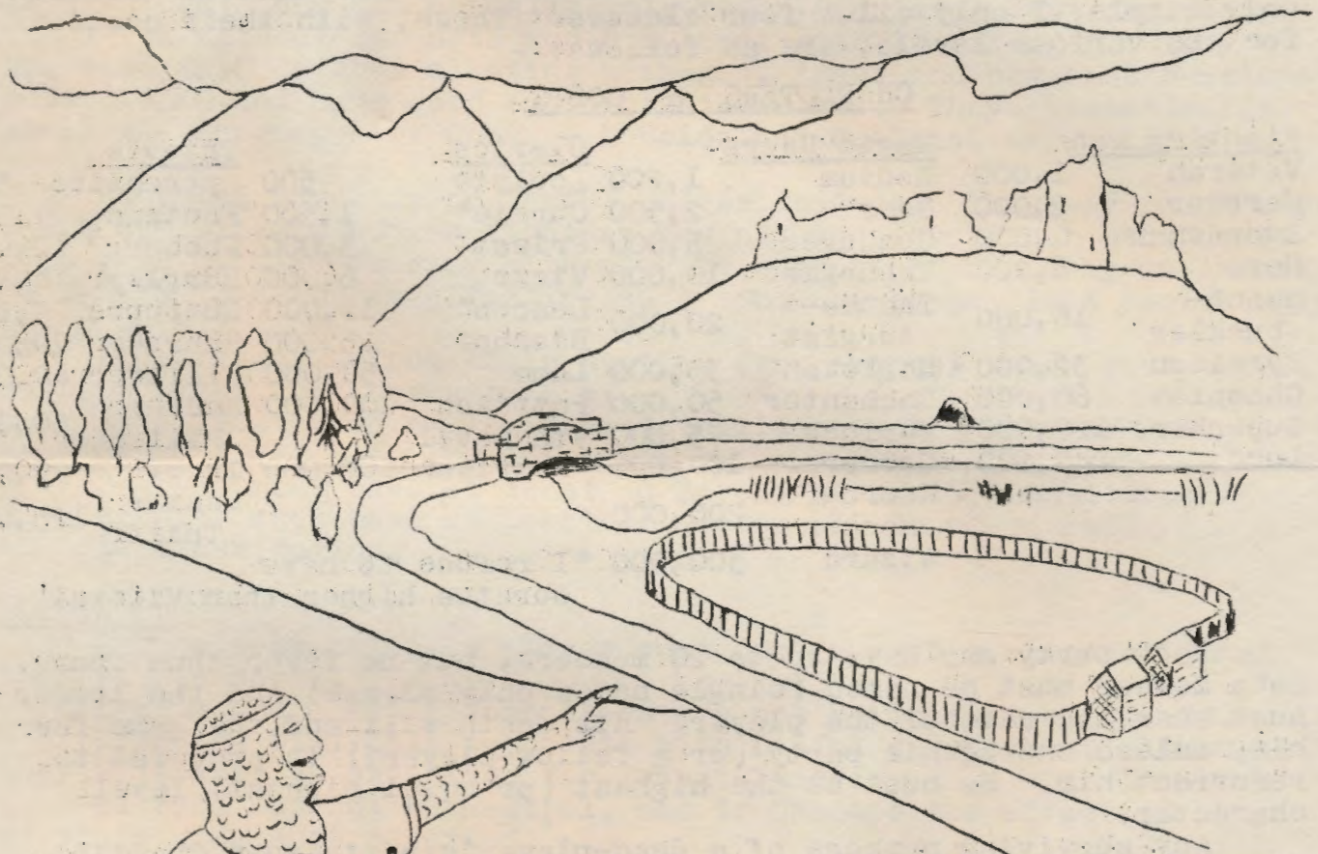


WELCOME TO MY WORLD



OFFICIAL
GUIDE TO

THE PITS OF CIL

WELCOME TO MY WORLD

These pages are intended as an aid to players in my postal game "The Pits of Cil" and are developed from the original articles which appeared as Parts I and II of "The Pits" in "Chimaera" during the summer of 1976.

They should be used to select and equip parties entering "The Pits", but non-players in that game may also, I hope, find them of interest and assistance, as I have tried to simplify and explain points where the original rules seem confusing or vague.

