The Valley of Greenhaven. Fantasy Campaign.

This campaign uses the Torus setting.

The Kingdom of Gathway was prosperous, and mostly peaceful. Gathway was the main town that surrounded Castle Gathway. King Drex had defeated all enemies. The town had a large population. Trade with other towns was thriving due to the Kings knights who, with their soldiers kept the roads safe. It was happy times for all.

One day, a strange, limping dwarf, with a green beard came to town. The little man stood before the gates of the castle, and tossed a magic turnip into the air. When the turnip hit the ground, all the people in the town and the castle suddenly found themselves in a strange abandoned city on the foot of mountains surrounded by fields and forests. The strange dwarf was never seen again.

It has been five years. The people have cleared trees from portions of the city, have grown crops and raised animals. The surrounding countryside is dotted with farms, and small military outposts. The King and his knights keep order. Money is paid to those who clear and settle new portions of the city. Adventurers are beginning to explore the forest and the mountains beyond. There are wild creatures, and strange demi-humans in the surrounding forests and mountains..

A few elves, dwarves and halflings have come in contact with the people of Gathway. The only thing these creatures can say is that the city is called Greenhaven, there used to be humans living in the city ages ago, and there are monsters.

Greenhaven is on the edge of a 20 mile expanse of open fields, surrounded on three sides by forest, and on the south by mountains. Dwarves and monsters inhabit the mountains, no one has passed beyond them. Elves, goblins and monsters live in the forests. No one from Gathway has been able to penetrate them. The new inhabitants of Greenhaven are virtual prisoners.

There are two moons in the night sky, the Silver Moon and the Golden Moon. They are bright, they have phases, and their apparent features change.

The city is obviously of human origin, the street names are in common, the language given to Humans by the god Mercury.

No one has found any writings that tell what happened to the people of the city. There is no indication as to the actual name of the city.

There is now an organized wizard's guild, "The Wizards of Greenhaven." There are only three known wizards who are not members of the guild. The guild controls access to spells, provides laboratories and other resources for wizards. Wizards pay 100 GP per month per level to the guild. The wizards control a block of buildings that they have cleared out.

The Clerics of the Pantheon (Roman - LG) and the Followers of Olympus (Greek - CG) have both created temples in the city.

King Drex and his Knights have taken over the Palace.

Most of the city is still a mystery.

There is a great deal of equipment to be had at standard prices.

HOUSE RULES

Characters

All characters have at least 1 point per die when rolling Hit Points. 1d6-1 means a roll of 1 is still a 1.

HUMAN CLASSES:

Fighter

A warrior, trained in battle and in the use of armor and weapons. The Fighter character is best equipped of all the character classes to dish out damage and absorb it, too. Clerics heal, and Magic-users cast spells, but the down-and-dirty hack and slash work is up to you. You're going to serve as the party's sword and shield, protecting the weaker party members and taking down the enemies before you. Perhaps one day they will tell legends of your battle prowess, and followers will flock to your castle stronghold where you revel in your fame, riches, and newly earned nobility. Fail, of course, and you'll die, just another forgotten warrior in a dangerous world.

Prime Attribute: Strength, 13+ (5% experience)
Hit Dice: 1d6+2/level (Gains 3 hp/level after 9th.)
Armor/Shield Permitted: Any.
Weapons Permitted: Any.

Fighter Class Abilities:

Establish Stronghold (9th): At ninth level, a Fighting-man may establish a stronghold and attract a body of loyal men-at-arms who will swear fealty to him. Most likely, the protection of a castle will attract villagers, and the Fighting-man will become a feudal Lord or even a Baron.

Multiple Attacks: Against creatures with less than one full hit die, a Fighting-man makes one attack per level each round.

Level	Title	Experience	Hit	Saving Throw
1	Veteran	0	1	16
2	Warrior	2,000	2	15
3	Swordsman	4,000	3	14
4	Hero	8,000	4	13
5	Swashbuckler	16,000	5	12
6	Myrmidon	32,000	6	11
7	Champion	64,000	7	10
8	Superhero	128,000	8	9
9	Lord	256,000	9	8
10	Lord 10th	350,000	+3 hp	7
11	Lord 11th	450,000	+6 hp	6
12	Lord 12th	550,000	+9 hp	6
13	Lord 13th	650,000	+12 hp	6
14	Lord 14th	750,000	+15 hp	6
15	Lord 15th	850,000	+18 hp	6
16	Lord 16th	950,000	+21 hp	6
17	Lord 17th	1,050,000	+24 hp	6
18	Lord 18th	1,150,000	+27 hp	6
19	Lord 19th	1,250,000	+30 hp	6
20	Overlord	1,350,000	+33 hp	6
21+	Overlord 21st Level	+100,000	+3	6

Wizard

The Magic-user is a mysterious figure, a student of arcane powers and spell casting. Usually cloaked in robes woven with mystical symbols, Magic-users can be devastating opponents. However, they are usually physically weaker than other adventuring classes, and are untrained in the use of armor and weapons. As Magic-users progress in level, they generally become the most powerful of the character classes. Wizards occasionally rise to heights of power, building mystically protected towers for researches, creating fabulous magic items, and scribing new formulae for hitherto unknown spells. Such arch-mages can sway the politics of kingdoms, and command respect and fear across the realms.

Wizard class Abilities:

Wizards may use magical spells of any level. The caster also does not need to re-memorize spells. However, there is a downside. The caster could run out of spell points, or fumble the spell.

Wizard's Tower (11th): At 11th level, a Magic-user gains the title of "wizard," and can build a stronghold for himself to house his libraries and laboratories. He will attract a mixed bag of mercenaries, strange servants (some with odd abilities and deformities), and even a few monsters, perhaps. This motley crew will swear fealty to him and serve him with whatever loyalty he can inspire in them.

Prime Attribute: Intelligence, 13+ (5% experience)
Hit Dice: 1d6-1 (Gains 1 hp/level after 9th level.)
Armor/Shield Permitted: None.
Weapons Permitted: Dagger, staff, and darts.

Title	Spell Points	Saving Throw	Experience Points	Hit Dice	Level
Apprentice	1	15	0	1	1
seer	2	14	2500	1+1	2
conjurer	4	13	5000	2	3
Theurgist	7	12	10,000	2+1	4
Thaumaturgist	11	11	25,000	3	5
Magician	14	10	35,000	3+1	6
Enchanter	20	9	50,000	4	7
Warlock	27	8	75,000	5	8
Sorcerer	32	7	100,000	6+1	9
Necromancer	39	6	200,000	7	10
Wizard	51	5	300,000	8+1	11
Wizard 12th Level	66	5	600,000	8+2	12
Wizard 13th Level	78	5	1,200,000	8+3	13
Wizard 14th Level	91	5	1,500,000	11+3	14
Wizard 15th Level	108	5	1,750,000	11+4	15
Wizard 16th Level	127	5	2,000,000	11+5	16
Wizard 17th Level	141	5	2,250,000	11+6	17
Wizard 18th Level	159	5	2,500,000	11+7	18
Wizard 19th Level	187	5	2,750,000	11+8	19
Wizard 20th Level	219	5	3,000,000	11+9	20

Wizard 21th Level	219	5	3,250,000	11+10	21
Wizard 22th Level	234	5	3,500,000	11+11	22

Intelligence of Magic User	Chance to learn spell per week	Spell Point Bonus	Spell casting adjustment	Maximum Number Spells
3-4	20	-10	-20%	1
5-7	30	-5	-15%	3
8-9	40	-2	-10%	5
10-12	50	0	-5%	12
13-14	65	0	0	Unlimited
15-16	75	+1	+5%	Unlimited
17	85	+2	+10%	Unlimited
18	95	+3	+15%	Unlimited

Add the Wizards intelligence Bonus to his spell points at each level.

The Wizard **begins with one first level** spell. He can then learn and use any spell, of any level, providing he can find or buy it.

It **takes one week, per level of spell,** to learn a new spell. At the end of the proper amount of weeks, roll. If successful, then the wizard can always cast that spell. If unsuccessful, then study for another week and roll again, and keep going until the character gets it.

A Wizard can pay to be taught a spell for **typically 2500 GP, and one day, per level of spell**. At the end of the training, roll as normal. If the roll is a failure, then train and pay for the requisite time again.

Wizards also have these abilities starting at 1st level:

1) Read Magic - magical writings are readable.

2) Any spell can be copied from the book to a useable scroll for the requisite cost and time. It takes 1 hour and 1 page per level of spell being copied.

To cast a spell, the player states the spell being cast, rolls percentile, if the number is lower than the requirements for that spell under those circumstances, then the spell happens. The Wizard

must be able to speak and gesture, and must not be engaged in combat.

When a Wizard casts a spell of his own level or lower, it's just a matter of casting with no complications. Any aimed spell is allowed a roll to hit, adding the Spell casting adjustment to hit. The only way these spells fail, is on a roll of 100.

When a Wizard **casts a spell above his level, There is a percentage chance of failure. For every level of the spell over the wizard's level, the chance of failure increases by 15%.** The maximum penalty for a spell is 99% failure.

A first level Wizard casts fireball, a third level spell, and the odds of failure are 30%. Roll 70% or less, and the spell works.

A **magical fumble** occurs when 100 is rolled for spell casting. **This range expands in proportion to the number of levels a spell** is above the caster's level, **times four**.

A first level Wizard casting a 3rd level fireball would fail on a 71+ roll, and fumble on 91+. That first level attempting a 9th level wish spell, would fail on any roll except 01, and would fumble on an 63+.

Spell Points regenerate at a rate of 10% per hour of total rest. No walking, standing, adventuring, spell casting, studying, or anything. Sitting is good, eating is OK, sleeping is perfect.

Elves and Humans may be Wizards. Although elves may not progress beyond 8th level in this class.

Wizards may research new spells as normal magic-users. An Wizard cannot research a spell above his own level.

Spells cost 1 point, per level of spell, to cast.

Magic Fumble Table

When there is a magic Fumble roll on this table:

Roll	Result
01-05	Spell fails; 25x normal spell point cost
06-25	Spell Fails; 10x normal spell point cost
26-35	Spell Fails; 4x spell point cost
36-45	Spell goes wild; normal Spell Point cost; Roll d8 for direction and d10 for distance in 5' increments
46-59	Spell explodes in blast that does **1d8 damage per level of spell cast** centered on caster. damage halved each 5 feet.
60-70	Spell has **opposite effect**; full spell point cost.
71-75	Spell turns caster to stone; no cost, no save.
76-80	Spell activates 2d10 melees after casting; double cost.
81-90	Spell affects caster; Normal Cost.
91-94	All magic within 2-40 feet **neutralized** for 1d4 days per level of spell cast.
95-99	Amnesia! Caster remembers nothing for 2d6 hours per level of spell cast. Normal cost.
100	An **angry demon is summoned**; stays 4-24 melee rounds. 25x spell point cost.

When Spell points are used up, the remaining points needed are taken out of strength. When strength is used up any remaining points come out of constitution. Strength and constitution points used for magic can only be restored by a restoration spell, or a wish.

When strength is reduced to zero, the caster cannot move or stand.

When Constitution is reduced to zero, the caster dies, and becomes a strange form of undead ghost, called an **Eidolon,** in 2-40 hours.

Cleric

Clerics are armored priests who serve the Gods. There are two major religions for Humans, PANTHEON (Roman - LAWFUL) and OLYMPIAN (Greek - CHAOTIC). You are a champion of your faith and moral alignment. Because most of a Cleric's abilities are oriented toward healing and protecting, Clerics tend to play a support role during combat, backing up the front line, but able to stand shoulder to shoulder with the party's Fighting-men if need be—at least for a while. As a Cleric grows in power and reputation, he might establish a stronghold for his faith: a fortified monastery, a soaring cathedral in the wilderness, or whatever strikes him as the best way to protect and serve his flock of acolytes and peasant followers. Clerics, of any level, can count on the support and hospitality of clerics of the same faith.

Pantheonist clerics are a Lawful order, devoted to the Roman gods and goddesses. It is a medieval version of the ancient roman religion with a great deal of pagentry and structure. While devotees are part of the entire pantheon, and available to all the gods and goddesses, everyone has their own patron god or goddess. Within the orders there are good, neutral and evil clerics. But they are always lawful. Pantheonist temples are always grand affairs. Becoming a cleric, and moving up through the ranks involves rituals, rites, tests and ceremonies.

Olympian Clerics follow the Greek Gods. The religion is as chaotic and mercurial as the Gods themselves. Often a temple is just a sanctified area in some other structure. To become an Olympian is just a matter of making the proper offerings and saying a few prayers.

Prime Attribute: Wisdom, 13+ (5% experience)
Hit Dice: 1d6+1/level (Gains 2 hp/level after 9th.)
Armor/Shield Permitted: Any.
Weapons Permitted: Blunt weapons only (club, flail, hammer, mace, staff, etc.). No missile weapons, other than oil or slings.

Cleric Class Abilities

Spell Casting: Clerics cast divine spells. More accurately, the cleric learns prayers that have direct physical effect on the world. These prayers are powered by Mana Points. Clerics can learn any level of prayer, and cast any level of prayer. Of course, there is always the chance of a

fumble.

