

DUNGEONS & DRAGONS

Rules Additions and Modifications for the
Skull Mountain Megadungeon, the Sparn Empire,
and the Wild Lands of Oros

JIMM JOHNSON



PLANET ERIS

BOOKLET 1 - HOUSE RULES



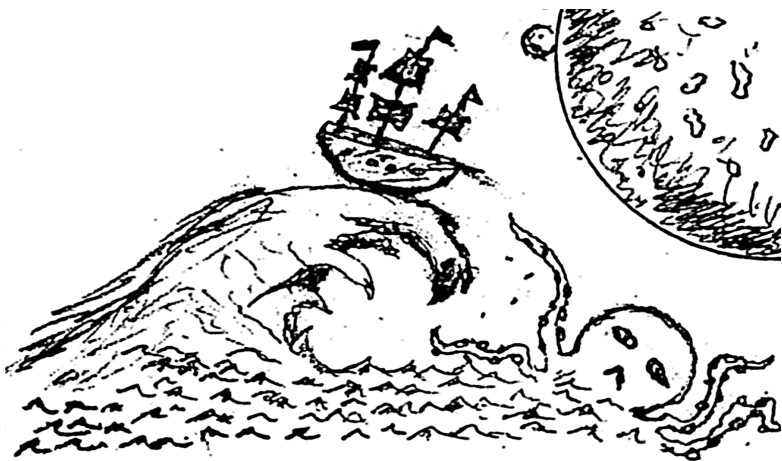
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THE SCRIBES OF SPARN

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RULES ADDITIONS & MODIFICATIONS FOR THE
SKULL MOUNTAIN MEGADUNGEON, THE SPARN EMPIRE,
AND THE WILD LANDS OF OROS

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and Jimm Johnson

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MEN & MAGIC

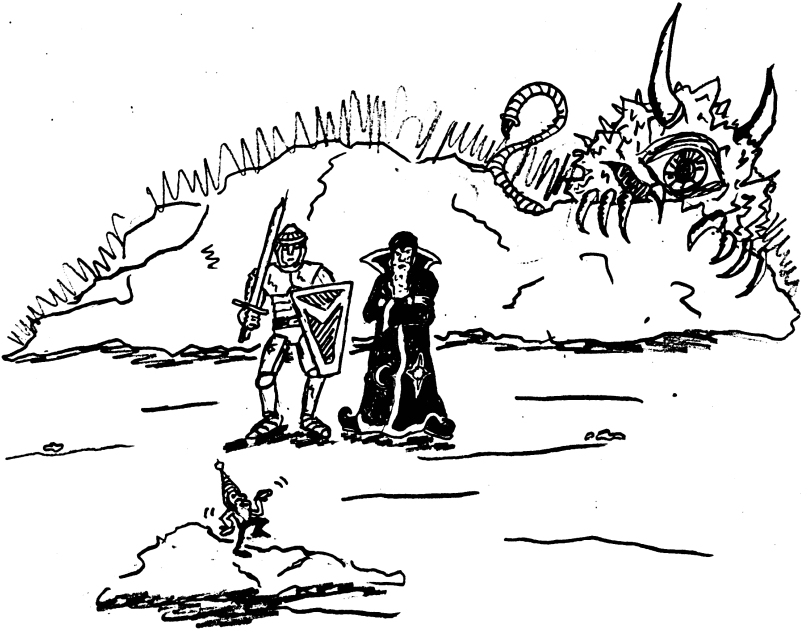
CORE RULES

Little Brown Books & Other Supporting Material:

The core rules for this game are the original edition (OE) Dungeons & Dragons booklets (known as "The Little Brown Books," or the LBBs), consisting of *Men & Magic*, *Monsters & Treasure*, and *The Underworld & Wilderness Adventures*. Excepting this house-rules document (and any in-game rulings by the DM), the rules/guidelines of these three booklets will tend to prevail.

Other rules sources that will be drawn upon in this game include but are not limited to: *Outdoor Survival*, *Judges Guild's Ready Ref Sheets Volume I*, *The Strategic Review*, *D&D Supplements I-IV*, *Swords & Spells*, the Holmes edition of the D&D basic rules, the Moldvay/Cook edition of the D&D basic/expert rules, the first edition *Advanced D&D Dungeon Masters Guide*, and *Swords & Wizardry* (original Core Rules and White Box).

The rules additions and modifications which follow are supplementary, and intended to be used with the original D&D booklets and other source materials listed above.



CHARACTER ABILITIES

Rolling Ability Scores:

When creating a new character, generate the character's ability scores by rolling 3d6 six times and arrange the scores as desired.

Ability Scores Bonuses & Penalties:

Rolled ability scores of 7-14 are considered average, 15-17 above average, and 18 exceptional. Scores of 4-6 are below average, with a score of 3 being regarded as a noticeable deficiency in a particular attribute. General bonuses and penalties accruing to ability scores are listed below.

<u>Ability Score Rolled</u>	<u>Bonus or Penalty</u>
3	-2
4-6	-1
7-14	0
15-17	+1
18	+2

Notes on Ability Score Adjustments:

Strength bonuses and penalties apply to melee "to hit" and damage rolls, and to a character's chance to open doors.

Intelligence bonuses indicate the number of languages a character can speak and write in addition to the common tongue. An intelligence bonus also indicates the number of first level spells that a magic-user may "store" in his personal staff or wand.

Wisdom bonuses indicate the number of additional first level spells that are bestowed upon a cleric. At the referee's discretion, bonuses or penalties resulting from a character's wisdom score may be applied to saving throws versus mind affecting/altering attacks (e.g. charms, illusions, etc.).

Dexterity bonuses and penalties apply to a character's "to hit" roll for missiles and hurled weapons and may be applied to a character's initiative dice during single combat. A dexterity bonus will lower a character's armor class by the indicated amount, and a penalty raises the character's AC by the amount indicated. For thieves, dexterity bonuses and penalties apply to the character's chance to perform dexterity-related thief abilities (i.e. those listed on Thief Skills Table 1).

Constitution bonuses and penalties apply to a character's hit dice whenever hit points are rolled. A high constitution score indicates superior stamina and will increase a character's chances to "survive adversity." (See *Dungeons & Dragons, Volume 1, Men & Magic*, pp. 10-11.)

Charisma bonuses and penalties may be applied by the referee to "reaction rolls" when a character is in negotiations with monsters, retainers, or NPCs. These bonuses and penalties are also applied to the maximum number of special

retainers allowed, and the initial loyalty scores of all retainers and followers. The normal number of unusual or specialist retainers allowed is 5. The loyalty score for a new retainer is equal to the employing character's charisma bonus or penalty.

CHARACTER HIT POINTS

Hit Dice by Class:

Hit points for all characters are determined by rolling a d6 for each level of experience, adjusted by class according to the following table:

Fighting-Men	1d6+1 / level
Clerics	1d6 / level
Magic-Users (& Thieves)	1d6-1 / level

Minimum Starting Hit Points:

Player characters begin at 1st level with a minimum of 3 hit points regardless of die roll. This minimum does not apply to subsequent hit dice rolls when a character advances in experience level.

Zero Hit Points, Unconsciousness, and Death:

A player character reduced to 0 hit points is unconscious. Additionally, for each level of experience, a wounded character's hit point total may drop one point into the negatives. Subject to this limit, a character is not dead, but is unconscious. If the character's hit point total drops below this point, however, the character lapses into death. Healing spells, potions, or simply adequate rest which bring an unconscious character back to 1 hit point or greater will immediately revive the character. A dead character who is revived by a raise dead spell or the like will be immediately returned to full hit points and require no further recovery so long as he can "survive adversity."

Healing Wounds, Recovering Hit Points:

Under most circumstances, lost hit points may be recovered by a character at a rate of 1 hit point per day so long as the character has received a minimum of 8 hours rest during the preceding 24 hour period. Additional rest during that period will not recover more hit points unless the character is in a safe environment (e.g. a town or castle) where he can rest uninterrupted (i.e. no activity whatsoever) for an entire 24 hours. Complete rest as described will allow recovery of 1d3 hit points per day.

CHARACTER CLASS NOTES & TABLES

The main character classes— fighting-men, magic-users, and clerics— are explained in *Dungeons & Dragons, Volume 1, Men & Magic*. Changes and additions to those classes are described here. Character advancement tables have been revised so that 10th level is "name level" for all classes. A fourth class, thieves, is also included with a d6 system for resolution of thief class abilities.

Fighting-Men:

Upon successfully hitting an opponent with a natural (i.e. unadjusted) roll of '20' on a twenty-sided die, a fighting-man will score double damage.

Fighting-Man Advancement Table

Level	Title	Experience	d6+1 for Hit Dice	Saving Throw
1	Veteran	0	1	15
2	Warrior	2,000	2	14
3	Swordsman	4,000	3	13
4	Hero	8,000	4	12
5	Swashbuckler*	16,000	5	11
6	Myrmidon	32,000	6	10
7	Champion**	64,000	7	9
8	Superhero	125,000	8	8
9	Knight	250,000	9	7
10	Lord***	+100,000	+3 hp/level	6

*Highest level attainable by a halfling.

**Highest level attainable by an elf.

***Highest level attainable by a dwarf.

Magic-Users:

A magic-user who receives any bonus due to his intelligence score may carry a staff for the purpose of storing spells. The staff may be a found magical staff of any type, a specially crafted staff (designed and paid for by the magic-user), or simply a sturdy length of good hardwood found in the wilderness. Magic-users possessing an intelligence score of 15-17 are allowed a staff with one 1st level spell, those of 18 intelligence being allowed to store two.

Spells are stored by the act of the magic-user performing the spell upon the staff itself, after which the stored spell may be loosed at any time. Expended spells must be re-cast upon the staff in order for the effect to be used again. Magic-users and elves who prefer it, may substitute a wand for the same purpose. Only one such staff or wand may be kept by a magic-user at any given time.

Magic-User Advancement Table

Level	Title	Experience	d6-1 for Hit Dice	Saving Throw	Spells				
					1	2	3	4	5
1	Medium	0	1	14	1	-	-	-	-
2	Seer	2,500	2	13	2	-	-	-	-
3	Conjurer	5,000	3	12	3	1	-	-	-
4	Theurgist	10,000	4	11	4	2	-	-	-
5	Thaumaturgist	20,000	5	10	4	2	1	-	-
6	Magician	35,000	6	9	4	2	2	-	-
7	Enchanter	50,000	7	8	4	3	2	1	-
8	Warlock	75,000	8	7	4	3	3	2	-
9	Sorcerer*	100,000	9	6	4	3	3	2	1
10	Wizard	+100,000	+1 hp/level	5	4	4	3	3	2

*Highest level attainable by an elf. Chaotic magic-users of this level employ the title of Necromancer.

Note: For magic-user spell progression beyond the levels listed, see Men & Magic, p. 17.

Clerics:

The cleric character may begin play as an adherent of any alignment (i.e. lawful, neutral, or chaotic). A cleric who begins as neutral (unaligned), however, may not remain so beyond the 3rd level of experience, and (under most circumstances) must choose an allegiance, either to the forces of Law or the powers of Chaos before being allowed to advance to the 4th level.

Clerics of Law and priests of Chaos possess the power to affect undead creatures and extra-planetary demon-type creatures. For lawful clerics, this power manifests as the ability to (T) "turn" or (D) "dispel" such creatures. Priests of Chaos will affect such creatures by either "neutralizing" or "commanding" them. Unaligned or neutral clerics may not employ this power, the entire effect being lost to them. (A neutral cleric may, at any time, however, declare his allegiance to either Law or Chaos, and upon so doing he will immediately gain this power.) When employed against demon-types of 9 HD or less, the creatures targeted will equate to 3 levels higher than their undead equivalent on the Cleric Affecting Undead Table, and only 1-3 such creatures will be affected. Against demons of 10 HD and greater, this power is of no effect.