The entry fee (first things first!) is 50p, which includes the cost of these pages. Please tell Clive Booth to transfer it from your credit to mine when you start, i.e. when you have reached the head of the waiting list and I tell you to send me your character selections in that month's "Pits" articles.

Each player can choose a party from a total allowance of 400,000 experience points (xp's). In order to keep matters reasonably simple, I only allow four classes. These, with their costs for the various levels, are as follows: -

CHARACTERS & COSTS

<u>Fighting Men</u>		<u>Magic-Users</u>		<u>Clerics</u>		<u>Thieves</u>	
Veteran	1,000	Medium	1,200	Acolyte	500	Apprentice	500
Warrior	2,000	Seer	2,500	Curate*	1,500	Footpad	1,000
Swordsman	4,000	Conjurer	5,000	Priest	3,000	Robber	2,400
Hero	8,000	Theurgist	10,000	Vicar	6,000	Burglar	4,800
Swash- buckler	16,000	Thauma- turgist	20,000	Deacon*	12,000	Cutpurse	9,600
Myrmidon	32,000	Magician	35,000	Bishop	25,000	Sharper	20,000
Champion	64,000	Enchanter	50,000	Lama	50,000	Pilferer	40,000
Superhero	120,000	Warlock	75,000	Patriach	100,000	Master	60,000
Lord	240,000	Sorcerer	100,000	9th Level		Pilferer	90,000
		Necro- mancer	200,000	Patriach	200,000	Thief	90,000
		Wizard	300,000			Master	125,000
						Thief	125,000

*I refuse to have
Curates higher than Vicars!

Each party may have up to 20 members, but no fewer than four. Each member must be named (single names only please), and the leader must bear the name of the player. His death will end the game for him, unless one of his party (or a fellow-player?) is prepared to resurrect him. He must be the highest (or equal highest) level character.

Any surviving members of a dead-player's party turn Chaotic, unless already so, and become another hazard. Players who miss two successive publication dates are deemed to have dropped out (died in their sleep).

Having chosen your party, you are at liberty to amend their abilities. Everyone starts with all abilities at 11 (average). These may be increased for a payment in xp's (out of the original allowance) as follows: -

Increase from 11 - 12 costs, 100; 11 - 13 costs 300;
11-14 600; 11-15 1000; 11-16 1500; 11-17 2100;
11-18 2800.

So to increase all six abilities for one character to 18 will cost 16,800 xp's.

Strength (only) may be increased to 24, by paying a further 700 xp's for every point above 18. This gives extra benefits on the Extra-ordinary Strength figure as follows: strength is taken as 18, and percentile dice rolled in the normal way. To this percentile figure is then added a further 12 points for every level over 18 paid for.

CHARACTER TYPES

I allow players to have only Humans, Elves, Dwarves and Hobbits in their parties to start with: if they are fortunate, they may be able to recruit other beings down below. (N.B. No Half-Elves.)

There are certain advantages/disadvantages for various types...

Humans: may be any alignment and reach any level in any class. Only humans may be Paladins.

Elves: must be lawful or neutral unless thieves: may not be clerics; but can reach any level as thieves. As a fighter they can normally only reach 4th level, but can reach 5th level with 17 strength, or 6th level with 18 strength. As a magic user they can reach 8th or 9th level with 18 Intelligence. They are more able to spot secret doors, and have excellent eyesight. They automatically speak the languages of Orcs, Hobgoblins and Gnolls, in addition to their own.

Dwarves: must be lawful or neutral unless thieves: they may not be clerics or magic users, but may reach any level as thieves. As fighters, they can normally only reach 6th level, but can reach 7th level with 17 strength and 8th level with 18 strength. They are more able to spot slanting passages, traps and new constructions underground and have good eyesight like elves. They automatically speak the languages of Gnomes, Kobolds and Goblins, in addition to their own.

Hobbits: may only be lawful unless thieves. They may reach any level as thieves, but as fighters may not go higher than 4th level. They have deadly accuracy with missile weapons (defined by Chainmail as 2 hobbits being as effective as 3 men, but by me, less confusingly, as +4 on hit dice).

