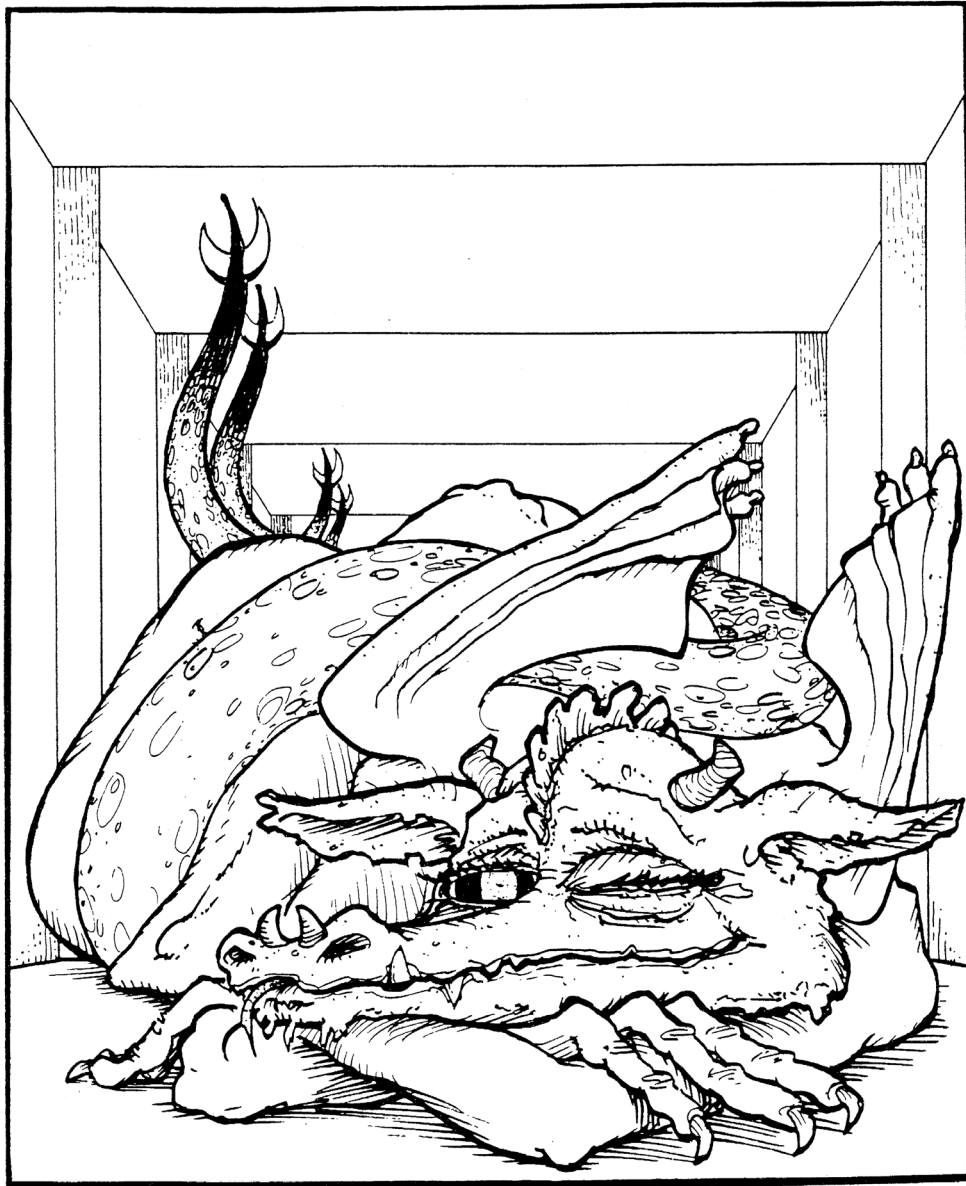


# The Lost Dungeons of Tonisborg

## Player Supplement



©1979 Ken Fletcher

12 September

Excerpted from, and for use with “The Lost Dungeons of  
Tonisborg” available at [www.TFOTT.com](http://www.TFOTT.com)

All Contents are © 2021 - 2023, The Fellowship of the Thing, Ltd.  
unless otherwise noted. All Rights Reserved.

“BLACKMOOR” is a trademark of the Estate of David Arneson, LLC., used under license agreement.

NAME:

Race:  
Age:  
Height:  
Alignment:  
Class/level:  
Experience:  
XP to level:

Strength:  
Intelligence:  
Wisdom:  
Constitution:  
Dexterity:  
Charisma:  
Languages:

Armor class:

Hit points

Combat weapons:

Normal Fighting Capability:

Saving throws

Type I:  
Type II:  
Type III:  
Type IV:  
Type V:  
Type VI:

Items carried

Magic/special

Location carried

Wealth

Current base encumbrance:

Encumbrance limits Light: Heavy: Full:

Spells/notes:

## PART IV - RULES TO PLAY WITH

Below we have provided all the rules you will need to begin dungeon adventuring. These rules were prepared in strict compliance to historical precedent, but, strictly speaking, there is one rule above all others that must be adhered to for a true original style dungeon dive. The rule above all rules is this:

THERE ARE NO RULES!

Ultimately the rules are mere guidelines for creative Referees and creative Players to manipulate, add to, subtract from, and otherwise monkey with to their heart's content! Change or ignore what you don't like. Add your favorite house rules or play the game straight as written. It's all up to you according to what makes the most fun for your campaign.

*"The rules cannot cover every possibility. And frankly speaking, they shouldn't. The Referee needs the freedom to keep making the game fun."*

*Dave Arneson, Kobold Quarterly, Issue 9, Spring 2009.*

The "guidelines" given here are an abridged and revised set of the Champions of ZED simulacrum of the game as played by its original designers. A future product will complete the set with rules for wilderness adventuring and the game of kingdoms.

### INTRODUCTION

The Tonisborg edition of Zero Edition Dungeoneering (ZED) is a fantasy adventure role-playing game wherein players create characters engaged in the age-old war between the forces of Law and the forces of Chaos. One person takes the role of Referee, and sets up adventures for other players to resolve through the creative interaction of their characters. Play usually takes place around a table or living room and provides hours of fun, social interaction, and collective puzzle solving.

ZED is meticulously faithful to the ideas of the co-creators of the original fantasy roleplaying game, including the rules as published in 1974. Unlike other rule sets that attempt to emulate the early games of our hobby, ZED does not try to reproduce the game according to the way it was played at a fixed date or according to a particular publication. Instead the focus is on the ideas and methods of the original authors in regard to the original set of rules, as expressed from the earliest playtesting until the very end of their lives. ZED, Tonisborg edition is designed to recover and emulate the best play practices of Dave Arneson and Gary Gygax.

When considering the earliest material, care was taken to focus on the ideas of Gygax and Arneson to the exclusion of others. However, in Arneson's case in particular, it must be recognized that a collegial atmosphere existed in the Twin Cities. We therefore see a number of ideas from David Megarry and Richard Snider's rules-sets, which found their way into the game as published in 1974.

We hold to the principle that authors always have a right to revise their ideas and change their minds. As such, great care was also taken to consider and include as appropriate the house rule revisions Gary Gygax and Dave Arneson proposed to the original rules throughout their lives. These were sometimes found in published sources, such as similar games published by these authors around the same time (Don't Give Up The Ship, Warriors of Mars), many other printed materials, such as the First Fantasy Campaign or magazine articles, and sometimes in Internet postings. By the same token, we recognize change isn't always better, and at times have preferred a rule or point as it was given in an earlier draft of the game. ZED is therefore uniquely rich in ideas that range from quite rare to virtually unheard of elsewhere.

Because ZED Tonisborg reflects ongoing research in each iteration, the reader may find some rule differences between editions in certain sections. Although we recommend the use of the latest rulings, Referees may confidently pick and choose whatever methods they please from any printing of any ZED related product. It's your game.

### Dice

For many, the use of polyhedral dice to generate random numbers of all kinds remains one of the greatest things pioneered by these games. Each of the platonic shapes is used to generate specific values. The common number ranges are as follows: 1-4, 1-6, 1-8, 1-10, 1-12, 1-20, 1 to 100.

These rules use a standardized system for denoting what die is to be used in any situation. It is noted by a number representing how many dice need to be rolled, followed by the letter "D", followed by the type of die being rolled, as described by the number of faces it has. Thus, a die roll requiring a player to roll three eight-sided dice is noted like this: 3d8.

These dice may also be used to generate numbers that are fractions of what is listed above. In the case of a 1d2, a 1d6 can be rolled with the values 1-3 representing a result of 1 and 4-6 representing a result of 2. The same can be done for the d3 mentioned in this manuscript with a d6 serving the purpose of generating this odd number as, 1-2 = 1, 3-4 = 2, 5-6 = 3. There is no limit to the kinds of numbers one can generate with these dice.

Where six-sided dice commonly have from one to six "pips" that show what the value is, multi-sided dice tend to have numbers etched right into them. Most are read by seeing which number is on the top face. The only exception is the pyramid shaped four-sided dice. With these, one looks to see what number is right side up.

In the early days of Fantasy Gaming there were no dice numbered from 1 to 20. All that existed were the Percentile Dice that had 20 faces with dual sets of 0 to 9. 0 was treated as ten. And if one wanted to roll a value from 1 to 20, it required the use of a second d6. On a 1-3 the result on the d20 was treated as being 1 to 10, and on 4-6 the percentile was read as 11 to 20.

In the case of a die roll calling for a d100, commonly referred to as a Percentile Roll, two of the d20s would be rolled at the same time. 0 would be treated as 0. One of the dice would represent the tens and the other the ones, and the dice would be read as the values shown. A roll of 0 0 would be read as 100.

Lastly, these rules use the term natural roll. A natural roll is exactly what appears on the die when you roll it. Most often it is used in reference to combat hits. So, a natural 20 means that you are not including any modifiers to the roll. It only happens when the die face shows 20.

### Who Do You Want to Be?

Players will assume the role of a character (PC) who may be a human, dreaming of glory, or some kind of fantasy creature. In this way, the character may have both a race and a class. The two are distinguished in that race represents a biological and cultural heritage and class represents a role within the game world. The same can be said for non-player characters (NPCs). There are three class types within which all characters must fall. These roles are the Fighter, the Magic-Users and the Cleric. The Fighter relies on martial and physical skill. The Magic-User seeks power and glory by gaining more spells and deeper knowledge of the arcane arts. Clerics are a mix of divinely granted power and those of a righteous Warrior. These types, which are broadly defined, can be customized according to the vision of the Player and Referee. A character could also have almost any sort of profession the Player likes, baker or banker, for instance, but these things are secondary to the role chosen for pursuing adventures.

### Making Up Characters

Each of your players must create a sheet that lists all the information about their make-believe persona, or character. You can use copies of the sheet we provide here or simply write it all down on a piece of paper.

## Types of Characters to Play

### Halflings

Halflings can naturally move silently, and they also have a remarkable knack for blending into heavily vegetated or crowded surroundings, becoming effectively invisible. They have a sharp eye and are naturally gifted with the use of bows and crossbows. They are likewise deadly accurate with slings. Halflings are poor at swimming (there's only a 10% chance they can swim). Halflings make Saving Throws in all categories as if they were 4 levels above their actual level, but they never adventure beyond 4th level in the Fighter class and may not be Clerics or Magic-Users at all. However, unlike all others, Halfling Fighters have no trouble using magic items and do not need to make a percentile throw to employ them. Unburdened Halflings move at 9" per Move.



#### Natural Aptitudes:

- Hide/blend and move silently 5 in 6 when trying
- +3 with bows, slings, etc.
- 90% chance of drowning
- Save at 4 levels higher
- Ogre and larger sized humanoids suffer a -4 penalty when attacking Halflings
- Maximum 4th level Fighter\*
- Hear through doors 2 in 6

### Elves

Elves may be able to see in the dark (Dark Sight -Referee option) and they move extremely quietly. When making an effort to be stealthy, elves will remain unheard on a roll of 1- 4 on a d6. Otherwise, they will be unheard on a roll of 1 or 2 on a d6, without trying. Elves never get lost in the woods.

Elves cannot be paralyzed by ghouls or similar types of undead. Likewise, an elf can remove undead paralysis from others by touching them. In addition to Elvish and their Alignment tongue, most elves have learned the languages of orcs, hobgoblins, and similar creatures they may come into contact with.

Elves are magical beings and are thus able to be Magic-Users and Fighters both, but may only act as one or the other at a time because of the restrictions under which magic works. Like Fighters they can use any weapon and wear any armor, and like Magic-Users they can also cast any magic spells and use magic items freely, subject to the normal restrictions on wearing armor and carrying iron weapons while casting spells. Elven Magic-Users may carry magical weapons and wear magical armor of elven manufacture, but cannot wear or carry non-magical armor or iron weapons of any kind while casting spells. Players must decide before an adventure begins, into which class any experience points earned will be placed. Thus, elves only earn experience points toward one class at a time.

When an advance in Level is earned, whether in the Fighter or Magic-User class, the elf gains only 1d3 Hit Points, ignoring the XP tables. For attack rolls, elves use whichever Experience Level is greater.

There are, of course, no elven Clerics, although special elven gods are known to them.

Also due to their magical nature, elves using an elven magical weapon can add +1 to all damage dealt with that weapon in addition to any bonus to hit the weapon may provide. Unburdened elves move at 15" per Move.

#### Natural Aptitudes:

- Detect secret doors and move silently anywhere or silently and unseen outdoors, 2 in 6 or 4 in 6 when trying
- Dark Sight to 60'
- Forest direction sense, 100%
- Immune to ghoul paralysis
- Additional +1 wielding any elvish-made weapon, including bows
- Hear through doors 2 in 6
- Double damage against ogres
- Knowledge of orc, hobgoblin, and goblin languages

### Dwarves

Dwarves distrust the use of magic and are not known to put much faith in the gods, but they naturally excel as Fighters, and need 10% less experience points per Experience Level to advance. The maximum Level attainable by dwarves is somewhat limited - they may not normally progress beyond 8th Level. However, they do have a high resistance to all forms of magic and a knack for survival. Consequently, dwarves make Saving Throws at 4 Levels above their actual Level. Also, being quite at home underground, dwarves have inherent Dark Sight - the ability to see without light. They have a highly reliable sense of direction in mines, caverns, and underground passages and can detect subtle changes in slope and angle in them. Their familiarity with the underworld also extends to encounters with traps, shifting walls, secret doors, and new construction built in underworld spaces. This ability does not usually extend to above ground architecture, at Referee discretion. Dwarves are very good at fighting creatures much larger than themselves and will only suffer half damage against attacks from giants, ogres and creatures of similar size. Dwarves are extremely loyal to kith, kin, and clan and need never check Morale when defending their own and their property, no matter the odds. Dwarves speak Dwarvish, and the languages of other underground denizens such as Goblin, Kobold, and Orc. Unburdened dwarves move at 10" per move.



#### Natural Aptitudes:

- 10% less XP needed per level
- Level 8 fighter maximum
- Save at 4 levels higher
- Dark sight to 60'
- Underground direction sense, 90%
- Underground detection sense - traps, secret doors, and slopes, angles, and new construction, 2 in 6 automatic or 4 in 6 when trying
- ½ damage from giant creatures
- Hear through doors 2 in 6
- Knowledge of Gnome, Kobold, and Goblin languages

### Humans

Humans come in many shapes, sizes, and colors. It is up to the player to decide how they want their human to appear. Humans arrived in Blackmoor much later than the other sentient races, and in fact, are considered as a kind of youngling upstart race by many of the other creatures. It is also rumored that humans are of extraterrestrial origin. Humans cannot interbreed with monsters and only elves and humans are known to produce offspring together - a fact which elves tend to find a trifle embarrassing.

#### Natural Aptitudes:

- Humans may play as any class.
- Unburdened humans move at 13" per Move.

### Other Character Races

Any monster type might potentially be used as a character race, with a little work on the part of the Referee. Normal type monsters need little or no new rules. They can and should be treated just the same as the Normal type races already detailed - elves, and dwarves. Similarly, low Hit Die tribal monsters, like goblins, can be treated the same as dwarves or humans, more or less, and be played as any of the usual classes.

### Race as Class

Fantastic creatures, (see "PART VI - CREATURES FANTASTIC AND MUNDANE" on page 134), are a class unto themselves. Players may wish to play one of the Fantastic types of creatures as a character. However, the Referee must develop each kind of monster as a separate new class with its own custom Experience chart and its own power progression. Because Fantastic creatures are all Hero Tier when encountered as non-player characters, a good rule of thumb when designing Hit Dice progression will be to divide the usual creature HD by 4 to get a starting HD for the player character. By making these sorts of custom adjustments, anything from the Monster Appendix, including a dragon, can be made into a player character.

### Fighters, Clerics, and Magic-Users in Play

Fighters, Clerics, and Magic-Users are the three humanoid class options, but they are NOT to be viewed as hard and particular types. They are broad categories. With a little imagination, any player can play any kind of character found in any edition of any work of fiction or fantasy role-playing game. Any kind of abilities can be woven into your game.

For example, suppose you make a character who grew up in a circus. They could go on to become any one of the three classes and have a number of secondary skills stemming from their childhood in the circus - high wire walking, knife throwing, you name it. The background of the character carries these added abilities and the Referee can decide what is and is not appropriate and what mechanics, if any are needed to cover it.

Here's another example: suppose we have a character named Bicarill who grew up as a street rat in the capital city and then became a Cleric of the Wisby Washy Way. Bicarill hopes to pilfer a few coins from the purse of a rival Priest by cutting loose the fat money bag hanging from her belt as she shops in the market. The Referee decides this is a task fraught with danger and requires a Saving Throw against Dexterity. The Referee may point to Bicarill's checkered background, and convince the Referee to grant a bonus to the throw. Now, in the above scenario, if, instead of Bicarill the Street Rat, the Thief had been Eydis the Milkmaid from Sweetwater village, having no background in five finger discounts and such, no bonus, and perhaps even a penalty might apply. The reverse would be true if the feat being attempted was, say, scampering up the side of a tall tree without the aid of rope, which Eydis may well have done a hundred times before, but a city street rat certainly has not.

What's more, a character that survives is a character that grows. Suppose in some adventure the character succeeded at some amazing and unlikely deception - like pretending to be an orc princess. The next time the character tries that kind of "feat," the Referee should consider assigning a bonus chance to succeed. Repeated success at a given feat - haggling with merchants for example - may be taken to mean the character has a knack for it, which may mean the Referee could elect to award a bonus to the player's throw when they attempt the act or even rule that no roll is needed. Thus, in-game successes translate into a customized skill that grows organically through play.

Custom additions like these often require no special adjustments to the class, but in some cases the Referee may wish to design an entire subclass. For example, perhaps a wuxia monk character is desired. Such a character would obviously be a type of Cleric, with differing martial abilities and corresponding restrictions on some of the standard Cleric's other traits.

Subclasses such as this always involve specializations that will grow as the character progresses, unlike background skills, which are always limited to a few things that don't change in any structured way and acquired abilities that are specific to the character and only change through practice. These are all tools the Referee and players can utilize to customize their characters. Never fall into the trap that characters are all plain vanilla, cookie cutter cut outs. They can be whatever your imagination desires.

## Note on Level Caps

Elves, dwarves, and halflings have maximum Levels in the original game and we have faithfully followed the rules here. However, Level caps have long been a sore spot for gamers, and were not practiced at all in the original Twin Cities game. A very early alternative to Level Caps some Referees may prefer can be found in the Twin Cities 1974 Minnstf Dungeon rules by VanGrasstek. If the Referee desires, a 10% penalty to Experience Points required can be assigned in order to reach higher Levels beyond the Level Caps. If this 10% XP penalty is utilized, no XP prime requisite bonus will apply, but if there is a penalty, it can be combined with the 10%.

## Description of Classes

### Fighter

Prime Requisite: Strength



This class encompasses those daring warriors, bravely facing the dangers of toe-to-toe melee through strength and skill. Fighters can, however, also use some magical items provided they do not require knowledge of magic to make them "work," but Fighters can never cast spells or use wands or staves. Neither can Fighters use spell scrolls, except for protection spells, which work for (and on) whoever fully opens them. Likewise, anyone can make use of a potion. Fighters can freely use any magical weapon or armor but have a maximum 85% chance of using a ring, cloak or other magical device. This chance decreases by 5% per point of Intelligence under 9. Although limited in their ability to use magic, Fighters face no other constraints and are able to choose any kind of arms, armor, and accoutrements that suit them, and of all the classes they are most suited to battle.