Cleric Affecting Undead Table

	Undead Type (or Hit Dice*)	Roll needed on 2d6 by level of Cleric									
		1	2	3	4	5	6	7	8	9-13	14+
Skeleton	(1)	7	5	3	T	T	D	D	D	D	D
Zombie	(2)	9	7	5	3	T	T	D	D	D	D
Ghoul	(3)	11	9	7	5	3	T	T	D	D	D
Ghast	(4)	-	11	9	7	5	3	T	T	D	D
Wight	(5)	-	-	11	9	7	5	3	T	T	D
Wraith	(6)	-	-	-	11	9	7	5	3	T	T
Mummy	(7)	-	-	-	-	11	9	7	5	3	T
Spectre	(8)	-	-	-	-	-	11	9	7	5	3
Vampire	(9)	-	-	-	-	-	-	11	9	7	5
Ghost	(10)	-	-	-	-	-	-	-	11	9	7
Lich	(11)	-	-	-	-	-	-	-	-	11	9

*Demon-type creatures of 9HD or less may be affected, but are treated as 3 levels higher than their undead equivalent.

Note: Neutral clerics cannot affect undead or demon-types. Chaotic priests will neutralize or command affected undead rather than turn or dispel.

Cleric Advancement Table

Level	Title	Experience	d6 for Hit Dice	Saving Throw	Spells				
					1	2	3	4	5
1	Acolyte	0	1	13	-	-	-	-	-
2	Adept	1,500	2	12	1	-	-	-	-
3	Village Priest	3,000	3	11	2	-	-	-	-
4	Vicar	6,000	4	10	2	1	-	-	-
5	Curate	12,000	5	9	2	2	1	-	-
6	Bishop	25,000	6	8	2	2	1	1	-
7	Lama	50,000	7	7	2	2	2	1	1
8	Archbishop	100,000	8	6	2	2	2	2	2
9	Cardinal	200,000	9	5	3	3	3	2	2
10	Patriarch	+100,000	+2 hp/level	4	3	3	3	3	3

Thieves:

Thieves may be neutral or chaotic in alignment. They may wield any type of small or normal weapon, and are able to make use of magic items not restricted to some other class. They may not wear armor heavier than leather and may not employ a shield. When attacking unnoticed from behind they gain a +4 bonus "to hit," and such a hit will score double damage. For all other thief skills see the tables below.

Thief Skills Table 1

Roll needed on 2d6 by level of Thief*

Primary Skills	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Pick Pockets	9	9	8	8	7	7	6	6	5	4	3	3	2	1
Move Silently	10	9	9	8	8	7	7	6	5	5	4	3	2	2
Open Locks	10	10	9	9	8	8	7	7	6	5	4	4	3	2
Remove/Disarm Traps	11	10	10	9	9	8	8	7	6	5	4	4	3	3
Hide in Shadows	11	10	10	10	9	9	8	7	7	6	5	4	4	3

*This roll is adjusted by the thief's dexterity bonus or penalty.

Thief Skills Table 2

Roll needed on d6 by level of Thief

Secondary Skills	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Climb Walls	1-4	1-4	1-5	1-5	1-5	1-5	1-5	1-5	1-6	1-6	1-6	1-6	1-6	1-6
Hear Noise	1-2	1-2	1-3	1-3	1-3	1-3	1-4	1-4	1-4	1-4	1-5	1-5	1-5	1-5
Read Languages	-	1	1-2	1-3	1-3	1-4	1-4	1-5	1-5	1-5	1-5	1-5	1-5	1-5
Read Magic*	-	-	-	1	1	1-2	1-2	1-3	1-4	1-5	1-5	1-5	1-5	1-5

*Failure of roll indicates that thief has misread the scroll or object resulting in a backfire or unexpected result.

Thief Advancement Table

Level	Title	Experience	d6-1 for Hit Dice	Saving Throw
1	Apprentice	0	1	14
2	Footpad	1,250	2	13
3	Robber	2,500	3	12
4	Burglar	5,000	4	11
5	Cutpurse	10,000	5	10
6	Sharper	20,000	6	9
7	Pilferer	40,000	7	8
8	Thief	75,000	8	7
9	Rogue*	150,000	9	6
10	Master Thief	+100,000	+1 hp/level	5

*Highest level attainable by a halfling.

NON-HUMAN CHARACTERS

Dwarves:

A dwarf character operates as a fighting-man, but may not advance beyond the 10th level. Dwarves have a natural affinity for stonework and gems. They will take note of stonework traps and similar construction (as detailed in *D&D, Volume 1, Men & Magic*, p. 7), and can usually tell the approximate value of found gems.



DWARF, ELF, & HALFLING

Elves:

When an elf is played as a character, it will always have the option of two classes: fighting-man or magic-user. The character will begin play in one of these classes and may switch freely to the other class anytime he is able to safely rest, meditate, and perform the proper ritual so as to facilitate the transformation. A separate record should be kept by the player for each class's experience, hit points, saving throw, "to hit" rolls, and special abilities. Elf player characters are limited in their level advancement to 7th level fighting-man and 9th level magic-user.

The elf player character is extremely long-lived (though not immortal like his divine ancestors) and he possesses mental faculties that are congruous to spell-use in ways beyond the minds of normal men. As such, he need not carry a tome of spells in the manner of human magic-users. He must learn and memorize spells daily, but this is done whilst in a trance-like state wherein he recalls his spells from the vast reservoirs of his mind and brings them to the fore. Likewise, he may impress new spells upon his mental "book" by studying scrolls or magical tomes, or by communing with another elf that is willing to share his knowledge.

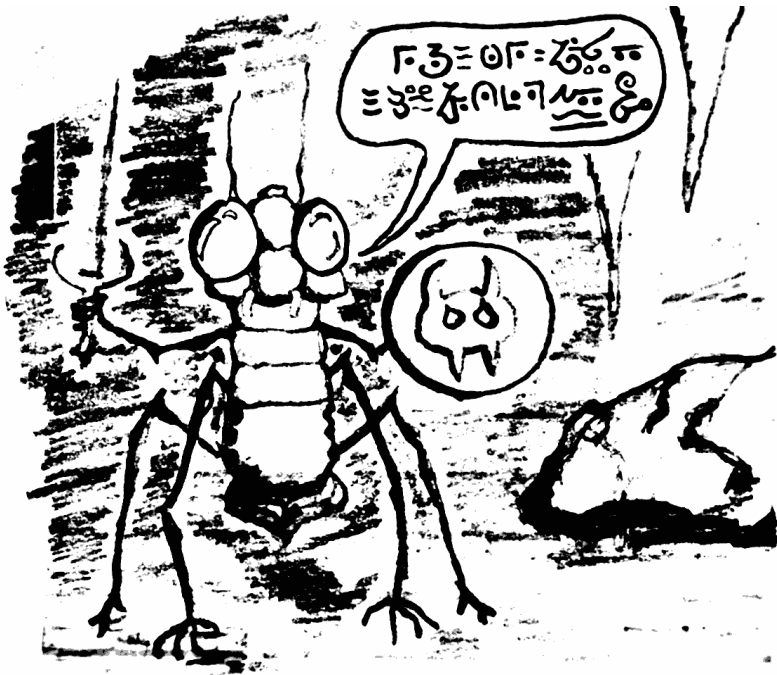
Optional Rule: If the DM allows it the elf may, in extreme circumstances, switch classes in an unsafe environment such as a dungeon or wilderness. In such cases the transformation is accomplished in the space of a single round, but the trauma inflicted upon the elf's system causes a permanent loss of 1 point of constitution.

Halflings:

When a halfling is played as a character, it may opt for one of two classes: fighting-man or thief. The halfling must maintain his chosen profession and may not switch classes as elves do. Halflings are limited to 5th level fighting man and 9th level thief. Halflings possess a natural skill with hurled weapons (daggers, darts, etc.) and gain a bonus of +1 "to hit" when any type of hurled weapon is employed. Additionally, they can hurl stones with deadly accuracy (+2 "to hit" bonus), and may hurl a fist-sized rock at an enemy for 1d3 points of damage.

A Note Regarding Infravision:

Player characters (including elves, dwarves, and halflings) are considered "surface dwellers" and possess no special form of "see-in-the-dark" vision (e.g. infravision, darkvision, etc.). At the referee's discretion, however, a player dwarf may (2 in 6 chance) possess the latent ability to see up to 30' in darkness underground.



SARU-GAKEM

LANGUAGES

The Common Tongue:

Most player characters, including non-human types, are the product of a racially integrated, but anthropocentric society. As such, the average character will know only the common tongue of mankind, which is the universal language of trade spoken in every corner of the known world.

Reading and Writing:

Characters of average intelligence may read and write the common tongue. Characters of high intelligence may learn one or two additional languages, including the ability to read and write them. The referee may choose to penalize characters of low intelligence scores (i.e. 6 or below), restricting their reading ability to simple words, with writing skills being beyond their capability. Those of extremely low intelligence (i.e. 3) will be completely unable to read or write.

EXPERIENCE POINTS

Prime Requisite Bonuses and Penalties:

No bonuses or penalties accrue to earned experience due to high or low scores in a character's requisite abilities.

Experience Points Awarded for Treasure & Magic Items:

Valuable metals and stones (i.e. gold, gems, etc.) will garner experience on a 1 gold piece to 1 experience point ratio. Magic items may be valued at the amounts listed in the *first edition AD&D Dungeon Masters Guide*, or by the general guidelines in *The Strategic Review*, vol. 1, no. 2.

Experience Points Awarded for Monsters:

Defeated monsters of 8 or less hit dice garner an award of 100 experience points per hit die. Plusses to a creature's hit dice (e.g. 2+1, etc.) garner 25 additional experience points per plus. Additional experience points for special abilities, etc., may be awarded at the referee's discretion (a general guideline being an added 25% to 75% of base value per special ability). For monsters of greater than 8 HD see the Monster Experience Point Values Table below.

Monster Experience Point Values Table

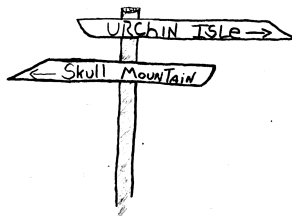
Monster's Hit Dice	XP value
Less than 1	50
1	100
2	200
3	300
4	400
5	500
6	600
7	700
8	800
9	1,100
10	1,400
11	1,700
12	2,000
13	2,300
14	2,600
15	3,000*



*1,000 additional experience points awarded for each HD beyond 15.

RETAINERS

The retainer types listed in this section are assumed to be men hired on a short-term basis for the specific purpose of dungeon or wilderness exploration. For rules pertaining to long-term retainers, as well as specialists and expert hirelings, see *Dungeons & Dragons, Volume 3, The Underworld & Wilderness Adventures*, pp. 22-23, and the *AD&D Dungeon Masters Guide*, pp. 29-34.



Retainer Costs & Basic Equipment

Mercenaries	Level (hit points)	Owned Equipment	Cost/Day*
Archer	0 (d2+1 hp)	short bow, 20 arrows, leather armor	2 s.p.
Man-at-Arms	0 (d2+1 hp)	spear, leather armor	1 s.p.
Shield Bearer	0 (d2+1 hp)	short sword, leather armor, large shield	2 s.p.
Swordsman	0 (d3+1 hp)	long sword, leather armor, shield	2 s.p.
Weapon Bearer	0 (d2+1 hp)	short sword, leather armor	2 s.p.

*Cost to include room & board, additional equipment, and 10% of employer's share of monetary treasure if duty includes dungeon or wilderness exploration.

Hirelings	Level (hit points)	Owned Equipment	Cost/Day**
Cook	0 (d2 hp)	dagger, tinder box, iron pot, cooking spices	1 s.p.
Porter	0 (d2 hp)	dagger, 50' rope, large sack	5 c.p.
Torch Bearer	0 (1 hp)	tinder box, 1 torch	3 c.p.

**Costs to include room & board, additional equipment, and 2% of employer's share of monetary treasure if duty includes dungeon or wilderness exploration.

