OLD-SCHOOL ESSENTIALS

ADVANCED FANTASY



Player's Tome

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v1.2



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NECROTIC GNOME

EXALTED FUNERAL

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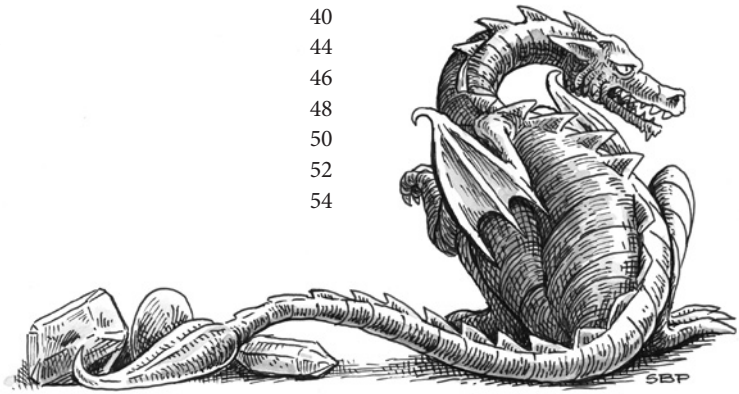
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Introduction

About This Game

What is Old-School Essentials?

► A role-playing game of ***fantastic adventure***, where players work together to overcome fearsome monsters, sinister plots, and deadly traps in search of wealth, power, and glory.

► An ***old-school*** role-playing game, styled after the beloved games of the 1970s and 1980s.

► A relatively ***rules-light*** game, where the rules are kept simple in order to let imagination and fast-paced action take the spotlight.

► A ***streamlined*** rules set, with the books carefully structured for maximum usability during play.

► A ***modular*** game that can be easily expanded for play in many different fantastic genres and game worlds.

Advanced Fantasy

Old-School Essentials Advanced Fantasy consists of a heady mixture of the best of 1970s and 1980s fantasy gaming:

► Streamlined core rules, founded in the tradition of the 1980s Basic/Expert sets, beloved for their robustness, simplicity, and extensibility.

► Extra classes, options, monsters, and magic inspired by the wondrous flavour of the 1970s Advanced 1st edition game.

► The combination of these influences results in a fantasy gaming best of both worlds!

New to Role-Playing Games?

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

► By far the easiest way to learn what RPGs are about and how they work is to simply ***dive in and play***! If you have friends who already play, just ask to join them for a game or two.

► The next best way to learn is to ***watch other people*** playing. There are many live streams and YouTube channels online.

New to Old-School Games?

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

► *Principia Apocrypha*, by Ben Milton, Steven Lumpkin, and David Perry.

► *Quick Primer for Old School Gaming*, by Matthew Finch.

A Note on Rulings

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

Advanced Fantasy Gaming

Old-School Essentials Advanced Fantasy provides the game rules to play in fantasy settings inspired by the Advanced 1st edition rules. The fundamental elements of such settings are as follows.

Peril and Adventure

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

The danger and reward of adventure are most commonly found in three types of locations: ***wilderness***, ***dungeons***, and ***the Underworld***.

Wilderness

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

Dungeons

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

The Underworld

Combining features of both dungeons and the wilderness, the Underworld is a vast realm of caverns, tunnels, waterways, and even subterranean seas which stretch for hundreds (or thousands!) of miles beneath the feet of surface dwellers.

The Fantastic

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

Treasure

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

Monsters

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

Magic

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

Sentient Species

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

Terminology

Basic Game Terminology

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

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

Player Character (PC)
The imagined character played by a player.

Party
The group of PCs who go on adventures together.

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

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

Non-Player Character (NPC)
Any other character encountered by the PCs during the game. All NPCs are played by the referee.

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

Dice Rolling Notation

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

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

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

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

- "Natural" Results

The rules occasionally refer to the "natural" result of rolling dice (e.g. "a natural 20"). This means the number rolled on the die, before any modifiers are applied.

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

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

In This Book

This book is a complete guide for players of ***Old-School Essentials Advanced Fantasy*** games, with rules, character options, and magic sufficient for decades of play—in conjunction with the active imaginations of the players.

Core Rules

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

Character Options

Character classes: Thirteen exciting classes: the nimble acrobat, the devious assassin, the brash barbarian, the charming bard, the devout cleric, the mysterious druid, the doughty fighter, the enigmatic illusionist, the noble knight, the sagacious magic-user, the ardent paladin, the stealthy ranger, and the cunning thief.

Character races: Ten classic races: the sinister drow, the avaricious duergar, the bold dwarf, the graceful elf, the artful gnome, the spirited half-elf, the plucky halfling, the outcast half-orc, the passionate human, and the stony svirfneblin.

Equipment: Full lists of adventuring gear, weapons, armour, vehicles, and animals that characters can purchase.

Hired help: Information on the many types of NPC adventurers, mercenaries, and specialists that may be hired.

Domains: Rules for constructing a stronghold and managing a domain.

Spells

Complete lists of spells for bards, clerics, drow, druids, elves, gnomes, half-elves, illusionists, magic-users, paladins, and rangers.

Monster Stat Blocks

While this book does not contain a full bestiary, game statistics for a small number of monsters are present (e.g. for mounts which can be purchased or monsters which can be summoned by magic). Most monster statistics are the same as those used for player characters (see ***Game Statistics, p12***), but the following points are worth noting:

- **HD:** The number of d8s rolled to determine the creature's hit points. The average hp value is listed in parentheses.
- **Att:** The attacks the creature can make each round.
- **MV:** Creature's movement rate.
- **SV:** Creature's saving throw values.
- **ML:** Creature's morale rating. See ***Morale, p238***.
- **AL:** Creature's alignment.
- **XP:** XP award for defeating creature.



Other Books

A range of ***Old-School Essentials*** supplements are available, adding extra rules options, character classes, equipment, spells, monsters, and treasures to tailor the game to different settings, genres, and styles of play.

Mix and Match

All ***Old-School Essentials*** books are 100% compatible and can be freely mixed and matched! In this way, different settings and genres may be combined.

Roll Your Own

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

House Rules

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

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

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



Compatibility

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

The Basic/Expert Rules

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

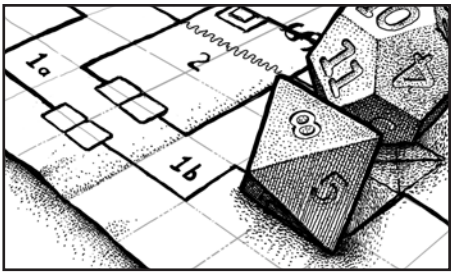
Heritage

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

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

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

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



Other Basic/Expert Games

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

Other Editions

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

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

Adaptation Guidelines

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





Player Characters

Game Statistics

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

Ability Scores

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

Class

An adventuring profession to which the character belongs. A character's class defines their main abilities. See ***Character Classes, p28***.

Race

A character may be human or one of a number of demihuman species.

Level

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

Experience Points (XP)

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

Prime Requisite

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

Alignment

The character (and every other creature in the game world) is aligned with one of three cosmic principles: Law, Neutrality, or Chaos (see ***Alignment, p22***). This alignment determines how certain magic influences the character and should be used by the player as a guideline for role-playing the character.

Hit Points (hp)

The character's ability to avoid dying. The character has a ***maximum hit point total*** and a ***current hit point total***, which are tracked separately. When a character is harmed, their current hit point total is reduced. If this number reaches 0, the character is dead! Rest or healing can restore lost hit points (see ***p218***), but never above the character's maximum hit point total (this is only increased when the character increases in level).

Hit Dice (HD)

The number of dice used to determine the character's maximum hit point total. The character's level determines the number of Hit Dice and their class determines the type of dice rolled (i.e. d4, d6, d8). (Some classes also gain a flat bonus to hit points at certain levels.)

Armour Class (AC)

The character's ability to avoid damage in combat. AC is determined by the character's armour and their Dexterity score. Lower Armour Class scores are better, so bonuses decrease the character's AC and penalties increase it.

Dual format: The equivalent ascending AC is listed in square brackets, for groups using the optional rule for Ascending AC. (e.g. AC 5 [14]—an AC of 5, or 14 if using the optional rule for Ascending AC.)

Unarmoured AC: An unarmoured character has AC 9 [10].

Attack Roll "to Hit AC 0" (THAC0)

The character's ability to hit foes in combat, determined by their class and level. The THAC0 score indicates which row of the attack matrix (***p241***) to use when attacking. Lower THAC0 scores are better.

Dual format: The equivalent attack bonus is listed in square brackets, for groups using the optional rule for Ascending AC. (e.g. THAC0 15 [+4]—a THAC0 of 15, or an attack bonus of +4 if using the optional rule for Ascending AC.)

Attacking: The procedure for making attack rolls is described in ***Combat, p234***.

Saving Throw Values

The character's ability to avoid certain dangerous or detrimental effects. There are five saving throw categories: death (or poison), wands, paralysis (or petrification), breath attacks, spells (or magic rods or staves). The character's saving throw values are determined by class and level. See ***Saving Throws, p217*** for full details.

Ascending AC (Optional Rule)

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

► **Armour Class:** When using AAC, higher scores are better. Bonuses to Armour Class increase the AAC score and penalties decrease it.

► **Attack rolls:** When using AAC, the procedure for resolving attack rolls involves the use of an attack bonus instead of a THAC0 score and attack matrix.

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

Movement Rate

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

► **Overland:** The number of miles a character can travel in a day in the wilderness is determined by dividing their base movement rate by five.

► **Exploration:** When exploring unknown areas of a dungeon, characters can move their base movement rate in feet per turn (10 minutes).

Class Abilities

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

Character Creation Options

This book presents two methods of character creation, one in the style of the Basic/Expert game and one in the style of the Advanced game.

Basic Character Creation

Using this method, an adventurer's primary abilities are determined by a single factor: the chosen character class.

Character Race

The character class chosen by the player also determines the character's race. Unless a demihuman class is selected, the character is human.

Advanced Character Creation

Using this method, an adventurer's primary abilities are determined by two factors: their race and their class, both chosen separately. Selecting multiple classes may also be allowed.

Separate Race and Class

Instead of just choosing a character class, players separately choose a race *and* a class. Separating the abilities granted by a character's race and class leads to a much wider range of character possibilities. For example, rather than simply being an elf, a character may be an elf fighter, elf thief, elf magic-user, etc.

Multiple Classes (Optional Rule)

Optionally, players may also be allowed to choose multiple classes for their character, enabling the creation of characters with a wide range of mixed abilities. For example, a magic-user/thief combines the abilities of both classes for a powerful subterfuge-based character. See full details opposite.

Choosing Which Method to Use

Each group must decide which character creation method they will allow in their games. Some groups may only allow one of the two methods of character creation (basic or advanced), while others may allow each player to decide individually which method to use.

Characters created using both methods are completely compatible and may freely adventure together.

Pros and Cons

The major benefit of the basic method of character creation is the ease with which characters can be created: experienced players are able to go from blank character sheet to finished 1st level PC in under 10 minutes. The extra options in the advanced method of character creation provide an extra level of customisation, but at the expense of a more complex and lengthy process of character creation.

Optional Character Creation Rules

Two additional options inspired by the Advanced game are available in both methods of character creation, for groups that wish to use them.

- **Secondary skills:** This optional rule grants characters a degree of experience in a non-adventuring profession, which they have picked up at some point in their lives. See ***Secondary Skills, p25***.
- **Weapon proficiency:** This optional rule adds an extra level of customisation, allowing players to select the types of weapons their characters are trained to use. See ***Weapon Proficiency, p23***.

Multiple Classes (Optional Rule)

When selecting character race and class separately, players may optionally also be allowed to choose more than one class. This is a significant departure from the standard rules, so the ramifications should be considered very carefully:

► Allowing multiple classes to be chosen greatly increases the complexity of the character creation process.

► Single-classed characters tend to be overwhelmed by characters with multiple classes, who can do everything they can and more. Single-classed characters advance more quickly, but the exponential nature of the class XP tables means that they are rarely more than one level ahead.

► In the traditional Advanced rules, only demihumans were allowed to choose multiple classes and then only in specific combinations. The referee may consider creating combinations of allowed classes, emphasising the different cultures of the various demihuman races.

Choosing Multiple Classes

A character may be of up to three classes, which are selected at character creation.

Level and Experience Points

The character has a separately tracked count of experience points per class. When earning XP, the total earned is split evenly between the per-class XP counts.

Prime Requisite XP Adjustments

The character's prime requisite XP adjustment (see ***Ability Scores, p20***) is calculated separately for each class, based on the prime requisite(s) of the class. The per-class adjustment only applies to XP added to that class' XP count.

Levelling

The character has a separately tracked experience level per class. When the character has gained enough XP in one of their classes, that class increases in level.

Hit Points

When determining hit points at character creation or upon gaining a level, any hit points gained are divided by the number of classes. Fractions are tracked and may add up to a whole number later on.

For example, a fighter/thief character gains a thief level and the player rolls 1d4 for hit points. The result is a 3, meaning that the character gains 1½ hit points. Upon gaining a fighter level, the player rolls 1d8 for hit points. The result is a 5, meaning that the character gains 2½ hit points. The half hit points gained for the thief and fighter levels add up to a whole hit point.

Saving Throws and THAC0

The character uses the best saving throw value in each category and the best THAC0 value of all of their classes.

Class Abilities

Allowed Armour

The character may use the best armour options allowed to any of their classes.

Allowed Weapons

The character may use the best weapon options allowed to any of their classes.

Spell Casting

The character may use the magical abilities of each class without restriction.

Stealth Skills

Class abilities such as hide in shadows or move silently may only be used when wearing armour that is allowed to the class that grants the ability.

Creating a Character: Basic Method

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

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

1. Roll Ability Scores

Roll 3d6 for each of your character's ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. See ***Ability Scores, p20***.

Sub-Par Characters

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

2. Choose a Class

Select one of the classes available (see ***Character Classes, p28***), bearing in mind the minimum ability score requirements of some classes. The chosen class determines your character's race—unless a demihuman class is selected, the character is human.

3. Adjust Ability Scores

If you wish, you may raise your character's prime requisite(s) by lowering other (non-prime requisite) ability scores. For every 2 points by which an ability score is lowered, 1 point may be added to a prime requisite. The following restrictions apply:

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

4. Note Ability Score Modifiers

Now that your character's ability scores are fixed, make a note of any associated bonuses or penalties (see ***p20***).

5. Note Attack Values

The level progression chart for your character's class lists your THAC0 score. This indicates your chance of hitting opponents in combat, as determined by the ***Attack Matrix, p241***.

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

Ascending AC (Optional Rule)

If using the optional rule for Ascending AC (***p13***), record your attack bonus on your character sheet, instead of the attack matrix quick reference.

1st Level PC Attack Values

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

6. Note Saving Throws and Class Abilities

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

Weapon Proficiencies (Optional Rule)

If using the optional rule for weapon proficiency (see ***p23***), select which weapons your character is proficient with, choosing from the list of weapons usable by the character's class.

7. Roll Hit Points

Determine your character's hit points by rolling the die type specified for your class. Modifiers for high or low Constitution apply (see ***Ability Scores, p20***). Characters always start with at least 1 hit point, regardless of CON modifier.

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

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

8. Choose Alignment

Decide whether your character is Lawful, Neutral, or Chaotic (see ***Alignment, p22***).

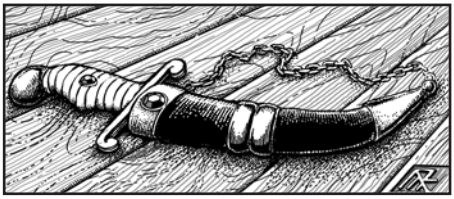
9. Note Known Languages

Your character's class determines their native languages. This always includes the common tongue and your character's alignment language. Characters with high INT may also choose additional languages. See ***Languages, p24***.

10. Buy Equipment

Your character has 3d6 × 10 gold pieces (see ***Wealth, p90***). Consult the equipment lists (see ***p94***) and decide what to purchase with this initial wealth.

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



11. Note Armour Class

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

- **Armour:** The armour worn determines your character's base AC. See the equipment lists under ***Equipment, p94***.
- **Dexterity:** See ***Ability Scores, p20***.

Unarmoured AC

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

12. Note Level and XP

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

13. Secondary Skill (Optional Rule)

If using the optional rule for secondary skills (see ***p25***), determine which skill your character has.

14. Name Character

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

Creating a Character: Advanced Method

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

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

1. Roll Ability Scores

Roll 3d6 for each of your character's ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. See ***Ability Scores, p20***.

Sub-Par Characters

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

2. Choose a Race

Select one of the races available (see ***p78***), bearing in mind the minimum ability score requirements of some races.

Ability score modifiers: If the selected race lists ability score modifiers, adjust your character's ability scores as indicated. These modifiers cannot raise an ability score above 18 or lower it below 3.

3. Choose a Class

Select one of the classes available to your race, bearing in mind the minimum ability score requirements of some classes.

Multiple Classes (Optional Rule)

If using the optional rule for multiple classes (see ***p15***), you may select more than one class for your character as long as their ability scores meet the requirements of all selected classes.

4. Adjust Ability Scores

If you wish, you may raise your character's prime requisite(s) by lowering other (non-prime requisite) ability scores. For every 2 points by which an ability score is lowered, 1 point may be added to a prime requisite. The following restrictions apply:

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

5. Note Ability Score Modifiers

Now that your character's ability scores are fixed, make a note of any associated bonuses or penalties (see ***p20***).

6. Note Attack Values

The level progression chart for your character's class lists your THAC0 score. This indicates your chance of hitting opponents in combat, as determined by the ***Attack Matrix, p241***.

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

Ascending AC (Optional Rule)

If using the optional rule for Ascending AC (***p13***), record your attack bonus on your character sheet, instead of the attack matrix quick reference.

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

7. Note Saving Throws and Class/Race Abilities

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

Weapon Proficiencies (Optional Rule)

If using the optional rule for weapon proficiency (see ***p23***), select which weapons your character is proficient with, choosing from the list of weapons usable by the character's race and class.

8. Roll Hit Points

Determine your character's hit points by rolling the die type specified for your class. Modifiers for high or low Constitution apply (see ***Ability Scores, p20***). Characters always start with at least 1 hit point, regardless of CON modifier.

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

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

9. Choose Alignment

Decide whether your character is Lawful, Neutral, or Chaotic (see ***p22***).

10. Note Known Languages

Your character's race determines their native languages. Characters with high INT may also choose additional languages. See ***Languages, p24***.

11. Buy Equipment

Your character has 3d6 × 10 gold pieces (see ***Wealth, p90***). Consult the equipment lists (see ***p94***) and decide what to purchase with this initial wealth.

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

12. Note Armour Class

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

- **Armour:** The armour worn determines your character's base AC. See the equipment lists under ***Equipment, p94***.
- **Dexterity:** See ***Ability Scores, p20***.

Unarmoured AC

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

13. Note Level and XP

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

14. Secondary Skill (Optional Rule)

If using the optional rule for secondary skills (see ***p25***), determine which skill your character has.

15. Name Character

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

Ability Scores

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

Strength (STR)

Brawn, muscle, and physical power.

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

► **Open doors:** The chance of success with attempts to force open a stuck door (see ***Dungeon Adventuring, p222***).

Intelligence (INT)

Learning, memory, and reasoning.

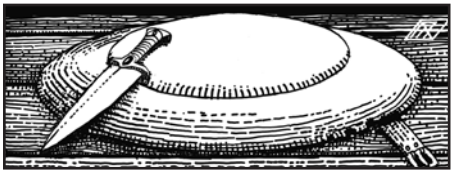
► **Spoken languages:** Denotes the number of languages the character can speak.

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

Wisdom (WIS)

Willpower, common sense, perception, and intuition.

► **Magic saves:** Is applied to saving throws (see ***p217***) versus magical effects. This does not normally include saves against breath attacks, but may apply to any other saving throw category.



Dexterity (DEX)

Agility, reflexes, speed, and balance.

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

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

► **Initiative:** Modifies the character's initiative roll, if the optional rule for individual initiative is used (see ***Combat, p234***).

Constitution (CON)

Health, stamina, and endurance.

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

Charisma (CHA)

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

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

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

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

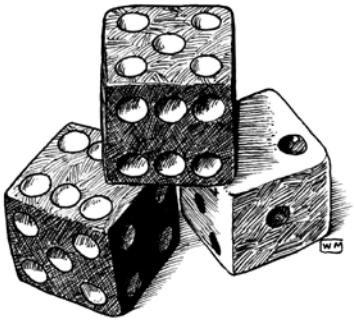
Prime Requisite

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

► **XP modifier:** Applied to all XP awarded to characters with a single prime requisite. The modifiers for classes with multiple prime requisites are noted in the class description.

Strength Modifiers

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



Intelligence Modifiers

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

Wisdom Modifiers

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

Dexterity Modifiers

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

Constitution Modifiers

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

Charisma Modifiers

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

Prime Requisite Modifiers

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

Alignment

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

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

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

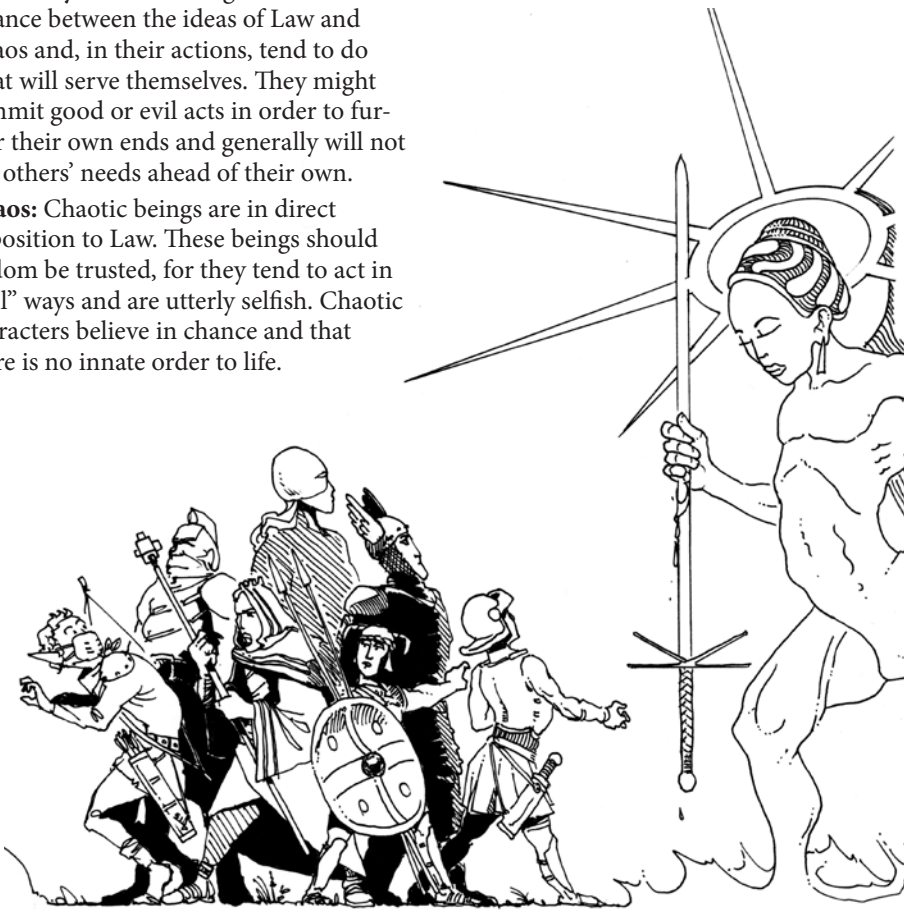
Chaos: Chaotic beings are in direct opposition to Law. These beings should seldom be trusted, for they tend to act in "evil" ways and are utterly selfish. Chaotic characters believe in chance and that there is no innate order to life.

Revealing Alignment

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

Role-Playing Alignment

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



Weapon Proficiency (Optional Rule)

The weapons a character can use are normally determined by their class. Two characters of the same class can thus both use the same weapons with equal skill.

This optional rule allows for further differentiation between characters by limiting the types of weapons each character is trained to use. If using this optional rule, each character is ***proficient*** with a limited number of types of weapons (e.g. maces, short swords, long bows)—the character is comfortable using these weapons and can use them in combat without penalty.

Martial, Semi-Martial, Non-Martial

For the sake of determining weapon proficiencies, character classes are divided into three categories: martial, semi-martial, and non-martial. The category each class falls under is determined by the rate at which its THAC0 and saving throw values improve, as follows:

- **Martial classes:** Gain an improvement to their THAC0 and saves every 3 levels (e.g. knight).
- **Semi-martial classes:** Gain an improvement to their THAC0 and saves every 4 levels (e.g. acrobat).
- **Non-martial classes:** Gain an improvement to their THAC0 and saves every 5 levels (e.g. illusionist).

Choosing Weapon Proficiencies

Proficient weapons may only be chosen from the list of weapons usable by the character's class (also taking into account any limitations due to the character's race, if the advanced character creation method is used).

Initial Weapon Proficiencies

At character creation, before purchasing equipment, the player should note the weapons that the character is proficient with. Martial characters are proficient with 4 weapons at 1st level, semi-martial characters with 3 weapons, and non-martial characters with 1 weapon.

Gaining Weapon Proficiencies

As the character gains experience, they become proficient in the use of additional weapons. Every time the character's THAC0 and saving throw values improve, the character also gains proficiency with a new weapon.

Non-Proficient Attacks

A character using a weapon that they are not proficient with incurs a penalty to attack rolls. Martial characters suffer a –2 penalty, semi-martial characters a –3 penalty, and non-martial characters a –5 penalty.

The referee may optionally allow characters to use weapons that are restricted by their race or class, applying the same non-proficiency penalty in such cases.

Weapon Specialisation

Martial characters may optionally be allowed to ***specialise*** in a single, specific type of weapon. This requires dedicating two weapon proficiency "slots" to a single weapon type. For example, a 1st level martial character is normally proficient with 4 weapons. If the player chooses to specialise in a weapon, the character is only proficient with 3 weapons (the specialised weapon plus two others).

When attacking with a specialised weapon, the character gains a +1 bonus to attack and damage rolls.

Languages

The native languages spoken by a player character are determined by the character's class (or their race, if using the advanced character creation method). These typically include the common tongue and an alignment language. Characters with high INT may learn additional languages (see ***Ability Scores, p20***).

The Common Tongue

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

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

Deepcommon

Creatures native to the Underworld speak an alternative common tongue known as Deepcommon.

Alignment Languages

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



Other Languages

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

Other Languages

d20	Language
1	Bugbear
2	Doppelgänger
3	Dragon
4	Dwarvish
5	Elvish
6	Gargoyle
7	Gnoll
8	Gnomish
9	Goblin
10	Halfling
11	Harpy
12	Hobgoblin
13	Kobold
14	Lizard man
15	Medusa
16	Minotaur
17	Ogre
18	Orcish
19	Pixie
20	Human dialect

Secondary Skills (Optional Rule)

A character's class is assumed to be their primary profession and the focus of all training.

This optional rule grants characters a small degree of experience in an additional profession—called a ***secondary skill***—which they have picked up at some point in their lives. This may be the profession of a parent or mentor which the character has picked up to some degree or it may be simply a skill that the character practises as a hobby.

Determining Secondary Skills

When creating a new character, the player should roll d100 and consult the table to the right to determine the character's secondary skill. If desired, the referee may allow a player to choose a secondary skill rather than rolling randomly.

Using Secondary Skills

The referee must adjudicate all uses of secondary skills. Generally speaking, knowledge of a secondary skill allows a character to perform the functions of a profession at a basic level, for example:

- Assess the value and quality of an item associated with the skill.
- Make minor repairs to items associated with the skill.
- Construct simple items associated with the skill.

Under no circumstances can a character following the life of an adventurer match the skill level of someone dedicated to a profession.

Secondary Skills

d100	Secondary Skill
01–03	Animal trainer
04–05	Armourer
06–09	Baker
10–12	Blacksmith
13	Bookbinder
14–16	Bowyer / fletcher
17–20	Brewer
21–23	Butcher
24–26	Carpenter
27–28	Chandler
29–33	Cooper
34–35	Coppersmith
36–46	Farmer
47–50	Fisher
51–54	Furrier
55	Glassblower
56–59	Huntsman
60–62	Lapidary / jeweller
63–66	Lorimer
67	Mapmaker
68–69	Mason
70–73	Miner
74–76	Potter
77–78	Roper
79–81	Seafarer
82–84	Shipwright
85–87	Tailor
88–90	Tanner
91–93	Thatcher / roofer
94–96	Woodcutter
97–98	Vintner
99–00	Roll for two skills





Acrobat

Requirements: None
Prime requisite: DEX
Hit Dice: 1d4
Maximum level: 14
Armour: Leather, no shields
Weapons: Missile weapons, dagger, sword, short sword, pole arm, spear, staff
Languages: Alignment, Common

Acrobats are trained in skills of balance, gymnastics, and stealth. They often work in conjunction with thieves and may belong to a Thieves' Guild.

Adjust ability scores: During character creation, acrobats may not lower STR.

Encumbrance: Evasion, falling, jumping, and tightrope walking cannot be performed if encumbrance reduces the acrobat's movement rate to less than 90' (30') (see ***Encumbrance, p215***).

Acrobat Skills

Acrobats can use the following skills with the chance of success shown opposite.

► **Climb sheer surfaces (CS):** A roll is required for each 100' to be climbed. If the roll fails, the acrobat falls at the halfway point, suffering falling damage.

► **Falling (FA):** When able to tumble, acrobats suffer no damage from the first 10' of any fall. Damage due to falling from a greater height is reduced by the listed percentage (rounding fractions down).

► **Hide in shadows (HS):** The acrobat must be motionless—attacking or moving while hiding is not possible.

► **Move silently (MS):** An acrobat may attempt to sneak past enemies unnoticed.

► **Tightrope walking (TW):** Acrobats can walk along tightropes, narrow beams, and ledges at up to half their normal movement rate. A roll is required every 60'. Failure indicates that the acrobat falls and suffers falling damage. Windy conditions may reduce the chance of success by up to 20%. Holding a balance pole increases the chance of success by 10%.

Combat

Acrobats cannot wear armour bulkier than leather and cannot use shields. They are able to use all missile weapons. Their use of melee weapons is restricted to light blades and staff weapons.

Evasion

When retreating from melee, an acrobat's ability to tumble negates the opponent's usual +2 bonus to hit (see ***p234***).

Jumping

With a 20' run-up, an acrobat can jump across a 10' wide pit or chasm (or 20' wide when aided by the use of a pole). Also when using a pole, an acrobat can jump over a 10' high wall or onto a 10' high ledge. Suitable poles for jumping include: 10' poles, pole arms, spears, staves.

Tumbling Attack

Using the falling or jumping abilities, an acrobat can make a tumbling melee attack. The attack inflicts double damage if successful. Against an unaware opponent, the acrobat also gains a +4 bonus to hit.

Acrobat Level Progression

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

* Modifiers from CON no longer apply.

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

After Reaching 9th Level

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

Rolling Skill Checks

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

Player Knowledge

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

Acrobat Skills Chance of Success

Level	CS	FA	HS	MS	TW
1	87	25	10	20	60
2	88	25	15	25	65
3	89	25	20	30	70
4	90	33	25	35	75
5	91	33	30	40	80
6	92	33	33	43	85
7	93	33	36	46	90
8	94	50	40	50	95
9	95	50	43	53	99
10	96	50	46	56	99
11	97	50	50	60	99
12	98	66	53	63	99
13	99	66	56	66	99
14	99	75	60	70	99

Assassin

Requirements: None
Prime requisite: DEX
Hit Dice: 1d4
Maximum level: 14
Armour: Leather, shields
Weapons: Any
Languages: Alignment, Common

Assassins are adventurers who specialise in the arts of infiltration and killing by stealth. They sometimes form guilds whereby their illicit services may be hired.

Alignment: Assassins may not be lawful.

Adjust ability scores: During character creation, assassins may not lower STR.

Assassin Skills

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

► **Assassination (AS):** When attacking an unaware humanoid from behind, an assassin gains a +4 bonus to hit. If the attack succeeds, the victim must save versus death with a penalty dependent on the assassin's level (noted in the table opposite). If the save fails, the victim is instantly killed, otherwise the assassin's attack inflicts normal damage.

► **Climb sheer surfaces (CS):** A roll is required for each 100' to be climbed. If the roll fails, the assassin falls at the halfway point, suffering falling damage.

► **Hear noise (HN):** In a quiet environment (e.g. not in combat), an assassin may attempt to listen at a door or to hear the sounds of something (e.g. a wandering monster) approaching.

► **Hide in shadows (HS):** Requires the assassin to be motionless—attacking or moving while hiding is not possible.

► **Move silently (MS):** An assassin may attempt to sneak past enemies unnoticed.

Combat

Assassins cannot wear armour bulkier than leather but may use shields. They can use all types of weapons.

Disguise

Characters of any class may don disguises, but assassins are masters of the art—able to create disguises that pass even close scrutiny.

Chance of detection: Everyone the assassin meets has a 2% chance of spotting the disguise. This roll is repeated once every subsequent day of meeting.

Posing as another class, race, or sex: Increases the chance of being detected by 2% per change.

Height and weight: A disguise may alter height (up to 3" shorter or 5" taller) or weight (slightly thinner, much bulkier).

Hirelings

Assassins of 1st–3rd level may not employ retainers, mercenaries, or specialists. From 4th level, an assassin may hire other assassins of lower level. From 8th level, an assassin may hire thieves, and from 12th level any type of character.

Poison

Victims of a poisoning by an assassin (see ***Poison, p98***) suffer a –2 penalty to the saving throw.

After Reaching 12th Level

An assassin may attempt to take over an existing guild of assassins or thieves by killing the old guild-master. This may be achieved by any means (e.g. poisoning, assassination, duel). If successful, the character can maintain a guild of 7d4 members. 75% of the existing members will leave, but new members (typically 1st level assassins) will arrive over time.

Assassin Level Progression

Level	XP	HD	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d4	19 [0]	13	14	13	16	15
2	1,500	2d4	19 [0]	13	14	13	16	15
3	3,000	3d4	19 [0]	13	14	13	16	15
4	6,000	4d4	19 [0]	13	14	13	16	15
5	12,000	5d4	17 [+2]	12	13	11	14	13
6	25,000	6d4	17 [+2]	12	13	11	14	13
7	50,000	7d4	17 [+2]	12	13	11	14	13
8	100,000	8d4	17 [+2]	12	13	11	14	13
9	200,000	9d4	14 [+5]	10	11	9	12	10
10	300,000	9d4+2*	14 [+5]	10	11	9	12	10
11	425,000	9d4+4*	14 [+5]	10	11	9	12	10
12	575,000	9d4+6*	14 [+5]	10	11	9	12	10
13	750,000	9d4+8*	12 [+7]	8	9	7	10	8
14	900,000	9d4+10*	12 [+7]	8	9	7	10	8

* Modifiers from CON no longer apply.

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

Who Can be Assassinated?

Humans / demihumans of any level and humanoid monsters of up to 4+1 HD. (Non-living creatures are immune.)

Assassin Skills Chance of Success

Level	AS	CS	HN	HS	MS
1	0	87	1–2	10	20
2	0	88	1–2	15	25
3	0	89	1–3	20	30
4	–1	90	1–3	25	35
5	–1	91	1–3	30	40
6	–2	92	1–3	33	43
7	–2	93	1–4	36	46
8	–3	94	1–4	40	50
9	–3	95	1–4	43	53
10	–4	96	1–4	46	56
11	–4	97	1–5	50	60
12	–5	98	1–5	53	63
13	–5	99	1–5	56	66
14	–6	99	1–5	60	70

Rolling Skill Checks

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

Assassination: Is not rolled as a check.

Other skills: Are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

Player Knowledge

The referee should roll for HN, HS, and MS on the player's behalf, as the assassin does not immediately know if the attempt was successful. If an HS or MS roll fails, the referee knows that the assassin has been noticed and should determine enemies' actions appropriately.

Barbarian

Requirements: Minimum DEX 9
Prime requisite: CON and STR
Hit Dice: 1d8
Maximum level: 14
Armour: Leather, chainmail, shields
Weapons: Any
Languages: Alignment, Common

Barbarians are tribal warriors from wild lands. They are formidable fighters with many useful survival skills but have a deep mistrust of the arcane.

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

Literacy: A 1st level barbarian cannot read or write, irrespective of INT score.

Agile Fighting

Upon reaching 4th level, a barbarian gains a +1 AC bonus. This increases to +2 at 6th level, +3 at 8th level, and +4 at 10th level.

Barbarian Skills

In the wilderness, barbarians can use the following skills with the chance of success shown opposite:

- **Climb sheer surfaces (CS):** Only applies to natural surfaces (e.g. tree trunks, cliff faces). A skill roll is required for each 100' height to be climbed. Failure indicates that the barbarian falls at the halfway point, suffering falling damage.
- **Hide in undergrowth (HD):** Requires the barbarian to be motionless—attacking or moving while hiding is not possible.
- **Move silently (MS):** A barbarian may attempt to sneak past enemies.

Combat

Barbarians can use all types of weapons and can use leather armour, chainmail, and shields.

Cure Poison

In the wilderness, a barbarian can gather herbs to concoct an antidote to natural poisons. This takes one turn per character to be cured. Each subject may make a second save versus poison to end the effects.

Fear of Magic

Barbarians are mistrustful of magic and will refuse to knowingly use or come under the influence of spells or magic items. Barbarians will accept divine magic associated with their tribal religion.

Foraging and Hunting

A party with a barbarian succeeds at foraging with a 2-in-6 chance and finds prey when hunting with a 5-in-6 chance (see ***Wilderness Adventuring, p224***).

Strike Invulnerable Monsters

A barbarian of 4th level or higher is able to hit monsters that can normally only be harmed by magic.

After Reaching 8th Level

A barbarian can call upon their native people to form a great horde of warriors, numbering 250 per level above 7th. The warriors are 1st level fighters with basic combat gear and may be mounted if customary in their culture. A horde can only be mustered for a specific purpose (e.g. attacking an enemy city, rescuing hostages, etc.). Once the purpose is achieved or abandoned, the horde disbands. Mustering a horde takes one week, and it remains for one week per level of the barbarian.