### Cleric

Prime Requisite: Wisdom



Clerics are Lawful or Chaotic members of a religious hierarchy, who, in exchange for a vow of personal poverty and a commitment to building up their faith either through the acquisition of wealth and or converts or destruction of enemies, receive spell powers.

Unlike Magic-Users, Clerics may cast any spell they know and are capable of casting, and do not have to choose particular spells before adventuring, but the number of spells they can cast in one day is limited, depending on their Experience Level. Casting ability must come from a divine source. First Level Clerics receive a spell if their Wisdom is 15 or higher; Clerics with less Wisdom are unable to cast spells until second level. Clerical spells are recorded in books and include such things as the ability to remove curses, banish evil, and create Holy Water. Knowledge of the spell must be taught or come from a spell book or scroll, but Clerics do not need to have the written spell with them as long as they have learned it previously and are able to remember it. Cleric spells will be written in the ancient liturgical language of the faith, in whatever symbols the Cleric chooses. Being able to read the spell does not in any way allow casting of the spell by non-Clerics.

Unless otherwise noted, Clerical spells are usable only once a day. All expended spells are regenerated by the following morning, approximately 6:00 A.M., even if a night has been spent in the Underworld.

Clerics can also create special Holy Swords imbued with Clerical magic. Holy swords will constitute 1/8th of all swords found.

Clerics of Law are diametrically opposed to the Anti-Law Cleric of Chaos. Therefore, even the hint of behavior like that of the "other side" can have serious consequences for a Cleric, including loss of abilities and switch of Alignment.

As zealous evangelists of their faith, Clerics are expected to both go on religious missions and to send others on them. Likewise, Clerics seek to

bring in wealth and riches, usually for the purpose of establishing new institutions, such as temples, monasteries, and schools. To this end, Clerics are expected to never retain more than 40% of any money received. Hoarding wealth may cause loss of up to 4 Levels, as will any significant failures or financial setback suffered by the faith for which the Cleric is responsible. Clerics will receive Experience Points for money offered to the faith or used for religious purposes but will not receive any points for any money kept for personal use.

Clerics are able to employ most magic items, unless otherwise specified. They are able to wear any kind of armor and use any kind of shields and weapons, including projectile weapons.

Upon obtaining Patriarch status, Clerics may seek to establish their own institutions, if they are able, which may include the control of a territory generating income for the faith. Patriarchs may freely receive 1-8 Clerical assistants of levels 3-7. Patriarchs also receive a personal bodyguard of 3d6 1st and 2nd level Fighters

Upon reaching senior status (Lord tier), Patriarchs receive income, goods and treasures from the territories and institutions controlled by the Clerics beneath them. They are responsible for the management of these funds and treasures.

The highest Patriarch of the faith has a personal guard of 6-12 Fighters of level 6-9 and control of a holy army of (2d10 \*100) seasoned 0 level Fighters, with one Hero tier sergeant per 30 soldiers and one Superhero tier officer per 120 soldiers, in command. Finally, being the highest leader of the faith conveys an automatic Charisma score of 18.

### Clerics of Chaos and Reversed Spells

Clerics aligned with Chaos are able to cast either the usual version or the reverse of certain spells – these reversible spells are marked with an asterisk in the Cleric spell list. Lawful Clerics cannot reverse spells.

### Clerics of Law versus the Undead

Many undead will tolerate or even be deferential to Chaotic Clerics. Clerics of Law however, receive the ability to turn or completely exorcise undead with the use of a holy symbol.

A lawful Cleric may attempt to use a religious symbol to turn away an attack from up to twelve undead creatures (2d6). Certain bane objects specific to the undead creature (such as garlic to vampires) may also be used. The Cleric must present the object or holy symbol firmly and the creatures must be able to see the Cleric. A roll of 2d6 will then be made on the Turn Undead table and if success is indicated and more than 2 undead are present, 2d6 will again be rolled, to determine the number of undead repelled from the Cleric. Undead so affected must remain beyond striking distance (10") and cannot engage in a frontal attack on the Cleric that round. The Cleric will be protected from the undead to the fore only, remaining vulnerable to attack from behind. The undead may still move or attack other characters as normal, provided they can maneuver around the Cleric. Undead creatures which have been repelled three times in a row will attempt to flee from the area as fast as they can. Those unable to flee will be dissolved or dispelled as if a result of E on the Turn Undead table had been obtained. For undead of stronger than usual level, or use of non-silver holy symbols, or for any result of E on the table, Referees may allow the undead a Type III Saving Throw.

**Undead Turning Table (2d6)**

Cleric Level	Undead Hit Dice							
	1	2	3	4	5	6	7	8+
1	7	9	11	-	-	-	-	-
2	T	7	9	11	-	-	-	-
3	T	T	7	9	11	-	-	-
4	E	T	T	7	9	11	-	-
5	E	E	T	T	7	9	11	-
6	E	E	E	T	T	7	9	11
7	E	E	E	E	T	T	7	9
8	E	E	E	E	E	T	T	T

Number = matching this number or getting more on a 2d6 throw, indicates the undead creature has successfully resisted and is not turned or exorcised.

T = automatically turn back up to 12 undead

E = up to 12 undead have been exorcised and are automatically destroyed

Rule Option: Fred Funk, one of Dave Arneson's original players, went on to create an extensive campaign of his own: Fred's World<sup>TM</sup>. He added the following details regarding turning undead that many Referees may find useful. Beginning at 7th level, Clerics are able to extend protection to others. Creatures that are affected by a successful roll on the Turn Undead table, give ground at the rate of 5 ft./level of Cleric, in a radius centered on the Cleric. As an example, when Monaca of Dinsbury reaches 7th level, the Spectres and Mummies that she turns will stay at least 35 ft away from her that round, and so would a Wraith, on a roll of 9 or more.

### Magic-User

Prime Requisite: Intelligence



Patterns shaped into vibrant active forces lie behind what is commonly known as spell magic. Unlike Clerics, who receive spells through divine means, Magic-Users employ a special literary method of harnessing spells. Spells of similar power level are written down in books or scrolls using the mysterious language of Magi. Different level spells may not be mixed in the same book or scroll. When a Magic-user wishes to employ a certain spell, it is first activated by careful reading. The spell will then remain active in the mind of the Magic-User until released using the proper command words and gestures. Certain devices or components may also be employed in certain cases. Once released from the mind, the spell is no longer present and must be reread to become active and be cast again. Spells will remain active in the mind of the Magic-User for a period of at least 24 hours before losing their efficacy. To take in a spell, the Magic-User must, of course, have a copy of it to read, and a few quiet, undisturbed moments to read it properly.

There is a mystical relationship between iron and magic that few understand. When carried upon the person, iron tends to interfere with spell

casting, and therefore, Magic-Users do not wear or carry any iron objects larger than a knife and will often prefer even their knives to be made of bronze or some other, non-ferrous substance. Further, during the process of spell casting, the entire body of the caster becomes charged with the spell just prior to its release. Tight fitting clothing or worse, armor of any sort, can create an insulating effect that reflects back some of the spell energy creating a hazard for the caster. Because of this, Magic-Users typically dress only in sandals and loose-fitting robes and will not wear any type of armor or helmets. When times permit, Magic-Users will often prefer to wear nothing at all!

Small iron objects will cause a 10% chance of failure for each spell casting. Larger iron objects, such as a shirt of chainmail or a helmet cause a 75% chance of failure (or a miscasting) and loss of the spell. In addition, the caster may take heat damage at the discretion of the Referee. Even greater amounts of iron on the person, such as a platemail suit, guarantee a 100% chance of spell failure. So there is no confusion, these restrictions do not apply to Clerics casting Clerical magic, which is a divinely granted power unconnected to iron and quite different in nature from the magic of Magic-Users.

Elves, it should be noted, are able to manufacture magical armor in which the wearer will suffer neither the chances of spell failure or heat damage indicated above.

As they progress in levels of ability, Magic-Users are able to hold more spells and spells of greater power within their mind.

## Alignment

All intelligent beings are aligned with one of three sides involved in a timeless war. ZED creates motivation and adventure justification based on the notion that characters aligned with the Lawful side engage in adventures to root out and destroy servants of Chaos, and perhaps to gain a little something for themselves while they are at it. Chaotics likewise reject and revile Lawfuls, and both sides will vary between tolerating and destroying Neutrals, depending. Choosing character Alignment is therefore very important in ZED, not so much as a statement of personal philosophy or guide to behavior, but as a choice of which side you are on. Chaotics and Lawfuls are at war. It is a great struggle, begun ages ago with no end in sight. Individuals aligned with either side may privately not be "Lawful" or "Chaotic" in their personal beliefs and/or behavior, but have chosen a side for any number of reasons - ideology, personal advancement, avoiding conflict with their neighbors, etc.

## Determination of Basic Character Traits

The Character Traits represent core characteristics that every character possesses which can be used to influence the game in various ways during play. They also serve as target numbers for Saving Throws in various situations where fitting, and three of the six Traits are also of particular importance to the members of the three classes. These Traits are called Prime Requisites and give a bonus to experience points earned for those who have a high score in their class' Prime Requisite. These are Strength for Fighters, Intelligence for Magic-Users, and Wisdom for Clerics. More details can be found in the section covering Experience Points.

Usually Character traits don't change over the course of the game, but they can in certain circumstances. For example, a disease might reduce a character's Constitution score or a year of strength training might improve a Strength score, and of course, magic can alter almost anything.

Generally, only Player Characters and important Non-Player Characters will be assigned all six Character Traits. Referees may find it useful to assign some character traits to monsters and lesser NPCs also. For most intelligent humanoid species, 18 is normally the highest score. Some monsters may have a shorter range (1d6, 2d6) or much larger, for all or some of their Trait scores. It may also be possible for a character to work out a deal or find some device which will either temporarily or permanently increase scores above 18, at least by a few factors.

To determine the Character Traits for Player Characters:

1. Roll two six-sided dice six times and add 6 to the result of each roll; or roll 2d10 six times re-rolling on a result of 19 or 20.
2. Re-roll the highest and lowest number, taking whatever result comes the second time.

These methods will usually produce characters of above average traits; however, sometimes a character may still be rolled with unusually low scores. Playing such a character can present a fun role-play challenge, but not everyone will want such a challenge. If the resulting scores seem too low for what the player wants, for example, a total of less than 50-60 when added together, they can just start over with new rolls until they get a character they are content to play.

These six numbers should be assigned to the following six Character Traits: Strength; Intelligence; Wisdom; Constitution; Dexterity; Charisma.

**Strength** determines the ability to perform difficult physical tasks such as opening stuck doors and carrying lots of treasure (See Encumbrance). Strength is the Prime Requisite of the fighting class.

Fighters with a Strength of 15 or greater get +1 to their attack die roll per level, and +2 to damage.

## Carrying Capacity and Encumbrance

For the sake of simplicity, movement rates for Non-Player Characters and monsters in armor are determined solely on the armor they are wearing. Those armored like Light Foot infantry (AC 9-7, No Armor through Leather Armor) have no movement penalty. Those armored as Heavy Foot infantry (AC 6-5, Leather & Shield through Chainmail) move at 2/3rds speed. Those equipped as fully armored foot infantry (AC 4-2 (Chainmail & Shield through Plate & Shield)) are only able to move at 1/2 their unarmored speed. Round up fractions. As an example, an elf NPC encountered in a dungeon would have a movement rate of 15" unarmored, 10" in AC 6, and only 7" in AC 2.

For Player Characters however, Strength is the key trait for determining how fast they can move when carrying all the gear and loot the adventuring life brings. Treasure and gear weigh down and slow the character, making them easy pickings for quicker dungeon monsters. The table below gives the movement rate of a character depending on how much weight they are carrying and their strength score. The figures in both pounds and coins show the greatest amount of weight a character can carry and still move at the given rate. At most, even the strongest of humans (a Strength 18 character) can lug around is 150 lbs without suffering a steep fatigue penalty. That is, the maximum weight a person can carry (without fatigue penalties) is 9.375 lbs (93.75 coins) per strength point. It is important to stress that these encumbrance figures are not a measure of how much a character could lift or even carry for a short distance while staggering under the weight. They are how much a character can carry without undue difficulty and becoming fatigued.

### Encumbrance Values

Strength Score	Light Load: Full Movement	Heavy Load: 2/3 Movement	Full Load: 1/2 Movement
	COINS/LBS.	COINS/LBS.	COINS/LBS.
3	47/5	62/6	94/9
4	94/9	125/13	188/19
5	141/14	185/19	281/28
6	188/19	248/25	375/38
7	235/24	310/31	469/47
8	282/28	372/37	563/56
9	328/33	433/43	656/66
10	375/38	495/50	750/75
11	422/42	557/56	844/84



12	469/47	619/62	938/94
13	516/52	680/68	1031/103
14	563/56	743/74	1125/113
15	610/61	805/81	1219/122
16	657/66	867/87	1313/132
17	703/70	928/93	1406/141
18	750/75	990/99	1500/150

No doubt, some player at some point will try to have their character limp, grunt, and puff along at 4" per turn carrying as much as they possibly can. If the Referee is inclined to allow this – for comedy if nothing else, at 25% or more of a character's normal maximum encumbrance, the fatigue rate is doubled, and at 50% it is tripled. A character cannot carry more than 150% without magical assistance.

A character overloaded by 25% could travel three turns normally, and a 50% burden would allow only one turn of unfatigued movement. And even the strongest of the strong couldn't take a step if they were trying to carry 375 pounds or more.

Players should have the weight of the equipment carried by their characters totaled and marked on the character sheets, so they know approximately how much more the character can carry. Because Encumbrance only affects movement, it usually only comes into play during chases.

It is not necessary then to try to calculate a character's weight down to the feathers in their cap. Only the bigger and bulkier items need to be added together and this can be accomplished fairly quickly. If the character changes armor or decides to carry a large sack full of treasure or other heavy items, the Encumbrance value will need to be reconsidered. The table below can be used as an alternative to adding up every single item individually:

#### Standard Item Weights

Item	Weight in Lbs
10 Coins or Gems	1
Leather Armor	15
Chainmail	30
Platemail	50
Helmet	5
Shield	*
Medium Group Weapons	5
Heavy Group Weapons	10
Magical Staff	4
Potion	3
Typical Equipment Pack (clothes, rope, rations, spikes, chalk, etc., 9+ items)	40
Light Equipment Pack (clothes, rations, chalk, etc., 8 or less items)	20

\* Shields "don't count" as extra weight when combined with other armor (leather, chain, plate). However, an otherwise unarmored person carrying a shield (AC 8) will have their movement rate reduced by 1". For instance, an unarmored (AC 9), unburdened human with a movement of 13" who picks up a shield will be reduced to a movement rate of 12".

## Recommended Encumbrance Method

Hardly anybody likes bean-counting, and tracking encumbrance may seem like that. However, taking a few simple steps before an adventure can make tracking encumbrance very simple. Somewhere on the character sheet, the player should have summed up their equipment for a base encumbrance rate, which will determine their base movement rate. Thereafter it is a simple matter of adding the weight of any treasure or whatever the character picks up, to the predetermined base. Let's take the example of Rumbadumbum the Dwarf, Strength 14. Rumbadumbum has the following:

Typical Equipment Pack	40
Chainmail Armor	30
Shield	15
Helmet	5
1 Heavy Weapon	10
Total base coin weight	100

Unless the character makes a major change – like switching armor – there's no need to recalculate the base coin weight. With a strength of 14, Rumbadumbum can move at full speed (10") while carrying up to 563 coins of weight, so he can add 463 coins before slowing by 1/3 to 7" (rounded). The player may find it convenient to write down the weight figures for each movement rate on their sheet.

**Intelligence** indicates a character's ability to solve problems and acquire knowledge through education and life experience. Intelligence is the Prime Requisite of the Magic using class

An intelligence score of 14 or greater increases the characters chance to find a secret door by 1 pip.

Magic-Users with 15 or greater Intelligence get 1 additional first level spell. Intelligence also affects the number of languages a character will know according to the following table.

The total number of languages a character knows includes those indicated in the table and any granted by the characters' race and Alignment. A human with an Intelligence of 17 would therefore have knowledge of 10 languages including their Alignment tongue. The table applies to character creation only and does not prevent the learning of additional languages throughout their career.

#### Languages Known

Intelligence	Table
3-9	1 language
10-12	3 languages
13,14	5 languages
15,16	7 languages
17,18	8 languages

**Wisdom** is a measure of perception and intuition, an ability to grasp the best reaction to the situation at hand. Wisdom is the Prime Requisite of the Cleric class. Clerics with 15 or greater Wisdom get a first level spell at level 1.

**Constitution** indicates the physical health, endurance, ability to heal quickly, and resist disease. The Constitution score will modify Hit Points as shown in the table below (the base Constitution score will never be modified below 1 Hit Point per level):

### Constitution Table

Trait Score	Add to Hit Points Per Level*
3-6	-2
7,8	-1
9-12	0
13,14	+1
15-18	+2

\* minimum of 1 HP gained per level

At the discretion of the Referee, any Constitution bonus or penalty can be applied to any Saving Throw involving a severe shock to bodily health, such as being resurrected, poisoned, crushed etc.

### Health Recovery

Constitution	Effect
3, 4	Double recover time
5, 6	Recovery time increased by ½
7-15	Average recovery time
16, 17	Recovery time reduced by 1/3
18	Recovery time reduced by ½

For recovering Hit Points between adventures, see "Healing" on page 121.

**Dexterity** includes both physical quickness and coordination. Dexterity often determines who strikes the first blow, shoots the first arrow, throws the first spell and so forth. It also applies to delicate and tricky situations requiring precision and a steady hand.

### Dexterity Table

3-8	Shoot any projectile at -1
9-12	no bonus
13-18	Shoot any projectile at +1
14-18	16% (+1 on d6 +3 on d20) to move silently

**Charisma** refers to a characters' "social value" – attractiveness, charm, personality, status, and so forth. Charisma affects the chances of success a character will have in negotiating with various monsters and other characters, maintaining hirelings, and the overall morale of any followers the character may have. When defeated in combat, a charismatic male or female may be subdued or revived by an enemy who finds them desirable, instead of being left for dead. The Reaction Modifier applies to the Random Action Table used in situations in which the Character attempts to convince an NPC to some understanding, such as "We're friendly." Or, "How about half price?" etc. For any Charisma related roll, Referees

may wish to add a bonus for tier (perhaps a +1) or for other factors of fame and status.

### Charisma Modifier Table

Score	Reaction Modifier
3-6	-1
7-15	-
16-18	+1

### Type I Thru VI Saving Throws

A Saving Throw is a special defensive, or success/failure, die roll that can occur during play. Generally they deal with a character's chance to limit or avoid harm, resist Magic, or succeed in a difficult physical act.

These Saving Throw categories are a Tier-based extension of the Character Trait statistics and differ chiefly in that the numbers automatically improve with experience as the character advances. Also, instead of just having names, these traits are listed as Types, providing a wide range of possible applications. These categories apply to especially difficult or treacherous situations, in which low level characters just barely have a chance and which even Lords and Patriarchs might find some risk. To determine the target numbers at first level, the player must roll 1d4 and add 4 (1d4+4) for each Type.

**TYPE I - LIFE AND DEATH** – The most difficult of circumstances where only a seemingly miraculous inner power can save the character from an instant DEATH. Type I is an indicator of the spiritual LIFE ENERGY LEVEL of a character, love of life, fortitude, and so forth. Should the score for this Saving Throw trait ever be reduced to 0, the character will die.

**TYPE II - POISON RESISTANCE**—A combination of physical conditioning and overall health to resist the effects of any sort of poisoning, including radiation and the like.

**TYPE III - WILLPOWER** – Anything that will cause the character to become PARALYZED, neutralized, possessed, or otherwise overcome their will for freedom and strength of mind. Resistance to torture and pain is also a matter for Willpower.

**TYPE IV - GAZE AND AURA RESISTANCE**—Certain creatures such as vampires and medusae have powerful gaze effects either on those they look at, or, in some cases, those who look at them. Others, such as ghouls, cause effects by their mere presence. Type IV represents the chance the character has to resist such attacks.

**TYPE V - REFLEX**—Involves situations in which the character must primarily duck, dodge, or move carefully and quickly such as when disarming a trap or attempting to hide or to escape the fire of a DRAGON'S BREATH.

