

DUNGEONS & DRAGONS

Rules for Fantastic Medieval Wargames
Campaigns Playable with Paper and Pencil
and Miniature Figures

GYGAX & ARNESON



MEN & MAGIC
VOLUME 1 OF THREE BOOKLETS



PUBLISHED BY
TACTICAL STUDIES RULES

DUNGEONS & DRAGONS

VOLUME 1 MEN & MAGIC

BY

A handwritten signature in black ink that reads "Gary Gygax". The signature is written in a cursive, flowing style with a large, prominent 'G' at the beginning.

Dedicated to all the fantasy wargamers who have enthusiastically played and expanded upon the CHAINMAIL Fantasy Rules, with thanks and gratitude. Here is something better! Special thanks to the Midwest Military Simulation

LAKE GENEVA, WISCONSIN 53147

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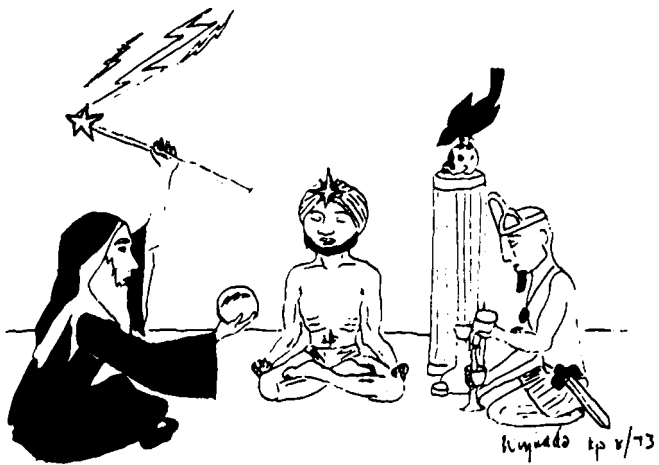
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FORWARD

ONCE UPON A TIME, long, long ago there was a little group known as the Castle and Crusade Society. Their fantasy rules were published, and to this writer's knowledge, brought about much of the current interest in fantasy wargaming. For a time the group grew and prospered, and Dave Arneson decided to begin a medieval fantasy campaign game for his active Twin Cities club. From the map of the "land" of the "Great Kingdom" and environs — the territory of the C & C Society — Dave located a nice bog wherein to nest the weird enclave of "Blackmoor", a spot between the "Great Kingdom" and the fearsome "Egg of Coot". From the CHAINMAIL fantasy rules he drew ideas for a far more complex and exciting game, and thus began a campaign which still thrives as of this writing! In due course the news reached my ears, and the result is what you have in your hands at this moment. While the C & C Society is no longer, its spirit lives on, and we believe that all wargamers who are interested in the medieval period, not just fantasy buffs, will enjoy playing DUNGEONS and DRAGONS. Its possibilities go far beyond any previous offerings anywhere!

While it is possible to play a single game, unrelated to any other game events past or future, it is the campaign for which these rules are designed. It is relatively simple to set up a fantasy campaign, and better still, it will cost almost nothing. In fact you will not even need miniature figures, although their occasional employment is recommended for real spectacle when battles are fought. A quick glance at the Equipment section of this booklet will reveal just how little is required. The most extensive requirement is time. The campaign referee will have to have sufficient time to meet the demands of his players, he will have to devote a number of hours to laying out the maps of his "dungeons" and upper terrain before the affair begins. The third booklet of this set will be of great help in this respect, for a number of helpful suggestions regarding how to accomplish it all have been given in order to help you accomplish the task with a minimum of time and effort. There should be no want of players, for there is unquestionably a fascination in this fantasy game — evidenced even by those who could not by any stretch of the imagination be termed ardent wargamers. The longevity of existing campaigns (notably "Blackmoor" in the Twin Cities and "Greyhawk" in Lake Geneva) and the demand for these rules from people outside these campaigns point towards a fantastic future. Tactical Studies Rules believes that of all forms of wargaming, fantasy will soon become the major contender for first place. The section of this booklet entitled Scope will provide an idea of just how many possibilities are inherent in DUNGEONS and DRAGONS.