Barbarian Level Progression

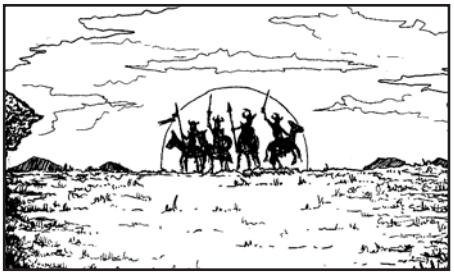
Level	XP	HD	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d8	19 [0]	10	13	12	15	16
2	2,500	2d8	19 [0]	10	13	12	15	16
3	5,000	3d8	19 [0]	10	13	12	15	16
4	10,000	4d8	17 [+2]	8	11	10	13	13
5	18,500	5d8	17 [+2]	8	11	10	13	13
6	37,000	6d8	17 [+2]	8	11	10	13	13
7	85,000	7d8	14 [+5]	6	9	8	10	10
8	140,000	8d8	14 [+5]	6	9	8	10	10
9	270,000	9d8	14 [+5]	6	9	8	10	10
10	400,000	9d8+3*	12 [+7]	4	7	6	8	7
11	530,000	9d8+6*	12 [+7]	4	7	6	8	7
12	660,000	9d8+9*	12 [+7]	4	7	6	8	7
13	790,000	9d8+12*	10 [+9]	3	5	4	5	5
14	920,000	9d8+15*	10 [+9]	3	5	4	5	5

* Modifiers from CON no longer apply.

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

Barbarian Skills Chance of Success

Level	CS	HD	MS
1	87	10	20
2	88	15	25
3	89	20	30
4	90	25	35
5	91	30	37
6	92	33	40
7	93	36	42
8	94	40	44
9	95	43	46
10	96	46	48
11	97	50	50
12	98	53	50
13	99	56	50
14	99	60	50



Rolling Skill Checks

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

Player Knowledge

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

Bard

Requirements: Minimum DEX 9, minimum INT 9
Prime requisite: CHA
Hit Dice: 1d6
Maximum level: 14
Armour: Leather, chainmail, no shields
Weapons: Missile weapons, one-handed melee weapons
Languages: Alignment, Common

Bards are members of a sect of minstrels and warrior poets associated with the druids. Like druids, bards worship the force of nature and the myriad deities that personify it. Their strengths lie in their deep knowledge of myth and legend, the magic that they wield on behalf of their gods, and the enchanting power of their music.

Anti-Charm

While the bard plays music and sings, allies within 30' are immune to song-based magical effects and the beguiling powers of sylvan creatures or fairies. Allies already under the effect of such magic may make another saving throw with a +4 bonus.

Combat

Bards can use leather armour or chainmail but do not have the training required to use plate mail or shields. They can use all missile weapons and all one-handed melee weapons.

Divine Magic

See ***Magic, p122*** for full details on divine magic.

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

Spell casting: Once a bard has proven their faith (from 2nd level), the character may pray to receive spells. The power and number of spells available to a bard are determined by experience level. The list of spells available to bards is found on ***p129*** (bards have the same spell selection as druids).

Using magic items: As spell casters, bards can use magic scrolls of spells on their spell list. They may also use any items that only druids can use.

Enchantment

By playing music and singing, the bard can fascinate subjects in a 30' radius. This ability does not function in combat.

Number of subjects: Up to 2HD of creatures per level of the bard are affected. The bard may choose to target a specific individual or a group (in which case, the affected individuals are determined randomly).

Types of subjects: At 1st level, the bard can fascinate persons. At 4th level, animals may also be affected. At 7th level, monsters may be affected.

Effect: Each subject must save versus spells or be fascinated, as follows:

- **Rapt:** Fascinated subjects' attention is fully bent on the bard's performance, as long as it continues.
- **Follow:** The bard may walk while playing. Fascinated subjects will follow.
- **Interruptions:** If the performance is interrupted (e.g. by loud noise or violence), the fascination ends immediately.

Bard Level Progression

				Saving Throws					Spells			
Level	XP	HD	THAC0	D	W	P	B	S	1	2	3	4
1	0	1d6	19 [0]	13	14	13	16	15	–	–	–	–
2	2,000	2d6	19 [0]	13	14	13	16	15	1	–	–	–
3	4,000	3d6	19 [0]	13	14	13	16	15	2	–	–	–
4	8,000	4d6	19 [0]	13	14	13	16	15	3	–	–	–
5	16,000	5d6	17 [+2]	12	13	11	14	13	3	1	–	–
6	32,000	6d6	17 [+2]	12	13	11	14	13	3	2	–	–
7	64,000	7d6	17 [+2]	12	13	11	14	13	3	3	–	–
8	120,000	8d6	17 [+2]	12	13	11	14	13	3	3	1	–
9	240,000	9d6	14 [+5]	10	11	9	12	10	3	3	2	–
10	360,000	9d6+2*	14 [+5]	10	11	9	12	10	3	3	3	–
11	480,000	9d6+4*	14 [+5]	10	11	9	12	10	3	3	3	1
12	600,000	9d6+6*	14 [+5]	10	11	9	12	10	3	3	3	2
13	720,000	9d6+8*	12 [+7]	8	9	7	10	8	3	3	3	3
14	840,000	9d6+10*	12 [+7]	8	9	7	10	8	4	4	3	3

* Modifiers from CON no longer apply.

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

Charming Fascinated Subjects

If the bard performs for at least one turn and the performance ends without interruption, fascinated subjects may be placed under a deeper charm. Each subject must make another save versus spells (with a +2 bonus) or be charmed for one turn per level of the bard:

- **Friendship:** Charmed subjects regard the bard as a trusted friend and ally and will come to the bard's defence.
- **Commands:** If they share a language, charmed subjects will obey the bard's commands.
- **Alignment:** Commands that contradict the charmed creature's nature or alignment may be ignored.
- **Suicidal commands:** Charmed subjects never obey suicidal or obviously harmful orders.

Languages

Bards learn new languages as they advance in level. At every even numbered level above 3rd (i.e. 4th, 6th, 8th, etc.), the player may choose an additional language. Bards may learn the secret tongue of druids in this way (see ***Druid, p40***).

Lore

From 2nd level, a bard has a 2-in-6 chance of knowing lore pertaining to monsters, magic items, or heroes of folktale or legend. This ability may be used to identify the nature and powers of magic items.

After Reaching 11th Level

A bard can establish a manor. 2d6 apprentice bards of 1st level will come to study under the character.

Cleric

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

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

Combat

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

Divine Magic

See ***Magic, p122*** for full details on divine magic.

Holy symbol: A cleric must carry a holy symbol (see ***Equipment, p94***).

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

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

Spell casting: Once a cleric has proven their faith (from 2nd level), the character may pray to receive spells. The power and number of spells available to a cleric are determined by the character's experience level. The list of spells available to clerics is found on ***p128***.

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

Turning the Undead

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

Successful Turning

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

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

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

Excess: Rolled Hit Dice that are not sufficient to affect a monster are wasted.

Minimum effect: At least one undead monster will always be affected on a successful turning.

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

Cleric Level Progression

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

* Modifiers from CON no longer apply.

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

Turning Table Results

–: The turning fails.

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

T: The turning succeeds.

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

After Reaching 9th Level

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

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

Turning the Undead

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

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

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

Drow

Demihuman Class

Requirements: Minimum INT 9
Prime requisite: STR and WIS
Hit Dice: 1d6
Maximum level: 10
Armour: Any, including shields
Weapons: Any
Languages: Alignment, Common, Deepcommon, Elvish, Gnomish, the secret language of spiders

Drow (also known as *dark elves*) are slender, fey demihumans with pointed ears, skin as black as the night sky, and hair of silver or white. They have extremely long lifespans, being nigh immortal. Drow dwell exclusively underground, carving great cities of stone and crystal. They are related to the elves of the surface world and share their love of nature and magic. Drow typically weigh about 120 pounds and are from 5 to 5½ feet tall. They are talented fighters and gain powerful magic through the worship of their strange subterranean deities. They have a strong resistance to magic, as reflected in their saving throws.

Prime requisites: A drow with at least 13 STR and WIS gains a 5% bonus to experience. A drow with at least 13 STR and at least 16 WIS gains a 10% bonus.

Combat

Drow can use all types of weapons and armour.

Detect Secret Doors

Drow have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a 2-in-6 chance (see ***Dungeon Adventuring, p222***).

Divine Magic

See ***Magic, p122*** for full details on divine magic.

Holy symbol: A drow must carry a holy symbol (see ***Equipment, p94***).

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

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

Spell casting: A drow may pray to receive spells from their deity. The power and number of spells available to a drow are determined by the character's experience level. Drow cast spells from cleric spell list (***p128***). At 1st level, a drow may only pray for the *light (darkness)* spell, but from 2nd level, the character may pray for any spell on the spell list. Drow are also able to pray for the magic-user *web* spell, from 3rd level.

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

Immunity to Ghoul Paralysis

Drow are completely unaffected by the paralysis ghouls can inflict.

Infravision

Drow have infravision to 90' (see ***Hazards and Challenges, p220***).

Light Sensitivity

When in bright light (daylight, *continual light*), drow suffer a –2 penalty to attack rolls and a –1 penalty to Armour Class.

Drow Level Progression

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

* Modifiers from CON no longer apply.
† At 1st level, a drow may only pray for the *light (darkness)* spell.

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



Listening at Doors

Drow have a 2-in-6 chance of hearing noises (see ***Dungeon Adventuring, p222***).

Spider Affinity

Drow live alongside many different species of spiders, including giant spiders. They can speak the secret language of spiders and gain a +1 bonus to reaction rolls when encountering spiders (see ***Encounters, p228***).

After Reaching 9th Level

A drow may establish a subterranean stronghold or temple. If the drow is in favour with their deity, the complex may be bought or built at half the normal price due to the direct intervention of the deity.

Once a stronghold or temple is established, the drow will attract followers (5d6 × 10 non-spell casting drow of 1st or 2nd level). These troops are completely devoted to the drow (never checking morale). The referee decides how many of the followers are 1st and 2nd level, and which are archers, infantry, etc.

Druid

Requirements: None
Prime requisite: WIS
Hit Dice: 1d6
Maximum level: 14
Armour: Leather, wooden shields
Weapons: Club, dagger, sling, spear, staff
Languages: Alignment, Common

Druids are priests of nature, protecting wild lands from the encroachment of "civilised" Law and the corrupting touch of Chaos. They worship the force of nature itself, personified in the form of various nature deities.

Alignment: Druids regard the ways of the natural world as the ideal state of things. They see the concepts of Law and Chaos as extremes that are both equally against nature. Thus, druids must be neutral in alignment.

Charm Immunity

Druids of 7th level and above are immune to the charms of fairies and Sylvan creatures (e.g. dryads, nixies).

Combat

The holy doctrine of the druids stipulates that they may not use metal armour or shields (wooden shields may be purchased at the normal price). Their choice of weapons is limited to clubs, daggers, slings, spears, and staves.

Divine Magic

See ***Magic, p122*** for full details on divine magic.

Holy symbol: A druid must carry a holy symbol: a sprig of mistletoe which the character must harvest.

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

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

Spell casting: A druid may pray to receive spells from nature. The power and number of spells available to a druid are determined by the character's experience level. The list of spells available to druids is found on ***p129***.

Using magic items: As spell casters, druids can use magic scrolls of spells on their spell list. They can also use items that may only be used by divine spell casters (e.g. some staves). Druids may not use magical books or tomes.

Energy Resistance

Druids gain a +2 bonus to saving throws against electricity (lightning) and fire.

Identification

Druids can identify all plants and animals and can discern pure water.

Languages

Druids speak a secret tongue known only to their sect. At each level above 2nd, a druid also learns to speak a language used by creatures of Sylvan forests (e.g. dryads, green dragons, pixies, treants).

Pass Without Trace

From 3rd level, a druid can pass through natural environments without leaving any tracks. The character is also able to move through overgrown areas at normal speed and without impediment.

Druid Level Progression

				Saving Throws					Spells				
Level	XP	HD	THAC0	D	W	P	B	S	1	2	3	4	5
1	0	1d6	19 [0]	11	12	14	16	15	1	–	–	–	–
2	2,000	2d6	19 [0]	11	12	14	16	15	2	–	–	–	–
3	4,000	3d6	19 [0]	11	12	14	16	15	2	1	–	–	–
4	7,500	4d6	19 [0]	11	12	14	16	15	2	2	–	–	–
5	12,500	5d6	17 [+2]	9	10	12	14	12	2	2	1	1	–
6	20,000	6d6	17 [+2]	9	10	12	14	12	2	2	2	1	1
7	35,000	7d6	17 [+2]	9	10	12	14	12	3	3	2	2	1
8	60,000	8d6	17 [+2]	9	10	12	14	12	3	3	3	2	2
9	90,000	9d6	14 [+5]	6	7	9	11	9	4	4	3	3	2
10	125,000	9d6+1*	14 [+5]	6	7	9	11	9	4	4	4	3	3
11	200,000	9d6+2*	14 [+5]	6	7	9	11	9	5	5	4	4	3
12	300,000	9d6+3*	14 [+5]	6	7	9	11	9	5	5	5	4	4
13	750,000	9d6+4*	12 [+7]	3	5	7	8	7	6	5	5	5	4
14	1,500,000	9d6+5*	12 [+7]	3	5	7	8	7	6	6	5	5	5

* Modifiers from CON no longer apply.

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



Path-Finding

A party with a druid has only a 1-in-6 chance of getting lost in woodlands. See ***Wilderness Adventuring, p224***.

Shape Change

At 7th level, a druid gains the power to change into the form of a reptile, bird, and mammal (once per day each). The animal may be of any size up to around twice the bulk of the druid's normal form. If a druid has lost hit points, they regain 1d4 hit points per level upon changing into an animal. All equipment carried by the druid is absorbed into the animal form and reappears when the druid changes back.

Reaching 12th Level and Above

There can only be nine druids of 12th level. When a druid has enough experience to reach 12th level, they must challenge an existing 12th level druid. The character only advances to 12th level if the other druid is defeated. Such challenges may take any form that is agreed by both parties, including combat (which need not be fatal). Likewise, there can only be three druids of 13th level and a single druid (known as the arch-druid) of 14th level.

Druids who attain 12th level or above may build a stronghold integrated into a natural setting.




DENMARK

Duergar

Demihuman Class

Requirements: Minimum CON 9, minimum INT 9
Prime requisite: STR
Hit Dice: 1d6
Maximum level: 10
Armour: Any, including shields
Weapons: Small or normal sized
Languages: Alignment, Common, Deepcommon, Dwarvish, Gnomish, Goblin, Kobold

Duergars (*grey dwarves*) are scrawny, bearded demihumans with grey skin and hair and gnarled faces. They are around 4' tall, about 120 pounds, and have lifespans of up to 500 years. Duergars dwell in strongholds and cities deep underground. They are renowned for their greed for precious metals and stones and for their xenophobia toward other races. Duergars have a naturally strong constitution and are highly resistant to magic.

Combat

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

Detect Construction Tricks

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

Detect Room Traps

Due to their expertise with construction, duergars have a 2-in-6 chance of detecting non-magical room traps when searching (see ***Dungeon Adventuring, p222***).

Infravision

Duergars have infravision to 90' (see ***Darkness, p220***).

Light Sensitivity

When in bright light (daylight, *continual light*), duergars suffer a –2 penalty to attack rolls and a –1 penalty to AC.

Listening at Doors

Duergars have a 2-in-6 chance of hearing noises (see ***Dungeon Adventuring, p222***).

Mental Powers

Once per day per level, a duergar may activate one of the following mental powers:

- **Enlargement:** The duergar's body, clothing, and armour (but not other equipment) double in size for 1d4 rounds. While enlarged, the duergar's melee attacks inflict double damage.
- **Invisibility:** The duergar disappears from the sight of one or more creatures (selected when the power is activated) for one turn. Up to 1HD of creatures per level of the duergar are affected. In combat, affected creatures may attack the duergar with a –4 penalty after the first round.
- **Shrinking:** The duergar and all equipment shrinks to 6" tall for up to one turn per level. While shrunk, the duergar can slip through narrow spaces and, when remaining motionless, has a 90% chance of going unnoticed. A shrunk duergar cannot harm creatures larger than 1' tall.
- **Heat:** A creature or object within sight is subjected to a scorching heat. Paper or cloth ignite, liquids boil, and metals glow. The heat lasts for one round per level of the duergar. Applied to flesh or to metal in contact with a creature (e.g. armour), the heat inflicts 1d4 damage per round.

Duergar Level Progression

Level	XP	HD	THAC0	Saving Throws D	W	P	B	S
1	0	1d6	19 [0]	8	9	10	13	12
2	2,800	2d6	19 [0]	8	9	10	13	12
3	5,600	3d6	19 [0]	8	9	10	13	12
4	11,200	4d6	17 [+2]	6	7	8	10	10
5	23,000	5d6	17 [+2]	6	7	8	10	10
6	46,000	6d6	17 [+2]	6	7	8	10	10
7	100,000	7d6	14 [+5]	4	5	6	7	8
8	200,000	8d6	14 [+5]	4	5	6	7	8
9	300,000	9d6	14 [+5]	4	5	6	7	8
10	400,000	9d6+3*	12 [+7]	2	3	4	4	6

* Modifiers from CON no longer apply.

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

Activating Mental Powers

A duergar must spend a round concentrating in order to activate a mental power. While concentrating, the duergar may not move, attack, or perform any other actions.

In combat: Like spell casting, activating a mental power can be disrupted in combat (see ***Spell Casting*** under ***Combat, p234***). The player must declare the use of a mental power before initiative is rolled.

Stealth

Underground, duergars have a 3-in-6 chance of moving silently.

After Reaching 9th Level

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

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



Dwarf

Demihuman Class

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

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

Combat

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

Detect Construction Tricks

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

Detect Room Traps

Due to their expertise with construction, dwarves have a 2-in-6 chance of detecting non-magical room traps when searching (see ***Dungeon Adventuring, p222***).

Infravision

Dwarves have infravision to 60' (see ***Darkness, p220***).

Listening at Doors

Dwarves have a 2-in-6 chance of hearing noises (see ***Dungeon Adventuring, p222***).

After Reaching 9th Level

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

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

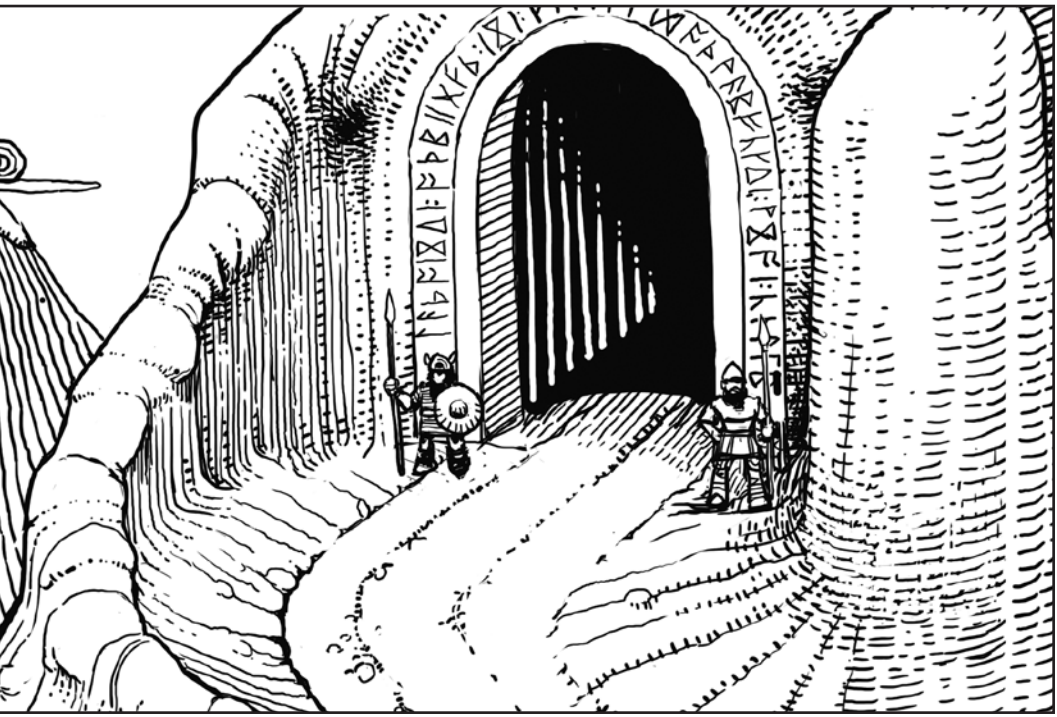


Dwarf Level Progression

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

* Modifiers from CON no longer apply.

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



Elf

Demihuman Class

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

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

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

Arcane Magic

See ***Magic, p122*** for full details on arcane magic.

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

Spell casting: Elves carry spell books containing the formulae for arcane spells. The level progression table (opposite) shows both the number of spells in the elf's spell book and the number they may memorize, determined by the character's experience level. Thus, a 1st level elf has one spell in their spell book, selected by the referee (who may allow the player to choose). The list of spells available to elves is found on ***p131*** (elves have the same spell selection as magic-users).

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

Combat

Elves can use all types of weapons and armour.

Detect Secret Doors

Elves have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a 2-in-6 chance (see ***Dungeon Adventuring, p222***).

Immunity to Ghoul Paralysis

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

Infravision

Elves have infravision to 60' (see ***Darkness, p220***).

Listening at Doors

Elves have a 2-in-6 chance of hearing noises (see ***Dungeon Adventuring, p222***).

Elf Level Progression

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

* Modifiers from CON no longer apply.

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



After Reaching 9th Level

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

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

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

Fighter

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

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

Combat

Fighters can use all types of weapons and armour.

Stronghold

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

After Reaching 9th Level

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



Fighter Level Progression

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

* Modifiers from CON no longer apply.

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



Gnome

Demihuman Class

Requirements: Minimum CON 9
Prime requisite: DEX and INT
Hit Dice: 1d4
Maximum level: 8
Armour: Leather, shields
Weapons: Any appropriate to size
Languages: Alignment, Common, Gnomish, Dwarvish, Kobold, the secret language of burrowing mammals

Gnomes are a race of short demihumans with long noses and beards. They are cousins of the dwarves and the two races are on friendly terms. Gnomes prefer to dwell in underground complexes in forests or foothills. They love mining, precious stones, and machinery—from miniature marvels of clockwork to great construction engines. Gnomes are also famed for their penchant for pointy, red, felt hats. Gnomes are typically around 3½' tall and weigh around 100 pounds.

Prime requisites: A gnome with at least 13 DEX and INT gains a 5% bonus to experience. A gnome with at least 13 DEX and at least 16 INT gains a 10% bonus.

Arcane Magic

See ***Magic, p122*** for full details on arcane magic.

Magical research: A gnome of any level may spend time and money on magical research. This allows them to add new spells to their spell book and to research other magical effects. When a gnome reaches 8th level, they are also able to create magic items.

Spell casting: Gnomes carry spell books containing the formulae for arcane spells. The level progression table (opposite) shows both the number of spells in the



gnome's spell book and the number they may memorize, determined by the character's experience level. Thus, a 1st level gnome has one spell in their spell book, selected by the referee (who may allow the player to choose). The list of spells available to gnomes is found on ***p130*** (gnomes have the same spell selection as illusionists).

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

Combat

Gnomes can use leather armour and shields. Armour must be tailored to gnomes' small size. Similarly, they can use any weapon appropriate to their stature (as determined by the referee). They cannot use longbows or two-handed swords.

Defensive Bonus

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

Gnome Level Progression

				Saving Throws					Spells			
Level	XP	HD	THAC0	D	W	P	B	S	1	2	3	4
1	0	1d4	19 [0]	8	9	10	14	11	1	–	–	–
2	3,000	2d4	19 [0]	8	9	10	14	11	2	–	–	–
3	6,000	3d4	19 [0]	8	9	10	14	11	2	1	–	–
4	12,000	4d4	19 [0]	8	9	10	14	11	2	2	–	–
5	30,000	5d4	19 [0]	8	9	10	14	11	2	2	1	–
6	60,000	6d4	17 [+2]	6	7	8	11	9	2	2	2	–
7	120,000	7d4	17 [+2]	6	7	8	11	9	3	2	2	1
8	240,000	8d4	17 [+2]	6	7	8	11	9	3	3	2	2

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

Detect Construction Tricks

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

Hiding

Gnomes have an uncanny ability to disappear from sight:

► In woodland cover, a gnome can hide with a 90% chance of success.

► In dungeons, a gnome can hide in shadows or behind other forms of cover. The chance of success is 2-in-6. Hiding requires the gnome to be motionless.

Infravision

Gnomes have infravision to 90' (see ***Darkness, p220***).

Listening at Doors

Gnomes have a 2-in-6 chance of hearing noises (see ***Dungeon Adventuring, p222***).

Speak with Burrowing Mammals

Gnomes often keep burrowing mammals such as badgers and moles as pets. They know the secret language of such creatures.

After Reaching 8th Level

A gnome has the option of creating an underground stronghold that will attract gnomes from far and wide.

Because of gnomes' connection with burrowing mammals, all such creatures within 5 miles of the stronghold will become friends with the gnomes. They may warn of intruders, carry messages and news, and so on. In exchange for this friendship, the gnome must protect the animals from harm.

Gnome rulers can hire members of other races in the capacity of retainers or specialists, but only soldiers of gnomish stock may be hired.

Half-Elf

Demihuman Class

Requirements: Minimum CHA 9, minimum CON 9
Prime requisite: INT and STR
Hit Dice: 1d6
Maximum level: 12
Armour: Any, including shields
Weapons: Any
Languages: Alignment, Common, Elvish

Half-elves are the rare offspring of elves and humans. Physically, they tend to combine the best features of their parents, having the innate beauty of elves and the robust physique of humans. They are human-like in stature but always have a feature that marks their elven heritage (e.g. pointed ears or unusually bright eyes). Half-elves are skilled fighters and dabble with magic, though they lack their elvish parents' mastery of the arcane.

Prime requisites: A half-elf with at least 13 INT and STR gains a 5% bonus to experience. A half-elf with a score of 16 or higher in one prime requisite, and a 13 or higher in the other gains a 10% bonus.

Arcane Magic

See ***Magic, p122*** for full details on arcane magic.

Spell casting: From 2nd level, half-elves gain the ability to cast arcane spells, owning a spell book in which the magical formulae for the spells they know are recorded. The level progression table (opposite) shows both the number of spells in the half-elf's spell book and the number they may memorize, determined by the character's experience level. Thus, a 2nd level half-elf has one spell in their spell book, selected by the referee (who may allow the player to choose). The list of spells available to half-elves is found on ***p131*** (half-elves have the same spell selection as magic-users).



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

Combat

Half-elves can use all types of weapons and armour.

Half-Elf Level Progression

				Saving Throws					Spells			
Level	XP	HD	THAC0	D	W	P	B	S	1	2	3	4
1	0	1d6	19 [0]	12	13	13	15	15	–	–	–	–
2	2,500	2d6	19 [0]	12	13	13	15	15	1	–	–	–
3	5,000	3d6	19 [0]	12	13	13	15	15	2	–	–	–
4	10,000	4d6	17 [+2]	10	11	11	13	12	2	–	–	–
5	20,000	5d6	17 [+2]	10	11	11	13	12	2	1	–	–
6	40,000	6d6	17 [+2]	10	11	11	13	12	2	2	–	–
7	80,000	7d6	14 [+5]	8	9	9	10	10	2	2	–	–
8	150,000	8d6	14 [+5]	8	9	9	10	10	2	2	1	–
9	300,000	9d6	14 [+5]	8	9	9	10	10	3	2	1	–
10	450,000	9d6+2*	12 [+7]	6	7	8	8	8	3	2	2	–
11	600,000	9d6+4*	12 [+7]	6	7	8	8	8	3	2	2	1
12	750,000	9d6+6*	12 [+7]	6	7	8	8	8	3	3	2	1

* Modifiers from CON no longer apply.

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

Detect Secret Doors

When searching for secret doors, half-elves have a 2-in-6 chance of success (see ***Dungeon Adventuring, p222***).

Infravision

Half-elves have infravision to 60' (see ***Darkness, p220***).

After Reaching 9th Level

A half-elf may strive to become a leader among humans or among elves, constructing a stronghold either in the name of a human liege or in the deep forests of the elves.

Human Stronghold

The half-elf may build a castle or stronghold and control the surrounding lands. The character may be granted a title such as Baron or Baroness. The land under the half-elf's control is then known as a Barony.

Elven Stronghold

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

Once the construction is complete, elves will come to live under the rule of the character. Forest animals within a 5 mile radius of the completed stronghold will become friends with the elves. They may warn of intruders, carry messages and news, and so on. In exchange for this friendship, the half-elf must protect the animals from harm.

The ruler of an elven stronghold may only hire elven mercenaries. Specialists and retainers of any race may be hired.

Halfling

Demihuman Class

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

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

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

Combat

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



Defensive Bonus

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

Hiding

Halflings have an uncanny ability to disappear from sight:

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

Halfling Level Progression

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

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

Initiative Bonus (Optional Rule)

If using the optional rule for individual initiative (see ***Combat, p234***), halflings get a bonus of +1 to initiative rolls.

Listening at Doors

Halflings have a 2-in-6 chance of hearing noises (see ***Dungeon Adventuring, p222***).

Missile Attack Bonus

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

Stronghold

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







Half-Orc

Demihuman Class

Requirements: None
Prime requisite: DEX and STR
Hit Dice: 1d6
Maximum level: 8
Armour: Leather, chainmail, shields
Weapons: Any
Languages: Alignment, Common, Orcish

Half-orcs are the rare offspring of orcs and humans. They are human-like in stature and appearance, but usually have at least one feature that marks their orcish heritage (e.g. fangs or a pig-like snout). Due to the common animosity between orcs and humans, half-orcs are typically outcasts from both their parent cultures, living on the fringes of society and making a living by whatever means they can. Half-orc adventurers are capable combatants and have some skill as thieves.

Prime requisites: A half-orc with at least 13 DEX and STR gains a 5% bonus to experience. A half-orc with at least 16 DEX and STR gains a 10% bonus.

Back-Stab

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

Combat

Half-orcs can use all types of weapons and can use leather armour, chainmail, and shields.

Infravision

Half-orcs have infravision to 60' (see ***Darkness, p220***).

Retainers

Half-orcs often have difficulty gaining the trust of humans and demihumans, due to orcs' chaotic tendencies. Retainers in a half-orc's employ have their loyalty score reduced by one. (This does not apply to retainers who are also half-orcs.)

Thieving Skills

Half-orcs can use the following skills, with the chance of success shown opposite:

- **Hide in shadows (HS):** Requires the half-orc to be motionless—attacking or moving while hiding is not possible.
- **Move silently (MS):** A half-orc may attempt to sneak past enemies unnoticed.
- **Pick pockets (PP):** If the victim is above 5th level, the half-orc's roll is penalised by 5% for every level above 5th. A roll of more than twice the percentage required for success means that the attempted theft is noticed. The referee should determine the reaction of the victim (possibly using the reaction table under ***Encounters, p228***).

After Reaching 8th Level

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

Half-Orc Level Progression

				Saving Throws				
Level	XP	HD	THAC0	D	W	P	B	S
1	0	1d6	19 [0]	13	14	13	16	15
2	1,800	2d6	19 [0]	13	14	13	16	15
3	3,600	3d6	19 [0]	13	14	13	16	15
4	7,000	4d6	19 [0]	13	14	13	16	15
5	14,000	5d6	17 [+2]	12	13	11	14	13
6	28,000	6d6	17 [+2]	12	13	11	14	13
7	60,000	7d6	17 [+2]	12	13	11	14	13
8	120,000	8d6	17 [+2]	12	13	11	14	13

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

Half-Orc Skills Chance of Success

Level	HS	MS	PP
1	10	20	20
2	15	25	25
3	20	30	30
4	25	35	35
5	30	40	40
6	36	45	45
7	45	55	55
8	55	65	65

Rolling Skill Checks

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

Player Knowledge

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



Illusionist

Requirements: Minimum DEX 9
Prime requisite: INT
Hit Dice: 1d4
Maximum level: 14
Armour: None
Weapons: Dagger, staff (optional)
Languages: Alignment, Common

Illusionists are adventurers who study the arcane arts of illusion and deception. Through this study, they have learned to cast magic spells.

Arcane Magic

See ***Magic, p122*** for full details on arcane magic.

Magical research: An illusionist of any level may spend time and money on magical research. This allows them to add new spells to their spell book and to research other magical effects. When an illusionist reaches 9th level, they are also able to create magic items. Researched spells, effects, and magic items must be within the scope of the illusionist class, as judged by the referee.

Spell casting: Illusionists carry spell books containing the formulae for arcane spells. The level progression table (opposite) shows both the number of spells in the illusionist's spell book and the number they may memorize, determined by the character's experience level. Thus, a 1st level illusionist has one spell in their spell book, selected by the referee (who may allow the player to choose). The list of spells available to illusionists is found on ***p130***.

Using magic items: As spell casters, illusionists are able to use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane spell casters (e.g. magic wands). They are, however, not able to use magic items with effects that cause direct damage (e.g. a wand that shoots fireballs).

Combat

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

Illusionists and Staves (Optional Rule)

Optionally, illusionists may be allowed to wield a staff in combat.

After Reaching 11th Level

An illusionist may build a stronghold, often a great tower. 1d6 apprentices of levels 1–3 will then arrive to study under the illusionist.



Illusionist Level Progression

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

* Modifiers from CON no longer apply.

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



Knight

Requirements: Minimum CON 9, minimum DEX 9
Prime requisite: STR
Hit Dice: 1d8
Maximum level: 14
Armour: Chainmail, plate mail, shields
Weapons: Melee weapons
Languages: Alignment, Common

Knights are warriors who serve a noble house or knightly order, carrying out their liege's command and upholding the honour of the liege at all costs. They are masters of heavily armoured, mounted combat, preferring the lance above all other weapons. Knights are often members of the noble classes, but a person of lowlier origin may be initiated as a knight as a reward for noble deeds.

Knighthood: Knights of 1st and 2nd level are known as "squires" and are not yet regarded as true knights. Upon reaching 3rd level, the character is knighted by their liege and gains the right to bear a coat of arms (typically emblazoned upon the knight's shield).

Alignment: A knight must have the same alignment as their liege.

Chivalric Code

Knights are bound by a stringent code of honour, which they strive to uphold in all their deeds. A knight does not earn any experience points for deeds performed at odds with this code. The fundamentals of this code are: preference of death over dishonour; service of the knight's liege as the greatest honour; glory in single combat; defence to the death of any in the knight's charge; honouring of superiors; respect of equals; demanding obedience from inferiors; scorning the ignoble.

Dishonour: A knight who brings dishonour upon themselves or their liege (this may include changing alignment) may have their knighthood revoked. In this case, the character becomes a fighter of equivalent level. It may be possible to regain the status of knighthood by performing a special quest.

Combat

Knights can use all melee weapons but cannot use missile weapons (they regard these as dishonourable). They can wear any metal armour but scorn non-metal armour as only suitable for peasants and villains.

Prowess of arms: Knights regard armour as a symbol of prowess and status, always favouring the most impressive and impervious-looking armour available.

Single combat: In a battle, a knight must attack the most powerful or worthy foe in single combat.

Flying Mounts

A knight of 5th level or higher can train fantastic, flying monsters as mounts. This takes one month. In general, a knight may train flying monsters of Hit Dice at most equal to the knight's level. The use and training of flying monsters as mounts is at the referee's discretion.

Horsemanship

Assessing steeds: Knights are expert riders and can assess the worth of any steed. This allows a knight to determine whether an animal has low, average, or high hit points for its type.

Urging great speed: From 5th level, a knight can urge their steed to great speed, increasing its movement rate by 30' (10') for up to 6 turns, once per day.

Knight Level Progression

Level	XP	HD	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d8	19 [0]	12	13	14	15	16
2	2,500	2d8	19 [0]	12	13	14	15	16
3	5,000	3d8	19 [0]	12	13	14	15	16
4	10,000	4d8	17 [+2]	10	11	12	13	14
5	18,500	5d8	17 [+2]	10	11	12	13	14
6	37,000	6d8	17 [+2]	10	11	12	13	14
7	85,000	7d8	14 [+5]	8	9	10	10	12
8	140,000	8d8	14 [+5]	8	9	10	10	12
9	270,000	9d8	14 [+5]	8	9	10	10	12
10	400,000	9d8+2*	12 [+7]	6	7	8	8	10
11	530,000	9d8+4*	12 [+7]	6	7	8	8	10
12	660,000	9d8+6*	12 [+7]	6	7	8	8	10
13	790,000	9d8+8*	10 [+9]	4	5	6	5	8
14	920,000	9d8+10*	10 [+9]	4	5	6	5	8

* Modifiers from CON no longer apply.

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

Hospitality

A knight of 3rd level or higher can expect hospitality and aid from nobles and other knights of the same alignment or social affiliation (e.g. order, religion, noble house, etc.). A knight is expected to extend such hospitality in kind.

Mounted Combat

Knights gain a +1 bonus to attack rolls when mounted.

Strength of Will

Fear: Knights are immune to all supernatural fear effects. From 3rd level, companions within 10' of the knight gain a +2 bonus on saving throws against fear effects, and retainers and mercenaries under the knight's command within 10' gain a +2 bonus to loyalty or morale.

Beguilement: Knights gain a +4 bonus to saving throws against *hold* spells, charms, mind control, hypnotism, suggestion, etc. They gain a +2 bonus to saving throws against illusion, and gain a saving throw (one is not normally allowed) against *sleep* spells.

Stronghold

Any time a knight of 3rd level or higher wishes (and has sufficient money), they can build a castle or stronghold and control the surrounding lands. The permission of the knight's liege is always required.

After Reaching 9th Level

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

Magic-User

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

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

Arcane Magic

See ***Magic, p122*** for full details on arcane magic.

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

Spell casting: Magic-users carry spell books containing the formulae for arcane spells. The spell casting chart (opposite) shows both the number of spells in the magic-user's spell book and the number they may memorize, determined by the character's experience level. Thus, a 1st level magic-user has one spell in their spell book, selected by the referee (who may allow the player to choose). The list of spells available to magic-users is found on ***p131***.

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

Combat

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

Magic-Users and Staves (Optional Rule)

Optionally, magic-users may be allowed to wield a staff in combat.