**TYPE VI - MAGIC RESISTANCE**—This saving throw category is reserved for attempts to avoid the effects of magic in any form (WANDS, STAVES, SPELLS, etc.) and otherworldly powers not covered in the other categories.

### Making Saving Throws

Saving Throws can be required in many situations, but, in all cases, they are attempts by a character to succeed in some difficult task, such as dodging a swinging pendulum or pretending to be frozen in place like a statue.

Saving Throws are made by tossing either three 6-sided dice or 1 twenty-sided die and comparing the results to the appropriate category. The roll must be equal or under the number listed. Generally, use of the d20 is preferred for the even distribution generated. Using 3d6 will make it very hard for low level characters to pass Saving Throw tests, but very easy for high level characters. Either way, be consistent with dice use. Most Saving Throws will involve either the six Character Traits or the six Saving Throw types; however, there are also other types of Saving Throws, as discussed below.

### Falling Saving Throw

Damage from falling is determined by rolling one six-sided die for each "level" fallen; that is, every full 10 feet to a hard surface or every 20 feet if the fall is broken by water or some yielding substance. Partial distances are rounded down. Those falling must roll a d6 and score the Save Num-

ber or greater shown in the table below to avoid being damaged by the fall. When damage is taken, one d6 is rolled for each level of the fall and the results added for the damage total.

### Falling Saving Throws

Level Fallen	Save #
1	2
2	3
3	4
4	5
5	6
6+	7

For example, a character falls 35 feet: that's 3 full levels. A 6-sided die is then rolled, on which a 4 or greater must come up for damage to be avoided. If the character fails to Save, 3d6 in damage would be taken. This table may also be used when a falling object hits normal (0 level) individuals or higher level characters who are unaware of their surroundings (sleeping, blindfolded, etc.).

For six levels and greater, the character would save and take no damage if a seven or higher were rolled, and while that is normally impossible, a Referee could assign bonuses based on circumstance that might make it possible. Otherwise, falls of six levels or more automatically fail the save and damage is d6 per level fallen.

### Item Saving Throws

Area effects (such as fireball or lightning bolt spells) may damage items carried by a character just as well as injuring the character. For simplicity, assume that items carried are unaffected if the character or creature carrying them makes the Saving Throw. However, very fragile items (paper vs. fire, glass vs. physical impact, etc.) may still be considered subject to damage even if the bearer makes their save. Where one or more mundane items may be subject to damage, use the Saving Throw roll of the bearer to determine if the item is damaged or not. For example, a character holding an open book is struck by a Fireball spell, so they must make a Type VI Saving Throw, and then save again at the same odds for the book.

Items not on someone's person or carried on someone who has failed a Saving Throw or who has died should generally be considered destroyed or ruined. Magic items (other than scrolls), are somewhat more resilient, however, and are allowed a special Saving Throw – equal or less on a d20 – to see if they have survived, shown in the table below:

### Magic Item Saving Throws (d20)

Item	Save
Holy Relics and Symbols, Potions	4
Wands, Crystal Balls, Basic Enchanted Objects, Magic Armor/Shield/Weapon +1	6
Rings, Amulets, Jewelry, Magic Armor/Shield/Weapon +2	8
Staves, Artefacts	9
Magic Armor/Shield/Weapon +3	10

### Languages

The differences in the many languages spoken in a fantasy world are often overlooked, yet when handled well, can make all the difference in capturing the imagination and creating the atmosphere of a campaign world

Intelligent creatures and characters of Neutral Alignment understand and speak a lingua franca referred to as "Neutral" or "common" and "the

common tongue," and this language will also be understood by 20-50% of Lawful and Chaotic intelligent creatures. Lawful and Chaotic characters and creatures also have their own dialects – a kind of secret code – which only others of their own Alignment understand.

Most intelligent monsters will also have their own language, or more than one, and of course there can be any number of human and demi-human languages in the various lands and kingdoms that make up a fantasy campaign world.

Magic-Users must also learn the ancient and mystical language of Magi. This language is used in the preparation of all Magic-User scrolls and in many spells. Although all Magic-Users become familiar with Magi for use in spells, few learn it well enough to use it as a means of communication. Allow a 50% chance, +5% per factor of Intelligence over 10 and - 5% per factor of Intelligence below 10, that a given Magic-User is able to effectively communicate in the Magi language.

### Levels and Experience Points

A Player Character's development in ability is measured in Levels. As Characters accumulate Experience Points they will gain one Level at a time. If somehow enough Experience Points are earned to advance more than one Level, the award must be reduced. Upon gaining a Level, players gain more Hit Points as indicated in the Level Tables. Few characters ever reach Levels over 10 or 12 but the Tables are carried to Level 20 for those rare individuals who rival even the gods. While some Referees may prefer to place no limit on how high a character may progress in Experience Level, it is both traditional and highly recommended that active advancement be halted at Level 20.

### Levels and Tiers

Characters advance in Levels throughout their careers. As they do so they can achieve special stages or tiers that mark them as particularly outstanding, as Heroes and Superheroes, and even legendary Lords of battle and adventure. These Tiers of advancement differ for the three classes as shown in the table below:

	Veteran Levels	Hero Levels	Superhero Levels	Lord Levels
Fighters	1- 3 Veteran	4-7 Hero	8-11 Superhero	12+
Clerics	1-5 Acolyte	6-8 Curate	9-13 Patriarch	14+
Magic- Users	1-6 Medium	7-10 Enchanter	11-15 Wizard	16+

Becoming a Hero, Superhero, or Lord can have all sorts of social implications in the campaign, but that will depend on the circumstance and flavor of the game. There are, however, specific rule effects that also occur as detailed below.

### Hero Benefits

Fear Immunity:

Heroes are able to resist all forms of normal or magical fear and panic, automatically. They can also resist the paralyzing aura of ghouls and ghosts, with no need for a Saving Throw.

Supernormal Status:

All Heroic Tier characters are now considered Fantastic creatures when in combat.

Reputation:

The reputation of the Hero reflects what other characters think or believe the Hero is capable of. When characters, hirelings, encountered creatures, etc., of less than Heroic status are aware of the reputation of the Hero and accompany the Hero in a fight, they receive a +1 to the totals of all dice rolled.

Saving Throws:

Heroes have a better chance of surviving the seemingly impossible. All their Type I thru VI Saving Throw numbers are raised by +2.

## Superhero Benefits

Reputation:

The Heroic Tier benefit remains in effect, and an immediate Morale Throw at -1 will be triggered when characters or creatures below Heroic Levels realize they face a Superhero in combat.

Uncanny Awareness:

Superheroes instantly sense the presence of an invisible being and are able to tell their general location.

Saving Throws:

Superheroes add three more pips to their Type I thru VI Saving Throw numbers. That is +3 in addition to the +2 gained for becoming a Hero.

## Lord Benefits

Lord Tier characters add five more pips (+5) to their Type I thru VI Saving Throw target numbers, in addition to the previous bonuses gained for becoming a Hero and Superhero.

Becoming a Lord grants no other new mechanical bonuses, but achieving this Tier means the character will be well-known and recognized as a superior of their class. They will continually attract numerous voluntary, would-be followers, including some of higher levels, be acknowledged by important titles such as baron, patriarch, and so forth as is appropriate to the setting and character, receive positions of leadership in any organizations they are in or choose to create, and will be likely to establish strongholds, towers, castles, cathedrals and so forth, if they have not done so already.

## Creatures and Levels

Any creature, Fantastic or Mundane can also be gauged by Levels just as Player Characters are. The vast majority of creatures in the game are typical representatives of their species and their Hit Dice indicate Level for most purposes. However, some individuals, especially of Mundane species, may be special or outstanding, particularly as regards their combat skill or resilience. In such cases the individual should be described by Level. For example, the great prince of the orcs might be a 7th Level Fighter. Levels are not necessarily restricted to intelligent creatures either. Creatures of animal intelligence can be trained to fight and can also advance in Level, up to a maximum of 8th Level. Mounts, such as war horses, and attack animals, such as war dogs, are usually the most common type of animals trained to fight and capable of advancing as Fighters up to the 8th Level.

## Magic and Character Growth

For Cleric and Magic-User characters, gaining new Levels brings with it an increase in the ability to master and/or cast spells. Exactly how many spells a character can cast in a 24 hour period (usually sunrise to sunrise) depends in part on the make-up of magic within the campaign world. Note that this does not include spells from magic items or scrolls, which have no limit. The tables given below are suggestions only and should be adjusted to fit the nature and frequency of magic in the campaign.



## Magic-User Spell Progression

M.U.	Spell Level					
Level	1	2	3	4	5	6
1	1	-	-	-	-	-
2	1	1	-	-	-	-
3	2	2	-	-	-	-
4	4	2	-	-	-	-
5	4	2	1	-	-	-
6	4	3	1	-	-	-
7	4	3	2	-	-	-
8	4	3	2	1	-	-
9	4	3	3	1	1	-
10	4	3	3	2	1	-
11	4	3	3	3	2	1
12	4	4	4	3	2	1
13	4	4	4	3	2	2
14	4	4	4	4	3	3
15	4	4	4	4	4	4
16	5	4	4	4	4	4
17	5	5	4	4	4	4
18	5	5	5	4	4	4
19	6	5	5	4	4	4
20	6	6	5	4	4	4

## Cleric Spell Progression

Cleric	Spell Level				
Level	1	2	3	4	5
1	-	-	-	-	-
2	1	-	-	-	-
3	2	-	-	-	-
4	2	1	-	-	-
5	2	2	-	-	-
6	2	2	1	-	-
7	3	2	1	1	-
8	3	2	2	2	1
9	3	3	3	2	2
10	4	3	3	3	2
11	4	4	3	3	3
12	5	5	4	3	3
13	5	5	5	4	3
14	5	5	5	4	4
15	5	5	5	5	4
16	6	5	5	5	4
17	6	5	5	5	5
18	6	6	5	5	5
19	6	6	6	5	5
20	6	6	6	6	6

To an even greater extent than Cleric spells, the number and level of spell a Magic-User is able to master at a given Level is tied very closely with the nature of the campaign world in which the character is being played. In worlds with a low amount of magic, spells may be rare and difficult; in a world where magic is as common as dirty laundry, spells may be easy to acquire. There may also be worlds where some individuals, perhaps of some special heritage, find magic much easier than others and thus might use a different Spells per Day table. The following table strikes a middle ground approach, representing an average individual in a fairly typical fantasy world. Adjust the spells per level shown as needed to fit your campaign.

### Acquiring Spells

Cleric spells are divinely given, and thus are dependent on behavior consistent with the character's Alignment and mandates of their faith. They can then be obtained automatically through prayer or ritual, researched or achieved through the completion of some duty or quest.

Magic-Users must learn their spells from an existing source or research an entirely new spell. Finding a particular spell can be as hard or as easy as the Referee decides is appropriate for a particular campaign.

### Cleric Spells

Listed in the following table are the most commonly known Clerical spells by level. The level of the spell represents its "power" and is not related to the Experience Level of the caster, except in that low Level casters are unable to master higher level spells.

Cleric Spells			
	Level 1	Level 2	Level 3
1	Cure Light Wounds*	Bless*	Animate*
2	Dark Sight	Find Traps	Continuous Light*
3	Detect Evil*	Hold Person	Cure Diseases*
4	Detect Magic	Speak with Animals	Locate Object
5	Light*		Protection from Normal Projectiles
6	Protection from Evil*		Remove Curses*
7	Purify Food & Water*		
8	Sleep		
	Level 4	Level 5	
1	Circle of Protection*	Commune	
2	Create Water	Create Food	
3	Cure Serious Wounds*	Dispel Evil*	
4	Invulnerability*	Insect Plague	
5	Neutralize Poison*	Quest	
6	Speak with Plants	Raise Dead*	
7	Sticks to Serpents		

### Reversible Spells

Spells marked with an asterisk have a reversed version. The reverse spells are all Chaotic in nature and can only be cast by a like aligned Cleric. A Lawful Cleric may not even attempt to cast the reverse spell without immediately undergoing a change of Alignment to Chaotic.

### Magic-User Spells

Listed in the following table are the most commonly known Magic-User spells by level. As with Cleric spells, the level of the spell represents its "power" and is not related to the Experience Level of the caster, except in that low Level casters are unable to master higher level spells. Unlike reversed Cleric spells, all Magic-User spells can be cast by characters of any Alignment.

Magic-User Spells			
	Level 1	Level 2	Level 3
1	Charm Person	Continuous Light/Dark	Circle of Protection
2	Dark Sight	Detect/Conceal Evil	Clairaudience
3	Detect Magic	Detect Invisibility	Clairvoyance
4	Hold Portal	E.S.P.	Dispel Magic
5	Light/Darkness	Illusion	Fire Ball
6	Protection from Evil	Invisibility	Fly
7	Read Scripts	Knock	Haste/Slow
8	Sleep	Levitate	Hold Person
9		Locate Object	Invisibility Sphere
10		Web	Lightning Bolt
11		Wiz-lock	Protection from Normal Projectiles
12			Water Breathing
	Level 4	Level 5	Level 6
1	Charm Monster	Animate	Death Strike
2	Confusion	Cloudkill	Disintegrate
3	Dimension Door	Conjured Elemental	Displace Water
4	Grow/Shrink Plant	Contact Transcendent	Flesh to Stone
5	Polymorph Another	Feeblemind	Geas
6	Polymorph Oneself	Grow/Shrink Animal	Invoke Stalker
7	Remove/Bestow Curses	Hold Monster	Project Image
8	Wall of Fire	Magic Jar	
9	Wall of Ice	Passwall	
10	Witch Eye	Telekinesis	
11		Teleport	
12		Transform to Mud	
13		Wall of Iron	
14		Wall of Stone	

## Spell Casting and Concentration

If the Referee prefers, spell effects may either take place immediately during the caster's move in the order of action in the Round, before the actions of the next character in order, or the Referee may delay the enactment of the effects of any spells cast until the very end of the combat Round.

In combat, only a single spell may be cast by any spell caster during a Round, but there is no restriction on how many spells may be cast in a Melee Turn. In other words, a spell caster may cast spell after spell, Round after Round, except that some spells require concentration to maintain the effect and a caster cannot concentrate on a spell effect and cast another spell at the same time.

## AWARDING EXPERIENCE

Experience points may be awarded in a number of ways. For Tonisborg dungeon, we recommend the following simplified method based on practices used in the Twin Cities campaigns. The main ways to gain "XP" (experience points) are: winning prizes, spending loot, killing monsters, and exceptional game play.

### Winning Prizes

First, and usually foremost, in points awarded, is the acquisition of magic items. Experience points for Magic items recovered is as follows for all classes

#### Magic Item Experience

Magical Swords	1000 XP per "+" rating + 100 per magic ability
Magical Weapons	100 XP per "+" rating
Potions	250 to 500 XP
Miscellaneous Magic	100 to 5000 XP maximum
Scrolls (spells Level 1-5), Holy symbols and Relics	500 XP
Scrolls (spell Level 6) and Wands	600 XP
Rings	700 XP
Staves	800 XP

Experience Points can only be awarded once for magic items; meaning that if a magic item is sold, the character does not get additional XP for the GP received.

### Spending Loot

The second method to gain XP comes through the treasure characters acquire as a result of their adventure: money, gems, jewelry and non-magical items of value included in their personal cut. Only a portion of this money translates to Experience Points and only if it is spent in a class appropriate, character building fashion in line with the objectives of the class. Characters will receive 1 XP per 10 GP of their share of the treasure – that is, 10% of the character's cut – but they must spend that 10% in class related activities to receive any points. For example, a Cleric comes back from adventuring with 500 GP. The Cleric's player knows the character can receive 10% of that 500 as Experience Points and informs the Referee that the Cleric will offer 50 GP to mother church, thereby awarding the Cleric with 50 Experience Points. If the Cleric donates 100 GP to the church, the Experience point award would still be 50, since the XP award cannot exceed 10% of the wealth gained during an adventure. If a Magic-User returned from adventuring with 500 Gold Pieces and also donated to a church, they would not receive any points, but if they were instead to spend 50 GP or more on stocking up their laboratory, then they would get the 50 XP. Likewise, with Fighters, buying equipment, training or engaging in various reputation building exploits by throwing money around will gain them XP. The specific activities need not be declared by the players at all. If working out the details doesn't sound fun to your group, you can just convert 10% of the treasure into XP and call it a day. Alternatively, how the money is spent can be gamed in great detail as desired by the group.

## Killing Monsters

The third method of gaining Experience Points is slaying monsters. The calculation is quite simple. When a monster is killed by either physical or magical means, their Hit Points are credited as Experience Points. Note that subdued or otherwise defeated but alive monsters don't count, unless the Referee rules otherwise. For more information on Hit Points, see "HIT DICE AND HIT POINTS" on page 114.

### Special Experience for Magic-Users

Magic-Users can gain experience by casting a spell that is new to them – either one they have learned or from a scroll – 100 XP per level of spell for each spell cast, divided by the Level of the caster (round up). Thus, a third Level Magic-User, casting a new first level spell, gets a third of the Experience Points (33 points), while a tenth Level Magic-User casting the same first level spell would only get 10 points.

A second way Magic-Users can gain special experience is by researching and successfully creating a new spell or magic item. The Magic-User will gain the full XP value of the spell or item upon its completion.

### Experience Points: What's mine is mine...

The Referee must decide at the start of the campaign whether XP will be shared by the group or awarded individually or a combination of the two.

**Individual Experience:** All of the above rules for determining experience points apply only to the Player Character or Non-Player Character who captures the prize item, delivers the killing blow to the monster, or carries out the treasure. For example, if three Fighters take out four goblins, but one of the Fighters kills three of them and one of them kills the other one, then the first Fighter gets the experience points from their three goblin kills, the second gets points from their one goblin, and the last gets no XP at all. This method may create a "friendly rivalry" between players.

**Shared Experience:** In this method, all the points for monsters killed, prizes captured, and treasure found are totaled and split equally by all surviving members of the adventuring party.

**Mixed Experience:** The exact mix of individual and shared experience is up to the Referee. A common and recommended method would be to award individual experience for monster kills but shared experience for prizes and treasure.

### Hirelings and Experience Awards

When calculating Experience, participating hirelings and henchman of any sort are factored in just the same as Player Characters. However, Experience Points are not usually awarded to hirelings in full. After the calculations are made and Experience Points earned are determined, the amount given to hirelings and henchmen is usually cut in half. In other words, for the purpose of the calculation of points, hirelings figure just as Player Characters do, but when points are awarded they will only receive half the points they would if they were Player Characters. The Referee may make exceptions for hirelings whose actions were particularly important during the adventure, and award points to them accordingly.

### Experience Point Adjustment Score

The table below details the adjustments available to characters through their Experience Point adjustment score. The percentile given in the table applies to the amount of Experience Points needed to attain the next Level and is cumulative with any other applicable bonuses, such as that given to dwarves.

Experience Modifier	
Primary Attribute Score	Experience Adjustment
3-6	+25%
7,8	+10%
9-12	0
13,14	-5%
15-18	-10%

The Experience Point Adjustment score is based on the Prime Requisite of the characters' class, as modified by other traits:

**Fighters:** The Experience Point Adjustment Score is equal to the Strength score. If either or both scores of Intelligence and Wisdom are above 9, then every three whole points above 9 increase the Experience Point Adjustment Score by one.

**Magic-Users:** The Experience Point Adjustment Score is equal to the Intelligence score. If the Wisdom score is above 9, then every two whole points above 9 increases the Experience Point Adjustment Score by one.

**Clerics:** The Experience Point Adjustment Score is equal to the Wisdom score. If the Strength score is above 9, then every three whole points above 9 increase Experience Point Adjustment by one. If the Intelligence score is above 9, then every two whole points above 9 increases Experience Point Adjustment Score by one.

A 3rd Level Fighter with a Strength score of 11, an Intelligence of 10, and a Wisdom of 8 would gain no additional points from their Wisdom or Intelligence scores. The Fighter's Experience Adjustment score is therefore 11. Thus, following the table above, the Fighter gets no XP adjustment and will need the full 7000 XP (see Experience tables below) to reach Level 4. If, instead, the Fighter had the same Strength score of 11, Intelligence of 10, but had a Wisdom score of 18, they would add 1 point for every 3 points above 9 in Wisdom. Thus their Experience Adjustment Score would be 11 + 3 = 14. With an Experience Adjustment of 14, the 3rd Level Fighter receives a 5% reduction in the Experience points required to reach 4th Level, e.g. 6650 XP (7000 - 350 or 5%).