These rules are strictly fantasy. Those wargamers who lack imagination, those who don't care for Burroughs' Martian adventures where John Carter is groping through black pits, who feel no thrill upon reading Howard's Conan saga, who do not enjoy the de Camp & Pratt fantasies or Fritz Leiber's Fafhrd and the Gray Mouser pitting their swords against evil sorceries will not be likely to find DUNGEONS and DRAGONS to their taste. But those whose imaginations know no bounds will find that these rules are the answer to their prayers. With this last bit of advice we invite you to read on and enjoy a "world" where the fantastic is fact and magic really works!



INTRODUCTION:

These rules are as complete as possible within the limitations imposed by the space of three booklets. That is, they cover the major aspects of fantasy cam-

mendous complexity — your time and imagination are about the only limiting

participants find more and more time. We advise, however, that a campaign be begun slowly, following the steps outlined herein, so as to avoid becoming too bogged down with unfamiliar details at first. That way your campaign will build naturally, at the pace best suited to the referee and players, smoothing the way

vide continually new and different situations. In addition, the players themselves will interact in such a way as to make the campaign variable and unique, and this is quite desirable.

If you are a player purchasing the DUNGEONS and DRAGONS rules in order

play. quick check some rule table bring hidden treasure save your game "life".

Men & Magic (Vol. 1) details what characters can be played, potentials, limita- and creatures which will be encountered, as well as the kind and amount of trea-

paign. It is presented last in order to allow the reader to gain the perspective necessary — the understanding of the two preceeding booklets. Read through the entire work in the order presented before you attempt to play.

SCOPE:

DRAGONS will provide a basically complete, nearly endless campaign of all levels of fantastic-medieval wargame play. Actually, the scope need not be restricted to

expansion is recommended only at such time as the possibilities in the medieval aspect have been thoroughly explored. The use of paper, pencil and map boards are standard. Miniature figures can be added if the players have them available and so desire, but miniatures are not required, only esthetically pleasing; similarly,

selves the bits of cardboard lack the eye-appeal of the varied and brightly painted miniature figures.

Age Level: 12 years and up.

handled in any single campaign, but the referee to player ratio should be about 1:20 or thereabouts.

RECOMMENDED EQUIPMENT:

Outdoor Survival (available from your hobby dealer or directly from Avalon Hill

Dice — the following different kinds of dice are available from TSR

1 pair 4-sided dice

1 pair 20-sided dice

1 pair 8-sided dice

1 pair 12-sided dice

Chainmail miniature rules, latest edition (available from your hobby dealer or

1 3-Ring Notebook (referee and each player)

Graph Paper (6 lines per inch is best)

Scratch Paper and Pencils

Imagination

Players

PREPARATION FOR THE CAMPAIGN:

The referee bears the entire burden here, but if care and thought are used, the reward will more than repay him. First, the referee must draw out a minimum of

of the latter two on keys, each corresponding to the appropriate level. This

descent into the dungeons beneath the "huge ruined pile, a vast castle built by

generations of mad wizards and insane geniuses". Before they begin, players must

cleric, or magic-user. Thereafter they will work upwards — if they survive — as they gain "experience". First, however, it is necessary to describe fully the roles possible.

CHARACTERS:

There are three (3) main classes of characters:

Fighting-Men

Magic-Users

Clerics

Fighting Men includes the characters of elves and dwarves and even hobbits.

non-human players are restricted in some aspects and gifted in others. This will

Fighting-Men: All magical weaponry is usable by fighters, and this in itself is a big advantage. In addition, they gain the advantage of more "hit dice" (the score of which determines how many points of damage can be taken before a character is killed). They can use only a very limited number of magical items of the non-weaponry variety, however, and they can use no spells. Top-level fighters (Lords

vest in their holdings in order to increase their income (see the INVESTMENTS section of Volume III). Base income for a Baron is a tax rate of 10 Gold Pieces/

so survival is often the question, unless fighters protect the low-level magical types until they have worked whole plethora enchanted items lies

Elves): Magic-Users may arm themselves with daggers only. Wizards and above may manufacture for their own use (or for sale) such items as potions, scrolls,

the item, as is the amount of game time required to enchant it.





