20. Damage will range from 2d6 to 4d6. It may be fun to poll other campaign players and referees about what the monster should be regarding its statistics if a monster.

Custom Monsters

Referees are encouraged to create custom monsters. Things like golems, titans, androids, and cyclops can be replicated with the simple rules of Wight-Box. It is essential to have the monster determined before it enters combat. It is not a good idea to manipulate a monster's abilities, hit points, or hit dice amid combat. The root of this game is a wargame, and as such, this sort of referee fiat would be considered cheating.

Level Drain

Some creatures like wights and vampires can drain levels. When a level is drained, its attacks, spells, and hit dice bonuses are lost. This loss is permanent unless there is rare and expensive help from a Cleric or other kind of individual (at the referee's discretion). Such cures should be rare and difficult.

Treasure Letter Types

Each monster stat block has a letter code for the treasure type the creature generally has. **Table 3.8** shows the treasure letter code and the percentage chance for various coins, gems, jewelry, and magic items. If a treasure code is needed, roll a percentile dice; if the roll is equal to or less than the listed percentage for each treasure type, that kind of treasure is found, and the amount for that treasure that is found. It will be listed if gems and jewelry have different percentage chances or quantities. For the quantity in coin, roll a d6 and multiply the roll by 1,000 to determine the amount of coin found.

Table 3.8: Treasure Types

Letter Code	1,000s of Copper	1,000s of Silver	1,000s of Gold	Gems/ Jewelry	Magic Items
A: Land[1] A: Desert[2] A: Water[3]	25%: 1d6 20%: 1d6 Nil	30%: 1d6 25%: 1d4 Nil	35%: 2d6 30%: 1d6 60%: 5d6	50%: 6d6 50%: 10d10 60%: 10d6	40%: Any 3 60%: 3 Magic 50%: 1 Map
B	50%: 1d8	25%: 1d6	25%: 1d3	25%: 1d6	10%: Weapon, Armor, or Misc. Weapon
C	20%: 1d12	30%: 1d4	Nil	25%: 1d4	10%: Any 2
D	10%: 1d8	15%: 1d12	60%: 1d6	30%: 1d8	20%: Any 2 + 1 Potion
E	5%: 1d10	30%: 1d12	25%: 1d8	10%: 1d10	30%: Any 3 + 1 Scroll
F	Nil	10%: 2d10	45%: 1d12	20%: 2d12	35%: Any 3 but weapons + 1 Potion & 1 Scroll
G	Nil	Nil	75%: 4d10	25%: 3d6 25%: 1d10	40%: Any 4 + 1 Scroll
H	25%: 3d8	50%: 1d100	75%: 6d10	50%: 1d100 50%: 4d10	20%: Any 4 + 1 Potion & 1 Scroll
I	Nil	Nil	Nil	50%: 2d8	20%: Any 1

[1] Bandits will have prisoners at a ratio of 1 prisoner per 10 bandits. Brigands will have a ratio of important prisoners at 1 prisoner per 20 brigands. Bandits and brigands will have 2d10 silver pieces on them. Berserkers and cavemen do not take prisoners and have no treasure.

[2] Dervishes do not take prisoners. Nomads will have 1 prisoner for every 25 nomads. These nomads will have 5d6 gold pieces on their persons.

[3] Pirates and buccaneers will have prisoners at the same rate as bandits. These foes will have 2d6 gold pieces on their persons. Mermen will only have treasure in their underwater lairs.

Gems, Jewelry, and Other Treasure

Use the following tables as a referee to determine the kinds of unique treasures, such as maps, potions, scrolls, weapons, armor, gems, jewelry, and other miscellaneous magic items.

Gems

Roll a percentile dice to determine the initial value of gems. Reference Table 3.9 for the value of the gems.

Table 3.9: Gem Base Value

d100 Roll	Value in Gold Pieces
1-10	10
11-25	50
26-75	100
76-90	500
91-00	1,000

Once the base value is determined, roll 1d6 for every individual gem or for groups of 5 to 10 gems to decide whether it is of a higher tier value. A roll of 1 indicates the gem is of the next higher tier in value. Tiers above 1,000 are 5,000, 10,000, 25,000, 50,000, 100,000, and 500,000. Gems have a 10% chance of being destroyed by fire, however, lightning will destroy gems. Fire can devalue gems by 25%.

Jewelry

Roll a d100, much like gems, to determine the value of Jewelry. Refer to **Table 3.10** to determine the value of the jewelry. Metal jewelry is melted into solid lumps by fire and lightning. Such attacks reduce the value by 25%.

Table 3.10: Jewelry Base Value

d100 Roll	Value in Gold Pieces
1-20	3d6 x 100
21-80	1d6 x 1000
81-00	1d10 x 1000
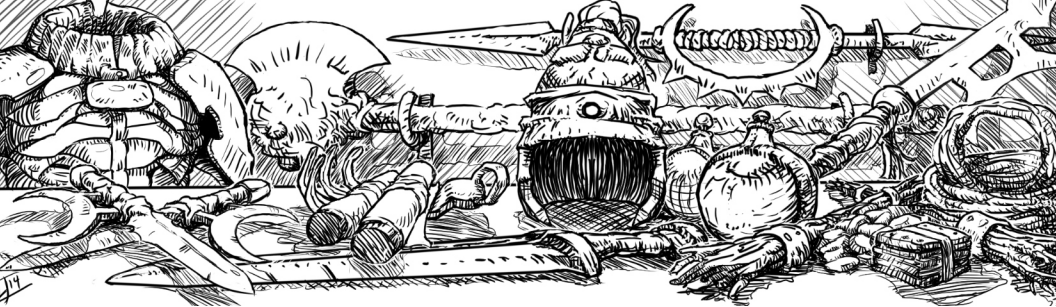
Magic Weapons, Armor, & Other Items

When called to do so, use the following tables as a referee to determine the kinds of magical items found.

Table 3.11: Map or Magic Item

d100 Roll	Item
1-75	Map (Roll for Type)
76-00	Magic (Roll for Type)

Table 3.12: Maps

d100 Roll	Map Types
1-60	Treasure Map
61-90	Magic Map
91-00	Magic & Treasure Map

Table 3.13: Magic Items

d100 Roll	Magic Item
1-20	Swords
21-35	Armors
36-40	Misc. Weapons
41-65	Potions
66-85	Scrolls
86-90	Rings
91-95	Wands/Staves
96-00	Misc. Magic Items

Table 3.14: Swords

d100 Roll	Sword
1-35	Sword +1
36-40	Sword +1 +2 vs. Lycanthropes
41-45	Sword +1 +2 vs. Magic-Users & Enchanted Monsters
46-50	Sword +1, Locate Object Ability
51-60	Sword +1, vs. Trolls (Clerics)
61-65	Flaming Sword +1 +2 vs. Trolls (Pegasi, Hippogriffs, Rocs) +3 vs. Undead (Treants)
66-70	Sword +1 1d8 Wishes
71-75	Sword +1 +3 vs. Dragons
76-78	Sword +2
79-80	Sword +2 Charm Person Ability
81-82	Sword +3
83	Sword With Level Drain
84-00	Sword -2 (Cursed Sword)

The above swords show that some have a bonus against specific types of foes.

Table 3.15: Misc. Weapons

d100 Roll	Weapon
1-25	10 Magic Arrows
26-40	3d10 Magic Arrows
41-55	Dagger +1 vs. Man-sized Foes +2 vs. Goblins & Kobolds
56-60	Dagger +2 vs Man-sized foes +3 vs. Orcs, Goblins, & Kobolds
61-65	Magic Bow
66-70	Axe +1
71-80	Mace +2
81-85	Warhammer +1
86-89	Warhammer +2
90	Warhammer +3 6" throwing range with the ability to return to the thrower
91-96	Spear +1
97-99	Spear +2
00	Spear +3

Table 3.16: Armor

d100 Roll	Armor
1-30	Shield +1
31-60	Armor +1
61-75	Armor & Shield +1
76-83	Shield +2
84-90	Armor +2
91-97	Armor & Shield +2
98-00	Shield +3

Table 3.17: Potions

d100 Roll	Potion	d100 Roll	Potion
1-4	Growth	49-52	Clairvoyance
5-8	Diminution	53-55	Clairaudiance
9-12	Giant Strength	56-60	Animal Control
13-16	Invisibility	61-64	Undead Control
17-20	Gaseous Form	65-68	Plant Control
21-24	Polymorph (Self)	69-72	Human Control
25-28	Speed	73-76	Giant Control
29-32	Levitation	77-80	Dragon Control[1]
33-36	Flying	81-84	Poison[2]
37-38	ESP	85-88	Invulnerability
39-40	Delusions	89-92	Fire Resistance
41-44	Healing	93-96	Treasure Finding
45-48	Longevity	97-00	Heroism

[1] Roll a d6 to determine which type of dragon is controlled.
[2] The referee should make the poison appear as another type of potion.

Table 3.18: Scrolls

d100 Roll	Scroll	d100 Roll	Scroll
1-20	1 Spell	61-70	Protection from Lycnathropes
21-35	2 Spells	71-80	Protection from Undead
36-45	3 Spells	81-90	Protection from Elementals
46-50	7 Spells	91-00	Protection from Magic
51-60	1 Curse		

There is a 25% chance of the spell on a scroll being a Cleric spell. As for curses, referees would do well to trick players into reading the cursed scroll. The original rules suggest having non-cursed scrolls disappear over time to encourage player characters to read scrolls.

Table 3.19: Scroll Curses (3" Diameter Range)

d100 Roll	Magic Item
1-25	Turn into a monster of the referee's choice
26-50	Gain a disease that is fatal in 3 turns (30 minutes)
51-75	Polymorph into an insect of the referee's choice
76-87	Transported 1,000 miles in a random direction
88-00	Transported to another planet

Table 3.20: Rings

d100 Roll	Rings	d100 Roll	Rings
1-9	Invisibility	81-85	Protection 5' Radius
10-15	Mammal Control	86-90	Regeneration
16-21	Human Control	91-92	Djinn Summoning
22-30	Weakness	93-94	Telekinesis
31-39	Protection	95-96	X-Ray Vision
40-49	Three Wishes	97-98	Spell Turning
50-60	Delusion	99	Spell Storing
61-70	Water Walking	00	Many Wishes (4d6 Wishes)
71-80	Fire Resistance		

Table 3.21: Wands & Staves (Only Magic-Users Can Use Wands)

d100 Roll	Staff or Wand	d100 Roll	Staff or Wand
1-15	Metal Detection	61-65	Polymorph
16-20	Enemy Detection	66-70	Negation
21-25	Magic Detection	71-80	Staff of Healing[1]
26-30	Secret Doors & Traps Detection	81-85	Staff of Commanding[2]
31-35	Illusion	86-90	Snake Staff[1]
36-40	Fear	91-95	Staff of Striking[2]
41-45	Cold	96-97	Staff of Withering[1]
46-50	Paralyzation	98-99	Staff of Power[3]
51-55	Fire Balls	00	Staff of Wizardry[3]
56-60	Lightning Bolts		

[1] Only Clerics can use this.
[2] Clerics and Magic-Users can use this.
[3] Only Magic-Users can use this.