Players may select their parties from amongst these four types, without extra cost, except that: -

Elves must have at least 14 Intelligence, 13 Charisma and 12 Dexterity.

Dwarves must have at least 14 Strength and 15 Constitution.

Hobbits must have at least 13 Wisdom, 12 Charisma and 14 Constitution.

ALIGNMENT

Before commencing, a player must decide on his alignment, and that of his party.

Lawful and Chaotic characters may not be in the same party.

Paladins will only associate with Lawful characters, although they will make an exception for Hobbit Thieves.

Clerics may not be Neutral, and if Chaotic the effect of many of their spells is reversed.

All Thieves are Chaotic, except Hobbit Thieves who are Neutral.

ABILITIES

Strength: the prime requisite for fighters. I allow any class with 18 Strength to roll percentile dice for Extraordinary Strength. This gives anyone bonuses for carrying loads, opening doors and doing damage, but only fighters get the benefit on the actual score to hit.

Intelligence: the prime requisite for Magic Users. Helps determine how characters make decisions and reports. For every level over 10, a character may learn one additional language.

Wisdom: how well characters remember instructions and act on experience. The prime requisite for Clerics.

Dexterity: the prime requisite for thieves. Helps characters with accuracy of missile weapons (including wands), and gives bonuses to fighters in dodging/parrying attacks from hand-held weapons.

Constitution: a combination of health and endurance. Helps determine the number of hits characters may sustain, and their ability to survive spells.

Charisma: a combination of appearance and personality. May be adversely affected during game by such accidents as immersion in noisome slime. Governs number of followers/hirelings a character may employ. Charisma of 10 - 12 allows 4 to be employed, 13 - 15 5; 16 - 17 6; but 18 allows 12. Parties of over 12 will have to establish some sort of chain of command.

Also important in determining morale of party and loyalty of individual followers.

Human Fighters with 17 or 18 Charisma may be Paladins, if Lawful. Paladins may cure wounds or diseases (2 points of damage per charisma level over 16) merely by "laying on of hands" and are not themselves susceptible to disease.

RESTRICTIONS ON CLASSES

Fighters: may not use spells. May use all magical weaponry, but very few magical items of non-weapon type. Roll for hits on D8.

Magic-Users: may not wear armour of any type, and may only arm themselves with daggers. Must learn their spells before entering "The Pits" and each spell is "forgotten" when used. In order to use the same spell twice, they must learn it twice. Roll for hits on D4.

Clerics: may wear armour, but may only use non-edged weapons (no arrows) as to draw blood would cause them to forget all their spells. Have different spells to Magic-Users, and are considered to know all of them, but are restricted to the number they may use on any one expedition (i.e. they do not have to choose them in advance). Roll for hits on D6.

Thieves: may only wear leather armour. May use any normal weapon, but only daggers, swords, bows (including crossbows) and arrows (or quarrels) of magical nature. May not use shields. Cannot employ spells unless 10th level or higher but 3rd level and above can read 80% of non-magical languages and maps (N.B. not speak them). Receive damage bonus if "striking from behind", and can climb sheer walls with little chance of falling. Roll for hits on D4.

MAGICAL EQUIPMENT

I allow players to purchase some magical items before entering "The Pits". These have to be paid for in xp's out of your basic allowance of 400,000, and you may not spend more than 40,000 xp's in this way.

You may not choose exactly what you want: you can only choose the tables from which I shall roll dice for them. These tables are the ones appearing in the Rules under "MAGIC/MAPS DETERMINATION TABLE", and costs are: -

Magical Swords 2,000 xp's; Armour 2,000; Miscellaneous Weapons 1,500; Potions 1,500; Scrolls 2,000; Rings 3,000; Wands 4,000; Miscellaneous Magic 3,000.

There will be NO "nasties" among the items you get, and the swords will be of correct alignment.

This will normally be as far as you need to go in writing your first letter to me, spending your 400,000 xp's on characters, abilities and magical items.

Having received my reply and learned of your good fortune in magical equipment, you will now need to buy some ordinary equipment to augment it. To do this you have 1500 gold pieces (g.p.'s) which may be spent at the village store, which has a small livery stable nearby that sells mules, harness and fodder.