<u>Item</u>	<u>Cost</u>
Scroll of Spells	100 Gold Pieces/Spell/Spell Level/Week (a 5th level spell would require 500 GP and 5 weeks.)
Potion of Healing	
Enchanting 20 Arrows	1,000 Gold Pieces + 4 weeks
Enchanting Armor to +1	2,000 Gold Pieces + 2 months
Wand of Cold	
X-Ray Vision Ring	

magic involved dictates the possibility of success, as well as the amount of money

later), therefore he could develop a new spell provided it was equal to or less than 4th level. All this will be explained fully in the section dealing with SPELLS.

Clerics: Clerics gain some of the advantages from both of the other two classes (Fighting-Men and Magic-Users) in that they have the use of magic armor and all non-edged magic weapons (no arrows!), plus they have numbers of their own

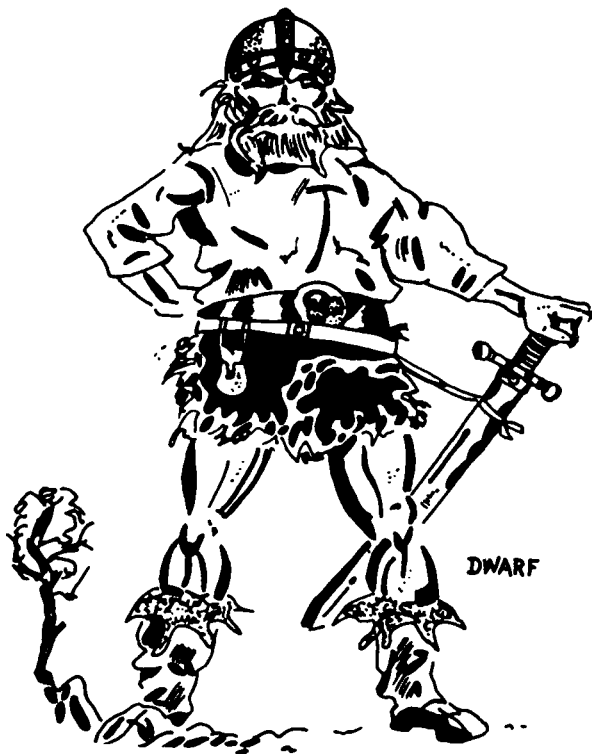
their own stronghold, and when doing so receive help from "above". Thus, if they spend 100,000 Gold Pieces in castle construction, they may build a fortress of double that cost. Finally, "faithful" men will come to such a castle, being fanatically loyal, they will serve cost. There will from 10-60 heavy

fits changes sides, all the benefits will immediately be removed!

Clerics with castles their will have control territory similar "Barony" fighters, they will receive "tithes" equal Gold Pieces/Inhabitant/year.

gress beyond the 6th level (Myrmidon). Their advantages are: 1) they have a high

to fully employ the +3 Magic War Hammer (explained in Volume II); 3) they



class whenever they choose, from adventure to adventure, but not during the course of a single game. Thus, they gain the benefits of both classes and may use both weaponry and spells. They may use magic armor and still act as Magic-Users.

They also gain the advantages noted in the CHAINMAIL rules when fighting cer-

Hobgoblins, and Gnolls in addition to their own (Elvish) and the other usual tongues.

class as a halfling. Halflings cannot progress beyond the 4th level (Hero), but they will have magic-resistance equal to dwarves (add four levels for saving throws), and they will have deadly accuracy with missiles as detailed in CHAINMAIL.

virtually anything, provided they begin relatively weak and work up to the top, i.e., a player wishing to be a Dragon would have to begin as let us say, a "young" one and referee.