Table 3.22: Misc. Magic Items

d100 Roll	Item	d100 Roll	Item
1-4	Crystal Ball	48-52	Boots of Speed*
5-6	Crystal Ball w/ Clairaudience	53-57	Boots of Levitation*
7	Crystal Ball w/ ESP	58-62	Boots of Traveling & Leaping*
8-12	Medallion of ESP (3" Range)*	63-67	Broom of Flying
13-15	Medallion of ESP (9" Range)*	68-72	Helm of Reading Magic & Languages*
16-18	Amulet vs. Crystal Balls & ESP*	73-75	Helm of Telepathy*
19-24	Scarab of Protection from Evil High Priests*	76	Helm of Teleportation
25-29	Bag of Holding*	77-87	Helm of Chaos or Law*
30	Censer of Controlling Air Elementals	88	Flying Carpet*
31	Stone of Controlling Earth Elementals	89	Drums of Panic (24" Range)*
32	Brazier of Controlling Fire Elementals	90	Horn of Blasting (10" Range)*
33	Bowl of Controlling Water Elementals	91-97	Gauntlets of Ogre Power*
34-35	Efreet Bottle*	98-99	Girdle of Giant Strength*
36-38	Displacer Cloak*	00	Mirror of Life Trapping
39-47	Elven Cloak & Boots*		

*Can be used by any Character.

Table 3.23: Treasure Map

d8 Roll	Map To…
1	1d4 x 10,000sp
2	5d6 x 1,000gp
3	Entry 1 & 2 Above
4	Entry 1 Above + 2d10 Gems
5	Entry 2 Above + 5d6 Gems
6	Entry 3 Above + 1d100 Gems
7	1d6 x 10 Gems, 2d10 Jewelry
8	Entries 3 & 7 Above

Foes & Fortune

Table 3.24: Magic Map

d8 Roll	Map To…
1-3	Any 1 Item
4-5	Any 2 Items
6	3 Items but No Swords
7	4 Items & 1 Potion
8	5 Items, 1 Scroll, & 1 Potion

Table 3.25: Magic & Treasure Map

d8 Roll	Map To…
1	Table 3.23 Entry 1, Table 3.24 Entry 1-3
2	Table 3.23 Entry 2, Table 3.24 Entry 1-3
3	Table 3.23 Entry 3, Table 3.24 Entry 4-5
4	Table 3.23 Entry 7, Table 3.24 Entry 6
5	Table 3.23 Entry 4, Table 3.24 Entry 4-5
6	Table 3.23 Entry 1, Table 3.24 Entry 1-3
7	Table 3.23 Entry 6, Table 3.24 Entry 8
8	Table 3.23 Entry 8, Table 3.24 Entry 7

Appropriate level monsters or several monsters will always guard treasure. This is at the discretion of the referee. Monster-level encounter tables can be referenced for this.
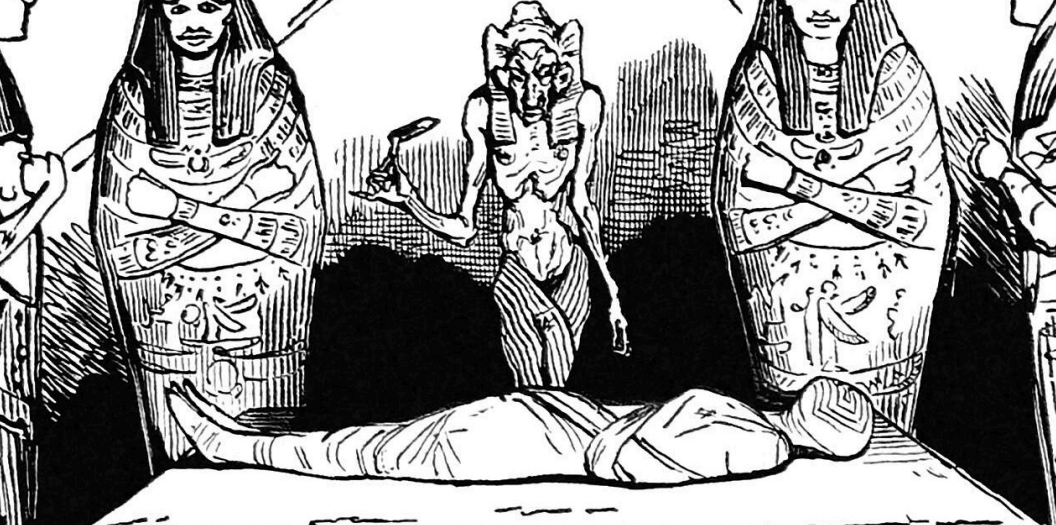
Descriptions of Magic Items

Miscellaneous Magic Items

Amulet vs. Crystal Balls & ESP: This item will always reveal the location, sight, or thought waves of another using a crystal ball or ESP.

Bag of Holding: This magical bag can hold up to 10,000 gold pieces (such a cargo in the bag would weigh 300 coins or 30 pounds). Items up to 5 feet by 10 feet by 30 feet may be put in the bag. Such items will make the bag weigh 600 coins or 60 pounds, no matter its weight.

Boots of Levitation: These boots allow the user to cast the levitation without a time limit.

Boots of Speed: These boots allow the wearer to move at the speed of a light horse for up to one day. After a day of travel at this speed, the individual must rest for a full day.

Boots of Traveling & Leaping: These boots allow the wearer to jump up to 1" in vertical height and 3" horizontally. They also will enable the wearer to increase wilderness travel on foot by 1 hex per day.

Broom of Flying: This is a magical item that allows the user to fly at a speed of 24". This magic item requires a "word of command" to use it and summon it. Up to two people can fly on the broom, but if two are riding it, the speed is reduced to a speed of 18".

Crystal Balls: Typically, these magic items fail over far distances or when the target's exact whereabouts are unknown. Spells aimed at thwarting such operations, lead used as a magical shield, and similar hindrances further diminish crystal ball effectiveness. One must exercise caution, as attempting in more than three daily attempts under such conditions may plunge the Magic-User into madness. Prolonged usage of a Crystal Ball within a single day necessitates a day of rest and recovery for the Magic-User. It's worth noting that while spells cannot be transmitted through a Crystal Ball, the operator can cast spells on themselves to aid in viewing or using the crystal ball.

Displacer Cloak: This cloak manipulates light waves, granting the wearer the illusion of standing up to 1" away from the wearer's actual position. Moreover, it enhances the wearer's defenses, forcing a -2 penalty to attack rolls against the wearer, whether by blunt force or magical wands. This cloak gives a +2 to saving throws.

Drums of Panic: These kettle drums strike fear into the hearts of men and monsters, compelling them to flee in terror. Monsters with fewer than 5 Hit Dice or herbivore animals with more than 5 HD are automatically forced to flee. The drums will not affect the immediate area around them within a 1" radius.

Efreet Bottle: This is the bottle which houses an efreet. The efreet in the bottle will only serve the finder or owner of the bottle for 1,001 days.

Elemental Control Items: These four magic items beckon forth the Elemental, corresponding to their nature. Each device boasts a considerable size, needing a turn for deployment and stowing if taken along during an expedition. These artifacts can summon an elemental in a single turn without the need for an incantation. The Elemental thus called forth possesses 12 Hit Dice. Only the rightful owner can use these artifacts.

Elven Cloak & Boots: The cloak allows the wearer to become next to invisible, and the boots allow for nearly completely silent movement.

Flying Carpet: Up to 3 people can ride on a magic flying carpet at a speed of 18". If only a single individual is riding, it can travel at a speed of 30". Otherwise, these magical carpets behave like a flying broom in all other respects.

Gauntlets of Ogre Power: These gauntlets allow the wearer to strike with the power of an ogre, dealing 1d+2 damage. These gauntlets do not increase the wearer's probability of hitting in attack rolls.

Girdle of Giant Strength: These gauntlets allow the wearer to attack with the exact probabilities as a hill giant (if this is better than the wearer's natural chances to hit on attack matrices) and deal damage like a hill giant (2d6 damage).

Helm of Chaos or Law: This helm, when worn, reverses the alignment of the wearer (for example, a chaotic character would become lawful and vice versa). A neutral character will either turn chaotic or lawful. This helm can

only be removed with a **Dispel Magic** spell. The wearer will do everything possible to avoid having the helm removed from wearer's head.

Helm of Reading Magic & Languages: When worn, this helm confers upon the wearer the ability to comprehend any language or decipher magical scripts. However, it lacks the protective qualities of magic armor. In combat, any blow directed at the wearer carries a 10% chance of striking the helm and damaging it.

Helm of Telepathy: This helm has a range of 9" and allows the wearer to read the thoughts of any creature within that range. If the wearer's intelligence is greater than that of the target in range, the wearer may try to control the mind of the other. Use the monster reaction roll (Table 2.5 on page 45) with a +2 bonus to the roll.

Helm of Teleportation: In combat, the helm offers no protective qualities. For a Magic-User to harness the capabilities of this helm, the Magic-User must possess a Teleportation spell and have it memorized. With only one such spell, the Magic-User can teleport themselves boundlessly and endlessly throughout the universe. However, if they choose to teleport another person or object, the helm ceases to function, and the spell is expended in the usual manner.

Horn of Blasting: This horn is a bombardment against non-living material, breaking and destroying it. Living creatures in the path take 2d6 damage and may be deafened for a turn if they are not killed. This blast has a range of 42".

Medallions of ESP: These medallions are accessible to characters of all classes, including Dwarves. However, there's a risk of malfunction with these devices, indicated by a roll of 6 on a d6 die whenever they're in operation. They operate as the spell would and at the range indicated by the medallion type.