If what you want isn't at the store..... you've had it!
(No composite bows, for instance)

All characters are assumed to wear stout leather belts (see Encumbrance) and to carry flint and tinder. Only magic-users (or other characters entirely un-armoured) have pockets, and they won't hold anything over 20 g.p.'s weight.

The g.p. is the standard unit of weight, as well as currency, and there follows a list of items which may be bought at the village, with weights. Magical items are included to show weights:

<u>Item</u>	<u>cost</u>	<u>weight</u>	<u>Item</u>	<u>cost</u>	<u>weight</u>	<u>Item</u>	<u>cost</u>	<u>weight</u>
Mace	10	50	Handaxe	8	30	Leather Armour	50	150
War Hammer	15	60	10ft Pole	2	50	Chain Mail	100	500
Quarterstaff	3	30	50ft Rope	5	50	Plate Mail	250	750
Sword	25	40	12 Iron Spikes	6	48	Shield	25	150
Dagger	10	10	3 Stakes & Mallet	4	12	Leather Backpack	10	-
Two Handed Sword	50	80	Lantern	15	25	Large Sack	2	-
Battleaxe	25	70	6 Torches	2	12	Small Sack	1	-
Morningstar	15	60	Flask Oil	10	25	Scroll	-	5
Flail	5	60	Flagon Wine	20	50	Potion	-	20
Halberd	40	100	Iron Rations	15	30	Ring	-	2
Spear	5	50	Empty Waterskin	5	10	Rod	-	5
Javelin	10	30	Steel Mirror	3	5	Rod in Case	-	25
Short Bow	10	10	Silver "	25	5	Wand	-	10
Long Bow	15	15	Wooden Cross	2	5	Wand in Case	-	60
Heavy Crossbow	60	90	Silver "	100	25	Staff	-	30
Light Crossbow	40	50	Bud Garlic	5	1	Staff in Case	-	120
Quiver 20 Arrows	20	30	Bunch Wolfsbane	10	5	Mule	40	7500
Case 30 Quarrels	25	60	Bunch Belladonna	10	5	Pack Saddle	25	100
Bundle of Either	15	20	Notebook and Pencil	3	3	(includes saddle bags)		
		or	Cold Roast Chicken	3	20	Bale of Hay	3	100
		30	Loaf	1	15			
1 Silver tipped of either	5	1	Cake	2	25			
Sling and Sack of Projectiles	3	30	Full Waterskin	-	100			
Firebomb	20	25						

Waterskins are sold empty. There is water available at various points within "The Pits", and there is also a crystal clear stream outside the entrance to them, where most people fill their waterskins upstream of the stables.

Having seen what your magical equipment can do, you will now wish to choose the magic users spells. For the postal game I don't roll to see if they can learn them, I let them learn everything they choose from the table following, provided they don't exceed their allotment.

MAGIC USERS SPELLS

<u>1st Level</u>	<u>2nd Level</u>	<u>3rd Level</u>
1 Detect Magic	Detect Invisible	Fly
2 Hold Portal	Levitate	Hold Person
3 Read Magic	Phantasmal forces	Dispell magic
4 Read Languages	Locate Object	Clairvoyance
5 Protection/Evil	Invisibility 5' rad.	Clairaudience
6 Light	Wizard Lock	Fire Ball

	<u>1st Level</u>	<u>2nd Level</u>	<u>3rd Level</u>
7	Charm Person	Detect Evil	Lightening Bolt
8	Sleep		Protection/Evil 10' rad.
9	Shield	Continual Light	Invisible 10' rad.
10	Magic Missile	Knock	Infravision
11	Ventriloquism	Darkness 5' rad.	Slow Spell
12		Strength	Haste Spell
13		Web	Protection/normal missile
14		Mirror Image	Water breathing
15		Magic Mouth	Explosive Runes
16		Pyrotechnics	Rope Trick
17			Suggestion
18			Monster Summoning