Character Alignment, Including Various Monsters and Creatures: Before the game

what stance the character will take - Law, Neutrality, or Chaos.

Law

Men*
Halflings
Patriarchs
Treants

Unicorns
Pegasi
Hippogriffs
Elves*

Lycanthropes*

Rocs*
Dwarves/Gnomes*
Centaur*s*

Neutrality

Men*
Nixies
Pixies
Dryads
Griffons

Animals
Elves*
Rocs*
Dwarves/Gnomes*
Lycanthropes*
Orcs
Ogres
Dragons
Wyverns
Centaur*s*
Hydrae

Sea Monsters
Chimerae
Minotaurs
Giants

Chaos

Men*

Evil High Priests
Goblins/Kobolds
Hobgoblins/Gnolls

Giants

Orcs
Ogres
Trolls
Wights
Lycanthropes*
Ghouls

Wraiths
Mummies
Spectres
Vampires
Medusae
Manticores
Gargoyles
Gorgons
Minotaurs
Dragons
Chimerae



columns.

An underline indicates that the name appears in both the Neutrality and Chaos columns.

Changing Character Class: While changing class (for other than elves) is not recommended, the following rule should be applied: In order for men to change class they must have a score of 16 or better in the prime requisite (see below) of the class they wish to change to, and this score must be unmodified. A Cleric with a "strength" of 15, for example, could not become a Fighting-Man. In any event Magic-Users cannot become Clerics and vice-versa.

DETERMINATION OF ABILITIES:

Prior to the character selection by players it is necessary for the referee to roll three six-sided dice in order to rate each as to various abilities, and thus aid them in selecting a role. Categories of ability are: Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma. Each player notes his appropriate scores, obtains a similar roll of three dice to determine the number of Gold Pieces (Dice score x 10) he starts with, and then opts for a role. A sample of the record of a character appears like this:

Name: <u>Xylarthen</u>	Class: <u>Magic-User</u>
Strength: <u>6</u>	Intelligence: <u>11</u> Wisdom: <u>13</u>
Constitution: <u>12</u>	Dexterity: <u>9</u> Charisma: <u>8</u>
<u>Gold Pieces</u> 70	<u>Experience</u> Nil

This supposed player would have progressed faster as a Cleric, but because of a personal preference for magic opted for that class. With a strength of only 6 there was no real chance for him to become a fighter. His constitutional score indicates good health and the ability to take punishment of most forms. A dexterity of 9 (low average) means that he will not be particularly fast nor accurate. He is below average in charisma, but not hopelessly so.

Explanation of Abilities:

The first three categories are the prime requisites for each of the three classes, Fighting-Men, Magic-Users, and Clerics. (See the Bonuses and Penalties to Advancement due to Abilities table which appears hereafter.)

Strength is the prime requisite for fighters. Clerics can use strength on a 3 for 1 basis in their prime requisite area (wisdom), for purposes of gaining experience only. Strength will also aid in opening traps and so on.

Intelligence is the prime requisite for magical types. Both fighters and Clerics can use it in their prime requisite areas (strength and wisdom respectively) on a 2 for 1 basis. Intelligence will also affect referees' decisions as to whether or not certain action would be taken, and it allows additional languages to be spoken.

Wisdom is the prime requisite for Clerics. It may be used on a 3 for 1 basis by fighters, and on a 2 for 1 basis by Magic-Users, in their respective prime requisite areas. Wisdom rating will act much as does that for intelligence.

Constitution is a combination of health and endurance. It will influence such things as the number of hits which can be taken and how well the character can withstand being paralyzed, turned to stone, etc.

Dexterity applies to both manual speed and conjuration. It will indicate the character's missile ability and speed with actions such as firing first, getting off a spell, etc.