Mirror of Life Trapping: This is a mirror that is about the size of a buckler shield. It can trap any human, elf, dwarf, or halfling that stares into the mirror. The mirror can trap up to 20 individuals, including the undead. Individuals trapped in the mirror cannot be communicated with when inside the mirror and must be released to be conversed with. If the mirror is smashed, all trapped individuals will be released. The Magic-User can only focus on using the mirror when being used, but it can be set up on a wall to trap those looking into it. There is a 10% of a character who knows what the mirror is, accidentally looking into the mirror. There is a 90% chance of an individual looking in the mirror if the character is unaware of what the mirror is. The mirror has a range of 1".
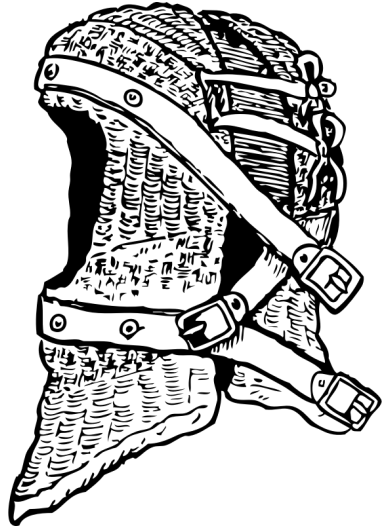
Scarab of Protection from Evil High Priests: This small scarab protects the wearer or owner from an evil cleric's "Finger of Death Spell" (the reversal of the resurrection spell). This scarab can absorb 12 castings of the spell before it will disintegrate.

Miscellaneous Weapons
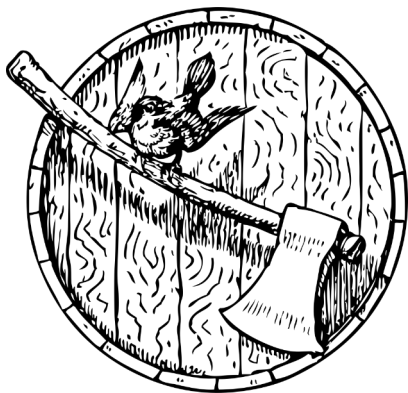
Axes: These weapons can be thrown at a range of 3" and a +1 bonus to the attack roll. All targets are treated as if they are at medium ranges, as there are no short or long distances.

Magic Arrows: Magic arrows deal 1d6+1 damage and gain a +1 to attack rolls to hit.

Magic Bows: Magic bows grant a +1 bonus to attack rolls but do not increase damage. However, the bonus will stack with magic arrows, dealing 1d6+2 damage in such cases.

Spears: These weapons function as thrown weapons in the same manner as axes. If a character or monster is impaled on such weapons, damage can be doubled or even tripled.

Warhammers: These can function as thrown weapons in the same manner as axes, as mentioned above. A +3 warhammer can have a range of 6". +3 hammers also can automatically return to the owner/thrower (so long as that individual is a dwarf). When a dwarf uses +3 hammers, these weapons deal 2d6 damage. When attacking giants with +3 hammers, the +3 is added to the damage roll, causing 2d6+3 damage. The damage modifier for +3 warhammers is not added to no giant type foes as the hammer already deals 2d6 damage.

Potions

Potions last for 1d6+6 turns when a lasting effect is specified (or a lasting effect is not specified). A potion sample can be drunk to figure out what it does, but most potions must be fully consumed to work. Some potions give the effect of a spell and thus are not described here as they are already described in the spells.

Animal Control: One turn after drinking this potion, the imbiber can control 3d6 small animals, 2d8 medium-sized animals, and 1d6 large animals.

Delusions: This potion makes the imbiber believe it is whatever kind of potion he believes it to be. It will look like some other kind of potion.

Diminution: If the whole potion is drunk, the imbiber is shrunk to a half-foot tall.

Dragon Control: This will control 1 to 3 dragons. The dragons are allowed a saving throw to resist.

Fire Resistance: This potion makes the drinker immune to mundane fires and fire created by the **Wall of Fire** spell. Against **Fire Ball** spells and dragon breath, the imbiber gains a +2 bonus to saving throws. Damage from such attacks is reduced by 1.

Gaseous Form: The drinker takes on a gaseous form, but the drinker's weapons and armor are not transformed. The drinker can move and control this form and enter any place that is not airtight.

Giant Control: This allows the drinker to control 1d4 giants like the **Charm Monster** spell. The giants are allowed a saving throw.

Giant Strength: This potion gives the drinker the strength of a giant. The drinker deals 2d6 damage when attacking.

Growth: Drinking this causes the imbiber to grow 30 feet tall if all is drunk. The character will increase in size in proportion to the number of drunks.

Healing: This potion heals 1d6+1 hit points of the drinker.

Heroism: This potion allows an normal man of 3 HD or less to fight with a Hero fighting capability in all respects and with the morale of a hero. Fighting-Men of levels 5 to 7 to fight two levels higher. Fighting-Men of levels 8 to 10 fight as one level higher.

Human Control: This potion acts like the **Charm Person** spell except that it affects 1d12 individuals with 3 or less HD, 2d4 individuals of 4 to 6 HD, 1d4 individuals of 7 to 9 HD, and 1 individual of 10 or more HD.

Longevity: Drinking this spell removes ten years of age of game time from a character. It will also remove aging that was magically given to a character.

Plant Control: The drinker can control plants and fungi. The drinker can control 1d6 plants or an area the size of 1" by 1". The control has a 6" range.

Speed: This potion doubles the drinker's movement speed/distance. So, a character with a movement rate of 9" has a movement of 18" when drinking this potion.

Treasure Finding: This potion's ability has a range of 36" and allows the imbiber to detect the direction and distance of treasure. The treasure must be more fabulous than 5,000 coins or 50 gems.

Undead Control: Drinking this potion allows the drinker to control 2d4 undead with less than 4 HD or 1d4 undead with 4 HD or more.

Rings

Rings must be worn for use, and there can only be a single ring on either hand at any one time (no more than two rings are used per character). This is to keep balance. Some rings need not be explained here as they function in the same manner as the spell of the same name.

Delusion: This ring allows the wearer to see whatever he desires. Generally this is an illusion.

Djinn Summoning: This ring summons a djinn when called. The djinn will be a permanent servant of the wearer.

Human Control: Acts as the Charm Person spell.

Mammal Control: This ring allows the wearer to control 3d6 small mammals or 1d8 large mammals at a range of 6". The mammal is entirely under the wearer's control and will even attack its kind of prompt.

Protection: This ring improves a character's armor class by 1 and grants a +1 bonus to all saving throws.

Regeneration: The wearer will recover one hit point every turn. Even if the character is slain, the character will still come back to life and heal unless the character is treated like a troll.

Spell Storing: This ring can store 1d6 spells of levels 1 through 6. Only a Magic User or Cleric can restore the spells on the ring. Such an individual can touch the ring and telepathically determine what spells are stored there. There is a 20% chance that the spells will be clerical, and if so, there is a 50% chance the clerical spells will be chaotic.

Spell Turning: This ring turns spoken spells back at the caster. It will not work on spells cast from wands or staves. Roll a percentile dice. The percentile rolled is the percentage of the spell turned back at the caster, with the remainder affecting the wearer. This ring will not work against The Finger of Death.

Telekinesis: This ring allows the wearer to use the Telekinesis spell like a level 10 magic-user.

Three Wishes: This ring cannot be used to grant more wishes. If a character wishes to do so, the referee should put the character in a never-ending time loop, returning to the point just before the character wishes for more. This is to limit the power of the ring. Similarly, such powerful wishes should be corrupted to keep from breaking the game. More mundane wishes are within the ring's power. A referee is encouraged to exercise discretion with the use of the ring.

Weakness: This cursed ring can only be removed with the **Remove Curse** spell. The wearer is drained of 10% of their attack and defense capabilities. The draining will happen every turn until 50% has been drained. For every 10%, the wearer takes a -1 to attack rolls, and the character's armor class is worsened by 1.

X-Ray Vision: The wearer of this ring can see through 1" of stone or 6" of iron and a distance of up to 3" beyond the surface. Gold and lead will block x-ray vision. It takes a whole ten-minute turn to inspect a 1" x 1" area.

Scrolls

The spells on a scroll are randomly determined by rolling a d6 for the spell level and then rolling an appropriate die for that level. All spells can be read by Magic-Users capable of reading spells regardless of the caster's level. Reading the scroll will cast the spell. Once cast, the writing disappears from the spell, making a scroll a one-time use item. Scrolls can be studied to learn the spells, but doing so makes the scroll a one-time use.

Protection from Elementals: This scroll casts a spell that will protect a person in a 1" radius from one elemental for 4 turns.

Protection from Lycnathropes: This spell protects the caster from 2d6 lycanthropes in a 1" radius for 6 turns.

Protection from Magic: This functions as a better version of the Anti-Magic spell. It has a 1" radius that stops all magic from entering and leaving the shell. It lasts for 8 turns. The shell of protection will move with the caster as the caster moves.

Protection from Undead: This protects against 2d6 worth of hit dice of undead in a 1" radius for 6 turns centered on the caster.

Swords

Swords are unique in that they have, at times, aspects of humanity. That being egos, alignment, and intelligence. Some swords also have specific magical abilities beyond the ability to cut and slice. Because of these characteristics, swords can also have an origin or original purpose for being created.

The first step is to determine a sword's alignment.

Table 3.26: Sword Alignment

d100 Roll	Alignment
1-65	Lawful
66-90	Neutral
91-00	Chaotic

Not that the above percentages are reversed (meaning the place of lawful above is swapped with chaotic), if the sword has a draining ability. If a sword is chaotic, it affects the creatures in parenthesis on Table 3.14.

If a character is of an opposite alignment to the sword and picks it up, the character will take 2d6 damage. If the character is neutral and picks up a lawful or chaotic sword, the character takes 1d6 damage. If an NPC is directed to pick up the sword by a player character, the NPC will only take half damage.

After determining the swords alignment, the swords intelligence must be determined.

Table 3.27: Sword Intelligence

d12 Roll	Mental Power	Ability to Communicate
1-6	None	None
7	1 main power	Empathy
8	2 main powers	Empathy
9	3 main powers	Empathy
10	3 primary and the ability to use a language	Speech
11	As entry 10 above but also reads magic	Speech
12	As entry 11 above but with one Extraordinary Ability	Telepathy

Suppose a sword has an intelligence score of 1 to 6. In that case, the sword will not be able to communicate, but if the wielder but the sword's abilities can be discovered by a character through discovery and experimentation. If a sword can communicate, it will be able to communicate in its alignment language.

A referee must also determine the primary powers, number of languages spoken, and extraordinary abilities.

Table 3.28: Languages Spoken or Known by Sword

d100	Number of Languages
1-50	One Language
51-70	Two Languages
71-85	Three Languages
86-95	Four Languages
96-99	Five Languages
00	Take two rolls ignoring another roll of 00.