After Reaching 11th Level

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

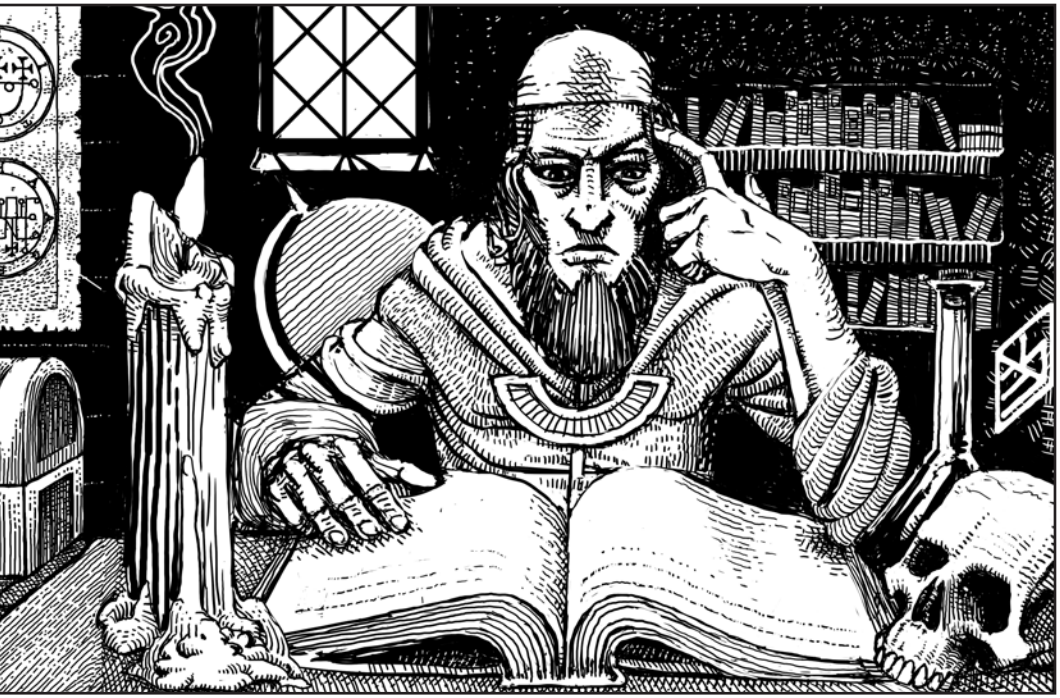


Magic-User Level Progression

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

* Modifiers from CON no longer apply.

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



Paladin

Requirements: Minimum CHA 9
Prime requisite: STR and WIS
Hit Dice: 1d8
Maximum level: 14
Armour: Any, including shields
Weapons: Any
Languages: Alignment, Common

Paladins are warriors sworn by sacred oath to the service of a Lawful holy order.

Alignment: A paladin must be lawful. If the character's alignment ever changes (for any reason), they lose all class abilities and become a fighter of the same level. The referee may allow the character to perform a quest of atonement in order to regain their status as a paladin.

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

Combat

Paladins can use all types of weapons and armour.

Divine Magic

See ***Magic, p122*** for full details on divine magic.

Holy symbol: A paladin must carry a holy symbol (see the equipment list).

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

Spell casting: From 9th level, a paladin may pray to receive spells. The power and number of spells available to a paladin are determined by the character's experience level. The list of spells available to paladins is found on ***p128*** (paladins have the same spell selection as clerics).

Holy Resistance

Paladins are immune to all disease.

Laying on Hands

Once per day, a paladin can heal 2 hit points per level by laying their hands on wounded characters. Additionally, a paladin of 5th level or higher may cure disease once per week by laying on hands.

Turning the Undead

Paladins of 3rd level and higher can invoke the power of their deity to repel undead monsters encountered. To turn the undead, the player rolls 2d6. The referee then consults the table opposite, comparing the roll against the HD of the type of undead monsters targeted.

Successful Turning

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

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

Destroyed undead: Are instantly and permanently annihilated.

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

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

After Reaching 9th Level

With the permission of their holy order, a paladin can build a castle or stronghold and control the surrounding lands. The paladin may be granted a title such as Baron or Baroness. The land under their control is then known as a Barony.

Paladin Level Progression

Level	XP	HD	THAC0	Saving Throws					Spells		
				D	W	P	B	S	1	2	3
1	0	1d8	19 [0]	10	11	12	13	14	–	–	–
2	2,750	2d8	19 [0]	10	11	12	13	14	–	–	–
3	5,500	3d8	19 [0]	10	11	12	13	14	–	–	–
4	12,000	4d8	17 [+2]	8	9	10	11	12	–	–	–
5	24,000	5d8	17 [+2]	8	9	10	11	12	–	–	–
6	45,000	6d8	17 [+2]	8	9	10	11	12	–	–	–
7	95,000	7d8	14 [+5]	6	7	8	8	10	–	–	–
8	175,000	8d8	14 [+5]	6	7	8	8	10	–	–	–
9	350,000	9d8	14 [+5]	6	7	8	8	10	1	–	–
10	500,000	9d8+2*	12 [+7]	4	5	6	6	8	2	–	–
11	650,000	9d8+4*	12 [+7]	4	5	6	6	8	2	1	–
12	800,000	9d8+6*	12 [+7]	4	5	6	6	8	2	2	–
13	950,000	9d8+8*	10 [+9]	2	3	4	3	6	2	2	1
14	1,100,000	9d8+10*	10 [+9]	2	3	4	3	6	3	2	1

* Modifiers from CON no longer apply.

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

Vow of Humility

A paladin may keep only a total of one suit of magical armour, one magical shield, and one magical melee weapon. They must also donate 10% of all income to a Lawful religious institution.

Warhorse

A paladin of 4th level or higher may summon a holy charger—a warhorse with AC 5 [14], 5+5 HD, and a movement rate of 180' (60'). If the horse dies, another may not be summoned for 10 years.

Turning Table Results

–: The turning fails.

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

T: The turning succeeds.

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

Paladin Turning the Undead

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

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

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

Ranger

Requirements: Minimum CON 9, minimum WIS 9
Prime requisite: STR
Hit Dice: 1d8
Maximum level: 14
Armour: Leather, chainmail, shields
Weapons: Any
Languages: Alignment, Common

Rangers are members of a secret society which protects their native lands from invasion and the influence of Chaos. They are skilled warriors who are adapted to life in the wilds. At higher levels, their connection with nature grants them the ability to cast spells.

Alignment: As protectors, rangers may only be lawful or neutral. If a ranger ever changes alignment to chaotic, they lose all special class abilities and become a fighter of the same level. The character may be able to regain their ranger status by performing a special quest.

Awareness

Rangers are only surprised on a roll of 1. This may mean that a ranger is able to act in the surprise round while their companions are surprised.

Combat

Rangers can use all types of weapons and can use leather armour, chainmail, and shields. Because of their need for stealth, they cannot use plate mail.

Divine Magic

See ***Magic, p122*** for full details on divine magic.

Spell casting: From 8th level, due to a deep connection with nature, a ranger gains the ability to cast spells. The power and number of spells available to a ranger are determined by the character's experience level. The list of spells available to rangers is found on ***p129*** (rangers use the druid spell list).

Foraging and Hunting

A party with a ranger succeeds at foraging with a 2-in-6 chance and finds prey when hunting with a 5-in-6 chance (see ***Wilderness Adventuring, p224***).



Limited Possessions

A ranger may only keep wealth and possessions that can be kept on their person or mount. Excess must be donated to worthy causes (not other PCs!).

Pursuit

When the ranger's party pursues an opposing group in the wilderness (see ***Evasion and Pursuit, p230***), the chance of evasion is reduced by 10%.

Stealth

In the wilderness, a ranger has a 3-in-6 chance of hiding and a 3-in-6 chance of moving silently.

Ranger Level Progression

				Saving Throws					Spells		
Level	XP	HD	THAC0	D	W	P	B	S	1	2	3
1	0	1d8	19 [0]	12	13	14	15	16	–	–	–
2	2,250	2d8	19 [0]	12	13	14	15	16	–	–	–
3	4,500	3d8	19 [0]	12	13	14	15	16	–	–	–
4	10,000	4d8	17 [+2]	10	11	12	13	14	–	–	–
5	20,000	5d8	17 [+2]	10	11	12	13	14	–	–	–
6	40,000	6d8	17 [+2]	10	11	12	13	14	–	–	–
7	90,000	7d8	14 [+5]	8	9	10	10	12	–	–	–
8	150,000	8d8	14 [+5]	8	9	10	10	12	1	–	–
9	300,000	9d8	14 [+5]	8	9	10	10	12	2	–	–
10	425,000	9d8+2*	12 [+7]	6	7	8	8	10	2	1	–
11	550,000	9d8+4*	12 [+7]	6	7	8	8	10	2	2	–
12	675,000	9d8+6*	12 [+7]	6	7	8	8	10	2	2	1
13	800,000	9d8+8*	10 [+9]	4	5	6	5	8	3	2	1
14	925,000	9d8+10*	10 [+9]	4	5	6	5	8	3	2	2

* Modifiers from CON no longer apply.

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

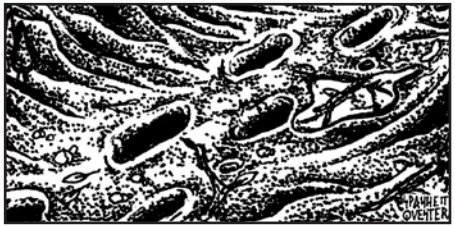
Tracking

Rangers can identify and follow tracks. This skill improves as the character gains levels (see the table to the right). Success may be modified by the following factors:

- **Soft/hard ground:** +20% to –50%.
- **Size of group being tracked:** +2% per creature beyond the first.
- **Passing through an area where other tracks mingle:** –50%.
- **Age of tracks:** –5% per 12 hours.
- **Rainfall:** –25% per hour.
- **Efforts made to hide tracks:** –25%.

After Reaching 10th Level

2d12 beings will join the ranger as followers. The nature of these followers is up to the referee—they may include human or demihuman adventurers, animals, fantastic mounts, sylvan creatures, or special monsters. If any of the followers die, they are not replaced.



Ranger Tracking Chance of Success

Level	Tracking
1	20%
2	30%
3	40%
4	50%
5	60%
6	70%
7	80%
8	90%
9	100%
10+	110%

Svirfneblin

Demihuman Class

Requirements: Minimum CON 9
Prime requisite: STR
Hit Dice: 1d6
Maximum level: 8
Armour: Any appropriate to size, including shields
Weapons: Any appropriate to size
Languages: Alignment, Common, Deepcommon, Gnomish, Dwarvish, Kobold, the language of earth elementals

Short, thickset demihumans with long noses and gnarled, hairless, grey skin. Svirfneblins (also known as *deep gnomes*) are subterranean cousins of the gnomes who live close to the surface. Svirfneblins are skilled tunnellers and makers of mechanical contraptions and cunning secret doors. They love gems above all else and excavate their communities around veins of precious stones. Svirfneblins are typically around 3½' tall and weigh around 120 pounds.

Blend into Stone

Svirfneblins have the uncanny ability to go unnoticed when in an environment of natural or carved stone so long as they remain silent and motionless. The chance of success is 4-in-6 in gloomy conditions or 2-in-6 in well-lit conditions.

Combat

Svirfneblins can use all types of armour. Armour must be tailored to svirfneblins' small size. Likewise, svirfneblins can only use weapons appropriate to their stature (as determined by the referee). They cannot use longbows or two-handed swords.

Defensive Bonus

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

Detect Construction Tricks

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

Illusion Resistance

Svirfneblins gain a +2 bonus to all saving throws against illusions.

Infravision

Svirfneblins have infravision to 90' (see ***Darkness, p220***).



Svirfneblin Level Progression

Level	XP	HD	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	8	9	10	14	11
2	2,400	2d6	19 [0]	8	9	10	14	11
3	4,800	3d6	19 [0]	8	9	10	14	11
4	10,000	4d6	17 [+2]	6	7	8	11	9
5	20,000	5d6	17 [+2]	6	7	8	11	9
6	40,000	6d6	17 [+2]	6	7	8	11	9
7	80,000	7d6	14 [+5]	4	5	6	9	7
8	160,000	8d6	14 [+5]	4	5	6	9	7

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

Light Sensitivity

When in bright light (daylight, *continual light*), svirfneblins suffer a –2 penalty to attack rolls and a –1 penalty to AC.

Speak with Earth Elementals

Svirfneblins can speak the grinding, growling tongue of natives of the elemental plane of earth.

Stone Murmurs

Svirfneblins can understand the imperceptible grumblings of stone. If a svirfneblin stands quietly for one turn with their ear pressed against a stone surface, they have a 2-in-6 chance of divining one of the following pieces of information (player's choice):

- The presence of secret doors in the stone, within 10'.
- The presence of gems or precious metals, up to 30' beyond the surface.
- The presence of living creatures, up to 30' beyond the surface.
- The presence of bodies of water or open spaces, up to 60' beyond the surface.

Using Magic Items

Svirfneblins can use all magic items (except for spell scrolls) which deal with summoning or controlling earth elementals. This includes items that can normally only be used by spell casters.

After Reaching 8th Level

A svirfneblin may construct a subterranean stronghold that will attract svirfneblins from far and wide.

Because of svirfneblins' connection with earth elementals, 1d3 16 HD earth elementals (see ***Conjure Elemental, p204***) will live in the rocks around the stronghold and will be friendly with the svirfneblins. They may warn of intruders, carry messages and news, etc. The elementals will also protect the svirfneblins in times of grave danger. However, in exchange a svirfneblin ruler must always defend earth elementals within the svirfneblins' territory.

Svirfneblin rulers can hire members of other races in the capacity of retainers or specialists, but only soldiers of svirfneblin stock may be hired.

Thief

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

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

Adjust ability scores: During character creation, thieves may not lower STR.

Back-Stab

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

Combat

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

Read Languages

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

Scroll Use

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

Thief Skills

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

- **Climb sheer surfaces (CS):** A roll is required for each 100' to be climbed. If the roll fails, the thief falls at the halfway point, suffering falling damage.
- **Find or remove treasure traps (TR):** A roll is required to find a treasure trap and then another to remove it. This may be attempted only once per trap.
- **Hear noise (HN):** In a quiet environment (e.g. not in combat), a thief may attempt to listen at a door or to hear the sounds of something (e.g. a wandering monster) approaching.
- **Hide in shadows (HS):** Requires the thief to be motionless—attacking or moving while hiding is not possible.
- **Move silently (MS):** A thief may attempt to sneak past enemies unnoticed.
- **Open locks (OL):** Requires thieves' tools (see ***Equipment, p94***). A thief can only try this skill once per lock. If the roll fails, the thief may not try the same lock again before gaining an experience level.
- **Pick pockets (PP):** If the victim is above 5th level, the thief's roll is penalised by 5% for every level above 5th. There is always at least a 1% chance of failure. A roll of more than twice the percentage required for success means that the attempted theft is noticed. The referee should determine the reaction of the victim (possibly using the reaction table under ***Encounters, p228***).

After Reaching 9th Level

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

Thief Level Progression

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

* Modifiers from CON no longer apply.

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

Thief Skills Chance of Success

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

Rolling Skill Checks

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

Other skills: Are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

Player Knowledge

The referee should roll for hear noise, hide in shadows, and move silently on the player's behalf, as the thief does not immediately know if the attempt was successful. If a hide in shadows or move silently roll fails, the referee knows that the thief has been noticed and should determine enemies' actions appropriately.





Character Races

(Optional Rule)

Class and Level Restrictions

Not all races are equally suited to every character class. Each demihuman race lists the classes that may be selected, as well as the maximum level to which characters of that race and class may rise. Restrictions to class and maximum level represent a race's suitability to different adventuring professions. For example, dwarves are inherently non-magical and so cannot be magic-users, halflings do not have a natural aptitude to warfare and can only advance to 6th level in the fighter class, and so on.

Racial class and level limits also work as a balancing factor in the rules, offsetting the extra abilities granted by demihuman races with strict limits on class choice and level advancement.

Lifting Class and Level Restrictions (Optional Rule)

In practice, many groups do not enforce the class and level restrictions of demihuman races. For groups who wish to lift these restrictions, it is worth bearing in mind that this change will eradicate the sole advantage of the Human race—its unique access to some classes and its unlimited level advancement—making humans relatively underpowered. For this reason, optional racial abilities are given for the Human race. The referee should consider using these if the group wishes to eradicate class or level limitations for demihumans. (These abilities should also be granted to human PCs who were created without using the rules for separate race and class!)





Drow

Requirements: Minimum INT 9
Ability modifiers: –1 CON, +1 DEX
Languages: Alignment, Common, Deepcommon, Elvish, Gnomish

Drow (also known as *dark elves*) are slender, fey demihumans with pointed ears, skin as black as the night sky, and hair of silver or white. They have extremely long lifespans, being nigh immortal. Drow dwell exclusively underground, carving great cities of stone and crystal. They are ruled by a cult of priests and priestesses who worship strange subterranean deities. They are related to the elves of the surface world and share their love of nature and magic. Drow typically weigh about 120 pounds and are from 5 to 5½ feet tall.

Available Classes and Max Level

- **Acrobat:** 10th
- **Assassin:** 10th
- **Cleric*:** 11th
- **Fighter:** 7th
- **Knight:** 9th
- **Magic-user:** 9th
- **Ranger:** 9th
- **Thief:** 11th

* At the referee's option, drow clerics may only exist as NPCs.

Detect Secret Doors

Drow have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a 2-in-6 chance (see ***Dungeon Adventuring, p222***).

Immunity to Ghoul Paralysis

Drow are completely unaffected by the paralysis ghouls can inflict.

Infravision

Drow have infravision to 90' (see ***Darkness, p220***).

Innate Magic

At 2nd level, a drow is able to cast the *darkness* spell (the reverse of *light*) once per day and, at 4th level, *detect magic* once per day (see ***Cleric Spells, p134***).

Light Sensitivity

When in bright light (daylight, *continual light*), drow suffer a –2 penalty to attack rolls and a –1 penalty to Armour Class.

Listening at Doors

Drow have a 2-in-6 chance of hearing noises (see ***Dungeon Adventuring, p222***).

Duergar

Requirements: Minimum CON 9, minimum INT 9
Ability modifiers: –1 CHA, +1 CON
Languages: Alignment, Common, Deepcommon, Dwarvish, Gnomish, Goblin, Kobold

Duergars (also known as *grey dwarves*) are short, scrawny, bearded demihumans who live in strongholds and cities deep underground. They are renowned for their greed for precious metals and stones and for their xenophobia toward other races. Like other dwarves, duergars have a naturally strong constitution and a high resistance to magic. Duergars are around 4' tall, weigh about 120 pounds, and have lifespans of up to 500 years. Their skin and hair are grey and their visages are ugly.

Available Classes and Max Level

- **Assassin:** 9th
- **Cleric*:** 8th
- **Fighter:** 9th
- **Thief:** 9th

* At the referee's option, duergar clerics may only exist as NPCs.

Combat

Due to their short height, duergars can only use small or normal sized weapons. They cannot use longbows or two-handed swords.

Detect Construction Tricks

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

Detect Room Traps

Due to their expertise with construction, duergars have a 2-in-6 chance of detecting non-magical room traps when searching (see ***Dungeon Adventuring, p222***).

Infravision

Duergars have infravision to 90' (see ***Darkness, p220***).

Light Sensitivity

When in bright light (daylight, *continual light*), duergars suffer a –2 penalty to attack rolls and a –1 penalty to Armour Class.

Listening at Doors

Duergars have a 2-in-6 chance of hearing noises (see ***Dungeon Adventuring, p222***).

Resilience

Duergars' natural constitution and resistance to magic grants them a bonus to saving throws versus paralysis, poison, spells, and magic wands, rods, and staves. This bonus depends on a duergar's CON score, as follows:

- **6 or lower:** No bonus
- **7–10:** +2
- **11–14:** +3
- **15–17:** +4
- **18:** +5

Stealth

Underground, duergars have a 3-in-6 chance of moving silently.

Dwarf

Requirements: Minimum CON 9
Ability modifiers: –1 CHA, +1 CON
Languages: Alignment, Common, Dwarvish, Gnomish, Goblin, Kobold

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

Available Classes and Max Level

- **Assassin:** 9th
- **Cleric*:** 8th
- **Fighter:** 10th
- **Thief:** 9th

* At the referee's option, dwarven clerics may only exist as NPCs.



Combat

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

Detect Construction Tricks

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

Detect Room Traps

Due to their expertise with construction, dwarves have a 2-in-6 chance of detecting non-magical room traps when searching (see ***Dungeon Adventuring, p222***).

Infravision

Dwarves have infravision to 60' (see ***Darkness, p220***).

Listening at Doors

Dwarves have a 2-in-6 chance of hearing noises (see ***Dungeon Adventuring, p222***).

Resilience

Dwarves' natural constitution and resistance to magic grants them a bonus to saving throws versus poison, spells, and magic wands, rods, and staves. This bonus depends on a dwarf's CON score, as follows:

- **6 or lower:** No bonus
- **7–10:** +2
- **11–14:** +3
- **15–17:** +4
- **18:** +5

Elf

Requirements: Minimum INT 9
Ability modifiers: –1 CON, +1 DEX
Languages: Alignment, Common, Elvish, Gnoll, Hobgoblin, Orcish

Elves are slender, fey demihumans with pointed ears. They have extremely long lifespans, being nigh immortal. This long-term perspective gives them a tendency to seem aloof to the concerns of humans, or even frivolous. Elvish music, arts, and crafts are renowned as the finest among all folk. Above all, they love nature and magic. Elves typically weigh about 120 pounds and are between 5 and 5½ feet tall.

Available Classes and Max Level

- **Acrobat:** 10th
- **Assassin:** 10th
- **Cleric*:** 7th
- **Druid*:** 8th
- **Fighter:** 7th
- **Knight:** 11th
- **Magic-user:** 11th
- **Ranger:** 11th
- **Thief:** 10th

* At the referee's option, elven clerics and druids may only exist as NPCs.

Detect Secret Doors

Elves have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a 2-in-6 chance (see ***Dungeon Adventuring, p222***).

Immunity to Ghoul Paralysis

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

Infravision

Elves have infravision to 60' (see ***Darkness, p220***).

Listening at Doors

Elves have a 2-in-6 chance of hearing noises (see ***Dungeon Adventuring, p222***).



Gnome

Requirements: Minimum CON 9, minimum INT 9
Ability modifiers: None
Languages: Alignment, Common, Dwarvish, Gnomish, Kobold, the secret language of burrowing mammals

Gnomes are a race of short demihumans with long noses and beards. They are cousins of the dwarves and the two races are on friendly terms. Gnomes prefer to dwell in underground complexes in forests or foothills. They love mining, precious stones, and machinery—from miniature marvels of clockwork to great construction engines. Gnomes are also famed for their penchant for pointy, red, felt hats. Gnomes are typically around 3½' tall and weigh around 100 pounds.

Available Classes and Max Level

- **Assassin:** 6th
- **Cleric*:** 7th
- **Fighter:** 6th
- **Illusionist:** 7th
- **Thief:** 8th

* At the referee's option, gnomish clerics may only exist as NPCs.

Combat

Armour must be tailored to gnomes' small size. Likewise, gnomes can only use weapons appropriate to their stature (as determined by the referee). They cannot use longbows or two-handed swords.

Defensive Bonus

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



Detect Construction Tricks

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

Infravision

Gnomes have infravision to 90' (see ***Darkness, p220***).

Listening at Doors

Gnomes have a 2-in-6 chance of hearing noises (see ***Dungeon Adventuring, p222***).

Magic Resistance

Gnomes are naturally resistant to magic, gaining a bonus to saving throws versus spells and magic wands, rods, and staves. This bonus depends on a gnome's CON score, as follows:

- **6 or lower:** No bonus
- **7–10:** +2
- **11–14:** +3
- **15–17:** +4
- **18:** +5

Speak with Burrowing Mammals

Gnomes often keep burrowing mammals such as badgers and moles as pets. They know the secret language of such creatures.

Half-Elf

Requirements: Minimum CHA 9, minimum CON 9
Ability modifiers: None
Languages: Alignment, Common, Elvish

Half-elves are the rare offspring of elves and humans. Physically, they tend to combine the best features of their parents, having the innate beauty of elves and the robust physique of humans. They are human-like in stature, but always have at least one feature that marks their elvish heritage (e.g. pointed ears or unusually bright eyes).

Available Classes and Max Level

- **Acrobat:** 12th
- **Assassin:** 11th
- **Bard:** 12th
- **Cleric:** 5th
- **Druid:** 12th
- **Fighter:** 8th
- **Knight:** 12th
- **Magic-user:** 8th
- **Paladin:** 12th
- **Ranger:** 8th
- **Thief:** 12th

Detect Secret Doors

Half-elves have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a 2-in-6 chance (see ***Dungeon Adventuring, p222***).

Infravision

Half-elves have infravision to 60' (see ***Darkness, p220***).



Halfling

Requirements: Minimum CON 9, minimum DEX 9
Ability modifiers: +1 DEX, –1 STR
Languages: Alignment, Common, Halfling

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

Available Classes and Max Level

- **Druid*:** 6th
- **Fighter:** 6th
- **Thief:** 8th

* At the referee's option, halfling druids may only exist as NPCs.

Combat

Armour must be tailored to halflings' small size. Likewise, halflings can only use weapons appropriate to their stature (as determined by the referee). They cannot use longbows or two-handed swords.

Defensive Bonus

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

Initiative Bonus (Optional Rule)

If using the optional rule for individual initiative (see ***Combat, p234***), halflings get a bonus of +1 to initiative rolls.



Listening at Doors

Halflings have a 2-in-6 chance of hearing noises (see ***Dungeon Adventuring, p222***).

Missile Attack Bonus

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

Resilience

Halflings' natural constitution and resistance to magic grants them a bonus to saving throws versus poison, spells, and magic wands, rods, and staves. This bonus depends on a halfling's CON score, as follows:

- **6 or lower:** No bonus
- **7–10:** +2
- **11–14:** +3
- **15–17:** +4
- **18:** +5

Half-Orc

Requirements: None
Ability modifiers: –2 CHA, +1 CON, +1 STR
Languages: Alignment, Common, Orcish

Half-orcs are the rare offspring of orcs and humans. They are human-like in stature and appearance, but usually have at least one feature that marks their orcish heritage (e.g. fangs or a pig-like snout). Due to the common animosity between orcs and humans, half-orcs are typically outcasts from both their parent cultures, living on the fringes of society and making a living by whatever means they can.

Available Classes and Max Level

- **Acrobat:** 8th
- **Assassin:** 8th
- **Cleric:** 4th
- **Fighter:** 10th
- **Thief:** 8th

Infravision

Half-orcs have infravision to 60' (see ***Darkness, p220***).



Human

Requirements: None
Ability modifiers: None
Languages: Alignment, Common

Humans are renowned for the deep passions that drive them through their short lives. They have the potential to become great leaders, forging alliances between other races, but they are easily corrupted.

Humans do not have any racial abilities but are the most flexible race, being able to select any class and advance without limits to experience level. (Other races, have a limited choice of character class and strict limits on maximum level.)

Available Classes and Max Level

All non-demihuman classes: Unlimited

Racial Abilities (Optional Rule)

If the optional rule for lifting demihuman class and level restrictions is used (see ***p78***), it is recommended that the loss of human characters' main advantage (i.e. unlimited advancement in any class) be compensated by the following abilities.

Ability Modifiers

+1 CHA, +1 CON.

Blessed

When rolling hit points (including at 1st level), the player of a human PC may roll twice and take the best result.

Decisiveness

When an initiative roll is tied, humans act first, as if they had won initiative. If using the optional rule for individual initiative (see ***Combat, p234***), humans get a bonus of +1 to initiative rolls.

Leadership

All of a human's retainers and mercenaries gain a +1 bonus to loyalty and morale.

Svirfneblin

Requirements: Minimum CON 9
Ability modifiers: None
Languages: Alignment, Common, Deepcommon, Gnomish, Dwarvish, Kobold, the language of earth elementals

Short, thickset demihumans with long noses and gnarled, hairless, grey skin. Svirfneblins (also known as *deep gnomes*) are subterranean cousins of the gnomes who live close to the surface. Svirfneblins are skilled tunnellers and makers of mechanical contraptions and cunning secret doors. They love gems above all else and excavate their communities around veins of precious stones. Svirfneblins are typically around 3½' tall and weigh around 120 pounds.

Available Classes and Max Level

- **Assassin:** 8th
- **Cleric*:** 7th
- **Fighter:** 6th
- **Illusionist:** 7th
- **Thief:** 8th

* At the referee's option, svirfneblin clerics may only exist as NPCs.

Blend into Stone

Svirfneblins have the uncanny ability to go unnoticed when in an environment of natural or carved stone so long as they remain silent and motionless. The chance of success is 4-in-6 in gloomy conditions or 2-in-6 in well-lit conditions.

Combat

Armour must be tailored to svirfneblins' small size. Likewise, svirfneblins can only use weapons appropriate to their stature (as determined by the referee). They cannot use longbows or two-handed swords.



Defensive Bonus

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

Detect Construction Tricks

Svirfneblins have a 2-in-6 chance of detecting new construction, sliding walls, or sloping passages when searching.

Infravision

Svirfneblins have infravision to 90' (see ***Darkness, p220***).

Light Sensitivity

When in bright light (daylight, *continual light*), svirfneblins suffer –2 to attack rolls and a –1 penalty to Armour Class.

Listening at Doors

Svirfneblins have a 2-in-6 chance of hearing noises (see ***Dungeon Adventuring, p222***).

Illusion Resistance

Svirfneblins gain a +2 bonus to all saving throws against illusions.

Speak with Earth Elementals

Svirfneblins can speak with natives of the plane of elemental earth.



Advancement

Experience

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

Prime Requisite Modifiers

Characters receive an XP bonus or penalty based on their score in their class' prime requisites (see ***Ability Scores, p20***). This modifier is applied to the grand total XP a particular character receives at the end of an adventure.

Levelling Up

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

Maximum XP in One Session

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

Level Titles

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

- **Acrobat:** Apprentice, Tumbler, Jumper, Gymnast, Vaulter, Leaper, Aerialist, Acrobat, Master Acrobat.
- **Assassin:** Bravo, Rutterkin, Waghalter, Murderer, Thug, Killer, Cutthroat, Executioner, Assassin.
- **Barbarian:** Hunter, Huntsmaster (Huntsmistress), Barbarian Warrior, Barbarian Hero, Berserker, Barbarian Champion, Horde Master (Mistress), Conqueror, Barbarian Lord (Lady).
- **Bard:** Rhymer, Lyricist, Sonnateer, Skald, Troubadour, Minstrel, Muse, Lorist, Bard.
- **Cleric:** Acolyte, Adept, Priest(ess), Vicar, Curate, Elder, Bishop, Lama, Patriarch (Matriarch).
- **Drow:** Acolyte/Veteran, Adept/Warrior, Priest(ess)/Swordmaster, Vicar/Hero, Curate/Swashbuckler, Elder/Myrmidon, Bishop/Champion, Lama/Superhero, Patriarch (Matriarch)/Lord (Lady).
- **Druid:** Aspirant, Ovate, Initiate of the 1st Circle, Initiate of the 2nd Circle, Initiate of the 3rd Circle, Initiate of the 4th Circle, Initiate of the 5th Circle, Initiate of the 6th Circle, Druid.



► **Duergar:** Skulk, Prowler, Scavenger, Warden, Mentalist, Kineticist, Vanisher, Duergar Champion, Duergar Lord (Lady).

► **Dwarf:** Dwarven Veteran, Dwarven Warrior, Dwarven Swordmaster, Dwarven Hero, Dwarven Swashbuckler, Dwarven Myrmidon, Dwarven Champion, Dwarven Superhero, Dwarven Lord (Lady).

► **Elf:** Medium/Veteran, Seer/Warrior, Conjurer/Swordmaster, Magician/Hero, Enchanter (Enchantress)/Swashbuckler, Warlock (Witch)/Myrmidon, Sorcerer (Sorceress)/Champion, Necromancer/Superhero, Wizard/Lord (Lady).

► **Fighter:** Veteran, Warrior, Swordmaster, Hero, Swashbuckler, Myrmidon, Champion, Superhero, Lord (Lady).

► **Gnome:** Gnome Prestidigitator, Minor Gnome Trickster, Gnome Trickster, Master Gnome Trickster, Gnome Cabalist, Gnome Visionist, Gnome Phantasmist, Gnome Apparitionist, Gnome Spellbinder, Gnome Illusionist.

► **Half-Elf:** Veteran, Warrior/Medium, Swordmaster/Seer, Hero/Seer, Swashbuckler/Conjurer, Myrmidon/Magician, Champion/Magician, Superhero/Enchanter (Enchantress), Lord (Lady)/Warlock (Witch).

► **Halfling :** Halfling Veteran, Halfling Warrior, Halfling Swordmaster, Halfling Hero, Halfling Swashbuckler, Halfling Myrmidon, Halfling Champion, Sheriff.

► **Half-Orc:** Outlaw, Pickpocket, Brigand, Bandit, Raider, Pillager, Marauder, Plunderer, Bandit Lord (Lady).

► **Illusionist:** Prestidigitator, Minor Trickster, Trickster, Master Trickster, Cabalist, Visionist, Phantasmist, Apparitionist, Spellbinder, Illusionist.

► **Knight:** Rider, Lancer, Armiger, Scutifer, Esquire, Knight Errant, Knight Bachelor, Knight, Knightly Lord (Lady).

► **Magic-User :** Medium, Seer, Conjurer, Magician, Enchanter (Enchantress), Warlock (Witch), Sorcerer (Sorceress), Necromancer, Wizard.

► **Paladin:** Gallant, Keeper, Protector, Defender, Warder, Guardian, Chevalier, Justiciar, Paladin.

► **Ranger:** Runner, Strider, Scout, Coursер, Tracker, Guide, Pathfinder, Ranger, Ranger Knight.

► **Svirfneblin:** Miner, Tunneller, Delver, Prospector, Excavator, Seeker, Gem Hunter, Stonespeaker, Svirfneblin Lord (Lady).

► **Thief:** Apprentice, Footpad, Robber, Burglar, Cutpurse, Sharper, Pilferer, Thief, Master Thief.

Wealth

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



Money

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

Starting Money

PCs start with 3d6 × 10 gold pieces.

Inheritance

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

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

Domains

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

See ***Strongholds, p118*** for full rules on building a stronghold and founding a domain.

Coin Conversion Rates

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


MULLEN







Equipment

Adventuring Gear

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

Descriptions

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

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

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

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

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

Holy water: Water that has been blessed by a holy person. It is used in some religious rituals and inflicts damage on undead monsters (see ***Weapon Combat Stats, p97***). Holy water does not retain its power if stored in any other container than the special vials it is blessed in.

Iron spikes: May be used for wedging doors open or shut (see ***Dungeon Adventuring, p222***), as an anchor to attach a rope to, and many other purposes.

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

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



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

► **Throwing:** An oil flask may be lit on fire and thrown (see ***Weapon Combat Stats, p97***).

► **Pools:** Oil that is poured on the ground and lit covers a diameter of 3 feet and burns for 1 turn, inflicting damage on any character or monster moving through the pool.

► **Immunity:** Burning oil does not harm monsters that have a natural flame attack.

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

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

Rations, standard: Fresh, unpreserved food.

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

Sack, large: Can hold up to 600 coins.

Sack, small: Can hold up to 200 coins.

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

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

Other Equipment

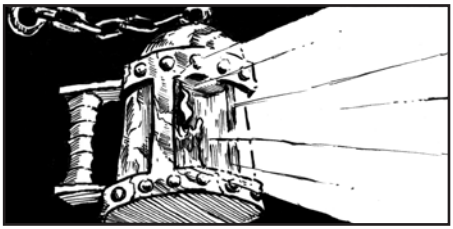
The items detailed in this section are those most commonly available for purchase. Should PCs wish to purchase items not on these lists, the referee may use the listed items as guidelines for determining the prices and characteristics of new items, including combat statistics (if appropriate).

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

Torch: A torch burns for 1 hour (6 turns), clearly illuminating a 30' radius. Torches may also be used in combat (see ***Weapon Combat Stats, p97***).

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

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



Weapons and Armour

Weapons

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

Ammunition

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

Armour

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

Encumbrance (Optional Rule)

If the optional rules for encumbrance are used (see ***Encumbrance, p215***), armour and weapons carried are treated as follows.

Option 1: Basic Encumbrance

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

Option 2: Detailed Encumbrance

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



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

Damage: Die rolled when using the optional rule for variable weapon damage (see ***Combat, p234***).

Weapon Qualities

Blunt: May be used by clerics.

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

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

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

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

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

Slow: The character acts last in each combat round (see ***Combat, p234***).

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

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

Poison

At the referee's option, various types of poison may be available for purchase. Using poison is a chaotic act, so it will be avoided by many characters. The sale of poisons is also prohibited by most cultures. Characters may have to turn to the black market or to clandestine guilds (e.g. of thieves or assassins) to acquire poison.

Effects of Poison

A victim of a poison attack must save versus poison with a modifier depending on the strength of the poison. The effects of the poison then depend on whether the save succeeded or failed.

The tables opposite list the available types of poison, the cost to purchase a single vial, and the following details:

- **Save modifier:** Applied to the victim's saving throw. Indicative of the strength of the poison.
- **Chance of detection:** Probability of the victim noticing the poison, either visually (per round of a poisoned blade being used) or by smell or taste. Characters who notice a poisoned blade may attack the one wielding it or may call for aid. A victim who notices an ingested poison will reject the poisoned drink or food, thus avoiding being poisoned.
- **Onset time:** The poison's effect occurs after this delay. An onset time of "instant" indicates that the poison takes effect instantly, before the victim has a chance to react in any way.
- **Effect (if save succeeds / fails):** Notes what happens to victim if the saving throw fails or succeeds.

Using Bloodstream Poisons

Bloodstream poisons are typically applied to a bladed weapon.

Application

Applying a vial of poison to a weapon takes one turn. A vial of poison is sufficient for a single bladed melee weapon or up to 6 arrows or crossbow bolts.

Effectiveness

Once applied to a blade, a poison is effective for up to two days or two hits in combat, whichever comes first.

Evaporation over time: After one day, a poison is at half effectiveness; after two days it is no longer effective.

Wiping off after hits: A poison has full effectiveness on the first successful attack. On the second successful attack, it has half effectiveness, and upon subsequent attacks the poison is no longer effective.

Half effectiveness: A poison at half effectiveness inflicts only half damage. For poisons that cause death (rather than damage), half effectiveness grants a +4 bonus to the saving throw.

Using Ingested Poisons

Ingested poisons take effect when swallowed by the victim. A vial of poison is enough to poison one victim.