Healing: With a healing kit, the cleric can cure 1d4 wounds to any living creature.

Banishing Undead: Clerics can "Turn" the undead, making them flee from the Cleric's holiness.

When a turning attempt is made, a d20 should be rolled and the Turning Undead table consulted for the result.

If the number on the die is equal to or greater than the number shown on the table, all undead creatures of the targeted type are turned and will flee for 3d6 rounds, or will cower helplessly if they cannot flee

If the table indicates "T", all undead creatures of the targeted type are automatically turned and will flee for 3d6 rounds, or cower helplessly if they cannot flee.

For Lawful or Good Clerics, if the table indicates "D", the undead creature is automatically destroyed and will crumble to dust. For Chaotic or Evil Clerics, a result of "D" indicates that the undead are forced into the Cleric's command for a period of 24 hours.

undead HD	examples	1	2	3	4	5	6	7	8	9-13	14-18	19+
1	Skeleton	10	7	4	T	T	D	D	D	D	D	D
2	Zombie	13	10	7	4	T	D	D	D	D	D	D
3	Ghoul	16	13	10	7	4	T	D	D	D	D	D
4	Shadow	19	16	13	10	7	T	T	D	D	D	D
5	Wight	20	19	16	13	10	4	T	T	D	D	D
6	Ghast	-	20	19	16	13	7	4	T	T	D	D
7	Wraith	-	-	20	19	16	10	7		T	D	D
8	Mummy	-	-	-	20	19	13	10	7	4	T	D
9	Specter	-	-	-	-	20	16	13	10	7	T	T
10	Vampire	-	-	-	-	-	19	16	13	10	4	4
11	Ghost	-	-	-	-	-	20	19	16	13	7	7
12	Lich	-	-	-	-	-	-	20	19	16	10	10

13	Demon	-	-	-	-	-	-	-	20	19	13	13

Religious Stronghold (9th level): At ninth level, a Cleric character may establish a stronghold and attract a body of loyal (or perhaps even fanatic) men-at-arms who will swear fealty to him.

Level	Experience	Hit Dice	Saving	Mana Points
1	0	1	14	-
2	1,500	2	13	1
3	3,500	3	12	2
4	6,500	4	11	4
5	14,000	5	10	9
6	30,000	6	9	13
7	60,000	7	8	21
8	110,000	8	7	30
9	165,000	9	6	36
10	225,000	+2 hp	5	45
11	290,000	+4 hp	4	51
12	360,000	+6 hp	4	66
13	430,000	+8 hp	4	72
14	500,000	+10 hp	4	87
15	570,000	+12 hp	4	93
16	640,000	+14 hp	4	108
17	710,000	+16 hp	4	114
18	780,000	+18 hp	4	136
19	850,000	+20 hp	4	149
20	920,000	+22 hp	4	164
21+	+70,000	+2 hp/level	4	+15/Level

Mana points regenerate at 10% per hour of prayer and rest.

Wisdom of Cleric	Chance to learn spell per week	Mana Point Bonus	Spell casting adjustment	Maximum Number Spells

3-4	20%	-10	-20%	1
5-7	30%	-5	-15%	3
8-9	40%	-2	-10%	5
10-12	50%	0	-5%	12
13-14	65%	0	0	Unlimited
15-16	75%	+1	+5%	Unlimited
17	85%	+2	+10%	Unlimited
18	95%	+3	+15%	Unlimited

Add the cleric's Wisdom Bonus to his spell points at each level.

The Cleric **begins with one first level** spell; no spell points, just the spell. He can then learn and use any spell, of any level, providing he can find or buy it. Buying a spell means going to the temple, and giving the priests an offering.

It **takes one week, per level of spell,** to learn a new spell. At the end of the proper amount of weeks, roll. If successful, then the cleric can always cast that spell. If unsuccessful, then study for another week and roll again, and keep going until the character gets it.

The offering at a temple for the learning of a spell, is **typically 2500 GP. Learning takes one day, per level of spell**. At the end of the training, roll. If the roll is a failure, then train and pay for the requisite time again.

To cast a spell, the player states the spell being cast, rolls percentile, if the number is lower than the requirements for that spell under those circumstances, then the spell happens. The cleric must not be engaged in combat.

When a cleric casts a spell of his own level or lower, it's just a matter of casting with no complications. Any aimed spell is allowed a roll to hit, adding the Spell casting adjustment to hit. The only way these spells fail, is on a roll of 100.

When a cleric **casts a spell above his level, There is a percentage chance of failure. For every level of the spell over the cleric's level, the chance of failure increases by 15%.** The maximum penalty for a spell is 99% failure.

Roll	Result
01-05	Spell fails 10x normal spell point cost
06-25	Spell Fails; 5x normal spell point cost
26-35	Spell Fails; 2x spell point cost
36-45	swarm of insects attacks caster 1d4pts/1d4 turns per level of spell cast
46-59	Lightning bolt blast that does **1d8 per level of spell cast damage** centered on caster. damage halved each 5 feet.
60-70	Spell has **opposite effect**; full spell point cost.
71-75	Spell turns caster to woodland creature; no cost, no save. lasts 1d4 days per level of spell cast
76-80	Spell activates 2d10 melees after casting; double cost.
81-90	Spell affects caster; Normal Cost.
91-94	All magic within 2-40 feet **neutralized** for 2-12 days.
95-99	Amnesia! Caster remembers nothing for 1d20 hours per level of spell. Normal cost.

100	Caster cursed. Geas of the gods.

When mana points are used up, the remaining points needed are taken out of strength. When strength is used up any remaining points come out of constitution. Strength and constitution points used for magic can only be restored by a restoration spell, or a wish.

When strength is reduced to zero, the caster cannot move or stand.

When Constitution is reduced to zero, the cleric dies, and joins the ranks of the dead. 2% chance resurrection possible per level.

Thief/Spy

Armor/Shield Permitted: Leather - no shields
Weapons Permitted: All

Thief/Spy Special Abilities:

Backstab:+4 bonus to hit from behind and inflicts double damage. At levels 5-8 the damage is x3; at levels 9-12, x4; and x5 at levels 13+.

Climb Sheer Surfaces: The Thief Spy may climb incredibly sheer surfaces, 1-17 on d20 to climb sheer surfaces; +1 for every 5 levels.

Disguise: The Thief/Spy can create a disguise that is convincing - anyone who scrutinizes the disguise must make a Wisdom save, or be fooled. The disguise must be of a person or creature of roughly similar size and shape to the Thief/Spy. Wisdom Save is at -1 for each three levels of Thief/Spy.

Read Languages (3rd): At 3rd level a THief/Spy may read most languages; 1-16 on d20, +1 every 3 levels, +1 if intelligence is over 15.

Use Scrolls (10th): Upon reaching 10th level Thief/Spies are able to use Magic-User scrolls. **Spells above 6th level carry a 2 in 20 chance of being miscast** resulting in the scroll's reverse effect affecting the reader as opposed to the intended target.

Thief/Spy

Level	Experience	Hit Dice	Delicate Task	Hide in Shadows/ Move Silently	Hear Noises	Saving Throw
1	0	1	3	2	7	13
2	1,200	2	4	3	7	12
3	2,400	3	5	4	10	11
4	4,800	4	6	5	10	10
5	9,600	5	7	7	10	9
6	20,000	6	8	9	10	8
7	40,000	7	9	10	13	7
8	60,000	8	10	11	13	6
9	90,000	9	11	13	13	5

10	125,000	10	12	15	13	5
11	175,000	11	13	15	16	4
12	245,000	12	14	16	16	4
13	343,000	13	15	16	16	3
14	480,000	14	15	17	16	3
15+	+125,000/Lev	+1 Pt/Level	16	17	17	3

Non Humans

A number of non-human races may be played as characters. Non human races only have three possible alignments; Lawful, Neutral and Chaotic. Within those three they are good, neutral or evil as needed. These creatures actually don't understand the concepts of good and evil, making contact with humans sometimes particularly awkward.

Elves

Masters of the fairy realms, Elves are slightly smaller and slighter of build than humans with light colored hair, and eyes, and sharp features, with prominent pointed ears. Elves are LAWFUL. There are occasionally neutral or chaotic elves, but they are outcasts from elven society. There is one possible character class available only to elves, called, “Elven Adventurer.”

As noted for Dwarves, those Elves who are not player-characters might have abilities and limitations completely different from those of an adventuring Elf.

Elves can see in the dark (darkvision) at a range of 60 ft and generally has a 4 in 6 chance to find secret doors when searching (unlike the other races, which have a 2 in 6 chance). Elves are also immune to the spells Charm Person and Sleep. Elves can command other LAWFUL fairy creatures, like pixies, gnomes, fairies and the like.

The language used for elves is Tolkein's Quenya and Sindarin mixed together and modified to sound right. It's pretty loosely played, but everyone will understand that this is "Elvish."

Hit Dice: 1d6+1 (Gains 2 hp/level after 9th.)

Armor/Shield Permitted: Any
Weapons Permitted: All

The Elven Adventurer operates as both a magic-user and a fighter, is capable of casting spells, wearing armor and using any weapons.

The Elven Adventurer starts with 1 spell, and normally learns new spells from other elves. This typically costs 2000 GP, and takes 1 week per level of spell. The elf can find and learn any wizard spells, under the rules for wizard's learning spells, except that there is no chance for failure.

Elven Adventurer Advancement

Level	Experience		Hit Dice	Saving Throw	Spell Points
1	0		1	15	2
2	5,500		2	14	4
3	9,000		3	13	8
4	18,000		4	12	14
5	52,000		5	11	22
6	104,000		6	10	28
7	193,000		7	9	40

8	351,000		8	8	54
9	540,000		9	7	64
10+	+130,000		+2 hp/level	6	+22/Level

Advancement past 9th level is possible for an Elven Adventurer. Experience required to advance a level in either class after reaching 9 hit dice is 130,000 per level.

Gnomes

These little fairy people are typically 12 inches tall, without cap, and weigh in at 1 to 2 pounds. They have beards, wear shades of blue, and red pointed caps. Female gnomes wear darker colors commonly found in forests Greens, browns and the like. They are easy to overlook because of their small size, and their desire to avoid people. Gnomes are LAWFUL. They must obey the will of the elves.

Hit Dice: 1d6-2 (Gains 2 hp/level after 9th.)

Armor/Shield Permitted: shield only
Weapons Permitted: All - small; gnome weapons always do 1d4 damage.

The Gnomish Adventurer is a magic-user with a special range of nature based spells.

The Gnomish adventurer starts with 2 spells, and must learn new spells from other gnomes. This typically costs 1000 GP, and takes 1 week per level of spell.

Gnomish Adventurer Advancement

Level	Experience	Hit Dice	Saving Throw	Spell Points
1	0	1	15	3
2	2,500	2	14	6
3	5,000	3	13	12
4	10,000	4	12	21
5	20,000	5	11	33
6	40,000	6	10	42
7	120,000	7	9	60
8	240,000	8	8	81

9	480,000	9	7	96
10+	960,000	+2 hp/level hp/level	6	+20/Lev

Advancement past 9th level is possible for an Gnomish Adventurer. Experience required to advance a level in either class after reaching 9 hit dice is 480,000 per level.

Halflings

These little guys are Hobbits, we just don't have the literary rights to call them that, so we won't. You might call them furry footed burrowers. They're small, roughly three feet tall, overfed, and have pointy ears at one end and furry heavy soled feet at the other. They are not fairy creatures, but are almost always lawful. There are a very few halflings who are neutral - these are commonly adventurers - and a rare few who are chaotic. Lawful Halflings are always Halfling Warriors Upon reaching 4th level, lawful halfling warriors require 5 times the listed experience points to advance each level. Neutral and chaotic halflings are almost always shunned by halfling society; they are troublemakers and criminals.

HALFLING WARRIOR

Armor/Shield Permitted: Any
Weapons Permitted: All
Hit Dice: 1d6

Halfling weapons always do a d6 damage. Always +2 with missile weapons.

Level	Experience	Hit Dice d6	Saving Throw d20
1	0	1	16
2	2,000	2	15
3	4,000	3	14
4	8,000	4	13
5	40,000	5	12
6	80,000	6	11
7	160,000	7	10

8	320,000	8	9
9	640,000	9	8
10	875,000	+3 hp	7
11	1,125,000	+6 hp	6
12	1,375,000	+9 hp	6
13	1,625,000	+12 hp	6
14	1,875,000	+15 hp	6
15	2,125,000	+18 hp	6
16	2,375,000	+21 hp	6
17	2,625,000	+24 hp	6
18	2,875,000	+27 hp	6
19	3,125,000	+30 hp	6
20	3,375,000	+33 hp	6
21+	+ 250,000	+3 hp/level	6

Neutral halflings are typically of the Halfling Burglar class.

HALFLING BURGLAR / EXPERT TREASURE HUNTER

Armor/Shield Permitted: Leather - no shields
Weapons Permitted: All
Hit Dice: 1d6-1

Halfling weapons always do a d6 damage. Always +2 with missile weapons. Yes, even weapons that normally do less damage.