Table 3.29: Primary Powers of Sword

d100	Power
1-15	Note Shifting Walls & Rooms
16-30	Detect Sloping Passages
31-40	Detect Traps
41-50	Locate Secret Doors
51-60	Detect Evil and/or Gold
61-70	See Invisible Objects
71-80	Detect Meal (And What Kind)
81-90	Detect Magic
91-95	Detect Gems (Both Size and Number)
96-99	Take two rolls ignoring a roll over 95 to 99
00	Roll on Extraordinary Abilities **Table 3.30** Instead

Table 3.30: Extraordinary Abilities

d100	Power
1-10	Clairaudience
11-20	ESP
21-30	Clairvoyance
31-40	Telekinesis
41-50	Telepathy
51-59	Teleportation
60-68	X-Ray Vision
69-77	Illusion Generation
78-82	Levitation
83-87	Flying
88-92	Healing (1 hit point per 6 turns or 6 points per day)
93-97	1d4 x Normal strength for 1d10 turns per day
98-99	Take two rolls ignoring rolls over 97
00	Take three rolls, ignoring rolls over 97

Rolling the same ability or power twice means the power is twice as mighty, twice the range, accuracy, etc..

Egoism: If a sword has an intelligence of 7 or more, the sword will have an ego rating. This is determined by rolling another d12 and noting the roll as the sword's ego rating. A sword with an ego may cause a character to forsake better weapons or demand that a portion of treasure be given as a decorative sheath or other such things. It may allow itself to be captured or taken by a more powerful character, which would better suit the purpose or desires of the sword. It can lead a character into peril or danger, against the character's better judgment, as the sword seeks greater foes to face off against in combat. Such swords may also surrender to weaker characters if it feels it can overpower such a character and use the character towards its goals.

There are situations when the sword will want to exert its influence over a character wielding it. The referee must add the numbers to the sword's intelligence rating and ego rating. The referee will add to this 1 point for every extraordinary ability. The referee must then take the character's Intelligence and Strength ability scores and add those scores together. The character's score is modified by the situation at hand and the character's current state. If the character is fresh and undamaged (the character still has 90% of his hit points), his score of Intelligence and Strength is increased by 1d6.

If the character is tired or damaged (if he still has 50% to 89% of his hit points), his Strength and Intelligence score (combined) is reduced by 1d4. If the character has less than 50% of his hit points, his score is reduced by 2d4.

The score of the sword's ego and intelligence (plus any bonuses from abilities) are compared to the character's combined and modified score of Strength and Intelligence. Use **Table 3.31** to determine what happens with the contest of wills between the character and the magic sword.

Table 3.31: Character vs. Sword Ego Contest Result

Difference	Result
6+	The higher score wins
2-5	75% chance of the higher score winning
0-1	50% chance of either side winning

When compared, the difference listed above is between the two scores for either side.

Another way to quickly determine an ongoing relationship between the sword and the character is to compare the sword's ego rating to the fighting man's level. The above **Table 3.31** can be consulted similarly with this method.

Origin an Purpose: The final thing to consider is the sword's origin and purpose. Roll a percentile roll to determine if a sword has an origin or purpose. On a roll of 91 or higher, the sword has a particular purpose. These types of swords have a maximum score in intelligence and ego (12) and gain one of the following abilities:

Law: The ability to paralyze Chaotic aligned foes.
Neutrality: Gain a +1 saving throw.
Chaos: The ability to disintegrate Lawful aligned foes.

Roll on **Table 3.32** below to determine the purpose of the sword.

Table 3.32: Sword Purpose

d6	Purpose
1	Slay Magic-Users
2	Slay Clerics
3	Slay Fighting-Men
4	Slay Monsters
5	Defeat Law
6	Defeat Chaos

Example: A lawful sword with the ability to paralyze Chaotic Clerics would use this ability against Chaotic Clerics and such a cleric's followers and servants. The sword would not use this ability against orcs or ogres.

Sword Bonuses: Magic swords often have a bonus to attack rolls (+1, +2, and +3). +1 swords add the bonus to damage as well. +2 and +3 swords only add the bonus to damage against its specific foe type.

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Magic Armor

Magical armor does not add its bonus to improve the wearer's AC; instead, the bonus from armor is subtracted from an attacker's attack roll. For instance, Plate +1 would produce an automatic -1 to all attacks against the wearer. If a shield's magical bonus is greater than the armor's, roll a d6. On a roll of 5 to 6, the attack is stuck or blocked by the shield, making the shield's bonus act as a penalty on the attack roll for the attacker. In our example above, the character wears Plate +1 and has a Shield +2. An attack is made against the character. A d6 is rolled, and a 5 is the result. The attacker would have a -1 penalty from the character's armor and a -2 penalty from the shield resulting in a -3 penalty in total. The attack roll can now be made.

Wands & Staves

Wands have 100 charges, while staves have 200. Wands that deal damage deal 6th level (6d6) of damage, while staves are 8th level.

Cold: This projects an icy attack in a cone 6" long and 3" wide. A save is required. Success on the save means the target or targets take half damage.

Enemy Detection: This reveals invisible or hidden foes within a radius of 6". The foes must be aware of the user and allies as the artifact detects the thoughts and intentions of the foes, which triggers the device.

Fear: This artifact projects out in a 6" long and 3" wide cone. All within the range of the power of this artifact must make a saving throw against magic or flee in fear.

Fire Balls: This shoots out a spell exactly like a **Fire Ball** spell.

Illusion: This artifact allows the user to cast something similar to **Phantasmal Force**, with the difference being the user can move while casting the spell.

Lightning Bolts: This artifact allows the user to cast a spell exactly like that of the Lightning Bolt spell.

Magic Detection: This item has a range of 2". It allows the user to detect magic and spells; if focused on a quadrant, some details about the kind of magic can be determined.

Metal Detection: When picked up, this will point towards any significant amount of metal (1,000 coins in weight or 100 pounds). The wand can also determine the kind of metal that is found. The range is 2".

Negation: The wielder of this item must state an opposing wand or staff. Doing so negates the effects of that named wand or staff from affecting the wielder of this artifact. If this artifact is a wand attempting to discredit a staff member, the wand will negate 6 dice of damage from a staff member (since a staff member is 8th level). Only one staff or wand can be negated at a

single time.

Paralyzation: This artifact projects out in a cone 6" long and 3" wide. A saving throw is required by victims in the cone of effect.

Polymorph: This allows the user to cast the **Polymorph spell** on others or themselves in the same manner.

Secret Doors & Trap Detection: This artifact has a range of 2" and allows the user to be notified via a warning when a trap or secret door is in range.

Snake Staff: This magical staff, usable by clerics, has a +1 to hit and deals 1d6+1 damage. If a successful strike is landed against a human-sized foe, the staff transforms into a snake, entangles the foe, and renders them helpless. If it is more significant than man-sized, it will restrict the foe for 1d4 combat rounds before it slithers back to the cleric and turns back into a staff.

Staff of Striking: This staff has no bonus to hit, but when it strikes a foe, it deals 2d6 damage due to the power of its magical energy.

Staff of Commanding: This staff allows the user to cast Animal, Human, and Plant Control spells, much like the potions.

Staff of Healing: This stuff heals 1d6+1 hit points on a target whom it touches. It can heal multiple people daily but cannot be used more than once on the same individual in 24 hours.

Staff of Power: This staff has the power of other staves, wands, and spells. It has the following abilities: cold, striking, fireballs, continuous light, lightning bolts, and telekinesis.

The user may break the staff as a final strike, dealing 8x the number of charges left in hit point damage to all in a 3" radius.

Staff of Withering: This staff does not have any bonus to hit. When it lands a strike, it deals 1d6 damage to the foe. The foe is robbed of 10 years lifespan. This means multiple strikes against average to shorter-lived foes will kill them. Long-lived creatures will not be as affected.

Staff of Wizardry: This is a powerful staff that functions in the same way as the staff of power but has the following abilities: Paralyzation, Passwall, Invisibility, Whirlwind (like Djinn), Wall of Fire, Elementals (roll a d4 to determine which type and how many), and Webs.

Webs fill a 1"x1"x2" area. These webs are sticky and hard to cut and break (taking two turns). A flaming sword will cut through the web in a round. This staff has the same ability as the Staff of Power for a final strike.

Appendices

The following are bonus items that were never found in the original 3LBBs but will be of value to referees and players. Many of these, like the dungeon and hex generators, aim to allow for more accessible low or zero-prep gaming. This is the kind of gaming that is assumed in the original rules. There are also more pole weapons, the thief class (for those that must have it), and a few other valuable items.

Appendix A: Dungeon Generation

The foollowing is a homage to the dungeon generator that first appeared in Strategic Review, Spring, 1975. It can be used during play, while solo gaming, or prior to game sessions to prepare a dungeon should you get stuck in creating your own levels. Discretion must always be used, as it may create contradictory and nonsensical results at times. Use discretion when using this tool.

Determine Dungeon Entrance

Roll 1d6 to determine the shape of the entrance to the dungeon or simply draw on up yourself.
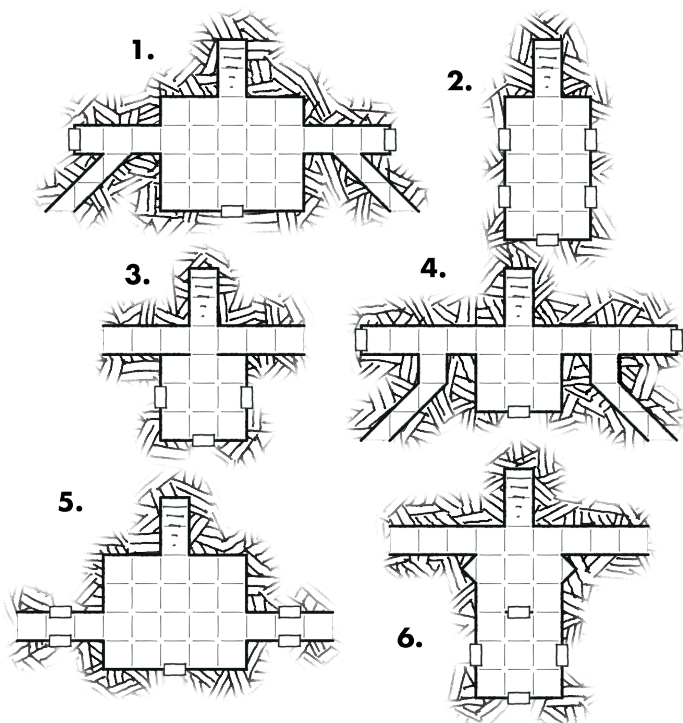
General Periodic Check