Bloodstream Poisons

Type	Cost (gp)	Save Mod.	Chance of Detection	Onset Time	Effect (Save Succeeds)	Effect (Save Fails)
I	10	+6	80%	1d4+1 rounds	None	15hp damage
II	75	+5	65%	1d3 rounds	None	25hp damage
III	600	+4	40%	1 round	None	35hp damage
IV	1,500	+3	15%	Instant	None	Death

Ingested Poisons

Type	Cost (gp)	Save Mod.	Chance of Detection	Onset Time	Effect (Save Succeeds)	Effect (Save Fails)
I	5	+6	80%	2d4 rounds	10hp damage	20hp damage
II	30	+5	65%	1d4+1 rounds	15hp damage	30hp damage
III	200	+4	40%	1d2 rounds	20hp damage	40hp damage
IV	500	+3	15%	Instant	25hp damage	Death
V	1,000	+2	0%	1d4 turns	30hp damage	Death





Vehicles and Animals

Rules For Vehicles

Game Statistics

Hull Points (hp)

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

Armour Class (AC)

The vehicle's ability to resist damage from attacks.

Movement Rate

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

Cargo Capacity

The maximum load the vehicle can carry, measured in coins (see ***Time, Weight, and Movement, p214***).

Required Crew

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

Passengers or Mercenaries

Some vehicles have extra space aboard specifically intended to carry passengers or mercenaries (of any type, see ***Mercenaries, p112***) in addition to the normal crew. If a vehicle's description does not mention this space for passengers, it is assumed to only have space for the crew—the referee may rule that cargo hold space could be converted into additional living quarters.

Seaworthiness

Water vessels are divided into two categories, each behaving differently under different wind conditions (see ***Wind Conditions, p227***). Seaworthy vessels are suitable for use on the high seas, away from coastal waters. Unseaworthy vessels are restricted to rivers, lakes, or coastal waters.

Damaging Vehicles

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

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

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

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

Mounted weaponry: Some vehicles carry mounted weaponry specifically designed for vehicle-to-vehicle combat. Such weapons inflict hull damage directly. The rules for attacking with ship-mounted weapons are described in ***Water Vessels, p106***.

Effects of Hull Damage

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

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

Destruction

If a vehicle is reduced to 0 hull points:

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

Repairs

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

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

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



Boarding

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

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

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

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

Rowed Water Vessels

Rowing Encounter Speeds

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

Reduced Oarsmen

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

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

Animals of Burden

Camel

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

AC 7 [12], **HD** 2 (9hp), **Att** 1 × bite (1), 1 × hoof (1d4), **THAC0** 18 [+1], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 20

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

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

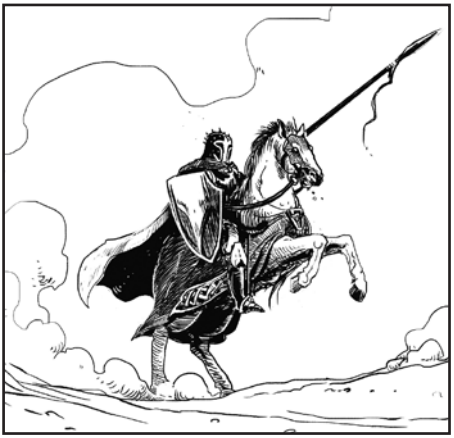
► **Desert travel:** Move at full speed through broken lands and deserts.

Draft Horse

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

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

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



Mule

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

AC 7 [12], **HD** 2 (9hp), **Att** 1 × kick (1d4) or 1 × bite (1d3), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 8, **AL** Neutral, **XP** 20

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

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

Riding Horse

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

AC 7 [12], **HD** 2 (9hp), **Att** 2 × hoof (1d4), **THAC0** 18 [+1], **MV** 240' (80'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 20

War Horse

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

AC 7 [12], **HD** 3 (13hp), **Att** 2 × hoof (1d6), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral, **XP** 35

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

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

Animals of Burden

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

Dogs

Dogs

Dog Type	Cost (gp)	Miles per Day	Movement Rate
Hunting	17	36	180' (60')
War	25	24	120' (40')

Hunting Dog

Domestic breeds selected for their intelligence and excellent sense of smell.

AC 7 [12], **HD** 1+2 (6hp), **Att** 1 × bite (1d6), **THAC0** 18 [+1], **MV** 180' (60'), **SV** D12 W13 P14 B15 S16 (1), **ML** 10, **AL** Neutral, **XP** 15

► **Tracking:** By scent. Once started, very difficult to put off the trail.

► **Command:** Trained to attack on owner's command.

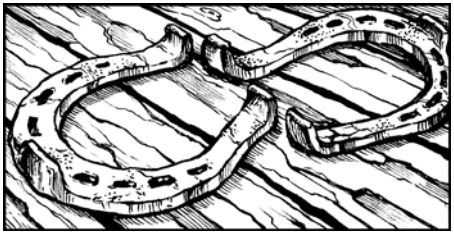
War Dog

Large domestic breeds selected for their bulk and ferocious nature.

AC 8 [11], **HD** 2+2 (11hp), **Att** 1 × bite (2d4), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 11, **AL** Neutral, **XP** 25

► **Armour:** Trained to wear armour (see ***Tack and Harness***).

► **Command:** Trained to attack on owner's command.



Tack and Harness

Tack and Harness

Item	Cost (gp)
Dog armour	25
Horse barding	150
Saddle and bridle	25
Saddle bags	5

Dog armour: Light leather armour with a spiked collar. Provides the animal with an AC of 6 [13].

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

Saddle bags: Hold up to 300 coins weight.

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

Land Vehicles

Descriptions

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

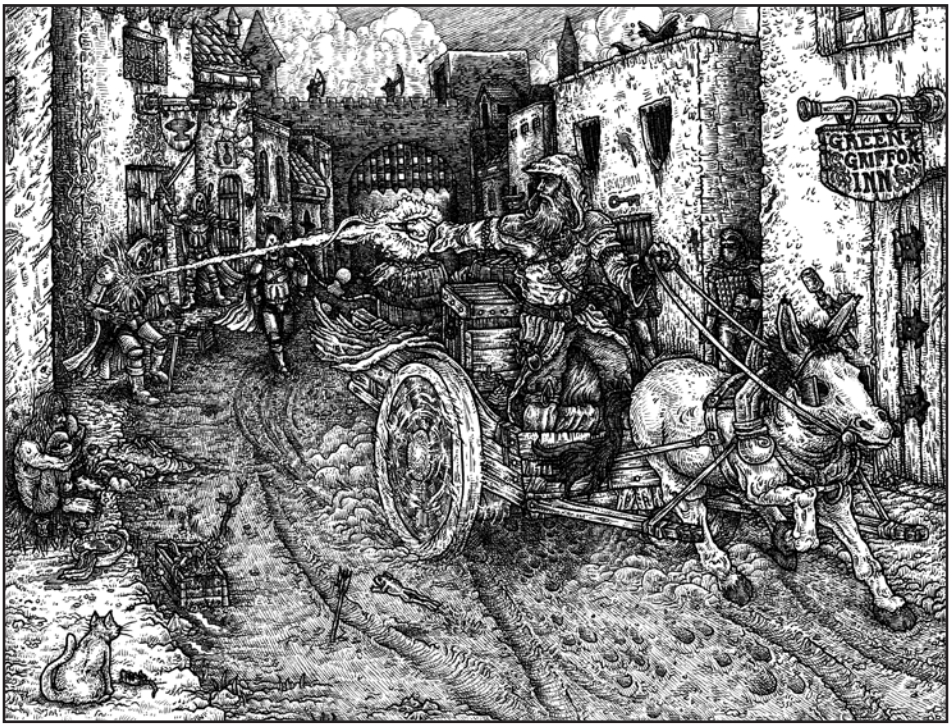
Wagon: A four-wheeled, open vehicle. Wagons have an AC of 9 [10] and 2d4 hull points.

Required Animals

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

Difficult Terrain

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





Water Vessels

Seaworthy Vessels

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

Descriptions

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

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

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

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

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

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

Historical Periods

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

Unseaworthy Vessels

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

Descriptions

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

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

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

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

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

Vessel Dimensions

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

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

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

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

Vessel Movement and Crew

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

* Crew act as rowers, sailors, and fighters.

** May be piloted by unskilled characters.

Crew

Vessels are propelled by rowing or sailing, with some able to use either means. The necessary crew and the resulting speeds are given in the table above. The pay rates for crew are listed in ***Specialists, p114***.

Ship Modifications

The following modifications may be made to an existing ship:

► **Warship:** A sailing ship may be converted into a warship or troop transport of the same size. The modification costs one-third of the ship's original cost.

► **Catapult:** A catapult may be added to a galley, longship, or warship.

► **Ram:** A ram may be added to a large or small galley (a war galley already comes with a ram fitted).

Rams

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

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

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

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

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

Vessel Combat Stats

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

* Crew act as rowers, sailors, and fighters.

Catapults

Fire either large rocks or flaming pitch.

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

Range: 150–300 yards.

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

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

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

Catapult Shot

Inflicts 3d6 hull damage against ships.

Catapult Shot, Pitch

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

Ship Weaponry

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



Hired Help

Retainers

Retainers are NPCs that are hired by characters to accompany them on an adventure.

Limit per PC: Each character is limited to a finite number of retainers, as indicated by the character's Charisma score (see ***Ability Scores, p20***).

Duties: Retainers are not mindless slaves and, although they will usually share the party's risks, they will not willingly act as battle fodder. If abused in any way, retainers will typically warn others of this and the PCs will soon find it difficult to hire other retainers.

Class and Level

Retainers can be of any class (including normal humans—effectively of level 0), but must be of equal or lower level to the hiring PC.

Recruitment

Potential retainers may be located by frequenting drinking establishments or by paying to post notices of help wanted.

Applicants are recruited through negotiation, with the referee playing the roles of the NPCs a character attempts to hire. The PC should explain what the job entails and the wages paid.

Wages and Upkeep

The referee should determine the rate of pay desired by potential retainers, taking the following factors into account:

- **Skill level:** More experienced retainers will want a higher rate of pay, whereas those employed for unskilled tasks will have lower demands.
- **Competition:** Retainers may accept lower rates of pay if there are many applicants, but may demand higher rates if there is little competition for the job.

Standard Rate

Retainers will usually want a guaranteed fee (per day or per adventure) and a share of treasure recovered (at very least a half share). For example: a fee of 1gp per day plus a half share of treasure.

Upkeep

The hiring PC must also pay for the retainer's daily upkeep (food and lodgings) and for any new adventuring gear, weapons, or mounts the retainer requires.

Shares of Treasure

Fractional shares of treasure are calculated by dividing the treasure by the total number of shares. For example, a party consisting of 5 PCs (who receive full shares) plus one retainer (who is paid a half share) discover 2,750gp of treasure. The total is divided by 5.5 (five full shares plus one half share): 500gp. Thus, each PC gains 500gp and the retainer gains 250gp.

Applicant Reactions

Once an offer is made, the referee determines the potential retainer's reaction by rolling 2d6 on the table below, modified as follows:

► **Charisma:** The roll is modified by the hiring character's reaction modifier due to CHA (see ***Ability Scores, p20***).

► **Generosity:** The referee may apply a bonus or penalty, depending on the attractiveness of the deal (+1 or +2 for generous offers, –1 or –2 for poor offers).

► **Reputation:** A penalty of –1 or –2 may be applied, if the hiring PC has a bad reputation.

Retainer Hiring Reactions

2d6	Result
2 or less	Ill will
3–5	Offer refused
6–8	Roll again
9–11	Offer accepted
12 or more	Offer accepted, +1 loyalty

Ill will: A –1 penalty applies to further hiring reaction rolls while recruiting in the same town or area.



Experience

Although retainers are played by the referee, they acquire experience in the same way PCs do, can advance in level, and are affected by all of the same class rules as PCs.

XP penalty: Because retainers follow instructions when on an adventure, thus not directly engaging in problem solving, XP they receive is penalised by –50%.

Normal humans: When a normal human (i.e. a retainer of level 0 with no character class) gains XP, they must choose an adventuring character class.

Loyalty

Retainers have a loyalty rating, determined by the hiring character's CHA (see ***Ability Scores, p20***). This rating may be adjusted at the referee's discretion:

► **Bonuses:** A retainer's loyalty may be increased if the PC has been particularly good to the retainer (e.g. has repeatedly given additional treasure).

► **Penalties:** A retainer's loyalty may be reduced if the PC has been cruel or contrary to their word.

Loyalty Checks

To make a loyalty check, the referee rolls 2d6 and, if the result is lower than or equal to the retainer's loyalty rating, accounting for any adjustments, the roll has succeeded.

When to Check Loyalty

Loyalty checks are made in two circumstances:

► **Peril:** Each time the retainer is exposed to a particularly perilous situation. If the roll fails, the retainer will likely flee.

► **After an adventure:** If the roll fails, the retainer will not work for the PC again.



Mercenaries

Hired soldiers who will guard, patrol, and otherwise serve in wilderness settings, but only as part of a larger force, not an adventuring party. Mercenaries do not accompany characters on adventures.

Note that as mercenaries are hired by a character to perform specific services, they are not treated as retainers and thus do not count toward a character's maximum number of retainers.

Locating Mercenaries

Mercenaries can be located by posting notices of help wanted. The response will depend on the availability of suitable troops in the area and the offer made.

Wages

Outside of wartime: As listed opposite.

During wartime: All wages are doubled.

Upkeep

The monthly rate of pay includes food and basic gear. Most mercenaries already have weapons and armour when hired, though their employer may give them additional gear. Note that armourers are required to repair mercenaries' armour and weapons (see ***Specialists, p114***).

Mercenaries

Type	AC	Morale	Wage per Month				
			Human	Dwarf	Elf	Orc	Goblin
Archer	6 [13]	8	5gp	–	10gp	3gp	2gp
Archer, mounted	9 [10]	9	15gp	–	30gp	–	–
Crossbowman	5 [14]	8	4gp	6gp	–	2gp	–
Crossbowman, mounted	9 [10]	9	–	15gp	–	–	–
Footman, light	6 [13]	8	2gp	–	4gp	1gp	5sp
Footman, heavy	4 [15]	8	3gp	5gp	6gp	15sp	–
Horseman, light	7 [12]	9	10gp	–	20gp	–	–
Horseman, medium	5 [14]	9	15gp	–	–	–	–
Horseman, heavy	3 [16]	9	20gp	–	–	–	–
Longbowman	5 [14]	8	10gp	–	20gp	–	–
Peasant	9 [10]	6	1gp	–	–	–	–
Wolf rider	7 [12]	9	–	–	–	–	5gp

Archer

Equipped with a shortbow, leather armour, and a shield.

Archer, Mounted

Mounted on a riding horse. Equipped with a shortbow.

Crossbowman

Equipped with a crossbow and chainmail.

Crossbowman, Mounted

Mounted on a mule. Equipped with a crossbow.

Footman, Light

Equipped with a sword, leather armour, and a shield.

Footman, Heavy

Equipped with a sword, chainmail, and a shield.

Horseman, Light

Mounted on a riding horse. Equipped with a lance and leather armour.

Horseman, Medium

Mounted on a warhorse. Equipped with a lance and chainmail.

Horseman, Heavy

Mounted on a warhorse. Equipped with a sword, a lance, and plate mail.

Longbowman

Equipped with a longbow, a sword, and chainmail.

Peasant

Unarmed.

Wolf Rider

Mounted on a wolf. Equipped with a spear and leather armour.

Specialists

All types of characters that PCs may wish to hire for non-combat and non-adventuring purposes (i.e. not mercenaries or retainers) are termed ***specialists***.

Note that as specialists are hired by a character to perform specific services, they are not treated as retainers and thus do not count toward a character's maximum number of retainers.

The most common types of specialists are described, along with their typical monthly pay rates. This list is not exhaustive and the referee may create additional types of specialists as needed.

Locating Specialists

Specialists can be located by posting notices of help wanted. The response will depend on the availability of suitable specialists in the area and the offer made.

Wages and Upkeep

The monthly rate of pay includes food and basic gear.

Specialists

Specialist	Wage per Month
Alchemist	1,000gp
Animal trainer	500gp
Armourer	100gp
Assistant armourer	15gp
Blacksmith	25gp
Engineer	750gp
Navigator	150gp
Oarsman	2gp
Sage	2,000gp
Sailor	10gp
Ship's captain	250gp
Spy	500gp (or more)

Alchemist

Recreating potions: Based on a sample or recipe, an alchemist can produce a potion at twice the normal speed and for half the normal cost (see ***Magical Research, p126***).

Researching potions: An alchemist may also research new potions, but this takes twice as long and costs twice as much as normal.



Animal Trainer

Trainers are not required for small numbers of common animals like dogs, horses, or mules, but more exotic animals or larger numbers of normal animals require a specialised trainer.

Speciality: All animal trainers are specialised in a particular kind of animal.

Number of animals: A trainer can have up to six animals under their care at a time.

Time required: The referee decides how long an animal must be trained, based on the nature of the training. It will take a minimum of one month to teach an animal the first new behaviour or trick. After this first month, an animal has become accustomed to the trainer and can be taught additional behaviours at twice the rate (two weeks per behaviour).

Interruptions: If training is interrupted, all time already spent on that particular behaviour is lost and the animal becomes unable to learn further behaviours.

Armourer

Producing weapons and armour: Per month, an armourer can make five weapons, three shields, or one suit of armour.

Maintaining mercenaries' gear: A dedicated armourer is required per 50 troops.

Assistants: An armourer's output (either in terms of arms produced or troops maintained) may be doubled by hiring two ***assistant armourers*** and one ***blacksmith***. If four assistants and two blacksmiths are hired, the armourer's output may be quadrupled. An armourer cannot coordinate more assistants than this.

Assistant Armourer

Apprentices who may work under an armourer to increase the rate of production. See ***Armourer***.

Blacksmith

Craftsmen trained in the art of forging metal. Blacksmiths may be hired to work under an armourer to increase the rate of production. See ***Armourer***.

Engineer

Engineers plan and oversee large construction projects such as building strongholds (see ***Strongholds, p118***).

Number required: One engineer is needed per 100,000gp cost of the project.

Speciality: Humans usually handle overground structures, while dwarves may be hired for underground construction.

Navigator

A navigator is a sailor who understands how to read charts and navigate based on instruments and the position of the stars. Any time a ship ventures beyond sight of a coastline, it becomes lost if a navigator is not aboard. (See ***Waterborne Adventuring, p226***.)

Oarsman

Unskilled normal humans who man the oars of sea vessels. Not trained for combat.

Sage

Sages are very rare individuals who devote their lives to the study of obscure knowledge. A sage may be consulted to answer unusual questions.

Time and cost: The referee must judge the time and cost required to research the answer to a question.

Chance of success: There is never a 100% chance of success in finding an answer.

Sailor

Skilled normal humans who can handle a ship. Sailors can fight to defend their ship, typically being equipped with a sword, shield, and leather armour.

Ship's Captain

A captain is required for any large ship, is skilled like a sailor, and has an intimate knowledge of the particular coasts they frequent.

Spy

A spy is hired to gather information about a person or group. The spy may be an outsider who tries to infiltrate or may be a traitor already connected with the person or group to be spied upon.

Class: Spies are often NPC thieves, but may be of any character class.

Time: The referee will determine the time required for the job.

Chance of success: The referee judges the probability of success in the mission, based on the circumstances.

Reliability: Spies may or may not be reliable and could stab the hiring character in the back (perhaps literally!).





Strongholds

Construction

When PCs wish to construct strongholds or any other type of building, the following procedure should be used:

1. **Permission:** It may be necessary to secure permission to build from an existing authority over the land. This may not be required if the land is uncharted wilderness.
2. **Clear land:** If the construction site is in the wilderness, all monsters in a 6-mile area (i.e. one hex on a typical small-scale wilderness map) must be killed or driven off.
3. **Design:** The player creates a plan for the stronghold and calculates the costs (see construction prices overleaf).
4. **Review:** The referee should review and approve the player's plans.
5. **Hire engineers:** For every 100,000gp cost of the stronghold, the PC must hire one engineer (see ***Specialists, p114***).
6. **Construction:** Once the land has been cleared and construction materials delivered, construction may commence. The time required depends entirely on the stronghold's total price: one day of game time per 500gp.
7. **Prepare for settlers:** If the PC wishes to found a dominion and attract settlers, a wider area around the stronghold should be cleared of dangers.

Building in Towns

Permission: While local rulers may allow PCs to build in a town, it is unlikely that they will grant permission for the construction of castles or fortifications.

Costs: When building in an existing town or city, the proximity of materials and labour greatly reduce the costs.

- **Stone buildings:** Reduced by 60%.
- **Wooden buildings:** Reduced by 80%.



Domain Management

Maintaining Cleared Lands

To prevent monsters from returning to cleared lands, mercenaries may be hired to conduct patrols. These patrols can cover a maximum radius of 18 miles around a stronghold (6 miles, in inhospitable terrain such as swamp, mountains, or thick jungle). If the area to be maintained is larger, additional garrisons must be stationed at intervals.

Settlers

The PC may wish to attract settlers into a cleared area. In addition to ensuring the safety of surrounding lands, the character will have to fund construction of other buildings (e.g. accommodation, commercial facilities, transport infrastructure, etc.) to attract settlers. Advertising may also be necessary. The referee will determine the costs involved and how many settlers are attracted.

Taxation

If settlers move into the PC's domain, the character can expect to gain 10gp of taxes per year from each settler.



Structures

Structure Prices

Structure	Cost
Barbican	37,000gp
Bastion	9,000gp
Civilian building, stone	3,000gp
Civilian building, wood	1,500gp
Drawbridge	500gp
Gatehouse	6,500gp
Keep	75,000gp
Moat	400gp
Subterranean passage	500gp
Tower, large	30,000gp
Tower, small	15,000gp
Wall, castle	5,000gp

Descriptions

Barbican: Heavily fortified entry/exit point in a castle wall: two small towers, a gatehouse, and a drawbridge.

Bastion: Semi-circular tower built against a castle wall. 30' base, 30' high, walls 5' thick.

Civilian building, stone: Two levels; wooden stairs, doors, floors, and roof; attic. Outer wall 120' long (e.g. 30'×30'), walls 1–2' thick.

Civilian building, wood: Two levels; wooden stairs, doors, floors, and roof; attic. Outer wall 120' long (e.g. 30'×30').

Drawbridge: Raisable wooden bridge crossing a moat. May be attached to a gatehouse. 10' long.

Gatehouse: Fortified entry/exit point in a castle wall. Includes a portcullis. 30'×30' base, 20' high, walls 5' thick.

Keep: Fortified, central building of a castle. 60' square, 80' high, walls 10' thick.

Moat: Defensive ditch, often filled with water. 100' long, 20' wide, 10' deep.

Subterranean passage: Typical 10'×10'×10' dungeon passageway.

Tower, large: Round tower, either free-standing or built into a castle wall. 30' base, 40' high, walls 5' thick.

Tower, small: Round tower, either free-standing or built into a castle wall. 20' base, 30' high, walls 5' thick.

Wall, castle: Stone wall with battlements. 100' long, 20' high, 10' thick.

Non-Standard Dimensions

Bastions

Bastions of dimensions other than those listed may be constructed. Use the guidelines for towers, below, and divide by two.

Castle Walls

Higher castle walls may be constructed at increased cost. A 100' length of 30' high wall costs 7,500gp. Every additional 10' of height beyond this (up to a maximum of 60' high) costs 5,000gp.

Towers

Towers of dimensions other than those listed may be constructed. The cost is determined by the height of the tower and the diameter of its base (in feet).

- **Maximum height:** Twice the base diameter.
- **Up to the base diameter:** Each 10' of height costs 200gp × the base diameter.
- **Above the base diameter:** Each 10' of height costs 400gp × the base diameter.

Example Tower Cost Calculation

A 60' high tower with a 40' diameter base is to be constructed.

The cost will be 8,000gp (40 × 200gp) per 10' for the first 40' of height and 16,000gp (40 × 400gp) per 10' for the remainder of the height.

The total cost is thus (8,000gp × 4) + (16,000gp × 2) = 64,000gp.

Interior Features

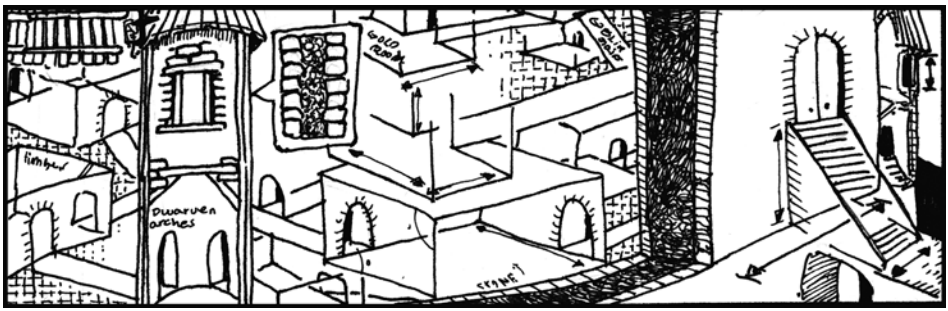
The common interior features of a stronghold are listed in the table below.

Simple Approach

For simplicity, the cost of a stronghold may be increased by 25% to account for interior details, including: reinforced doors, stone stairs, flagstone flooring, tile roofing, windows or arrow slits, bars and shutters on windows, and standard furnishings.

Detailed Approach

If the group wishes to perform more detailed calculations or if additional features are desired, the table below may be consulted.



Structure Interior Features

Detail	Dimensions	Cost (gp)
Arrow slit	–	10
Door, iron	3’ wide, 7’ tall	50
Door, reinforced wood	3’ wide, 7’ tall	20
Door, stone	3’ wide, 7’ tall	50
Door, wood	3’ wide, 7’ tall	10
Floor, flagstones or tiles	10’×10’ section	100
Floor, wood	10’×10’ section	40
Roof, tiled	10’×10’ section	100
Roof, wood	10’×10’ section	40
Secret door or trapdoor	Normal	5 × normal
Shifting wall	10’×10’ section	1,000
Stairs, stone	3’ wide, 10’ long section	60
Stairs, wooden	3’ wide, 10’ long section	20
Trapdoor, iron	4’×3’	120
Trapdoor, reinforced wood	4’×3’	40
Trapdoor, stone	4’×3’	120
Trapdoor, wood	4’×3’	20
Window	–	10
Window bars	–	10
Window shutters	–	5



Magic

Spells

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

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

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

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

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

Memorizing Spells

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

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

Casting Spells

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

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

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

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

Spell Effects

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

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

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

Arcane Magic

Memorizing Spells

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

Reversing Spells

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

Divine Magic

Memorizing Spells

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

Reversing Spells

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

Deity Disfavour

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

Spells and Deity Alignment

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

- **Lawful characters:** Will only use reversed spells in dire circumstances.
- **Chaotic characters:** Will usually use reversed spells, only using the normal versions of spells to benefit allies of their religion.
- **Neutral characters:** Will favour either normal or reversed spells, depending on the deity served (no deity favours both reversed and normal spells).

Turning the Undead

Some divine spell casters have the ability to turn the undead, with the chance of success noted in their character class description. Unless noted in the character class description, turning the undead may be attempted without limit.

Limits on Turning the Undead (Optional Rule)

Groups who wish to impose limits on turning the undead may use the following guidelines:

- **Frequency:** Each character capable of turning the undead may make one attempt per encounter.
- **Mixed groups of undead:** In encounters with multiple types of undead, a character who makes a successful turning attempt may optionally make another attempt in the following round. This process may be repeated until all types of undead have been affected or a turning attempt fails.
- **Duration:** A successfully turned monster is affected for 1 turn. Following this turn, the monster may return.

Spell Books

Arcane spell casters record the spells that they know in a spell book. Two different sets of rules for handling spell books are presented here—standard rules which limit the number of spells a character may have in their spell book and advanced rules which allow arcane spell casters a much wider range of spells. The referee should decide which rules to use.

Standard Spell Book Rules

Number of Spells

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

Beginning Spells

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

Adding Spells

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

► **Mentoring:** The character may consult an arcane guild or mentor to learn new spells. This process takes about a week of game time. The spells a character learns in this way are determined by the referee, who may decide to let the player choose.

► **Research:** It is also possible to add spells to a spell book by means of magical research (see ***p126***).

Advanced Spell Book Rules (Optional Rule)

Number of Spells

There is no limit to the number of spells in the character's spell book.

Beginning Spells

Arcane spell casters begin play with a number of spells in their spell book determined by their INT score (see the table below). The referee may choose these spells or may allow the player to select.

Adding Spells

An arcane spell caster may attempt to add spells to their spell book at any time, as follows:

► **Copying:** Spells of a level which the character can cast may be copied from another source, for example scrolls or the spell books of another spell caster. The chance of success depends on the copying character's INT score (see the table below). If the roll fails, the character can never learn the spell.

► **Research:** It is also possible to add spells to a spell book by means of magical research (see ***p126***).

Spell Books and Learning Spells

INT	Beginning Spells	Chance of Copying
3	1	20%
4–5	1	30%
6–7	2	35%
8–9	2	40%
10–12	3	50%
13–14	3	70%
15–16	4	75%
17	4	85%
18	5	90%

Lost Spell Books

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

► **Cost:** The cost per spell to be recovered is 1 week of game time and 1,000gp per level of the spell. For instance, rewriting two first level spells and one 2nd level spell will take 4 weeks and 4,000gp.

► **Sole activity:** This activity requires complete concentration. The character may not engage in any other activity for the required period.

Captured Spell Books

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



Magical Research

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

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

Creating New Spells

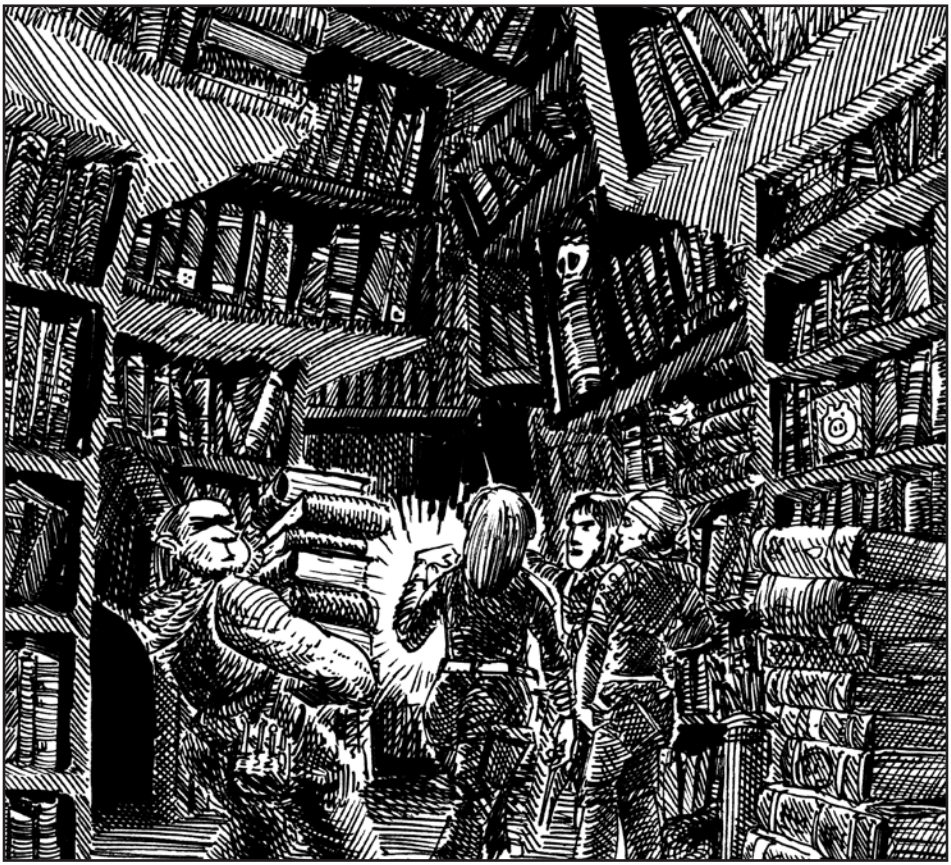
The player should describe in detail the spell they wish to create and the effects it has. The referee will then decide if the spell can be created and, if so, what the spell level will be.

Restrictions

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

Cost and Time

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



Creating Magic Items

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

Restrictions

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

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

Materials

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

Cost and Time

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

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

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



Other Magical Research

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

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

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

Chance of Failure

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

Cleric Spell List

1st Level

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



2nd Level

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

3rd Level

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

4th Level

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

5th Level

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

Reversible Spells

If a spell can be reversed (see ***p122***), the name of the reversed version is noted in parentheses.

Druid Spell List

1st Level

1. Animal Friendship
2. Detect Danger
3. Entangle
4. Faerie Fire
5. Invisibility to Animals
6. Locate Plant or Animal
7. Predict Weather
8. Speak with Animals

2nd Level

1. Barkskin
2. Create Water
3. Cure Light Wounds *(Cause Lt. Wounds)*
4. Heat Metal
5. Obscuring Mist
6. Produce Flame
7. Slow Poison
8. Warp Wood

3rd Level

1. Call Lightning
2. Growth of Nature
3. Hold Animal
4. Protection from Poison
5. Tree Shape
6. Water Breathing *(Air Breathing)*

4th Level

1. Cure Serious Wounds *(Cause Sr. Wounds)*
2. Dispel Magic
3. Protection from Fire and Lightning
4. Speak with Plants
5. Summon Animals
6. Temperature Control

5th Level

1. Commune with Nature
2. Control Weather
3. Pass Plant
4. Protection from Plants and Animals
5. Transmute Rock to Mud *(Mud to Rock)*
6. Wall of Thorns



Illusionist Spell List

1st Level

1. Auditory Illusion
2. Chromatic Orb
3. Colour Spray
4. Dancing Lights
5. Detect Illusion
6. Glamour
7. Hypnotism
8. Light *(Darkness)*
9. Phantasmal Force
10. Read Magic
11. Spook
12. Wall of Fog

2nd Level

1. Blindness / Deafness
2. Blur
3. Detect Magic
4. False Aura
5. Fascinate
6. Hypnotic Pattern
7. Improved Phantasmal Force
8. Invisibility
9. Magic Mouth
10. Mirror Image
11. Quasimorph
12. Whispering Wind

3rd Level

1. Blacklight
2. Dispel Illusion
3. Fear
4. Hallucinatory Terrain
5. Invisibility 10' Radius
6. Nondetection
7. Paralysation
8. Phantom Steed
9. Rope Trick
10. Spectral Force
11. Suggestion
12. Wraithform

4th Level

1. Confusion
2. Dispel Magic
3. Emotion
4. Illusory Stamina
5. Improved Invisibility
6. Massmorph
7. Minor Creation
8. Phantasmal Killer
9. Rainbow Pattern
10. Shadow Monsters
11. Solid Fog
12. Veil of Abandonment

5th Level

1. Chaos
2. Demi-Shadow Monsters
3. Illusion
4. Looking Glass
5. Major Creation
6. Maze of Mirrors
7. Projected Image
8. Seeming
9. Shadowcast
10. Shadowy Transformation
11. Time Flow
12. Visitation

6th Level

1. Acid Fog
2. Dream Quest
3. Impersonation
4. Manifest Dream
5. Mass Suggestion
6. Mislead
7. Permanent Illusion
8. Shades
9. Through the Looking Glass
10. Triggered Illusion
11. True Seeing
12. Vision

Reversible Spells

If a spell can be reversed (see ***p122***), the name of the reversed version is noted in parentheses.

Magic-User Spell List

1st Level

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

2nd Level

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

3rd Level

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

4th Level

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

5th Level

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

6th Level

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







Cleric Spells

1st Level Spells

Cure Light Wounds

Duration: Instant
Range: The caster or a creature touched

This spell has two uses

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

Reversed: Cause Light Wounds

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

Detect Evil

Duration: 6 turns
Range: 120'

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

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

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

Detect Magic

Duration: 2 turns
Range: 60'

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

Light

Duration: 12 turns
Range: 120'

This spell has three usages:

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

Reversed: Darkness

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

Protection from Evil

Duration: 12 turns
Range: The caster

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

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

► **Affected creatures' attacks:** Against the caster are penalised by –1.

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

Purify Food and Water

Duration: Permanent
Range: 10'

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

► **Drink:** 6 quarts.

► **Rations:** One trail ration (iron or standard).

► **Unpreserved food:** A quantity sufficient for 12 human-sized beings.

Remove Fear

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

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

Reversed: Cause Fear

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

Resist Cold

Duration: 6 turns
Range: 30'

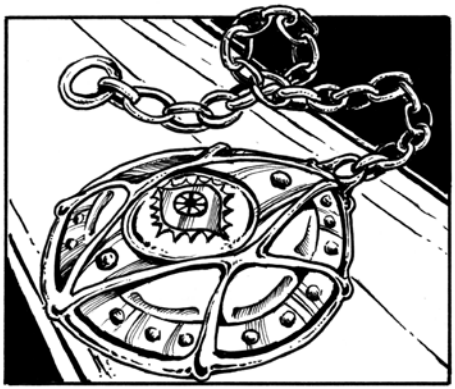
All creatures within range are protected from cold, as follows:

► **Normal cold:** Unharmed by non-magical freezing temperatures.

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

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





2nd Level Spells

Bless

Duration: 6 turns
Range: 60'

May be used in one of two situations:

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

Reversed: Blight

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

Find Traps

Duration: 2 turns
Range: 30'

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

► **Magical and mechanical traps:** Are both detected.

► **No knowledge:** About the nature of the trap or how to deactivate it is granted.

Hold Person

Duration: 9 turns
Range: 180'

This spell causes one or more humans, demihumans, or human-like monsters (see ***Persons*** in the *Advanced Fantasy Referee's Tome*) to be paralysed if they fail a **saving throw versus spells**. It may be cast in two ways:

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

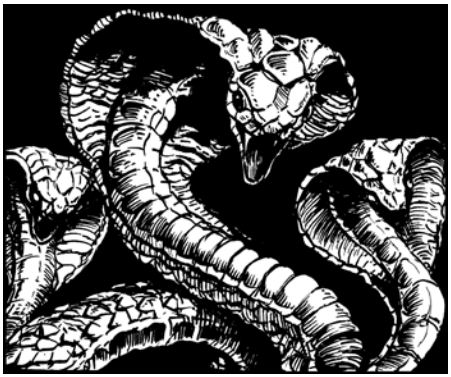
Restrictions: Human-like monsters of greater than 4+1 HD (see ***Hit point modifiers*** in the *Advanced Fantasy Referee's Tome*) and undead are not affected.