## LEVELS OF EXPERIENCE

**Fighter Progression Table**

Level	Hit Point Gain	Experience Points
1 Veteran	1d6+1	0
2 Veteran	1d6	1,000
3 Veteran	1d6	2,500
4 Hero	1d6	7,000
5 Hero	1d6+1	14,000
6 Hero	1d6	28,000
7 Hero	1d6+1	42,000
8 Super Hero	1d6+1	126,000
9 Super Hero	1d6+1	252,000
10 Super Hero	1d6+1	378,000
11 Super Hero	+2	504,000
12 Lord	1d6+1	630,000
13 Lord	1d6	750,000
14 Lord	1d6	870,000
15 Lord	1d6	990,000
16 Lord	1d6+1	1,110,000
17 Lord	1d6	1,230,000
18 Lord	1d6+1	1,350,000
19 Lord	1d6+1	1,470,000
20 Lord	+2	1,590,000

**Fighter Character Goals:** Fighters are motivated by a desire for social power, freedom, recognition, and ideally a fortress and lands of their own. Their objective is a Lordship, a Knighthood, a Baronage, or to become a key figure in a Warrior's organization or a military. More nefarious types seek leadership roles in crime syndicates.

**Cleric Progression Table**

Level	Hit Point Gain	Experience Points
1 Acolyte	1d6	0
2 Acolyte	1d6	750
3 Acolyte	1d6	3,000

4 Acolyte	1d6	4,500
5 Acolyte	+1	7,000
6 Curate	1d6	28,000
7 Curate	1d6	56,000
8 Curate	1d6	112,000
9 Patriarch	+1	212,000
10 Patriarch	+1	312,000
11 Patriarch	1d6+1	412,000
12 Patriarch	+1	512,000
13 Patriarch	+1	612,000
14 Lord	1d6	800,000
15 Lord	+1	900,000
16 Lord	+1	1,000,000
17 Lord	1d6+1	1,100,000
18 Lord	+1	1,200,000
19 Lord	+1	1,300,000
20 Lord	1d6+1	1,400,000

**Cleric Character Goals:** Clerics are motivated by a saintly dedication to their faith. Their objectives are to bring in wealth and riches, establish new institutions, such as temples, monasteries, mission outposts and schools, and rise in the ranks to become a Patriarch, perhaps the Patriarch above all others.

**Magic-User Progression Table**

Level	Hit Point Gain	Experience Points
1 Medium	1d6	0
2 Medium	+1	2,000
3 Medium	1d6	5,000
4 Medium	+1	10,000
5 Medium	1d6	15,000
6 Medium	+1	20,000
7 Enchanter	1d6	60,000
8 Enchanter	1d6	160,000
9 Enchanter	+1	260,000
10 Enchanter	1d6	360,000
11 Wizard	+1	600,000
12 Wizard	1d6+1	900,000
13 Wizard	+1	1,100,000
14 Wizard	+1	1,300,000
15 Wizard	1d6+1	1,500,000
16 Lord	+1	2,000,000
17 Lord	+1	2,300,000
18 Lord	1d6+1	2,600,000
19 Lord	+1	2,900,000
20 Lord	+1	3,100,000

**Magic-User Character Goals:** Magic-Users are motivated by their lust for more magic. Depending on their personality, they may seek to excel in the ranks of some guild, coven, or fellowship, or, more commonly, to acquire a towered seclusion wherein to brood and study and create wondrous magic. For some Magic-Users, even that is not enough and they choose political power and even to conquer the bounds of death itself.

## Elves

As magical creatures of nature, elves are special in that they can choose to adventure as either Fighters or Magic-Users, regardless of whatever their Character Trait scores may be. Elves only earn Experience Points toward one class at a time. The choice of adventuring as a Fighter or Magic-User determines to which class Levels any earned Experience Points will be devoted. Players can freely switch the character's class if they wish to, from adventure to adventure, but they cannot change the class played, and to which Experience Points are allocated, until after the current adventure has finished. Elves do not follow the charts in determining their Hit Points; rather, they gain 1d3 points each time they achieve a new Level in either the Magic-User or Fighter class.

## Dual Class Characters

In order for characters to become Fighter/Clerics or Fighter/Magic-Users, they must be unusual and exceptional individuals indeed. They must be at least 2nd level in their starting class and must have a minimum score of 16 in the Prime Requisite of the class they wish to add. A Magic-User having a Strength score of 15, while quite high for most Magic-Users, would still not be able to add the Fighter class. However, in such a case it may still be possible to achieve a Prime Requisite score of 16, using the same temporary adjustment method given for Experience Point bonuses, provided the Referee allows it.

Adding a second class places the character under the restrictions of both the new class and the old, except that they retain any learned abilities (like reading magic) that they possessed formerly. It is thus recommended that the Referee require all Saving Throws to be made as the original class or to the class of the highest Level, whichever may be better. Experience Points earned, as with elves, may be devoted to whichever class they choose, from adventure to adventure, but not during the course of a single game. Unlike elves, they may also split their points between classes to advance simultaneously.

A Magic-User who chooses to become a Cleric, or vice-versa, must give up the old ways of their previous class and all its special abilities completely or they will become a feared social pariah, often known as a witch.

## Losing Levels

When a Player Character suffers defeat or loss – such as the destruction or theft of a Magic-User's tower, the destruction or bankruptcy of a Cleric's temple or monastery, a Warrior's rout in battle or loss of face, the repeated failure of a Wizard's magic, etc. – or when the character engages repeatedly in uncharacteristic behaviors – The Lawful Cleric who hoards money, etc. – the Referee, should, after giving due warning, strip away 1-4 Levels from the character as deemed appropriate.

When a character loses a Level for any reason, including a special level drain attack, they immediately lose all associated capabilities, Hit Dice, spells, and so forth. The victims' Experience Points are reduced to the midpoint of the new lower Level and Hit Points are reduced by dividing the victims' Level into their Hit Point total to achieve an average number (round to nearest) and subtracting that average amount for each Level lost.

## Life Energy

Certain monsters and spells make reference to "Life Energy" or "Energy Levels," including such things as "Energy Drain". Originally Life Energy Levels were not equated with Experience Levels, as evidenced, for example, in the notes prepared by Twin Cities gamer Richard Snider. These two separate "levels," along with other types of levels, were combined in the game drafts Gary Gygax prepared, and have been this way ever since. The Referee may certainly keep them combined and treated as the same. However, we recommend going back to the original idea and separating Life Energy from Experience Level. When considered separate from Experience Level, Life Energy equates to the Type I Life and Death Saving Throw trait and losing Life Energy Levels equates to point loss in the Saving Throw score.

## COINS AND ECONOMY

Zero Edition Dungeoneering assumes a monetary system based on gold coins:

1 Gold Piece = 2 Electrum Pieces = 10 Silver Pieces = 100 Copper Pieces

The economy is modeled very closely to the economic basis established by the Twin Cities gamers, beginning with their Napoleonic Campaign. Taxes are to be collected once a month (not quarterly) and are simply set to 1 Gold Piece per peasant family, which is considered to have an average of 5 persons for gaming purposes. A typical peasant family will earn 10-14 GP a month.

Starting funds may be predetermined in a number of ways but the default method is to have each player roll three six-sided dice and multiply the total by 10. The result is the number of Gold Pieces the new character has to spend.

## Taxes and Upkeep

Once per month while in civilized lands, Player Characters also must pay taxes to the local authorities, and incidental expenses for their own support and upkeep (guild memberships may be assumed to be included). These costs vary according to the Level of the character, as shown:

Level	Fighter	Magic-User
2	10	10
3	25	50
4	50	90
5	100	140
6	250	240
7	500	400
8	900	600
9+	1500	850

For Clerics no tax is expected, as most of their money will be given in the service of their faith.

## OUTFITTING ADVENTURES



Although players will want to get specific about what they are wearing, on a first adventure they can be assumed to have basic clothing. This will allow for a group of first-time players to skim some of the preparation and speed up getting right into the game.

	Clothing	
	Price Range	Notes
Bedroll	3 GP	5 lb.
Belts	1 GP	
Blankets	2 GP	
Boots	5 GP	
Fur cloaks, coats	10 GP	5 lb.
Gloves	1 GP	
Grass cloaks, coats	1 GP	
Hard sole shoes	5 GP	
Leggings, Hose	1 GP	
Sandals, slippers	1 GP	



Woman's dress, Man's tunic, fancy	10–80 GP
Woman's dress, Man's tunic, plain	1–5 GP
Wool cloaks, coats	3–10 GP

### Containers

	Price Range	Notes
Backpack (empty)	1–5 GP	
Barrel (10 gal. empty)	5 SP	30 lb
Basket, Large	3 SP	
Basket, Small	5 CP	
Belt Pouch (empty)	1–3 GP	
Bottle/Jar, Glass	1 GP	1 pt.
Bucket, Wooden	5 SP	1 gal.
Chest (empty)	2 GP	25 lb.
Cloth Sack	1 SP	
Drinking Horn	5 SP, 2 GP, 20 GP	
Pot/kettle, iron	5 SP	1 gal.
Waterskin (1 gallon capacity)	1–5 SP	8 lb. full
Wicker Backpack	7 SP	

### Tools

	Price Range	Notes
Block and Tackle	5 GP	
Candle	1 SP	Burns 1 hr
Carpenter's Tool Kit (plumb bob, drill, awl, 50' twine, ink, hammer, level)	30 GP	
Cooking Utensils/Pots	1–5 SP	
Crowbar/Pry Bar	10 SP	
Digging Bar	15 SP	10 lb.
Chalk, 10 Pieces	1 SP	
Entrenching Shovel	3 GP	Can be sharpened and used as weapon
Fire Starting Kit	1 SP	
Fishing Net	5 SP	
Grappling Hook	8 SP	
Grease (1 qt. pot)	3 SP	
High Tensile Rope, 50 feet	10 GP	
Iron Spikes	1 GP	Bundle of 10
Lantern, Mirrored	10 GP	
Metal Mirror	1 GP	
Oil Lamp, "Hurricane"	10 GP	Burns 50 Minutes
Pick	3 GP	8 lb.
Shovel	3 GP	6 lb.
Small Oil Lamp	1 SP	Burns 10 Mn
Standard Rope, 50 ft	1 SP	3 lb.
Surgeon's Scalpels	5 SP	
Torch (bundle of 6)	1 GP	Burns 10 Minutes ea.
Twine, 50 yards	1 SP	
Wire, 100 ft.	4 GP	

### Short Weapons

	Cost (GP)
Dagger	5
Hand Axe	10
Mace	10
Magado Corta (short fighting stick)	1
Sap	1
Short Sword	8
Spiked Gauntlet	20

### Medium Weapons

	Cost (GP)
Battle Axe	10
Club	1
Flail	5
Magado Vera (chin high rod)	1
Morning Star	10
Rapier	30
Sword	10
Warhammer	2
Waster (Macana)	3

### Long Weapons

	Cost (GP)
Magado Lata (above head height staff)	1
Mounted Lance	10
Pike	10
Pole Arms	6
Spear	2
Two-Handed Battle Axe	15
Two-Handed Mace	10
Two-Handed Sword	27
Two-Handed Warhammer	15
Whip (weaponized)	2

### Ranged Weapons

	Cost
Atlatl	5 GP
Ammo (regular)	1 GP per 100 rounds
Ammo (silver)	1 GP per 10 rounds
Arrows (war)	1 GP per 20
Arrows (silver)	1 GP
Arquebus Matchlock*	45 GP
Axe	5 GP
Blowgun	5 GP
Bolas	5, SP
Boomerang	1 GP
Composite Bow	40 GP
Crossbow	15 GP
Dagger	5 GP
Dart	1 GP
Discus	5 GP

Heavy Crossbow	35 GP
Javelin	5 GP
Longbow	40 GP
Recurve Bow	25 GP
Shuriken	1 SP
Sling	5 SP
Staff Sling	15 GP
Throwing Spear	10 GP
Whip Bow	10 GP

\*requires blackpowder and fuse. One shot per turn, range 60 feet, 1d6 damage, roll a d6 per shot, on a 1 it misfires.

### Live Animals

	Price Range
Donkey/Pony/Llama	1-8 GP
Hawk	15-20 GP
Horse - Heavy	125 GP
Horse - Light	25 GP
Horse - War	125 GP
Large Farm Animal	1-10 GP
Small Farm Animal	50-80 SP
Tarn	200-400 GP
War or Hunting Dog	1-5 GP

### Transport Devices

	Price range	Weight
Boat, 10 ft long	10-15 GP	
Cart	10 GP	200 lb.
Skis	5-10 GP	5 lb.
Sled	5 GP	300 lb.
Sledge	5 GP	10 lb.
Snowshoes	10 GP	
Travois	1 SP	
Wagon (One Horse)	50 GP	400 lb.
Wagon (Two Horse)	332 GP	1200 lb.

### Miscellaneous

	Price Range	
Blowing Horn	9 SP	
Chain (10 ft.)	10 GP	4 lb.
Chalk, 10 pieces	1 SP	
Climber's Chalk In Pouch	5 CP	
Cosmetics	1 GP	
Disguise Kit	15 GP	
Fishing Tackle	1 GP	
Glass Bottle	1 SP	
Grappling Hook	1 GP	
Harness	16 GP	Per animal
Ink Pot/Vial	8 GP	4 oz.
Ladder, 10-foot	1 GP	15 lb.
Lamp Oil/Kerosene	1 SP	1-pint flask
Lock	10 GP	

Manacles	1-5 GP	
Musical Instrument, Common	5-20 GP	
Packsaddle	5 GP	15 lb.
Paper	1 SP	(30 1 ft sq sheets)
Papyrus	2 GP	(per sheet)
Parchment (per sheet)	4 GP	(per sheet)
Pen, Quill	2 GP	
Piton	1 GP per 10	
Pole, 10-foot	5 CP	5 lb.
Rations, Iron (hardtack biscuit; preserved meat or bacon; preserved vegetables; cheese; tea or coffee sachet; and salt, sealed in metal cans.)	2 GP (per day)	
Rations, Trail (pemmican)	8 SP (per day)	
Salt	1 SP	5 lb.
Shield	10 GP	3 lb.
Saddle & Tack (Horse)	37 GP	15 lb.
Saddle & Tack (Flyer)	40 GP	15 lb.
Sewing Kit	5 SP	
Tack (all mounts)	3 GP	1 lb.
Tent	5 - 20 GP	30 lb.
Thieves' Tools	25 GP	
Whetstone	1 SP	1 lb.

Other Items cost may be estimated by comparing to similar items in the lists.

Blackpowder - Typically, this item will be sold in two pound oaken kegs bound with copper bands. The price will depend entirely on its availability in a campaign world. In a setting where Blackpowder is not uncommon, the price will be 1 GP per keg; in more typical fantasy settings, it will cost at least 10 times that - not because the ingredients are expensive or the manufacturing process difficult, but merely because so few know the secret of its manufacture. A pound of Blackpowder (7000 grains) will supply about 50 rounds of powder for the typical arquebus matchlock. ("Modern" blackpowder is more efficient and will allow twice as many rounds due to the smaller charge necessary). For cannon, 1 pound of powder is required for every 4 pounds of projectile. Thus, an 8lb cannonball requires 2 pounds of powder per shot.

Armor is divided into 9 different classes. First Class Armor, (AC1) is simply the best there can possibly be, usually achieved through magical bonuses.

### Armor

	Price	AC
Chainmail/Flexible Linked Armors	24 GP	5
Helmet	2 GP	-
Horse Armor (Barding)	320 GP	3
Hard Leather Armor (Cuir Bouilli)	16 GP	7
Platemail (Field Plate)	360 GP*	3
Heavy Cloth or Light Leather Armor	2 GP	8

\*Platemail in the original game has long been criticized as undervalued at 50 GP. AiF lists a price of 80 gp. However, the average value of one gold piece in AiF is about 4.5 times that of one traditional GP –thus, the price listed here is 4.5 times more than that of the original game.

## Magical Armor

As noted, magical armor will have a + (or - if cursed) factor to be applied defensively in combat. Generally, plate (AC3) will be the only armor found with magical enchantment; leather does not enchant well and steel chainmail rings are too numerous. Having bonuses applied to the armor will often improve the target's armor class to 1. However, AC1 is as good as it gets, no matter how large the AC bonus may be.

## Shields

A shield improves the wearer's AC by 1 such that Armor Class 5 Chainmail becomes Armor Class 4 when the wearer carries a shield. This protection only extends to frontal and side attacks. The benefit does not apply to attacks from the rear.

## SAGACITY AND EXPERTISE

There are, of course, many possible areas of expertise. By seeking out a particular teacher or a place of learning, an individual may gain knowledge and expertise in almost any given subject or activity. When a situation arises which calls on a need for expert knowledge and such knowledge is either sought out by a Player Character from an NPC or claimed by the player as something within the purview of their character, the Referee must judge whether the challenge is one the individual in question would automatically be able to resolve, or if it could be unusual or difficult enough that a roll of the dice is required. The Referee must determine the degree of Expertise which applies in the given situation and consult the following table:

### Expertise and Knowledge (d20)

Expertise	Chance to Succeed
Low	4
Average in a similar area	7
High in a similar area	12
Average in 2 similar areas	8
High in 2 similar areas	17
Average in 3 similar areas	13
High in 3 similar areas	18

A d20 roll equal to or less than the number shown indicates success.

NPC experts in various fields will naturally take whatever time and expense is necessary, and may in the end still not produce correct answers or proper solutions. Any field of expertise may be increased by 1% or 2% per month of study and 10,000 GP spent.

## NON PLAYER CHARACTERS

### Hirelings

The party may also wish to hire guides and animal handlers or supply bearers if sufficient beasts of burden are not available. Even the smallest of hamlets will likely have one or two persons willing and perhaps eager to join an adventure for a share of the loot and/or a reasonable pay. The table below lists typical hiring costs and associated support and upkeep expenses in Gold Pieces. Offers of less than the standard in the campaign have only a 10% chance of success.

Once hired, support and upkeep must be paid on a monthly basis. As a campaign unfolds, character actions will have a large bearing on who and how many hirelings may be available. A party that has had many successful adventures should gain something of a reputation and attract would-be hirelings. On the other hand, a party that often fights among themselves or barely lives from adventure to adventure will have a hard time finding hirelings and will have to pay a lot more for them.

## Special Offers

Certain types may be more interested in payment in things other than gold for their service. For example, a Magic-User or elf may want a magic item or two as payment. Others, such as some monster types, if available, may be hired at half the normal rates. Any type of intelligent creature or "monster" can be lured or captured and forced into service. It should also be noted that slaves – if they are part of your game world – can also provide extra muscle.

## Henchmen

Unlike hirelings, henchmen are followers who do so voluntarily. They may be paid or rewarded from time to time, however. Typical henchmen include squires, apprentices, acolytes, and the neighbors kid sister who just won't go away. Prior to establishing a stronghold, the maximum number of henchman a character can have will be between 4 to 12. To determine the exact number, average the character's Intelligence and Charisma scores, and divide by 2.

## Loyalty Trait

All Non-Player Characters (including monsters) in the service of Player Characters must be given a Loyalty (aka Ego) Trait. Loyalty traits are a kind of Character Trait generated by rolling 1d12, primarily used to determine possible benefits or penalties to Morale throws. However, the Trait can also be used as a gauge for other situations, such as temptations to steal or attempts at bribery.

### Hiring Morale (d12)

Loyalty Trait	Morale Effect
2 or less	- 3 on morale throws
3	-2 on morale throws
4	-1 on morale throws
5-7	No effect
8	+1 on morale throws
9-10	+2 on morale throws
11 and above	Need never check morale

## Loyalty Trait Modifiers

The loyalty modifier refers to the adjustment made to the Loyalty Trait score of hirelings, heirs and other companions. Loyalty is affected by the combination of the leaders Intelligence and Charisma. The average value of these two scores is used to determine the bonus or penalty as shown on the table below.

### Loyalty Modifier

Int + Cha/2	Loyalty Modifier
3-6	-2
7-12	-
13-15	+1
16-17	+2
18	+4

Adjustments to the Loyalty score can also be made for other factors as determined by the Referee. For example, hirelings continually exposed to extra-hazardous duty, poorly paid, and so forth, may receive a -1 or -2 to their Loyalty. NPC's kept in service may receive a +1 bonus for every year of time in game. If they are treated particularly well, given bonus pay, and participate in successful adventures, this bonus may be increased to +2 or +3 a year. The players, of course, can not normally know the hirelings Loyalty score.