Table 4.1: General Periodic Check

1d20	Result
1	Wandering monster - Roll again to determine direction.
2	Trick or trap (check **Table 4.11**)
3	Dead end (10' walls can be checked for secret doors)
4	Stairs (check **Table 4.10**)
5-7	Continue straight - Check again in 60'
8-11	Door (check **Table 4.2** below)
12-15	Side passage (check **Tables 4.3** and **4.4**) or Turn (**Table 4.5**)
16-20	Chamber (check **Table 4.6**)

Doors

Table 4.2: Doors

1d12	Result	1d12	Result Beyond Door
1-4	Door to the left	1-2	Parallel passage or a 10'x10' room if door was straight ahead
5-8	Door to the right	3	Passage straight ahead
9-12	Door straight ahead	4	Passage 45 deg. behind/ahead*
		5	Passage 45deg. ahead/behind*
		6-12	Room (check **Table 4.6**)

Side Passages

Table 4.3: Side Passages

1d12	Result
1	Passage "Ts"
2	Passage "Ys"
3	Four-way intersection
4	Passage "Xs" (if the passage leading to the X is horizontal or vertical, it is a 5th passage)
5	45 degree curve left
6	45 degree curve right
7	90 degrees left
8	90 degrees right
9	45 degrees forward on the right
10	45 degrees forward on the left
11	45 degrees behind on the right
12	45 degrees behind on the left

Table 4.4: Passage Width

1d12	Result
1	5 feet wide
2-8	10 feet wide
9-11	20 feet wide
12	30 feet wide

Turns

Table 4.5: Turns (Check Width on Table 2.5)

1d12	Result
1-4	Left 90 degrees
5-8	Right 90 degrees
9	Left 45 degrees ahead
10	Left 45 degrees behind
11	Right 45 degrees ahead
12	Right 45 degrees behind

Chambers and Rooms

Table 4.6: Chambers and Rooms

1d12	Chamber Shape and Size	Room Shape and Size
1	Square, 20'x20'	Square, 10'x10'
2-4	Square, 20'x20'	Square, 20'x20'
5	Square, 30'x30'	Square, 30'x30'
6	Square, 40'x40'	Square, 40'x40'
7	Rectangle, 20'x30'	Rectangle 10'x20'
8-9	Rectangle, 20'x30'	Rectangle 20'x30'
10	Rectangle, 30'x50'	Rectangle 20'x40'
11	Rectangle, 40'x60'	Rectangle 30'x40'
12	Unusual Shape*	

*Use **Table 4.7** below. Roll twice. The first roll is the shape and the second is the size. Circles, ovals, hexagons and octagons will be measured in the diameter value. All others will use the measurement as a side.

Table 4.7: Unusual Shape Chamber/Room

1d12	Shape	Size
1-3	Circle	30' Diameter/Side
4-5	Triangle	30' Diameter/Side
6-7	Trapezoid	40' Diameter/Side
8-9	Odd Shaped*	50' Diameter/Side
10	Oval	60' Diameter/Side
11	Hexagon	70' Diameter/Side
12	Octagon	80' Diameter/Side

*Draw a shape for the room/chamber at your own discretion.

Chamber/Room Exits

Roll 1d6 for chambers and 1d6-2 for rooms. If the total for rooms is rolled as a zero, the room has no exits. Use the table below to determine where the exit is if one or more is determined to be in the room or chamber.

Table 4.8: Exit Locations and Directions

1d12	Exit Location	Exit Direction
1-5	Opposite Wall	Straight Ahead
6-8	Left Wall	Straight Ahead
9-11	Right Wall	Straight Ahead, 20' Wide
12	Same Wall	45 Degrees Left or Right

Chamber/Room Content

Use the rules on **page 40** or use the table below if you wish.

Table 4.9: Chamber/Room Contents

1d20	Result
1-12	Empty
13-14	Monster only
15-17	Monster and treasure
18	Use something from a sealed envelope or empty room/chamber
19	Trick or trap
20	Unguarded treasure

For "monster with treasure" use **Table 2.1** on **page 40**.

Stairs

Table 4.10: Stairs

1d20	Result
1	Up to dead end (1 in 6 chance it is a collapsing chute down 1 level)
2	Down to dead end (1 in 6 chance it is a collapsing chute down 2 levels)
3	Chimney up 1 level, passage continues 30'
4	Chimney up 2 levels, passage continues 30'
5	Chimney down 2 levels, passage continues 30'
6-11	Trap door down 1 level 20 30' passage
12-13	Trap door down 2 levels to 30' passage
14-18	Down 1 level (1 in 12 chance of a door that closes for a day)
19	Down 2 levels (1 in 10 chance of a door that closes for a day)
20	Down 3 levels (1 in 8 chance of a door that closes for a day)

Tricks and Traps

Table 4.11: Tricks and Traps

1d20	Result
1-5	A secret door
6-7	A pit 10' deep, 3 in 6 chance of falling in
8	A pit 10' deep with spikes at the bottom
9	An elevator room, 20'x20', descends 1 level and will not go back up for 30 turns
10	An elevator as above, but descends 2 levels.
11	An elevator as above, descends 2 levels; continuing to descend an additional level for every unsuccessful attempt to open the door or until max depth, to a maximum of 5. Will not go back up for 60 turns.
12-14	Wall slides behind blocking the way for 1d6x10 turns
15-16	1d6 arrows (roll as an attack for each), 1 in 6 chances of arrow being poisoned
17-18	Party detects gas (check **Table 4.12**)
19	Spear trap (1 to 3 spears), 1 in 12 chance of being poisoned
20	Use a trick or trap from sealed envelope or roll again

Table 4.12: Gas

1d12	Result
1-6	Obscures vision
7	Blinds for 1d6 turns
8	Fear, save vs magic for flee back 120'
9	Party falls asleep for 2d6 turns
10-11	+1 attack bonus for 1d6-2 turns
12	Save vs poison or die

Cave Levels

As the party delves deeper, you may want to have lower levels be natural caves and tunnels. These environments will be harder for the party to map, and therefore more dangerous, as getting lost will be a real issue. Such deep and large caves can be the abodes of dragons and other large monsters.

Table 4.13: Caves

1d12	Result
1	Cave about 50'x70'
2-4	Cave about 40'x50'
5	Cave about 20'x30' connected to a cave 60'x60'
6	Cave about 30'x50' connected to a cave 80'x90' (roll for pool in cave on **Table 4.14**)
7-9	Cave about 90'x120' (roll for pool in cave on **Table 4.14**)
10	Cave about 120'x150'
11	Cave about 150'x200' (roll for pool in cave on **Table 4.14**)
12	Gargantuan cave about 250'x300' (roll for lake in cave on **Table 4.14**)

Table 4.14: Lakes and Pools

1d12	Lakes	1d12	Pools
1-5	No lake	1-5	No pool
6-8	Lake, no monsters	6-7	Pool, no monsters
9-11	Lake and monsters	8-9	Pool with monster
12	Magical lake (check table 2.15 below)	10-11	Pool with monster and treasure*
		12	Magic pool (check **Table 4.15** below)

*Use table 2.1 on *page 40*.

Table 4.15: Magical Pools and Lakes

1d12	Result
1-3	Turn gold into gems or jewelry (1-3 on a d6) of equivalent value or turn gold to lead (4-6 on a d6), this happens only once
4-6	On a one time basis per individual, the pool will increase or decrease a random ability score by one (1-3 will increase and 4-6 will decrease on a d6)
7-9	The pool can talk and has an alignment. It will grant one wish to those of it's own alignment or damage the character 2d6 if it is not (1-2 lawful, 3-4 neutral, 5-6 chaotic on a d6 roll).
10-12	Transporting pool that will send all who step in it to the surface (1-2 on a d6), one level down (3-4 on a d6), or 100 miles away into the wilderness (5-6 on a d6).

Appendices

Appendix B: Hex Generation

This tool can be used during play. Much like Appendix A, discretion is required. Referee's are free to add or interpret rolls as is seen fit. The terrain types are as follows:

Depression: Canyons, rifts, and valleys.
Desert: Wastes, snowfields, and barrens.
Forest: Copses, woods, jungles, wealds, and backwoods.
Hills: Dunes, ridges, bluffs, and hillocks.
Marsh: Wetlands, bogs, mires, swamps, and quagmires.
Mountains: Mesas, buttes, mounts, ridges, and alps.
Plain: Steppes, grasslands, meadows, downs, savannas, prairies, and tundras.
Pond: Lakes, pools, and bodies of water.
Rough: Badlands and wastelands.
Scrub: Brambles, thickets, hedges, brackens, hinterlands.

Roll percentile dice to determine if the hex is inhabited.

Table 4.16: Settlements and Hex Inhabitation

d100	Settlement Type	Population
1-3	Single Dwelling	1d12
4-5	Thorp	2d4 x 10
6-7	Hamlet	1d4 x 100
8-9	Village	1d6 + 3 x 100
10	Town	1d6 x 1000
11	City	1d6 x 10,000
12-14	Castle	See **Page 69**
15-16	Ruins (Roll on **Table 4.17**)	Special
17-00	Uninhabited	Nil

Table 4.17: Ruin Type

d20	Ruin Type
1-6	Village
7-12	City
13-17	Shrine
18-20	Tomb
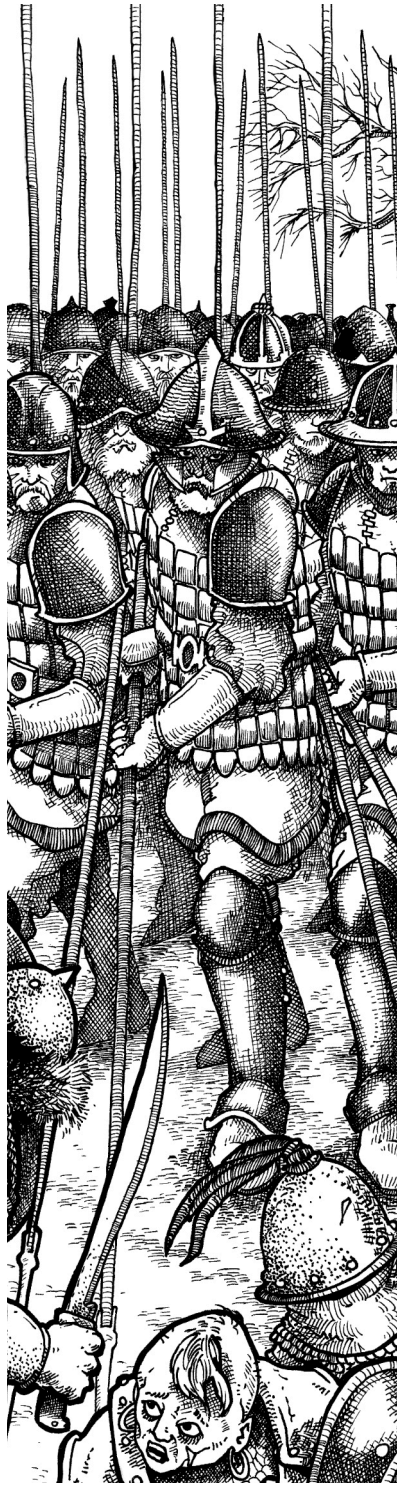
Table 4.18: Terrain Type for Hex (1d20)