	<u>4th Level</u>	<u>5th Level</u>	<u>6th Level</u>
1	Polymorph Self	Teleport	Stone-flesh
2	Polymorph Others	Hold Monster	Reincarnation
3	Remove Curse	Conjure Elemental	Invisible Stalker
4	Wall of Fire	Telekinesis	Lower Water
5	Wall of Ice	Transmute Rock-Mud	Part Water
6	Confusion	Wall of Stone	Projected Image
7	Charm Monster	Wall of Iron	Anti-magic Spell
8	Growth/plant	Animate dead	Death Spell
9	Dimension Door	Magic Jar	Geas
10	Wizard Eye	Contact Higher Plane	Disintegrate
11	Massmorph	Pass-wall	Move Earth
12	Hallucinatory Terrain	Cloudkill	Control Weather
13	Ice Storm	Feeblemind	Legend Lore
14	Fear	Growth/animal	Repulsion
15	Monster Summoning II	Monster Summoning III	Monster Summoning IV
16	Extension I	Extension II	Extension III

No spells higher than 6th level will be used.

Note that, if a magic user wishes to use the same spell twice, he must learn it twice, and so on.

MAGIC USERS SPELL ENTITLEMENT

<u>Title</u>	<u>Level</u>	<u>Number of spells and level</u>					
		<u>1.</u>	<u>2.</u>	<u>3.</u>	<u>4.</u>	<u>5.</u>	<u>6.</u>
Medium	1	1	-	-	-	-	-
Deer	2	2	-	-	-	-	-
Conjurer	3	3	1	-	-	-	-
Theurgist	4	4	2	-	-	-	-
Thaumaturgist	5	4	2	1	-	-	-
Magician	6	4	2	2	-	-	-
Enchanter	7	4	3	2	1	-	-
Warlock	8	4	3	3	2	-	-
Sorcerer	9	4	3	3	2	1	-
Necromancer	10	4	4	3	3	2	-
Wizard	11	4	4	4	3	3	-
12th Level Wizard	12	4	4	4	4	4	1

CLERICAL SPELLS

This is included for convenience, but clerics do not have to choose their spells before they enter. Their spells are "God-given" when required, but they must not exceed the entitlement.

CLERICAL SPELLS

	<u>1st Level</u>	<u>2nd Level</u>	<u>3rd Level</u>
1	Cure light wounds	Find traps	Remove curse
2	Purify food/water	Hold person	Cure disease

	<u>1st level</u>	<u>2nd level</u>	<u>3rd level</u>
3	Detect Magic	Bless	Locate object
4	Detect Evil	Speak with Animals	Continual light
5	Protection/evil	Silence 15' rad.	Prayers
6	Light	Snake Charm	Speak with Dead
	<u>4th level</u>	<u>5th level</u>	<u>6th level</u>
1	Neutralize Poison	Dispell Evil	Animate objects
2	Cure serious wounds	Raise dead	Find the path
3	Protection/evil 10' rad.	Commune	Blade barrier
4	Turn sticks to snakes	Quest	Word of recall
5	Speak with plants	Finger of death	Speak with monsters
6	Create water	Create food	Conjure animals

No spells higher than 6th level will be used.

CLERICS SPELL ENTITLEMENT

Title	Level	<u>Number of spells and level</u>					
		<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>
Acolyte	1	-	-	-	-	-	-
Curate	2	1	-	-	-	-	-
Priest	3	2	-	-	-	-	-
Vicar	4	2	1	-	-	-	-
Deacon	5	2	2	-	-	-	-
Bishop	6	2	2	1	1	-	-
Lama	7	2	2	2	1	1	-
Patriarch	8	2	2	2	2	2	-
Patriarch 9th Level	9	3	3	3	2	2	-
Patriarch 10th Level	10	3	3	3	3	3	-

N.B. Either Magic Users or Clerics can use a lower level spell instead of a higher one if they wish. For instance, a Deacon could "Cure Light Wounds" three times, if he wished, but would then only have one second level spell left.

LANGUAGES

Everyone speaks the languages of their Alignment and Creature Class. (Common is the creature language of humans only.) No one may normally know more than one Alignment language. Many of the less intelligent creatures and monsters have no language.

With that in mind, please tell me which additional languages your characters wish to learn.

MOVEMENT/WEIGHT/DISTANCES

I am no fan of decimalisation and all distances will be given in feet. Those of you who have rules giving such things as spell-ranges in inches: one inch equals ten feet. Note that 'invisibility 5' radius' means just that - 5 feet.