Henchmen	Level	Owned Equipment	Cost/Day***
Fighting-Man	1-3	2 normal weapons, metal armor, shield	1 gp/level
Cleric	1-3	1 normal weapon, holy symbol, metal armor	1 gp/level
Magic-User	1-3	dagger or staff, spellbook	1 gp/level
Thief	1-3	short sword, leather armor, thieves' tools	1 gp/level
Elf	1-3/1-3	dagger, bow, 20 arrows, chain mail	2 gp/level
Dwarf	1-3	war hammer or axe, chain mail	1 gp/level
Halfling	1-3/1-3	dagger, leather armor, thieves' tools	1 gp/level

***Cost to include room & board, additional equipment, and 1/2 share of all treasure.

Mercenaries, Hirelings, and Henchmen:

Mercenaries operate as fighting-men and gain experience on the Fighting-Man Advancement Table. Any experience awarded to a 0 level mercenary who survives a dungeon or wilderness expedition will advance him to 1st level, and his hit points may be re-rolled as a 1st level fighting-man (i.e. 1d6+1). The referee may increase the daily cost for a mercenary who has advanced in level by having him renegotiate his terms of employment with his master (see Terms of Employment below). The pay scale for mercenaries may increase in this manner, however, they are not equal to henchmen and their rate of pay should never rise to that level.

Hirelings are normal men of mundane professions who do not operate as any type of character class and gain no experience points from dungeon or wilderness exploration. They are non-combatants and expect to be protected by their master and/or his hired mercenaries, but may defend themselves under dire circumstances.

Henchmen are adventurers seeking the employ of higher level characters as a means of profit, protection, and/or apprenticeship. They will rarely serve a character below 4th level of experience, and will expect their master's full protection if hired. If treated equitably a henchman will seek long-term employment.

Notes on Specific Retainer Types:

Cooks will prepare rations in an “improved” fashion for up to 10 men. The regular ministrations of a cook will boost general morale and loyalty among affected retainers by +1.

Porters can comfortably carry up to 100 pounds (i.e. 1,000 coins) at a move rate of 9, as long as they are able to rest for 1 turn (10 minutes) for each hour of travel or exploration.

Shield Bearers may employ a shield in combat to defend their master, or any adjacent ally. When used in this manner, the shield's bonus to armor class is negated with respect to the shield bearer, but benefits the defended ally by reducing his armor class one point. Characters that are not normally allowed the use of shields (i.e. magic-users and thieves) may employ up to 2 shield bearers.

Weapon Bearers will clean, organize, and maintain their master's weapons. During combat, the weapon bearer stands ready to immediately deliver any required weapon in his master's arsenal, thus allowing the player character to switch weapons between (or, at the DM's discretion, even during) combat rounds with no penalty to his actions.

Terms of Employment:

The usual term of employment for a retainer is one dungeon (or wilderness) expedition. At the completion of an expedition, a player character may wish to rehire a retainer, especially if the retainer is a mercenary who has gained enough experience to advance in level, hit points, etc. Such retainers may be rehired if the employing character extends a new offer of employment. A retainer's acceptance or refusal is determined on the Retainer Reactions Table. The relative success of previous expeditions and past treatment by the employing character should be considered when the roll is made, with the referee calculating any merited bonuses or penalties that may affect the retainer's loyalty score.

Retainer Reactions:

The Retainer Reactions Table may be consulted when recruiting or re-hiring a retainer; or when ordering a retainer to perform a task of significant risk.

Retainer Reactions Table

Dice Roll (2d6)

+/- Retainer's Loyalty* Reaction

2	Offer/order refused (-1 to retainer loyalty score)
3-5	Offer/order refused
6-8	Uncertain or hesitant (roll again if offer/order reissued)**
9-11	Offer/order accepted
12	Offer/order accepted (+1 to retainer loyalty score)

**Initial loyalty score for retainer(s) is equal to the employing character's charisma bonus/penalty.*

***If this result is rolled twice, offer/order is refused.*

Retainer Loyalty:

The Retainer Loyalty Table may be used to gauge a retainer's general attitude toward his employer. In the course of play, increases or penalties to a retainer's loyalty score may be awarded by the referee.

Retainer Loyalty Table

Retainer's Loyalty Score	Fidelity	Description
-7 or less	hostile	Will seek to kill, capture, injure, and/or desert.
-4 to -6	disloyal	Will seek own advantage. May steal, desert, or both.
-1 to -3	minimal loyalty	May seek own advantage if master shows weakness.
0 to +3	loyal	Will support master's cause if no extreme risk is involved.
+4 to +6	great loyalty	Will support master's cause, even at great personal risk.
+7 or more	fanatic loyalty	Will serve unquestioningly, even at risk of own life.

Note: The initial loyalty score of a retainer is 0 +/- any bonus or penalty due to the employing character's charisma.



EQUIPMENT COSTS

Weapons	Cost
Arrow (1, silver tipped)	5 gp
Arrows (1 score)	5 gp
Bastard Sword	13 gp
Battle Axe	7 gp
Bolts/Quarrels (1 score)	5 gp
Club or Cudgel	1 gp
Crossbow	25 gp
Dagger	3 gp
Darts (3)	1 gp
Flail	8 gp
Hand Axe	3 gp
Heavy War Hammer	7 gp
Long Bow	40 gp
Long Sword	10 gp
Mace	5 gp
Morning Star	6 gp
Pole Arm	7 gp
Short Bow	25 gp
Short Sword	5 gp
Sling	1 gp
Sling Stones (iron, 1 score)	1 gp
Sling Stones (silver, 1 dozen)	5 gp
Spear	2 gp
Staff	1 gp
Two-handed Sword	15 gp
War Hammer	5 gp

Armor	Cost
Shield	10 gp
Shield (large)	15 gp
Leather Armor	15 gp
Ring Mail	30 gp
Chain Mail	45 gp
Plate Mail	60 gp
Barding (for horse)	150 gp

Land Transport	Cost
Mule	20 gp
Draft Horse	30 gp
Light Horse	40 gp
Medium Warhorse	100 gp
Heavy Warhorse	200 gp
Saddle	25 gp
Saddle Bags	10 gp
Cart	100 gp
Wagon	200 gp

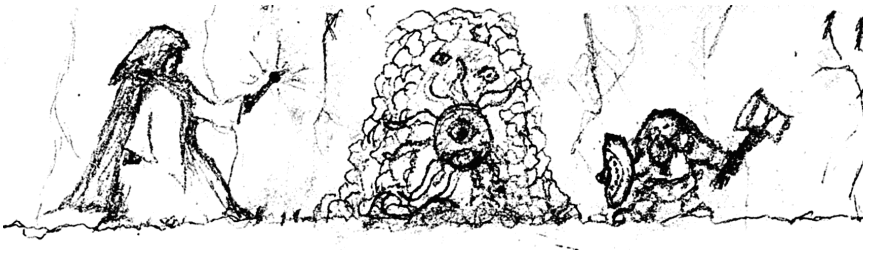
Dungeon Gear	Cost
Backpack (35 pound capacity)	5 gp
Bedrolls (3)	1 gp
Bell (small)	1 gp
Belladonna (1 bunch)	10 gp
Candle (1 dozen)	1 gp
Canvas (10 sq. yd)	1 gp
Case (map or scroll)	1 gp
Chain (10ft)	30 gp
Chalk (10 pieces)	1 gp
Chest (1' x 2,' wooden)	3 gp
Crowbar	2 gp
Fishing net (25 sq. feet)	4 gp
Garlic (1 sprig)	5 gp
Grappling Hook	25 gp
Holy Symbol, wooden	2 gp
Holy Symbol, silver	25 gp
Holy Water (1 glass vial)	25 gp
Ink (1 oz)	1 gp
Iron Spikes (1 dozen)	1 gp
Ladder (12 ft., wooden or rope)	3 gp
Lantern, hooded	10 gp
Lock	25+ gp
Mallet (iron)	2 gp
Manacles (iron, with key)	10 gp
Mirror (small, silvered)	15 gp
Musical Instrument	5+ gp
Oil (1 pint, clay flask)	2 gp
Parchment (5 sheets)	1 gp
Pole, 10 ft.	1 gp
Pot, iron	1 gp
Rations, iron (7 days)	15 gp
Rations, standard (7 days)	5 gp
Rope, hemp (50 ft)	1 gp
Rope, silk (50 ft)	10 gp
Sack, lg. (50 pound capacity)	2 gp
Sack, sm. (20 pound capacity)	1 gp
Shovel	2 gp
Signal Whistle	1 gp
Tent (canvas, sleeps two)	8 gp
Tinderbox (flint & steel)	3 gp
Thieves' Tools & Picks	25 gp
Torches (half dozen)	1 gp
Waterskin (half gallon)	1 gp
Wine (1 quart, bottle)	1 gp
Wolfsbane (1 bunch)	10 gp

NOTE: Equipment items with a listed cost of more than 10 g.p. may be of limited availability at the DM's discretion.

COMBAT

Combat Sequence:

1. DM checks for surprise and distance between parties. Resolve any missile fire.
2. DM may check monster/retainer morale. Players declare spells.
3. Each party rolls for initiative on d6.
4. Party with highest initiative roll acts first.
5. Party with next highest initiative acts, and so on until all sides have acted.
6. DM handles surrenders, retreats, etc. as they occur.
7. Repeat steps 2 through 7 until melee is resolved.



Character Armor Class:

Armor Class Table

<u>Armor Type</u>	<u>Armor Class</u>
None or Normal Clothing	9
Shield only	8
Leather Armor	7
Ring Mail, or Leather & Shield	6
Chain Mail, or Ring Mail & Shield	5
Chain Mail & Shield	4
Plate Mail	3
Plate Mail & Shield	2

"To Hit" Rolls for Characters & Monsters:

Combat rolls for fighting-men improve with each experience level. Clerics improve every 2 experience levels, and magic-users every 3 experience levels. The hit dice

categories on the Monster Attack Matrix include creatures with plusses added to their hit dice (i.e. 1+1 HD, 1+2 HD, etc.). Thus, a 1+1 hit die monster's attack roll would be read in the row category for '1' hit dice monsters. Monsters of less than 1 hit die (i.e. 1-1, ½, etc.) use the row category labelled "[]less than 1".

Character Combat Matrix

Character Class and Level			Roll needed on d20 to hit listed Armor Class														
Fighting-Man	Cleric*	Magic-User	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
0			11	12	13	14	15	16	17	18	19	20	20	20	20	20	20
1	1-2	1-3	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
2	3-4	4-6	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
3	5-6	5-9	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
4	7-8	10-12	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
5	9-10	13-15	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
6	11-12	16-18	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
7	13-14	19-21	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
8	15-16	22-24	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
9	17-18	25-27	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
10	19-20	28-30	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15

*Thieves use cleric's progression for combat "to hit" rolls.

Monster Attack Matrix

Monster's Hit Dice	Defender's Armor Class														
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
Less than 1	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
1	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
2	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
3	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
4	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
5	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
6	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
7	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
8	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
9	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15
10	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14
11	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13
12	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12
13	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11
14	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10
15	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9
16	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8

(For notes on monster damage dice and handling monsters with multiple attacks, see the MONSTERS & TREASURE section of this booklet.)