Know Alignment

Duration: 1 round
Range: 10'

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





Resist Fire

Duration: 2 turns
Range: 30'

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

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

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

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

Silence 15' Radius

Duration: 12 turns
Range: 180'

A 15' radius area is rendered utterly silent.

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

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

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

Snake Charm

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

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

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

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

Speak with Animals

Duration: 6 turns
Range: 30'

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

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

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

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

3rd Level Spells

Continual Light

Duration: Permanent
Range: 120'

This spell has three usages:

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

Reversed: Continual Darkness

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



Cure Disease

Duration: Instant
Range: 30'

This spell has two uses:

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

Reversed: Cause Disease

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

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



Growth of Animal

Duration: 12 turns
Range: 120'

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

► **Damage:** The damage inflicted by the animal's attacks is doubled.

► **Load:** The amount of weight the animal can carry is doubled.

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

Locate Object

Duration: 6 turns
Range: 120'

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

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

Restrictions: This spell cannot be used to locate creatures.

Remove Curse

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

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

Reversed: Curse

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

► **Effects:** The exact form and effects of the curse are determined by the caster.

► **Maximum possible effects include:** A –2 penalty to saving throws, a –4 penalty to hit, reducing an ability score by 50%.

► **Multiple curses:** May afflict a creature, as long as each has a different effect.

► **Referee judgement:** The referee should judge the effects of this spell and may turn overly powerful curses back onto the caster!

Striking

Duration: 1 turn
Range: 30'

A single weapon is enchanted:

► **Damage:** It deals an additional 1d6 damage.

► **Treated as magical:** It is able to harm monsters which are normally only harmed by magical weapons.



4th Level Spells

Create Water

Duration: Permanent
Range: Touch

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

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

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

Cure Serious Wounds

Duration: Instant
Range: The caster or a creature touched

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

Reversed: Cause Serious Wounds

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

Neutralize Poison

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

This spell has two uses:

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



Protection from Evil 10′ Radius

Duration: 12 turns
Range: 10' around the caster

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

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

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

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

Speak with Plants

Duration: 3 turns
Range: 30'

This spell has two uses:

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

Sticks to Snakes

Duration: 6 turns
Range: 120'

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

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

Conjured Snakes

AC 6 [13], **HD** 1 (4hp), **Att** 1 × bite (1d4), **THAC0** 19 [0], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 10 (13 if poisonous)

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

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





5th Level Spells

Commune

Duration: 3 turns
Range: The caster

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

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

Create Food

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

Conjures food from thin air.

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

Dispel Evil

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

This spell has three uses:

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

Insect Plague

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

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

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

Restrictions: The spell has no effect if cast underground.

Quest

Duration: Until quest is completed / Instant (*remove quest*)
Range: 30'

The caster commands a single subject to perform a specific quest or task.

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

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

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

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

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

Reversed: Remove Quest

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

Raise Dead

Duration: Instant
Range: 120'

This spell has two uses:

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

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

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

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

Reversed: Finger of Death

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







Druid Spells

1st Level Spells

Animal Friendship

Duration: Permanent
Range: 10'

The caster approaches a neutral-aligned beast of animal intelligence with a piece of food that it finds attractive. The animal must **save versus spells**:

► **If the save succeeds:** The animal is not affected by the magic and behaves normally.

► **If the save fails:** The animal waits quietly while the caster performs a binding ritual lasting 6 turns.

Once the binding is complete: The animal behaves as follows:

► **Follow:** It will follow the caster wherever they go.

► **Leaving the animal:** The animal will not harm the caster, but if it is left alone for more than three days during the first three months, it reverts to its natural behaviour, ending the spell.

► **Training:** During the first three months, the animal may be trained to perform up to six simple tricks (depending on its intelligence). Each trick takes one week to train.

Maximum animal companions: Up to 2HD of animals per level of the caster may be befriended by this spell at any one time.

Detect Danger

Duration: 6 turns (outdoors), otherwise 3 turns
Range: 5' per level

The caster can concentrate to detect dangers within range.

► **Areas:** Scanning a 10' × 10' area takes one turn.

► **Creatures:** Scanning a creature takes one round.

► **Objects:** Scanning a small object (e.g. a chest, weapon, etc.) takes one round. Larger objects take longer.

After scanning: The caster knows whether the area, creature, or object poses a danger to their person. This knowledge distinguishes between immediate dangers and potential dangers.

Entangle

Duration: 1 turn
Range: 80'

All plants present in a 20' radius area within range bend and twist, entangling creatures inside the area.

► **Saving throw:** Each creature in the affected area may **save versus spells**.

► **If the save fails:** The creature is entangled and cannot move.

► **If the save succeeds:** The creature is able to move through the entangled area at half its normal movement rate.

Faerie Fire

Duration: 1 turn
Range: 60'

Selected objects or creatures in range are outlined with a lambent, green fire.

► **Targets:** The caster must be able to perceive or detect the targets.

► **Size of targets:** If the caster is below 5th level, a single object or creature of approximately human size (or smaller) can be affected. At 5th level, two human-sized targets or one target up to 10' tall can be affected. At 10th level, three human-sized targets or one target up to 15' tall can be affected. At 14th level, four human-sized targets or one target up to 20' tall can be affected.

► **Harmless:** The *faerie fire* does not cause damage.

► **Counters invisibility:** The flickering fire makes invisible targets visible.

► **In low light conditions:** Attacks on targets gain a +2 bonus to hit.



Invisibility to Animals

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

This spell renders the subject undetectable to all senses (smell, sight, hearing) of non-magical animals and able to wander among them completely unnoticed.

Locate Plant or Animal

Duration: 6 turns
Range: 120'

The caster can sense the direction (but not distance) of a non-magical, non-sentient plant or animal of a chosen type. The spell has two uses:

1. **Named species:** Locating a plant or animal of a named species. In this case, the nearest plant or animal of that species is located.
2. **Individual:** Locating a specific plant or animal which the caster can clearly visualise in all aspects.

Predict Weather

Duration: Instant
Range: 1 mile diameter per level

The caster gains accurate knowledge of the weather within range over the next 12 hours.

Speak with Animals

Duration: 6 turns
Range: 30'

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

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

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

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

2nd Level Spells

Barkskin

Duration: 1 turn per level
Range: The caster or a creature touched

The subject's skin toughens like bark.

► **AC bonus:** The subject's Armour Class improves by 1.

► **Save bonus:** The subject gains a +1 bonus to all saving throws except against magical effects.

Create Water

Duration: Permanent
Range: Touch

This spell causes a magical spring to gush forth from the ground.

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

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

Cure Light Wounds

Duration: Instant
Range: The caster or a creature touched

This spell has two uses

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

Reversed: Cause Light Wounds

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

Heat Metal

Duration: 7 rounds
Range: 30'

All metal in the possession of a number of human-sized subjects is heated to extreme temperatures.

► **Number of subjects:** One per two experience levels of the caster.

► **The heat produced:** Increases for four rounds, then fades (see the table below).

► **Effects:** A subject whose flesh is in contact with the affected metal may be damaged (see below).

► **Dropping items:** A subject who drops all heated objects suffers no further harm.

► **Water or snow:** Immersing heated metal negates the harmful effects.

► **Immunities:** Creatures that are immune to fire are not harmed by this spell.

Heat Metal Effects Per Round

Round	Level of Heat
1	Very hot
2	Blistering
3	Searing
4	White hot
5	Searing
6	Blistering
7	Very hot

► **Very hot:** Uncomfortable to the touch.

► **Blistering:** 1d3 damage.

► **Searing:** 1d6 damage. Flammable materials touching the object are set alight.

► **White hot:** 1d6 damage. Flammable materials touching the object are set alight. **Save versus spells** or suffer a disability, depending on the affected area(s) of the body. Hand or foot: unusable for 2d4 days. Body: severely weakened for 1d4 days (movement rate halved, unable to fight, cast spells, or perform any strenuous activity). Head: unconscious for 1d4 turns.

Obscuring Mist

Duration: 1 turn per level
Range: 10' per level around the caster

A cloud of misty vapour emanates from the ground, filling an area centred on the caster.

- **Height:** The mist is 10' high.
- **Vision:** The mist blocks normal vision and infravision. Creatures that can see invisible things can see faintly through the mist.
- **The caster:** Can see faintly through the mist.
- **Strong winds:** Reduce the spell's duration by three quarters.

Produce Flame

Duration: 2 turns per level
Range: The caster

A flame springs to life in the palm of the caster's hand.

- **The caster:** Is unharmed by the flame.
- **Light:** The flame casts light that clearly illuminates a 30' radius.
- **Touching objects:** Flammable objects touched with the flame catch on fire.
- **Control:** During the spell's duration, the caster can make the flame disappear and reappear at will.
- **Throwing the flame:** The caster may drop the flame or throw it up to 30'. This ends the spell (though fires started by the magical flame may persist).

Slow Poison

Duration: 1 hour per level
Range: The caster or a creature touched

Poisons affecting the subject are dramatically slowed, giving the caster time to effect a full cure.

- **Poison effects:** As long as the subject has more than 1 hit point, the slowed poison inflicts 1hp of damage per turn. If the subject is at 1hp, the poison inflicts no further damage.
- **Characters killed by poison:** Can be revived by this spell. Death must have occurred within one turn per level of the caster.
- **Natural poisons:** If the subject was poisoned by a natural plant or animal, the caster has a 10% chance per level of knowing a herbal antidote that will fully neutralize the poison. In the wilderness, gathering the herbs for the antidote takes one turn. In a settlement, the herbs may be available for purchase from a herbalist.
- **When the duration ends:** The full effects of the poison occur. If the subject was revived from death by this spell, they die once more.

Warp Wood

Duration: Permanent
Range: 240'

Wooden objects of the caster's choice warp and become useless.

- **Common objects:** One arrow-sized object is affected per level of the caster. A javelin, magic wand, or spear counts as two arrows; a bow, club, or staff counts as four.
- **Objects of other shapes:** (e.g. boards or planks) of roughly equivalent size may also be targeted.

Magical objects: That are targeted have a chance of being unaffected:

- **Magic weapons and arms:** Have a 10% chance of being unaffected per magical "plus". (e.g. a magical spear +2 has a 20% chance of being unaffected by *warp wood*.)
- **Wielding:** If the magical object is in the hands of a creature, the creature may also **save versus spells** to prevent the object being warped.

3rd Level Spells

Call Lightning

Duration: 1 turn per level
Range: 360'

The caster directs the violent energies of a storm, causing lightning to strike the ground at points of the caster's choice.

► **Storm clouds:** Must be present in the sky above the point to be struck by lightning.

► **Number of strikes:** One lightning strike may be summoned per turn of the spell's duration.

► **Area:** A lightning strike affects a 10' radius area.

► **Damage:** All creatures in the area suffer 8d6 damage (**save versus spells** for half damage).

► **If the storm dissipates:** The spell ends prematurely.



Growth of Nature

Duration: 12 turns (animals) or permanent (plants)
Range: 120'

This spell has two uses:

1. **Animal growth:** Doubling the size of a normal, non-magical animal.
2. **Plant growth:** Causing vigorous growth of normal vegetation.

When used to affect an animal:

► **Strength:** The animal's strength is doubled, along with the damage inflicted by its attacks and the amount of weight it can carry.

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

When used to affect plants:

► **Area:** Plants in an area within range of up to 3,000 square feet are affected. The area is selected by the caster (e.g. 150' × 20', 100' × 30', etc.).

► **Passage:** Plants in the affected area become thick and overgrown, entwining to form a thorny jungle that only very large creatures can force their way through.

Hold Animal

Duration: 1 turn per level
Range: 180'

This spell causes one or more animals to be paralysed if they fail a **saving throw versus spells**.

► **Number of targets:** Up to 1 Hit Die of animals per level of the caster may be targeted.

► **Restrictions:** Normal or giant animals may be affected. Fantastic creatures, intelligent animals, or magically conjured, controlled, or summoned animals cannot be affected.

Protection from Poison

Duration: 1 turn per level
Range: The caster or a creature touched

The subject gains a supernatural resistance to poisons.

► **Venoms and gases:** Complete immunity is granted against venomous attacks of monsters (e.g. bites) and poisonous gases (including those conjured by magic).

► **Breath attacks:** The subject gains a +4 bonus to saving throws against poisonous breath weapons. (This does not include petrifying breath attacks.)

► **Pre-existing poisons:** Any poisons that are actively affecting the subject when *protection from poison* is cast are neutralized. A character who has died from poisoning can be revived if this spell is cast within ten rounds.

Tree Shape

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

The caster takes on the form of a living or dead tree.

► **Appearance:** The tree form is completely realistic, even to very close inspection.

► **Gear:** All of the caster's clothing and equipment is also transformed.

► **Perception:** While in this form, the caster can perceive the surroundings with their normal senses.

► **Cancelling:** The caster may end the spell at will, returning to their normal form.



Water Breathing

Duration: 1 day
Range: 30'

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

► **Breathing air:** The spell does not affect the subject's ability to breathe air.

► **Swimming:** No additional proficiency at swimming is granted.

Reversed: Air Breathing

An aquatic subject can breathe air freely. The spell does not affect the subject's ability to breathe water and grants no additional ability to move on land.

4th Level Spells

Cure Serious Wounds

Duration: Instant
Range: The caster or a creature touched

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

Reversed: Cause Serious Wounds

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

Dispel Magic

Duration: Instant
Range: 120'

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

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

► **Magic items:** Are unaffected.

Protection from Fire and Lightning

Duration: 1 turn per level
Range: The caster or a creature touched

The subject is granted immunity to a certain amount of either electrical or fire damage.

► **Fire or lightning:** Upon casting the spell, the caster must choose the type of energy the subject is protected from.

► **Damage negation:** The subject gains protection against 6 hit points of damage of the chosen type per level.

► **Ending:** When all of the hit points of protection are used up, the spell ends.

Speak with Plants

Duration: 3 turns
Range: 30'

This spell has two uses:

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



Summon Animals

Duration: 3 turns
Range: 360'

Normal animals within range are summoned to the caster's aid. The creatures that respond to the summons are determined as follows:

► **Restrictions:** Insects, arachnids, and other "bugs" are not summoned. Magical creatures and those of greater than animal intelligence are not summoned.

► **Targeted summons:** The caster may choose to limit the summons to creatures of specific species, or to specific, known individuals.

► **Number of animals:** A number of animals of total Hit Dice equal to the caster's level will respond to the summons.

► **Small animals:** Normal, small animals (e.g. mice, sparrows, squirrels, etc.) are treated as one tenth of a HD, for this purpose.

Summoned creatures: Behave as follows:

► **Arrival:** They will come to the caster's location as fast as they can.

► **Comprehension:** They understand the caster's words while the spell lasts.

► **Aid:** They will aid the caster in whatever way they can.

► **If the caster is being attacked:** The summoned animals will attack the enemy, only fleeing if they fail a morale check.

► **If the caster is not being attacked:** Summoned animals will usually flee if harmed.

► **Once an animal flees:** The spell is broken for that animal.

Temperature Control

Duration: 1 turn per level
Range: 10' around the caster

The caster can control the surrounding temperature in a limited radius.

► **Temperature range:** The temperature may be raised or lowered up to the full, range of temperature variance in the natural world. (e.g. down to arctic cold or up to tropical heat.)

► **Control:** The caster can adjust the temperature at will while the spell lasts.



5th Level Spells

Commune with Nature

Duration: 1 turn
Range: Half a mile per level

The caster enters into a trance of communion with the natural world.

► **During the trance:** Over 1 turn, one fact about the surrounding land is revealed to the caster per experience level.

► **Facts:** Knowledge of one of the following, in a certain direction: the terrain, bodies of water, plants, animals, minerals, or resident intelligent creatures.

► **Restrictions:** The spell has no effect if cast underground or in a non-natural environment.

Control Weather

Duration: Concentration
Range: 240 yards around the caster

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

► **Calm:** Clears bad weather (though side-effects—e.g. mud after rain—remain.)

► **Extreme heat:** Dries up snow or mud (including *transmute rock to mud*). Creatures in the area move at half normal rate.

► **Fog:** Visibility drops to 20'. Creatures in the fog move at half their normal rate. At the referee's option, they may also have a chance of getting lost.

► **High winds:** Movement rates are halved. Missile fire and flight are impossible. High winds may be used to increase the sailing speed of ships by 50% if they travel with the wind. In sandy areas, may cause a sandstorm, reducing visibility to 20'.

► **Rain:** –2 penalty to missile attacks. Mud forms in 3 turns, halving movement rates.

► **Snow:** Visibility drops to 20'. Movement rates are halved. Bodies of water may freeze. After the snow thaws, mud remains and still impedes movement.

► **Tornado:** The caster can direct the tornado, which moves at 120' per round. The tornado can be directed to attack (see stats below). Ships caught in a tornado have a 75% chance of suffering 12 points of hull damage.

Tornado

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

AC 0 [19], **HD** 12* (54hp), **Att** 1 × blow (2d8), **THAC0** 10 [+9], **MV** 360' (120') flying, **SV** D6 W7 P8 B8 S10 (12), **ML** 10, **AL** Neutral, **XP** 1,900

► **Whirlwind:** Creatures with less than 2HD swept aside (**save versus death**).

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Harm flying creatures:** Inflict extra 1d8 damage.

Pass Plant

Duration: Instant
Range: The caster

The caster steps into a tree, then instantly steps out of a tree of the same species in another location. The trunks of both trees must be large enough for the caster to fit inside.

Distance: The maximum distance between the two trees depends on their type:

► **Oak:** 600 yards

► **Ash, elm, linden, yew:** 360 yards

► **Other deciduous trees:** 300 yards

► **All other trees:** 240 yards

Protection from Plants and Animals

Duration: 1 turn per level
Range: The caster

An invisible barrier is conjured around the caster's person, preventing contact by either plants or animals.

► **Plants or animals:** When this spell is cast, the caster must choose whether the barrier is effective against plants (including plant-like monsters) or animals (normal and giant-sized but excluding fantastic creatures or those of greater than animal intelligence).

► **Range:** The magical barrier extends merely an inch from the caster's body.

► **Life-forms of the selected type:** Cannot touch or physically attack the caster.

► **Caster's attacks:** The caster cannot touch or attack affected life-forms except by using spells.

► **A barrier of protection from plants:** May be used to clear a path through dense undergrowth. The path may then be used by others.



Transmute Rock to Mud

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

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

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

Reversed: Transmute Mud to Rock

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

Wall of Thorns

Duration: 1 turn per level
Range: 80'

A barrier of tough, thorny plants is conjured at a point of the caster's choosing.

► **Size:** The wall can be any size up to 1,200 square feet and may be shaped in any manner and to any dimensions the caster desires. For example, it may be a straight wall or curved into a protective circle.

► **Enveloping creatures:** Any creatures standing in a spot where the wall is conjured suffer damage equal to 1d8 plus their AC score.

► **Pushing through:** Creatures may push through the wall, but suffer damage equal to 1d8 plus their AC score for every 10'.

► **Ascending AC:** If using the optional rule for Ascending Armour Class (see ***Ascending AC, p13***), the damage inflicted by the thorns is 1d8 + (19 – AAC score).

► **Hacking through the wall:** Is possible and does not inflict damage on those breaking through. It takes 4 turns to chop through a 10' section.

► **Fire:** The wall is unharmed by normal fire, but magical fire will burn it away completely in 2 turns.





Illusionist Spells

1st Level Spells

Auditory Illusion

Duration: 3 turns
Range: 240'

A sound of the caster's choosing is conjured, emanating from a point anywhere within range.

► **Motion:** The sound may move as long as it remains within range.

► **Change:** The sound may change and evolve over the course of the duration as the caster wishes.

► **Loudness:** The loudness of the sound is limited by the caster's level: a maximum equivalent to approximately four humans shouting per experience level. (For example, a horde of rats is equal to 8 humans, a lion roaring is equal to 16 humans, a dragon roaring is equal to 24 or more humans.)

Chromatic Orb

Duration: Instant
Range: 60'

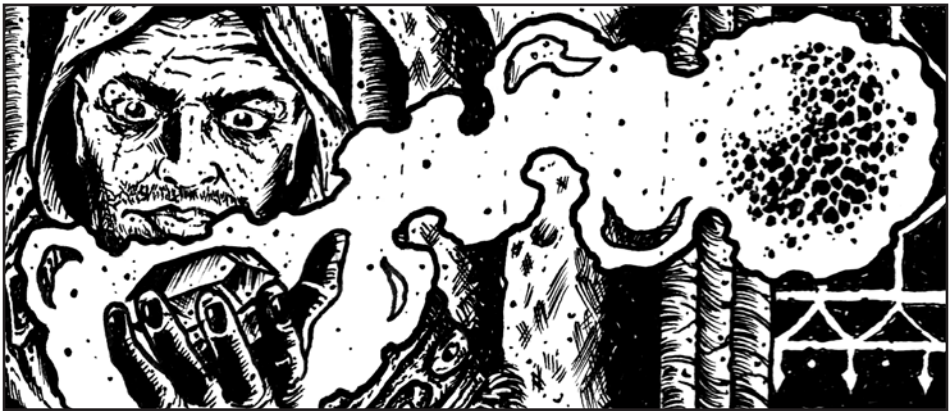
This spell conjures an orb of pure colour that shoots towards a visible target within range.

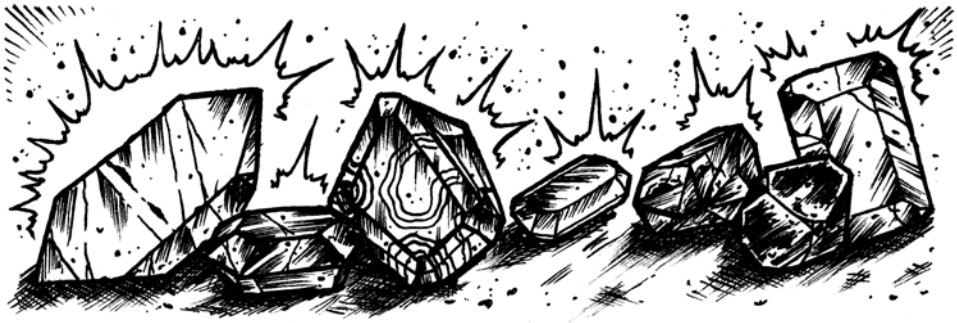
► **Colour:** The caster may conjure an orb of one of the colours listed in the table opposite, depending on their experience level and the gems available.

► **Gemstone:** The colour orb is created by refracting and amplifying the pure hue and intrinsic properties of a gemstone, which must be in the caster's possession. Casting *chromatic orb* does not cause the gemstone to be consumed.

► **Value:** The gem to be used must be of a certain minimum value (indicated in the table opposite).

► **Hit:** The orb hits unerringly, inflicting damage on the target and another effect that depends on its colour.





Chromatic Orb Effects				
Caster's Level	**Gem (Value)**	**Colour of Orb**	**Damage**	**Effect**
1st or greater	Quartz (10gp)	Clear	1d4	Light
2nd or greater	Ruby (50gp)	Red	1d6	Heat
3rd or greater	Agate (100gp)	Orange	1d8	Fire
4th or greater	Onyx (250gp)	Black	1d10	Blindness
5th or greater	Emerald (500gp)	Green	1d12	Stench
6th or greater	Magnetite (500gp)	Grey	2d6	Magnetism
7th or greater	Sapphire (1,000gp)	Blue	2d8	Paralysis

Chromatic Orb Effects

Light: If the target fails a **saving throw versus spells**, it is surrounded by light in a 15' radius for 1d4 rounds. In low light conditions, attacks against the target gain a +2 bonus. Any attempts at stealth or surprise on the target's part may be nullified.

Heat: If the target fails a **saving throw versus spells**, it suffers a –2 penalty to attacks, saves, and AC for 1d4 rounds. The heat of the ruby orb may also be used to melt up to a cubic yard of ice.

Fire: All flammable objects within 2' of the target are set alight. If the target fails a **saving throw versus spells**, flammable objects (e.g. clothing, hair, etc.) on its person are also set alight. This inflicts 1d3 damage for 1d4 rounds, unless the target spends a round extinguishing the flames.

Blindness: The target is blinded for 1d4 rounds unless it **saves versus spells**. A blind creature cannot attack.

Stench: A 5' radius cloud of stinking vapours erupts at the target's location. Creatures within the cloud (including the target) must **save versus poison** or be overcome with nausea—unable to act except to move at half movement rate. Once leaving the cloud, the nausea subsides after 1d4 rounds. The cloud disperses after 1 turn.

Magnetism: The electrical energy of the orb strongly magnetizes any metal objects on the target (e.g. armour, weapons) unless a **saving throw versus spells** is made. The magnetic charge lasts for 1d4 rounds and causes metal objects to stick together. A target wearing metal armour suffers a –2 penalty to AC and is unable to attack with metal weapons.

Paralysis: Unless a **saving throw versus paralysis** is made, the target is paralysed for 1d4 rounds.

Colour Spray

Duration: Instant
Range: 20' long cone, 20' wide at end

A flurry of clashing, rainbow-hued colours erupts from the caster's hand.

► **Targets:** 1d6 creatures in the area of effect.

The effect: Depends on the HD of each target, relative to the caster:

► **HD less than or equal to caster:** Knocked unconscious for 2d4 rounds. (Creatures of 6HD or greater may **save versus spells**.)

► **HD up to 2 greater than caster:** **Save versus spells** or be blinded for 1d4 rounds. A blind creature cannot attack.

► **HD 3 or more greater than caster:** **Save versus spells** or be unable to move, attack, or make other actions for one round.

Creatures that cannot see: Are unaffected by this spell.

Dancing Lights

Duration: 1 turn
Range: 40' + 10' per level

Lights under the caster's control are conjured and may be directed to move anywhere within range. The caster may choose to conjure one of the following types of light:

1. **Torches:** 1–4 lights that resemble torches or lanterns, casting the appropriate volume of light.
2. **Spheres:** 1–4 glowing spheres, resembling will-o-the-wisps.
3. **Humanoid:** A single, glowing, humanoid form.

Detect Illusion

Duration: 3 turns
Range: The caster or a creature touched

The subject can see through illusions within 10' per level of the caster. Invisible creatures or objects in the same range are also revealed.

Glamour

Duration: 2d6 rounds +2 per level
Range: The caster

The caster is wrapped in an illusion, taking on the outward appearance of another humanoid. Two variants are possible, chosen as the spell is cast:

1. **Imagined form:** The caster takes on a form which they imagine.
2. **Duplicate individual:** The caster copies the form of a living individual whom they touch. An attack roll is required if the target is unwilling.

Stipulations: The following apply:

► **Height:** The illusionary form may be at most 1' taller or shorter than the caster's normal form.

► **Weight:** Apparent weight may be altered in any way.

► **Gear:** Clothing or items may be altered in any way.

► **Observers:** If the spell is used to copy another's appearance, those familiar with the copied individual may **save versus spells** to detect the ruse.



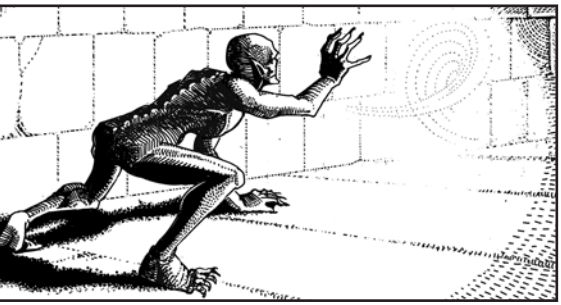
Hypnotism

Duration: 1 round +1 per level
Range: 30'

The caster's gestures and droning syllables open the minds of one or more subjects within range to a hypnotic suggestion that is uttered as part of the spell casting.

- **Number of targets:** Up to 1d6 creatures are affected. The number of creatures affected is determined after the suggestion is made.
- **Wording:** The suggestion must take the form of a short phrase (at most one or two sentences) suggesting a course of action to the subjects.
- **Comprehension:** A language that is understood by the subjects must be used.
- **Harmful suggestions:** A suggested course of action that is obviously harmful to a subject causes the spell to automatically fail for that subject.
- **Saving throw:** Each subject may **save versus spells** to resist the hypnotic suggestion. If the save fails, the subject will follow the caster's suggestion for up to the duration of the spell.
- **Reasonable suggestions:** A suggestion that is worded in such a way to make it sound very reasonable incurs a –2 penalty to the saving throw.

Restrictions: Undead are not affected by *hypnotism*.





Light

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

This spell has three usages:

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

Reversed: Darkness

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

Phantasmal Force

Duration: Concentration
Range: 240'

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

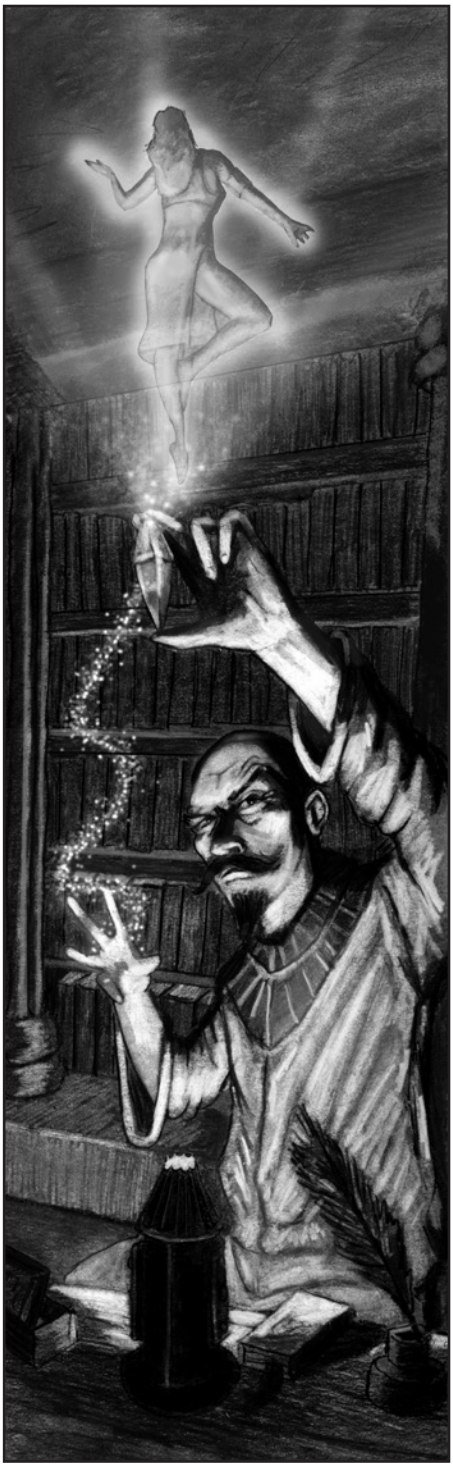
1. **An illusionary monster:** That can be directed to attack. The monster has AC 9 [10] and vanishes if hit in combat.
2. **An illusionary attack:** For example, an avalanche, a falling ceiling, a magic missile, etc. Targets who **save versus spells** are unaffected.
3. **A scene:** Either changing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

Stipulations: The following apply:

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

► **Illusionary monsters or attacks:** May appear to be harmful but never inflict real damage. A character who appears to die actually falls unconscious, a character turned to stone will actually be paralysed, and so on. Such effects last for 1d4 turns.

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



Read Magic

Duration: 1 turn
Range: The caster

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

► **Scrolls:** The magical script of a scroll of arcane spells can be understood. The caster is then able to activate the scroll at any time in the future.

► **Spell books:** A spell book written by another arcane spell caster can be deciphered.

► **Inscriptions:** Runes or magical words inscribed on an object or surface can be understood.

► **Reading again:** Once the caster has read a magical inscription using *read magic*, they are thereafter able to read that particular writing without recourse to the use of this spell.

Spook

Duration: Until broken (see below)
Range: 10'

The caster gestures threateningly at an intelligent target within range.

► **Saving throw:** The target may **save versus spells** to avoid coming under the spell's effect.

► **An afflicted target:** Perceives the caster as a monster from its worst nightmares and will flee from the caster at maximum speed.

► **Breaking the spell:** The target may make a new **save versus spells** each round with success indicating that the spell is broken. Until the spell is broken, the target believes it is being pursued by the imagined horror.

Restrictions: Undead and creatures of less than animal intelligence are not affected.

Wall of Fog

Duration: 1 turn
Range: 60'

A wall of roiling vapour is conjured at a location of the caster's choosing within range.

► **Area:** The fog fills a 10' cube area per level of the caster.

► **Vision:** The fog blocks normal vision and infravision.

► **Strong winds:** Can clear the fog before the spell's duration has expired.



2nd Level Spells

Blindness / Deafness

Duration: Permanent
Range: 30'

A single creature is afflicted by a phantasm which nullifies either its visual or aural sensory input (as selected by the caster), rendering it blind or deaf.

► **Saving throw:** The target may **save versus spells** to avoid the phantasm.

► **Removing:** As the blindness or deafness caused by this spell is illusory, it cannot be removed by magic that cures disease. The affliction may be removed by spells that dispel magic or illusions.

► **Cancelling:** The caster may cancel the spell's effect at will.

Blur

Duration: 1 turn
Range: The caster

The caster's form becomes blurry and wavering.

► **Attack penalties:** Creatures attacking the caster suffer a –4 penalty to hit. This penalty is reduced to –2 on a creature's second or subsequent attempts to hit the caster.

► **Save bonus:** The caster gains a +1 bonus to saving throws against magic that directly targets them.

Detect Magic

Duration: 2 turns
Range: 60'

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

False Aura

Duration: 1 turn
Range: 30'

The aura of a creature or object is veiled.

► **Detection spells:** (e.g. *detect magic*, *detect evil*) are deflected, revealing another creature or object nearby.

► **Divination spells:** (e.g. *know alignment*) cast upon the subject reveal the opposite to the truth.

Fascinate

Duration: See below
Range: 30'

This spell causes a single creature to perceive the caster—whatever their normal appearance—as utterly captivating.

► **Restrictions:** Creatures of less than animal intelligence are not affected.

► **Saving throw:** The subject may **save versus spells** to avoid the effect.

Affected subjects: Behave as follows:

► **Besotted:** The subject follows the caster wherever they go, as if besotted, unless doing so would present a serious danger.

► **Obedience:** If the caster can communicate with the subject (even if only by gestures), it may obey requests. Each time a request is made of the subject, the caster must make a CHA check (possibly penalised, if the request is against the nature or best interests of the subject). If the check fails, the spell is broken and the target's perception of the caster becomes one of horror, rage, and hate.

► **Animals:** An animal remains fascinated for 1d4 days, after which it may either attack the caster (if it has been mistreated) or simply leave. If the caster treated the animal well, there is a percentage chance equal to the caster's CHA that the animal will henceforth remain by the character's side of its own free will.

Hypnotic Pattern

Duration: Concentration
Range: 30' square around the caster

A pattern of twisting, interweaving colours fills the air in a 30' × 30' area centred on the caster.

► **Creatures that see the pattern:** Must **save versus spells** or become hypnotised as long as they are able to watch the pattern.

► **Number of creatures affected:** Up to 24HD of creatures may be hypnotised.

► **Hypnotised creatures:** Simply stand still, gazing at the pattern of colours.

► **If a hypnotised creature is harmed:** The pattern ceases to enthral it and it may act next round.

Concentration: The caster can maintain the pattern indefinitely as long as they concentrate on the spell and remain stationary.

Improved Phantasmal Force

Duration: Concentration
Range: 240'

An illusion of the caster's choosing—including minor sounds (though not speech)—manifests in a 20' cube area. Three types of illusions may be created:

1. **An illusionary monster:** That can be directed to attack. The monster has an Armour Class of 7 [12] and will vanish if hit in combat.
2. **An illusionary attack:** For example, an avalanche, a falling ceiling, a magic missile, etc. Targets who **save versus spells** are unaffected.
3. **A scene:** Either changing the appearance of the affected area or creating the appearance of something new. The scene disappears if touched.

Stipulations: The following apply:

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

► **Persistence:** Even when the caster stops concentrating on the spell, the illusion persists for two further rounds.

► **Illusionary monsters or attacks:** May appear to be harmful but never inflict real damage. A character who appears to die actually falls unconscious, a character turned to stone will actually be paralysed, and so on. Such effects last for 1d4 turns.

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

Invisibility

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

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

► **If cast on a creature:** Any gear the subject is carrying is also rendered invisible (this includes clothing and armour). Items dropped or put down by an invisible creature become visible. If the subject attacks or casts a spell, the invisibility is broken, ending the spell.

► **If cast on an object:** The invisibility is permanent.

► **Light sources:** If a light source is made invisible (either as part of a creature's gear or as an individual object), the light it casts remains visible.

Magic Mouth

Duration: Permanent until triggered
Range: Touch

The caster imbues an inanimate object with a message that is to be spoken out loud by a magical mouth when a certain trigger condition occurs.

► **The message:** Must be in a language the caster speaks and may consist of up to 25 words.

► **The trigger condition:** May be as broad or as specific as the caster wishes. It may include conditions on the enchanted object being touched or on the presence of creatures within 30' of the object. The trigger condition may only take visual appearances into account (e.g. it cannot discern the alignment, class, level, etc. of creatures who pass by).

► **Once triggered:** The mouth appears, animates, and speaks the predetermined message. The enchantment then ends.

► **Casting spells:** The triggered message cannot cast spells.

Mirror Image

Duration: 6 turns
Range: The caster

1d4 illusory duplicates of the caster appear.

► **Behaviour:** The mirror images look and behave exactly as the caster.

► **Attacks on the caster:** Destroy one of the mirror images (even if the attack misses).

Quasimorph

Duration: 3d4 rounds +2 per level
Range: The caster

The caster's physical form undergoes a quasi-real transformation, taking on the appearance of another creature.

► **The new form:** Is chosen by the caster. The form of any creature may be adopted.

► **Size:** The new form may be at most 50% larger or smaller than the caster's normal size.

The physical capabilities of the new form: Are granted to the caster to a limited degree:

► **Flight:** If the new form can fly, the caster is able to fly at one-quarter of its flying movement rate.

► **Breathing:** If the new form can breathe underwater, the caster may also do so.

► **Attacks:** When attacking, the caster may appear to use the attacks of the new form but cannot make more attack rolls or inflict more damage than they are normally able to (using whatever weapon is carried).

► **Special abilities:** The caster does not gain any special or magical attacks possessed by the new form (e.g. breath weapons, poison, charm, etc.).

Whispering Wind

Duration: Special
Range: 1 mile per level

This spell allows the caster to send a message or other, non-verbal sound via the wind to a distant location within range.

► **The destination:** Must be known to the caster.