	1. Desert	2. Forest	3. Hills	4. Marsh	5. Mountains	6. Plain	7. Rough	8. Scrub
Depression	1	1	1	1	1	1	1	1
Desert	2-7	-	2	-	2	2	2-3	2
Forest	8	2-11	3-4	2-3	3	3	4	3-4
Hills	9	12	5-10	4	4-7	4	5-9	5
Marsh	10	13	11	5-11	-	5	10	6
Mountains	11-12	14	12-13	-	8-15	6	11-12	7
Plain	13-15	15	14	12-13	16	7-17	13-14	8-10
Pond	16	16	15-16	14-17	17	18	15	11
Rough	17-19	17	17-18	18	18-19	19	16-18	12
Scrub	20	18-20	19-20	19-20	20	20	19-20	13-20

Appendix C: Oracles

The following tools are useful for solo gaming or low to zero-prep gaming. As a referee, if someone is uncertain, these tables and oracles can be consulted to generate NPCs, rumors, or facts about the game world. These are used to answer questions like:

"Has the farmer seen any goblins in the area?"

"Does the priest know that heretics are in his congregation?"

"Is the dungeon to the north of here?"

These are all yes or no questions that a can be asked of an oracle like on **Table 4.19**. After posing a question, one can determine how likely one thinks the answer is and then roll, accepting whatever result is generated and proceeding from there.

When combined with random encounter tables, random dungeon generators, and various other tools, an oracle can enable a referee or solo gamer to act as referee while still being surprised by the game's outcomes. This transforms the game beyond a set or planned story into a sandbox game guided by the oracle and the rules used in response to the solo gamer's or the player's choices. Such a tool can also be invaluable when players do something unexpected or ask questions referees don't know the answer to.

A few other valuable oracles will be included with the yes or no oracle to help with refereeing in solo gaming. Use them and get good at interpreting them. Through this, one will master the sandbox game.

The Yes or No Oracle

Once more, consider a question in your game that can be resolved with a simple yes or no answer. Then, select a row that aligns with your estimation of how probable it is that the answer is "yes." Roll the corresponding column to determine the outcome of your question.

Table 4.19: Yes or No Oracle (d20)

	No	No, But...	Yes, But...	Yes
Practically Impossible	1-17	18	19	20
Very Unlikely	1-14	15-16	17-18	19-20
Unlikely	1-10	11-14	15-17	18-20
Middling	1-5	6-10	11-15	16-20
Likely	1-3	4-6	7-10	11-20
Very Likely	1-2	3-4	5-6	7-20
Practically Certain	1	2	3	4-20

The "but" can be a complication. You can use the table below to inspire yourself with what that complication could be.

Table 4.20: The "But"

d20	The "But…"
1	But with a twist: Something unexpected or unusual accompanies the situation.
2	But there's a complication: A new problem or obstacle arises in conjunction with the current scenario.
3	But not as expected: The outcome differs from what was initially anticipated.
4	But with a hidden cost: Achieving the goal involves unforeseen sacrifices or consequences.
5	But with a delay: The desired result is attainable, but it will take more time or effort than anticipated.
6	But with a condition: Success hinges on meeting a specific condition or requirement.
7	But it comes with a burden: The situation brings added responsibilities or challenges.
8	But with unexpected consequences: Actions lead to unforeseen and potentially troublesome repercussions.
9	But with room for improvement: The outcome isn't perfect, leaving opportunities for further enhancement or development.
10	But with a silver lining: Despite the setback, there's a glimmer of hope or advantage.
11	But with a twist of fate: A stroke of luck or misfortune changes the course of events.
12	But with a moral dilemma: The situation presents a moral or ethical challenge to overcome.
13	But with a change of perspective: The circumstances require a shift in mindset or approach.
14	But with misinformation: The information or details received may be inaccurate or misleading.
15	But with fading hope: The situation appears grim, but there's still a faint glimmer of optimism.
16	But with a tangled web: The situation becomes more complex and interconnected with other events.

Appendices

Table 4.20 Continued: The "But"

d20	The "But…"
17	But with a shadowy figure: A mysterious or enigmatic character becomes involved.
18	But with an ancient secret: The situation unveils an old and long-forgotten mystery.
19	But with a choice to make: The characters must make a difficult decision regarding their next steps.
20	But with the hand of destiny: Fate intervenes, influencing the outcome in an unexpected way.

Patron/𝕽𝕻𝕮 Generation

Table 4.21: Patron Race

1d20	Race
1-12	Human
13-16	Dwarf
17-19	Halfling
20	Elf

You (if you are solo gaming) or your players will also need a patron or quest giver. Someone who can provide them with funds and motivation to venture out and explore. Utilize the following tables to craft a patron for your or your players' campaign. These tables are designed with the assumption of a human-centric world, in line with the 0e rules and many older editions.

The next step is to determine a few things about the NPC patron.

Table 4.22: Patron Profession

d20	Profession	d20	Profession
1	Noble	11	Spy or Secret Agent
2	Scholar	12	Alchemist
3	Mercenary Captain	13	Druid or Nature Guardian
4	Guildmaster	14	Court Jester
5	Priest or Priestess	15	Gladiator Champion
6	Tavern Owner	16	Hunter or Ranger
7	Ship Captain	17	Nobleman or Woman
8	Wizard or Sorcerer	18	Bard or Minstrel
9	Artisan or Craftsman	19	Mayor or City Official
10	Explorer	20	Mysterious Stranger

Appendices

Table 4.23: Patron Disposition and Attitude

d20	Attitude	d20	Attitude
1	Friendly	11	Loyal
2	Suspicious	12	Vengeful
3	Arrogant	13	Playful
4	Shy	14	Stoic
5	Boisterous	15	Cautious
6	Grumpy	16	Optimistic
7	Inquisitive	17	Mysterious
8	Aloof	18	Pessimistic
9	Compassionate	19	Polite
10	Greedy	20	Eccentric

Table 4.24: Patron Desires

d20	Desire	d20	Desire
1	Wealth	11	Comfort
2	Power	12	Discovery
3	Knowledge	13	Family
4	Fame	14	Creativity
5	Love	15	Health
6	Revenge	16	Freedom
7	Safety	17	Peace
8	Adventure	18	Acceptance
9	Justice	19	Mastery
10	Redemption	20	Escape

Table 4.25: Patron Focus of Desire

d20	Focus	d20	Focus
1	Business Partner	11	Teacher or Instructor
2	Close Friend	12	Fellow Guild Member
3	Family Member	13	Fellow Guild Leader
4	Mentor	14	Neighbor
5	Former Adventuring Companion	15	Childhood Acquaintance
6	Employer	16	Trusted Adviser
7	Employee	17	Political Ally
8	Ally in a Common Cause	18	Religious Leader or Figure
9	Romantic Interest	19	Old Ally Turned Foe
10	Old Foe Turned Ally	20	Ex-Lover

Example Patron: Gilrek is a dwarven guildmaster. Given he is a dwarf, it's probably gem cutting or some crafting or artisan guild. He is greedy. He desires love. This is an interesting roll to interpret. Perhaps he is seeking love, not in the romantic sense, but in a general sense. Rolling again on the focus of his desire, it is a political ally. Perhaps Gilrek is looking to move from guild master to a more significant political figure, and he is looking for the love of the people with his ally's help.

Table 4.26: Patron Alignment

d6	Alignment
1-4	Lawful
5	Neutral
6	Chaotic

Adjectives

Adjectives are words that describe nouns. If you are like me, sometimes you mention something that is not supposed to be important in a room. You could mention some character off in the distance. The players may want to know more about that item or person. Maybe the players have gone way outside your prepared adventure (good), or perhaps you are like me and don't prepare for adventures. At some point, you will want good words to describe an object, like a door, statue, or artifact, spontaneously arising from your game. The following tables are designed to give you such words. Pick a word or roll to determine descriptions of persons, places, or things in real-time at the table. Use discretion.

Table 4.27: Adjectives

d100	1	2	3	4
1	Attractive	Clamorous	Haunted	Poor
2	Loathsome	Rowdy	Spooky	Quality
3	Electric	Weak	Chiseled	Middling
4	Breathtaking	Geriatric	Worn	Ample
5	Aggravating	Wizened	Loved	Fat
6	Tranquil	Childish	Ominous	Skinny
7	Troublesome	Dusty	Spiritual	Thin
8	Fragile	Rotten	Lovely	Bulky
9	Exuberant	Unblemished	Warm	Epic
10	Buoyant	Cool	Hot	Roomy
11	Unattractive	Awkward	Cold	Colossal
12	Serene	Mesmerizing	Tiring	Profuse
13	Vivacious	Tranquil	Austere	Substantial
14	Somber	Rapid	Sly	Sweeping
15	Quiet	Flawless	Thorny	Caring
16	Fantastic	Worthy	Rough	Ancient
17	Dreadful	Soothing	Smooth	New
18	Lustrous	Wanton	Slick	Distressed
19	Ancient	Wicked	Wet	Plump
20	Delightful	Fell	Dry	Rounded
21	Spontaneous	Sinful	Abrasive	Angular
22	Chaotic	Sullied	Tough	Geometric
23	Rancid	Depraved	Rocky	Detailed
24	Agile	Unadorned	Dramatic	Plain
25	Complicated	Clean	Striking	Antediluvian
26	Unscrupulous	Rustic	Minimal	Prehistoric
27	Ephemeral	Handmade	Forced	Pre-Human
28	Ingenious	Bespoke	Unpretentious	Listless
29	Intrepid	Honorable	Unruly	Arduous
30	Enchanting	Exemplar	Dirty	Original
31	Impulsive	Shiny	Filthy	Dated
32	Fearsome	Matte	Subversive	Weary