Weapon Damage by Weapon Class:

For determination of weapon damage, weapon types are organized into three categories:

Small Weapon	(dagger, dart, etc.)	1d6-1
Normal Weapon	(sword, hand axe, arrow, etc.)	1d6
Two-Handed Weapon	(includes fighting with 2 weapons)	1d6+1

Weapon Damage Table

Small Weapons	Damage
Dagger	1-5 (1d6-1)
Dart	1-5 (1d6-1)
Short Sword	1-5 (1d6-1)
Sling Stone	1-5 (1d6-1)

Normal Weapons	Damage
Arrow	1-6 (1d6)
Bastard Sword*	1-6 (1d6)
Bolt or Quarrel	1-6 (1d6)
Club or Cudgel	1-6 (1d6)
Hand Axe	1-6 (1d6)
Long Sword	1-6 (1d6)
Flail	1-6 (1d6)
Mace	1-6 (1d6)
Morning Star	1-6 (1d6)
Spear	1-6 (1d6)
Staff	1-6 (1d6)
War Hammer	1-6 (1d6)

Two-Handed Weapons	Damage**
Battle Axe	2-7 (1d+1)
Heavy War Hammer	2-7 (1d+1)
Pole Arm	2-7 (1d+1)
Two-handed Sword	2-7 (1d+1)

*May be used two-handed for 2-7 damage

**Includes fighting with two weapons

Missile Fire and Hurling Ranges

Missile Fire	Ranges in Feet (and "to hit" Adjustment)		
	Short (0)	Medium (-1)	Long (-2)
Crossbow	1-80	81-160	161-240
Long Bow	1-70	71-140	141-210
Short Bow	1-50	51-100	101-150
Sling	1-40	41-80	80-160
Hurled Weapons	Short (0)	Medium (-1)	Long (-2)
Dagger	1-10	11-20	21-30
Dart	1-15	16-30	21-45
Hand Axe	1-10	11-20	21-30
Holy Water or Oil Flask	1-10	11-30	31-50
Spear	1-20	21-40	41-60

CHAOS WARRIOR



Morale:

Morale checks are made by rolling 2d6. Morale scores for monsters may be found, in most cases, in the Moldvay/Cook edition of the *D&D Basic/Expert Rulebooks*. The referee may assign morale scores to creatures not found in those books. The base morale score for hired retainers is 7, adjusted by the individual retainer's loyalty score.

Natural 20, Double Damage & Fumbles:

A roll of natural 20 "to hit" is always successful and, if rolled by a fighting-man, causes damage equal to double the normal damage rolled. A roll "to hit" of a natural 1 is always a failure and results in a slip, trip, or fumble of weapon which requires 1 combat round from which to recover.

Fumble Table

Die Roll	Type of Fumble	Description
1	hit comrade	Normal damage.
2	hit self	Half damage.
3	vision obstructed	Helm, hood, hat, or hair obstructs vision. Roll DEX in lieu of next attack to fix. Until fixed -2 to all rolls.
4	fumble	Weapon dropped or knocked away. Spend next round recovering. If weapon is non-magical, save or it is damaged; -1 to all future damage rolls.
5	trip	Roll DEX to avoid fall. If averted, spend next round recovering, otherwise stunned for 1 round, opponents gain +2 to attacks.
6	slip	Lose footing, spend next round recovering.

Missile Fire into Melee

A character firing a missile into general melee will always suffer a -2 penalty to his d20 "to hit" roll. On a successful roll, the intended target or possibly another enemy of similar type is hit. If the "to hit" roll fails, however, a d6 should be thrown with a result of 1 or 2 indicating that a random comrade has been struck for full or half damage respectively.

Grappling:

Any character, or group of characters, may attempt to grapple and subdue an opponent. This is accomplished by having the attacking character, or characters, roll a normal "to hit" roll against the target. The hit dice of all attackers who successfully hit the target is totaled, and a number of d6 equal to this total is rolled. The target must then roll a number of d6 equal to his own hit dice. If the attackers' roll is greater than that of the defender, the target is considered pinned and may be disarmed, shackled, bound, knocked-out, or otherwise subdued. If the defender's roll prevails, he has thrown off all of his attackers and they must spend one combat round recovering as if from a fumble. If the dice are tied, they are struggling, with the defender still on his feet, and another set of grappling rolls will be made on the next round. Any additional attackers who score a hit may add their dice to the roll.

SAVING THROW

Character Saving Throw & Bonuses:

The saving throw rules in this game are based on the system found in the *Swords & Wizardry Core Rules*, and the *Swords & Wizardry White Box*. Each character has a single base saving throw number as determined by their class. (Note: Elves will have a different saving throw number for each class in which they operate.) This number is the character's target save number whenever a saving throw is called for. Depending upon the type of incident or attack, however, a character's saving throw die may be adjusted by one or more bonuses due to the character's class and race.

Base Saving Throw by Class

Class	Level of Character										
	0	1	2	3	4	5	6	7	8	9	10
Fighting-Man	16	15	14	13	12	11	10	9	8	7	6
Cleric		13	12	11	10	9	8	7	6	5	4
Magic-User*		14	13	12	11	10	9	8	7	6	5

**Thieves use magic-user's progression for saving throws.*

Saving Throw Bonuses

Character's

Class or Race Adjustment to Saving Throw vs. Attack Form

Fighting-man	+1 vs. death and poison
Cleric	+2 vs. poison and paralysis
Magic-user	+2 vs. magic
Thief	+2 vs. death and poison
Elf	+2 vs. magic
Dwarf	+4 vs. magic; +1 vs. death and poison
Halfling	+4 vs. magic; +1 vs. death and poison



Saving Throw for Monsters:

Monster Saving Throw Table

<u>Monster's Hit Dice</u>	<u>Saving Throw</u>
Less than 1	18
1	17
2	16
3	15
4	14
5	13
6	12
7	11
8	10
9	9
10	8
11	7
12	6
13	5
14	4
15	3*

*Saving throws for monsters do not improve beyond 3.

SPIDER RING



SPELLS

Unless otherwise noted, spells will function as described in *Dungeons & Dragons, Volume 1, Men & Magic*.

Saving Throw Against Spells:

A saving throw versus magic is allowed against any spell unless specifically noted in the particular spell description or in the spell notes hereafter.

Casting Times:

Casting times for spells (including those read from scrolls) fall into two categories: momentary or extended. The casting time for most spells is momentary, requiring about 10 to 30 seconds to perform the needed gestures and incantations. Spells with a momentary casting time may be used during combat. Spells with an extended casting time are those which require a lengthy ritual to complete. Casting time for such spells can be anywhere from 1 turn to several days, perhaps even longer. Spells with an extended casting time include: cure light wounds, bless, cure serious wounds, commune, and contact higher plane.

Spellbooks for Magic-users and Clerics:

Spells, both magical and clerical, require voluminous written formulae describing the rituals and incantations required for casting. These writings are contained in large magical tomes (in the case of magic-users) or in bulky prayer scrolls (in the case of clerics). First level magic-users are assumed to have a spellbook which contains all available 1st level spells. First level elves do not have a physical tome, but possess knowledge of all standard 1st level spells in their "mental" book.

First level clerics cannot normally cast spells unless their wisdom score is 15 or higher. In which case they gain a limited prayer scroll which contains one or two spells. Upon attaining the second level of experience, a cleric will receive from his church a complete prayer scroll containing all 1st level cleric spells in exchange for an appropriate offering of money or treasure. (See spellbook costs below.)

As higher levels of spell-use become available to magic-users and clerics they may obtain the necessary books or scrolls by purchasing them according to the table below. Magic-users can usually purchase tomes from a higher level magic-user, while clerics may acquire the necessary scrolls in exchange for an offering of the listed amount to their church or temple.

Cost of Spellbooks & Prayer Scrolls

<u>Level of Spellbook or Scroll</u>	<u>Cost</u>
1 st level spells	2,000 g.p.
2 nd level spells	4,000 g.p.
3 rd level spells	8,000 g.p.
4 th level spells	16,000 g.p.
5 th level spells	32,000 g.p.
6 th level spells	64,000 g.p.

Spell Lists:

Magic-User Spellbooks

1 st Level	2 nd Level	3 rd Level
1. Charm Person	Continual Light	Clairaudience
2. Detect Magic	Detect Chaos	Clairvoyance
3. Floating Disc	Detect Invisibility	Dispel Magic
4. Hold Portal	ESP	Field of Force
5. Light	Invisibility	Fireball
6. Magic Missile	Knock	Fly
7. Protection from Chaos	Levitate	Haste
8. Read Languages	Locate Object	Hold Person
9. Read Magic	Mirror Image	Infravision
10. Sleep	Phantasmal Force	Invisibility, 10' radius
11.	Web	Lightning Bolt
12.	Wizard Lock	Protection/Chaos 10' r.
13.		Protection/Normal Missiles
14.		Slow
15.		Water Breathing
4 th Level	5 th Level	6 th Level
1. Charm Monster	Animate Dead	Anti-Magic Shell
2. Confusion	Cloudkill	Control Weather
3. Dimension Door	Conjure Elemental	Death Spell
4. Hallucinatory Terrain	Contact Higher Plane	Disintegrate
5. Massmorph	Feeblemind	Geas
6. Plant Growth	Growth of Animals	Invisible Stalker
7. Polymorph Other	Hold Monster	Lower Water
8. Polymorph Self	Magic Jar	Move Earth
9. Remove Curse	Passwall	Part Water
10. Wall of Fire	Telekinesis	Projected Image
11. Wall of Ice	Teleport	Reincarnate
12. Wizard Eye	Transform Rock to Mud	Stone to Flesh
13.	Wall of Iron	
14.	Wall of Stone	
15.		

Cleric Prayer Scrolls

1 st Level	2 nd Level	3 rd Level
1. Cure Light Wounds	Bless	Continual Light
2. Detect Chaos	Find Traps	Cure Disease
3. Detect Magic	Hold Person	Locate Object
4. Light	Resist Fire	Remove Curse
5. Protection from Chaos	Silence 15' Radius	Speak with the Dead
6. Purify Food and Drink	Speak With Animals	Striking
4 th Level	5 th Level	
1. Cure Serious Wounds	Commune	
2. Neutralize Poison	Create Food and Drink	
3. Protection/Chaos, 10' r.	Dispel Chaos	
4. Speak with Plants	Insect Plague	
5. Sticks to Snakes	Quest	
6. Tongues	Raise Dead	
7.	True Seeing	

Magic-User Spell Notes:

1st Level Magic-User Spell Notes

Charm Person

In cases where multiple victims are charmed by a single magic-user, the caster's ability to "manage his subjects" may become strained. The referee should devise a secret system for determining the maximum number of individuals that can be safely managed under the spell simultaneously. When this maximum is exceeded, some or perhaps all of the victims should be allowed additional saving throws to throw off the charm.

Detect Magic

This spell will not reveal persons or objects that are magically invisible.

Floating Disc

This spell functions as described on page B17 of the Moldvay edition of the *D&D Basic Rulebook*.

Hold Portal

This spell functions as described on page 23 of *D&D, Volume 1, Men & Magic* except that the duration is reckoned in "rounds," not "turns."

Light

The light summoned by this spell is equivalent to torch light. The spell may be centered upon an object (e.g. a stone, a statue, a sword, etc.), causing the item to glow. If cast upon the eyes of a person or creature, the target must make a saving throw versus magic or suffer partial blindness (-2 to all rolls) for the duration of the spell.

Magic Missile

There is no measurable duration for this spell. Upon casting, the effect is immediate. No saving throw against this spell is allowed. Otherwise, this spell functions as described on page B16 of the Moldvay edition of the *D&D basic rules*.

Protection from Chaos

This spell is the same as the spell Protection from Evil on page 23 of *Dungeons & Dragons, Volume 1, Men & Magic* except that it is effective against attacks and opponents aligned with "Chaos" rather than "evil." The spell blocks all attack forms initiated by enchanted creatures, including melee, missile attacks, spell-like powers, and mind attacks. Beings that are conjured, created, gated, or summoned are considered enchanted for purposes of this spell. The spell may be cast in reverse, thus providing protection from "Law."

Sleep

The caster may specify the target(s) of this spell, thus allowing it to be cast at an enemy without the danger of catching comrades within its effect. If the target is a group of creatures, those to be affected must be generally described (i.e. "all hostile opponents," "the orc archers," etc.). Alternatively, the caster may narrow the spell's effect to select a single stated target. Any target that rolls a successful save versus magic will completely avoid the affects of this spell.

2nd Level Magic-User Spell Notes

Continual Light

The illumination summoned extends for 60 feet. Otherwise, this spell has the same effects limitations as the first level magic-user spell, light, but will continue until dispelled by the caster (or by a dispel magic spell).

Detect Chaos

This spell is the same as the spell Detect Evil on page 24 of *Men & Magic* except that it detects objects, intentions, and creatures aligned with "Chaos" rather than "evil." The spell may be cast in reverse allowing detection of the forces of "Law."

Levitate

The speed at which the caster may rise or descend is 60' per round, or 1' per second. Otherwise, this spell functions as described on page 24 of *Men & Magic*.