## Pay

One month's pay will usually be expected up front. Additional money for "hazard pay" may be required for forays into some dungeons and other known dangers. The amount of pay agreed upon must be received by the hireling or specialist as often as expected or it will begin to have a negative impact on their Loyalty Trait and could result in hostility between the hireling(s) and the Player Characters, as determined by the Referee.

## Random Action Matrix

Often the Referee will decide how a Non Player Character should react in a given situation and determine play accordingly, but for many encounters the Referee may leave it up to fate. Roll 2d6 on following table, adjusting the results for Charisma and any other appropriate factors:

**Random Action Table (2d6)**

Dice Score	Reaction
2	Hateful, Desires Violence
3-5	Dislike
6-8	Neutral/ambivalent
9-11	Friendly/agreeable
12	Enthusiastic (Loyalty +3)

When Alignment is unknown or Neutral, no modification for Alignment is made. Other Alignment adjustments are as follows:

Lawful aligned individuals receive a +1 when reacting to other Lawfuls

Lawful aligned individuals receive a -6 when reacting to Chaotics

Chaos aligned individuals receive no modifier when reacting to other Chaotics

Chaos aligned individuals receive a -3 when reacting to Lawfuls

Intelligence, cunning, fear, greed, special skills, and so forth could also modify the Reaction roll and should all be considered by the Referee.

## LIGHT AND VISION

Because of their torches or other light sources, adventurers cannot surprise dungeon dwellers except when the party is coming through a door or otherwise able to hide their light from immediate view. All the monsters in the dungeon are able to see in the dark and thus have the ability to surprise adventurers more easily. Some Referees also allow human and humanoid dungeon dwellers – especially the evil or magic-using ones – to develop the ability to see in darkness like the monsters, while other Referees require them to carry lights.

**Effectiveness of Light Sources**

Light Source	Vision Radius in feet	Duration
Torch/Oil Lamp	15	50 Minutes
Candle/Small Lamp	8	10 Minutes
Mirrored Lantern	30' in ½ radius (not a full circle)	50 Minutes
Open Fire	15	

The distances reached by the light shown in the table, give the area in which most things will be visible enough to be recognizable. Some things can be vaguely discernable at short distances beyond that, especially if they are light colored or reflective – eyes, for instance.

## Being in Darkness

In the dungeon, the adventurers are virtually always within a malevolent darkness, held only partially at bay by the flickering fire or glowing magical light source they carry. Should this light fail, as can happen all too easily, movement becomes hazardous. Referees must determine the dangers based upon the circumstance, but a common practice is to require direction checks in any open spaces and at intersections, either for every character, or for only the lead character if the party is roped together or holding on to each other. Dexterity checks should also come into play any time a blinded character approaches some feature. Failing the check means the characters' movement has carried them into the feature before they can react. If characters move slowly (1/3rd movement or less) and probe ahead with a pole or a spear, they can usually avoid blundering into dangers.

## Fires

Inevitably, players will attempt to set things on fire. Provided they have the means, fires may be set automatically by any characters. Once set, however, there is a chance the fire will either go out or spread. To determine if a fire spreads or goes out goes out, roll a d6. On a result of 1 or 2 the fire will spread into an adjacent area, room, corridor, or building where possible. On a result of 6, the fire dies within 1 turn, unless an accelerant like oil was used (oil will always burn). These chances can be increased in especially damp conditions or ignored in especially dry conditions. Fires will burn in a given area for up to four moves (20 minutes). Each new area that catches fire has the same chances of going out or spreading as the initial area.

There is a 25% chance (1 on a 1d4) for a group working together to put out an area fire. An individual attempting to put out an area fire will fail unless they have some extraordinary or magical means.

## SCALE

Distances are written in inches, allowing the use of different scales of distance without changing or rewriting the numbers. Generally, 1" equals ten feet in the underworld. At the wilderness scale 1" equals ten yards.

## MOVEMENT IN TIME

The Referee will keep a tally of the passage of time. The passage of time in the game is measured by the distance of movement taken or by the action taken. Time passes as characters move through their surroundings, as measured by the distance they have traveled. When characters are not traveling, time is measured by the actions they are taking.

The basic unit of time is the Turn, of which there are three types:

– When the adventurers are traveling on journeys, resting, and or engaging in long term activities, time is measured in one day Turns.

– When exploring or otherwise moving slowly, time is measured in ten minute Turns.

– For normal moment to moment play, Turns last one minute.

Each Turn usually consists of two Moves of varying length depending on the time scale employed.

A Move is the usual round of gameplay in which all parties get a chance to "go" at least once, except in combat, where Moves are replaced by Rounds, as explained below.

Turns and moves are longer or shorter depending on the situation. On journeys, a Turn equals one day; Moves are night and day.

When events are unfolding unhurriedly, such as when exploring a dungeon passage, a Turn equals ten minutes and play is broken into Moves of about 5 minutes each.

During encounters between the adventurers and monsters or other non-player characters and similar times of moment to moment action, time is further reduced to one minute Turns, and each Move will be more or less a half minute each.

The movement rates of characters and monsters are per Move. Thus, a character covers the same distance much faster in a usual half minute Move than they do when moving at the slow exploration pace of a five minute Move.

Pursuit, or any situation in which the characters choose to run, is a special case, where there are four Moves per turn, doubling the distance a character can cover in a Turn.

Melee is another special case. For figures engaged in Melee Combat (only) the normal one minute Turn – called a Melee Turn in this case – breaks down even further. The two usual Moves per minute are replaced by a number of rounds of imprecise length within a given Melee Turn, for as long as it takes to resolve the combat, but not to exceed ten. The Melee Turn has a maximum of ten Melee Rounds, which are therefore at least six seconds each. The Melee Round represents the attack or attacks or actions taken by a character during their "go" in combat. There are often less than ten Rounds in a Melee Turn because many combats are over before that. What is important to realize is that Rounds are fast action moments, not precise measurements of exact seconds (at least six) and if

ten Rounds of combat have been exceeded then a new Turn has begun. (see Movement Within Melee)

In summary, a character can take these actions in one turn:

- Travel a day's journey and rest for the night.
- Walk two movement rates in distance, i.e. 13" + 13" = 26" for an unburdened human.
- Run four times their movement rate in distance (but no mapping is allowed).
- Engage in ten Rounds of Melee

Any action that a player may decide to undertake will take time and it is up to the Referee to determine how much. It is important for the Referee to consult their players on how much time they want to spend performing actions.

When players are speaking to each other about what to do, this takes time too, but Referee descriptions are time dilated. The information conveyed to players is noticed instantly by their characters via their senses, and not usually worthy of marking as time passed unless it becomes a protracted examination of something being described, like a meticulous search for traps on an object.

### HIT DICE AND HIT POINTS

In order to track how much "damage" a creature can sustain while playing the game, the concept of Hit Dice and Hit Points was created. Every Player Character begins with 1 die as their Hit Dice. This die is rolled during character creation and is recorded on the character sheet as Hit Points. As players advance in experience levels they also increase in Hit Dice and Hit Points, thus becoming more difficult to kill.

The same can be said about every kind of creature that appears in the game. They all have a specified number of Hit Dice that must be rolled in order to determine how many Hit Points of damage the creature can handle before perishing.

### COMBAT AND DAMAGE DICE

Fighting Capability - This statistic lists the number of ordinary men a character or monster is worth when engaged in Melee. Think of it as a fighting equivalent of Horsepower. The average human fights as well as - no surprise here - one man, which is to say they have a Fighting Capability (FC) of one man. A heroic 4th level Fighter, on the other hand, fights like four ordinary men, giving them a Fighting Capability factor of 4. With an FC of 4, the fighter could fight against 4 Mundane opponents at once, or possibly make 4 separate attacks.

The default Fighting Capability of any creature or monster when confronting Mundane opponents is equivalent to their Hit Dice unless otherwise noted. Those having less than 1 Hit Die may have their FC rounded to 1 at Referee discretion.

Some individuals or subtypes of individuals will have a greater or lesser than normal Fighting Capability, which may or may not match their Hit Dice. This is notably true of characters progressing in Levels in the three classes. Humans, as mentioned, are 1 HD creatures, but Player Characters, for example, can gain significantly more Hit Points than a typical 1 HD creature. Similarly, but to a somewhat lesser extent, more FC are gained too.

The Fighting Capabilities of Fighters, Magic-Users, and Clerics are as listed in the tables below.

#### Fighter Combat Capability

Level	Fighters Fighting Capability
1	1 (+1)*
2	2 (+1)
3	3
4	4
5	4 (+1)
6	5 (-1)
7	5 (+1)

8	6 (-1)
9-11	6 (+1)
12+	7 (-1)

A (-1) or (+1) indicates a -1 or +1 applied to every attack roll.

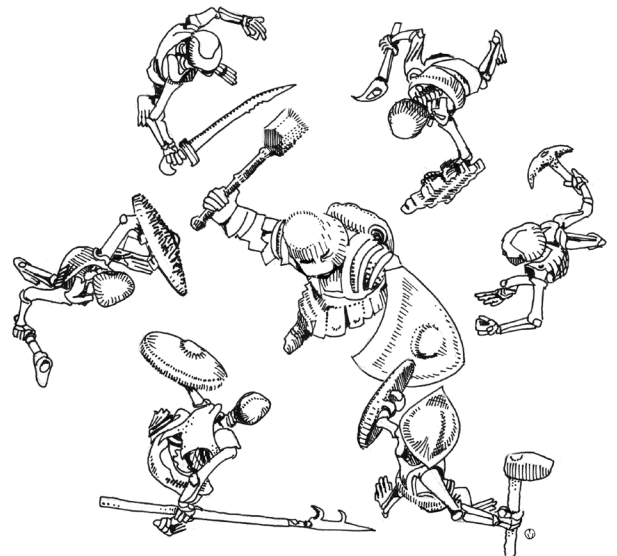
#### Cleric Fighting Capability

Level	Clerics Fighting Capability
1-2	1
3	1 (+1)
4	2
5	2 (+1)
6	3
7	3
8	3
9-12	3 (+1)
13-16	3 (+1)
17 +	3 (+1)

#### Magic-User Fighting Capability

Level	Magic-Users Fighting Capability
1	1
2	1 (+1)
3	2
4	2 (+1)
5	3
6	3 (+1)
7	4 (-1)
8-13	4
14-15	4
16 +	4

### Number of Combatants



Provided there isn't a wall or some other obstructions, up to six human sized combatants may exchange blows with a single other character at a time. Combatants with multiple attacks can concentrate on one opponent, or against all opponents in their Area of Control (10'). How they apply their attacks is a player's choice, subject to circumstance. If a 5th level

Fighter (FC 4+1) were to be engaged with five mundane opponents – orcs, let's say – then the Fighter could attack effectively against four of the orcs, and employ the +1 FC bonus, but that fifth orc is one more than the Fighter can handle, and remains safe from attack until or unless a fellow orc is killed.

## FIGHTING CAPABILITY AND FANTASTIC COMBAT

Fighting Capability indicates the strength of a figure in terms of ordinary humans, and, as such, it only applies to fights against Mundane or normal-type beings. Creatures or monsters confronting Fantastic creatures are limited to one attack, subject of course to any additional attacks that may be indicated by circumstance or rule, such as Surprise.

### Gang Attack

When a pack of animals (wolves, dogs, or hyenas, for example), or a group of creatures (orcs, goblins, peasants) attack a single human sized defender, two or more successful, simultaneous hits from separate attackers will knock down the defender and put them at a considerable disadvantage – usually a -4 on all rolls. The Referee may allow a Type IV Saving Throw with Strength bonus for a chance the character will remain on their feet.

### Offensive Bonuses and Penalties

Offensive adjustments, such as the plus rating of a magic sword or the minus rating of a cursed sword are added to the total result of the dice roll; for example, a die result of 4 with a +1 bonus becomes a total of 5.

### Defensive Bonuses and Penalties

The defensive bonus is applied to the target number needed to achieve a damaging hit on a defender. So, for example, an attacker who needed to roll a 10 against a defender to hit them successfully will instead need to roll an 11 if the defender has a +1 defensive bonus.

### Attack/Defense Multiples

Some situations and some creatures may call for a doubling, tripling, etc. of attack and/or defense values. This means the appropriate multiplier (i.e. tripling = x3) is applied to the Fighting Capability of Player Characters or Hit Dice (monsters, etc.) and Hit Points (the defense value) for the particular creature or situation only.

In some cases, it may be specified, (or undertaken at the Referee's discretion), to also apply the corresponding integer (+2 for doubling, +3 for tripling, etc.) to Armor Class and Saving Throws.

### Ferocity Attack

When faced with a particularly desperate situation, such as a mother dragon defending her fledglings from a swarm of attackers, or when a lone figure in a dark alley is faced with an assassin wielding a poisoned blade, characters and monsters may attack with Ferocity, temporarily giving them a +4 to hit and damage. Ferocity attacks can never last more than six rounds, and it will be up to the Referee to determine what situations warrant a ferocity attack. At Referee discretion, the aftermath of a ferocity attack may result in fatigue for the attacker.

### Side and Rear Attacks

In any case where characters are attacked from the side in such a way that they could not turn or twist during the combat round to face the attack, the attacker receives a +2 to the attack and to damage. Similarly, attacks to the rear of an opponent are at +3 to hit and +3 to damage. Anyone struck in a side or rear attack cannot make a counterattack that round (they have to turn to face the attacker first), but can strike back on subsequent rounds.

### Special Attacks

Many types of monsters also have "special" attacks. Special attacks will often deal damage in amounts other than the usual 1d6 or will inflict damage of a particular transformative type. This may be something that simply occurs, and usually requires a Saving Throw, such as the paralyzing aura of a ghoul, or it may be an attack form that a monster may choose to use or not, such as dragon fire or the bite attack of a thoct. In any case,

where a special attack form exists which is optional for the monster on any given round, a die roll must be made by the Referee to determine if the monster has chosen to use that particular form of attack. In most cases, unless otherwise specified, the Referee should roll 2d6. If the result is 7 or better, the monster has opted to use its special attack form, i.e. the dragon is going to breathe, the wyvern bite, etc.

### Poison and Poisoned Weapons

Poisons vary, but usually inflict 1d6 points of damage per round for 12 rounds. A successful Saving Throw against being poisoned will stop the poison but the victim will suffer damage equal to half of their Hit Point total and suffer the effects of fatigue. If a hit is scored by a poisoned weapon, the victim will take the number of damage points indicated by weapon hit in addition to poison damage.

## WEAPON GROUPS

All weapons fall into three broad categories: Long, Medium and Short.

Long weapons such as a halberd or two-handed battle axe, provide the advantage of reach and the disadvantage of size. They allow one to become the attacker and gain the first strike in situation where all else is equal, but they are a disadvantage in the tight spaces typical of dungeons, as follow:

- in doorways, subtract 2 from attack rolls
- in corridors of 10' or less, subtract 1

Medium weapons include such weapons as a typical sword, hand-axe, or mace. There is usually sufficient room to wield these weapons properly, however in cramped spaces, including doorways, Medium weapons, receive a -1 to attack rolls.

Short weapons such as daggers and short swords, can be used without penalty in any space, even tight spaces. In doorways or similarly tight spaces, characters wielding short weapons will usually have the advantage of being able to attack first, however in situations where space is not a concern, short weapons will usually be last to strike.

### Damage

When damage is inflicted, the usual method is to subtract an amount of Hit Points. Many common monsters will often inflict damage with the same sorts of weapons the Player Characters use and have the same damage range – usually 1d6, but others are much more deadly and some are less so. To determine how much damage a creature inflicts, consult the following table:

Monster Damage	
Creature Hit Dice	Damage per Hit
0 to <1	Damage is equal to creature Hit Points
1 to 7	1d6
(7+) to (11+)	2d6
12 to (15+)	3d6
16 and greater	4d6

Individual creatures may have various + or – damage modifiers, some of which may depend on special circumstances or on a Strength bonus.

## ACCUMULATIVE DAMAGE EFFECT

For those who wish to use it, the following optional rule is given for the effects of damage on abilities in combat. When Hit Points drop below half due to physical injury, two factors are removed from the Dexterity Trait and movement rates are cut in half. When Hit points drop below a quarter due to physical injury, four factors (total, not in addition to any factors already removed) are taken from the Dexterity Trait total and movement rate is reduced to one quarter of normal.

## DEATH AND DYING

Upon reaching 0 Hit Points, Non Player Characters of 1 HD or less are unconscious. For each Level a Player Character has (and optionally NPC's),

plus 1, they can survive in a state of unconsciousness for one turn, when damaged below zero Hit Points. Thus a 1st Level PC is unconscious from 0 to -2 and dead at -3 and a 2nd level PC is unconscious from 0 to -3 and dead at -4, etc. Characters in this state of unconsciousness will die if not given medical attention within 1 turn. A healing potion or cure spell restores consciousness and Hit Points immediately.

## MORALE

Non-Player Characters and hirelings must make Morale throws whenever faced with a highly dangerous or unnerving situation, including combat, of course

Generally, Player Characters will decide their character's Morale state and no Morale throw will apply to them. Exceptions can be made based on game or campaign circumstances as desired. Some Referees may prefer to have low level characters make Morale Saving Throws.

### Morale Throw Situations

Morale Throws should be made when there is some great challenge or when the danger appears unusually threatening, extreme or shocking. The characters must know, suspect, or believe that they are overmatched and in serious danger. If, however, the character is facing the danger on purpose as a means of protecting the life of others – an act of bravery – the Referee may rule that there is no need for a Morale throw.

Typical examples of appropriate times to require a Morale throw:

- The beginning of every new combat.
- Every time a group takes casualties of 10% or more of the original total.
- The character suddenly experiences a severe shock from something unexpectedly horrible.
- The character's Hit Points drop to less than one third.
- The character could be killed in just one round.
- Neither the character nor the group has physical or magical means of dealing with the challenge they are facing.

### Death of a leader or the most experienced character.

Both Player Characters and NPCs also may have no way of knowing, in any given situation, the true level of danger they are in. Characters who do not even suspect the amount of danger they are in require no special Morale Throw. When determining whether to require a Morale throw, what the characters believe is more important than what they know. For this reason, a powerful illusion is certainly cause to make a Morale Throw, even though the threat is false.

### Morale in Combat

The first Morale Throw should occur before a fight begins. Intelligent creatures may begin with a "normal" Morale Condition or the Referee may set the Morale Condition due to circumstance. Alternatively, the Referee can roll for the monsters starting Morale Condition by using a d6, allowing Flushed on a result of 1; Normal as 2 or 3; Shaken 4; Disrupted 5; and Routed 6 (see below).

Thereafter, Morale Checks must be made when the Referee decides some event, such as those outlined above, warrants another Morale Throw. Particular attention should be paid to casualties and making new Morale Checks at each 10% threshold. Fleeing compatriots should also trigger a Morale Check.

### Inspiration

Spells, magic items, and other methods which instill courage, will negate the need for a Morale Throw. Likewise, an inspiring orator or leader with a high Charisma can lift the Morale of any group.

### Leader Death or Panic

Leader death results in any Morale bonus the leader may be imparting being turned into a negative –thus, the more popular the leader the bigger

the loss of Morale. Leader death always requires a Morale Throw. Much the same result occurs if a leader panics.

## Morale Tables

To make a Morale Throw, roll 2d6 and apply appropriate pluses or minuses according to the situation. The result must be equal to or lower than the number on the following table:

Morale Roll	
Fighting Capability	Saving Throws
4+	10
3	9
2	7
1	6
Less than 1 HD	4

Fighting Capability (Normal) determines the minimum Saving Throw number to succeed. For monsters, their Hit Dice represents their Fighting Capability. In group situations, it is faster to make one group roll for NPCs of the same type. Player Characters who are required to roll always do so individually. When any number above the Saving Throw number is rolled, the Morale Throw is failed.

The effects of failing Morale can vary as the Referee desires and can be kept as simple as "you fail, you run," or "you fail, you refuse to even try," but a more nuanced system used by the Blackmoor Bunch gives another option.