Halfling Burglar Special Abilities:

Backstab:+4 bonus to hit from behind and inflicts double damage. At levels 5-8 the damage is x3; at levels 9-12, x4; and x5 at levels 13+.

Climb Sheer Surfaces: The Halfling Burglar may climb incredibly sheer surfaces, 1-16 on d20 to climb sheer surfaces; +1 for every 3 levels.

Read Languages (3rd): At 3rd level a Halfling Burglar may read most languages; 1-16 on d20, +1 every 3 levels, +1 if intelligence is over 15.

Use Scrolls (10th): Upon reaching 10th level thieves are able to use Magic-User scrolls. **Spells above 6th level carry a 2 in 20 chance of being miscast** resulting in the scroll's reverse effect affecting the Burglar as opposed to the intended target.

Level	Experience	Hit Dice	Delicate Task	Hide in Shadows/ Move Silently	Hear Noises	Saving Throw
1	0	1	5	4	9	13
2	1,500	1+1	6	7	9	12
3	3,500	2	7	8	12	11
4	6,500	2+1	8	9	12	10
5	14,000	3	9	11	13	9
6	30,000	3+1	10	13	13	8
7	60,000	4	11	14	14	7
8	110,000	4+1	12	15	14	6
9	165,000	5	13	16	15	5
10	225,000	5+1	14	17	15	5
11	290,000	6	15	18	16	4
12	360,000	6+1	16	18	16	4
13	430,000	7	17	18	17	3
14	500,000	7+1	17	19	17	3
15+	+250,000	+1d/Level	18	20	18	3

Dwarves

Dwarves are NEUTRAL. Dwarven society is very secretive and outsiders are looked upon with some suspicion. It is rare for non-dwarves to know the dwarven language, dwarven customs or even dwarven names. Creatures of Law are tolerated, but the creatures of Chaos have become, through many terrible clashes, the enemies of the Dwarves.

Dwarves are typically 4 feet tall, muscular and stocky, with broad features and bright eyes. Large beards are very important to dwarves. They can see in the dark (darkvision) up to 60 feet.

The player-character Dwarf has a **+4 on saving throws against any magic**, and easily takes note of certain features of stonework: sloping corridors, moving walls, and traps made of stone (in particular: falling blocks, rigged ceilings, and tiny arrow slits designed to release poison gas or darts). There is no established die roll or rule for using these abilities; exactly what the Dwarf does or does not perceive is up to the Referee.

The **only character class available** to player-character Dwarves is **Dwarven Warrior**.

Dwarves that are not player-characters have completely different limitations and abilities than player-character Dwarven adventurers.

The Dwarven Warrior

Dwarven Warriors can gain levels beyond sixth, but the progression slows dramatically after sixth level.

Prime Attribute: Strength, 13+ (5% experience)
Hit Dice: 1d6+2 (Gains 3 hp/level after 10th level.)
Armor/Shield Permitted: Any.
Weapons Permitted: Any.

Dwarven Warrior Class Abilities:

Dwarven Warriors are always at +1 when fighting creatures of CHAOTIC alignment.

Establish Stronghold (9th): At ninth level, a Dwarven Warrior character may establish a stronghold and attract a body of loyal Dwarves-at-arms who will swear fealty to him.

Dwarven Warrior Advancement

Level	Experience	Hit Dice	Saving
1	0	1	16
2	2,000	2	15
3	4,000	3	14
4	8,000	4	13
5	16,000	5	12
6	32,000	6	11
7	110,000	7	10
8	220,000	8	9
9	330,000	9	8
10	440,000	+3 hp	7
11+	+110,000	+3 hp/level	6

SPELLS: Gnome Adventurer

1st Level 1. Predict Weather 2. Locate Animals 3. Detect Snares & Pits 4. Detect Magic 5. Purify Water 6. Faerie Fire 7. Cure Light Wounds 8.	**2nd Level** Produce Flame Locate Plants Speak with Animals Invisibility Obscurement Create Water Heat Metal Warp Wood	**3rd Level** Pyrotechnics Protection/Fire Call Lightning Cure Disease Hold Animal Plant Growth Water Breathing Neutralize Poison
4th Level 1. Produce Fire 2. Protection/Lightning 3. Speak with Plants 4. Plant Door 5. Insect Plague 6. Control Temp., 10'r. 7. Cure Serious Wounds 8. Animal Summoning I 9. Hallucinatory Forest 10. Dispel Magic	**5th Level** 1. Wall of Fire 2. Control Winds 3. Pass Plant 4. Hold Plant 5. Animal Growth 6. Commune with Nature 7. Anti-Plant Shell 8. Transmute Rock-Mud 9. Turn Sticks to Snakes 10. Animal Summoning II	

NEW SPELL EXPLANATIONS

1st Level

Predict Weather: With this spell the gnome is able to forecast the weather in the local (2 square mile x level of gnome) area with 95% accuracy unless the weather is modified by some magical means. Forecast: 12 hours.

Locate Animals: A spell similar to that used by magic-users to locate objects. It differs in that only the type of animal to be located must be known.

Detect Snares & Pits: This is the equivalent of a clerical spell to detect traps, but it can only be employed outdoors. Its duration is 1 hour + level of gnome.

Detect Magic: This spell is exactly the same as the spell of the same name for magic-users.

Purify Water: A limited form of the clerical "Purify Food and Water" spell, which affects only water, but is otherwise the same.

Faerie Fire: By using this spell the caster limns the object he desires with a pale glow. This luminescence causes no damage and shows only the outlines of the object. Area coverage: 10 square feet + level of gnome. Duration: 6 turns. Range: 6".

2nd Level

Produce Flame: By means of this spell the gnome can cause a bright flame (about equal to the light of a small lantern) to spring forth from his palm. Although it will not harm him. it will ignite combustible materials touched by it. The flame can be hurled by the gnome to a maximum of 3", and it will then extinguish itself (although it can combust inflammables if it strikes them). The gnome can extinguish the flame at will. Duration: 2 turns X level of gnome.

Locate Plants: Similar to the spell to locate animals, except that it applies strictly to vegetation.

Speak with Animals: Same as cleric spell of the same name.

Cure Light Wounds: Same as cleric spell of the same name.

Obscurement: When this spell is employed the gnome causes a misty cloud of vapor to form around him. The size of the cloud covers an area equal to 100 cubic feet x level of gnome. Duration: 1 turn x level of gnome.

Create Water: Same as the clerical spell of this name.

Heat Metal: A spell which enables the gnome to cause metal objects of ferrous nature to become progressively warm, hot, and then searing hot. The amount of metal which can be affected by this spell is a function of the level of the gnome using it. For each level he has attained the gnome can affect approximately 200 gold piece weight of ferrous metal. Flesh in contact with the metal heated by this spell suffers burns and is accordingly damaged. Fire resistance negates this effect. Metal stays at the searing temperature for two turns (the first of which will blister a hand and make it unusable for 1 day or cause 1-2 points of damage to the other parts of the body, except the head which will take one point of damage and cause the person to become dizzy), the second of which will cause a hand still in contact with the metal to be severely burned and unusable for 1-3 weeks, cause an additional 2-3 points damage to a body in contact with the metal, and inflict an additional two points of damage to a head in contact with the heated metal - as well as causing the creature so affected to become unconscious for from 2-8 turns. Range: 3".

Warp Wood: By use of this spell the gnome causes straight shafts (and similar objects) to become bent. The amount of wood which can be so warped is dependent upon the level of the gnome, with a rough conversion of one spear shaft of 6' length or six arrow shafts per two levels the gnome has attained. Note that the planks of a boat or even a ship could be affected by this spell. Wood warped by this spell is permanently damaged. Range: 6".

3rd Level

Pyrotechnics: Same as the magic-user spell of this name.

Protection from Fire: A very powerful spell which has a varying effect. If cast upon a person other than a gnome it simply confers invulnerability from common fire, as well as the effects of a ring of fire resistance against magical fires. If cast upon a gnome it also gives complete protection from magical fire (including fire balls, meteor swarms, Type VI demon immolation, and dragon fire), but exposure to such magical fires will immediately cancel the spell as of the next turn. Otherwise, its duration is 3 turns + level of gnome.

Call Lightning: This spell is dependent upon the prevailing weather. If there is any sort of storm above (including a tornado) the gnome is able to call down a lightning bolt of 8 dice + level of the gnome. Usable outdoors only. **Note:** The lightning comes down in a perpendicular path, and it can strike objects in the sky as well as those upon the ground. Frequency: 1 bolt per ten minutes. Range: 36".

Cure Disease: Same as the cleric spell of the same name.

Hold Animal: Same as a hold monster spell, except that it applies to mammals, birds, reptiles,

and fish of up to approximately 200 pounds body weight X level of gnome (halve weight for nonmammals). Range: 6". Duration: 1 turn + level of gnome.

Plant Growth: Same as the magic-user spell "Growth/Plant".

Water Breathing: Same as the magic-user spell of the same name.

Neutralize Poison: Same as the cleric spell of the same name.

4th Level

Produce Fire: When employed this spell produces a common fire with a maximum area of coverage of 10 square feet. Combustible materials touched by the fire will, naturally, catch fire. The spell can be reversed to extinguish a natural fire (including flaming oil, for example) over the same area. Range: 3". Duration: 1 turn.

Protection from Lightning: Similar to a protection from fire, by means of this spell the gnome immunizes himself from all electrical attacks. Upon being struck by lightning, however, the spell is instantly negated. Duration: 6 turns + level of gnome.

Speak with Plants: Same as cleric spell of the same name.

Plant Door: By means of this spell the gnome is able to pass through the densest of plant growth, including the solid trunks of trees. The "door" is opened only for him (although another gnome or a dryad could also follow). The gnome may choose to stay within an oak upon which he has cast this spell. The "door" opens a path up to 3' wide, 6' high, and 100' long. Duration: 3 turns + level of gnome.

Insect Plague: Same as the cleric spell of the same name.

Control Temperature, 10' Radius: This spell allows the gnome to alter the temperature within the indicated radius to vary by +/- 50 degrees (warmer or colder than surrounding temperature). Mistletoe is required. Duration: 3 turns + level of gnome.

Cure Serious Wounds: Same as cleric spell of this name.

Animal Summoning I: The equivalent of the clerical "Conjure Animals" spell.

Hallucinatory Forest: When cast this spell will cause any creature (other than another gnome or a magical forest creature or an ent) to absolutely believe it is actually there and act accordingly. It can be dispelled by a dispel magic spell or a reverse of the gnome spell which brought it into being. The area it covers is equal to 3" square X level of gnome. Range: 6" to nearest edge.

Dispel Magic: Same as magic-user spell of this name.

5th Level
Wall of Fire: Same as magic-user spell of this name.

Control Winds: One turn after this spell is uttered the winds within a 24" range of the gnome can be either calmed or increased to great force (which will drive flying creatures from the air, bend medium-sized trees, make sailing impossible except before the gale. etc.). The center of this effect moves with the gnome who cast the spell. A higher level gnome always is able to use a like spell to counter it with success. A gnome of 11th level has a range of 32", at 12th level the range is 40", and at 13th level the range is 48". Duration: 6 turns + level of gnome.
Pass Plant: By means of this spell the gnome is able to travel from a tree of one sort to another of the same species within a radius of 48". Trees which can be used are: Oak (12" distance bonus), ash, yew, linden (12" penalty), elm (12" penalty), other deciduous trees (18" penalty), coniferous trees (24" penalty). The tree must be living and of a girth approximately equal to/or greater than that of the gnome concerned. If a like tree does not exist within the range then the spell fails, and on the next time period considered the gnome emerges from the tree through which he intended to pass.

Hold Plant: Similar to a magic-user spell for holding monsters, except that this spell will affect only vegetable matter which is self-ambulatory or magically animated. It will, for example stop plant growth. It will affect treants. It will affect fungoid life forms. Duration: 6 turns + level of gnome. Range: 3" + level of gnome.

Animal Growth: Same as magic-user spell "Growth of Animals".

Commune with Nature: This spell allows the gnome to commune with higher powers, much as a cleric communes. However, it must be performed outdoors, and the answers given will only be of the sort which pertain to Nature (farm and field, wood and stream and the like).

Anti-Plant Shell: This spell is very similar to the anti-magic spell of a magic-user, its difference being that it provides absolute protection from attacks by plants or similar living vegetable matter.

Transmute Rock to Mud: Same as the magic-user spell.

Turn Sticks to Snakes: Same as the cleric spell of that name.

Animal Summoning II: This is a spell with twice the strength of "Animal Summoning I".