► **The message:** Up to 100 words or one minute of non-verbal sound.

► **Rate:** The message travels on the wind, unnoticed, at one mile per turn.

► **Delivery:** On reaching the designated destination, the wind delivers the caster's message. The message is whisper quiet, relayed by the susurrations of the air, but can be heard by all within 30'. The message is delivered at the location whether or not anyone is present to hear it.



3rd Level Spells

Blacklight

Duration: 1 turn per level
Range: 60'

Twisting the nature of light and darkness, this spell creates a 30' diameter area of illumination which cannot be perceived outside of this area.

► **Stealth:** It is thus possible for those within the area of *blacklight* to see in utter darkness while not revealing their own presence.

► **Area:** The caster may cause the area of *blacklight* to manifest either in a designated area within range or about their own person. (In the latter case, the magical effect moves with the caster.)

► **Magical darkness:** The illumination created by *blacklight* does not penetrate magical darkness.

Dispel Illusion

Duration: Instant
Range: 10' per level

Dispel illusion ends ongoing illusions or phantasms (i.e. those with a non-instantaneous duration) within a 20' cube area.

► **Spells cast by a non-illusionist:** Are automatically dispelled.

► **Spells cast by another illusionist:** Have a chance of not being dispelled. If the level of the caster of the effect to be dispelled is higher than the level of the caster of *dispel illusion*, there is a 5% chance per level difference that the attempt to dispel will fail.

► **Magic items:** Are unaffected.



Fear

Duration: Instant
Range: 60' cone, 30' wide at end

Conjures a cone of magical energy that terrifies those within it.

► **Effect:** Creatures in the cone are struck with terror and will flee from the caster at maximum speed for one round per level of the caster. (A **save versus spells** negates the effect).

► **Dropping items:** Affected creatures have a 60% chance of immediately dropping anything in their hands. The chance is decreased by 5% for each level or Hit Die above 1.

Hallucinatory Terrain

Duration: Until touched
Range: 240'

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

► **Area:** The illusion must fit completely within the spell's range.

► **Touching:** If the illusion is touched by an intelligent being, the spell is negated.

Invisibility 10' Radius

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

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

► **Area:** The 10' radius area of the spell's effect moves with the chosen creature.

► **Exiting the area:** Subjects that move more than 10' away from the chosen creature become visible.

► **Entering the area:** Creatures that move into the area after the spell is cast do not become invisible.

► **Gear:** Any gear a subject is carrying is also rendered invisible. Items dropped or put down by an invisible creature become visible. Carried light sources become invisible but the emitted light does not.

► **Breaking the invisibility:** If a subject attacks or casts a spell, the invisibility is broken for that subject.

Nondetection

Duration: 1 turn per level
Range: The caster

While this spell lasts, the caster is invisible to all forms of magical location, scrying, and divination, including effects such as clairvoyance, clairaudience, and ESP.

Paralysation

Duration: 6 turns or until cancelled
Range: 10' per level

A number of creatures within a 20' cube area are afflicted with the terrifying phantasm of being unable to move.

► **Number of creatures affected:** Up to 2HD of creatures per level of the caster.

► **Priority:** Creatures with the lowest HD are affected first.

► **Saving throw:** Each target may **save versus spells** to resist the phantasm.

► **Mindless creatures:** Are unaffected.

► **Cancelling:** The caster may cancel the phantasm at will.





Phantom Steed

Duration: 6 turns per level
Range: 10'

A quasi-real, shadowy, horse-like creature is conjured by this spell to carry the caster (or another, designated person) upon its back.

► **Appearance:** The steed is deep black in colour and has ghostly hooves that make no sound as it runs.

► **Loads:** The steed refuses to carry any load beyond that of the rider and their possessions.

► **Stats:** The steed has 12 hit points, AC 8 [11], and a movement rate of 30' (10') per level of the caster.

► **If the steed is killed:** It evaporates into smoke.

Special abilities: The phantom steed gains additional abilities, depending on the level of the caster:

► **8th level:** The steed is unhindered by unstable ground (e.g. mud or bog).

► **10th level:** The steed may walk across water.

► **12th level:** The steed may walk upon air and is thus able to cross chasms and pits.

► **14th level:** The steed can fly.

Rope Trick

Duration: 2 turns per level
Range: Touch

A rope is enchanted to rise up into the air, enabling the caster and others to climb it and disappear into an imaginary space.

► **The rope:** Rises up to its full length (or at most 30') and hangs stiffly in the air, magically tethered at the upper end.

► **Climbing the rope:** The rope may be climbed normally.

► **Imaginary space:** Human-sized (or smaller) creatures that climb to the top of the rope disappear into the imaginary space beyond.

► **Capacity:** The imaginary space can hold up to six individuals.

► **Hidden:** Creatures inside the imaginary space cannot be perceived or affected in any way by those on the outside, in real space.

► **Pulling up the rope:** The rope may be pulled up into the imaginary space, also disappearing.

When the spell's duration ends: The rope falls slack, the imaginary space disappears, and anyone inside the imaginary space reappears in mid air.

Spectral Force

Duration: Concentration
Range: 240'

An illusion of the caster's choosing—including sounds, smells, and thermal elements—manifests in a 20' cube area. Three types of illusions may be created:

1. **An illusionary monster:** That can be directed to attack. The monster has AC 5 [14] and vanishes if hit in combat.
2. **An illusionary attack:** For example, an avalanche, a falling ceiling, a magic missile, etc. Targets who **save versus spells** are unaffected.
3. **A scene:** Either changing the appearance of the affected area or creating the appearance of something new. The scene disappears if touched.

Stipulations: The following apply:

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

► **Persistence:** Even when the caster stops concentrating on the spell, the illusion persists for three further rounds.

► **Illusionary monsters or attacks:** May appear to be harmful but never inflict real damage. A character who appears to die actually falls unconscious, a character turned to stone will actually be paralysed, and so on. Such effects last for 1d4 turns.

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

Suggestion

Duration: 4 turns +4 per level
Range: 30'

The caster utters a suggestion to influence the behaviour of a selected subject.

► **Wording:** The suggestion must take the form of a short phrase (at most one or two sentences) suggesting a course of action to the subject.

► **Comprehension:** A language that is understood by the subject must be used.

► **Harmful suggestions:** Suggestions that are obviously harmful to the subject cause the spell to automatically fail.

► **Saving throw:** A **save versus spells** is allowed to resist the suggestion. If the save fails, the subject will follow the caster's suggestion for up to the duration.

► **Reasonable suggestions:** A suggestion that is worded in such a way to make it sound very reasonable incurs a –2 penalty to the saving throw.

Restrictions: Undead are unaffected.

Wraithform

Duration: 1 turn
Range: The caster

The caster's person—along with everything worn or carried—becomes shadowy and semi-incorporeal.

► **Movement:** The caster is able to pass through small holes and cracks.

► **Actions:** The caster may cast spells but may only attack incorporeal creatures.

► **Invulnerability:** Only magic and incorporeal creatures may harm the caster.

► **Pass undead:** Undead will ignore the caster, believing them to be a phantom of some kind. Undead of 10 or more HD may **save versus spells (at a –4 penalty)** to notice the illusion.

► **Cancelling:** The caster may end the spell at will, returning to normal.

4th Level Spells

Confusion

Duration: 12 rounds
Range: 120'

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

► **Subjects of 2+1 HD or greater:** May **save versus spells** each round to resist the spell's effect, acting with free will that round if they make the save.

► **Subjects of 2 HD or lower:** May not make a saving throw.

► **Behaviour:** Roll on the following table separately for each affected subject each round to determine how that subject acts that round:

Confusion: Subject Behaviour

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

Dispel Magic

Duration: Instant
Range: 120'

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

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

► **Magic items:** Are unaffected.

Emotion

Duration: Concentration
Range: 10' per level

All creatures in a 40' square area within range must **save versus spells** or be afflicted by an emotion of the caster's choosing:

► **Fear:** Subjects are struck with terror and will flee from the caster at maximum speed. Affected creatures have a 60% chance of immediately dropping anything in their hands. The chance is decreased by 5% for each level or Hit Die above 1. Fear counters ongoing rage effects.

► **Hate:** Subjects gain a +2 bonus to attacks, damage, saving throws, and morale. Hate counters ongoing hopelessness effects.

► **Hopelessness:** Subjects are utterly demoralised and will dejectedly follow enemies' orders (e.g. to surrender or leave). In combat, there is a 1-in-4 chance of a subject doing nothing each round, and a 1-in-4 chance of them retreating. Hopelessness counters ongoing hate effects.

► **Rage:** Subjects go berserk, gaining a +1 bonus to hit and +3 to damage. Subjects fight without thought for their own lives and will not use shields. Subjects also gain 5 temporary hit points. These may take a subject above its normal maximum, but disappear when the spell ceases. Rage counters ongoing fear effects.

Concentration: Is required to maintain the projected emotion. If the caster moves or loses concentration, the spell ends.



Illusory Stamina

Duration: 3 turns per level
Range: Touch

Up to four persons touched by the caster are refreshed, some of their lost hit points being temporarily restored.

► **Bonus hit points:** Each subject gains a number of bonus hit points equal to 50% of the number of hit points they are currently below maximum. For example, if the subject has a maximum of 30 hit points and a current total of 12 hit points, they gain 9 bonus hit points (50% of 18).

► **Any damage suffered:** Is subtracted first from the bonus hit points.

► **When the duration ends:** If any of the bonus hit points remain, they disappear.

Improved Invisibility

Duration: 4 rounds +1 per level
Range: The caster or a creature touched

The caster or another creature touched becomes invisible:

► **Attacking:** The subject may attack while invisible.

► **Being attacked:** Opponents who are aware of the subject's presence (but who cannot see invisible) may detect a faint shimmering, allowing them to locate the subject. The subject gains a +4 bonus to AC and saving throws against attacks from such opponents.

► **Equipment:** Any gear the subject is carrying is also rendered invisible (this includes clothing and armour). Items dropped or put down by an invisible creature become visible.

► **Light sources:** If a light source is made invisible (as part of the subject's gear), the light it casts is unaffected.

Massmorph

Duration: Permanent
Range: 240'

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

► **Moving through:** Once the illusion is in place, even creatures moving among the veiled subjects are deceived.

► **Subjects who leave the affected area:** Cease to be veiled.

► **Dismissing:** The caster may dismiss the illusion in its entirety at any time.

Minor Creation

Duration: 6 turns per level
Range: Touch

Over the course of one turn, the caster weaves a semi-real but tangible object from a tiny piece of constituent matter. For example, a semi-real rope could be formed from a strand of hemp fibre.

► **Non-living:** Only objects of non-living vegetable matter may be created (e.g. fabric, rope, wood, etc.).

► **Size:** The object may be no larger than one cubic foot per level of the caster.

► **Food:** While it is possible to create food, its semi-real nature means that it provides no nourishment.

► **When the duration ends:** The conjured item disappears. The piece of matter from which it was woven remains.

Phantasmal Killer

Duration: 1 round per level
Range: 5' per level

The subconscious fears of a single target manifest in its mind as a vision of the most horrible monstrosity it can imagine.

► **Saving throw:** The subject may **save versus spells with a +2 bonus** to resist the phantasm.

► **Pursuit:** The monster pursues the subject relentlessly and, as it only exists in the subject's mind, can move at any speed and pass through any obstacles.

► **Invulnerability:** The monster is invulnerable to all of the subject's attacks.

► **Attacks:** The monster attacks the subject once per round with a THAC0 of 16 [+3]. If one of the monster's attacks is successful, the subject dies of terror.

► **Cancelling:** Killing or knocking out the caster ends the phantasm.

Restrictions: Undead and creatures of less than animal intelligence are unaffected.

Rainbow Pattern

Duration: Concentration
Range: 30' square around the caster

A band of twisting, interweaving, rainbow colours fills the air in a 30' × 30' area centred on the caster.

► **Creatures that see the pattern:** Must **save versus spells** or become hypnotised as long as they are able to watch the pattern.

► **Number of creatures affected:** A total of up to 24 Hit Dice of creatures may be hypnotised.

► **Hypnotised creatures:** Simply stand still, gazing at the pattern of colours.

► **If a hypnotised creature is harmed:** The pattern ceases to enthral it and it may act next round.

Maintaining the pattern: The pattern can be maintained and directed as follows:

► **Concentration:** The caster can maintain the pattern indefinitely, as long as they concentrate on the spell and remain stationary.

► **Releasing:** The caster may optionally end concentration and direct the pattern to drift away in a specified direction. The pattern drifts at a rate of 30' per round and fades after 1d4 rounds. Hypnotised creatures will do their best to follow the pattern, but if they are led into a dangerous area, another **saving throw versus spells** is allowed to snap out of the trance.



Shadow Monsters

Duration: 1 round per level
Range: 30'

The caster conjures one or more semi-real monsters, woven from shadow-stuff.

► **Hit Dice:** The monsters' total Hit Dice may not exceed the caster's level.

► **Type:** All monsters must be of the same type.

► **Hit points:** The monsters have 1d2 hit points per Hit Die (instead of the normal 1d8 hit points per Hit Die).

► **Control:** The monsters are under the caster's control.

Saving throw: Every creature viewing the shadow monsters may **save versus spells**:

► **If the save succeeds:** The subject views the monsters as they truly are: vague, shifting forms of shadow. To this subject, the shadow monsters have AC 9 [10] and inflict one quarter of their normal damage (rounding down). This subject is unaffected by any special or magical attack forms of the monsters.

► **If the save fails:** The subject perceives the monsters as real creatures of the chosen type. To this subject, the shadow monsters attack as normal and inflict normal damage. They may use any special or magical attack forms they possess, but attacks such as energy drain or petrification do not really occur—at worst, they might cause an opponent to fall unconscious or be paralysed for 1d4 turns.



Solid Fog

Duration: 1 turn
Range: 60'

A wall of roiling vapour appears at a location of the caster's choosing within range.

► **Area:** The fog bank fills a 10' cube area per level of the caster.

► **Vision:** The *solid fog* blocks normal vision and infravision.

► **Movement:** Creatures moving through the fog move at one tenth of their normal movement rate.

► **Strong winds:** Only very strong winds can clear the fog before the spell's duration has expired.

► **Magical fire:** A large area of magical fire can dissipate the fog in one round.

Veil of Abandonment

Duration: 1 turn per level
Range: 10' per level

An area is cloaked with a combination of invisibility and illusion, making it seem vacant and neglected—covered in dust, cobwebs, and dirt, as if long abandoned.

► **Creatures:** In the affected area when the spell is cast are not cloaked.

► **Inanimate objects:** In the affected area are cloaked with invisibility and are veiled such that only direct contact will reveal their presence. Even then, an observer must make a **saving throw versus spells** to realise that the whole area is under the effects of an illusion: if the save fails, the observer believes that the detected object is merely invisible.

► **Creatures passing through the area:** Believe that their passing makes footprints in the dust, breaks through cobwebs, etc.

► **Detection:** Creatures that can detect invisible cannot see through this illusion.

5th Level Spells

Chaos

Duration: 12 rounds
Range: 120'

This spell causes all creatures in a 60' diameter area to become confused, making them unable to independently determine what they will do.

► **Saving throw:** Subjects that can cast illusionist spells or that have innate powers of illusion may **save versus spells** to resist the spell's effect.

► **Behaviour:** Roll on the following table separately for each affected subject each round to determine how that subject acts that round:

Chaos: Subject Behaviour

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

Demi-Shadow Monsters

Duration: 1 round per level
Range: 30'

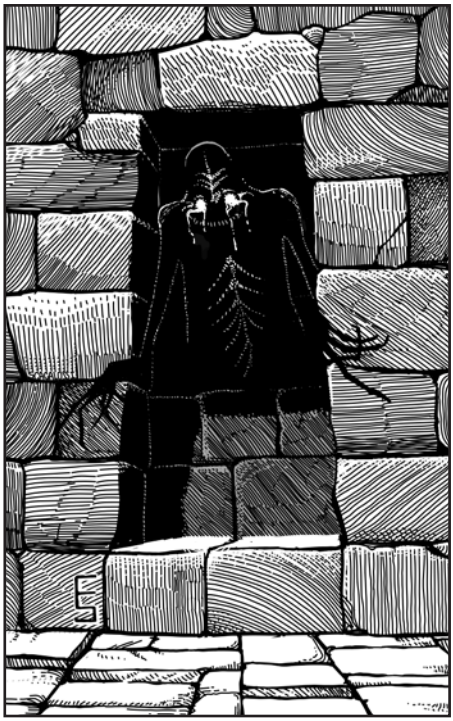
The caster conjures one or more semi-real monsters, woven from shadow-stuff.

► **Hit Dice:** The monsters' total Hit Dice may not exceed the caster's level.

► **Type:** All monsters must be of the same type.

► **Hit points:** The monsters have 1d4 hit points per Hit Die (instead of the normal 1d8 hit points per Hit Die).

► **Control:** The monsters are under the caster's control.



Saving throw: Every creature viewing the shadow monsters may **save versus spells**:

► **If the save succeeds:** The subject views the monsters as they truly are: vague, shifting forms of shadow. To this subject, the shadow monsters have AC 9 [10] and inflict half of their normal damage (rounding down). This subject is unaffected by any special or magical attack forms of the monsters.

► **If the save fails:** The subject perceives the monsters as real creatures of the chosen type. To this subject, the shadow monsters attack as normal and inflict normal damage. They may use any special or magical attack forms they possess, but attacks such as energy drain or petrification do not really occur—at worst, they might cause an opponent to fall unconscious or be paralysed for 1d4 turns.

Illusion

Duration: 1 round per level
Range: 240'

An illusion of the caster's choosing—including sounds, smells, and thermal elements—manifests in a 20' cube area. Three types of illusions may be created:

1. **An illusionary monster:** That can be directed to attack. The monster has AC 5 [14]. If it is hit in combat, the attacker may **save versus spells**. If the save succeeds, the attacker realises the illusory nature of the monster and can no longer be harmed by it.
2. **An illusionary attack:** For example, an avalanche, a falling ceiling, a magic missile, etc. Targets who **save versus spells** are unaffected.
3. **A scene:** Either changing the appearance of the affected area or creating the appearance of something new.

Stipulations: The following apply:

► **Responsiveness:** The illusion behaves and responds as decided by the caster when the spell is cast. No concentration is required to maintain the illusion.

► **Illusionary monsters or attacks:** May appear to be harmful but never inflict real damage. A character who appears to die actually falls unconscious, a character turned to stone will actually be paralysed, and so on. Such effects last for 1d4 turns.

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

Looking Glass

Duration: 1 round per level
Range: Touch

A finely wrought, silver mirror is enchanted to act as a scrying device, allowing the caster to fleetingly view any place or object that is brought to mind:

► **The clarity of the vision:** Depends on the scryer's familiarity with the subject.

► **Casting spells:** It is not possible to cast spells through the mirror into the viewed scene.

Material cost: The mirror enchanted by this spell must be of at least 1,000gp value.

Major Creation

Duration: 12 or 6 turns per level
Range: Touch

Over the course of a turn, the caster weaves a semi-real but tangible object from a tiny piece of constituent matter. For example, a sword could be formed from a splinter of steel.

► **Non-living:** Only objects of non-living vegetable or mineral matter may be created (e.g. fabric, rope, wood, metal, stone, etc.).

► **Size:** The object may be no larger than one cubic foot per level of the caster.

► **Food:** While it is possible to create food, its semi-real nature means that it provides no nourishment.

► **Duration:** If objects of vegetable matter are created, the duration is 12 turns per level, otherwise it is 6 turns per level.

► **When the duration ends:** The conjured item disappears. The piece of matter from which it was woven remains.

Maze of Mirrors

Duration: Varies by subject's INT
Range: 5' per level

A single subject within range is transported into a shifting, extra-dimensional mirror maze.

► **Duration:** The subject is trapped in the maze for a duration depending on its intelligence. See the table below.

► **Escaping the maze:** Once the subject has found its way out of the maze, it reappears in the location it was transported from.

Maze of Mirrors Duration

Subject's INT	Duration
Less than 3	2d4 turns
3–5	1d4 turns
6–8	5d4 rounds
9–11	4d4 rounds
12–14	3d4 rounds
15–17	2d4 rounds
18 or higher	1d4 rounds



Projected Image

Duration: 6 turns
Range: 240'

An illusory duplicate of the caster appears within range.

► **Duplicate:** The image is an exact duplicate of the caster that can only be differentiated by touch.

► **Subsequent spells cast:** Appear to originate from the image. (Targets must still be visible to the caster, however.)

► **Spells and missiles:** The image appears unaffected by spells or missile weapons.

► **Melee or touch:** If the image is touched or hit in melee, it disappears.

Seeming

Duration: 12 hours
Range: 10'

This spell alters the outward appearance of one or more persons to that of another type of humanoid.

► **Number of subjects:** Up to one subject per two levels of the caster may be affected.

► **The illusionary appearance:** All subjects take on the appearance of the same type of creature (e.g. human, elf, goblin, etc.), but each remains a recognisable individual—they do not look like clones.

► **Size and weight:** The illusionary appearance may be at most 1' taller or shorter than the subject. Apparent weight may be altered in any way.

► **Clothing or equipment:** May be altered in any way.

► **Cloning:** The spell cannot be used to precisely copy another's appearance.

► **Saving throw:** Unwilling subjects may **save versus spells** to avoid being affected.

Shadowcast

Duration: Up to 6 turns +1 per level
Range: 30'

The shadows cast by the light of a candle are enchanted, causing them to re-enact events which previously occurred in the area where the spell is cast.

► **Candle:** The caster must light a candle and place it in the centre of the area to be affected, which must otherwise be in darkness. The candle burns down completely over the spell's duration.

► **Time span:** The caster may choose to look back into the past up to six turns plus one turn per level.

► **Shadow play:** Once the starting point for the shadow re-enactment has been selected, the spell lasts for that amount of time, producing a shadowy replay of the past up to the moment the spell was cast.

► **Silhouettes:** Only silhouettes of past events in the area are produced; any sound or speech which occurred is not replicated.

Enhancement: The power of the illusion may be enhanced by using a specially manufactured candle:

► **Special candle:** The candle must be formed from the earwax of a giant monster (which must be obtained by adventuring) and be inlaid with fine runes in gold leaf (at a cost of 200gp).

► **Sound:** If such a candle is used, the shadow play is also accompanied by sound, faintly reproduced in the sputtering of the candle's flame.



Shadowy Transformation

Duration: 1d4 rounds +1 per level
Range: The caster or a creature or object touched

An object or creature touched becomes shadowy and semi-ethereal.

If an object is touched:

► **Insubstantial:** The object becomes utterly insubstantial. It cannot be touched and provides no physical resistance. For example, a door transformed by this spell could be freely passed through.

► **Size:** The object may be no larger than one cubic foot per level of the caster.

► **Magical objects:** Magic items and objects created by spells (e.g. a *wall of stone*) cannot be targeted.

If a creature is touched:

► **Insubstantial:** The subject and everything it carries becomes insubstantial.

► **Movement:** The subject is able to pass through small holes and cracks.

► **Invulnerability:** Only ethereal creatures or magic may harm the subject.

► **Pass undead:** Undead will ignore the subject, believing them to be a phantom of some kind. Undead of 10 or more HD may **save versus spells (at a –4 penalty)** to notice the illusion.

► **Saving throw:** An unwilling subject may **save versus spells** to avoid the transformation.



Time Flow

Duration: 6 turns per level
Range: 10'

This powerful spell warps the flow of time in the location where it is cast.

► **Time acceleration:** For those within the area of effect, each turn that passes has the subjective effect of a whole hour. Within the affected area, spell durations pass more quickly and characters must eat and sleep at the accelerated rate.

► **Rest:** If enough perceptual time is spent in the affected area, hit points may be recovered due to rest and spells may be re-memorized, subject to the normal rules.

► **Interaction:** Any interaction between characters within the enchanted area and those outside of it occur at the normal rate—characters inside the area of time distortion do not gain or lose actions in combat, for instance.

► **Usage limit:** Casting *time flow* more than once in the space of a week causes a permanent loss of one point of CON.

Visitation

Duration: 5 minutes
Range: Unlimited

This spell sends an apparition to deliver a message to a named subject.

► **The apparition:** Takes the form of a ghostly figure of sinister or beguiling aspect, as the caster wishes.

► **The message delivered:** May be up to 5 minutes long.

► **Sympathetic item:** The caster requires an item of close personal connection to the subject (e.g. a ring, commonly worn garment, lock of hair, etc.).

► **Saving throw:** If the subject is unwilling, they may **save versus spells** to prevent the visitation.



6th Level Spells

Acid Fog

Duration: 1d4 rounds +1 per level
Range: 30'

A wall of roiling, acidic vapour appears at a location of the caster's choosing within range.

► **Area:** The fog bank fills a 10' cube area per level of the caster.

► **Plant-life in the fog:** Withers and dies. Small shrubs and grasses perish in two rounds, while large trees are more resilient and may take up to 16 rounds to finally blacken and die.

► **Creatures in the fog:** Suffer 1 damage on the first round they are in the fog, 2 damage on the second round, 4 damage on the third round, and 8 damage on each subsequent round.

► **Vision:** The *acid fog* blocks normal vision and infravision.

► **Movement:** Creatures moving through the fog move at one tenth of their normal movement rate.

► **Strong winds:** Only very strong winds can clear the fog before the spell's duration has expired.

► **Magical fire:** A large area of magical fire can dissipate the fog in one round.

Dream Quest

Duration: Permanent until fulfilled
Range: 60'

The caster commands a single subject to perform a specific quest or task, conveyed through a recurring dream.

► **The dream:** While the spell remains in effect, the subject experiences the recurring dream every time they sleep. In the recurring dream, the subject witnesses themselves completing the prescribed quest.

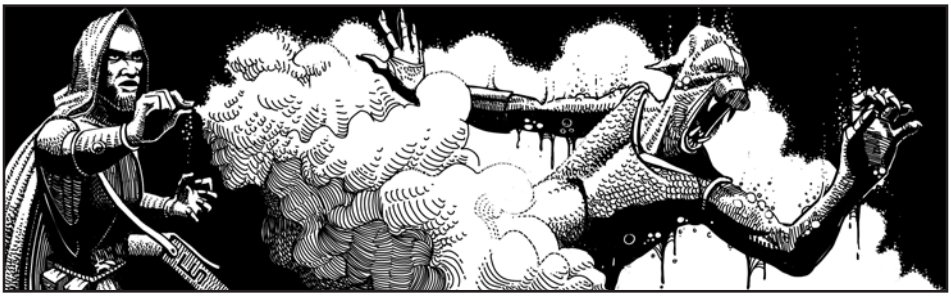
► **Examples of quests:** Rescuing a prisoner, killing a specific monster, bringing a magic item to the caster, or going on a journey to an oracle.

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

► **Saving throw:** The subject may **save versus spells**, with success indicating that the initial dream is experienced but the spell has no further effect.

► **Refusal:** The subject must undertake the quest or begin to fade from reality. Every day in which the subject does not pursue the quest, they lose 1 hit point. This damage cannot be fatal (e.g. if the subject has only 1 hit point, no further loss due to this spell will occur). However, accrued damage cannot be healed by any means except completing the quest.

► **Completion:** Once the task is completed, the spell ends. Any lost hit points are recovered.





Impersonation

Duration: 1 turn per level
Range: The caster or a person touched

The subject takes on the appearance of a person of the caster's choosing.

► **Appearance:** The subject becomes physically indistinguishable from the selected individual, becoming the same height, age, race, sex, etc.

► **Manner:** Even the subject's gestures, voice, mode of speech, and mannerisms are rendered identical to those of the mimicked target.

► **Mind:** The subject does not gain any of the memories, mental faculties, experiences, or abilities of the target.

► **Observers:** Who know the mimicked target may **save versus spells** to detect the illusion if the subject does or says anything that the original would not.

Sympathetic item: The caster must have a personal possession or bodily sample (e.g. drop of blood, lock of hair) of the target to be mimicked.

Manifest Dream

Duration: Varies by manifestation (see examples below)
Range: The caster

This spell harnesses the malleable, imaginative potency of the dream world, manifesting the caster's wish.

► **Dreaming:** After casting the spell, the caster must lie down and drift off to sleep while visualising the desired manifestation. The visualisation will then be taken up by the caster's subconscious and experienced as a potent dream.

► **Upon awakening:** If the caster sleeps for an uninterrupted 8 hours, the desired manifestation comes to pass.

Potency: While *manifest dream* can bring about a wide range of effects, its power is not unlimited. The following are examples of the maximum potency of the spell:

► **Healing:** All of an individual's wounds.

► **Regeneration:** Of a lost body part (e.g. a hand or foot).

► **Revelation:** Of a route through the wilderness, a secret entrance into a fortress, or the location of a lost item. (As long as the sought location or object is not warded by magic.)

► **Divination:** Of the approximate strength of enemy forces. (Creatures of 7 or more Hit Dice in the force may **save versus spells** to avoid being detected in this way.)

► **Temporary restoration:** Of a dead creature or destroyed object for 1 turn per level of the caster.

Usage limit: This spell may be used at most once per week. A caster who oversteps this limit will become permanently insane.



Mass Suggestion

Duration: 4 turns +4 per level
Range: 90'

The caster utters a suggestion to influence the behaviour of selected subjects within range.

► **Number of subjects:** Up to one subject per level of the caster may be targeted.

► **Wording:** The suggestion must take the form of a short phrase (at most one or two sentences) suggesting a course of action to the subjects.

► **Comprehension:** A language that is understood by the subjects must be used.

► **Harmful suggestions:** Suggestions that are obviously harmful to a subject cause the spell to automatically fail for that subject.

► **Saving throw:** A **save versus spells** is allowed to resist the suggestion. If the save fails, the subject will follow the caster's suggestion for up to the duration of the spell.

► **Reasonable suggestions:** A suggestion that is worded in such a way to make it sound very reasonable incurs a –2 penalty to the saving throw.

Restrictions: Undead are unaffected.

Mislead

Duration: 1 round per level
Range: The caster

This spell causes an illusory double of the caster to appear while the real caster is rendered invisible.

► **Appearance:** The illusion of the double includes visual, sonic, olfactory, and tactile elements. It is an entirely convincing double of the caster.

► **Action:** The double may act completely independently, including moving, speaking, attacking, and casting spells (that the caster has memorized).

► **Combat:** The double has the same combat capabilities as the caster and has a separate pool of hit points, equal to those of the caster when the spell is cast.

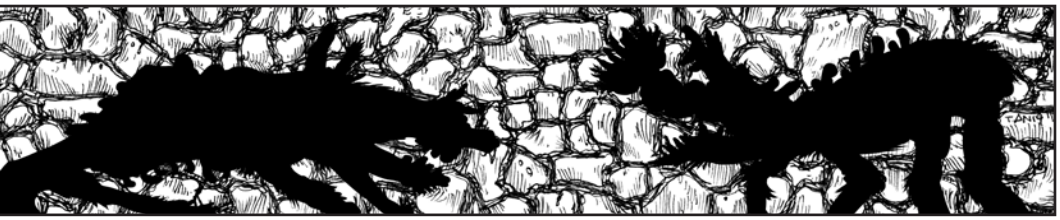
The caster: Is rendered invisible as follows:

► **Attacking:** The caster may attack while invisible.

► **Being attacked:** Opponents who are aware of the caster's presence (but who cannot see invisible) may detect a faint shimmering, allowing them to locate the caster. The caster gains a +4 bonus to AC and saving throws against such attacks.

► **Equipment:** Any gear the caster is carrying is also rendered invisible (this includes clothing and armour). Items dropped or put down become visible.

► **Light sources:** If a light source is made invisible (as part of the caster's gear), the light it casts is unaffected.



Permanent Illusion

Duration: Permanent
Range: 240'

An illusion of the caster's choosing—including sounds, smells, and thermal elements—manifests in a 20' cube area. Two types of illusions may be created:

1. **An illusionary monster:** That can be directed to attack. The monster has AC 5 [14]. If it is hit in combat, the attacker may **save versus spells**. If the save succeeds, the attacker realises the illusory nature of the monster and can no longer be harmed by it.
2. **A scene:** Either changing the appearance of the affected area or creating the appearance of something new.

Stipulations: The following apply:

► **Responsiveness:** The illusion behaves and responds as decided by the caster when the spell is cast.

► **Illusionary monsters:** May appear to be harmful but never inflict real damage. A character who appears to die actually falls unconscious, a character turned to stone will actually be paralysed, and so on. Such effects last for 1d4 turns.

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

Shades

Duration: 1 round per level
Range: 30'

The caster conjures one or more semi-real monsters, woven from shadow-stuff.

► **Hit Dice:** The monsters' total Hit Dice may not exceed the caster's level.

► **Type:** All monsters must be of the same type.

► **Hit points:** The monsters have 1d6 hit points per Hit Die (instead of the normal 1d8 hit points per Hit Die).

► **Control:** The monsters are under the caster's control.

Saving throw: Every creature viewing the shadow monsters may **save versus spells**:

► **If the save succeeds:** The subject views the monsters as they truly are: vague, shifting forms of shadow. To this subject, the shadow monsters have AC 9 [10] and inflict three quarters of their normal damage (rounding down). This subject is unaffected by any special or magical attack forms of the monsters.

► **If the save fails:** The subject perceives the monsters as real creatures of the chosen type. To this subject, the shadow monsters attack as normal and inflict normal damage. They may use any special or magical attack forms they possess, but attacks such as energy drain or petrification do not really occur—at worst, they might cause an opponent to fall unconscious or be paralysed for 1d4 turns.

Through the Looking Glass

Duration: 1 round per level
Range: 10'

A finely wrought, full-length, silver mirror is enchanted to act as a scrying device, allowing the caster to view any place or object that is brought to mind:

► **The clarity of the vision:** Depends on the scryer's familiarity with the subject.

► **Casting spells:** Through the mirror into the viewed scene is not possible.

Stepping into the mirror: The caster may step into the divined scene:

► **Portal:** A faint, spatial distortion exists at the point at which the caster entered the scene. The portal is invisible, but may be perceived by the caster or by magic.

► **Stepping back through:** Anyone who perceives the portal may step out of the mirror and into the location whence the caster originated.

► **At the end of the spell's duration:** The portal disappears. Any creature (including the caster) that stepped through the portal/mirror and did not return must **save versus death** or becomes lost in another plane of reality.

Material cost: The mirror must be of at least 5,000gp value.

Triggered Illusion

Duration: Permanent until triggered, then 1 round per level
Range: 240'

An area within range is enchanted to produce an illusion of the caster's choosing —including sounds, smells, and thermal elements—when a specified triggering condition occurs. Once triggered, the illusion manifests in a 20' cube area, remaining for up to 1 round per level. The enchantment then ends. Three types of illusions may be created:

1. **An illusionary monster:** That can be directed to attack. The monster has AC 5 [14]. If it is hit in combat, the attacker may **save versus spells**. If the save succeeds, the attacker realises the illusory nature of the monster and can no longer be harmed by it.
2. **An illusionary attack:** For example, an avalanche, a falling ceiling, a magic missile, etc. Targets who **save versus spells** are unaffected.
3. **A scene:** Either changing the appearance of the affected area or creating the appearance of something new. The scene disappears if touched.

Stipulations: The following apply:

► **Responsiveness:** The illusion behaves and responds as decided by the caster when the spell is cast.

► **Illusionary monsters:** May appear to be harmful but never inflict real damage. A character who appears to die actually falls unconscious, a character turned to stone will actually be paralysed, and so on. Such effects last for 1d4 turns.

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

The trigger condition: May be as broad or as specific as the caster wishes, and may include conditions on objects in the enchanted area being touched or on the presence of creatures in the area. It may only take visual appearances into account (e.g. it cannot discern the alignment, class, level, etc. of creatures who pass through).



True Seeing

Duration: 1 round per level
Range: The caster or a creature touched

The subject sees all things within 60' as they truly are.

- **Secret doors:** Are revealed.
- **Invisibility:** Invisible objects and creatures are perceived.
- **Illusions:** Are seen through.
- **Enchantments:** Enchanted objects and creatures are made apparent.

Vision

Duration: 1 turn
Range: The caster

The caster calls upon a supernatural power, asking to be sent a vision in answer to a question which vexes them.

- **The power to be called upon:** May be selected by the caster.
- **Sacrifice:** In order to supplicate the power being contacted, the caster must sacrifice something either valuable to themselves or valuable to the supernatural power. More valuable sacrifices increase the chance of the caster's question being answered (see below).

The response of the power: Is determined by rolling 2d6:

- **2–6:** The power is angered. No vision is sent. Instead, the caster is placed under a powerful enchantment forcing them to perform some quest for the power.
- **7–9:** A minor vision is sent. It may not be directly related to the caster's question.
- **10 or higher:** A vision that answers the caster's question is sent.

Value of sacrifice: The 2d6 roll is modified by the value of the sacrifice (as judged by the referee):

- **Very precious:** +1
- **Extremely precious:** +2
- **Priceless:** +3


MULLEN





Magic-User Spells

1st Level Spells

Charm Person

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

A single human, demihuman, or human-like monster (see ***Persons*** in the *Advanced Fantasy Referee's Tome*) must **save versus spells** or be charmed, as follows:

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

Restrictions: Human-like monsters of greater than 4+1 HD (see ***Hit point modifiers*** in the *Advanced Fantasy Referee's Tome*) and undead are not affected.

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

- **INT 3–8:** New save once every month.
- **INT 9–12:** New save each week.
- **INT 13–18:** New save once every day.

Detect Magic

Duration: 2 turns
Range: 60'

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

Floating Disc

Duration: 6 turns
Range: 6'

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

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

Hold Portal

Duration: 2d6 turns
Range: 10'

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

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

Light

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

This spell has three usages:

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

Reversed: Darkness

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

Magic Missile

Duration: 1 turn
Range: 150'

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

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

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

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

Protection from Evil

Duration: 6 turns
Range: The caster

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

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

► **Affected creatures' attacks:** Against the caster are penalised by –1.

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

Read Languages

Duration: 2 turns
Range: The caster

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





Read Magic

Duration: 1 turn
Range: The caster

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

► **Scrolls:** The magical script of a scroll of arcane spells can be understood. The caster is then able to activate the scroll at any time in the future.

► **Spell books:** A spell book written by another arcane spell caster can be deciphered.

► **Inscriptions:** Runes or magical words inscribed on an object or surface can be understood.

► **Reading again:** Once the caster has read a magical inscription using *read magic*, they are thereafter able to read that particular writing without recourse to the use of this spell.