In this method, when a Morale Saving Throw failure occurs, Morale Condition drops one step and the effects of that step are applied according to the table below:

Morale Condition Table		
Condition	Combat Adjustments	Duration
Flushed	Double Fighting Capability	2 Melee Turns
Normal	None	
Shaken	50% Fighting Capability	2 Melee Turns
Disrupted	20% Fighting Capability	6 Melee Turns
Routed	0% Fighting Capability	18 Melee Turns

Combatants who drop one or more steps below "Normal" will remain in their new Morale Condition for the number of Melee Turns indicated in the table. To return to the Normal condition, each step on the table must be passed through first, taking the time in Combat Melee Turns as listed. For example, an orc whose Morale has dropped to "Disrupted" will be in "Disrupted" for six Turns, then will rise to "Shaken" for two more Melee Turns before finally returning to "Normal." Of course, this example assumes the orc does not fail any more Morale Throws during the Melee Turns from which its Morale is recovering.

When Morale Condition drops during combat it often indicates a momentum shift has occurred. Both Player and Non-Player Characters so affected should always act last in the combat round, regardless of Dexterity or other factors. Note that a Routed condition requires running away if possible, or surrendering if running is not an option. Some creatures may, if it is their nature or if it has been decided by the Referee, attack in suicidal fury if surrender is not an option.

Immediately after a victory, the victors automatically rise one step in Morale, and this is one possible way to achieve a Flushed "with victory" condition for two Turns.

Changing circumstances should affect the Morale Condition at which creatures begin a combat. For example, a group of adventurers encour-

ter and attack hobgoblins in a dungeon hallway, slaying half of them in the first round. Goblins in a nearby room take up their weapons and rush to the sound of the commotion. Seeing the destruction the adventurers have already dealt to their larger brethren, the goblins, as decided by the Referee, begin their Morale check in a Disrupted state.

If the Morale Condition is affected for reasons other than combat, the Condition effects apply to the challenge being faced just as well as to Fighting Capability.

### **The Charge Move**

Charging at an enemy grants an extra one third to movement and a +4 to the initial attack roll if contact is made, but charging is only allowed when Melee is expected. Charging requires a successful Morale throw. A charge may only be conducted for one turn.

Charging is further differentiated by long and short range charges. A short range charge occurs when the distance to the opponent is half or less of the total Charging range, and allows the figure charging to both move and attack, provided the opponent has not taken some prior action to prevent an immediate attack, such as setting up a spear wall or springing a trap.

A long range charge is considered any charge where the distance to the opponent is more than half the charge distance away. In this case, the attack cannot be made in the same turn as the charge. Thus, at distances of greater than half of the charging range, the opponent has an opportunity to make a full move, including a counter charge or retreat.

Facing a charging enemy requires a Morale throw for non-Heroic tier figures.

Once Melee is engaged no further charging is possible.

## **MOVEMENT WITHIN MELEE**

### **Order of Action**

Normal movement occurs simultaneously and can occur in any order, however, movement within the context of a Melee must be ordered specifically regarding who moves when and in what sequence events can occur.

The basic rule is that attackers go first.

When Surprise (see below) isn't a factor, determining who has the initiative for attacking first begins with a consideration of vision or detection by other senses.

In dungeons, monsters generally operate with no vision restrictions, unlike the PCs who are probably exploring by lamplight. When encounter distance is determined (see below) it may well occur at a distance beyond which the adventurers can see, allowing many creatures of the underworld to see the PCs first.

Weapon length may also be a factor for the Referee to consider. If neither side has an advantage, the one with the longer reach should be considered to be the attacker and given the initiative, keeping in mind that tight spaces restrict the use of longer weapons.

Creatures of animal or less intelligence will always attack intruders, and thus will immediately become the attacker and charge the PCs, often being able to reach them in one move, depending on movement rate.

The Referee will inform the PCs they are being charged by an attacking monster and ask them what they want to do. The PCs likely have only one move to react. Any attempt to get off a shot or cast a spell prior to Melee with the charging aggressor will depend on the charge distance as explained above.

As the attacker, the charging monster will strike first, unless the PCs become aware of the charge at a distance greater than half the monsters charge distance (a rare occurrence) or the PCs have successfully prevented it through some action, for example, a spell or spears set against the charge. The same applies to diving attacks from aerial creatures or swimming attacks from sea creatures.

Now, as often happens, if the PCs and monster see each other simulta-

neously, then it will be up to the Referee to adjudicate who moves first – who is the attacker – based upon circumstance. Unless there is a good reason not to (such as several PCs tumbling through a stuck door they just battered down) the Referee should ask the PCs what actions they want to take at the start of the encounter, and allow them the opportunity to become the attacker. If the players hesitate or deliberate for more than a few seconds, their characters should lose the chance to go first.

In the case of encounters with intelligent monsters, the Referee will roll on the Random Actions table, giving a chance for the monster to take some action other than charging at the PCs.

Once the order of action is established, it will continue unaltered from Melee round to Melee round until some new circumstance forces a change in order. A common example of an order altering circumstance is a failed Morale Throw, which necessitates moving to last place in the turn order.

### **Melee Range**

Once Melee has begun, a figure moves according to the push and shove of battle. The figures will remain within 3" of their opponents until dead or an attempt is made to move out of Melee. Therefore 3" is the maximum radial distance a figure could move in one Melee Round while engaged in combat. Opponents within Melee Range may attack each other as opportunity permits and positioning may be considered fluid.

### **Area of Control**

All Figures also have an Area of Control of 1" on all sides where Melee contact occurs. Figures can prevent any opponent, up to their Fighting Capability in number, from moving past or infiltrating through their Area of Control.

### **Entering Melee**

To initiate a Melee, the combatants must be within 2" (that is, between 1" and 2"). However, any figure can enter a preexisting Melee occurring within 3" (30 feet in the underworld) provided that no more than half their movement rate is required this Turn to place them within Melee Range, and they are not otherwise prevented from engaging. (In Strategos there is a bonus for entering an existing melee after the first round, usually involving a morale roll for the opposing side and a boost in attack for that round for the entering forces. – David Megarry)

Figures within 3" of an existing Melee operate in Melee Rounds— provided no obstruction lies between them and the Melee. Figures outside of an opponent's Melee Range continue to operate according to the rules of normal movement.

### **Withdrawal**

To withdraw is to intentionally leave a Melee in a retrograde direction away from opponents. Figures within the Melee Range of opponents may only withdraw under very specific circumstances.

Figures within an opponent's 3" Melee Range may refuse combat by moving backward 3" behind supporting figures when those in front can effectively prevent infiltration. A common case in point would be Fighters standing abreast in a corridor, allowing a Magic-User behind them to withdraw.

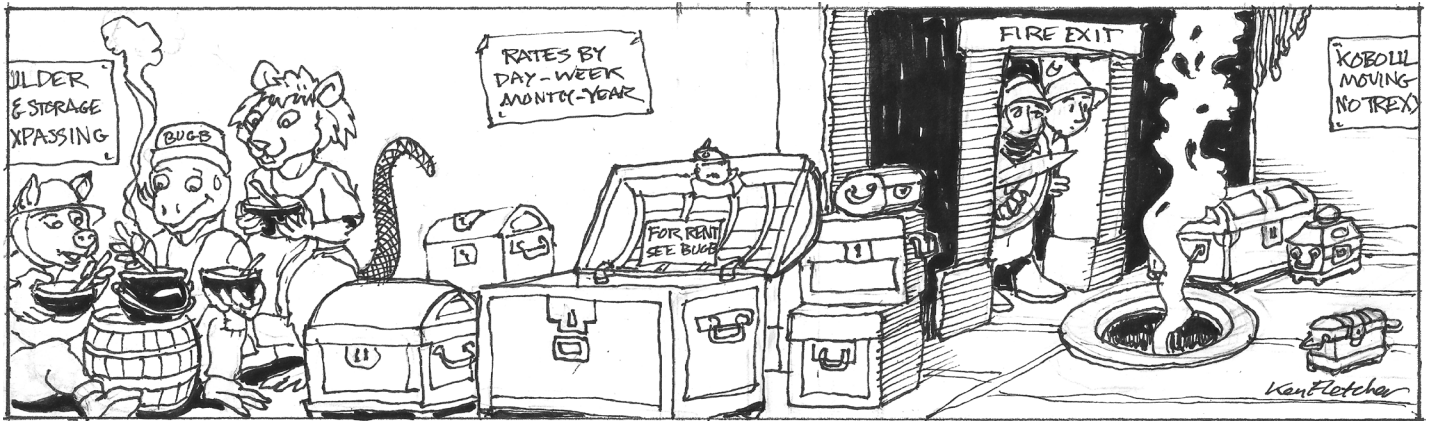
If all attacks rolled against a figure in any given round prove unsuccessful, they may withdraw if a clear path exists.

Normal-types will always attack other normal-types in preference to a fantastic/heroic-type. Therefore, an un-engaged fantastic/heroic-type has freedom to withdraw from a Melee between normal-types.

### **Infiltration**

Passing by individual opponents or beyond their Melee range is permitted only when the enemy's Fighting Capability is overwhelmed. That is, any figure or group facing more opponents than their Fighting Capability permits them to handle cannot prevent infiltration. An infiltrating figure is considered to be in a normal movement phase and subject to the usual movement rules. This rule applies to aerial and underwater creatures who wish to fly or swim away from a Melee attack, such as a giant vulture diving on a party of adventurers.





## Flight

Any deliberate or forced attempt to leave a Melee other than Withdrawal or Infiltration will be considered an act of flight. Fleeing from Melee incurs an automatic rear attack from any opponent able to deliver the blow.

## Pursuit

When pursuit occurs, the movement rates of the pursuer and the pursued are compared, plus any distances that exist between them. If the pursuer is able to exceed the distance the pursued can travel, the pursued will be caught and subject to a rear attack, with no return attack on the pursuer possible that Melee Round.

Unintelligent monsters will stop to pick up discarded food nine out of ten times, but only one out of ten times for treasure. These chances are reversed for intelligent monsters. Players may also attempt to slow pursuing monsters by closing and locking doors, tipping over furniture and so on. The Referee will have to judge the effectiveness of these tactics. A locked door, for example may take human-sized creatures a full turn to open, but giants may only lose half of their movement rate in the short time it takes them to burst through.

A pursuing monster will continue until there's 9" or more between them and the pursued, after which the pursuer will remain on guard and eventually return to its lair. If sight is immediately broken by a turn in the corridor, stairs, or a door, etc., a monster will continue pursuit only on a 1/3rd chance. If a secret door is entered, the monster will pursue only on a 1d6 chance.

## Encounter Distance and Surprise

There is always a moment when a group or individual becomes aware of the presence of others. Often a measure of the distance at which this encounter occurs will be needed, and the first step in determining Encounter Distance is checking for Surprise.

Surprise in the dungeon occurs very close by, the exact distance being determined by result of the die roll. There is a 25% chance any Surprised character will drop one handheld item. If more than one item is being hand carried, roll to see which item is dropped. Dropped light sources have a 33% chance of going out.

The Surprising side has gone undetected from afar. The Surprised side failed to perceive their presence until they were too close to react first—within 30' of each other.

Monsters can potentially detect adventurers to the edges of their senses, which can be quite far in a dungeon, but under typical circumstances, adventurers won't be able to detect the presence of monsters in a dungeon at distances greater than 90 feet. Therefore, the Referee should check for Surprise when separate groups are somewhere within 3" to 9" away from each other, as long as there are no impassable barriers blocking the way, or other mitigating factors such as an invisible or hidden character moving silently and so on. A check for Surprise would be made for a party of adventurers walking down a dungeon corridor every time they come within 9" of any room or rooms containing monsters—multiple rooms requiring multiple checks.

When a condition of Surprise is possible, a d6 is rolled for the players side— one roll covers all characters in the group. Surprise is indicated by

a result of a 1 or 2. A result of 3-6 indicates no Surprise has occurred. If the Player Characters are not Surprised, a roll for the monsters or other NPC groups to see if they are Surprised will follow, but only if the Referee determines the circumstances allow the possibility. Note that in many circumstances, it may be sound or smells that alert monsters of an encounter, but because most monsters are not restricted in their ability to see in the dark, a light source will nearly always spoil adventurers' chance to Surprise dungeon monsters except when it is blocked by a door, etc.

Only one group may be surprised in an encounter between two opposing sides.

When a 2 is rolled on a surprise check it indicates a condition of Complete Surprise, meaning that the surprise will occur when the distance between parties is a mere 10 to 20 feet, and the one(s) Surprised are at the greatest disadvantage.

A result of 1 indicates Surprise occurring at a distance of 21-30 feet between the lead characters and monsters.

If neither side is Surprised, when each becomes aware of the other depends on circumstance. Adventurers will not detect monsters beyond 9", and for game purposes, the same may be assumed of most monsters detecting the adventurers. Thus, when a wandering monster appears or a monster simply inhabits an open space or corridor, the Referee may find it necessary to roll to determine the distance at which the encounter is perceived (heard, seen or smelled). To determine the encounter distance in these cases, roll 2d4 +1 and multiply by 10'.

**Surprise Table (d6)**

Player Roll	Monster Roll	Result
2	No Roll	Complete. Encounter Distance 1"-2", Monster gets 2 moves; 25% chance per character of dropping an item.
1	No Roll	Distance 2"-3" Monster gets 1 move; 25% chance per character of dropping an item.
3-6	2	Complete. Encounter Distance 1"-2", Players get 2 moves.
3-6	1	Distance 2"-3" Players get 1 move.
3-6	3-6	No Surprise. Roll Encounter Distance - 3"-9".

Doors, gateways, walls, or any other sort of blockage negates the need for an Encounter Distance roll in most cases where there is no Surprise. Further, successfully listening at a door can prevent or negate a party from being Surprised by whatever is on the other side - unless the monster decides to burst out at the party.

Surprise will most often unfold as a deliberate, if perhaps impromptu, ambush and when one character, monster or group Surprises another by ambush, flank attack, rear attack, or what have you, it always strikes first. Because one side is startled, it automatically becomes the Surprising sides turn to move.

When it is monsters doing the Surprising, how it unfolds depends on the exact distance and the intelligence of the monster or the decisions of the

Player Characters in the instance when they are the ones doing the Surprising. A monster won't need to close any distance if they Surprise within twenty feet – they can simply attack.

Non-intelligent monsters will attack immediately if they are close enough (Complete Surprise roll of 2), or close the distance to attack if they are not close enough for an immediate strike (Surprise roll of 1). Intelligent monsters often will react this way also, but not in cases where they fear the Surprised opponent is too strong to attack. In this case, intelligent monsters will act randomly according to a roll on the Random Action table.

Based on the intelligent monster's reaction, the Referee must then decide if the monster avoids the encounter altogether (stays hidden or moves away silently) or decides to make their presence known in some way other than an immediate charge. Note that a negative reaction might prompt a monster to attack with a distance weapon, but not rush into Melee.

At a Complete Surprise distance of 10-20 feet. The Surprising side can simply roll an attack roll on the startled side, immediately followed by a second attack roll to start the next round before the defender has a chance to strike back.

For those "lucky" enough to have been Surprised at 20-30 feet (a roll of 1) the Surpriser will have to use its Surprise segment/free move to close the distance to attack. Closing the distance in this manner will still allow the Surpriser to become the attacker and thus enjoy a first strike against the Surprised side to begin the round. The defender may then strike back normally or attempt some other action as usual.

In an encounter between two groups, only one side may be Surprised, but where several independent groups converge, it may be possible for all but one of the sides to be simultaneously Surprised. Distance is then determined by the closest die roll (any 2's) but any party rolling a 1 will have a one move advantage over any party rolling a 2.

When Surprise occurs out of doors, as in the Wilderness, the procedure is similar, except that the automatic strike range is 10 yards (30 feet) instead of 10-20 feet and no check occurs to see if those being Surprised were so startled that they accidentally dropped something in hand.

To be clear, the Melee Range rule does not come into play until the Surprise segment of an encounter is complete and combat has begun. Even though Surprise encounters occur within 3" (30 feet indoors), Melee Range only concerns existing Melees and the area in which an existing Melee is occurring.

## PRE-COMBAT SEQUENCE

I. If appropriate, check for Surprise; otherwise check Encounter Distance 3"-9".

II. For intelligent beings, make a Random Action roll.

## COMBAT SEQUENCE

I. First Move - Morale, or Loyalty Checks as needed.

II. Order of Action

Movement is carried out simultaneously. If the question of possibility of a given movement arises, the Referee decides it at this time; also, any movement required as a result of fire or Melee on the previous turn is resolved. or projectile weapons or Spells or Turning

B1. If not in Melee, projectile weapons or Spells or Set Spears or Turning where possible, carried out simultaneously

Morale Checks if triggered

B2. If Melee is now entered, then

a. Continues until a victory condition is met or up to 10 rounds

b. Command Control Checks as needed

c. Morale Checks if triggered

B3. If not in Melee, Second Move

a. Second movement or projectiles (or Spells or Turning if not already done in the first Move)

b. Melee may be entered (as above)

III. New combat turn begins at Step II

## COMBAT RESOLUTION

In the previous Champions of ZED rule set, two fairly detailed methods of resolving combat based on the methods of Gygas and Perren's miniature warfare rules were provided along with a simplified "basic" d20 method. However, more recent discoveries revealed the procedure as originally intended in the first game drafts of 1973 by Arneson and Gygas, and this elegant method is followed here.

The basis for combat resolution is a fairly simple principle, structured around the relative difficulty to penetrate armor. Class 2 Armor (Plate and Shield), has only a base 10% chance of a being penetrated by any given hit. However, each Experience Level an attacker has increases the character's chances for making a damaging hit by 5%. Thus, a 1st level character has a 15% chance to "hit" a platemail and shield armored foe, a 4th level character has a 30% chance ( $5 \times 4 = 20 + 10 = 30$ ), and so on. "Level" of course also applies to the Hit Dice of monsters as explained previously.

There are several ways to calculate hits using this basic formula. The approach given in the draft document is to subtract the opponent's Armor Class from 20. So, continuing our example, platemail and shield is class 2, and 2 from 20 is 18 – a figure that actually gives an extra 5% hit chance if it is used as the hit number, so must instead be used as a roll-over number (a value that must be exceeded). In other words, a player with a 2nd level character (so -2) attacking a monster in platemail armor with shield (another -2) would need to score more than 16 to hit for damage, that is, they would need to score a 17 or better to hit. If the player had a 4th level character, they would need a score greater than 14 to hit, after subtracting 4 for the level and 2 for the armor.

If magic weapons were involved which grant a bonus to hit, that bonus would also be subtracted from the target number, as would any other "positive" modifiers. For example, a 4th level Fighter with a high Dexterity score which grants a +1 bonus for projectiles, would need to roll above 13 to hit with a bow shot against the AC2 opponent ( $20 - 2 - 4 - 1 = 13$ ).

That's all a bit more complicated than it need be. Instead of all that subtracting in the draft method, the same effect can be achieved by simply adding the attacker's Level along with any bonuses to the attack dice roll. This way, only the Armor Class number is subtracted, as shown in the procedure below.

### Player Attacks Monster:

· Referee calculates Target number by subtracting monster AC from 20 ( $20 - AC = TN$ )

· Player rolls a d20, adds Player Character Level and any Bonuses and reports result to Referee for hit determination ( $d20 + Lvl + Mods = Hit/Miss$ )

### Monster Attacks Character:

· Referee calculates Target number by subtracting Character AC from 20 ( $20 - AC = TN$ )

· Referee rolls a d20, adds Monster HD and any Bonuses for hit determination ( $d20 + Lvl + Mods = Hit/Miss$ )

Again, this is a roll-over Target Number procedure. If Referees prefer an equal or over Target Number, simply subtract AC from 21 instead of 20. The results of doing so for a Level 1 character or 1 Hit Dice monster attacking, are shown in the following table, which may prove convenient to remember when using the method above.

### Player Attack Vs. Armor Class

	AC 2	AC 3	AC 4	AC 5	AC 6	AC 7	AC 8	AC 9
Target #equal or over	19	18	17	16	15	14	13	12

NB: It is important to always allow a chance to hit or miss in these methods. Thus, there is always, regardless of level or any modifiers, a 5% chance to hit or to miss – this means that a “natural” roll of 20 always means a Critical Hit has occurred, and likewise, a “natural” roll of 1 indicates a miss.

The only exception to the Critical Hit rule discussed above is when attacks are made against creatures using weapons that cannot harm them, such as attacking a wraith with a normal dagger.

### Projectile Weapons

Magical projectile weapons (bows, etc.) provide a bonus to hit, not to damage. Magical projectiles (arrows, etc.) can give a bonus to hit and/or a bonus to damage, meaning a +1 magic arrow would give a +1 to hit, and a +1 point of damage to any damage roll that results from a successful hit.