MAGIC USER SPELLS

	1st Level	2nd Level	3rd Level
1	Detect Magic	Detect Invisible	Fly
2	Hold Portal	Levitate	Hold Person
3	Create Staff	Phantasmal Forces	Dispell MAgic
4	Read Languages	Locate Object	Clairvoyance
5	Protection/Evil	Invisibility	Clairaudience
6	Light	Wizard Lock	Fireball
7	Charm Person	Detect Evil	Lightning Bolt
8	Shield	ESP	Protection/Evil 10'
9	Magic Missile	Continual Light	Invisibility 10'
10	Ventriliquism	Knock	Infravision
11		Darkness 5'	Slow Spell
12		Strength	Haste Spell
13		Web	Protection/Normal Missiles
14		Mirror Image	Water Breathing
15		Magic Mouth	Explosive Runes
16		Pyrotechnics	Rope Trick
17			Suggestion
18			Monster Summoning I

MAGIC USER SPELLS

	4th Level	5th Level	6th Level
1	Polymorph Self	Teleport	Stone Flesh
2	Polymorph Others	Hold Monster	Reincarnation

3	Remove Curse	Conjure Elemental	Invisible Stalker
4	Wall of Fire	Telekineses	Lower Water
5	Wall of Ice	Transmute Rock/Mud	Part Water
6	Confusion	Wall of Stone	Projected Image
7	Charm Monster	Wall of Iron	Anti-magic Shell
8	Plant Growth	Animate Dead	Death Spell
9	Dimension Door	Magic Jar	Geas
10	Wizard Eye	Contact Higher Plane	Disintigrate
11	Massmorph	Passwall	Move Earth
12	Hallucinatory Terrain	Cloudkill	Control Weather
13	Ice Storm	Feeblemind	Legend Lore
14	Fear	Animal Growth	Repulsion
15	Monster Summoning II	Monster Summoning III	Monster Summoning IV
16	Extention I	Extention II	Extention III
17			
18			

MAGIC USER SPELLS

	7th Level	**8th Level**	**9th Level**
1	Delayed Blast Fireball	Mass Charm	Meteor Swarm

2	Reverse Gravity	Clone	Shape Change
3	Limited Wish	Powerword Blind	Time Stop
4	Powerword Stun	Symbol	Power Word Kill
5	Phase Door	Permenant Spell	Gate
6	Charm Plants	Mind Blank	Wish
7	Mass Invisibility	Polymorph any Object	Astral Spell
8	Simulacrum	Monster Summoning IV	Prismatic Wall
9	Monster Summoning V		Maze
10			Monster Summoning VII

CLERIC SPELLS

	1st Level	**2nd Level**	**3rd Level**
1	Cure Light Wounds	Find Traps	Remove Curse
2	Purify Food & Water	Hold Person	Cure Disease
3	Detect Magic	Bless	Locate Object
4	Detect Evil	Speak with Animals	Continual Light
5	Protection/Evil	Silence 15'	Prayer
6	Light	Snake Charm	Speak with Dead
7			
8			
9			
10			

CLERIC SPELLS

	4th Level	**5th Level**	**6th Level**

1	neutralize Poison	Dispell Evil	Animate Objects
2	Cure Serious Wounds	Raise Dead	Find The Path
3	Protection/Evil 10'	Commune	Blade Barrier
4	Turn Sticks/Snakes	Quest	Word Of Recall
5	Speak /Plants	Insect Plague	Speak With Monsters
6	Create Water	Create Food	Conjure Animals
7			
8			
9			
10			

CLERIC SPELLS

7th Level	
1	Earthquake
2	Aerial Servant
3	Wind Walk
4	Holy Word
5	Astral Spell
6	Symbol
7	Part Water
8	Control Weather
9	Raise Dead Fully
10	Restoration

SPELL EXPLANATIONS

Magic-Users:

1st Level:

Detect Magic: A spell to determine if there has been some enchantment laid on a person, place or thing. It has a limited range and short duration. It is useful, for example, to discover if some item is magical, a door has been "held" or "wizard
locked", etc.

Hold Portal: A spell to hold a door, gate or the like. It is similar to a locking spell (see below) but it is not permanent. Roll two dice to determine the duration of the spell in turns. Dispell Magic (see below) will immediately negate it, a strong anti-magical creature will shatter it and a Knock (see below) will open it.

Create Staff: A powerful spell that enables the magic user to change a large branch, or lathed staff, into a magical repository. COnstruction takes 1 week, and when completed, the magic user may cast any memorized spells into the staff and hold them for use at a later time. The staff can hold as many spells as the caster may memorize, and increases as the caster progresses. The staff is also a weapon which the caster may weild doing 1d6 damage, and striking as a magic weapon. This spell requires 1 week to complete. only the creator of the staff may use it, and a magic user may only have 1 staff at a time.

Read Languages: The means by which directions and the like are read, particularly on treasure maps. It is otherwise like the Read Magic spell above.

Protection from Evil: This spell hedges the conjurer round with a magic circle to keep out attacks from enchanted monsters. It also serves as an "armor" from various evil attacks, adding a + 1 to all saving throws and taking a — 1 from hit dice of evil opponents. (Note that this spell is not cumulative in effect with magic armor and rings, although it will continue to keep out enchanted monsters.) **Duration: 6 turns.**

Light: A spell to cast light in a **circle 3" in diameter**, not equal to full daylight. It lasts for a number of turns equal to 6 + the number of levels of the user; thus, a 7th level Magic-User would cast the spell for 13 turns. This spell may be cast on a small object to make it glow.

Charm Person: This spell applies to all two-legged, generally mammalian figures near to or less than man-size, excluding all monsters in the "Undead" class but including Sprites, Pixies, Nixies, Kobolds, Goblins, Orcs, Hobgoblins and Gnolls. If the spell is successful it will cause the charmed entity to come completely under the influence of the Magic-User until such time as the "charm" is dispelled (Dispell Magic). Intelligence allows the charmed person to eventually free itself from the charm. A check will be made on the following basis, and if a score equal to a save vs. magic is made the charm is broken. Charms do not affect the Undead.

Intelligence	Check Every
up to 6	month
7-9	three weeks
10-11	two weeks
12-15	week
16-17	two days
18 and above	day

As long as the magic user flatters and cojoles the victim, he need not roll for breaking the charm. **Range: 12".**

Sleep: A Sleep spell affects from 2-16 1st level types (hit dice of up to 1 + 1), from 2-12 2nd level types (hit dice of up to 2 +1), from 1-6, 3rd level types, and but 1 4th level type (up to 4 +1 hit dice). The spell always affects up to the number of creatures determined by the dice. If more than the number rolled could be affected, determine which "sleep" by random selection. There is no saving throw against this spell. Remember that a Sleep Spell affects but a single creature with 4 or 4 +1 hit dice, and creatures above 4 + 1 hit dice are unaffected. Sleep does not affect undead. **Range: 24"**

Shield: By means of this spell the user imposes a self-moving magical barrier between himself and his enemies. It provides the equivalent of class 2 armor. **Duration: 2 *turns.***

Magic Missile: This is a conjured missile equivalent to a magic arrow, and it does full damage (2-7 points) to any creature it strikes. It is +1 to hit, and considered a magic weapon. The caster can fire at least once per melee round for the duration of the spell. For every five levels the magic-user has attained he may add an additional two missiles per Melee Round when employing this spell, so a 6th level magic-user may cast three magic missiles at his target each melee, an 11th level magic-user casts five, and so on. **Range 15". Duration: 2 *turns.***

Ventriliquism: As the name implies, this spell allows the user to make the sound of his voice issue from someplace else, including such places as a statue, animal, etc.
Range: 6". Duration: 2 *turns*.

2nd Level:

Darkness, 5' Radius: A spell which causes total darkness within the indicated area making

even infravision useless. It can be countered by either a Dispell Magic or a Light spell. **Duration: 6 turns. Range 12"**.

Detect Invisible (Objects): A spell to find secreted treasure hidden by an Invisibility spell (see below). It will also locate invisible creatures. Duration: **2 turns. Range: 1" x the level of the Magic-User casting**, i.e. a "Wizard" would have a range of 11", more if he was above the base value.

Levitate: This spell lifts the caster, all motion being in the vertical plane; however, the user could, for example, levitate to the ceiling, and move horizontally by use of his hands. Duration: **2 turns + the level of the user**. **Range (of levitation): 2"/level of Magic-User, with upwards motion at 6"/turn.**

Phantasmal Forces: The creation of vivid illusions of nearly anything the user envisions (a projected mental image so to speak). **As long as the caster concentrates on the spell**, the illusion will continue unless touched by some living creature, so there is no limit on duration, per se. Damage caused to viewers of a Phantasmal Force will be real if the illusion is believed to be real. **Range: 24".**

Strength: This spell increases a fighter's strength by 2d4+1 points (roll dice after spell is cast). It will also increase a cleric's strength by from 1d6+1 points and a thief's by from 1d4+1. When a fighter's strength reaches 18 or higher due to this spell an additional determination of strength is to be made as already specified for strength of 18. **Duration: 6 turns.**

Locate Object: In order for this spell to be effective it must be cast with certain knowledge of what is to be located. Thus, the exact nature, dimensions, coloring, etc. of some magical item would have to be known in order for the spell to work. Well known objects such as a flight of stairs leading upwards can be detected with this spell however. The spell gives the user the direction of the object desired but not the distance. The desired object must be within range. **Range: 6" + 1" per level of the Magic-User employing the spell**.

Invisibility: A spell which lasts until it is broken by the user or by some outside force (remember that a character cannot remain invisible and attack). It affects only the person or thing upon whom or which it is cast. **Range: 24"**

Wizard Lock: Similar to a Hold Portal, this spell lasts indefinitely. It can be opened by a Knock without breaking the spell. A Wizard Lock can be passed through without a spell of any kind by a Magic-User three levels above the one who placed the spell.

Detect Evil: A spell to detect evil thought or intent in any creature or evilly enchanted object. Note that poison, for example, is neither good nor evil. **Duration: 2 turns. Range: 6"**.

ESP: A spell which allows the user to detect the thoughts (if any) of whatever lurks behind

doors or in the darkness. It can penetrate solid rock up to about 2' in thickness, but a thin coating of lead will prevent its penetration. **Duration: 2 turns. Range: 6"**

Continual Light: This spell creates a light wherever the caster desires. It sheds a circle of **illumination 24" in diameter**, but does not equal full daylight. It can be cast on a small oject. It continues to shed light until dispelled. **Range: 12"**.

Knock: A spell which opens secret doors, held portals, doors locked by magic, barred or otherwise secured gates, etc. **Range: 6".**

Web: Webs are great sticky masses of strands which are difficult to sever but subject to flame. The spell will generate sufficient webs to cover a 1" x 1" x 2" area in any turn. Giants and similarly powerful creatures can break through them in two turns, and lesser creatures will take proportionately longer. A Flaming Sword will slash through them in one turn. **Duration: 1 melee round. Web duration 480 turns, Range 3".**

Mirror Image: By means of this spell the user creates from 1-4 images of himself. These images are indistinguishable from the magic-user, and do exactly as he does. Any attack upon a mirror image dispells it, but it does not effect any others that might exist. **Duration: 6 turns.**

Magic Mouth: A spell which resembles ventriliquism in that the sound issues from a chosen object, but there are differences. A mouth appears, or the mouth of the object moves in accordance with what is being said. The Magic Mouth can be ordered to speak upon certain conditions, i.e. if anyone comes within 10' of it, if a neutral person comes within 10', if Flubbit the Wizard comes within 10', and so on. The spell lasts until the message is given. The message cannot exceed twenty-five words.

Pyrotechnics: A multi-purpose spell which requires some form of fire (torch, brazier, bonfire, etc.) to make it work. When employing this spell the Magic-User can create either a great display of flashing, fiery lights and colors which resemble fireworks; or he can cause a great amount of smoke which will cover an area of not less than 20 cubic feet. The overall effects of this spell depend on the size of the fire used to cause them, and when the spell is used the fire-source is extinguished. **Duration: 2 turns. Range 24".**

3rd Level:

Fly: By means of this spell the user is able to fly at a speed of up to 12"/turn. The spell lasts for the number of turns equal to the level of the Magic-User plus the number of pips on a six-sided die which is secretly determined by the referee.

Hold Person: A spell similar to a Charm Person but which is of both limited duration and greater effect. It will effect from 1-4 persons. If it is cast at only a single person it has the

effect of reducing the target's saving throw against magic by -2.
Duration: 6 turns + level of the caster. Range: 12".

Dispell Magic: Unless countered, this spell will be effective in dispelling enchantments of most kinds (referee's option), except those on magical items and the like. This is modified by the following formula. The success of a Dispell Magic spell is a ratio of the dispeller over the original spell caster, so if a 5th level Magic-User attempts to dispell the spell of a 10th level Magic-User there is a 50% chance of success. Duration: 1 turn. Range: 12".

Clairvoyance: Same as ESP spell except the spell user can visualize rather than merely pick up thoughts.

Clairaudience: Same as Clairvoyance except it allows hearing rather than visualization. This is one of the few spells which can be cast through a Crystal Ball (see Volume II).

Fire Ball: A missile which springs from the finger of the Magic-User. It explodes with a burst radius of 2" (slightly larger than specified in CHAINMAIL). In a confined space the Fire Ball will generally conform to the shape of the space (elongate or whatever). The damage caused by the missile will be in proportion to the level of its user. A 6th level Magic-User throws a 6-die missile, a 7th a 7-die missile, and so on. (Note that Fire Balls from Scrolls (see Volume II) and Wand are 6-die missiles and those from Staves are 8-die missiles. Duration: 1 turn. Range: 24"

Lightning Bolt: Utterance of this spell generates a lightning bolt 6" long and up to 3/4" wide. If the space is not long enough to allow its full extension, the missile will double back to attain 6", possibly striking its creator. It is otherwise similar
to a Fire Ball, but as stated in CHAINMAIL the head of the missile may never extend beyond the 24" range.