Locate Object

This spell functions as described on page 24 of *Men & Magic*, except that the phrase "[w]ell known objects" should be replaced with "[c]ommon features."

Mirror Image

With this spell 1d4+1 mirror images of the caster are created. Otherwise, the spell functions as described on page B17 of the Moldvay edition of the D&D basic rules.

Web

This spell is similar in most respects to the "webs" effect of the Staff of Wizardry found on page 35 of *D&D, Volume 2, Monsters & Treasure*. Powerful creatures such as giants can break through a web spell in 2 combat rounds. Normal men and lesser creatures will take a minimum of 2 turns to escape. The duration of the spell is 8 hours. The range is 30' per level of the caster.

Wizard Lock

If so desired the caster of this spell may incorporate a pass-phrase, hand-sign, or similar device that will open the held door or object. The magic-user who placed the spell may freely pass through the held portal at any time.



3rd Level Magic-User Spell Notes

Clairaudience

Use of this spell is subject to the same limitations and range as ESP. There must be some person or creature present in the target location, through whose ears the caster may listen. This spell may be cast into/through a crystal ball.

Clairvoyance

Use of this spell is subject to the same limitations and range as ESP. To be effective, there must be some person or creature present, through whose eyes the caster may view the target location.

Field of Force

A shimmering force field is created and will persist for 1 round per level of the caster. The field is one inch thick and will cover an area up to 20' x 20'. The field will block passages, doorways, or even cover pits. It is impervious to normal physical force, but hits by large creatures of 6 or more HD will reduce the duration by 1-4 rounds per strike. Magic (and possibly magical creatures) may pass through the field, but spells of 3rd level or below will be reduced to half strength.

Fireball

The duration of this spell is 1 round, after which the magical fire dissipates. Combustible items ignited by the blast, however, may continue to burn.

Haste

The duration of this spell is 1 round per level of the caster. The spell may be targeted at a specific creature or group of creatures in the same manner as a sleep spell (above). Targeted creatures of less than 4 hit dice receive no saving throw against the spell's effects. The area of effect is a 60' diameter circle. The movement rate of affected creatures becomes doubled. In combat a group or individual affected by the spell will gain a +3 bonus to all initiative dice and is allowed double the normal number of attacks each round, with the second attack coming at the end of the round. The spell does not allow for increased rate of spell casting. This spell may be used to counter or negate the effects of a slow spell. Multiple castings of this spell will not have a cumulative effect, unless used to negate multiple castings of a slow spell.

Hold Person

Held persons immediately enter a trance-like state and remain stationary until some instruction is given by the caster, which they will carry out in a automaton-like manner. Any command will be obeyed, unless the order is obvious self-destruction; in which case another saving throw at +4 is allowed. If this roll fails the instruction will be carried out regardless, even if the victim is ordered to fall upon his own sword.

Protection from Normal Missiles

The term "normal men" in the spell description (*Men & Magic*, p. 26) is construed as including men, humanoids, and non-enchanted creatures of 3 HD or less.

Slow

The duration of this spell 1 round per level of the caster. The spell may be targeted at a specific creature or group of creatures in the same manner as a sleep spell (above). Targeted creatures of less than 4 hit dice receive no saving throw against the spell's

effects. The area of effect is a 60' diameter circle. The movement rate of affected creatures is halved. In combat a group or individual affected by the spell will suffer an automatic loss of initiative rolls, and may only attack once every other round. The effects of this spell will slow spell casters so that the minimum casting time of any spell becomes two rounds. Additional castings of this spell upon a group or individual already affected will multiply the spell's effects. This spell may be used to negate the effects of a haste spell.

4th Level Magic-User Spell Notes

Charm Monster

The referee may regulate this spell in the same manner as the charm person spell above, by limiting the number of charmed creatures that the caster is able to successfully "handle."

Confusion

This spell functions as described on page 26 of *D&D, Volume 1, Men & Magic* except that all occurrences of the word "turn" should be replaced with "round."

Massmorph

In addition to "trees," this spell may be used to transform a party in to any common, natural terrain feature large enough to conceal the body of men in question (e.g. large boulders, stalagmites, giant mushrooms, snow drifts, sand dunes, etc.).

Polymorph Other

For a player character (or NPC) transformed by this spell, the DM may allow a secondary saving throw in order for the affected individual to maintain their original "mentality." Polymorphed creatures retain their original hit point total after the transformation. Thus a goblin with 4 hit points transformed into a dragon would acquire all of the dragon's regular abilities, including a breath weapon capable of inflicting damage appropriate to that type/age of dragon. However, he will still possess only 4 hit points. Likewise, a troll with 25 hit points that is transformed into a snail would retain its original 25 hit points, making it impossible to kill by simply stepping upon it. If used to transform an individual into a non-intelligent or inanimate object (e.g. a tree or a boulder), the duration of the effect will be random, from 1 to 100 days, to be secretly determined by the referee .

Growth of Plants

This spell functions as described on page 27 of *Dungeons & Dragons, Volume 1, Men & Magic* except that occurrences of the word "inches" should be read as "feet" (in the dungeon) or "yards" (in the wilderness).

5th Level Magic-User Spell Notes

Feeblemind

A magic-user affected by this spell becomes a helpless idiot, unable to cast spells or solve any sort of problem requiring intelligence or reasoning. An elf will succumb to this spell only whilst he is operating as a magic-user. Once affected all acquired spell knowledge is utterly erased from the elf's mind, and he may not switch to fighting-man until the feeblemind is dispelled, as the effects of the spell will totally inhibit the meditations necessary for transition to the other class.

6th Level Magic-User Spell Notes

Lower Water

The maximum surface area to be affected is 10,000 square feet.



SIX EYED SOLAR FLAME BEAST

Cleric Spell Notes:

1st Level Cleric Spell Notes

Cure Light Wounds

Under most circumstances this spell may not be utilized during combat as the time required to perform the necessary ritual is "one full turn." (See *Dungeons & Dragons, Volume 1, Men & Magic*, p. 31.)

Detect Chaos

This spell is the same as the spell Detect Evil on pages 24 and 31 of *Dungeons & Dragons, Volume 1, Men & Magic* except that it detects objects, intentions, and creatures aligned with "Chaos" rather than "evil." The spell may be cast in reverse allowing detection of the forces of "Law."

Light

The light summoned by this spell is equivalent to torch light. The spell may be centered upon an object (e.g. a stone, a statue, a sword, etc.), causing the item to glow. If cast upon the eyes of a person or creature, the target must make a saving throw versus magic or suffer partial blindness (-2 to all rolls) for the duration of the spell. Priests of Chaos will employ a reversed version of the spell which dispels light and causes darkness. Note, however, the amount of light this spell may summon is equal only to torch light, not full daylight; likewise, the darkness caused by reversing the spell will not be total.

Protection from Chaos

This spell is the same as the spell Protection from Evil on page 31 of *Dungeons & Dragons, Volume 1, Men & Magic* except that it is effective against attacks and opponents aligned with "Chaos" rather than "evil." The spell may be cast in reverse, thus providing protection from "Law."

2nd Level Cleric Spell Notes

Hold Person

Held persons immediately enter a trance-like state and they remain stationary until some instruction is given by the cleric, which they will carry out in a automaton-like manner. Any command will be obeyed, unless the order is obvious self-destruction; in which case another saving throw at +4 is allowed. If this roll fails the instruction will be carried out regardless, even if the victim is ordered to fall upon his own sword.

Resist Fire

Immunity to fire and intense heat is conveyed for 1 round per level of the cleric.

Silence 15' Radius

This spell functions as described on page X11 of the Cook/Marsh edition of the *D&D Expert Rulebook*.

3rd Level Cleric Spell Notes

Continual Light

Continual light, when cast by a cleric, is the only version of the various light spells capable of producing brightness equal to full daylight. Likewise, the reverse,

"continual dark," will create complete darkness. If the referee allows this spell to be cast upon the eyes or visual organs of a creature, it will cause blindness (i.e. -4 to attack dice, saving throws, etc.).

Striking

Any weapon will become magicked for 1 round per level of the cleric, gaining a +1 bonus to combat "to hit" rolls and delivering an extra 1-6 hit points of damage.

4th Level Cleric Spell Notes

Neutralize Poison

The duration of this spell is permanent, but poisonous creatures, such as snakes, may generate new poison. A character affected by a slow acting poison may be cured as long as this spell is fully cast upon him before he succumbs to the poison and dies.

Tongues

The cleric may speak and understand unknown languages, including alignment tongues, for 1 turn.

5th Level Cleric Spell Notes

Dispel Chaos

This spell is the same as the spell Dispel Evil on page 26 of *D&D, Volume 1, Men & Magic*. However, the phrase "evil sending" is replaced with "chaotic sending." The precise definition of the phrase is left to the referee, but generally it is thought to include any spell or magical effect produced by an agent of Chaos, as well as summoned, gated, or magically created creatures of chaotic alignment, including demon-types. Demons and summoned monsters will be banished by this spell back to their home planet or other place of origin. Extremely powerful demons and the like are entitled to a saving throw in opposition to the effects of the spell.

Raise Dead

Characters with a constitution score of 6 or lower are unable to be resurrected by this spell. A raised character who is able to "survive adversity" in accordance with his constitution score (See *Dungeons & Dragons, Volume 1, Men & Magic*, pp. 10-11) may ignore the required recovery time and continue adventuring immediately. Those of average constitution (below 13) who fail a percentile roll based on their "survive adversity" percentage must spend the required 2 weeks (or 2 game sessions; whichever is longer in actual time) recovering.

True Seeing

By means of this spell, the cleric will see all things as they truly are. This includes secret doors and passageways, hidden traps, invisible objects, disguised persons, etc. The duration of the spell is one round per experience level.



GODKIN'S HOARD

MONSTERS & TREASURE

NOTES ON MONSTERS

Standard Undead Monsters:

Statistics and descriptions for the standard undead monsters (i.e. those listed by name on the Cleric Affecting Undead Table) should be drawn from the *AD&D Monster Manual*. The referee should remain aware of this whenever the random encounter tables in *The Underworld & Wilderness Adventures* are employed, and an undead creature of appropriate level should be substituted if necessary.

Damage Inflicted by Monsters Based on d6:

Damage inflicted by monsters is based on the six-sided die whenever possible. When using monsters from later rules editions and third party sources, this may require conversion of a monster's damage rating (which may be made by the referee in advance, or "on the fly"). Attacks that normally score less than 1d6 damage may be converted to 1d6-1 or 1d3. A damage rating of 1d8 will likely become 1d6. A damage rating of 1d10 should be treated as 1d6+1. Damage ratings of 1d12 or 2d8, may be interpreted as 2d6. In rare cases where the damage rating is higher than the previous examples, the DM should assign an appropriate number of d6 for the case at hand (i.e. 3d6, 4d6, etc., et. al.).

Monsters with Multiple Attacks:

Monsters with multiple attacks per round may be handled in one of two ways. The first option is to allow multiple attacks, either splitting the attacks between targets, or concentrating them on one opponent. Whether the attacks are split or concentrated will depend on the situation at hand, the discretion of the referee, and random die roll if necessary or appropriate.

The second option is to replace the multiple attack routine with a single attack roll that approximates the overall damage effect of the monster in question. This method requires prior thought on the part of the DM in order to balance the proper amount of damage with the reduction in number of attacks, but has the advantage of greatly speeding combat play, especially in cases where many such monsters are present in a single encounter.

NOTES ON TREASURE

Random Treasure Tables:

When random determination of treasure is necessary, tables from any of the following sources are recommended:

Volume 2, Monsters & Treasure, pp. 22-27

GREYHAWK, pp. 40-46

D&D Expert Rulebook (Cook/Marsh), pp. X43-X45

AD&D Dungeon Master's Guide, pp. 121-125

If the referee wishes to limit random treasure to items appropriate for beginning players or low-level characters, the tables in the *D&D Basic Rulebook* (Holmes or Moldvay edition) may be used.

When random treasure occurs as the result of a chance encounter in the dungeon or wilderness, the referee may, at his discretion, allow the players to choose which source of tables is to be used for the determination of treasure.