**Projectile Weapon Ranges**

Weapon	Point Blank	Medium	Long	Extreme
Atlatl	15	120	580	740
Axe	10	60	100	120
Blowgun	10	30	50	60
Boomerang	10	60	100	120
Bolas	15	80	140	160
Composite Bow	15	150	240	300
Crossbow*	15	105	170	210
Dart	10	60	100	120
Discus	15	80	140	180
Heavy Crossbow**	15	150	200	600
Javelin	15	120	180	200
Long Bow***	15	220	640	840
Recurve Bow	15	120	200	250
Shuriken	10	20	40	50
Sling	15	100	150	240
Staff Sling	15	120	480	640

The distances given are in feet. If the distance is greater than the one listed, then it falls in the next column.

\* Can be fired only every other round but adds +1 to hit.

\*\* Can be fired only once every three rounds in tactical combat but adds +1 to hit and +1 to damage.

\*\*\* Adds +2 to damage but requires strength of 14 or more to use.

### Cover

Targets shielded by objects or features in the landscape may receive a defensive bonus as decided by the Referee. Targets behind soft cover may receive a +1 defensive bonus or a +2 when behind hard cover.

### Use of Projectile Weapons in Melee

Bows and other projectile weapons may be used during Melee as long as no opponent is within the marksman’s Area of Control. Usually this will mean the shooter is behind other friendlies. If a character needs to drop a projectile weapon for a hand weapon, the opponent will get a free chop, and have the initiative in subsequent Melee Rounds. When using a projectile weapon in Melee, the shooter will have their shot in turn with the other players, just as if they were using a hand weapon. However, some weapons, such as crossbows, cannot be operated every round.

### Critical Hits

A Critical Hit occurs when the highest number possible is rolled on the attack die “naturally” – before any modifiers are applied. Thus, on a d20 “to hit” roll, a natural 20 indicates a Critical Hit against a single opponent, regardless of how many opponents may have been hit in a Turn.

When a Critical Hit is made, roll a 1d10 and refer to the chart below for the results. A Critical Hit always hits the opponent regardless of its Armor Class, although a Saving Throw may apply in some cases. The only exceptions are targets that can only be damaged by particular types of weapons which are not being used by the attacker.

Note: right and left below should be reversed if the attacking character is left handed.

1 Strike on right arm or equivalent; arm severed if damage exceeds more than one third of the character’s remaining Hit Points, causing the further loss of a quarter of the character’s remaining HPs per Melee Turn unless immediate medical or miraculous attention is applied. Severed limb reduces Dexterity, and Strength Traits by one third.

2 Strike on left arm or equivalent; arm severed if damage exceeds more than one third of the character’s remaining Hit Points, causing the further loss of a quarter of the character’s remaining Hit Points per Melee Turn unless immediate medical or miraculous attention is applied. Severed limb reduces Dexterity, and Strength Traits by one third.

3-4 Strike on right leg or equivalent; leg severed if damage exceeds more than a quarter of the character’s remaining Hit Points, causing the further loss of a quarter of the character’s remaining HPs per Melee Turn unless immediate medical or miraculous attention is applied. Severed limb reduces Dexterity, and Strength Traits by one third.

5-7 Strike on left leg or equivalent; leg severed if damage exceeds more than a quarter of the character’s remaining Hit Points, causing the further loss of a quarter of the character’s remaining Hit Points per Melee Turn unless immediate medical or miraculous attention is applied. Severed limb reduces Dexterity, and Strength Traits by one third.

8-10 Head wound, instant reduction to 0 Hit Points if damage exceeds more than a quarter of the character’s remaining Hit Points, otherwise the character is knocked unconscious for 1 - 50 Melee Turns.

### Effects of Lost Limbs

#### Leg

Loss of a leg slows movement to a crawl for bipeds (a quarter movement reduction for quadrupeds) and reduces Dexterity and Strength Traits by a third.

#### Two Limbs

Loss of an arm and a leg or two legs severely reduces movement to a half speed crawl or roll, reduces Dexterity by three quarters and causes loss of half of the characters remaining Hit Points per Melee Turn unless immediate medical or miraculous attention is applied.

#### Primary Hand

Loss of primary hand (usually the right hand) in non-ambidextrous characters means the automatic loss of all normal weapon use unless or until the character has equal skill with the secondary hand.

#### Arm

Loss of either arm prevents any use of bows or the loading of crossbows.

#### Two Arms

Loss of two arms causes loss of half of the character’s remaining Hit Points per Melee Turn unless immediate medical or miraculous attention is applied.

## **Wing**

Loss of a wing prevents any ability to fly and reduces the Dexterity Trait by a third.

## **Tail**

Loss of a tail or other appendage reduces the Dexterity Trait by a third.

## **Command Control**

In the din and dust of battle, control of hirelings, henchmen, and any other followers becomes much more difficult, including not just Loyalty and Morale concerns, but simply receiving new commands or instructions. Only two thirds of new instructions (1 - 4 on a d6 for example) will be heard and understood, and those must be received within the Command Control radius of the person issuing the orders. The Command Control radius is 1" for every factor of Charisma the would-be leader possesses, modified by circumstance as appropriate

## **Healing**

Recovering Hit Points can only begin when the character is able to rest. Low level creatures may naturally gain 1 or 2 points every other day; more for higher Experience Levels per Referee discretion. A recovery rate of 1 HP per day per Level is a common method, but recovery from serious damage should never occur too quickly at any Level.

Levels lost can only be restored through regaining the necessary Experience Points.

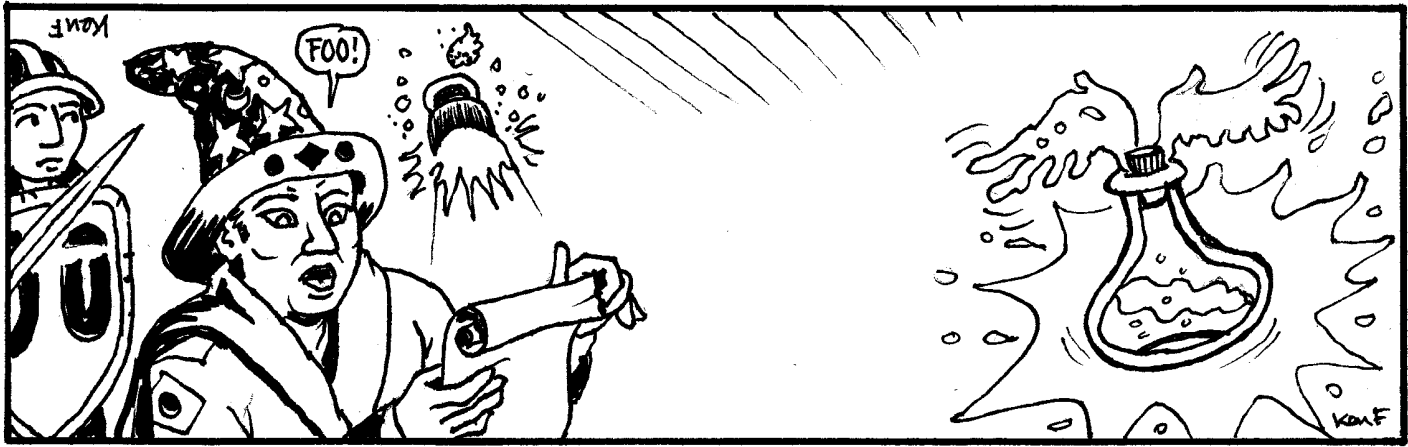
## **Fatigue**

Fatigue can occur in a number of ways. In the dungeon, characters must rest once every hour for 10 minutes, and twice that long after evading pursuit. Failure to rest results in fatigue. Fatigued characters fight less effectively. Strength and Dexterity suffer a -1. Fatigued characters must also subtract 2 from all attack rolls and damage rolls, drop 1 Morale Condition automatically, before any throws are made, and drop to a third of normal movement rate.

## **Non-Lethal Combat**

Not all combat must be to the death. Melee attacks may be used to beat down and even take captive an opponent without inflicting lethal damage. The players must declare their intent to attempt to subdue the creature at the beginning of every combat round. The damage a creature takes that round is added to any damage already suffered and written as a fraction over the creature's normal Hit Points. Convert this to a percentage and roll under to see if subdued. This percentage represents the chance that any creature is successfully "beat" and subdued. If the attempt fails, the damage dealt that round is NOT applied to the creature and a new round of combat begins. Each combat round that a non-lethal subdual is attempted, a new check must be made until the opponent is subdued, killed, or victorious. For a simple example, let us suppose that the Player Characters are attempting to subdue a creature with 20 Hit Points. The first round of attack they score 3 points of damage. The second round they declare their intent to subdue and score 7 HP of damage in the round. The total damage scored thus far is 10 HPs, which, when written as a fraction of the creature's total HP, is 10/20 or 1/2, converted to percentiles as 50%. The subdual roll must be under 50% to succeed. If not, the 7 points of damage scored in that round do not count.

Undead creatures, automatons, or mindless creatures, and creatures lacking a physical form cannot be subdued; however, Player Characters can be! Non-Player Characters who attack with intent to subdue will often attempt to gang up on and overwhelm a Player Character, exceeding their ability to fend off attacks (FC). Many monsters will prefer to take captives when the opportunity arises, and Referees should not be in the habit of thinking attacking monsters are always, or even usually, attempting to kill



## PART VII - THE BOOK OF SPELLS

The spell descriptions provided have, in most cases, been cut to the bare bone. Why? We want to strongly encourage the players to take the name of a given spell and describe for themselves what they think it will do when their character casts it, and likewise, the Referee can invent the effects of the spells cast by the bad guys. Treat the descriptions and statistics given here as malleable guidelines. Make the magic in your game your own – just as they did in the Twin Cities when it all started. However, if you would like to see the fuller description of these spells, they can be found in *The Book of Elder Magic* by D. H. Boggs. We highly recommend this book to Referees looking to expand their spell lists.

### Spells in Alphabetical Order

**Animate** (Substitutory Locomotion) Cleric 4, Magic-User 5 (Range: 100'+10'/ Level, Duration: special)

This spell imbues inanimate objects with mobility and a semblance of life. The animated object(s) can be of any non-magical material and will follow the caster's spoken commands. This spell cannot animate objects carried or worn by a living creature but can animate corpses or even skeletons. The caster can animate one object per Level, and must continually concentrate for the objects to have purposeful movement.

**Anti-Magic Shield** Magic-User 6 (Range: 10' radius, Duration: 12 Minutes)

Within a 10 foot radius around the caster, all magic is negated for the full duration of the spell.

**Bless** Cleric 2 (Range: 50' radius, Duration: 6 Minutes)

This spell gives the caster and any allies within a 50 foot radius of the caster, a bonus of +1 on Attack rolls, Morale Throws, and Saving Throws against magical Fear.

The reverse of Bless is called Bane. It fills the caster's enemies (within a 50 foot radius) with fear and doubt, causing each affected creature to suffer a -1 penalty on Attack rolls, Morale Throws, and Saving Throws against magical Fear.

**Charm Monster** Magic-User 4 (Range: 30', Duration: Permanent until dispelled or a successful Save is made)

This spell functions like Charm Person, except it affects up to 3d6 hit dice of creatures of three or fewer hit dice. A Saving Throw to shake off the spell effects can be made once per hour. If the spell is cast on but a single victim, they must make their save at -2.

**Charm Person** Magic-User 1 (Range: 120', Duration: Permanent until dispelled or a successful Save is made.)

Charm Person effects humanoids of three Hit Dice or less automatically. Four HD and greater may attempt one Type VI Saving Throw per hour to break the charm. The victims' mind is fogged and consumed with the

thought of obedience to the master. The victim will seek only to please their master, regardless of the circumstances.

**Circle Of Protection** Cleric 4, Magic-User 3 (Range: touch, Duration: 12 minutes)

This spell creates an area of protection with a 12 foot radius. Anyone fully within the circle gains a +1 bonus on saves and subtracts 1 from attack rolls made by opponents of malicious intent or nature.

The spell also deflects all ranged magical attacks such as Lightning Bolt, Fireball, Death Spell and the like.

**Clairaudience** Magic-User 3 (Range: 60', Duration: 6 minutes)

The spell allows the caster to clearly hear any sound being made beyond walls, doors, or any surface less than 20 feet thick. Certain metals, such as lead or iron, may be impossible to penetrate with this spell.

**Clairvoyance** (x-ray vision)

Magic-User 3 (Range: 60', Duration: 6 minutes)

The spell allows the caster to visualize what lies beyond walls, doors, or any surface less than 20 feet thick. Certain metals, such as lead or iron, may be impossible to penetrate with this spell.

**Cloudkill** Magic-User 5 (Range: 10', Duration: 6 Minutes/ Level)

This spell creates a 9' x 9' x 18' cloud of poison gas which moves at a rate of 60 feet per minute under the control of the caster (so long as they concentrate on it). Spell inflicts 1d6 points of damage per combat turn. A successful Saving Throw against being poisoned will stop the poison but the victim will suffer damage equal to half of their Hit Point total and suffer the effects of fatigue.

**Commune** Cleric 5 (Range: self, Duration: special)

The Cleric spell puts the caster in contact with the Cleric's patron deity or an otherworldly servant thereof, who will answer one question.

**Confusion** Magic-User 4 (Range: 120', Duration: 12 minutes)

This spell causes up to 2d6 living creatures within a 30 foot area to become confused. Confused creatures will either wander around aimlessly in utter bewilderment (1-4 on a d6) or attack any allies they may be near.

**Conjured Elemental** Magic-User 5 (Range: 240', Duration: special)

This spell calls into existence a being made of the pure essence of one of the four elements. It will remain under the control of the caster only as long as they concentrate.

Water – Move 60'. Water elementals can only be conjured on or in water or ice. Loss of contact with water will cause the elemental to lose 4 HP's per minute.

Fire – Move 120'. Fire elementals can only be brought forth in fire. They must remain in contact with combustible materials or lose 4 HPs per minute. They cannot cross water.

Earth – Move 60'. Earth elementals can only be brought forth in the presence of soil or stone. While in contact with soil or stone, earth elementals are able to regenerate 4 HP's a minute. Loss of contact causes loss of further regenerative ability.

Air – Move 240'. Air elementals can only be brought forth in gases in free environments. They cannot be summoned where they are surrounded by earth (caverns, indoors) or water. They may travel anywhere except into water or into confined spaces. Air elementals cause damage through sudden gusts of wind which lift and shove its target or blows objects into the target. Confinement of any sort causes the loss of 4 HP's per minute.

**Contact Transcendent** Magic-User 5 (Range: self, Duration: special)

Magic-Users may attempt to question an otherworldly being in a higher plane (the Referee) for advice or secret knowledge (including Meta knowledge). One question may be asked per caster Level. Higher Hit Dice beings are more likely to supply accurate answers, but are also more likely to enfeeble the mind of Magic-User in the process, as shown on the table below:

**Contact Transcendent Chance for Success**

Hit Dice of Contacted Being	Chance of Accurate Answer	Chance of Magical Exhaustion
1	8%	0%
2	12%	0%
3	17%	0%
4	24%	10%
5	35%	20%
6	45%	30%
7	56%	40%
8	68%	50%
9	81%	60%
10+	95%	70%

The chance of Magical Exhaustion is checked only once per casting of the spell, not per question. Further this chance decreases by 5% per caster level above 10th, such that a 20<sup>th</sup> Level Magic-User (-50%) would have only a 10% chance of exhaustion from communing with a 9 Hit Dice otherworldly being, and no chance at all from an 8 HD or lesser being.

**Continuous Light/Dark** Cleric 3, Magic-User 2 (Range: 240', Duration: 24 hours (permanent if repeated))

Similar to the Light spell, but longer lasting and with the added ability to be focused on any object or shaped to cover a lesser area as desired by the caster. If not cast on an object, the effect surrounds the caster like a halo. It will stay with the caster or upon the object on which it is cast and thus can be carried about.

The reversed spell, Continual Darkness, causes complete absence of light in the area of effect, overpowering normal light sources.

**Create Food** Cleric 5 (Range: 10', Duration: permanent)

The food that this spell creates is sufficient to feed twelve persons and their mounts for one day. The amount may be doubled for every Level beyond 8th. Food so created decays and becomes inedible within 24 hours.

**Create Water** Cleric 4 (Range: 20', Duration: permanent)

This spell creates 100 gallons of water; enough to supply a dozen men and horses for a day. The amount may be doubled for every Level beyond

8th. Note: Water weighs about 8 pounds per gallon, and one cubic foot of water is roughly 8 gallons.

**Cure Diseases** Cleric 3 (Range: touch, Duration: 1 minute)

Cure disease cures all normal diseases that the subject is suffering from.

The reverse will Cause Disease of any type desired.

**Cure Light Wounds** Cleric 1 (Range: touch, Duration: 1 minute)

Once per day, the caster heals 1d6+1 hit points of damage with all points being restored at the end of a full minute (Melee Turn).

The reverse of this spell, Inflict Grippe, causes the immediate onset of the disease. The victim will feel instantly unwell, suffering a -3 to their Strength Trait and -1 to damage rolls for 2d4 hours.

**Cure Serious Wounds** Cleric 4 (Range: touch, Duration: 1 minute)

A spell akin to Cure Light Wounds, except that it heals 2d6 points of damage, plus 1 point per caster Level. It may be used only once per day.

The reverse form of this spell, Inflict Advanced Grippe, causes the immediate onset of severe flu-like symptoms causing a -6 to the Strength Trait and -3 to damage rolls for 2d4 days.

**Dark Sight** Cleric 1, Magic-User 1 (Duration: 1 day, Range: Touch)

The recipient will see as well as if it were broad daylight in any amount of natural darkness, including complete absence of light. The spell does not work in magical or supernatural darkness.

**Death Strike** Magic-User 6 (Range: 240', Duration: special)

This spell will kill 1d12 +4 creatures in a 60' x 60' area centered wherever the caster wishes within the range limit. Only creatures of fewer than 7 Hit Dice will be affected.

**Detect The Invisible** Magic-User 2 (Range: 20' + caster Level, Duration: 12 minutes)

This spell enables the caster to see both naturally and magically invisible characters, creatures, or objects within the given range; clearly as if normally visible.

**Detect/Conceal Evil** Cleric 1, Magic-User 2 (Range: Magic=user 60'; Cleric 120', Duration: 2 Minutes)

This spell allows the caster to detect evil intentions, magic items with evil enchantments, and places and creatures imbued with evil.

**Detect Magic** Cleric 1, Magic-User 1 (Range: 60', Duration: 12 Minutes)

The caster of this spell is able to reveal and recognize enchanted or spelled objects or creatures within 10 feet of the focal point of the spell. If the caster, or any person or object, are the focal point, the spell will travel with them as they move about, thus allowing a large area to be searched.

**Dimension Door** Magic-User 4 (Range: 10', Duration: instantaneous)

The caster of this spell instantly transfers themselves, or any single target creature within range, to any spot within a 120 foot radius.

**Disintegrate** Magic-User 6 (Range: 60', Duration: instantaneous)

This spell causes any single creature, which fails its saving throw, or object or cube section of a large solid object 10 feet per side to disintegrate, leaving behind only dust.

**Dispel Evil** Cleric 5 (Range: 30', Duration: 1 minute)

Causes instant dismissal or retreat to a minimum distance of 3", of all spells, sendings or summonings of evil intent.



**Dispel Magic** Cleric 4, Magic-User 3 (Range: 120', Duration: instantaneous (1 Round))

The caster can use dispel magic to end ongoing spells that have been cast on a creature or object, or to an area within 30 feet of the focal point of the spell. Clerics casting this spell will be automatically effective on any spell cast at a Level lower than theirs. They have a 75% chance of a successful Dispel cast at their own Level and 50% chance of dispelling magic cast at any Level higher than theirs. Magic-Users are always able to dispel their own magic or magic of a Level below theirs, and, like Clerics, have a 75% chance of a successful Dispel of magic cast at their own Level. But unlike Clerics, every Level of magic above their own reduces their chances of a successful dispel by 5%.

**Displace Water** Magic-User 6 (Range: 300', Duration: 8 minutes)

This spell causes water or similar liquid to be pushed away from an area of 1200 square feet per caster Level, in any fashion desired. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool.

**Extra Sensory Perception (ESP)** Magic-User 2 (Range: 60', Duration: 6 minutes)

This spell permits the caster to read the minds and determine the identity of any target, living or dead, within range. Rock more than 2 feet thick or a thin coating of lead or iron will block the spell.