Protection from Evil, 10' Radius: A Protection from Evil spell which extends to include a circle around the Magic-User and also lasts for 12 rather than 6 turns.

Invisibility, 10" Radius: An Invisibility spell with an extended projection but otherwise no different from the former spell.

Infravision: This spell allows the recipient to see infra-red light waves, thus enabling him to see in total darkness. Duration: 1 day. Range of infravision: 40-60'.

Slow Spell: A broad-area spell which effects up to 24 creatures in a maximum area of 6" x 12". Duration: 3 turns. Range: 24".
Haste Spell: This is exactly the opposite of a Slow Spell in effect, but otherwise like it. Note that it will counter its opposite and vice-versa.

Protection from Normal Missiles: The recipient of this charm becomes impervious to normal missiles. This implies only those missiles projected by normal (notabove normal) men and/or

weapons. Duration: 12 turns. Range: 3".

Water Breathing: A spell whereby it is possible to breathe under water without harm or difficulty. Duration: 12 turns. Range 3".

Explosive Runes: These runes when placed upon a parchment (book, scroll, map, etc.) safeguard it from unauthorized reading. If the reader is not the person who placed the runes upon the parchment they explode, destroying the parchment, and deal 4-24 points of damage to the reader (no savings thrown). The runes may be removed by the magic-user whenever he desires, and a magic-user of two or more levels above the one who placed the runes may attempt to remove them (50% chance of detecting them, 75% chance of successfully removing them).

Rope Trick: This spell enables the user to cause a length of rope (6' to 24') to stand upright by itself, and when he (and up to three others) climbs to its summit, disappears into another dimension. The rope is simply tossed into the air and climbed. If undisturbed the rope remains in place for the duration of the spell, but it can be removed, and if it is the persons coming back from the other dimension will fall the distance they climbed to the top of the rope. Duration: 6 turns plus the level of the magic-user employing it.

Suggestion: A spell which works on the principle of hypnosis. If the creature which it is thrown at fails to make its saving throw vs. magic it will carry out the suggestion, immediately or deferred according to the wish of the magic-user. Self-destruction is 99% unlikely, but carefully worded suggestions can, at the referee's option, alter this probability. Suggestions must be simple and relatively short, i.e. a sentence or two.
Duration: 1 game week.

Monster Summoning I: By employing this spell the magic-user calls to his aid a monster appearing on the MONSTER LEVEL TABLES, level 1, i.e. kobolds, goblins, skeletons, etc. If a relatively small monster is indicated by the die roll the referee will determine how many appear by rolling a six-sided die; otherwise from 1-3 appear. The monster or monsters so summoned will faithfully serve the magic-user until they depart when the spell ceases to function or until they are killed. Delay: 1 turn. Duration: 6 melee turns. Range: 1".

4th Level:

Polymorph Self: A spell allowing the user to take the shape of anything he desires, but he will not thereby acquire the combat abilities of the thing he has polymorphed himself to resemble. That is, while the user may turn himself into a dragon of some type, he will not gain the ability to fight and breathe, but he will be able to fly. Duration: 6 turns + the level of the Magic-User employing it.

Polymorph Others: Unlike the spell to Polymorph Self, this spell lasts until it is dispelled. The spell gives all characteristics of the form of the creature, so a creature polymorphed into a dragon acquires all of the dragon's ability — not necessarily
mentality, however. Likewise, a troll polymorphed into a snail would have innate resistance to being stepped on and crushed by a normal man. Range: 6".

Remove Curse: A spell to remove any one curse or evil sending. Note that using this spell on a "cursed sword", for example, would make the weapon an ordinary sword, not some form of enchanted blade. Range: Adjacent to the object.

Wall of Fire: The spell will create a wall of fire which lasts until the Magic-User no longer concentrates to maintain it. The fire wall is opaque. It prevents creatures with under four hit dice from entering/passing through. Undead will take two dice of damage (2-12) and other creatures one die (1-6) when break ing through the fire. The shape of the wall can be either a plane of up to 6" width and 2" in height, or it can be cast in a circle of 3" diameter and 2" in height. Range: 6".

Wall of Ice: A spell to create a wall of ice six inches thick, in dimensions like that of a Wall of Fire. It negates the effects of creatures employing fire and/or fire spells. It may be broken through by creatures with four or more hit dice, with damage equal to one die (1-6) for non-fire employing creatures and double that for fire-users. Range: 12"

Confusion: This spell will immediately effect creatures with two or fewer hit-dice. For creatures above two hit dice the following formula is used to determine when the spell takes effect: score of a twelve-sided die roll less the level of the Magic-User casting the spell = delay in effect, i.e. a positive difference means a turn delay, while a zero or negative difference means immediate effect. Creatures with four or more hit dice will have saving throws against magic, and on those turns they make their saving throws they are not confused; but this check must be
made each turn the spell lasts, and failure means they are confused. The spell will effect as many creatures as indicated by the score rolled on two six-sided dice with the addition of + 1 for each level above the 8th that the Magic-User casting the spell has attained. Confused creatures will attack the Magic-User's party (dice score 2-5), stand around doing nothing (6-8), or attack each other (9-12). Roll each turn. Duration: 12 turns. Range: 12".

Charm Monster: The counterpart of a Charm Person spell which is employable against all creatures. If animals or creatures with three or fewer hit dice are involved determine how many are effected by the spell by rolling three six-sided dice. It is otherwise identical to the Charm Person spell.

Growth of Plants: This spell causes normal brush or woods to become thickly overgrown and entangled with creepers, vines, thorns, briars and so on, so as to make the area virtually impassable. It will effect an area of up to 30 square inches,
the dimensions decided by the caster of the spell. Duration: until the spell is negated by a

Dispell Magic. Range: 12".

Dimension Door: A limited Teleport spell which allows the object to be instantaneously transported up to 36" in any direction (including up or down). There is no chance of misjudging when using a Dimension Door, so the user always arrives exactly where he calls, i.e. 12" upwards, 32" east, etc. Range: 1".

Wizard Eye: A spell which allows the user to send a visual sensor up to 24" away in order to observe the scene without himself moving. The "eye" is invisible. It moves 12"/turn. Duration: 6 turns.

Massmorph: This spell is used to conceal up to 100 men (or creatures of near man size) as a woods or orchards. The concealed figures may be moved through without being detected as anything other than trees, and it will not effect the spell. It will be negated by a command for the caster or by means of a Dispell Magic spell. Range: 24".

Hallucinatory Terrain: By means of this spell terrain features can either be hidden or created - an illusion which effects a large area. Thus a swamp, hill, ridge, woods, or the like can be concealed or made to appear. The spell is broken when the magicked area is contacted by an opponent. Range: 24".

Charm Monster: The number of hit dice possessed by the charmed monster allow it progressively greater possibilities of breaking free of the spell. A check must be made weekly.

Hit Dice	**Chance of Breaking Charm**
Under 2	5%
2-4	10%
5-7	20%
8-10	40%
11+	80%

Ice Storm: When cast this spell creates a cubic storm area of 3" per side. Great hailstones descend causing 3-30 points of damage to those within its confines (saving throws are not possible). Duration: 1 turn. Range: 12".

Fear: This spell operates as if the user were employing a Fear Wand. All those not saving vs. fear react as follows: They immediately attempt to flee, or get as far away from the user as possible, with a 50% chance that they will drop any weapons they had in hand when struck by the Fear spell. Duration: 6 turns (movement or melee as applicable). Range 24".

Monster Summoning II: This spell is identical to Monster Summoning I except that either 1 or 2 2nd Level monsters will appear.

Extension I: A spell to increase the Duration of 1st through 3rd level spells by 50%. Range: as spell to be extended.

5th Level:

Teleport: Instantaneous transportation from place to place, regardless of the distance involved, provided the user knows where he is going (the topography of the arrival area). Without certain knowledge of the destination teleportation is 75% uncertain, so a score of less than 75% of the percentile dice results in death. If the user is aware of the general topography of his destination, but has not carefully studied it, there is an uncertainty factor of 10% low and 10% high. A low score (1-10%) means death if solid material is contacted. A high score (91-100%) indicates a fall of from 10 to 100 feet, also possibly resulting in death. If a careful study of the destination has been previously made, then the Magic-User has only a 1% chance of teleporting low and a 4% chance of coming in high (10-40 feet).

Hold Monster: Same as Hold Person but applicable to Monsters.

Conjure Elemental: A spell to conjure an Air, Water, Fire or Earth Elemental. Only one of each type can be conjured by a Magic-User during any one day. The Elemental will remain until dispelled, but the Magic-User must concentrate on control or the elemental will turn upon its conjurer and attack him. Conjured elementals are the strongest, with 16 hit dice. Range: 24".

Telekenesis: By means of this spell objects may be moved by mental force. Weight limits are calculated by multiplying the level of the Magic-User by 200 Gold Pieces weight. Thus, a "Necromancer" is able to move a weight equal to 2,000 Gold Pieces. Duration: 6 turns. Range 12".

Transmute Rock to Mud: The spell takes effect in one turn, turning earth, sand, and of course, rock to mud. The area affected is up to 30 square inches. Creatures moving into the mud will become mired, possibly sinking if heavy enough or losing 90% of movement otherwise, unless able to fly or levitate. The spell can only be countered by reversing the incantation (requiring a Transmute Rock to Mud spell) or by normal process of evaporation (3-18 days as determined by rolling three six-sided dice). Range: 12".

Wall of Stone: The creation of a stone wall two feet thick with a maximum length and height equalling 10 square inches. The wall will last until dispelled, broken down or battered through as a usual stone wall. Range: 6".

Wall of Iron: Like a Wall of Stone, but the thickness of the wall is three inches and its maximum area 5 square inches. Duration: 12 turns. Range: 6".

Animate Dead: The creation of animated skeletons or zombies. It in no way brings a creature back to life. For the number of dead animated simply roll one die for every level above the 8th the Magic-User is, thus a "Sorcerer" gets one die or from 1-6 animated dead. Note that the skeletons or dead bodies must be available in order to animate them. The spell lasts until dispelled or the animated dead are done away with.

Magic Jar: By means of this device the Magic-User houses his life force in some inanimate object (even a rock) and attempts to possess the body of any other creature within 12" of his Magic Jar. The container for his life force must be within 3" of his body at the time the spell is pronounced. Possession of another body takes place when the creature in question fails to make its saving throw against magic. If the possessed body is destroyed, the spirit of the Magic-User returns to the Magic Jar, and from thence it may attempt another possession or return to the Magic-Users body. The spirit of the Magic-User can return to the Magic Jar at any time he so desires. Note that if the body of the Magic-User is destroyed the life force must remain in a possessed body or the Magic Jar. If the Magic-Jar is destroyed the Magic-User is totally annihilated.

Contact Higher Plane: This spell allows the magical-type to seek advice and gain knowledge from creatures inhabiting higher planes of existence (the referee). Of course, the higher the plane contacted, the greater the number of questions that can be asked, the greater the chance that the information will be known, and the higher the probability that the question will be answered truthfully. Use the table below to determine these factors, as well as the probability of the Magic-User going insane. Only questions which can be answered "yes" or "no" are permitted.

Plane	# of Questions	Chance of Knowing	Veracity	Insanity
3rd	3	25%	30%	nil
4th	4	30%	40%	10%
5th	5	35%	50%	20%
6th	6	40%	60%	30%
7th	7	50%	70%	40%
8th	8	60%	75%	50%
9th	9	70%	80%	60%
10th	10	80%	85%	70%
11th	11	90%	90%	80%

12th	12	95%	100%	90%

If a Magic-User goes insane, he will remain so for a number of weeks equal to the number of the plane he was attempting to contact, the strain making him totally incapacitated until the time has elapsed. For each level above the 11th, Magic-Users should have a 5% better chance of retaining their sanity. The spell is usable only once every game week (referee's option).

Pass-Wall: A spell which opens a hole in a solid rock wall, man-sized and up to 10' in length. Duration: 3 turns. Range: 3".

Cloudkill: This spell creates a moving, poisonous cloud of vapor which is deadly to all creatures with less than five hit dice. Movement: 6"/turn according to wind direction, or directly away from the spell caster if there is no wind. Dimensions: 3" diameter. Duration: 6 turns, but the cloud is dispelled by unusually strong winds or trees. Note that the cloud is heavier than air, so it will sink to the lowest possible level.

Feeblemind: A spell usable only against Magic-Users, it causes the recipient to become feeble-minded until the spell is countered with a Dispell Magic. Because of its specialized nature the Feeblemind spell has a 20% better chance of success, i.e. lowers the Magic-Users saving throw against magic by 4, so that if normally a 12 or better were required to save against magic, a 16 would be required against a Feeblemind. Range: 24".