AN ILLITHID FROM PLANET QUAQAR

Magic Swords:

The supernatural intelligences bound to certain magic swords are exclusively aligned with either the forces of Law or the powers of Chaos. Thusly, found magic swords of neutral alignment never possess intelligence/ego or the accompanying special powers and abilities, nor will they inflict damage upon lawful or chaotic characters who attempt to handle them. The possibility of neutral magic weapons to which unaligned forces (such as elementals) are bound is the province of the referee. If such exist, however, they will be of some other form, not swords.

Coins:

The standard values of common coins are as follows:



- 1 gold piece = 10 silver pieces
- 1 silver piece = 10 copper pieces
- 1 copper piece = 1/100 gold piece

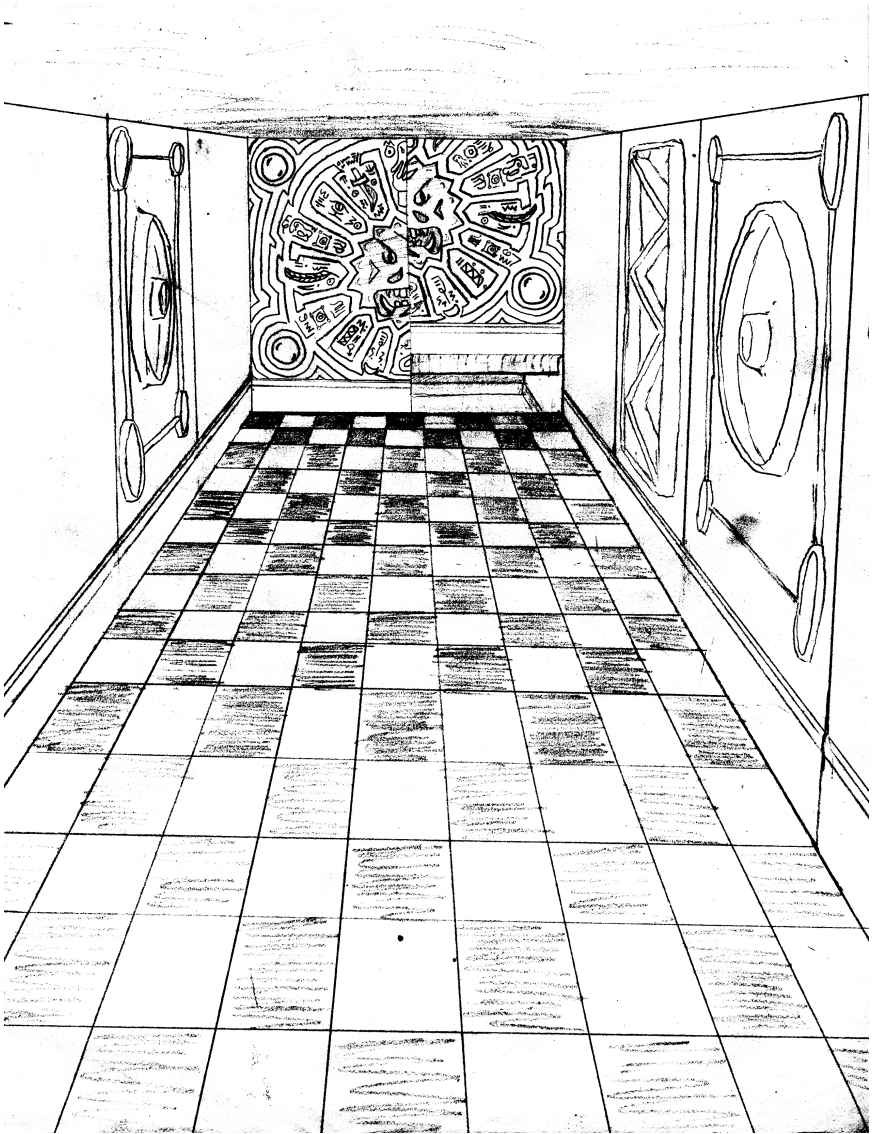
Relative values of other metals (electrum, platinum, mithril etc.) are left to the judgement of the referee.

NEW MAGIC ITEM

The following magic item is offered as a device usable by the ingenious and adventurous referee who desires to introduce new rules and game mechanics without needlessly endangering his players' characters, or even risking the dreaded "TPK" (i.e. total party kill), and possibly exposing his entire campaign to ruin. In other words, should the DM decide to use his players as guinea pigs in his "game laboratory," the Miracle Max pill may be employed as a simple form of life insurance for characters potentially put at risk.

Miracle Max Pill:

The Miracle Max pill appears as a large (2-3 inch) ball of unknown catholicion covered in a thick coverture shell. It is usually placed in the mouth of a recently deceased character in order to completely revive and bring them back to life. Its limitations, availability, and other possible uses are left to the discretion of the referee.



A SECRET PASSAGE IN THE DOMAIN OF THE RED WIZARD

UNDERWORLD & WILDERNESS

EXPLORING THE DUNGEON

Movement Rates Table

<u>Character Encumbrance</u>	Base	Speed by Type of Movement			
	Move Rate	Observing & Mapping	Normal Walking	Running or Fleeing*	Engaged in Combat
Unarmored (Up to 75 pounds)	12	120'/turn	240'/turn	120'/round	12'/round
Leather Armored (76-100 pounds)	9	90'/turn	180'/turn	90'/round	9'/round
Metal Armored (101-150 pounds)	6	60'/turn	120'/turn	60'/round	6'/round
Metal Armored & Carrying Treasure (151-300 pounds)	3	30'/turn	60'/turn	30'/round	3'/round

*Character may move at this rate for 10 rounds (adjusted by constitution bonus), after which he must rest 3 full turns or suffer a -2 penalty to combat rolls, saving throws, etc.

NOTE: Outdoor movement is in yards, not feet.

Opening Doors

<u>Door is</u>	Chance on d6 to Force Door*
Stuck	1-2
Locked	1
Barred or Chained	0

*A character's strength adjustment may be added to his chance to open doors. Use of a crowbar or similar implement will improve a character's open door roll by 2 or more pips.

Locating Secret Doors and Passages

<u>Character's Race</u>	Chance on d6 to Find Secret Doors and Passages
Human, Dwarf, or Halfling	1-2
Elf*	1-4

*Elves have an automatic 2 in 6 chance to detect secret doors/passages when passing within 10 feet.

Finding Traps

<u>Character's Race</u>	Chance on d6 to Find Traps
Human, Elf, or Halfling	1
Dwarf* or Thief	1-2

*Dwarves have a 4 in 6 chance to detect traps of a stonework nature, and have a 2 in 6 chance of noticing such constructions if passing within 10 feet.

MONSTERS IN THE DUNGEON

Wandering Monster Encounter Rolls

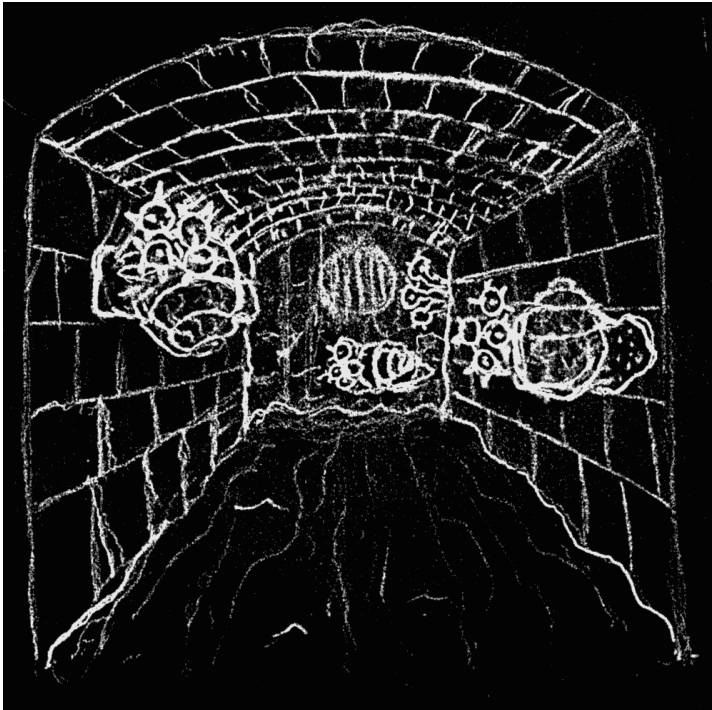
<u>Description</u>	<u>Die Roll</u>
Normal chance for encounter	1 on d6 / turn
Normal chance of surprise (characters or monsters)	1-2 on d6
Initial sighting distance (if not surprised)	20'-80' (2d4 x 10)
Initial distance (if either party surprised)	10'-30' (1d3 x 10)
Chance of surprised character dropping held item	1 on d6

Monster Reactions

<u>Dice Roll (2d6)*</u>	<u>Reaction</u>
2	Immediate attack
3-5	Hostile, imminent attack
6-8	Uncertain, hesitant (roll again if necessary)**
9-11	Monster withdraws or considers offer
12	Amity, possible truce or alliance

**When table is used to determine reaction to parley, negotiating character's charisma bonus/penalty should be added to die roll.*

***If this result rolled twice, reaction is hostile/imminent attack.*



FLAIL SNAKES OF THE LOWER DUNGEONS

Pursuit By Monsters in the Dungeon

<u>Circumstance</u>	<u>Monster's Intelligence</u>	<u>Result</u>
Party flees from monster.*	non-intelligent	Monster pursues party.
	semi-intelligent	Monster will pursue a weaker party. If party is superior in strength or numbers, monster will only pursue on 1-3 on d6.
	intelligent	If party is obviously superior in strength or numbers, monster will not pursue.
Line of sight distance between fleeing party and pursuing monster is 90' or less.	any	Monster continues pursuit.
Fleeing party rounds corner, passes through door, or uses stairway.	any	Monster only continues if 1-2 on d6 is rolled.
Fleeing party passes through secret door.	any	Monster continues if 1 on d6 is rolled
Burning oil used to block pursuit.	any	Normal monster will cease pursuit. Powerful or fire-resistant creatures may continue at DM's discretion.
Party places food/edible items to delay/distract pursuing monster.	non-intelligent	Monster 90% likely to stop and investigate.
	semi-intelligent	Monster 50% likely to stop and investigate.
	intelligent	Monster 10% likely to stop and investigate.
Party places coins/treasure to delay/distract pursuing monster.	non-intelligent	Monster 10% likely to stop and investigate.
	semi-intelligent	Monster 50% likely to stop and investigate.
	intelligent	Monster 90% likely to stop and investigate.

**If initial distance between monster and party is 20' or less combat is imminent and there is no chance to flee.*

FALLS

Falling Damage, Saving Throw, and Automatic Death:

Damage from falling is at a rate of 1d6 per 10' fallen. However, for falls of 60' or less a character may make a saving throw. A successful roll will reduce the number of d6 damage by 1 die. Thus a character falling only 10,' whose saving throw succeeds, would suffer no damage. Whereas a character falling 50' who saves successfully would still take 4d6 in damage. Falls that are broken by a soft or yielding surface (e.g. a bale of hay or pool of water) will result in a reduction of some or possibly all damage, to be adjudicated by the DM on a cases by case basis.

Falls of greater than 60' will normally result in automatic death. In such a case, the DM should make a secret save v. death roll. If the roll succeeds, the character is not dead, but unconscious with 0 or negative hit points, barely clinging to life. He will remain so for one turn per level of experience. If no magical healing is administered during this time, the fallen character lapses into death.



DISEASE

Occasionally, a character may contract some form of illness or disease. The bite of a giant rat, a cursed scroll, or the touch of certain demons being examples of such instances. When called for, the referee may select an illness from the following table, or roll for it randomly. A saving throw against contracting a disease is usually allowed. At the referee's option, any human or demi-human that comes within 5 feet of an infected character has a one time 2 in 6 chance of contracting the disease as well (normal saving throw allowed). Symptoms will manifest gradually in secondary victims over a period of 1-4 days.