d100	1	2	3	4
33	Adaptable	Dwarven	Elven	Gnomish
34	Decayed	Novel	War-like	Sea Green
35	Nurturing	Natural	Viscous	Overgrown
36	Resilient	Faint	Aggressive	Royal Blue
37	Jubilant	Ripened	Damp	Purple
38	Ominous	Loitering	Moist	Aqua
39	Mysterious	Sluggish	Arid	Blood Red
40	Sleek	Torpid	Dismal	Crimson
41	Luminous	Airy	Mystical	Lavender
42	Beautiful	Light	Magical	Rose
43	Vile	Heavy	Cursed	Gold
44	Dynamic	Fragrant	Blessed	Silver
45	Grand	Foul Smelling	Shunned	Reflective
46	Audacious	Diminutive	Forgotten	Opaque
47	Lovely	Corrosive	Overgrown	Ruby
48	Dreadful	Slothful	Angry	Bejeweled
49	Ineffable	Trifling	Depressed	White
50	Relaxed	Advanced	Sad	Auburn
51	Unwavering	Primordial	Joyful	Amber
52	Abrupt	Vogue	Hairy	Saffron
53	Noisy	Archaic	Bald	Spicy
54	Sparkling	Dainty	Clear	Metallic
55	Content	Delicate	Foggy	Grave
56	Astute	Tart	Misty	Dastardly
57	Grotesque	Sweet	Sunny	Villainous
58	Ethereal	Sour	Cloudy	Holy
59	Contented	Caustic	Brooding	Godly
60	Bleak	Lesser	Rainy	Snow
61	Unassuming	Greater	Shocking	Lilac
62	Gorgeous	Bleeding	Charcoal	Glowing
63	Inquisitive	Abominable	Onyx	Undead
64	Sour	Cyclopean	Ash	Grizzly

Table 4.27: Adjectives (Continued)

d100	1	2	3	4
65	Uplifting	Orcish	Historical	Painful
66	Blaring	Basic	Fake	Emotional
67	Horrifying	Admirable	Fraudulent	Maddening
68	Wonderful	Helpful	Evil	Crazy
69	Stealthy	Cocky	Good	Sane
70	Dreaded	Affable	Cared For	Happy
71	Intricate	Red	Neglected	Sad
72	Elegant	Orange	Sticky	Boring
73	Brutal	Brown	Cozy	Ecstatic
74	Quaint	Earthly	Gratifying	Forbidden
75	Sleazy	Materialistic	Faultless	Taboo
76	Splendid	Disciplined	Guiltless	Degenerate
77	Foul	Lazy	Guilty	Upright
78	Dainty	Brutish	Opportunistic	Slighted
79	Disturbed	Barbaric	Oppressive	Bright
80	Sluggish	Sleazy	Freeing	Colorful
81	Pleasant	Mossy	Ugly	Sullen
82	Insidious	Greasy	Tranquil	Sturdy
83	Frenetic	Sharp	Frightful	Unsafe
84	Exquisite	Cutting	Pathetic	Chilling
85	Spurious	Blunted	Disappointing	Pitiable
86	Stealthy	Composed	Lacking	Somber
87	Pristine	Favorable	Indulgent	Dour
88	Adept	Bitter	Flavorful	Moody
89	Jubilant	Pious	Educated	Slanted
90	Deranged	Futuristic	Uneducated	Drooping
91	Ghastly	Modern	Stupid	Taught
92	Gleaming	Industrial	Dumb	Tight
93	Zephyr-like	Rural	Blinding	Stiff
94	Frightful	Abandoned	Vibrant	Loose
95	Zesty	Well-Lived	Drab	Lifeless
96	Vexed	Experienced	Forgetful	Merry

d100	1	2	3	4
97	Congenial	Confident	Offensive	Simplistic
98	Sullied	Disheartened	Alert	Complex
99	Smoggy	Poignant	Sleepy	Inhuman
100	Ecstatic	Funny	Boisterous	Subhuman

Room Content Items

Table 4.28: Room Contents Table 1

d100	Torture Dungeon	Wizard's Laboratory
1-2	Maps of Secret Chambers	Broken Wand Collection
3-4	Pile of Rusty Iron Nails	Slightly Singed Wizard Gloves
5-6	Cobweb-Covered Lashing Whips	Quill Pen Holder and Quill
7-8	Mismatched Ceramic Torture Tools	Potion Recipe Cards
9-10	Dented Metal Chamber Pot Lid	Dusty Wand Box
11-12	Puddle of Candle Wax	Pot of Failed Potion Experiments
13-14	Leather Straps with Musty Odor	Tattered Wizard's Cloak
15-16	Uneven Stone Pillars	Mismatched Potion Labels
17-18	Pile of Sawdust	Rusty Cauldron Scrubber
19-20	Interrogator's Moldy Meal	Potted Glowing Mushrooms
21-22	Creaking Wooden Rack	Charcoal-Sketched Runes on Wall
23-24	Burnt-Out Torture Room Candles	Chalkboard Covered in Diagrams
25-26	Frayed Hemp Rope Hammock	Old well used workbench
27-28	Splintered Wooden Headrest	Pile of Untranslated Ancient Scrolls
29-30	Jar of Body Parts	Retort
31-32	Human Teeth and Blood	Calcinator
33-34	Piles of Excrement	Alembic
35-36	Surgical Instruments	An Inkwell
37-38	Soot-Stains	Ink-Stained Quills
39-40	Bloodstained Rags	Crystal Ball Polishing Cloth
41-42	Battered Wooden Stool	Wooden Wand Display Rack
43-44	Worn Leather Strapping Kit	Dusty Spellbook Stand

d100	Torture Dungeon	Wizard's Laboratory
45-46	Dented Iron Chamber Pot	Parchments of Failed Spell Notes
47-48	Bone-Carved Implements	Cauldron Ashtray
49-50	Rusty Metal Grate Floor	Cobweb-Covered Potion Vials
51-52	Chipped Ceramic Mug	Half-Melted Candle Stubs
53-54	Wooden Splints	Old books in a Foreign Language
55-56	Rat Traps	Potion Ingredients
57-58	Flickering Candle Sconces	Creaky Wooden Stool
59-60	Disheveled Straw Bedding	Broken Spectacles
61-62	Creaky Iron Manacles	Pile of Herb Seeds
63-64	Dull Iron Key Ring with Bent Keys	Crystal Phials
65-66	Stale Bread Crumbs on a Plate	Mortar and Pestle
67-68	Frayed Hemp Rope	Dried Mandrake Root in a Pot
69-70	Book of Interrogation Techniques	Collection of Colored Sands
71-72	Broken Wooden Rack Spokes	Faded Star Chart Scrolls
73-74	Dried Bloodstain Scrubber Brush	Charred Remnants of Failed Spells
75-76	Pitted Iron Ladle	Brass Telescope with Cloudy Lenses
77-78	Lopsided Iron Bed Frame	Shimmering Residue
79-80	Rusting Iron Maiden	Spell Components Catalog
81-82	Squeaky Iron Chair	An Unkempt Bed
83-84	Uneven Stone Flooring	Pile of Unread Magical Journals
85-86	Chafed Leather Blindfold	Cracked Crystal Ball Stand
87-88	Collection of Flimsy Thumb Screws	Tattered Wizard Robes
89-90	Leather Interrogation Log	Brass Hourglass
91-92	Wobbly Wooden Table	Dried Herbs Hanging from Rafters
93-94	Faded Executioner's Hood	Jar of Luminous Wings
95-96	Wooden Interrogation Desk	Worn-Out Wizard Hat
97-98	Mismatched Iron Grilles	Pile of Arcane Research Papers
99-00	Slightly Crooked Iron Branding Rod	Stacks of Old Scrolls

Appendices

Table 4.29: Room Contents Table 2

d100	Crypt or Tomb	Mine or Natural Cave
1-2	Stone Sarcophagi	Layers of Grime on Stone Floor
3-4	Dusty Funeral Urns	Rumbling Cave Stream
5-6	Crumbling Skeleton Remains	Loose Pile of Shale Fragments
7-8	Tattered Burial Shrouds	Natural Stalactites Hanging Low
9-10	Flickering Candle Sconces	Musty Scent of Earth and Minerals
11-12	Broken Gravestone Rubble	Faint Hum of Underground Winds
13-14	Worn Rosary Beads	Miner's Worn Leather Glove
15-16	Stacks of Old Prayer Scrolls	Glowing Lichen on Cave Walls
17-18	Funeral Wreaths	Gravelly Path Underfoot
19-20	Cobblestone Floor	Slick Patches of Damp Moss
21-22	Fading Tapestry with Family Crest	Stray Pebbles and Rock Debris
23-24	Stale Incense Residue	Crumbling Sluice Gate Mechanism
25-26	Stone Plinths with Inscriptions	Stalagmites Rising from the Floor
27-28	Drips from Leaky Ceilings	Rusted Mine Cart Tracks
29-30	Rotting Wooden Coffin Fragments	Stacks of Unprocessed Ore
31-32	Groans of Drafty Mausoleum	Glistening Water Seeping Through
33-34	Unlit Brass Oil Lamps	Aged Map of the Mine's Layout
35-36	Scattered Dried Flowers	Rocky Outcrop with Mineral Veins
37-38	Eroded Statue of a Forgotten Deity	Old Busted Lantern
39-40	Rusted Iron Grates on Crypt Walls	Silted Puddles of Stagnant Water
41-42	Drafts Through Cracks	Abandoned Mining Tools
43-44	Piles of Bones	Broken Wooden Support Plank
45-46	Aged Genealogy Records	Smooth, Worn Handrail
47-48	Faint Scent of Mold	Worn Leather Mining Boots
49-50	Fading Fragments of Old Hymnals	Cracked and Broken Geodes
51-52	Broken Crypt Doors	Glowing Fungal Growth
53-54	Rusty Iron Gate	Sturdy Mining Cart on Rusty Tracks

d100	Crypt or Tomb	Mine or Natural Cave
55-56	Glass Vials	Abandoned Leather Satchel
57-58	Embalming Tools	Shallow Pools of Water
59-60	Stained Wooden Table	Unearthed Fossil
61-62	Pyre for Burning Bodies	Dusty Humanoid Remains
63-64	Portraits of the Deceased on Wall	An Old Cave In
65-66	Marble Inlay from Cracked Tombs	Shadows Cast by Stalagmites
67-68	Letters to the Departed	Rumbling Sound of Shifting Rocks
69-70	Silver Coins Left as Offerings	Mine Supervisor's Ledger
71-72	Withered Wreaths of Dried Flowers	Unfinished Excavation
73-74	Moss-Covered Tombstones	Cold Drafts Whistling Through
75-76	Broken Tombstones	Glinting Fool's Gold Nuggets
77-78	Chipped Marble Angel Statues	Broken Wooden Mine Cart
79-80	Weathered Grave Digger's Shovel	Jagged Quartz Crystals
81-82	Lit Candles	Moss-Covered Rock Pillars
83-84	Ceramic Death Masks	Rusted Mining Pickaxe
85-86	Stone Altars	Damp, Slick Limestone Walls
87-88	Cracked Bell	Abandoned Miner's Gear
89-90	Faint Chants of Ancient Burial Rites	Echoes of Dripping Water
91-92	Wilted Ivy Crawling Up Crypt Walls	Slivers of Shimmering Mica
93-94	Unlocked Iron Grates	Chattering of Scuttling Rodents
95-96	Decaying Wooden Pews	Sunlight Filtering Through Cracks
97-98	Faint Whispers	Aged Wooden Support Beams
99-00	Wicker Baskets of Offering	Nest of Inquisitive Bats