Growth of Animals: A spell which will cause from 1-6 normal-sized animals (not merely mammals) to grow to giant-size with proportionate attack capabilities. Duration: 12 turns. Range 12".

Monster Summoning III: Same as Monster Summoning II except that 1 or 2 3rd Level monsters appear.

Extension II: Same as Extension I except it also applies to 4th level spells.

6th Level:

Stone to Flesh: This spell turns stone to flesh, and it is reversable, so as to turn flesh to stone. It is particularly useful in reviving characters who have been "stoned" by some monster. It is permanent unless a reversed spell is used.
Range: 12".

Reincarnation: A spell to bring a dead character back to life in some other form. The form in

which the character is Reincarnated is dependent upon his former alignment (Law, Neutrality or Chaos). Use a random determination on the Character Alignment table, and whatever the result is, the reincarnated character is
that creature and must play as it. If he comes back as a man, determine which class, and roll a six-sided die to determine which level in that class,and similarly check level for reincarnation as an elf or dwarf.

Invisible Stalker: The conjuration of an extra-dimensional monster which can be controlled with merely a word from the Magic-User who conjured him. The Invisible Stalker will continue on its mission until it is accomplished, regardless of time or distance. They cannot be dispelled once conjured, except through attack. Details of the Invisible Stalker itself will be found in the next volume.

Lower Water: Utterance of this spell causes the water level in a river or similar body of liquid to drop 50% of its depth for ten turns. Range: 24".

Part Water: A spell which will part water up to 10' deep for a maximum of six turns. Range: 12".

Projected Image: By means of this spell the Magic-User projects an image of himself up to 24" away, and all spells and the like used thereafter appear to originate from the Projected Image. Duration: 6 turns. Range: 24".

Anti-Magic Shell: A field which surrounds the Magic-User and makes him totally impervious to all spells. It also prevents any spells from being sent through the shell by the Magic-User who conjured it. Duration: 12 turns.

Death Spell: An incantation which kills from 2-16 creatures with fewer than seven hit dice. The creatures must be within an area of 6" x 6" to come under the spell. Range: 24".

Geas: A spell which forces the recipient to perform some task (as desired by the Magic-User casting the Geas). Any attempt to deviate from the performance of the task will result in weakness, and ignoring the Geas entirely brings death. The referee must carefully adjudicate the casting and subsequent performance of the geased individual when this spell is used. Duration: Until the task is completed. Range: 3".

Disintegrate: This spell will cause material of any kind — other than that of a magical nature — to Disintegrate. It will blast a tree, dragon (if it fails to make its saving throw against magic), wall section, or whatever. Range: 6"

Move Earth: When above ground the Magic-User may utilize this spell to move prominences such as hills or ridges. The spell takes one turn to go into effect. The terrain affected will move at the rate of 6" per turn. Duration: 6 turns. Range 24".

Control Weather: The Magic-User can perform any one of the following weather control operations with this spell: Rain, Stop Rain, Cold Wave, Heat Wave, Tornado, Stop Tornado, Deep Clouds, Clear Sky.

Legend Lore: By means of this spell the magic-user seeks to gain knowledge of some legendary item, place or person. (It is necessary for the referee to decide if the soughtafter thing is in fact legendary in the scope of his campaign.) Such a spell requires great conjuration, so the time necessary can range from days to weeks (roll percentile dice, 01 = 1 day — 00 = 100 days). Often times the information gained through the spell will come in the form of a riddle or a poem.

Repulsion: A spell which enables the user to cause objects or entities to move in a course opposite from their intended course towards him. Duration: 6 turns. Range: 12".

Monster Summoning IV: Same as Monster Summoning III except that but a single monster of the 4th Level appears.

7th Level:

(Spells with no saving throw unless otherwise indicated!)

Delayed Blast Fire Ball: As the name implies, this spell is a Fire Ball which can be thrown and timed with regard to its blast. In all respects it acts as a normal Fire Ball, but the blast can be delayed up to 10 melee turns (or one movement turn).

Reverse Gravity: This spell effects a cubic area of 3", causing gravity within that area to reverse itself. Those within the area fall upwards with the force of a normal fall. (Note the consequences when the spell is negated.)
Duration: 1 melee turn. Range 9".

Limited Wish: A spell which alters reality past, present, or future, but only within limited bounds. It cannot create or bring any form of treasure, for example, and only a portion of a wish might actually occur. (See dungeons and dragons, MONSTERS & TREASURE, page 33, Three Wishes.)

Power Word-Stun: When this word is spoken at any creature it will stun it for from 2-12 turns if the creature has up to 35 hit points. If the creature has between 36 and 70 hit points the stun lasts between 1-6 turns. It has no effect on creatures over 70 hit points. Range 12".

Phase Door: A spell which causes an invisible door to open for the caster. This door is exactly similar to a Passwall except that it is invisible and only the magic-user who cast the spell can use the door. It lasts for seven uses and then vanishes. It may be dispelled with Dispell Magic only if such spells are cast by a combined level of magic which is not less than twice the level of the caster of the Phase Door. Range: 1".

Charm Plants: This spell charms the equivalent of: 1 large oak, 6 medium sized bushes, 12 small shrubs, or 24 little plants. These charmed plants will do anything the caster demands as long as it is within their ability to comply. For example, combined with several Magic Mouth spells, the plants could act as a warning system. Duration: until dispelled. Range: 12".

Mass Invisibility: This spell is similar to Invisibility except that it affects as many as 6 dragon-sized objects or from 100-300 men and horses. Duration: until dispelled. Range: 24".

Simulacrum: A spell which creates the duplicate (form only) of any person the Magic-User desires to duplicate. In order to make a complete Simulacrum several other spells are necessary. If snow is not available the user must cause an Ice Storm from which to fashion the form. When the form is completed he must then use a spell to Animate it. Finally, a Limited Wish must be used to give the form a personality and knowledge similar to the real person which it imitates. In no event will the Simulacrum have the full-abilities (knowledge, level, etc.) of what it imitates, but it will range from 30% to 60% of them. It is possible to detect a Simulacrum with a Detect Magic spell, close association, and so forth. If the real person confronts the Simulacrum the real person will be easily identifiable. If, however, the real person is dead the Simulacrum will slowly gain the abilities of the former person (1%/week) until it reaches 90% similarity in all respects; beyond this it cannot go. At all times it remains the thing of its creator, and whatever its creator tells it to do it will comply.

Monster Summoning V: Same as Monster Summoning IV except with regard to a 5th Level monster appearing.

Extension III: Same as Extension II except that it applies to 5th level spells and increases Duration 100%.

8th Level:

Mass Charm: A Charm (Person or Monster) which affects up to 30 levels, i.e. 30 level 1 creatures, 15 level 2 creatures, 10 level 3 creatures, and so on in any combination which is less than or equal to 30 levels. Saving throws are applicable, but the power of the spell causes the chance of saving to be -2. Range: 12".

Clone: The process by which a small piece of living flesh was taken and from it is grown an exact duplicate of the person from whom the flesh was taken. The duplicate, or clone, produced is exactly as the person whom it duplicates at the time the flesh was taken, i.e. 8th level, 9th level, or whatever, and it knows only that the original person knew at that time. If a clone is created while the person from whom it was grown is still in existance the clone will either attempt to do away with the original in order to assert its reality or both the original and the clone will become insane. The major usefulness of this spell is that it allows a clone to be made if the originator is destroyed, providing the flesh and spell, along with proper instructions, are left behind.

Power Word-Blind: A spell like the Stun except that its full-effects work up to 40 hit points, and it does not affect creatures with over 80 hit points. Also, the effect lasts either from 2-8 days or from 1-4 days.

Symbol: An inscribed rune which if passed over, touched, or read by a creature of a different alignment from (or of hostile intent to) the inscriber the Symbol will take effect.

The various runes and their powers are:

Symbol of	Affect
Fear	Unlimited — as Fear spell
Discord	Unlimited — disharmony among all who pass
Sleep	Unlimited — a double strength Sleep spell
Insanity	150 level points as Power Word Stun
Stunning	100 level points become insane and may be restored only by a Remove Curse
Death	75 level points are killed

A Symbol may be negated only by a magic-user not less than one level above the one who placed it.

Permanent Spell: By means of this spell certain other spells can be caused to function permanently rather than for a limited duration, i.e. Detect Magic. Read Magic, Levitate. Detect Evil, etc. It is of the utmost importance that the referee place strict limits on which spells may be made permanent as well as how many may be permanently placed on a creature or object. It is recommended that permanence be limited to once per object and twice per creature, so a magic-user may cast one which affects his head (Read Magic for example) and one which affects his body (Haste or Fly or Water Breathing are examples). A Permanent Spell placed on a Wish would make the wish repeat itself endlessly once it was uttered, so don't try to bend things! Dispell Magic which are at least twice the level of the caster of the Permanent Spell will negate it, so three Warlocks could negate the spell of a 12th level Wizard (assuming he read it from a scroll, as he could not otherwise use such a spell).

Mind Blank: By casting this spell on any person the magic-user prevents any form of detection by ESP. Clairvoyance. Clairaudience. Crystal Ball gazing (including any other form of skrying) Wishing Commune, or Contact Higher Plane. Duration: 1 game day. Range: 1".

Polymorph Any Object: This spell allows the polymorphing of any object to any other shape, but its duration will be in direct relationship to the similarity of the object polymorphed to

what it has been altered to become. Thus, there are three major classes—animal, vegetable, and mineral—and various similar forms—man-like, rocklike, many limbed, and so on—as well as similarities in relationships—bird is to feather, tree is to leaf, drop of water is to puddle, flame is to fire ball, etc. It is possible to change a wall of stone to sand, a mighty tree into a sapling, a feather into a bird, or an ape into a man; and such changes will be lasting. The farther from the above guidelines the polymorph becomes the less likely is its permanency: (It is the function of the referee to decide what limits to place on the use of this spell.) Size relationship, intelligence relationship, class relationship, form similarity, and basic relationship affect the spell's duration; and a piece of rock changed to a man will last but a few turns. Polymorphed objects will emanate an aura of magic. Basic duration: until dispel). Range: 24".

Monster Summoning VI: Same as Monster Summoning V except with regard to a 6th level monster appearing.

9th Level:

Meteor Swarm: A blast of four Fire Balls (Jim!), thrown in whatever pattern the caster desires, each of 10-60 points of damage—or eight Fire Balls (Jim!) of one-half normal diameter and 5-30 points damage may likewise be thrown. Range: 24".

Shape Change: A spell used by a magic-user upon himself which has the effect of a Polymorph Others spell, i.e. the user may wish to become a golden dragon and will have the latter's abilities if he chooses to so change his shape to become. Furthermore, it may be altered at will—a magic-user changes to a roc and flies off; he changes in flight to a huge red dragon in order to attack an army beneath, is pursued by magic-users so changes to a stone and plummets into a lake wherein he alters shape and becomes a fish.
Duration: 10 to 15 turns, plus a number of turns equal to the level of the magic-user.

Time Stop: This spell "freezes" time in a 3" cubic area surrounding the magicuser. The user may move freely, but any other creatures within the area, or which subsequently enter it, will be stopped in time with regard to the magic-user. The magic-user casting the spell should not be aware of how long the spell will last. Duration: 2-5 melee turns.

Power Word — Kill: A spell like the Blind except that is will kill instantaneously any creature up to 50 hit points.

Gate: Employment of this spell opens a cosmic portal and allows an ultra-powerful being (such as Odin, Crom, Set, Cthulhu, the Shining One, a demi-god, or whatever) to come to this plane. It is recommended that the user of this spell have a highly valid reason for summoning such aid. The name of the being desired must be called when the spell is cast. There is a 95% chance that the called being will come, 5% chance for some other being coming instead. There is also a 5% chance that whatever shows up will simply return immediately after observing the situation.

Wish: The same spell as found in a Ring of Wishes (DUNGEONS AND DRAGONS, MONSTERS & TREASURE, page 33). Using a Wish Spell, however, requires so great a conjuration that the user will be unable to do anything further magically for from 2-8 days.

Astral Spell: A spell which allows the user to send his astral form, undetectable to all but others on the astral plane, from his body to other places. Note that a Power Word Blind would not prevent this spell and would not blind the astral form. The magic-user may employ spells while in his astral body, but there is a 5% chance per spell level that the spell will fail. In failing the spell there is also a 2% chance per spell level that he will then be forced to return to his body. Example: An 18th level Wizard in astral form attempts to cast a 6th level spell. There is a 30% chance that the spell will fail, and if it does fail there is a 12% chance that he will have to return to his body. If while the magic-user has left his body and is in the astral plane his body is moved beyond the spell range or destroyed the magic-user's astral form is immediately hopelessly lost.
Duration: Subterranean — 12 turns; Outdoors — 8 game hours.
Range: Subterranean — 24"; Outdoors — 100 miles/level from 18th upwards. Movement of Astral Body: Subterranean — 12"/turn; Outdoors — 100 miles per game hour/level from 18th upwards.

Maze: The use of this spell puts its victim in an extra-dimensional maze for from 2-8 melee turns. After the determined time has elapsed the creature will reappear at the spot where it was "mazed-out." Creatures with intelligence of 12 or better will require one-half the number of turns to escape (1-4), while those with intelligence under 6 will require from double to triple the amount of time to escape. Range: 6".