Charisma is a combination of appearance, personality, and so forth. Its primary function is to determine how many hirelings of unusual nature a character can attract. This is not to say that he cannot hire men-at-arms and employ mercenaries, but the charisma function will affect loyalty of even these men. Players will, in all probability, seek to hire Fighting-Men, Magic-Users, and/or Clerics in order to strengthen their roles in the campaign. A player-character can employ only as many as indicated by his charisma score:

<u>Charisma Score</u>	<u>Maximum # Hirelings</u>	<u>Loyalty Base</u>
3-4	1	- 2
5-6	2	- 1
7-9	3	
10-12	4	
13-15	5	+ 1
16-17	6	+ 2
18	12	+ 4

In addition the charisma score is usable to decide such things as whether or not a witch capturing a player will turn him into a swine or keep him enchanted as a lover.

Finally, the charisma will aid a character in attracting various monsters to his service.

Bonuses and Penalties to Advancement due to Abilities:

(Low score is 3-8; Average is 9-12; High is 13-18)

Prime requisite 15 or more:	Add 10% to earned experience
Prime requisite 13 or 14:	Add 5% to earned experience
Prime requisite of 9 - 12:	Average, no bonus or penalty
Prime requisite 8 or 7:	Minus 10% from earned experience
Prime requisite 6 or less:	Minus 20% from earned experience
Constitution 15 or more:	Add +1 to each hit die
Constitution 13 or 14:	Will withstand adversity
Constitution of 9 - 12:	60% to 90% chance of surviving
Constitution 8 or 7:	40% to 50% chance of survival
Constitution 6 or Less:	Minus 1 from each hit die*
Dexterity above 12:	Fire any missile at +1
Dexterity under 9:	Fire any missile at -1

* minimum score of 1 on any die

Note: Average scores are 9-12. Units so indicated above may be used to increase prime requisite total insofar as this does not bring that category below average, i.e. below a score of 9.

known by most humans. All other creatures and monsters which can speak have their own language, although some (20%) also know the common one. Law, Chaos and Neutrality also have common languages spoken by each respectively. One can attempt to communicate through the common tongue, language particular to a creature class, or one of the divisional languages (law, etc.). While not under-

hostile one and attack. Characters with an Intelligence above 10 may learn additional languages, one language for every point above 10 intelligence factors. Thus, a man with an intelligence level of 15 could speak 7 languages, i.e. the common tongue, his divisional language, and 5 creature languages. Of course, Magic-Users spells and some magic items will enable the speaking and understanding of languages.

In all probability the referee will find it beneficial to allow participants in the

acquiring a regular entourage of various character types, monsters, and an army of some form. Non-player characters can be hired as follows:

Only the lowest level of character types can be hired. The player wishing to hire a non-player character "advertises" by posting notices at inns and taverns, frequents public places seeking the desired hireling, or sends messengers to what-

This costs money and takes time, and the referee must determine expenditures. Once some response has been obtained, the player must make an offer to tempt

more interested in gold, Magic-Users and elves desire magical items, and Clerics want some assurance of having a place of worship in which to house themselves.

Monsters can be lured into service if they are of the same basic alignment as the player-character, or they can be Charmed and thus ordered to serve. Note, however, that the term "monster" includes men found in the dungeons, so in this way some high-level characters can be brought into a character's service, charisma

Dice Score

Reaction

2

Attempts to attack

6-8

Uncertain

9-11

Accepts offer

An "Uncertain" reaction leaves the door open to additional reward offers, but scores under 6 do not.

Capture of Non-Player Monsters: Morale dice can cause a man or intelligent monster to attempt to surrender or become subdued. When this happens an offer of service can be made (assuming that communication is possible) as outlined above. Subdued monsters will obey for a time without need to check their reactions, and such monsters are salable (see Volume II).

Loyalty of Non-Player Characters (Including Monsters): Men, dwarves and elves will serve as retainers with relative loyalty so long they receive their pay regularly, are treated fairly, are not continually exposed to extra-hazardous duty, and receive bonuses when they are taking part in some dangerous venture. Judgement of this matter is perforce subjective on the part of the campaign referee, but there is a simple guideline: When one or more of such characters are taken into service a loyalty check is made by rolling three-six-sided dice. Adjustments are made for charisma and initial payments for service, and the loyalty of the character(s) noted by the referee. (The player will not have any knowledge of what it is without some method of reading minds.)