Table 4.30: Room Contents Table 3

d100	Castle	Wilderness
1-2	Polished Brass Candlestick Holder	Moss-covered Stone Ruins
3-4	Tattered Velvet Tapestry of Heraldry	Fallen Tree Trunk
5-6	Worn Wooden Shield Display	Abandoned Bird's Nest
7-8	Leather-bound Guest Book	Wildflowers
9-10	Parchment and Quill	Babbling Brook with Clear Water
11-12	Goblet Collection	Pile of Smooth River Rocks
13-14	Suit of Armor	Wind-rustled Leaves in the Canopy
15-16	Silverware Set on a Dining Table	Hollow Log with Mushrooms
17-18	Aged Oak Throne	Large Anthill
19-20	Scratched Wooden Chessboard	Animal Tracks
21-22	Rustic Stone Fireplace	Mossy Stump Covered in Toadstools
23-24	Forgotten Stack of Old Scrolls	Sun-dappled Clearing in the Forest
25-26	Ceramic Chamber Pot in the Corner	Patch of Wild Berries
27-28	Dried Herbs Hanging from Rafters	Tall Grasses Swaying in the Breeze
29-30	Weathered Battle Standards	Thorny Bushes
31-32	Well-worn Leather-bound Law Book	Rabbit Burrow
33-34	Creaky Wooden Four-poster Bed	A Pair of Intertwined Vines
35-36	Sconces Along Corridor Walls	Lichen-covered Boulder
37-38	Volumes of Historical Chronicles	Webs Glistening in the Sunlight
39-40	Faded Portrait Gallery of Ancestors	Small Puddle Reflecting the Sky
41-42	Wax-sealed Letter on Desk	Acorns from Overhead Oaks
43-44	Gargoyles Adorning Balconies	Flock of Butterflies
45-46	Shelves with Aging Vellum Books	Thicket of Thorny Brambles
47-48	Threadbare Velvet Drapes	Sun-warmed Flat Rock
49-50	Whetstone and Sword Rack	Crisp Pine Scent in the Air
51-52	Mismatched Wooden Dining Chairs	Quiet Gurgling Sound of a Stream

Table 4.30: Room Contents Table 3 (Continued)

d100	Crypt or Tomb	Wilderness
53-54	Burning Incense	Fresh Deer Tracks in the Mud
55-56	Stacks of Polished Silver Plates	Lively Chirping of Crickets
57-58	Aged Wooden Barrel of Mead	Fallen Pine Needle Carpet
59-60	Gnarled Wooden Staff in a Corner	A Hollowed-out Tree Stump
61-62	Crumbling Stone Fountain	Distant Hooting of an Owl
63-64	Crest Etched in Stained Glass	Circular Spider Web
65-66	Candles in Wall Sconces	Smooth Pebbles Along a Riverbank
67-68	Decorative Vases	Wind-bent Saplings
69-70	Wooden Training Dummy	White Dandelions
71-72	Royal Banquet Items	Overgrown Game Trail
73-74	Atlas of the Kingdom	Striking Foliage Coloration
75-76	Brass Keys Hanging on a Wall Hook	Damp Earth Scent After Rain
77-78	Cobweb-covered Chandelier	A Henge of Stones
79-80	Dried Flowers in Vases	A Woodland Stone Altar
81-82	Alcove with Hunting Trophies	Cracked Boulders
83-84	Silverware for Formal Dinners	A Rocky Overhang
85-86	Carved Wooden Bed Frame	A Small Babbling Stream
87-88	Arrow Slits	A Cenote Hidden in Trees
89-90	Piles of Rolled-up Tapestries	A Hunter's or Bandit's Camp
91-92	A Large Wooden Table	A Lumber Mill
93-94	Wooden Chairs	An Abandoned Shack
95-96	Personal Religious Altar	A Wild Garden of Edible Greens
97-98	Larder and Food Stuffs	A Common Campsite
99-00	Toilets	An Abandoned Earthen Fort

Appendix D: The Thief

The thief class, often considered a "classic class" and part of the core "four core classes," was not a part of the original rules. It would be officially part of the game with the creation of Supplement I, which is outside the scope of what Wight-Box is attempting to create. However, it is acknowledged that referees and players love their thieves. Therefore, The Thief is offered as an optional class outside the core classes.

The thief class was initially conceived by Gary Schweitzer, who mentioned how his group experimented with the class to Gary Gygax on a telephone call in the 70s. Schweitzer told Gygax a few critical facts about how his group designed this class, and from there, Gygax made a play test class compatible with the 3LBBs that lacks the drastic changes Supplement I would introduce. It is presented here from a rough online scan of this playtest class. One thing the playtest class lacked was fighting capability. The fighting capability of a Cleric has been used for the thief as it is a good "in between" kind of class of martial specialization and "other." Some aspects were informed from Supplement 1 where illegible in the playtest class.

Table 4.31: Thief Advancement Table

Level	Title	HD	XP	Fighting Capability	OL/RT	HN	MS/HS
1	Apprentice	1	0	Man	15%/10%	1-2	20%/10%
2	Footpad	1+1	1,200	Man+1	20%/15%	1-2	25%/15%
3	Robber	2	2,400	2 Men	25%/20%	1-3	30%/20%
4	Burglar	2+1	4,800	3 Men	35%/30%	1-3	35%/25%
5	Cutpurse	3	9,600	3 Men +1	40%/35%	1-3	45%/35%
6	Sharper	3+1	20,000	Hero -1	45%/40%	1-3	55%/45%
7	Pilferer	4	40,000	Hero	55%/50%	1-4	60%/50%
8	Master Pilferer	4+1	60,000	Hero +1	65%/60%	1-4	65%/55%
9	Thief	5	90,000	Superhero -1	75%/70%	1-4	75%/65%
10	Master Thief	5+1	125,000	Superhero -1	85%/80%	1-4	85%/75%
11	Master Thief 11th Level	6	250,000	Superhero	95%/90%	1-5	95%/85%
12	Master Thief 12th Level	6+1	375,000	Superhero +1	100%/95%	1-5	100%/90%

Thieves are not as good fighters as fighting-men but can use magic swords and daggers. They cannot use any other magical weaponry. Thieves are limited to wearing leather armor, as anything above that would make stealth abilities nearly impossible for to perform. Thieves can also climb shear surfaces with relative ease, open locks (**OL**), remove or detect traps (**RT**), hear noises (**HN**), move silently (**MS**), and hide in shadows (**HS**). The move silent ability can be used for other dexterous activities like pick pocketing. The thief will save as a Cleric on saving throws. **Prime Requisite:** Dexterity

Thieves may strike from behind with a dagger or sword against a foe who is unaware. Doing so gives the thief a +4 to hit and allows the thief to deal double damage.

3rd level thieves are able to read languages. This will allow thieves to read treasure maps without the need for a spell.

At 9th level, thieves can read magical languages, allowing such thieves to read magical scrolls (excluding clerical spells). Such thieves may read magical scrolls and cast spells from these scrolls.

At level 10 (Master Thief) the thief may found a guild of thieves.

Percentile thief abilities are roll under abilities on percentile dice while "hear noise" is rolled on a d6.

Appendix C: Pole-arms Galore

The following are more pole-arms that can be added to your game. All do a d6 in damage. The number after the name is the weapon class. The price in gold pieces also follows the name and weapon class.

Table 4.32: Pole-Arms vs. Armor Modifiers

Melee Weapon	No Armor (AC 9)	Shield Only (AC 8)	Leather Armor (AC 7)	Leather Armor + Shield (AC 6)	Chain Mail (AC 5)	Chain Mail + Shield (AC 4)	Plate Armor (AC 3)	Plate Armor + Shield (AC 2)	Horse (AC7)	Horse Barded (AC 2)
Bardiche (10) 7gp	+2	+1	+2	+1	0	-1	-2	-3	-1	-3
Bill-Guisarme (10) 6gp	+1	0	+1	0	-1	-2	-2*	-3*	+1	-1
Fauchard (9) 3gp	+1	0	+1	0	0	-1	-1	-2	+1	-1
Glaive (9) 6 gp	0	-1	0	-1	0	-1	-2	-3	+2	0
Glaive-Guisarme (10) 10gp	0	-1	0	-1	0	-1	-2*	-3*	0	-2
Guisarme (Bill Book) (10) 7gp	-1	-2	-1	-2	-2	-3	-3*	-4*	-1	-3
Guisarme-Voulge (10) 7gp	+2	+1	+2	+1	+1	0	-1*	-2*	0	+2
Lucem-Hammer (9) 7gp	-1	-1	-1	-1	0	-1	-1*	-2*	0	-1
Partisan (9) 10gp	-1	-1	-1	-1	-1	-1	-2	-3	0	-2
Ranseur (9) 4gp	-1	-1	-1	-1	-1	-2	-2*	-3*	0	-2
Spetum (9) 3gp	0	0	0	0	-1	-2	-2	-3	+1	-1
Voulge (10) 2gp	-1	-1	-1	0	0	0	-1	-2	+1	-1

*The listed modifier is increased by +1 when the weapon is used to try and dismount an opponent.

Much like **Table 2.9**, these modifiers are applied to the attack rolls made on a d20 against these armor classes or armor types.

This book was a work of passion and love. I hope you enjoy it and get many hours of old-school campaign time out of it all. Because of the nature of the project, the PDF was "pay what you want" and physical copies were not marked up a whole lot. If you appreciate this work or my work in general, please consider checking out my stuff!

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Thank you!

-TBE