Prismatic Wall: When this spell is invoked a whirling, scintillating globe of multicolors springs into existence around the magic-user. The sphere is 20' in diameter. Any creature below eight hit dice which looks at the Prismatic Wall will be blinded for from 1-6 turns. The colors of the wall indicate its powers, and they must be destroyed in order to negate the spell:

Color	Order	To Negate	Use & Effect of the Color
Red	1	Ice Storm	prevents magical missiles causes 12 points of damage when passed through
Orange	2	Lightning	prevents non-magical missiles causes 24 points of damage when passed through

Yellow	3	Magic Missile	prevents all breath weapons causes 48 points of damage when passed through
Green	4	Passwall	Anti-location/detection save vs. poison when passed through or dead
Blue	5	Disintegrate	anti-cleric spell shield save vs. stone when passed through or petrified
Indigo	6	Dispell Magic	general-purpose force field save vs. cold (as wand) when passing through or crystalized, dead, and irrecoverable
Violet	7	Continual Light	anti-magic shell of unusual type save vs. spell when passed through or permanently insane

(Note: Referees may wish to change the order, negating spell, and/or use & effect of the various colors in order to make it more difficult for their players to break through a Prismatic Wall.) The caster of the spell may pass through it without harm. This spell is one which applies itself well to permanency. Duration: 1 game hour.

Monster Summoning VII: Same as Monster Summoning VI except that a 7th level monster appears. 7th level monsters are found only on referees' special tables—those monsters the ref' loves so well! Some suggested 7th Level monsters are:
Stone Golem
Hell Hounds
Displacer
Beast Pack
Iron Golem Lich (20th Level Magic-User)
Umber Hulk 15th Level Thief
Hydra of 10 (Fire-Breathing) Heads

Clerics:

1st Level:

Cure Light Wounds: During the course of one full turn this spell will remove hits from a wounded character (including elves, dwarves, etc.). A die is rolled, one pip added, and the resultant total subtracted from the hits points the character has taken. Thus from 2-7 hit points of damage can be removed.

Purify Food & Water: This spell will make spoiled or poisoned food and water usable. The quantity subject to a single spell is approximately that which would serve a dozen people.

Detect Magic: This spell is the same as that for Magic-Users.
Detect Evil: This spell is the same as that for Magic-Users except that it has a duration of 6 turns and a range of 12".

Protection from Evil: This spell is the same as that for Magic-Users except that it lasts for 12 turns.

Light: This spell is the same as that for Magic-Users, except that it has a basic duration of 12 turns.

2nd Level:

Find Traps: By means of this spell the Cleric will locate any mechanical or magical traps within a radius of 3". The spell lasts 2 turns.

Hold Person: This spell is the same as that for Magic-Users except that its duration is 9 turns and its range 18".

Bless: During any turn the prospective recipients of a Bless spell are not in combat the Cleric may give them this benison. A blessing raises morale by +1 and also adds +1 to attack dice. The spell lasts six turns.

Speak with Animals: This spell allows the Cleric to speak with any form of animal life, understanding what they say in reply. There is a possibility that the animal(s) spoken with will perform services for the Cleric, and they will never attack the
party the Cleric is with. (The manner of handling the probabilities of action by animals is discussed in the next volume). Duration: 6 turns. Range: 3".

Silence. 15' Radius: This spell allows the user to either cast Silence upon himself and his party so as to move with no sound or to cast the spell upon some object or thing to silence it. Duration: 12 turns. Range: 18".

Snake Charm: This spell is of variable strength depending on the level of its user. For each level the user has attained one level (1-6 hit points) of snakes may be charmed. Thus, a 6th level Cleric could Snake Charm six normal snakes or a very large one, and at 12th level the Cleric would be exactly twice as effective. Duration: 7-12 melee turns or 2-5 turns. Range: 6".

3rd Level:

Remove Curse: This spell is the same as that for Magic-Users.
Cure Disease: A spell which cures any form of disease. The spell is the only method to rid a character of a disease from a curse, for example.

Locate Object: This spell is the same as that for Magic-Users, except that the base range is 9".

Continual Light: This spell is the same as that for Magic-Users, except that the light shed is equal to full daylight.

Prayer: By means of this spell the Cleric lowers the saving throw of his opponents. The prayer affects an area of 2" square. It lowers the saving throws of those within the area by 5% (1 point) plus 5% for every ten levels the Cleric has gained, i.e. an 11th level Cleric lowers the saving throws by 10%, and at 21st level it would jump to 15%.
Duration: turn of melee following the spell. Range: 3".

Speak With Dead: A spell which allows the user to converse with a dead body, the Cleric being able to ask three questions. Note that the length of time the creature has been dead will be a consideration. Up to 7th level Clerics can only converse with recent dead (within 1-4 days); up to 14th level Clerics can converse with creatures dead 1-4 months); above 20th level Clerics have no limitations as to time. (The referee will answer
the three questions asked in any reasonable form he desires, riddles being recommended!).

4th Level:

Neutralize Poison: A spell to counter the harmful effects of poison. Note that it will not aid a character killed by poison, however. It will affect only one object. Duration: 1 turn.

Cure Serious Wounds: This spell is like a Light Wound spell, but the effects are double, so two dice are rolled and one pip is added to each die. Therefore, from 4 to 14 hit points will be removed by this spell.

Protection from Evil, 10' radius: This spell is the same as that for Magic-Users.

Turn Sticks to Snakes: Anytime there are sticks nearby a Cleric can turn them into snakes, with a 50% chance that they will be poisonous. From 2-16 snakes can be conjured (roll two eight-sided dice). He can command these conjured snakes to perform as he orders. Duration: 6 turns. Range 12".

Speak with Plants: This spell allows the Cleric to speak with all forms of plant life, understanding what they say in reply. Plants so spoken to will obey commands, of the Cleric, such as part to allow a passage and so on. This spell does not give the Cleric the power to command trees as Ents do. Duration: 6 turns.
Range: 3".

Create Water: By means of this spell the Cleric can create a supply of drinkable water sufficient for a party of a dozen men and horses for one day. The quantity doubles for every level above the 8th the Cleric has attained.

5th Level:

Dispell Evil: Similar to a Dispell Magic spell, this allows a Cleric to dispell any evil sending or spell within a 3" radius. It functions immediately. Duration: 1 turn.

Raise Dead: The Cleric simply points his finger, utters the incantation, and the dead person is raised. This spell works with men, elves, and dwarves only. For each level the Cleric has progressed beyond the 8th, the time limit for resurrection extends another four days. Thus, an 8th level Cleric can raise a body dead up to four days, a 9th level Cleric can raise a body dead up to eight days, and so on. Naturally, if the character's Constitution was weak, the spell will not bring him back to life. In any event raised characters must spend two game weeks time recuperating from the ordeal.

Commune: A spell which puts the Cleric in touch with the powers "above" and asks for help in the form of answers to three questions. Communing is allowed but once each week) maximum; referee's option as to making less frequent). Veracity and knowledge should be near total. Once per year a special communing should be allowed wherein the Cleric can ask double the number of questions.

Quest: This is similar to the Geas, except that the character sent upon a Quest by the Cleric is not killed by failure to carry out the service. However, the Cleric may curse him with whatever he desires for failure, and the referee should decide if such a curse will take effect if the character ignores the Quest, basing the effectiveness of the curse on the phrasing of it and the alignment and actions of the character so cursed.

Insect Plague: By means of this spell the Cleric calls to him a vast cloud of insects and sends them where he will, within the spell range. They will obscure vision and drive creatures with less than three hit dice off in rout. The dimensions of the
Insect Plague are 36 square inches. Duration: 1 game day. Range: 48". (Note: This spell is effective only above ground.)

Create Food: A spell with which the Cleric creates sustenance sufficient for a party of a dozen for one game day. The quantity doubles for every level above the 8th the Cleric has attained.

6th Level:

Animate Objects: A spell by which objects are animated for the purpose of attack/defense. For example, stone statues may be animated, furniture may be animated, and so forth. The heavier the object the slower will be its movement, but the more deadly will be its blows. An animated statue would move 3"/turn, attack only every other melee round, have an armor value of 1, and do double damage (2-16 points), striking as an 8th level creature for purposes of hit determination, assuming the statue was at least mansized. A chair would do small damage, but it would move rapidly on its four legs; a rug would trip and smother; a tapestry would blind and smother. One large object (approximately twice as big as a man), two man-sized objects, or several small objects can be animated. Duration: 6 turns. Range: 6".

Find the Path: By means of this spell the fastest and safest way out of a trap, maze, or wilderness can be found. It will, for example, allow the user to free himself from a Maze spell in a single turn after employing the spell, and if a subsequent Maze was cast at him it would not have any effect. Duration: 6 turns plus the level of the Cleric, or 1 day outdoors.

Blade Barrier: When uttered this spell creates a barrier up to 3" in diameter, its whirling blades doing from 7-70 points of damage upon anyone or thing which attempts to pass through it. Duration: 12 turns. Range: 6".

Word of Recall: Before this spell is used the Cleric must designate the sanctuary to which he will be recalled when the spell is uttered. The Recall acts similarly to a Teleportation spell, but there is no chance of failure, and it takes only the Cleric back, and only to his Sanctuary. Note that the Sanctuary may not be changed at will, but if circumstances force a change it can be allowed.

Speak With Monsters: This spell allows the user to speak with any monster, although whether or not the monster will desire to converse is another matter entirely. Duration: 3-12 questions.

Conjure Animals: This spell allows the Cleric to conjure 1 large animal (elephant, hippo', rhino', etc.), 3 medium sized animals (lions, tigers, bears, etc.) or six small ones (wolves, wild dogs, lynx, etc.). The animals so brought will obey the Cleric. Duration: 10 turns. Range: 3".

7th Level:

Earthquake: This spell allows the user to create a tremor of limited proportions. When spoken the spell will tumble a small dwelling (even of sturdy stone construction), a wooden

palisade, an earth rampart, a portion of a cliff, or whatever. Cracks and crevasses will appear in the earth, and 1 creature in 6 in the area affected will fall in (dice for all, 6's indicating the fall). Earthquake area 6" X 6" plus 1" additional to both dimensions for every three levels over 17th the Cleric has attained, i.e. at 20th the area is 7" square, at 23rd it is 8" square, etc. Duration: 1 turn.

Aerial Servant: This spell summons a creature somewhat like an Invisible Stalker, although it is more powerful. The Aerial Servant has but one purpose: to bring to the Cleric any creature or thing the Cleric desires. The Aerial Servant will not fight, but it is very fast and strong, and it will attempt to simply take its object by force and carry it back to the Cleric. It can carry weight up to about 500 pounds. It moves at twice the speed of an Air Elemental. It will surprise on a 1-4. Only an 18 strength will allow any chance of escape—for every percentage point allow a like chance of escape, so an 18/50% has a 50% chance for escape. If frustrated from its purpose the Aerial Servant becomes insane and will return to its sender, attacking and defending as a double strength Invisible Stalker.

Wind Walk: When uttered this spell causes the Cleric and his immediate surroundings to become insubstantial and cloud-like. In this form the Cleric can travel at great speed (48"/turn) and wherever he wills. He can transport one other person in this fashion, provided that person is in close proximity (touching) to the Cleric. Duration: until dispelled or 1 day maximum.

Holy Word: The pronouncement of a Holy Word will affect creatures through the 12th level:

9th - 12th level = deafen 1-6 turns
5th - 8th level = stun 2-20 turns
under 5th level = kill

Area affected: 4" x 4", surrounds the Cleric speaking the word.
Astral Spell. Same as employed by the Magic-Users, except chances for failure/return are only 50% those of the Magic-Users.
Symbol: Same as the spell employed by Magic-Users, except all spells which cause permanent harm to the creature affected are not possible to the Cleric.

Part Water: Same spell as that for Magic-Users except that it is double strength, and for every level the Cleric gains above 17th he may add 50% of the base limits to the depth and duration, i.e. at 18th level the Cleric could Part Water 30' deep for 18 turns, and at 19th level it would be 40' and 24 turns.

Control Weather: Same as Magic-Users spell.

Raise Dead Fully: This spell is simply a Raise Dead spell which also restores full strength to the person so raised, and no rest or recuperation is required thereafter. The reverse of this spell disallows a saving throw, automatically killing its target unless the object is protected by a device to counter such spells.

Restoration: When this spell is employed it will restore one full level of energy to any person whom has lost such a level to the "Undead". It will not restore levels of energy lost in other manners, nor will it add levels not lost. The reverse of this spell causes an automatic loss of one energy level. The use of this spell will incapacitate the Cleric for 2-20 days, so non-player character Clerics cannot usually be hired to cast it.
Note that its reverse will not cause any incapacitation.
Spells in italics are the opposite (reversed) for chaotic Clerics.