A standard turn will cover two moves, each of 120 feet for a fully armoured character at heavy foot movement, and takes a total of ten minutes. If something untowards happens, the turn will probably be split up further to give you chance to decide your action.

I have given weights of equipment so you can calculate the load each character carries. You can ignore normal clothing for this purpose.

The load, in the standard weight units of the equivalent of gold pieces, equal to armoured foot movement is 1,500. The maximum a human can carry (unless he has 18+ strength) is 3000, and with that load he would only move at half normal movement. Similarly a character with a load of 750 could move at twice the armoured foot movement.

Naturally, if characters are searching, examining, testing, etc., this will affect their movement rate at my discretion.

There are up to ten rounds of combat per turn, known as melee rounds.

ORDERS

More than anything else, success depends upon the careful framing of your orders.

Make your orders as long and involved as you like. If a situation arises which is not covered by your orders, I shall use my discretion, unless I feel the point is one on which I must have your specific instruction. However, I shall wish to keep things moving along as much as possible, and shall not refer on small points such as which half of a pair of double doors to open. If you haven't specified don't blame me if there's a monster lurking behind the other one!

While on the subject of doors - these are usually hinged and made of solid stone. One man of normal strength has a one in three chance of opening one, so, to be safe, you can always order three men to push one open.

If you are attacked you will naturally be given the chance to inform me of your tactics, characters and weapons/spells employed etc. However, if a monster surprises you, he may well get in a couple of wallops before you can react.

Do bear in mind the effect upon morale if your leading character always skulks in the background, or orders his followers to perform stupid, needless, or dangerous tasks. (See Morale)

Finally, let me stress that your leading character will usually have to give his orders to his followers. If you don't tell me what he says, I've no way of knowing.

VISION

While Elves and Dwarves have keener eyesight than humans, I do not allow infravision. They can carry a light like anyone else. However, all monsters and denizens of "The Pits" can see in the dark.

Light from a lantern reaches 100 ft. and from a torch 50 ft. A full lantern burns for three hours: a torch lasts one hour.

SUSTENANCE & FATIGUE

Characters need a rest (one turn) and a drink every hour, and a meal every three, with a triple rest for digestion. 1/20th of a full waterskin is a sufficient drink. Mules, however, need 1/2 a waterskin to drink, and half a bale of hay for a meal, at the same intervals.

A mule will carry up to 4,000 g.p.'s weight at armoured foot rate, 2,000 or less at twice that, and 4,001 - 5,000 at half that, but refuse to carry more. If over 5,000 is laid upon a mule's back, he will attack the loader.

Mules can normally be controlled by anyone with above average strength and charisma, on a one-for-one basis. That is, for every level above 11 in both strength and charisma, you can control one mule. However, if attacked by a monster, you need two levels above average in each ability to keep each mule under control, and if attacked by fire or Undead, three levels.

A man weighs (unloaded and in his undies) 2,500, a dwarf 2,000 and an elf or hobbit 1,500.

RINGS

Only one ring can be worn on each hand, or the fields will cancel each other out. Rings never wear out, unless of an obviously finite nature (3 wishes etc.)

RODS, WANDS AND STAVES

Unless of some special nature, these project effects similar to spells, potions etc. of the same name. Rods normally have 4th level effect, 4 dice of damage and 50 charges, Wands 6th level, 6D6 damage and 100 charges, and Staves 8th level 8D6 damage and 200 charges.

MAGIC SWORDS

These come complete with scabbards. All have an Intelligence and an Ego factor. If the total of those two is greater than the sum of the owner's intelligence and strength, modified by his state of health, there is a chance the sword may become the dominant personality, and take the owner over for its own ends.

Magic swords are using their powers all the time they are unsheathed: when in the scabbard, these powers are quiescent. Powers extend 20ft. in all directions for an average intelligence sword (9 or 10) up to 40ft. if Intelligence 12.