Shield

Duration: 2 turns
Range: The caster

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

► **Against missile attacks:** The caster's AC is 2 [17].

► **Against other attacks:** The caster's AC is 4 [15].

Sleep

Duration: 4d4 turns
Range: 240'

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

1. A single creature with 4+1 Hit Dice (see ***Hit point modifiers*** in the *Advanced Fantasy Referee's Tome*).
2. A total of 2d8 Hit Dice of creatures of 4 HD or lower each.

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

► **Weakest first:** Targets with the least HD are affected first.

► **HD:** Treat monsters with less than 1 HD as having 1 HD and monsters with a fixed hit point bonus as having the flat HD. (For example, a 3+2 HD monster would be treated as having 3 HD.)

► **Excess:** Rolled Hit Dice that are not sufficient to affect a creature are wasted.

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

Awakening: Slapping or wounding awakens an affected creature.

Ventriloquism

Duration: 2 turns
Range: 60'

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

2nd Level Spells

Continual Light

Duration: Permanent
Range: 120'

This spell has three usages:

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

Reversed: Continual Darkness

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

Detect Evil

Duration: 2 turns
Range: 60'

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

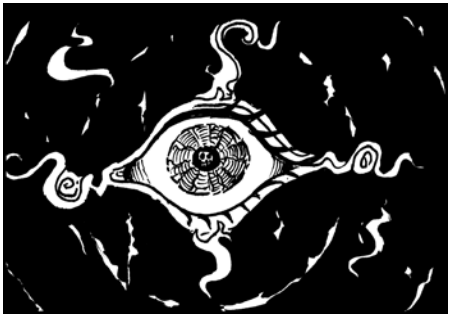
► **Intent only:** This spell does not grant the ability to read minds, but only grants a general sense of evil intent.

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

Detect Invisible

Duration: 6 turns
Range: 10' per level

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



ESP

Duration: 12 turns
Range: 60'

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

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

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

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

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

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

Invisibility

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

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

► **If cast on a creature:** Any gear the subject is carrying is also rendered invisible (this includes clothing and armour). Items dropped or put down by an invisible creature become visible. If the subject attacks or casts a spell, the invisibility is broken, ending the spell.

► **If cast on an object:** The invisibility is permanent.

► **Light sources:** If a light source is made invisible (either as part of a creature's gear or as an individual object), the light it casts is unaffected.

Knock

Duration: 1 round
Range: 60'

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

► **Magically held doors:** Are affected (e.g. *hold portal*, *wizard lock*).

► **Secret doors:** May be opened, but they must be known to the caster.

Levitate

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

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

► **Vertical:** The caster mentally directs vertical movement at up to 20' per round.

► **Horizontal:** The caster can push against solid objects to move laterally.

► **Weight:** A normal amount of weight can be carried while levitating.

Locate Object

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

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

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

Restrictions: This spell cannot be used to locate creatures.

Mirror Image

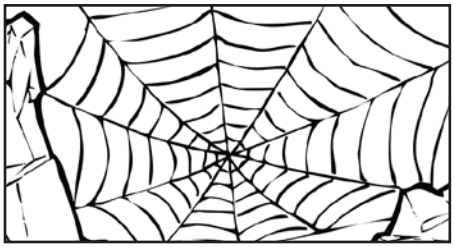
Duration: 6 turns
Range: The caster

1d4 illusory duplicates of the caster appear.

► **Behaviour:** The mirror images look and behave exactly as the caster.

► **Attacks on the caster:** Destroy one of the mirror images (even if the attack misses).





Phantasmal Force

Duration: Concentration
Range: 240'

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

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

Stipulations: The following apply:

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

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

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

Web

Duration: 48 turns
Range: 10'

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

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

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

Breaking free: Depends on STR:

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

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

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

Wizard Lock

Duration: Permanent
Range: 10'

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

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

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

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

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

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

3rd Level Spells

Clairvoyance

Duration: 12 turns
Range: 60'

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

► **Focus for 1 turn:** To establish a connection with a creature, the caster must focus their concentration in one particular direction for one turn.

► **After this turn:** The visual perceptions of one creature within range in that direction are relayed to the caster.

► **Switching:** Once a connection is established, the caster may choose to maintain it or to change to another subject.

► **Obstructions:** The spell is blocked by a thin layer of lead or by rock of 2' thick or greater.

Dispel Magic

Duration: Instant
Range: 120'

Dispel magic ends spell effects within a 20' cube area.

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

► **Magic items:** Are unaffected.

Fire Ball

Duration: Instant
Range: 240'

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

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

Fly

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

The subject gains the ability to fly through the air.

► **Movement rate:** Up to 360' (120').

► **Free movement:** Is possible in any direction, including the ability to levitate and to hover in mid-air.

Haste

Duration: 3 turns
Range: 240'

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

► **Movement:** Subjects' maximum movement rates are doubled.

► **Attacks:** Subjects may make double the normal number of attacks per round.

► **Spells:** The number of spells a subject may cast per round is not doubled.

► **Magical devices:** The use of devices such as wands is also not doubled.

Hold Person

Duration: 1 turn per level
Range: 120'

This spell causes one or more humans, demihumans, or human-like monsters (see ***Persons*** in the *Advanced Fantasy Referee's Tome*) to be paralysed if they fail a saving throw versus spells. It may be cast in two ways:

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

Restrictions: Human-like monsters of greater than 4+1 HD (see ***Hit point modifiers*** in the *Advanced Fantasy Referee's Tome*) and undead are not affected.

Infravision

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

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

Invisibility 10' Radius

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

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

► **Area:** The 10' radius area of the spell's effect moves with the chosen creature.

► **Exiting the area:** Subjects that move more than 10' away from the chosen creature become visible.

► **Entering the area:** Creatures that move into the area after the spell is cast do not become invisible.

► **Gear:** Any gear a subject is carrying is also rendered invisible. Items dropped or put down by an invisible creature become visible. Carried light sources become invisible but the emitted light does not.

► **Breaking the invisibility:** If a subject attacks or casts a spell, the invisibility is broken for that subject.

Lightning Bolt

Duration: Instant
Range: 180'

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

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

► **Bouncing:** If the *lightning bolt* hits a solid barrier before its full length is reached, it is reflected and travels for any remaining distance of its full length in the direction of the caster.

Protection from Evil 10' Radius

Duration: 12 turns
Range: 10' around the caster

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

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

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

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

Protection from Normal Missiles

Duration: 12 turns
Range: 30'

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

Water Breathing

Duration: 1 day
Range: 30'

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

► **Breathing air:** The spell does not affect the subject's ability to breathe air.

► **Swimming:** No additional proficiency at swimming is granted.





4th Level Spells

Charm Monster

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

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

► **Friendship:** The subject regards the caster as its trusted friend and ally and will come to the caster's defence.

► **Commands:** If they share a language, the caster may give the charmed creature commands, which it will obey.

► **Subject's nature:** Commands that contradict the charmed creature's habits or alignment may be ignored.

► **Suicidal commands:** An affected creature never obeys suicidal or obviously harmful orders.

Restrictions: Undead are not affected.

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

► **INT 3–8:** New save once every month.

► **INT 9–12:** New save each week

► **INT 13–18:** New save once every day.



Confusion

Duration: 12 rounds
Range: 120'

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

► **Subjects of 2+1 HD or greater:** May **save versus spells** each round to resist the spell's effect, acting with free will that round if they make the save.

► **Subjects of 2 HD or lower:** May not make a saving throw.

► **Behaviour:** Roll on the following table separately for each affected subject each round to determine how that subject acts that round:

Confusion: Subject Behaviour

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

Dimension Door

Duration: 1 round
Range: 10'

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

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

Stipulations: The following apply:

► **If the destination is occupied:** By a solid body, the spell fails.

► **If the target is unwilling:** It may **save versus spells** to resist the teleportation.

Growth of Plants

Duration: Permanent
Range: 120'

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

► **Area:** An area of up to 3,000 square feet—selected by the caster—is affected (e.g. 150' × 20', 100' × 30', etc.).

► **Passage:** Only very large creatures can force their way through.

Hallucinatory Terrain

Duration: Until touched
Range: 240'

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

► **Area:** The illusion must fit completely within the spell's range.

► **Touching:** If the illusion is touched by an intelligent being, the spell is negated.

Massmorph

Duration: Permanent
Range: 240'

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

► **Moving through:** Once the illusion is in place, even creatures moving among the veiled subjects are deceived.

► **Subjects who leave the affected area:** Cease to be veiled.

► **Dismissing:** The caster may dismiss the illusion in its entirety at any time.

Polymorph Others

Duration: Permanent
Range: 60'

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

► **HD:** The spell fails if the new form's HD is more than twice the subject's HD.

► **Hit points:** The subject retains the same number of hit points.

► **Abilities:** The subject truly becomes the new form: all special abilities are acquired, along with behavioural patterns, tendencies, and intelligence.

► **Specific individuals:** The spell cannot be used to duplicate a specific individual.

► **Reversion:** If the subject dies, it returns to its original form.

► **An unwilling subject:** May **save versus spells** to negate the effect.

Polymorph Self

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

The caster transforms themselves into another being:

► **HD:** The new form may not have higher Hit Dice than the caster's level.

► **Stats:** The caster retains their own intelligence, hit points, saving throws, and attack probabilities.

► **Physical capabilities:** Of the new form (e.g. strength, physical attack forms, modes of movement) are acquired.

► **Non-physical special abilities:** (e.g. immunities, breath weapons, spell casting) are not acquired.

► **Casting spells:** While polymorphed, the caster is unable to cast spells.

► **Specific individuals:** The spell cannot be used to duplicate a specific individual.

► **Reversion:** If the caster dies while polymorphed, they return to their original form.

Remove Curse

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

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

Reversed: Curse

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

► **Effects:** The exact form and effects of the curse are determined by the caster.

► **Maximum possible effects include:** A –2 penalty to saving throws, a –4 penalty to hit, reducing an ability score by 50%.

► **Multiple curses:** May afflict a creature, as long as each has a different effect.

► **Referee judgement:** The referee should judge the effects of this spell and may turn overly powerful curses back onto the caster!

Wall of Fire

Duration: Concentration
Range: 60'

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

► **Size:** The wall can be any size, and may be shaped in any manner and to any dimensions the caster desires, up to 1,200 sq. ft. For example, it may be a straight wall or curved into a protective circle.

► **Location:** The wall may not be evoked so that it appears where objects are.

► **Monsters with fewer than 4 HD:** Cannot pass the wall of flames.

► **Monsters with 4 or more HD:** Take 1d6 hit points of damage when they pass through the wall. The wall deals double damage to undead creatures or creatures that use cold or are accustomed to cold.

► **Concentration:** The wall persists as long as the caster concentrates on the spell and does not move.

Wall of Ice

Duration: 12 turns
Range: 120'

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

► **Size:** The wall can be any size, and may be shaped in any manner and to any dimensions the caster desires, up to 1,200 sq. ft. For example, it may be a straight wall or curved into a protective circle.

► **Location:** The wall must rest upon a solid surface and may not be evoked so that it appears where objects are.

► **Monsters with fewer than 4 HD:** Cannot pass the wall of ice.

► **Monsters with 4 or more HD:** Can break through the wall, but suffer 1d6 hit points of damage when doing so. The wall deals double damage to creatures that use fire or are accustomed to fire.

Wizard Eye

Duration: 6 turns
Range: 240'

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

► **Movement:** The eye can be directed to move within range at up to 120' per turn.

► **Seeing through the eye:** By concentrating, the caster can see through the eye.

► **Types of vision:** The magical eye grants both normal vision and infravision.

► **Barriers:** Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter.

5th Level Spells

Animate Dead

Duration: Permanent
Range: 60'

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

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

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

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

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

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

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

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

Cloudkill

Duration: 6 turns
Range: 30'

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

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

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

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

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



Conjure Elemental

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

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

► **Materials:** The summons requires a large volume of the appropriate element.

► **Concentration:** Is required to command an elemental.

► **Dismissing:** While control over the elemental is maintained, the caster may dismiss it at any time, sending it back to its plane of origin.

► **Disruption:** If the caster moves at more than half speed or their concentration is disturbed, the command over the elemental ends. It is, henceforth, a free-willed entity and will immediately try to kill the caster and any who get in its way.

► **Dispelling:** A conjured elemental may be dispelled by *dispel magic* or *dispel evil*.

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

Air Elemental

Huge vortexes of whirling air.

AC –2 [21], **HD** 16* (72hp), **Att** 1 × blow (3d8), **THAC0** 8 [+11], **MV** 360' (120') flying, **SV** D2 W3 P4 B3 S6 (16), **ML** 10, **AL** Neutral, **XP** 2,300

► **Size:** 32' tall, 8' across.

► **Whirlwind:** Creatures with less than 2HD swept aside (**save versus death**).

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Harm flying creatures:** Inflict extra 1d8 damage.

Earth Elemental

Huge humanoid figures of earth or stone.

AC –2 [21], **HD** 16* (72hp), **Att** 1 × blow (3d8), **THAC0** 8 [+11], **MV** 60' (20'), **SV** D2 W3 P4 B3 S6 (16), **ML** 10, **AL** Neutral, **XP** 2,300

► **Size:** 16' tall.

► **Blocked by water:** Cannot cross a channel wider than own height.

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Harm creatures on the ground:** Inflict extra 1d8 damage.

Fire Elemental

Whirling columns of fire.

AC –2 [21], **HD** 16* (72hp), **Att** 1 × blow (3d8), **THAC0** 8 [+11], **MV** 120' (40'), **SV** D2 W3 P4 B3 S6 (16), **ML** 10, **AL** Neutral, **XP** 2,300

► **Size:** 16' tall, 16' across.

► **Blocked by water:** Cannot cross a channel wider than own diameter.

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Harm cold-based creatures:** Inflict extra 1d8 damage.

Water Elemental

Huge waves of water.

AC –2 [21], **HD** 16* (72hp), **Att** 1 × blow (3d8), **THAC0** 8 [+11], **MV** 60' (20') / 180' (60') swimming, **SV** D2 W3 P4 B3 S6 (16), **ML** 10, **AL** Neutral, **XP** 2,300

► **Size:** 8' tall, 32' across.

► **Water-bound:** Must remain within 60' of water.

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Harm creatures in water:** Inflict extra 1d8 damage.

Contact Higher Plane

Duration: One conversation
Range: The caster

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

► **Plane:** The caster must choose which plane of existence to contact: communion with beings of the 3rd to 12th planes is possible via this spell. Higher numbered planes are home to more powerful and knowledgeable beings.

► **Questions:** The caster may then ask a number of simple yes/no questions equal to the number of the plane contacted. The referee plays the role of the contacted being, responding to the caster's questions.

► **Answers:** For each question asked, there is a chance of the contacted being not knowing the answer or of answering untruthfully: see the table to the right. It is impossible to detect whether the entity is lying.

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

► **Usage limit:** It may be cast at most once per week. (The referee may limit the spell's usage to even less frequently, if desired.)

► **Insanity:** Communion with otherworldly beings of great power can shatter the caster's sanity. The basic chance is shown in the table above. For every level of the caster above 11, this chance is reduced by 5%. If the caster is driven insane as a result of the communion, the recovery time is a number of weeks equal to the number of the plane contacted.

Contact Higher Plane Questions

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

Feeblemind

Duration: Permanent
Range: 240'

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

Hold Monster

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

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

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

Restrictions: Undead are not affected.

Magic Jar

Duration: Special
Range: The caster

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

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

► **Possession:** The caster may attempt to possess the body of another creature within 120'. The victim may **save versus spells** to resist possession. If the save is successful, the caster may not make another attempt to possess that victim for one turn. If the save fails, the caster's life-force leaves the magic jar and enters the victim, possessing it.

► **Returning:** The caster may choose to return to their own body at any time, ending the spell.

► **If the magic jar is destroyed:** The caster dies.

► **If the caster's own body is destroyed:** Their life-force is stranded in the magic jar.

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

► **Control:** The caster gains full control over the victim's body, but is not able to make the victim cast spells.

► **If the magic jar is destroyed:** The spell ends and the caster's life-force is trapped in the possessed body.

► **If the possessed victim is killed:** The caster's life-force returns to the magic jar.

► **Dispelling:** *Dispel evil* forces the caster's life-force back into the magic jar.

► **If the caster's own body is destroyed:** Their life-force is stranded in the body of the creature being possessed.



Pass-Wall

Duration: 3 turns
Range: 30'

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

Telekinesis

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

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

► **Weight:** Up to 200 coins of weight per level of the caster may be targeted.

► **Movement:** The target may be moved up to 20' per round, in whatever direction the caster wishes (including vertically).

► **Save:** If a creature is targeted, it may **save versus spells** to resist the spell.

► **Concentration:** If the caster's concentration is broken, the target will fall.

Teleport

Duration: Instant
Range: 10'

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

► **Gear:** The subject is teleported with all its gear, up to its maximum load.

► **Unwilling subjects:** May **save versus spells** to prevent the teleportation.

► **Destination:** May be at any distance, but must be known to the caster. The destination must be an open space at ground level. (It is not possible to intentionally teleport the subject into mid-air or into solid matter.)

► **Risk:** There is a risk, when teleporting, of accidentally arriving above or below ground level. The chance of a successful teleportation depends on the caster's knowledge of the destination (see right). Roll d% and consult the table below.

Teleport Result

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

Ground level: The subject appears at the desired destination.

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

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

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

► **Scant:** A location that the caster has visited once or twice, has seen by magical scrying, or has heard of from descriptions.

► **Moderate:** A location that the caster has visited often or has studied via scrying for several weeks.

► **Exact:** A location that the caster has made a detailed study of, in person.

Transmute Rock to Mud

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

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

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

Reversed: Transmute Mud to Rock

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

Wall of Stone

Duration: Permanent
Range: 60'

A wall of solid rock appears.

► **Size:** The wall may be of whatever shape the caster desires and is of 1,000 cubic feet in volume. (For example, a 2' thick wall, 50' long and 10' high.)

► **Location:** The wall must rest upon a solid surface and may not be evoked so that it appears where objects are.

6th Level Spells

Anti-Magic Shell

Duration: 12 turns
Range: The caster

An anti-magic barrier is created around the caster.

► **Blocks magic:** No spells or spell effects can pass through this barrier, whether from inside or outside.

► **Dismissing:** The caster may end this spell at any time before the duration has expired.

Control Weather

Duration: Concentration
Range: 240 yards around the caster

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

► **Calm:** Clears bad weather (though side-effects—e.g. mud after rain—remain.)

► **Extreme heat:** Dries up snow or mud (including *transmute rock to mud*). Creatures in the area move at half normal rate.

► **Fog:** Visibility drops to 20'. Creatures in the fog move at half their normal rate. At the referee's option, they may also have a chance of getting lost.

► **High winds:** Movement rates are halved. Missile fire and flight are impossible. High winds may be used to increase the sailing speed of ships by 50%, if they travel with the wind. In sandy areas, may cause a sandstorm, reducing visibility to 20'.

► **Rain:** –2 penalty to missile attacks. Mud forms in 3 turns, halving movement rates.

► **Snow:** Visibility drops to 20'. Movement rates are halved. Bodies of water may freeze. After the snow thaws, mud remains and still impedes movement.

► **Tornado:** The caster can direct the tornado, which moves at 120' per round. The tornado can be directed to attack (see stats below). Ships caught in a tornado have a 75% chance of suffering 12 points of hull damage.

Tornado

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

AC 0 [19], **HD** 12* (54hp), **Att** 1 × blow (2d8), **THAC0** 10 [+9], **MV** 360' (120') flying, **SV** D6 W7 P8 B8 S10 (12), **ML** 10, **AL** Neutral, **XP** 1,900

► **Whirlwind:** Creatures with less than 2HD swept aside (**save versus death**).

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Harm flying creatures:** Inflict extra 1d8 damage.

Death Spell

Duration: Instant
Range: 240'

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

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

Disintegrate

Duration: Instant
Range: 60'

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

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

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

Geas

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

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

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

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

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

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

Reversed: Remove Geas

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

Invisible Stalker

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

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

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

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

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

Invisible Stalker

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

AC 3 [16], **HD** 8* (36hp), **Att** 1 × blow (4d4), **THAC0** 12 [+7], **MV** 120' (40'), **SV** D8 W9 P10 B10 S12 (F8), **ML** 12, **AL** Neutral, **XP** 1,200

► **Tracking:** Without fault.

► **Surprise:** On a 1–5, unless target can detect invisibility.

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

Lower Water

Duration: 10 turns
Range: 240'

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

Move Earth

Duration: 6 turns
Range: 240'

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

► **Movement rate:** The caster can move earth in the area at up to 60' per turn.

► **Excavations:** The range of the spell also extends downwards, allowing excavations to be made.

Part Water

Duration: 6 turns
Range: 120'

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

Projected Image

Duration: 6 turns
Range: 240'

An illusory duplicate of the caster appears within range.

► **Duplicate:** The image is an exact duplicate of the caster that can only be differentiated by touch.

► **Subsequent spells cast:** Appear to originate from the image. (Targets must still be visible to the caster, however.)

► **Spells and missiles:** The image appears unaffected by spells or missile weapons.

► **Melee or touch:** If the image is touched or hit in melee, it disappears.

Reincarnation

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

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

The roll indicates either a character class or a monster:

► **Character class:** The character is of experience level 1d6 (or at most the same level as the character achieved before death). The reincarnated character can continue to gain experience and advance as normal, in the new class.

► **Monster:** The type should be determined by the referee. The monster should be at least partially intelligent, have no greater Hit Dice than the level of the character being reincarnated (at most 6 HD), and be of the same alignment. The tables opposite may be used, or the referee may create their own tables. Monsters cannot gain experience or advance in level.

Stone to Flesh

Duration: Permanent
Range: 120'

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

Reversed: Flesh to Stone

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

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



Reincarnation: Lawful Monsters		
d6	Reincarnation	HD
1	Brownie or gnome	1
2	Neanderthal	2
3	Pegasus	2
4	Blink dog	4
5	Unicorn	4
6	Roc, small	6

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

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

Alternative Reincarnation Tables

The classes listed in the tables are drawn from this book and the monsters from the *Advanced Fantasy Referee's Tome*.

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



Adventuring

Party Organisation

Size: The ideal size of a group is between 6 and 8 characters—large enough to confront the challenges of the adventure, while not so large as to be disorganised. If not enough PCs are present, the players may wish to hire retainers (see ***p110***).

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

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

Marching Order

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

The Caller

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

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

The Mapper

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

Dividing Treasure

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

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

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



Time, Weight, and Movement

Tracking Time

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

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

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

Resources

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

Tracking Movement

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

To determine how long it takes for characters to move from one area to the next, the referee should refer to the characters' movement rates (see ***p13***).

Group Movement Rate

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

Measurements

Time: Rounds and Turns

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

Turns: 10 minutes of game time. There are 6 turns in an hour. Time is measured in turns when exploring dungeons (see ***Dungeon Adventuring, p222***).

Rounds: 10 seconds of game time. There are 60 rounds in a turn. Time is measured in rounds during encounters, especially in combat (see ***Encounters, p228*** and ***Combat, p234***).

Distance: Inches, Feet, Yards, Miles

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

Distance Conversions

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

Weight: Coins

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



Encumbrance (Optional Rule)

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

Tracking Encumbrance

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

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

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

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

Treasure Encumbrance in Coins

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



Option 1: Basic Encumbrance

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

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

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

Basic Encumbrance

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

Option 2: Detailed Encumbrance

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

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

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

Detailed Encumbrance

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

Ability Checks

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

Rolling an Ability Check

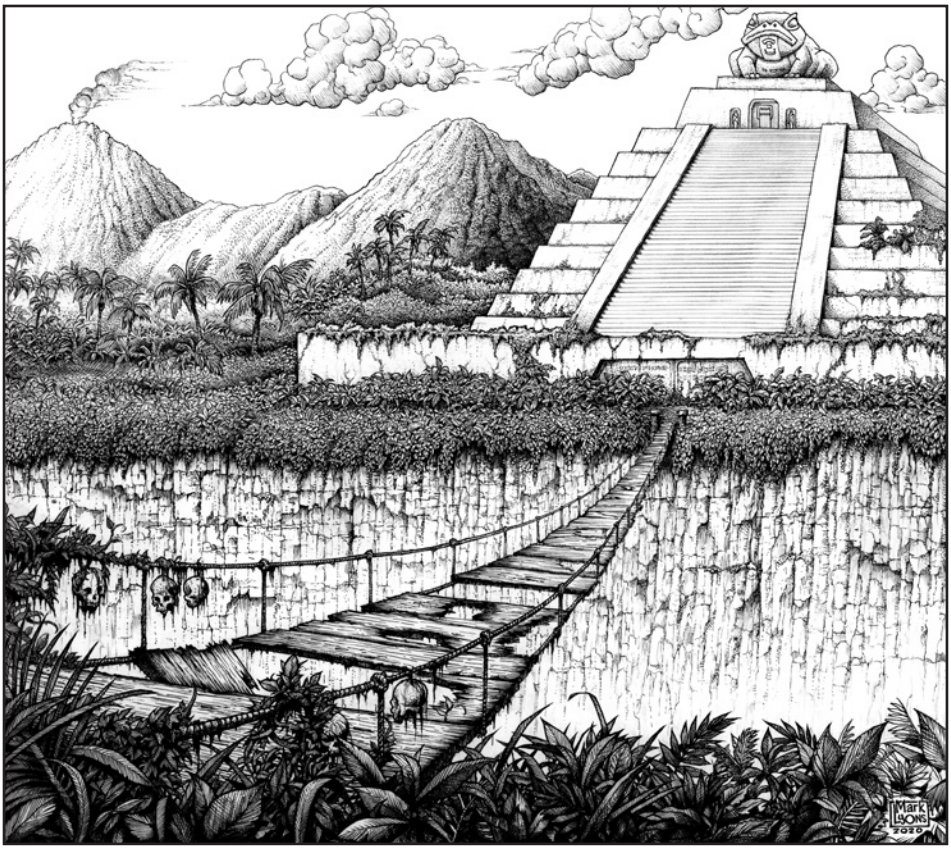
The player rolls 1d20 and, if the result is less than or equal to the ability, the check succeeds. If the roll is greater than the ability, the check fails.

Modifiers

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

1s and 20s

A natural 1 should be treated as a success and a natural 20 treated as a failure.



Saving Throws

All characters and monsters can make saving throws to avoid the full effects of certain magical or special attacks.

Categories

There are five saving throw categories, used in the following situations:

► **Death or Poison (D):** When targeted by a death ray or exposed to poison.

► **Wands (W):** When targeted by an effect from a magical wand.

► **Paralysis or Petrification (P):** When targeted by an effect that paralyses or turns to stone.

► **Breath Attacks (B):** When targeted by the breath of a dragon (or other monster with a breath attack).

► **Spells, Rods, or Staves (S):** When targeted by a baneful spell or an effect from a magical rod or staff.

When to Roll a Saving Throw

The appropriate saving throw to make and the effects of a success or failure are indicated in the description of the spell, monster attack, or adventure scenario.

Saving Throw Tables

Each character class has its own table denoting the saving throw values of characters of each experience level.



Rolling a Saving Throw

When affected by a spell or attack form which requires a saving throw, the player or referee must roll 1d20 and compare the result to the appropriate saving throw value:

► **Greater or equal:** A result that is greater than or equal to the saving throw value is a success.

► **Lower:** A result of less than the saving throw value is a failure.

Successful Saves

Damaging effects: A successful save against an effect that causes damage means that the damage is halved.

Other effects: A successful saving throw against an effect that does not cause damage means the effect has been entirely avoided or negated.

Saving Throws Versus Poison

Failure: A failed save against poison is usually fatal.

Damage: If a poisonous attack also inflicts damage, the damage is not affected by the success or failure of the save.

Damage, Healing, and Death

Damage

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

Healing

Natural Healing

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

Magical Healing

Healing may also occur through magic, such as potions or spells. This kind of healing is instantaneous. Magical healing and natural healing can be combined.

Death

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

Destruction of Items

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

Destruction of Magic Items

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

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



Limits on Returning from Death (Optional Rule)

Maximum Number of Times

A character's initial Constitution score (i.e. the score at character creation) defines the number of times that they can be returned from the dead by magic. Once this limit is reached, death is final, barring extraordinary magic such as a wish or the direct intervention of a deity.

Chance of Success

Returning from death represents a huge shock to a character, and it is not guaranteed that they will be successfully brought back to life. The chance of resurrection magic succeeding depends on a character's Constitution score as shown in the table to the right.

CON Loss After Returning from Death

Each time a character is brought back from the dead, their CON score is reduced by one point.

Chance of Raising the Dead

CON	Survival Chance
3	40%
4	45%
5	50%
6	55%
7	60%
8	65%
9	70%
10	75%
11	80%
12	85%
13	90%
14	92%
15	94%
16	96%
17	98%
18	100%



Hazards and Challenges

Climbing

When characters are climbing in a difficult or tense situation, the referee may require an ability check against Dexterity.

Sheer Surfaces

Very steep or sheer surfaces are normally impossible to climb without specialised equipment. Some characters may have class abilities which allow them to attempt to climb such surfaces unaided.

Darkness

Characters will usually want to bring a source of light with them on underground expeditions. Typical light sources enable normal vision within a 30' radius.

Infravision

All non-human monsters and many demihuman races have a special kind of vision that allows them to see in the dark. This is called infravision.

Heat tones: Characters who have infravision can see the heat energy that radiates off of living things. Generally, living things will be visible as bright tones, while cool items are grey and very cold objects are black.

Reading: It is not possible to read in the dark with infravision, because fine detail cannot be perceived.

Range: Infravision works within a limited range (60' for monsters, unless specified otherwise in a monster's description).

Disruption: Infravision only functions in darkness. Visible light (normal or magical) and large heat sources will disrupt it.

Light and Surprise

Characters or monsters that carry a light in a dark environment are usually unable to surprise opponents (see ***Encounters, p228***), because the light gives their presence away.

Falling

Falling from a height onto a hard surface inflicts 1d6 damage per 10' fallen.

Losing Direction

Characters can confidently follow trails, roads, and other well-known landmarks without fear of becoming lost. Likewise, travelling with a reliable guide prevents becoming lost. However, when travelling through untracked, open regions, it is easy to lose direction.

The chance of the party becoming lost depends on the type of terrain being explored (see ***Wilderness Adventuring, p224*** and ***Waterborne Adventuring, p226***).

Effects of Being Lost

If the party becomes lost, the referee will decide which direction they are actually travelling in. One option is to pick a direction only slightly off course. For example, if the group intended to go south, they are actually headed southwest or west.

It may take some time for a lost party to realise that it is moving in the wrong direction.

Starvation

If characters go for a full day or more without food or water, the referee may begin to apply penalties to attack rolls and movement rate, require more frequent rests, or even begin to deduct hit points (in extreme cases).

Swimming

Movement rate: Characters move at half their normal movement rate when swimming.

Who can swim: It is assumed that every character knows how to swim, unless there is some obvious reason why a character could not have learned.

Drowning

The circumstances in which drowning is a risk—as well as the chance of drowning—are judged by the referee.

Example circumstances: Swimming in treacherous water conditions, swimming while wearing armour or carrying heavy or awkward items, fighting in water.

Example chances of drowning: A character swimming in rough waters while wearing heavy armour and carrying a heavy load may have a 99% probability of drowning. A character in the same waters but wearing light armour and carrying a light load may only have a 10% probability of drowning.

Wandering Monsters

Besides the monsters specifically placed in certain regions of a dungeon or wilderness, PCs may randomly encounter monsters on the move between areas. These are known as wandering monsters.

See ***Dungeon Adventuring, p222***, ***Wilderness Adventuring, p224***, and ***Waterborne Adventuring, p226*** for specific details.

Frequency: The referee should roll periodically to determine whether a wandering monster is encountered. The frequency of checks depends on the type of area being explored.



Chance: When a wandering monster check is made, the chance of a random encounter is usually 1-in-6. This chance may vary, depending on the type of area being explored (e.g. dungeon region or level, type of wilderness terrain).

Monster type: Each area should have its own table of wandering monsters, which the referee rolls on when an encounter takes place.

Noise or light: If the party is making a lot of noise or carrying bright light sources in a dark environment, the referee may increase the chance of wandering monsters being encountered.

Hiding: If the party rests quietly in an out-of-the-way location, the referee may decrease the chance of wandering monsters being encountered.

Dungeon Adventuring

Sequence of Play Per Turn

1. **Wandering monsters:** The referee makes checks as applicable.
2. **Actions:** The party decides what actions to take (e.g. moving, searching, listening, entering rooms).
3. **Description:** The referee describes what happens. If monsters are encountered, follow the procedure described in ***Encounters, p228***.
4. **End of turn:** The referee updates time records, with special attention to light sources, spell durations, and the party's need to rest.

Doors

Dungeons often have many doors, some secret and others obvious. Many are locked and many are stuck.

Searching for Secret Doors

Some doors are hidden or concealed. Adventurers may choose to search a 10' × 10' area for secret doors. See ***Searching***.

Chance of finding: If a character is searching in the right location, there is a 1-in-6 chance of finding a secret door. (Some types of adventurers may have an increased chance.)

Stuck Doors

Forcing: The chance of forcing open a stuck door depends on the character's Strength (see ***Ability Scores, p20***).

Surprise: A failed attempt to force open a door eliminates any possibility of surprise (see ***Encounters, p228***) that the party may have against any monsters on the other side of the door.

Locked Doors

Locks may be picked by a character proficient with lock picks or opened by magic.

Doors Swinging Shut

Doors opened by adventurers (by whatever means) are likely to swing shut after they pass. To prevent this, doors may be held open using iron spikes or other wedges.

Monsters and Doors

Monsters that live in the dungeon can usually open doors (even stuck doors), unless they are blocked, magically closed, or wedged shut with spikes.

Listening at Doors

Chance of success: PCs have a 1-in-6 chance of detecting subtle sounds beyond a door. (Some types of adventurers may have an increased chance of success.)

Referee rolls: The referee should always roll for the character listening so that the player never knows if the roll failed or if there simply is no sound behind the door.

One chance: This attempt may only be made one time at any door by a character.

Silent monsters: Some monsters, such as undead, do not make any noise.

Movement

Exploring the unknown: When exploring unknown areas of a dungeon, characters can move their ***base movement rate in feet per turn***. This (very slow!) rate of movement takes account for the fact that PCs are exploring, watching their footing, mapping, and trying to be quiet and avoid obstacles.

In familiar areas: When PCs are moving through dungeon areas with which they are familiar, the referee may allow them to move at a faster rate. For example, the referee might allow PCs to move at three times their base movement rate per turn, when moving through familiar areas.



Resting

Frequency of rest: Characters must rest for one turn every hour in the dungeon.

Penalty for not resting: If characters press on without resting, they suffer a penalty of –1 to attack and damage rolls until they have rested for one turn.

Traps

There are two kinds of traps:

- **Treasure traps:** Small traps placed on an item, to prevent it being tampered with or stolen (e.g. a poison needle on a chest or lock).
- **Room traps:** Large traps that are designed to affect anyone who enters a certain area (e.g. a pit that opens in the floor when walked over).

Triggering Traps

Each trap is triggered by a specific action (e.g. opening a door or walking over a particular area).

Chance of triggering: Every time a character makes an action that could trigger a trap, there is a 2-in-6 chance of the trap being sprung.

Trap damage: Damage inflicted by a triggered trap is usually automatic, without an attack roll.

Monsters: Monsters may be able to bypass traps without risk, if the referee wishes.

Searching

The following stipulations apply to searching for secret doors, room traps, and treasure traps.

Time: Searching takes one turn.

Referee rolls: The referee should always roll for the character searching, so that the player does not know if the roll failed or if there are simply no hidden features present.

One chance: Each character can only make one attempt to search a specific area or item.

Searching for Room Traps

Adventurers may choose to search a 10' × 10' area for room traps. See ***Searching***.

Chance of finding: If a character is searching in the right location, there is a 1-in-6 chance of finding a room trap. (Some types of adventurers may have an increased chance.)

Searching for Treasure Traps

Characters with the ability to find treasure traps (as noted in their class description) may choose to search items (e.g. chests, locks) for traps. See ***Searching***.

Chance of finding: The chance of finding treasure traps, if a character is searching in the right location, is noted in the character's class description.

Wandering Monsters

Frequency: A check is typically rolled once every two turns in the dungeon.

Chance: The typical chance of encountering a wandering monster is 1-in-6.

Distance: Wandering monsters are encountered 2d6 × 10 feet away, moving in the direction of the party.

Wilderness Adventuring

Sequence of Play Per Day

1. **Decide course:** The players decide on their course of travel for the day.
2. **Losing direction:** The referee determines whether the party gets lost.
3. **Wandering monsters:** The referee makes checks as applicable.
4. **Description:** The referee describes the terrain passed through and any sites of interest that the party comes across, asking players for their actions, as required. If monsters are encountered, follow the procedure described in ***Encounters, p228***.
5. **End of day:** The referee updates time records, with special attention to rations, spell durations, and the party's need to rest.

Distance and Measurement

The open spaces of the wilderness mean that characters and monsters can move more freely than in a dungeon.

Ranges and movement rates: Are measured in yards, instead of feet. This means that ranges and movement rates are tripled.

Areas: Of spell effects, breath weapons, etc. are still measured in feet.

Flying

Miles per day: The distance a creature can fly in a day is double the distance it can travel overland (see ***Overland Travel***). For example, a creature with a movement rate of 120' could travel 24 miles in a day overland, but could fly 48 miles in a day.

Terrain: Does not affect air travel.

Flying Mounts

In general, a winged beast may carry riders or other burdens based on its HD:

- **3 HD creatures:** May carry a being about half the size of an adult human.
- **6 HD creatures:** May carry an adult human.
- **12 HD creatures:** May carry a large animal like a horse.
- **24 HD creatures:** May carry a very large animal like an elephant.

Foraging

Foraging for herbs, fruits, nuts, etc. can be performed alongside normal movement (see ***Overland Travel***). The party has a 1-in-6 chance per day of finding enough food for 1d6 human-sized beings.

Hunting

Hunting must be engaged in as the sole activity for a day—no travelling or resting is possible. When hunting, there is a 1-in-6 chance of encountering animals which may be suitable for eating (if they can be caught!). This is in addition to the normal chance of random encounters (see ***Wandering Monsters***).



Losing Direction

At the start of each day of travel, the referee should roll to determine if the group loses direction. The probability depends on the terrain being traversed:

- **Clear, grasslands:** 1-in-6.
- **Barren lands, hills, mountains, woods:** 2-in-6.
- **Desert, jungle, swamp:** 3-in-6.