Loyalty Score

3 or less
4-6
7-8
9-12
13-14
15-18
19 and above

Morale

Will desert at first opportunity
-2 on morale dice
-1 on morale dice
Average morale dice
+1 on morale dice
+2 on morale dice
Need never check morale

Non-player characters and men-at-arms will have to make morale checks (using the above reaction table or "Chainmail") whenever a highly dangerous or un-nerving situation arises. Poor morale will mean that those in question will not perform as expected.

Periodic re-checks of loyalty should be made. Length of service, rewards, etc. will bring additional plusses. Poor treatment will bring minuses.

Relatives: The referee may allow players to designate one relative of his character to inherit his possessions if for any reason the participant unexpectedly disappears, with or without "death" being positively established, for a period of one game month, let us say. At this time the relative would inherit the estate of the character, paying a 10% tax on all goods and monies. The relative must start at the lowest level of the class he opts for, but he will have the advantage of the inheritance.

If the character returns, he takes possession of his estate once more (referee's option as to willingness of the relative to give it up) but must pay an additional 10% tax in order to regain his own. Optionally the relative may be allowed to stay on as a non-player character in the service of the player-character. Loyalty of the relative in such a circumstance would be at a penalty of from 0 to -6, and he would possibly intrigue to regain control.

Characters without a relative will lose all their possessions should they disappear and not return before whatever period is designated as establishing death.

BASIC EQUIPMENT AND COSTS:

It will be necessary for players to equip their characters with various basic items of equipment. Selection of items is strictly up to the players, and Gold Pieces are taken away accordingly (players may sell to one another, of course,

and then Gold Pieces would be transferred).

<u>Item</u>	<u>Cost</u>	<u>Item</u>	<u>Cost</u>
Dagger	3	Leather Armor	15
Hand Axe	3	Chain-type Mail	30
Mace	5	Plate Mail	50
Sword	10	Helmet	10
Battle Axe	7	Shield	10
Morning Star	6	Barding (Horse Armor)	150
Flail	8	50' of Rope	1
Spear	1	10' Pole	1
Pole Arm	7	12 Iron Spikes	1
Halberd	7	Small Sack	1
Two-Handed Sword	15	Large Sack	2
Lance	4	Leather Back Pack	5
Pike	5	Water/Wine Skin	1
Short Bow	25	6 Torches	1
Long Bow	40	Lantern	10
Composite Bow	50	Flask of Oil	2
Light Crossbow	15	3 Stakes & Mallet	3
Heavy Crossbow	25	Steel Mirror	5
Quiver of 20 Arrows	10	Silver Mirror, Small	15
Case with 30 Quarrels	10	Wooden Cross	2
20 Arrows/30 Quarrels	5	Silver Cross	25
Silver Tipped Arrow	5	Holy Water/Vial	25
Mule	20	Wolfsbane, bunch	10
Draft Horse	30	Belladonna, bunch	10
Light Horse	40	Garlic, bud	5
Warhorse, Medium	100	Wine, quart	1
Warhorse, Heavy	200	Iron Rations (for dungeon expeditions) 1 person/1 week	15
Saddle	25	Standard Rations for 1 person, 1 week	5
Saddle Bags	10		
Cart	100	Other items cost may be	
Wagon	200	calculated by comparing to	
Raft	40	similar items listed above.	
Small Boat	100		
Small Merchant Ship	5000		
Large Merchant Ship	20000		
Small Galley	10000		
Large Galley	30000		