Note: There are Anti-Clerics (listed below) who have similar powers to Clerics. Those Clerical spells underlined on the table for Cleric Spells have a reverse effect, all others functioning as noted. The chief exception is the **Raise Dead spell** which becomes: The **Finger of Death**: Instead of raising the dead, this spell creates a "death ray" which will kill any creature unless a saving throw is made (where applicable). Range: 12". (A Cleric-type may use this spell in a life-or-death situation, but misuse will immediately turn him into an Anti-Cleric.)

Anti-Clerics: Evil Acolyte, Evil Adept, Shaman, Evil Priest, Evil Curate, Evil Bishop, Evil Lama, Evil High Priest.

MAGICAL RESEARCH:

Both Magic-Users and Clerics may attempt to expand on the spells listed (as applicable by class). This is a matter of time and investment. The level of the magic required to operate the spell (determination by referee) dictates the initial investment.

Investment for 1st level is 1,000 Gold Pieces, 2nd level is 2,000 Gold Pieces, 3rd level is 4,000 Gold Pieces, 4th level is 8,000 Gold Pieces, 5th level is 16,000 Gold Pieces, and 6th level is 32,000 Gold Pieces. The **time required is one week per spell level**. For every amount equal to the basic investment spent
there is a 20% chance of success, cumulative. An investment of 5,000 Gold Pieces in order to develop new 1st level spell, for example, has a 100% chance of success after one game week.

The level of the spell researched must be consistent with the level of the Magic-User or Cleric involved, i.e. the character must be able to use spells equal to or above the level of the one he desires to create.

Once a new spell is created the researcher may include it in the list appropriate to its level. He may inform others of it, thus enabling them to utilize it, or he may keep it to himself.

EQUIPMENT

Each character begins with 3d6 x 10 Gold Pieces.

General Equipment

Item	Cost	Item	Cost	
Backpack (30 pound capacity)	5 gp	Lock	20+ gp	
Barrel	2 gp	Manacles	15 gp	
Bedroll	2 sp	Mirror (small steel)	20 gp	
Bell	1 gp	Musical Instrument	5 gp	
Block and tackle	5 gp	Oil (lamp), 1 pint	1 sp	
Bottle (wine), glass	2 gp	Parchment (sheet)	2 sp	
Candle	1 cp	Pole, 10 ft	2 sp	
Canvas (sq. yd)	1 sp	Pot, iron	5 sp	
Case (map or scroll)	1 gp	Rations, trail (day)	5 sp	
Chain (10 ft)	30 gp	Rations, dried (day)	1 gp	
Chalk, 1 piece	5 cp	Rope, hemp (50 ft)	1 gp	
Chest	2 gp	Rope, silk (50 ft)	10 gp	
Crowbar	2 sp	Sack (15 pounds capacity)	1 gp	
Fishing net (25 sq feet)	4 gp	Sack (30 pounds capacity)	2 gp	
Flask (leather)	3 cp	Shovel	2 gp	
Flint & Steel	1 gp	Signal Whistle	5 sp	
Garlic (1 pound)	1 sp	Spellbook (blank)	25 gp	
Grappling Hook	1 gp	Spike, iron	5 cp	
Hammer	5 sp	Tent	10 gp	
Holy Symbol, wooden	1 gp	Torch	1 cp	
Holy Symbol, silver	25 gp	Waterskin	1 gp	
Holy Water	25 gp	Wolvesbane	1 sp	
Ink (1 oz)	1 gp			
Ladder (10 ft)	5 cp			
Lamp (bronze)	1 sp			
Lantern, bullseye	12 gp			
Lantern, hooded	7 gp			

Item Descriptions:

Torches burn for one hour and create a 30 ft radius of light.

A pint of oil in a lantern burns for 4 hours.

Normal lanterns create a 30 ft radius of light, and bullseye lanterns create a beam of light 60 ft long but only 10 ft wide.

Transportation

Type	Cost
Cart, Hand	10 gp
Galley, Small (50 rowers)	2,000 gp
Galley, Large (100 rowers)	4,000 gp
Horse, Riding	40 gp
Horse, War	200 gp
Mule	20gp
Rowboat	20 gp
Wagon	50 gp

MELEE WEAPONS

Weapon	Damage	Weight	Cost
Axe, battle[1, 2]	1d8	15	5 gp
Axe, hand [3]	1d6	10	1 gp
Club	1d4	10	0 gp
Dagger	1d4	2	2 gp
Hammer, war	1d4+1	10	1 gp
Lance	2d4+1	15	6 gp
Mace, heavy	1d6+1	10	10 gp
Mace, light	1d4+1	5	4 gp
Spear[1, 2, 3]	1d6	10	1 gp
Staff	1d6	10	0 gp
Sword, bastard[1, 2]	1d8	10	20 gp
Sword, long	1d8	10	15 gp
Sword, short	1d6	5	8 gp
Sword, two-handed	1d10	15	30 gp

MISSILE WEAPONS

Weapon	Damage	Weight	Cost
Arrows (20)	1d6		2 gp
Axe, Hand	1d6		1 gp
Bolt, Heavy (20)	1d6+1		2 gp

Bolt, Light (20)	1d4+1		4 gp
Bow, Long	-	5	60 gp
Bow, Short	-	5	15 gp
Crossbow, Heavy	-	10	20 gp
Crossbow, Light	-	5	12 gp
Javelin	1d6	5	5 sp
Spear	1d6	10	1 gp
Sling	-	5	2 sp
Sling Stones	1d4	5	0 gp
Dart	1d3	1	2 sp

ARMOR

Armor	Armor Class	Weight	Cost
Leather	-2	25	15
Chain Mail	-4	50	30
Plate	-6	75	50
Shield	-1	10	10

Combat Charts

Attacker Level				Defender Armor Class							
Wizard	**Cleric**	**Thief**	**Fighter**	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**
1-5	1-4		1-3	10	11	12	13	14	15	16	17
6-10	5-8		4-6	8	9	10	11	12	13	14	15
11-15	9-12		7-9	5	6	7	8	9	10	11	12
16+	13-16		10-12	3	4	5	6	7	8	9	10
	17+		13-15	1	2	3	4	5	6	7	8
			16+	1	1	1	1	2	3	4	5

COMBAT

When combat is to begin, make sure that each figure involved in it's correct spot on the board, then follow these steps:

Spell casters announce spell casting.

Roll for **initiative**. (1d10+DEX) -4 if surprised. -6 for spell casting.

Highest Initiative goes first. Same initiatives go simultaneously.

Count down combat rounds from highest initiative to lowest.

At the end of combat round 1, start over at the top.

Initiative is rolled only once per combat.

Attacker attacks, rolling on the appropriate chart.

The **Defender** parry's on the saving throw Parry chart, adding only magic weapon bonuses.

If the defender is hit, then **apply damage**. 0 Hit points leaves victim unconscious, -1 or less hit points leaves victim dead.

Subdual damage, from non-edged weapons only, reduces HP, but the points come back at 1 per 10 minutes, and the victim will not die.

Attackers and Spell casters may move up to 1/2 movement and still attack or cast spell.

Full movement means no attack or spell casting, but still parry.

All out defense allows no attack, but 2 parries

All out attack allows 2 attacks and no parry.

Attacking invisible opponent, -4.

Attacking from behind +2 or as noted if thief class.

Missiles may **not** be parried.

A weapon can only be parried with another weapon - not bare hands.

Combat and Saving Throws.
Campaign

This system is based upon the defensive and offensive capabilities of the combatants; such things as speed, ferocity, and weaponry of the monster attacking are subsumed in the matrixes. There are two charts, one for men versus men or
monsters and one for monsters (including kobolds, goblins, orcs, etc.) versus men.

1 melee round = 10 seconds
6 melee rounds = 1 minute
60 melee rounds = 1 turn

Initiative: Roll a **d10 and add dexterity**: Combat goes in order from highest to lowest number. Roll once for each combat.

MEN ATTACKING

FIGHTERS

Armor Class	Description	Level 1-3	Level 4-6	Level 7-9	Level 10-12	Level 13-15	Level 16+
-1		20	18	15	13	11	8
+0		19	17	14	12	10	7
+1		18	16	13	11	9	6
+2	Plate Armor & Shield	17	15	12	10	8	5
+3	Plate Armor	16	14	11	9	7	4
+4	Chain Mail & Shield	15	13	10	8	6	3
+5	Chain Mail	14	12	9	7	5	2
+6	Leather Armor & Shield	13	11	8	6	4	1
+7	Leather Armor	12	10	7	5	3	1
+8	Shield	11	9	6	4	2	1
+9	No Armor or Shield	10	8	5	3	1	1

MAGIC USERS

Armor Class	Description	Level 1-5	Level 6-10	Level 11-15	Level 16-20	Level 21-25	Level 26+
-1		20	18	15	13	11	8
+0		19	17	14	12	10	7
+1		18	16	13	11	9	6
+2	Plate Armor & Shield	17	15	12	10	8	5
+3	Plate Armor	16	14	11	9	7	4
+4	Chain Mail & Shield	15	13	10	8	6	3
+5	Chain Mail	14	12	9	7	5	2
+6	Leather Armor & Shield	13	11	8	6	4	1
+7	Leather Armor	12	10	7	5	3	1
+8	Shield	11	9	6	4	2	1
+9	No Armor or Shield	10	8	5	3	1	1

CLERICS, THIEVES

Armor Class	Description	Level 1-4	Level 5-8	Level 9-12	Level 13-16	Level 17-20	Level 21+
-1		20	18	15	13	11	8
+0		19	17	14	12	10	7
+1		18	16	13	11	9	6
+2	Plate Armor & Shield	17	15	12	10	8	5
+3	Plate Armor	16	14	11	9	7	4
+4	Chain Mail & Shield	15	13	10	8	6	3
+5	Chain Mail	14	12	9	7	5	2
+6	Leather Armor & Shield	13	11	8	6	4	1
+7	Leather Armor	12	10	7	5	3	1
+8	Shield	11	9	6	4	2	1
+9	No Armor or Shield	10	8	5	3	1	1

MONSTERS ATTACKING

Armor Class	Description	Monster Hit Dice							
		1 or less	1-2	2-3	3-4	4-6	6-8	8-10	10+
-1		20	19	18	16	15	14	12	10
+0		19	18	17	15	14	13	11	9
+1		18	17	16	14	13	12	10	8
+2	Plate Armor & Shield	17	16	15	13	12	11	9	7
+3	Plate Armor	16	15	14	12	11	10	8	6
+4	Chain Mail & Shield	15	14	13	11	10	9	7	5
+5	Chain Mail	14	13	12	10	9	8	6	4
+6	Leather Armor & Shield	13	12	11	9	8	7	5	3
+7	Leather Armor	12	11	10	8	7	6	4	2
+8	Shield	11	10	9	7	6	5	3	1
+9	No Armor or Shield	10	9	8	6	5	4	2	1

Weapons and Damage

This is a very basic list of weapons and the damage that they do.

Weapon	Damage
Dagger	1d4
Hand Axe	1d6
Mace	1d6
Sword	1d8
Battle Axe	1d8
Morning Star	1d8
Flail	1d8
Spear	1d6
Pole Arm	1d8
Halberd	1d10
Two Handed Sword	1d10
Lance	1d10
Pike	1d8
Short Bow (arrow)	1d6
Long Bow (arrow)	1d6

Composite Bow (arrow)	1d6
Light Crossbow (quarrel)	1d6
Heavy Crossbow (quarrel)	1d6
Sling Stone	1d4
Short Sword	1d6
Flaming Flask of Oil	1d4 + Save or ignite

SAVING THROWS

Class & Level	Death Ray or Poison	Wands including Polymorph or Paralization	Stone	Dragon Breath	Wands and Staves	parry
Fighter 1-3	12	13	14	15	16	15
Magic User 1-5	13	14	13	15	16	20
Cleric 1-4	11	12	14	16	15	18
Thief 1-4	13	14	13	16	15	16
Fighter 4-6	10	11	12	13	14	14
Magic User 6-10	11	12	11	14	12	19
Cleric 5-8	9	10	12	14	12	17
Thief 5-8	12	13	11	14	13	15
Fighter 7-9	8	9	10	10	12	14
Magic User 11-15	8	9	8	11	8	18
Cleric 9-12	6	7	9	11	9	16
Thief 9-12	10	11	9	12	10	14
Fighter 10-12	6	7	8	8	10	13
Magic User 16+	5	6	5	8	3	17
Cleric 13+	3	5	7	8	7	15

Thief 13+	8	9	7	10	8	13
Fighter 13+	4	5	5	5	8	12

Failure to make the total indicated above results in the weapon having full effect, i.e. you are turned to stone, take full damage from dragon's breath, etc.

Scoring the total indicated above (or scoring higher) means the weapon has no effect (death ray, polymorph, paralization, stone, or spell) or one-half effect (poison scoring one-half of the total possible hit damage and dragon's breath scoring one-half of its full damage).

Wands of cold, fire balls, lightning, etc. and staves are treated as indicated, but saving throws being made result in one-half damage.

CERICS VS. UNDEAD MONSTERS

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

Numbers are the score to match or exceed in order to turn away, rolled with **two six-sided dice**.
T = Monster turned away, up to two d6 in number.
D = Dispelled/dissolved, up to two d6 in number.
N = No Effect.