Effects: See ***Losing Direction, p220***.

Overland Travel

Miles per day: The number of miles a character can travel in a day is determined by ***dividing their base movement rate by five***. For example, a character whose base movement rate is 120' could travel up to 24 miles in a day.

Terrain Modifiers

Some types of terrain modify the speed at which characters can travel:

- **Broken lands, desert, forest, hills:** 33% slower.
- **Jungle, mountains, swamp:** 50% slower.
- **Maintained roads:** 50% faster.

Forced March

If characters need to travel further in a day, they may engage in a forced march.

Speed increase: The distance travelled is increased by 50%. For example, a character that can normally travel 24 miles in a day could travel 36 miles.

Rest: After a forced march, characters must rest for a full day.

Resting

Frequency of rest: Characters must rest for one day per six days of travel.

Penalty for not resting: If characters press on without resting, they suffer a penalty of –1 to hit and damage rolls until they have rested for one full day.

Surprise

Surrounded: If a party is surprised by three or more monsters, the monsters may have moved to encircle the party.

Visibility

Characters can usually see for three miles around them, in open terrain. This range may sometimes be reduced (e.g. in overgrown terrain such as a forest) or increased (e.g. looking out from the top of a mountain).

Wandering Monsters

Frequency: A check is typically rolled once per day, but the referee may choose to make more checks: up to three or four per day.

Chance: The chance of encountering a wandering monster depends on the terrain being explored (see below).

Distance: Wandering monsters are encountered 4d6 × 10 yards away. If either side is surprised (see ***Encounters, p228***), this is reduced to 1d4 × 10 yards.

Chance by Terrain

- **City, clear, grasslands, settled lands:** 1-in-6.
- **Aerial, barren, desert, forest, hills:** 2-in-6.
- **Jungle, mountains, swamp:** 3-in-6.

Waterborne Adventuring

Sequence of Play Per Day

1. **Decide course:** The players decide on their course of travel for the day.
2. **Losing direction:** The referee determines whether the party gets lost.
3. **Weather:** The referee determines the ***Wind Conditions***.
4. **Wandering monsters:** The referee makes checks as applicable.
5. **Description:** The referee describes the regions passed through and any sites of interest that the party comes across, asking players for their actions, as required. If monsters are encountered, follow the procedure described in ***Encounters, p228***.
6. **End of day:** The referee updates time records, with special attention to rations, spell durations, and the crew's need to rest.

Distance and Measurement

Ranges and movement rates: Are measured in yards, instead of feet. This means that ranges and movement rates are tripled.

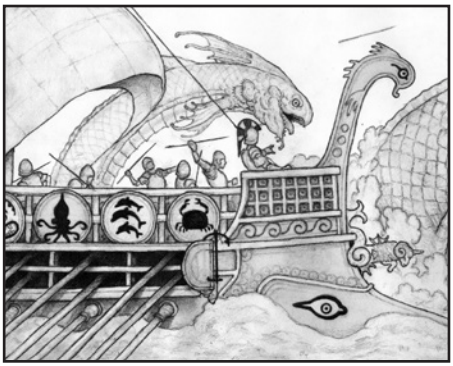
Areas: Of spell effects, breath weapons, etc. are still measured in feet.

Losing Direction

With a navigator aboard: The chance of getting lost is 2-in-6.

Without a navigator aboard: The chance of getting lost is 100% on the open seas and 2-in-6 within sight of land.

Effects: See ***Losing Direction, p220***.



Surprise

Aquatic monsters are usually not surprised by ships. Special circumstances (e.g. thick fog) may alter this.

Travel on the Water

Miles per day: The number of miles a creature or vessel can travel in a day is determined by ***dividing its base movement rate by five***. For example, a vessel with a base movement rate of 360' could travel up to 72 miles in a day.

Modifiers

The distance travelled in a day may be affected by the prevailing water and weather conditions:

- **River travel:** Water currents may increase (when moving downstream) or decrease (when moving upstream) the distance travelled by 1d6+6 miles per day.
- **Sailing:** The movement rate of sailing vessels is affected by the prevailing wind conditions. See ***Wind Conditions***.

Visibility

Land: On a clear day, land can be spotted at a distance of 24 miles. This may be reduced based on light and weather conditions.

Ships: May be sighted and identified at 300 yards on a clear day or as little as 40 yards in dense fog.

Variable Wind Conditions		
2d6	**Wind**	**Effect**
2	No wind	Sailing impossible. Movement by oar at ⅓ rate (due to fatigue).
3	Faint breeze	Sailing movement rate reduced to ⅓ normal.
4	Gentle breeze	Sailing movement rate reduced to ½ normal.
5	Moderate breeze	Sailing movement rate reduced to ⅔ normal.
6–8	Fresh breeze	Normal sailing movement rate.
9	Strong breeze	Sailing movement rate increased by ⅓.
10	High wind	Sailing movement rate increased by ½.
11	Near gale	Sailing movement rate doubled. See ***Near Gales***.
12	Gale or storm	Sailing movement rate tripled. See ***Gales and Storms***.

Wandering Monsters

Frequency: A check is typically rolled once per day, but the referee may choose to make more checks: up to 3 or 4 a day.

Chance: The chance of encountering a wandering monster is 2-in-6 on oceans or rivers, 3-in-6 in swamps.

Distance: Wandering monsters are encountered 4d6 × 10 yards away. If either side is surprised (see ***Encounters, p228***), this is reduced to 1d4 × 10 yards.

Location: Aquatic encounters may occur either on the open water or on land, if the party docks at some point during the day.

Wind Conditions

Wind conditions at sea affect the rate at which a sailing vessel can travel. Extreme winds can also make travel hazardous. The referee should check the wind conditions at the start of each day, rolling 2d6:

- **2:** No wind; sailing is not possible.
- **3–11:** Normal sailing is possible.
- **12:** Gale or storm; sailing vessels' speed tripled (see ***Gales and Storms***).

Variable Wind Conditions (Optional Rule)

Groups who prefer a slightly more detailed system of sea travel may use the table above, which adds extra detail to the daily 2d6 wind conditions roll.

Near Gales

Seaworthy vessels: Have a 10% chance of taking on water.

Unseaworthy vessels: Have a 20% chance of taking on water.

Effect of taking on water: The ship's movement rate is reduced by one third until repaired at a dock.

Gales and Storms

Seaworthy vessels: Sailing vessels can attempt to move with the wind to avoid damage. This is handled as follows:

- The vessel travels at three times its normal speed in a randomly determined direction. (The referee may roll 1d6, with 1 indicating the intended direction of travel, 2 indicating 60° to the right, 3 indicating 120° to the right, and so on.)
- If the ship encounters land during this travel, there is a 75% chance of it wrecking against the shore.

Unseaworthy vessels:

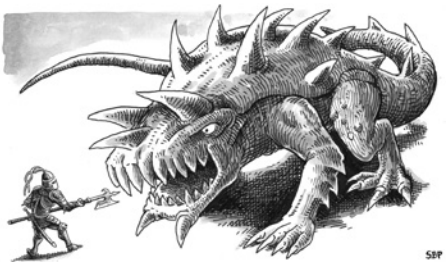
- There is an 80% chance of the vessel being overrun with water and sinking.
- If the vessel is in sight of land when the gale hits, it may attempt to beach. If the shore is relatively clear of physical dangers (rocks, cliffs, etc.), this is automatically successful; otherwise there is a 2-in-6 chance of finding a safe harbour to weather the storm.

Encounters

An encounter begins when the characters stumble onto a monster, either because the referee has planned an encounter in the area the PCs are exploring or because a random die roll indicates an encounter (see ***Wandering Monsters, p221***).

Encounter Sequence

1. **Surprise:** The referee rolls for surprise, if applicable.
2. **Encounter distance:** The referee determines how far away the monsters are from the PCs.
3. **Initiative:** Any sides that are not surprised roll initiative to determine who acts first.
4. **Actions:** Any sides that are not surprised decide how they will respond to the encounter. The encounter is played out accordingly.
5. **Conclusion:** One turn has passed.



Surprise

When to Check

A check for surprise is made for any side that is not expecting the encounter. For example, if a monster is waiting quietly for an approaching party that is making a lot of noise, the monster would not have a chance to be surprised, but the party would.

Surprise Checks

Each side that is not already aware of the other's presence rolls 1d6.

Monsters: The referee rolls for monsters.

PCs: One player rolls for the adventuring party as a whole.

Results: A result of 1 or 2 means the side is surprised.

Effects of Surprise

Both sides surprised: There is simply a momentary confusion—neither side has any advantage.

One side surprised: The side that is not surprised gains a one round advantage. The surprised side cannot act that round.

Encounter Distance

The situation in which the encounter occurs often determines how far away the monster is. If there is uncertainty, the encounter distance may be determined randomly:

- **Dungeon:** 2d6 × 10 feet.
- **Wilderness:** 4d6 × 10 yards (or 1d4 × 10 yards if either side is surprised).
- **Waterborne:** 4d6 × 10 yards (or 1d4 × 10 yards if either side is surprised).

Initiative

(See ***Combat, p234*** for full details.)

Roll 1d6: For each side, at the start of each round.

Winner: The side with the highest roll acts first. Other sides act in order from highest to lowest roll.

Ties: Either both sides may roll again, or actions on both sides may be resolved simultaneously.

Actions

Player Character Actions

The players decide how they will act.

Monster Actions

The referee determines monsters' reaction to the party. Sometimes, circumstances make it obvious how a monster will react. Otherwise, the referee may roll on the table below to determine how a monster reacts to the party.

Charisma: If one specific character attempts to speak with the monsters, that character's NPC reactions modifier due to CHA (see ***Ability Scores, p20***) is used to modify the monster reaction roll.

Monster Reaction Roll

2d6	Result
2 or less	Hostile, attacks
3–5	Unfriendly, may attack
6–8	Neutral, uncertain
9–11	Indifferent, uninterested
12 or more	Friendly, helpful

Common Actions

Any action is possible in an encounter, but the following are common:

► **Combat:** If one side attacks, casts spells, or makes tactical movement, begin tracking time in rounds, following the combat procedure (***p234***).

► **Evasion:** If one side decides to flee, the other may decide to pursue. See ***Evasion***.

► **Parley:** PCs may attempt to communicate with monsters. Opening an encounter in this way can influence the monsters' behaviour (see ***Monster Actions***). If both sides decide to talk, the negotiation may be role-played.

Movement

Encounter movement rate: During encounters, a character can move up to one third of their base movement rate per round in feet (in the dungeon) or yards (in the wilderness). For example, a character whose base movement rate is 120' could move 40' per round during a dungeon encounter.

Maximum duration: Characters may move at this rate for at most 60 rounds (one turn).

Evasion

If one side wishes to avoid an encounter, it may attempt to flee. This is called ***evasion*** and is only possible ***before combat has begun***. When a side decides to attempt an evasion, the opposing side must decide whether or not to pursue.

Players: May decide freely whether they wish to pursue fleeing monsters.

Monsters: The referee must decide whether monsters pursue fleeing PCs. (A low roll on the Monster Reactions table may be taken to indicate that the monster will pursue.)

No pursuit: If the opposing side decides to let the other side flee, then the evasion automatically succeeds; the encounter is avoided.

Pursuit: If the opposing side gives chase, the chance of the evasion succeeding depends on the environment being explored. See ***Evasion and Pursuit, p230***.

Conclusion

An encounter is assumed to take at least one full turn to complete, including time to rest, regroup, clean weapons, bind wounds, and so on, afterwards.

Evasion and Pursuit

In the Dungeon

Evasion

Compare the two sides' movement rates:

► **Fleeing side faster:** The evasion automatically succeeds, unless the fleeing side is forced to stop.

► **Fleeing side not faster:** A pursuit occurs.

Pursuit

Time: Is measured in rounds (see ***Time, Weight, and Movement, p214***).

Running: Each side is assumed to be running at full speed (see below).

Line of sight: Most monsters will not continue a pursuit if the characters get out of the monster's range of vision.

Dropping treasure: If the monsters enjoy treasure, there is a 3-in-6 probability that they will stop pursuit to collect any treasure the characters drop.

Dropping food: Hungry or less intelligent monsters may stop pursuit if characters drop food (3-in-6 chance).

Obstacles: Burning oil or other obstacles may also slow or stop a pursuit.

Running

Movement rate: During a pursuit, characters run at their base movement rate in feet per round.

Mapping: Is not possible while running.

Exhaustion: Characters become exhausted after running for 30 rounds.

Effects of exhaustion: A –2 penalty to attacks, damage, and Armour Class.

Resting: The penalties for exhaustion last until characters have rested for three full turns.



Waterborne

Evasion

The chance of evasion is determined by the difference between the two sides' movement rates, listed in the table below.

Success: If the evasion roll succeeds, the pursuers cannot attempt to catch up with the fleeing side until the next day—and then only if a random encounter roll indicates an encounter.

Failure: If the evasion roll fails, a pursuit occurs.

Waterborne Evasion Chance

Fleeing Side's Movement Rate (Compared with Pursuer's)	Chance of Evasion
Faster than pursuer	80%
0'–30' per round slower	50%
31'–60' per round slower	40%
61'–90' per round slower	35%
91'–120' per round slower	25%
121'+ per round slower	10%

Pursuit

Time: Is measured in rounds (see ***Time, Weight, and Movement, p214***).

Initial distance: The two sides begin a pursuit at normal encounter distance (see ***Waterborne Adventuring, p226***).

Closing in: The distance between the two sides decreases by the difference between their two movement rates each round (a minimum of 30' per round).

In the Wilderness

Evasion

The chance of evasion is a percentile roll. If the percentile evasion roll fails, a pursuit occurs. Surprise (see ***Encounters, p228***) determines the chance of evasion:

► **No surprise:** If neither side is surprised, the chance of evasion is determined by the relative size of the two groups. (The chances are in favour of the smaller group, as larger groups cannot move as fast or as quietly.) The table to the right indicates the base chance of evasion, and the modifiers that may apply.

► **Surprised side:** May generally not evade. The referee may rule that environmental conditions give a small chance of evasion even when surprised (as above). For example, dense woodland may give a surprised side a 10% chance of evasion.

► **Surprising side:** If one side has surprised the other, the side with surprise may evade automatically—the surprised side is not even aware that the encounter occurred.



Evasion Modifiers

One side twice as fast: If the pursuing side's movement rate is double that of the other, the chance of evasion is decreased by 25%. If the fleeing side's movement rate is double that of the other, the chance of evasion is increased by 25%.

Environment: The referee may modify the probabilities based on the conditions and environment. For example, in a densely wooded area, the chance of evasion may be increased by 25%.

Minimum chance: The chance of escape is always at least 5%.

Pursuit

The following procedure is followed, day by day, until the pursuit is over:

1. The fleeing side moves in a random direction, determined by the referee (no mapping is possible).
2. If the pursuing side's movement rate is greater than that of the fleeing side, there is a 50% chance of it catching up. If the roll succeeds, the fleeing side has been caught; the pursuit is over. Otherwise, continue to step 3.
3. The fleeing side must decide whether to continue fleeing. If it decides to continue, it may make another evasion attempt (see above). If the attempt to evade fails, return to step 1. If the fleeing group decides to stop fleeing, it is caught (the pursuit ends).

Wilderness Evasion Base Chance

Fleeing Group Size	Chance of Evasion by Number of Pursuers		
1–4	1 pursuer: 50%	2–3 pursuers: 70%	4+ pursuers: 90%
5–12	1–3 pursuers: 35%	4–8 pursuers: 50%	9+ pursuers: 70%
13–24	1–6 pursuers: 25%	7–16 pursuers: 35%	17+ pursuers: 50%
25+	1–10 pursuers: 10%	11–30 pursuers: 25%	31+ pursuers: 35%





Combat

Combat Sequence Per Round

1. **Declare spells and melee movement**
2. **Initiative:** Each side rolls 1d6.
3. **Winning side acts:**
   a. **Monster morale**
   b. **Movement**
   c. **Missile attacks**
   d. **Spell casting**
   e. **Melee attacks**
4. **Other sides act:** In initiative order.

Declare Spells and Melee Movement

Players must inform the referee if they intend to ***cast a spell*** or ***move when in melee***. Other actions need not be declared.

Initiative

Roll 1d6: For each side at the start of each round.

Winner: The side with the highest roll acts first. Other sides act in order from highest to lowest roll.

Ties: Either both sides may roll again or actions on both sides may be resolved simultaneously. (This means that both sides may inflict deadly blows on each other!)

Slow Weapons

Combatants attacking with two-handed melee weapons (and some missile weapons—as indicated in the equipment description) always act last in the round, as if they had lost initiative.

Individual Initiative (Optional Rule)

Instead of an initiative roll per side, a roll may be made for each individual involved in a battle, modified by DEX (see ***Ability Scores, p20***). The referee may determine an initiative modifier for monsters that are very fast or slow, instead of applying a DEX modifier.

Monster Morale (Optional Rule)

See ***Morale, p238***.

Movement

Outside of Melee

Movement rate: Combatants can move up to their encounter movement rate each round.

Maximum duration: Combatants may move at this rate for at most 60 rounds.

In Melee

When in melee with a foe, only the following forms of movement are possible:

- **Fighting withdrawal:** The combatant moves backwards at up to half their encounter movement rate. There must be a clear path for this movement.
- **Retreat:** The combatant turns and flees from melee, moving up to their full encounter movement rate. This round: the retreating combatant may not attack; the opponent gains a +2 bonus to all attacks against the retreating combatant and ignores any AC bonus due to the retreating combatant's shield (if applicable).

Missile Attacks

Are possible when opponents are more than 5' from one another. See ***Attacking***.

Range Modifiers

All missile weapons have ranges, noted in the equipment lists.

Short range: +1 bonus to attack rolls.

Medium range: No bonuses or penalties.

Long range: –1 penalty to attack rolls.

Beyond long range: Attack not possible.

Targets Behind Cover

Complete cover: The target cannot be hit.

Partial cover: The referee may apply attack penalties of between –1 and –4 (e.g. a small table might incur a –1 penalty; dense woods might incur a –4 penalty).

Spell Casting

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

Sole action: When casting a spell, no other actions may be taken in the round.

No movement: The spell caster cannot move and cast a spell in the same round.

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

Disrupting Spells

If a spell caster loses initiative and is successfully attacked or fails a saving throw before their turn, the spell being cast is disrupted and fails. It is removed from the caster's memory as if it had been cast.

Melee Attacks

Are possible when opponents are 5' or less from each other. See ***Attacking***.

Other Sides Act

Repeat steps 3a to 3e for each side, in order of initiative (highest first).

Attacking

1s and 20s

Natural 20 attack rolls always hit. Natural 1 attack rolls always miss.

Invulnerabilities

Some monsters are immune to certain attacks. In this case, even if an attack hits, damage is not rolled.

Attacks Per Round

PCs normally attack once per round. Some monsters have multiple attacks.

Attacking and Moving

Movement and attacking may be combined in the same round.

Attack Rolls

1. **Roll 1d20**
2. **Apply modifiers:** STR for melee; DEX, range, cover for missile attacks.
3. **Determine hit AC:** Look up the result in the attack matrix row for the attacker's THAC0 (see ***Attack Matrix, p241***). This indicates the AC score that the attack hits.
4. **Result:** If the hit AC is equal to or lower than the opponent's AC, the attack hits. Referee rolls for damage.

Ascending Armour Class (Optional Rule)

Groups using the optional rule for Ascending AC (see ***p13***) should use the following attack procedure instead.

1. **Roll 1d20**
2. **Apply modifiers:** STR for melee; DEX, range, cover for missile attacks.
3. **Determine hit AC:** Add the attacker's attack bonus. The result is the ascending AC score the attack hits.
4. **Result:** If the hit AAC is equal to or higher than the opponent's AAC, the attack hits. Referee rolls for damage.

Rolling for Damage

PC attacks: Inflict 1d6 damage. Damage of melee attacks is modified by STR.

Monster attacks: Deal the damage indicated in the monster's description.

Minimum damage: An attack which hits always deals at least one point of damage, even when damage modifiers reduce the number rolled to 0 or less.

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

Variable Weapon Damage (Optional Rule)

Some groups may prefer different weapons to inflict different amounts of damage. In this case, PC attacks inflict the damage indicated for the weapon in the equipment lists.

Other Combat Issues

Attacking from Behind

AC bonuses from shields are negated.

Attacking with Two Weapons (Optional Rule)

Characters with DEX or STR as a prime requisite may choose to wield two one-handed weapons, as follows:

► The secondary weapon must be of small size (e.g. a dagger or hand axe).

► Attacks with the primary weapon suffer a –2 penalty.

► The character may make one extra attack per round with the secondary weapon, at a –4 attack penalty.

Blindness

A blind character is unable to attack.

Bombing

Flying creatures may pick up rocks or other objects and drop them from above.

Altitude: At most 300'.

Chance to hit: 16 or higher on 1d20.

Affected area and damage: Depend on the size of the bomb—larger creatures can carry larger bombs. For example, a bomb from a flying creature able to carry a human might inflict 2d6 damage to all creatures hit in a 10' × 10' area.



Charging into Melee (Optional Rule)

Once per combat, a character may charge into melee and attack, as follows:

► The character moves at least 20' (20 yards in the wilderness) before attacking. There must be a clear run.

► The character gains a +2 bonus to attack this round.

► The character's AC is penalised by 1 this round.

► Weapons that may be braced against charging monsters are also effective against charging characters.

Invulnerabilities (Optional Rule)

Some monsters can only be harmed by magical or silver weapons. The referee may allow such monsters to also be harmed by attacks from:

► Another invulnerable monster.

► A monster with 5 HD or greater.

Missile Attacks on Targets in Melee (Optional Rule)

The constant and unpredictable movement of characters in melee makes firing or throwing missile weapons at combatants an uncertain proposition.

When this happens, randomly determine which character in the melee is actually targeted by the missile attack before making the attack roll.

Typically, all characters involved in the melee have the same chance of being targeted, but especially large creatures may count as two or more characters.

Paralysed Opponents

Helpless opponents, such as those magically paralysed or frozen, can be automatically hit in melee. Only a roll for damage is required.

Parrying (Optional Rule)

Characters with a STR of 13 or above may opt to act purely defensively in melee, forfeiting their attack that round. When parrying, the character's STR bonus to melee attacks is applied as an Armour Class bonus that round.

Spacing

The referee should judge how many attackers can strike at a single opponent, bearing in mind the size of the opponent and the available space around it.

10' passage: Normally at most 2–3 characters can fight side-by-side in a 10' wide passageway.

Splash Weapons (Optional Rule)

Targeting a Surface

Characters may attempt to throw a splash weapon so that it smashes on a hard surface close to one or more creatures. This is handled as an attack against AC 9 [10]. If the attack succeeds, all creatures within 5' are splashed with the liquid and, if it is harmful to them, suffer 1d2 damage.

Misses

When an attack with a splash weapon misses its target (whether a character or a surface), it lands in a random location:

- Roll 1d12 to determine the direction, interpreting the roll as a clock-face direction.
- The container smashes 5' from the intended target in the specified direction.
- Creatures within 5' of this location are splashed with the liquid. If it is harmful to them, they suffer 1d2 damage.

Subduing (Optional Rule)

Characters that wish to subdue an intelligent opponent must announce that they are attacking without the intent to kill.

Blunt blows: Only bludgeoning attacks may be made. Bladed melee weapons may be employed to deal blunt blows with the flat of the blade.

Subdual damage: Combat and damage are calculated normally, but subdual damage is noted separately from actual damage.

Effect at 0hp: An intelligent character or monster reduced to 0 hit points due to subdual damage will surrender, realising that its opponent could have killed it.

Unarmed Attacks

Attack rolls: Unarmed combat is handled the same as melee combat.

Damage: Unarmed attacks inflict 1d2 damage, modified by STR.

Unstable Surfaces

Characters on an unstable surface, such as a ship in rough seas or riding a flying animal, are affected as follows:

- **Missile attacks:** Suffer a –4 penalty.
- **Spells:** Cannot be cast.
- **Magic items:** Can be used normally.

Note that magical means of flight (e.g. a magic broom, carpet, or the *fly* spell) generally do not count as unstable.

Water

When fighting in or beneath water:

- **Penalties:** Attack and damage rolls should be penalised.
- **Missile weapons:** Usually do not work at all underwater.

Morale (Optional Rule)

In combat, the referee decides whether monsters or NPCs surrender or run away. The following system may be utilised.

Morale Rating

Monsters have a listing for morale, rated from 2 to 12, which represents how likely they are to fight or flee. Higher morale scores indicate more fearless monsters.

A score of 2: Means the monster never fights (unless absolutely cornered).

A score of 12: Means the monster will fight until killed.

Morale Checks

The referee rolls 2d6 and compares the result against the monster's morale score:

- **Higher than morale score:** The monster will surrender or attempt to flee.
- **Equal to or lower than morale score:** The monster will continue to fight.

Two successes: If a monster makes two successful morale checks in an encounter, it will fight until killed, with no further checks necessary.

When to Check Morale

The referee usually makes a morale check for monsters under two conditions:

First death on side: The first time one of their number is killed in battle.

Side half incapacitated: When half the monsters have been killed or otherwise incapacitated.

Situational Adjustments

The referee may decide to apply bonuses or penalties to morale (from –2 to +2), depending on the circumstances. For example, the side that is losing or winning might receive a penalty or bonus to morale of –1 or +1, respectively.

Scores of 2 or 12: Adjustments are never applied to monsters with a morale of 2 or 12.

Mercenary Morale

Mercenaries (see ***p112***) have a morale rating and check morale in exactly the same way as monsters.

Morale rating: Determined solely by the type of troops, see below. The CHA of the hiring character has no influence.

Modifiers: The morale score of a group of mercenaries may be modified based on working conditions, at the referee's discretion. If mercenaries from the group are being killed frequently or subjected to other abuses, morale will be low. If the mercenaries are enjoying riches and excitement, it might be higher.

Mercenary Morale

Troop Type	Morale
Untrained, militia	6
Barbarian horde	7
Trained warriors	8
Mounted	+1
Elite troops	+1
Fanatics, berserkers	+2

Retainer Morale

Retainers signed up to work as adventurers, so are not frightened off at the first sign of danger. Retainers do not make morale checks in combat, but a loyalty check may be required in extreme peril (see ***Retainers, p110***).

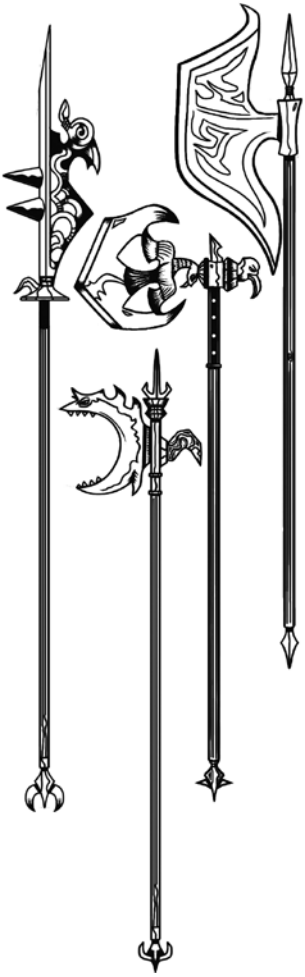

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Combat Tables

These tables list the attack probabilities for all monsters and characters and the saving throw values used by monsters and normal humans.

Normal Humans

All humans who are not a member of an adventuring class are classified as ***normal humans***. They are treated as having less than 1 Hit Die and have their own saving throw and attack probabilities (the table rows labelled NH).



Example of Making an Attack Roll

A 5th level fighter attacks a monster with AC 4. The attack is resolved as follows:

1. The player rolls 1d20. The roll comes up 14.
2. The fighter has a STR score of 13, meaning they gain a +1 bonus to melee attack rolls. The result of the attack roll is thus 15.
3. A 5th level fighter has a THAC0 score of 17 [+2] (listed in the class description), so the player refers to that row of the attack matrix.
4. The player looks up the result (15) in the THAC0 17 [+2] attack matrix row. 15 is in the AC 2 column, indicating that the attack hits AC 2.
5. As AC 2 is better than the monster's Armour Class (4), the attack hits!
6. Damage is rolled and the result subtracted from the monster's current hit point total.

Attack Rolls Using THAC0 (Optional Rule)

Instead of referring to the attack matrix, attacks may be resolved using THAC0 directly. A THAC0 score denotes the attack roll required to hit AC 0. The attack roll required to hit opponents of other AC scores can be calculated by subtracting the target AC from the THAC0. For example, a character with a THAC0 of 19 could hit an opponent with AC 5 on a roll of 14 or greater (19 – 5 = 14).

Note: Using THAC0 to resolve attack rolls results in very slightly different attack probabilities than when using the traditional approach of referring to the attack matrix.

Attack Matrix

		Attack Roll to Hit AC												
Monster HD	**THAC0**	**–3**	**–2**	**–1**	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**
NH	20 [–1]	20	20	20	20	19	18	17	16	15	14	13	12	11
Up to 1	19 [0]	20	20	20	19	18	17	16	15	14	13	12	11	10
1+ to 2	18 [+1]	20	20	19	18	17	16	15	14	13	12	11	10	9
2+ to 3	17 [+2]	20	19	18	17	16	15	14	13	12	11	10	9	8
3+ to 4	16 [+3]	19	18	17	16	15	14	13	12	11	10	9	8	7
4+ to 5	15 [+4]	18	17	16	15	14	13	12	11	10	9	8	7	6
5+ to 6	14 [+5]	17	16	15	14	13	12	11	10	9	8	7	6	5
6+ to 7	13 [+6]	16	15	14	13	12	11	10	9	8	7	6	5	4
7+ to 9	12 [+7]	15	14	13	12	11	10	9	8	7	6	5	4	3
9+ to 11	11 [+8]	14	13	12	11	10	9	8	7	6	5	4	3	2
11+ to 13	10 [+9]	13	12	11	10	9	8	7	6	5	4	3	2	2
13+ to 15	9 [+10]	12	11	10	9	8	7	6	5	4	3	2	2	2
15+ to 17	8 [+11]	11	10	9	8	7	6	5	4	3	2	2	2	2
17+ to 19	7 [+12]	10	9	8	7	6	5	4	3	2	2	2	2	2
19+ to 21	6 [+13]	9	8	7	6	5	4	3	2	2	2	2	2	2
21+ or more	5 [+14]	8	7	6	5	4	3	2	2	2	2	2	2	2

Monsters: Use the attack matrix row for their Hit Dice (see monster description).
Monsters with bonus hit points: Monsters whose Hit Dice are notated as a number of dice plus a fixed hit point bonus (e.g. HD 2+1) are more powerful and attack as if they were 1 HD higher. For example, a monster with 2 HD uses the THAC0 18 [+1] row, but a monster with 2+1 HD uses the THAC0 17 [+2] row.
Characters: Use the attack matrix row for their THAC0 score (see class description).
Normal humans: Use the attack matrix row labelled NH.

Monster Saving Throws

Hit Dice	Death	Wands	Paralysis	Breath	Spells
NH	14	15	16	17	18
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
13–15	4	5	6	5	8
16–18	2	3	4	3	6
19–21	2	2	2	2	4
22 or more	2	2	2	2	2

Monsters: Use the saving throw table row noted in the monster description.
Characters: Do not use this table. See the saving throw table in the class description.
Normal humans: Use the saving throw table row labelled NH.



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Racial Ability Score Requirements and Modifiers

Race	STR	INT	WIS	DEX	CON	CHA
Drow	–	Min 9	–	+1	–1	–
Duergar	–	Min 9	–	–	Min 9, +1	–1
Dwarf	–	–	–	–	Min 9, +1	–1
Elf	–	Min 9	–	+1	–1	–
Gnome	–	Min 9	–	–	Min 9	–
Half-elf	–	–	–	–	Min 9	Min 9
Halfling	–1	–	–	Min 9, +1	Min 9	–
Half-orc	+1	–	–	–	+1	–2
Human	–	–	–	–	(+1)*	(+1)*
Svirfneblin	–	–	–	–	Min 9	–

* If using the optional rule for lifting demihuman class and level restrictions.

Class Level Limits by Race

Race	Ac	As	Bb	Bd	Cl	Dr	Fi	Il	Kn	MU	Pa	Ra	Th
Drow	10	10	–	–	11*	–	7	–	9	9	–	9	11
Duergar	–	9	–	–	8*	–	9	–	–	–	–	–	9
Dwarf	–	9	–	–	8*	–	10	–	–	–	–	–	9
Elf	10	10	–	–	7*	8*	7	–	11	11	–	11	10
Gnome	–	6	–	–	7*	–	6	7	–	–	–	–	8
Half-elf	12	11	–	12	5	12	8	–	12	8	12	8	12
Halfling	–	–	–	–	–	6*	6	–	–	–	–	–	8
Half-orc	8	8	–	–	4	–	10	–	–	–	–	–	8
Human	14	14	14	14	14	14	14	14	14	14	14	14	14
Svirfneblin	–	8	–	–	7*	–	6	7	–	–	–	–	8

* At the referee's option, this class/race combination may only exist as NPCs.

Character Attack Table

Character Type and Level			Attack Roll to Hit AC												
Martial	Semi-Martial	Non-Martial	–3	–2	–1	0	1	2	3	4	5	6	7	8	9
1–3	1–4	1–5	20	20	20	19	18	17	16	15	14	13	12	11	10
4–6	5–8	6–10	20	19	18	17	16	15	14	13	12	11	10	9	8
7–9	9–12	11–14	17	16	15	14	13	12	11	10	9	8	7	6	5
10–12	13–14	–	15	14	13	12	11	10	9	8	7	6	5	4	3
13–14	–	–	13	12	11	10	9	8	7	6	5	4	3	2	2

► **Martial:** Barbarian, drow, duergar, dwarf, elf, fighter, half-elf, halfling, knight, paladin, ranger, svirfneblin.

► **Semi-martial:** Acrobat, assassin, bard, cleric, druid, half-orc, thief.

► **Non-martial:** Gnome, illusionist, magic-user.

Acrobat/Assassin/Bard/Thief Saves

Level	D	W	P	B	S
1–4	13	14	13	16	15
5–8	12	13	11	14	13
9–12	10	11	9	12	10
13–14	8	9	7	10	8

Barbarian Saves

Level	D	W	P	B	S
1–3	10	13	12	15	16
4–6	8	11	10	13	13
7–9	6	9	8	10	10
10–12	4	7	6	8	7
13–14	3	5	4	5	5

Cleric/Druid Saves

Level	D	W	P	B	S
1–4	11	12	14	16	15
5–8	9	10	12	14	12
9–12	6	7	9	11	9
13–14	3	5	7	8	7

Drow Saves

Level	D	W	P	B	S
1–3	12	13	13	15	12
4–6	10	11	11	13	10
7–9	8	9	9	10	8
10	6	7	8	8	6

Duergar/Dwarf/Halfling Saves

Level	D	W	P	B	S
1–3	8	9	10	13	12
4–6	6	7	8	10	10
7–9	4	5	6	7	8
10–12	2	3	4	4	6

Elf Saves

Level	D	W	P	B	S
1–3	12	13	13	15	15
4–6	10	11	11	13	12
7–9	8	9	9	10	10
10	6	7	8	8	8

Fighter/Knight/Ranger Saves

Level	D	W	P	B	S
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
13–14	4	5	6	5	8

Gnome Saves

Level	D	W	P	B	S
1–5	8	9	10	14	11
6–8	6	7	8	11	9

Half-Elf Saves

Level	D	W	P	B	S
1–3	12	13	13	15	15
4–6	10	11	11	13	12
7–9	8	9	9	10	10
10–12	6	7	8	8	8

Half-Orc Saves

Level	D	W	P	B	S
1–4	13	14	13	16	15
5–8	12	13	11	14	13

Illusionist/Magic-User Saves

Level	D	W	P	B	S
1–5	13	14	13	16	15
6–10	11	12	11	14	12
11–14	8	9	8	11	8

Paladin Saves

Level	D	W	P	B	S
1–3	10	11	12	13	14
4–6	8	9	10	11	12
7–9	6	7	8	8	10
10–12	4	5	6	6	8
13–14	2	3	4	3	6

Svirfneblin Saves

Level	D	W	P	B	S
1–3	8	9	10	14	11
4–6	6	7	8	11	9
7–8	4	5	6	9	7

Adventuring Gear

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

Tack and Harness

Item	Cost (gp)
Dog armour (AC 6 [13])	25
Horse barding (AC 5 [14])	150
Saddle and bridle	25
Saddle bags	5

Dogs

Dog Type	Cost (gp)	Miles per Day	Movement Rate
Hunting	17	36	180' (60')
War	25	24	120' (40')

Weapons

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

Ammunition

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

Armour

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

Coin Conversion Rates

1pp = 5gp
1gp = 10sp
1gp = 2ep
1gp = 100cp

Weapon Combat Stats

Weapon	Damage	Qualities
Battle axe	1d8	Melee, Slow, Two-handed
Club	1d4	Blunt, Melee
Crossbow	1d6	Missile (5'–80' / 81'–160' / 161'–240'), Reload, Slow, 2H
Dagger	1d4	Melee, Missile (5'–10' / 11'–20' / 21'–30')
Hand axe	1d6	Melee, Missile (5'–10' / 11'–20' / 21'–30')
Holy water vial	1d8	Missile (5'–10' / 11'–30' / 31'–50'), Splash weapon
Javelin	1d4	Missile (5'–30' / 31'–60' / 61'–90')
Lance	1d6	Charge, Melee
Long bow	1d6	Missile (5'–70' / 71'–140' / 141'–210'), Two-handed
Mace	1d6	Blunt, Melee
Oil flask, burning	1d8	Missile (5'–10' / 11'–30' / 31'–50'), Splash weapon
Pole arm	1d10	Brace, Melee, Slow, Two-handed
Short bow	1d6	Missile (5'–50' / 51'–100' / 101'–150'), Two-handed
Short sword	1d6	Melee
Silver dagger	1d4	Melee, Missile (5'–10' / 11'–20' / 21'–30')
Sling	1d4	Blunt, Missile (5'–40' / 41'–80' / 81'–160')
Spear	1d6	Brace, Melee, Missile (5'–20' / 21'–40' / 41'–60')
Staff	1d4	Blunt, Melee, Slow, Two-handed
Sword	1d8	Melee
Torch	1d4	Melee
2-handed sword	1d10	Melee, Slow, Two-handed
War hammer	1d6	Blunt, Melee

Animals of Burden

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

Land Vehicles

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