Disease Table

Roll d8 Description

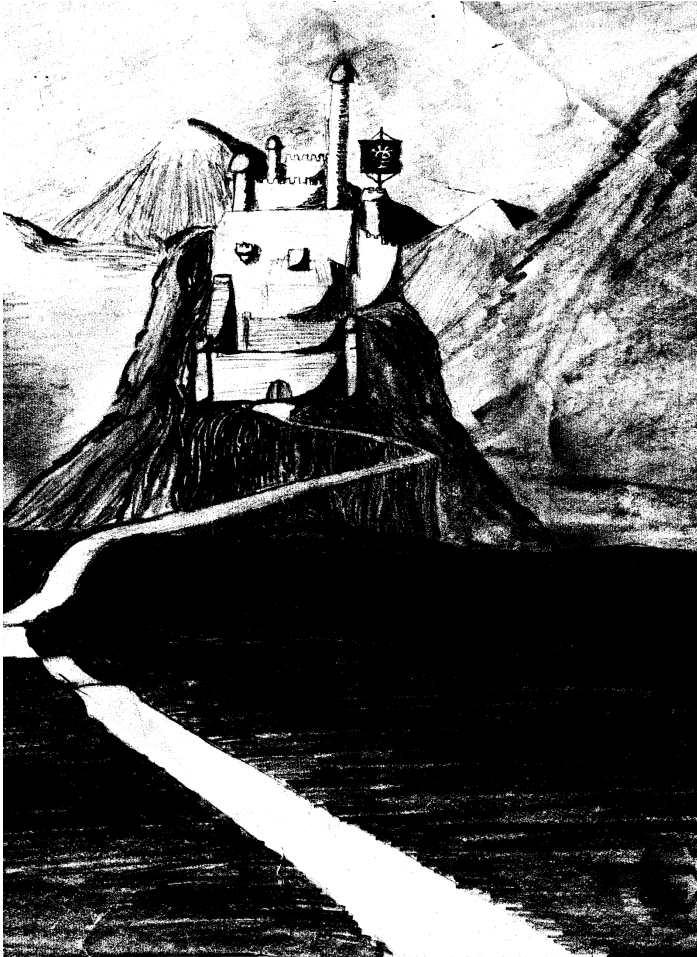
- 1 The Ague – This disease manifests as shaking chills, severe headache, fever, and profuse sweating. Movement rate is halved and a penalty of -2 is incurred upon all hit, damage, ability rolls and saving throws. Every 48 hours, symptoms and incurred penalties will subside for one day, then return for another 2 day period. This will continue for one month, at which time the character must make a saving throw at +2 . If the roll succeeds, the disease has run its course and can never be contracted again. If the roll fails, the character succumbs and dies.
- 2 The Grippe – This disease is characterized by fever, periodic vomiting, severe stomach cramps, etc. Movement rate is reduced to 1/3 and a penalty of -3 is incurred upon all hit, damage, ability rolls and saving throws. After a period of one week a saving throw must be made. Success indicates recovery. Failure indicates that the condition continues indefinitely.
- 3 Purple Fever – The victim's skin takes on a dark purplish hue. Incessant violent coughing, periodic nose bleeds, and crusted, goopy eyes reduce movement rate to ½ and incur a penalty of -4 to all hit, damage, ability rolls and saving throws. In the dungeon, the loud, unceasing cough has a 4 in 6 chance each turn of attracting a monster in addition to any regular wandering monsters. The infected victim will die in 2d4 days if not cured.
- 4 Super Mummy Rot – Similar to leprosy, this disease is characterized by numb white and pink splotches that cover the victims body. Wounds inflicted upon a victim will not heal, and magical cures and healing spells will be of no avail. The splotches will spread, and in 1-3 days large areas of flesh will begin to flake off. When this begins, the victim will die in 24 hours if not cured.
- 5 Devil's Fire – The victim of this disease will begin convulsing and hallucinating, believing he is being burned and eaten by demons. Movement is reduced to 0, so that the victim must be carried if travel is desired. The skin will quickly develop itchy red spots that will blister and then blacken. This will continue for 1-6 hours at which time a saving throw must be rolled. Success indicates recovery. Failure indicates death.
- 6 Methuselah's Curse – The victim begins to age unnaturally, at a rate of 10 years per hour. Player character ability scores will quickly diminish, beginning with strength. Incremental penalties to movement, hit, damage, and other rolls should also be imposed. After 8 hours the victim will be incapacitated by extreme old age, and unless the victim is cured, he will surely die before 12 hours have passed.
- 7 Red Plague – Blood begins seeping from all orifices, including the eyes, and even the victim's pores. The affected person will lose 1 hit point per turn, which cannot be cured by normal healing or cure spells. When the character reaches 0 hit points, he will be unconscious and must roll a saving throw. Success indicates that the disease has run its course, although the character is still unconscious (but may now be administered cure spells). Failure indicates death.
- 8 Black Death – Multiple large black lumps and oozy lesions rapidly cover the victim's face and body. Fever and delirium will set in in 1-3 hours and the victim will begin babbling and wandering randomly unless guided by others. If not cured in 24 hours, the victim will succumb and die.

WILDERNESS ADVENTURES USING OUTDOOR SURVIVAL

In using the the *Outdoor Survival* board game for wilderness adventures it is assumed that the referee possess a general knowledge of that game and its rules.

Move Allowance:

The base move allowance on the *Outdoor Survival* mapboard is 3. This means that a party travelling afoot in the wilderness may travel 3 hexes per day, where a single hex is equal to 5 miles of clear terrain. The move allowance (i.e. movement rates) for mounted parties, and increased movement cost due to the difficulty of various terrain types is found on pages 16 & 17 of *The Underworld & Wilderness Adventures*. A convenient and well illustrated key to movement cost vs. terrain type is provided on the "Mapboard Movement Chart" of the *Outdoor Survival* game.



CIDIAN ROKAHN'S CASTLE IN THE WILD LANDS

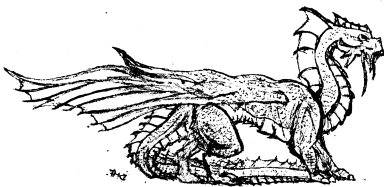
Direction Ability:

A party's direction ability will dictate whether or not the party is able to successfully travel along a desired course in the wilderness. Depending upon the type of terrain, a party may become lost, thus affecting their direction ability. This is determined at the beginning of each day of travel by noting the type of terrain occupied when movement is begun and then rolling 1d6. Consult the table below.

Direction Ability Table

<u>Terrain Type</u>	<u>Roll d6*</u>	<u>Result</u>
Clear/Plains or River	1	Lost. Roll another d6 and consult the Random Direction Chart printed on the map board. Party must move at least one hex in indicated direction, after which only one change of direction is allowed.
	2 - 6	Move as desired with one direction change allowed for each hex moved through.
Woods/Rough or Hills/Mountains	1 - 2	Lost. Roll another d6 and consult the Random Direction Chart printed on the map board. Party must move at least one hex in indicated direction, after which only one change of direction is allowed.
	3 - 6	Move as desired with one direction change allowed for each hex moved through.
Jungle, Swamp, or Desert	1 - 3	Lost. Roll another d6 and consult the Random Direction Chart printed on the map board. Party must move at least one hex in indicated direction, after which only one change of direction is allowed.
	4 - 6	Move as desired with one direction change allowed for each hex moved through.
Road/Trail or City	—	Move as desired with one direction change allowed for each hex moved through.

**The daily direction ability roll may be modified as follows: a character with a high wisdom score who acts as the party navigator may add his wisdom bonus to the die roll. Use of a compass, if one can be acquired, will also add 1 to the roll.*



GOLD DRAGON

Daily Necessities and the Life Level Index Chart:

In the wilderness, characters must have adequate food, water, and rest. Each travelling character must track these necessities using the Life Level Index Chart. (See following page.)

Characters will satisfy the current day's need for food by consuming a day's worth of rations, by passing through a food hex on the Outdoor Survival mapboard, or by successful foraging. A party may forage for food (nuts, berries, small game, etc.) by sacrificing 1/3 of its move allowance. A maximum of three such attempts may be made each day. For each foraging attempt made, there is a 1 in 6 chance that adequate food can be found to satisfy the day's food requirement.

When the food requirement for the day is not met, it is tracked on the FOOD INDEX of the Life Level Index Chart. One step on the FOOD INDEX may be recovered by spending a full day on a food hex. Recovery on the FOOD INDEX is three steps per day in a town or castle.

Characters will satisfy the current day's need for water by consuming 4 quarts (i.e. 2 wineskins) of water, or by passing through a lake or river hex. When the water requirement for the day is not met, it is tracked on the WATER INDEX of Life Level Index Chart. One step on the WATER INDEX may be recovered by spending a full day on a lake or river hex. Recovery on the WATER INDEX is three steps per day in a town or castle.

Lack of food and/or water will eventually result in penalties to a character's movement rate and a gradual decline in constitution via the LIFE LEVEL INDEX. If a character's constitution is reduced to zero, he is dead.

Required Rest:

Travelling characters must rest for a minimum of 8 hours out of each 24, and one full day's rest is required for every 6 days of travel. Failure to rest will result in fatigue and should incur penalties to movement, combat, and/or life levels.

Wilderness Encounters:

At the end of each day, the DM will check to see if a monster is encountered. The chance for an encounter is based on the terrain type on which the party's movement ends. See pp. 18-19 of *The Underworld & Wilderness Adventures* for wilderness monster tables. When an encounter occurs, there is a chance (1-2 on d6) of surprise for both the monster and, the party. If either is surprised, initial distance is 10-30 yards. Otherwise, sighting distance is 40-240 (4d6x10) yards.



HYDRA

D&D Life Level Index Chart

FOR USE WITH THE OUTDOOR SURVIVAL BOARD GAME

CHARACTER NAME: _____

WATER INDEX

Start Here	1 Point CON		1 Point CON		2 Point CON	-1 MOVE ALLOWANCE	3 Point CON		4 Point CON		7 Point CON	
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FOOD INDEX

Start Here			1 Point CON				1 Point CON				1 Point CON				1 Point CON
------------	--	--	-------------------	--	--	--	-------------------	--	--	--	-------------------	--	--	--	-------------------

			1 Point CON		-1 MOVE ALLOWANCE	2 Point CON			3 Point CON			3 Point CON		-1 MOVE ALLOWANCE	4 Point CON	
--	--	--	-------------------	--	-------------------------	-------------------	--	--	-------------------	--	--	-------------------	--	-------------------------	-------------------	--

LIFE LEVEL INDEX (CONSTITUTION SCORE)

18			17			16			15			14			13			12			11			10			9			8			7			6			5			4			3			2			1	
----	---	--	----	---	--	----	---	--	----	---	--	----	---	--	----	---	--	----	---	--	----	---	--	----	---	--	---	---	--	---	---	--	---	---	--	---	---	--	---	---	--	---	---	--	---	---	--	---	---	--	---	---

AT START: Draw a hash mark through "Start Here" spaces on WATER INDEX and FOOD INDEX. On the LIFE LEVEL INDEX circle the numbered space equal to the character's normal constitution score.

DURING PLAY: Draw hash mark on the next WATER or FOOD INDEX space at the end of a day in which a character's food or water requirements are not met. When either index passes a trigger point, lose that number of constitution points by placing a mark in the appropriate space on the LIFE LEVEL INDEX. When recovering, hash marks should be erased, and constitution restored as trigger points are recovered.