**Feeblemind** Magic-User 5 (Range: 240', Duration: permanent until countered by Dispel Magic)

Scrambles the mental capacities of Magic-Users, causing them to suffer

a penalty of -4 on all Saving Throws against magic, and require a Saving Throw at the same penalty in order to cast a spell. Clerics and all non-spellcasters are unaffected by this spell.

**Find Traps** Cleric 2 (Range: 30', Duration: 1 minute)

This spell permits the caster to detect any trap within range, whether mechanical or magical.

**Fireball** Magic-User 3 (Range: 100% accurate within 50 feet, decreasing by 1% for every foot further, Duration: instantaneous)

This spell causes a small sphere to appear in the hand of the caster, which glows about as brightly as a candle. If thrown, the sphere will grow brighter and expand in size to a ball two feet in diameter. Upon contact with a firm object, the sphere will detonate with a whoosh of flame and heat in a 20 foot radius or less as desired by the caster. Any creature caught in the blast will be burned to destruction unless a successful Type VI Saving Throw is made, allowing an escape from damage.

**Flesh To Stone** Magic-User 6 (Range: 120', Duration: permanent)

This spell causes the subject, along with all its carried gear, to turn into a mindless, inert statue. A Type IV Saving Throw is allowed to resist the spell. Casting a second Flesh To Stone spell, chanted backwards, restores any creature to just as it was prior to being petrified.

**Fly** Magic-User 3 (Range: touch, Duration: 1 Minute/Level + 1d6 minutes)

The subject of this spell can fly at speeds of equal to their normal ground movement rate in yards. Should the spell duration expire while the subject is still aloft, the magic fails slowly, and the subject floats downward 120 feet per minute for 1d10 minutes.

**Geas** Magic-User 6 (Range: 30', Duration: special)

Geas places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by the caster.

**Grow/Shrink Animal** Magic-User 5 (Range: 120', Duration: 12 minutes)

This spell causes 1d6 mundane animals of any sort in the spell range to grow to giant varieties with commensurate Hit Dice, Armor Class, and combat abilities.

The corresponding form, Shrink Animal, may be used to render giant sized creatures to their normal sized versions, with, as above, corresponding changes in combat characteristics.

**Grow/Shrink Plant** Magic-User 4 (Range: 120', Duration: permanent)

This spell causes normal vegetation (grasses, jaggars, bushes, creepers, thistles, trees, vines, etc.) within range to become thick and overgrown.

The opposite form, Shrink Plants, may be used to render overgrown areas passable.

**Haste/Slow** Magic-User 3 (Range: 240', Duration: 3 minutes)

Haste accelerates the actions of up to twenty specific creatures within an area specified by the caster, but not to exceed 60' x 120' maximum. Those affected move and act half again more quickly than normal, for the duration of the spell.

Slow causes affected creatures to move 50% slower, in exactly the opposite effect of Haste.

**Hold Monster** Magic-User 5 (Range: 120', Duration: 6 minutes + 1 minute/caster Level)

This spell functions like Hold Person, except that it affects all living (not undead) creatures, from 1-12 individuals with 3 or fewer Hit Dice, 2-8 with 4-6 Hit Dice, 1-4 with 7-9 Hit Dice, and 1 with 10 or more Hit Dice, unless a successful Type VI Saving Throw is made.

**Hold Person** Cleric 2, Magic-User 3 (Range: Cleric - 180', Magic-User 120', Duration: Cleric - 9 minutes; Magic-User 2d6 minutes +Level of caster minus Level of victim)

Up to four single humanoid mammals of three Hit Dice or less and of the same type generally affected by a Charm Person spell, are also vulnerable to this spell, provided they fail to successfully make a Type VI Saving Throw. The victim(s) are paralyzed. Though still able to breathe and carry on basic life functions, they cannot otherwise move. If the spell is cast on but a single victim, the save will be made at -2.

**Hold Portal** Magic-User 1 (Range: 10', Duration: 2d6 + 1 minute/Level)

This spell magically seals and holds shut any door, gate, window, or other obstacle of such a nature.

**Illusion** (Phantasmal Force) Magic-User 2 (Range: 240', Duration: 6 minutes (or longer provided the caster concentrates on maintaining the illusion))

This spell creates the visual illusion, perfect in three dimensions, of an object, creature or creatures, or force, as visualized by the caster, but no larger than 30 feet in any direction.

**Insect Plague** Cleric 5 (Range: 480', Duration: 1 day)

This spell summons a vast swarm of insects with a volume filling a square of approximately 36 feet per side. Each swarm attacks any creatures occupying its area. Any creature of three HD or less will automatically rout. All others must check Morale at any penalty the Referee feels is appropriate.

**Invisibility** Magic-User 2 (Range: touch, Duration: 12 minutes + 1 Minute/Level of the caster above 5)

The creature or object touched becomes invisible, vanishing from sight, including Dark Sight. If the recipient is a creature carrying gear, that vanishes, too. Attacks against invisible creatures begin with a percentile dice roll having only a 10% chance (adjustable by circumstance) to land a blow. If this chance proves successful, a normal attack roll against the creature's Armor Class is made to determine if any damage can be applied.

**Invisibility Sphere** Magic-User 3 (Range: 240', Duration: 12 minutes + 1 Minute/Level of the caster above 5)

This spell functions like invisibility, except that it confers invisibility upon all creatures within 10 feet of the focal point. The center of the effect is mobile with the recipient.

**Invoke Stalker** Magic-User 6 (Range: 10', Duration: special)

The caster summons an Invisible Stalker to do their bidding: Armor Class: 3, Hit Dice: 8, Attacks: 1 (1d6), Move: 12"

Invisible Stalkers are faultless, silent trackers and indefatigable guardians. The spell and the task itself must be written down in the language of the Magi. If the writing is destroyed, the spell will be broken. Otherwise, the spell persists indefinitely until the creature is slain, or the task is fulfilled.

**Invulnerability** Cleric 4 (Range: touch, Duration: 10 minutes per level of the caster)

This Spell reduces the number of Damage Points the recipient receives by half. Reversed, Vulnerability causes all damage received to be doubled.

**Knock** Magic-User 2 (Range: 60', Duration: special)

The knock spell opens stuck, barred, locked, Held, or Wiz-locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains.

**Levitate** Magic-User 2 (Range: personal, Duration: 6 minutes + 1 Minute/Level)

Levitate allows the caster to move up and down as desired, at a rate of 60 feet per minute and for a distance of no more than 20 feet per Level of the caster, up to a maximum of 200 feet. Unless Dispelled, the spell will end gradually, depositing the caster on the closest horizontal surface.

**Light/Darkness** Cleric 1, Magic-User 1 (Range: 240', Duration: 6 + Level minutes)

This spell creates a light equal to torchlight but at twice the radius, illuminating 30 feet in all directions around the target location or object. The effect is immobile. It is not blocked by objects of any kind. The spell takes a full minute to go into effect, gradually getting brighter. Conversely, in the final minute of effect the light dims gradually.

Reversed, Light becomes Darkness, creating an area of darkness just as described above. This darkness blocks out Dark Sight and negates mundane light sources.

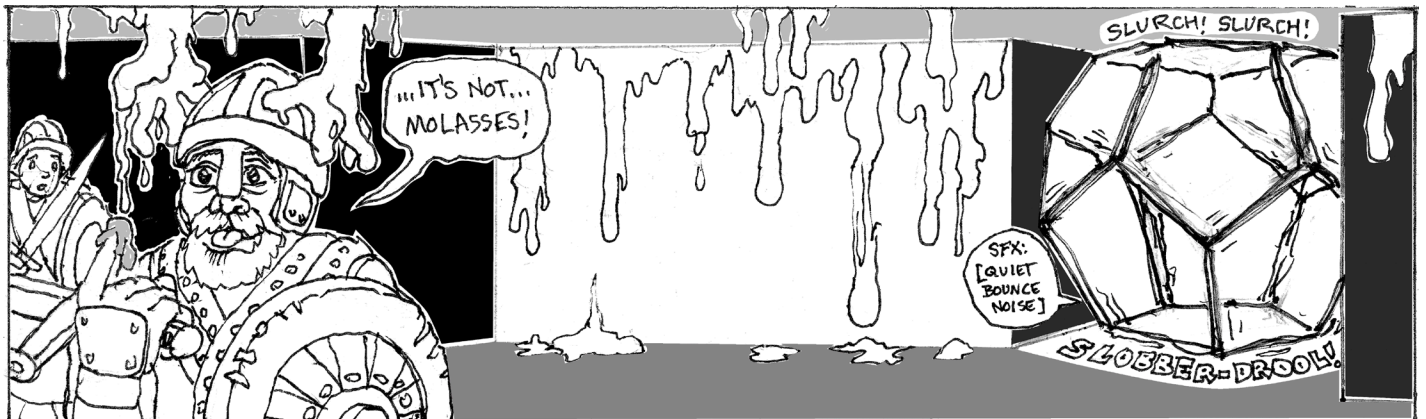
**Lightning Bolt** Magic-User 3 (Range: 240', Duration: instantaneous)

This spell releases a powerful, deadly stroke of electrical energy into a target. The lightning bolt passes through an area 7 ½ feet wide, arcing and jumping, so that, while it is not actually 7 ½ feet wide, for game purposes, treat it as if it is so. Anything directly in the path of the bolt will be instantly electrocuted (dead) with the force of a lightning bolt unless able to make a successful Type I Saving Throw. If a Saving Throw is made the victims are nevertheless stunned for 1d6 minutes. The spot of the lightning strike occurs at the place the caster is aiming, the lightning bolt extends exactly 60 feet back from the spot it strikes in a straight line toward the caster.

Therefore, any attempt to aim a lightning bolt at a distance of 60 feet or less runs the risk of killing the caster themselves. Furthermore, should any solid, non-conductive barrier be between the intended target and the caster, the barrier becomes the new striking point, and the "tail" of the lightning bolt will extend 60 feet as normal. Should the tail end of the lightning not be able to extend its full length of 60 feet due to some non-conductive barrier, the lightning will rebound, as many times as is necessary to reach full travel distance.

**Locate Object** Cleric 3, Magic-User 2 (Range: Cleric - 90' + 10'/Level; Magic-User 60' + 10'/Level, Duration: 2 minutes)

This spell allows the caster to sense the direction of a single object whose dimensions, appearance, and nature are well known or clearly visualized by the caster.





**Magic Jar** Magic-User 5 (Range: 100', Duration: special)

By casting magic jar, the caster is able to replace the spirit of a victim with their own by first passing both through an intermediary receptacle known as the "magic jar," which can be any inanimate object—even a leaf or a rock – within spell range. The caster must first move their own spirit into the magic jar, leaving their own body lifeless. The caster may then attempt to take control of a nearby living creature within spell range, forcing its spirit into the magic jar. The caster's spirit may move back to the jar (thereby returning the trapped spirit to its body) and attempt to possess another body. The spell ends when the caster's spirit returns to the caster's own body, leaving the receptacle empty.

**Neutralize Poison** Cleric 4 (Range: 10', Duration: instantaneous)

This spell detoxifies any sort of venom in the creature or object affected. A poisoned creature suffers no additional effects from the poison. There is a 15% chance the spell will fail, unbeknownst to the caster.

Reversed, this spell becomes Poison.

**Passwall** Magic-User 5 (Range: 30', Duration: 3 minutes)

Passwall creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is up to 10 feet deep plus, 5 feet wide and 8 feet high.

**Polymorph Another** Magic-User 4 (Range: 60', Duration: 60 minutes + 10 minutes per caster Level)

This spell allows the caster to change one target into another form of living creature but does not grant the caster any control over the victim. Unlike Polymorph Oneself, the transformed target also gains the behavioral and mental traits, any physical attacks, and special, supernatural or spell-like abilities of the new form, in addition to the physical capabilities and statistics of such.

**Polymorph Oneself** Magic-User 4 (Range: self, Duration: 60 minutes + 10 minutes per caster Level)

This spell allows the caster to change into another form of living creature. The caster gains the physical capabilities of the new form but retains their own mental abilities, Level, Class, and Hit Points. They gain all physical attacks possessed by the form but do not gain any special, supernatural or spell-like abilities.

**Project Image** Magic-User 6 (Range: 240', Duration: 6 minutes)

This spell creates a quasi-real, illusory version of the caster. The intangible projected image looks, sounds, and smells like the caster, and will exactly mimic their actions unless directed otherwise.

**Protection From Evil** Cleric 1, Magic-User 1 (Range: touch, Duration: 6 minutes)

This spell wards a single individual and their gear from attacks of possession (such as Magic Jar) or mental control, long range magical attacks such as Lightning Bolt and Fireball, and from summoned creatures, in the same manner as a Circle of Protection. The spell also improves Armor Class and Saving Throws by +1 for the duration of the spell.

Reversed, this spell becomes Protection From Good. It functions in all ways as described above, save the protection is from attacks of Lawful origin.

**Protection From Normal Projectiles** Cleric 3, Magic-User 3 (Range: 30', Duration: 12 minutes)

The creature or object at the focal point of the spell is completely protected from small sized, non-magical projectile attacks from normal characters and monsters.

**Purify Food And Water** Cleric 1 (Range: 10', Duration: instantaneous)

By means of this spell the Cleric can create Holy Water. The spell also makes spoiled, rotten, poisonous, or otherwise contaminated food and

water pure and suitable for eating and drinking.

Reversed, Putrefy Food and Water causes immediate spoilage.

**Quest** Cleric 5 (Range: 5'/Level, Duration: special)

Quest places a magical command on a creature to carry out a service or to refrain from some action or course of activity, as desired by the caster. Rebellion draws a curse, specified by the caster, as a penalty

**Raise Dead** Cleric 5 (Range: 120', Duration: instantaneous)

This spell restores life to a deceased human, demi-human or humanoid. The raised person has but 1 Hit Point initially but will gain HP daily at a pace which will restore the total fully in one week's time with proper rest. Normal poisons and normal diseases are cured in the process of raising the subject, but magical diseases and curses are not undone.

The reverse of this spell, Finger of Death, will instantly kill any single creature within 120 feet (not just a human, demi-human or humanoid) unless a Type I Saving Throw is successful. Neither Raise Dead nor Finger of Death may be used more than 3 times in 24 hours.

**Read Scripts** Magic-User 1 (Range: personal, Duration: special)

This spell grants the caster the ability to read almost any written language, decipher a code, or comprehend the meaning of any mystical or magical symbols, or maps. It lasts so long as the caster continues to read or study the script but ceases immediately when the caster stops or is interrupted.

**Remove/Bestow Curses** Cleric 3, Magic-User 4 (Range: 30', Duration: instantaneous)

The player and referee are encouraged to be creative as to the nature of the curse.

Remove Curses instantaneously removes all curses on an object or a creature including the curse from a cursed shield, weapon, or suit of armor, causing them to become ordinary, non-magical items.

The reverse of this spell, Bestow Curse, allows the caster to place a curse on the subject. A Type VI Saving Throw is allowed.

**Sleep** Cleric 1, Magic-User 1 (Range: 240', Duration: 4-16 minutes)

This spell puts creatures of 4 or fewer Hit Dice into a deep slumber, according to the table below. Creatures of 4+2 or more Hit Dice are not affected.

Creature Hit Dice	# of creatures affected
0 to 1+1	2d8
1+2 to 2+1	2d6
2+2 to 4+1	1d6

When creatures of more than one HD range are together in the area of effect, roll separately for each range of HD (thus the maximum possible number of creatures affected by the spell is 34).

**Speak With Animals** Cleric 2 (Range: Personal, Duration: 6 minutes)

The caster can comprehend, and communicate with any one animal capable of hearing within 30 feet of the caster.

**Speak With Plants** Cleric 4 (Range: Personal, Duration: 6 minutes)

The caster can comprehend and communicate with both normal plants and plant creatures.

**Sticks To Serpents** Cleric 4 (Range: 120', Duration: 6 minutes)

This spell transforms normal wooden sticks into 2d8's numbers of 1d4 Hit Dice worth of normal (not giant) snakes. One half of them will be poisonous. The snakes follow the commands of the caster. When slain, dispelled, or the spell expires, the snakes return to their original stick form.

**Telekinesis** Magic-User 5 (Range: 120', Duration: 6 minutes)

This spell permits the caster to move objects or creatures within 120 feet of the caster by concentration alone. Any object or group of objects weighing no more than 20 pounds per caster Level can be moved up to 20 feet per Round.

**Teleport** Magic-User 5 (Range: 30' radius, Duration: instantaneous)

This spell instantly transports the caster and/or others to a designated destination, which may be as distant as desired, but must be a place the caster has some knowledge of. To see how well the teleportation works, roll d% and consult the following table (the formula in parenthesis gives distance off target):

Familiarity	Under Target Area	Above Target Area	In Target Area
Vague	1-25% (1d6 x 10 feet)	26-75% (1d4*50 feet)	76% + (1d6 x 10 feet distant)
Average	1-10% (1d6 x 5 feet)	11-30% (1d10 x 10 feet)	31%+ (1d4 x 10 feet distant)
Well Studied	1%(1d4 x 5 feet)	2-5% (1d6 x 5 feet)	6%+ (Exact)

**Transform To Mud** Magic-User 5 (Range: 120', Duration: special)

This spell will transform any kind of soil, sediment, or rock into thick, gloppy mud. The amount of mud created is any amount up to 900 cubic feet. For example a 30' x 30' x 1' patch of mud could be created, but the actual dimensions are up to the caster. The mud created will dry like normal mud. Structural stone, such as a castle wall, will most probably collapse if transformed with this spell.

**Wall Of Fire** Magic-User 4 (Range: 60', Duration: special)

Only creatures with 4 or more Hit Dice can pass through the flames of a Wall of Fire. All others will bounce off and take 1d6 points of fire damage. The wall also deals 1d6 points of fire damage to any living creature passing through it, and twice that damage to undead creatures. The wall is up to 20 feet in height and either a sheet of flame 60 feet long, or a ring with a radius up to 30 feet.

**Wall Of Ice** Magic-User 4 (Range: 60', Duration: permanent until dispelled)

As with Wall of Fire, the 6-inch-thick ice wall is up to 20 feet in height and

either a solid sheet 60 feet long, or a ring with a radius up to 30 feet. The wall will repel all fire based attacks, both natural and magical. The wall is solid and can only be broken by creatures of 4+1 Hit Dice or more.

**Wall Of Iron** Magic-User 5 (Range: 60', Duration: 12 minutes)

This spell causes a flat, vertical iron wall to spring into existence. The wall is composed of one 5' x 5' square section, three inches thick. The caster can decrease or increase the thickness of the wall with a proportionate change in the area. The wall will cause 10d6 points of damage on any creature upon which it falls.

**Wall Of Stone** Magic-User 5 (Range: 60', Duration: 6 Minutes +1 per caster Level above 10, or permanent if cast twice)

This spell creates a two feet thick wall of rock composed of one 10' x 10' square section. The caster can double the wall's area by halving its thickness. The caster can create a wall of stone in almost any shape desired.

**Water Breathing** Magic-User 3 (Range: 30', Duration: 30 minutes/Level)

The affected creatures in range when the spell is cast can breathe water freely. The spell does not make creatures unable to breathe air.

**Web** Magic-User 2 (Range: 30', Duration: 8 hrs.)

Web creates a 10' x 10' x 20' many-layered mass of strong, sticky strands similar to spider webs, trapping anything hit by them. The strands can be burned though in one minute. Anyone with ogre strength or greater can break free in 2 minutes. Otherwise it takes 2d8 minutes to cut or tear through the webbing.

**Witch Eye** Magic-User 4 (Range: 240', Duration: 60 minutes)

With this spell the caster creates an invisible magical "eye" through which they can see. The eye has Dark Sight, but otherwise sees exactly as the caster would. It can be created in any place the caster can see, up to a range of 240 feet away, and thereafter can move at a rate of 120 feet per minute as directed by the caster. The caster must be stationary and concentrate to use the eye.

**Wiz-Lock** Magic-User 2 (Range: 10', Duration: permanent)

A Wiz-lock spell cast upon a door, chest, or portal magically locks it. The caster can freely open their own Wiz-lock without affecting it, as can any Magic-User 3 or more Levels higher than the caster of the Wiz-lock. Otherwise a door or object secured with this spell can be opened only by breaking in or with a successful Dispel Magic or Knock spell.