TREASURE VALUES

10 Silver Pieces	=	1 gold piece
1 Topaz	=	100 gold pieces
1 Ruby	=	500 " "
1 Sapphire	=	1000 " "
1 Diamond	=	2500 " "
1 Emerald	=	5000 " "

TARGETS OR AIMS

No experience points are awarded in "The Pits", and once your party leaves, or you die (without being resurrected), "For you ze game iss ofer". However, anyone managing to emerge with 50,000 g.p.'s plus 500 g.p.'s per surviving character per level, is considered to have "won".

MAGIC SCROLLS

Scrolls purchased at the commencement of the game can be read at any time. Others found in "The Pits" require a "Read Magic" spell to be understood. This will still only make one legible to a magic user (or occasionally Cleric) who knows the language in which it is written. One turn after the "Read Magic" spell is cast, the spell disappears, so it must be used straight away, or wasted.

If there is more than one spell on the Scroll, the headings to all become legible on the first "Read Magic", but a second spell must be cast to read a second one from the Scroll.

FIREBALL

Despite what the rules say, in "The Pits" the Diameter of a Fireball is 10ft.

WAND OF COLD

A blast from a Wand of Cold, directed at a body of water, will freeze a volume of 1 cu. foot into ice for every point rolled on 6D6.

SAVING THROWS

In accordance with the rules, making one's Saving Throws against certain magic results in half-damage being suffered. This is calculated, in the case of a Wand of Cold for instance, as 6D6 ÷ 2.

Note that if the Saving Throw is made against Paralization or Turning to Stone, no damage is suffered.

SUNDRY WEAPONS

Quarterstaves are two-handed weapons, and unsuitable for anyone carrying a shield.

Magical Staves are also two-handed. Using one single handed halves the chance of hitting. (I roll the die and halve what you get!)

Crossbows take one turn (not melee round) to reload for a being of normal dexterity.

Changing weapons takes four melee rounds for beings of normal dexterity: half that if the first weapon is merely dropped.

ROPES, BELTS & PACKS

The secret of making strong ropes has survived, but one will break if more than 10,000 g.p.'s weight is upon it.

Leather-curing on the other hand, isn't so good, and a belt or a backpack will probably break, dropping contents, if more than 300 g.p.'s weight bears on them.

ENCUMBRANCE

It is obvious (to me, anyway) that a person, carrying all sorts of equipment cluttered about him, won't be able to fight very well. As a guide, the limit which may easily be carried on a belt is: - Dagger, Sword in Scabbard, Waterskin and two Firebombs (or similar items). Anyone exceeding this is going to have his dexterity badly affected, and will also find it more difficult to hit his opponent.

I have not specified what equipment can be carried elsewhere, but will similarly penalise anyone carrying too much on his shoulder/over his back, round his neck etc.

MORALE

When you have chosen your party, I will roll 3D6 for each member of your party, and modify that in accordance with your own character's charisma, in accordance with the table in Book I. The resulting total will be each character's loyalty figure, and will only be known to me.

At certain points in your adventure I will test morale by rolling 1D6 for each character and modifying that score in accordance with the character's loyalty figure, from the following table: -

<u>Loyalty Figure</u>	<u>Modifier</u>
0 - 5	No effect
6 - 8	Add 1 to score
9 - 11	Add 2 to Score
12 - 14	Add 3 to Score
15 - 20	Add 4 to Score

The resulting modified figure to give results as follows: -

- 1 Leaving defiantly taking everything currently carried
- 2 Panic - random direction - drop random items
- 3 Commence grumbling - better pay - less danger etc.
- 4 or 5 No effect
- 6 or more Morale strengthened - add 1 to Loyalty figure

Beings recruited within "The Pits" are dealt with differently. When a morale test is necessary I roll 2D6 and modify that figure by the leader's charisma as above. The scores required for various tasks are given below: if that is not achieved the being will sever its connections with the party by random action.

A score of 8	is required to	Defend
" " " 9	" " "	Attack with Party
" " " 10	" " "	Scout alone
" " " 11	" " "	Attack alone

Well, that's about it. So, it's good luck from me, and best wishes from him.

Him being Clive Booth
who prints this and "Chimaera"
at 71 Clara Mount Road,
Langley,
Heanor,
Derbyshire DE77HS

and Me Being
your genial Dungeon Master
Dave Tant
32 Nursery Avenue,
Bexleyheath,
Kent DA74JZ