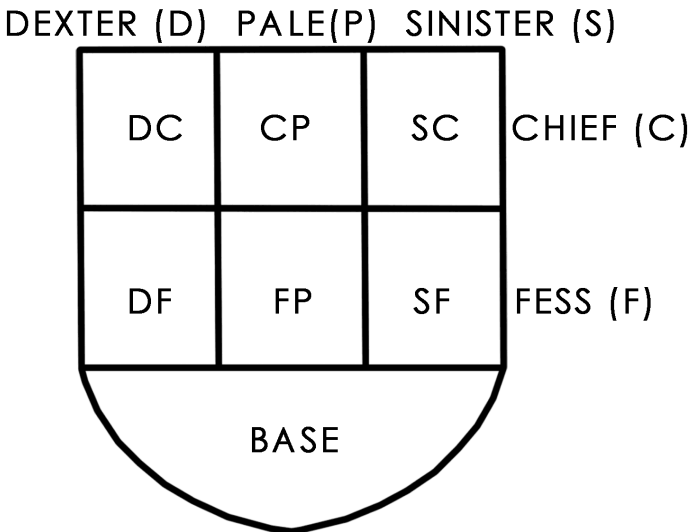
JOUSTING

Jousting is single combat between mounted warriors armed with lance and shield where the aim is to unseat one's opponent. Such contests may be friendly competitions or trials of honor. Jousting will also occur when demanded by castled fighting-man upon whose lands a party has trespassed. (See page 15 of *Dungeons & Dragons, Volume 3, The Underworld & Wilderness Adventures.*)

Method of Play:

Each character secretly selects a shield aiming point. This represents the character's intended attack upon his opponent's shield. (See the SHIELD AIMING POINTS diagram.) Each character then secretly selects his own defensive saddle position. (See "Defense Positions" on the Jousting Matrix below. Note that the selected aiming point may preclude certain defense positions.)

SHIELD AIMING POINTS



The shield aiming point of each player is matched against the defense position of his opponent, and the results are found by consulting the Jousting Matrix. Once the results have been determined, one ride is complete. If neither opponent has been unhorsed, play continues until one (or both) of the contestants is unhorsed, surrenders, or three rides have been completed.

Jousting Matrix

Aiming Point	Defense Positions						Possible Defensive Positions (Considering Aiming Point)
	1. Lower Helm	2. Lean Right	3. Lean Left	4. Steady Seat	5. Shield High	6. Shield Low	
Helm	M	M	M	H	<u>U</u>	M	4-6
DC	<u>U</u>	B	M	B	B	M	3-6
CP	B/(U)/I	<u>U</u>	G	B	B/(U)	(U)/I	Any
SC	G	M	B	G	G	<u>U</u>	2, 4-6
DF	B	B/(U)	M	B	M	B	4-6
FP	B/(U)	G	B	B/(U)	B/(U)/I	B	Any
SF	G	M	B/(U)	G	G	G	4-6
Base	B	G	<u>U</u>	B	B/(U)/I	B	1, 4-6

Matrix Results

- B - Broken Lance** The attacker's lance is broken if non-magical. Magical lances are broken only if the defender's shield is rated higher than the lance. An attacker who breaks his lance may replace it between rides if another is available and there is a squire or weapon bearer to bring it to the field. Otherwise, the knight may surrender, or may continue to ride without a lance, but must use defense position 4, steady seat.
- G - Glancing Blow** This is effectively a miss. However, if the attacker's aiming point was CP or SC, the defender must roll a saving throw. Failure indicates that his helm has been hit and knocked off. If the helm is magical, or part of a magical suit of armor, the appropriate bonus may be added to the saving throw die.
- H - Helm Knocked Off** The defender's helm is hit and knocked off. It may not be replaced for the duration of the match. Any subsequent attack that would normally hit the defender's helm will instead result in an injury for maximum damage. A helmetless knight may only use defense position 4, steady seat.
- I - Injury** A character sustaining an injury will suffer damage equal to his armor class plus 2-7 hit points. If the damage is caused by a magic lance, an additional point of damage is sustained for each plus of the weapon. A helmetless knight will always sustain maximum lance damage.
- M - Miss** The attacker misses his target.
- U - Unhorsed** If the result on the JOUSTING MATRIX is an underscored 'U' then the defender is unhorsed. If the result is a parenthetical '(U)' then jousting rolls must be made.

Jousting Rolls:

Whenever a parenthetical '(U)' is indicated on the Jousting Matrix, jousting rolls must be made. The attacker and defender will each roll a number of d6 equal to their hit dice. If the attacker is using a magic lance, he may add to his roll a number of d6 equal to the plus rating of the weapon. Likewise, if the defender has a magic shield, he may add a number of d6 to his roll equal to the plus rating of his shield. If the attacker's roll prevails, the defender has been unhorsed. Otherwise, the defender is still in the saddle and play may continue.

SIMPLE RULES FOR MASS COMBAT

The following guidelines for mass combat have been devised to avoid resorting to complex miniature battle systems such as CHAINMAIL. The aim is to make such battles quick, streamlined, and abstract, avoiding the use of large, time consuming tabletops full of miniature troops. The rules presented here are intended for mid- to high-level characters with not more than three or four hundred troops under their command as they foray into the wild lands (where similarly small but hostile armies of men and humanoids are common).

Unit Hit Dice:

A unit is a grouping of combatants of 3 HD or less with similar weapon type and armor class. In any given scenario the number of combatants comprising a standard unit will be determined by the referee based on overall size of the opposing forces. Any number of combatants per unit is possible provided that all units in a single engagement are of equal size. Units comprised of either 5 or 10 combatants are recommended. Each unit will have a 'unit hit dice' (UHD) rating equal to 5 plus the normal hit dice rating of the individuals comprising the unit, disregarding any hit dice modifier.

If the individuals comprising the unit have a plus or minus modifier to their usual hit dice (e.g. hobgoblins, HD 1+1), this modifier is noted in the unit stat bloc as a hit dice modifier (e.g. HD mod: +1). Units composed of creatures with 1/2 HD should be treated as having a UHD of 6 with a HD modifier of -2. Units made up of 0 HD types (e.g. 0 level fighting-men) should be considered as 5 UHD, with no modifier.

Weapon Class & Modifier:

Small Weapon	(dagger, dart, etc.)	-1
Normal Weapon	(sword, hand axe, arrow, etc.)	0
Two-Handed Weapon	(includes fighting with 2 weapons)	+1

Example of Unit Stat Blocks:

PLAYER UNIT: 5 Men-at-Arms UHD: 5 HD MOD: 0 HTK: 5 ARMOR CLASS: 6 (leather armor & shield) WEAPON CLASS: 0 (long sword) MOVE BASE: 9 MORALE: 0	MONSTER UNIT: 5 Hobgoblins UHD: 6 HD MOD: +1 HTK: 7 ARMOR CLASS: 5 WEAPON CLASS: +1 (battle axe) MOVE BASE: 9 MORALE: +1
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Unit Combat:

Unit combat occurs when one unit engages another. No initiative rolls are necessary. Each unit will make a 'combat roll' by rolling a number of d6 equal to its UHD, adding (or subtracting) HD modifiers, and adding the opposing unit's armor class (AC) to the total. The final numbers from each side are compared. The unit with the highest total prevails and makes a damage roll. If the scores are tied no damage is rolled.

The prevailing unit (i.e. with the higher total) makes a damage roll by rolling another d6 and adding its weapon class modifier to the roll. The result is the number of hits scored upon the unit with the lower combat roll. A unit is eliminated if it sustains a number of hits equal to its UHD plus its regular HD. This number is referred to as the unit's HTK ("hits to kill"). Records should be kept of hits taken by surviving units as these will carry over to other engagements during the same encounter.

Combat roll = UHD + HD modifier + opposing unit's AC
--

Damage roll = 1d6 + weapon class modifier

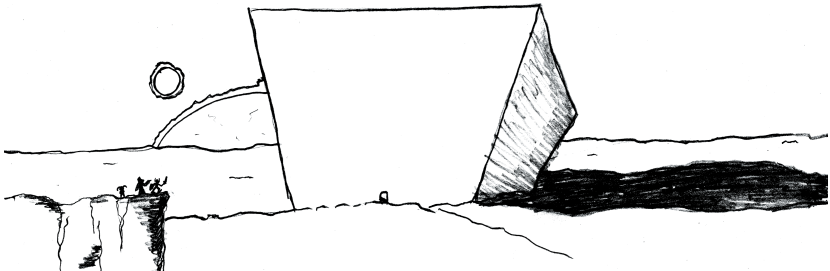
Two Units vs. One Unit:

It is possible for two allied units to engage a single opposing unit. Physical space on the field of combat will preclude any more than two allied units simultaneously engaging a single enemy unit. When this occurs, three combat rolls are made: one each for the two allied units, and one for the opposing unit. The highest roll(s) will prevail, and damage will be rolled appropriately. If the prevailing unit is the single opposing unit, the damage roll will be applied to the unit with the lowest total combat roll. Below are the possible outcomes when two units engage a single unit. (Units A. & B. are allied. Their opponent is unit X.)

1. A. rolls highest attack roll; B. rolls second highest attack roll.
Result: Both A. and B. roll damage against X.
2. A. rolls highest attack roll; X. rolls second highest attack roll.
Result: A. rolls damage against X.; X. rolls damage against B.
3. X. rolls highest roll; B. rolls second highest roll.
Result: X. rolls damage against A.

Troop Movement & Additional Rules:

Rules for movement and evasion may be extrapolated from the rules found on pages 16-20 of *Dungeons & Dragons, Volume 3, The Underworld & Wilderness Adventures*. If necessary additional rules for missile fire and mounted units may be devised by the referee using the guidelines presented here.

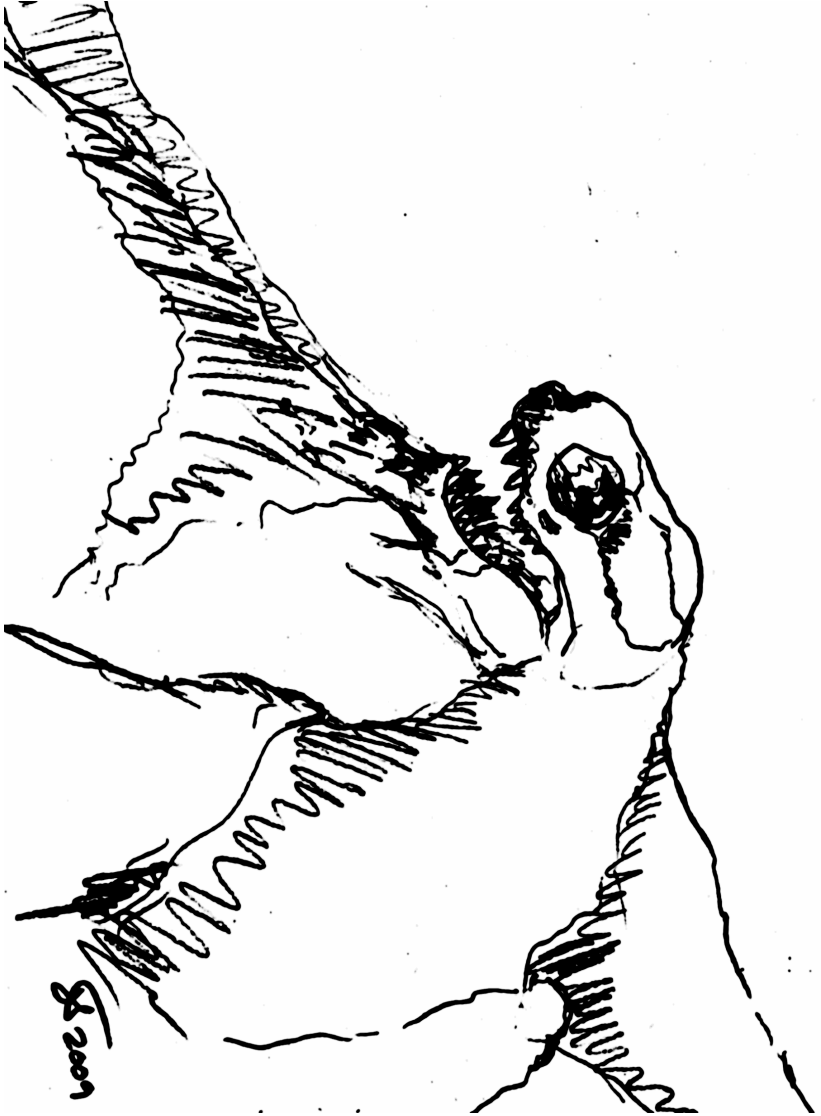


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SKULLS MOUNTAIN



NOTES