Weight of a man - -	1,750
Load in Gold Pieces Equal to Light Foot Movement (12") - -	750
Load in Gold Pieces Equal to Heavy Foot Movement (9") - -	1,000
	1,500
Leather Armor or Saddle - -	250
Chain-Type Armor - -	500
Plate Mail Horse Armor	750
Helmet - -	50
Shield - -	150
	150
	100
Sword, Mace, Hand Axe, Bow & Arrows (each) - -	50
Dagger - -	20
Miscellaneous Equipment (rope, spikes, bags, etc.) - -	80
Maximum Load/Person at half normal movement - -	3,000

Plate Armor	750
Helmet	50
Shield	150
Flail	100
	50
Dagger	20
Misc. Equipment	80
TOTAL	<u>1,200</u>

WEIGHT AND EQUIVALENTS:

1 Coin (Copper, Silver, or Gold)	1
	50
1 Large Sack or Back Pack Holds	300
1 Scroll or Piece of Jewelry	20
1 Potion or Wine Skin	30
1 Flagon or Chalice	50
Wand with Case	100
1 Staff with Case	300
1 Gem	1

LEVELS AND NUMBER OF EXPERIENCE POINTS NECESSARY TO ATTAIN THEM:

Fighting-Men		Magic-Users		Clerics	
Veteran	0	Medium	0	Acolyte	0
Warrior	2000	Seer	2500	Adept	1500
Swordsman	4000	Conjurer	5000	Village Priest	3000
Hero*	8000	Theurgist	10000	Vicar	6000
Swashbuckler	16000	Thaumaturgist	20000	Curate	12000
Myrmidon**	32000	Magician	35000	Bishop	25000
Champion	64000	Enchanter	50000	Lama	50000
Superhero	120000	Warlock*	75000	Patriarch	100000
Lord	240000	Sorcerer	100000		
		Necromancer	200000		
		Wizard	300000		

*highest level for elf

**highest level for dwarf



Clerics

Acolyte	1	Man	-----
Adept	2		1-----
Village Priest	3	2 Men	2-----
Vicar	4	3 Men	2 1-----
Curate	4+ 1		2 2-----
Bishop	5	Hero 1	2 2 1 1 --
Lama	6	Hero	2 2 2 1 1 -
Patriarch	7	Hero + 1	2 2 2 2 2 -
Patriarch, 9th Level	7+ 1	Superhero 1	3 3 3 2 2 -
Patriarch, 10th Level		Superhero 1	3 3 3 3 3 -

Experience Points: Experience points are awarded to players by the referee with

monsters in mortal combat and defeat them, and when they obtain various forms of treasure (money, gems, jewelry, magical items, etc.), they gain "experience". This adds to their experience point total, gradually moving them upwards through the levels. Gains in experience points will be relative; thus an 8th level Magic-User

ster, as it has over 6 hit dice). Had the monster been only a 5th level one experience would be awarded on a 5/8 basis as already stated, but as the monster guarding the

Experience points are never awarded above a 1 for 1 basis, so even if a character defeats a higher level monster he will not receive experience points above the total of treasure combined with the monster's kill value. It is also recommended that no more experience points be awarded for any single adventure than will suffice to move the character upwards one level. Thus a "veteran" (1st level) gains

him upwards two levels, the referee should award only sufficient points to bring points.

Levels: There is no theoretical limit to how high a character may progress, i.e. 20th level Lord, 20th level Wizard, etc. Distinct names have only been included for the base levels, but this does not influence progression.

are rolled in order to determine how many hit points a character can take. Plususes die. Thus a Super Hero gets 8 dice + 2; they are rolled and score 1, 2, 2, 3, 3, 4, 5,

given later for those who prefer a different method.

Spells & Levels: The number above each column is the spell level (complexity, a somewhat subjective determination on the part of your authors). The number in each column opposite each applicable character indicates the number of spells of each level that can be used (remembered during any single adventure) by that character. Spells are listed and explained later. A spell used once may not be re-used in the same day.

Levels Above those Listed: Progressions of Dice for Accumulative Hits, Fighting Capability, and Spells & Levels may not be evident. An 11th level Lord would get 10 +3 dice and fight as he did at the 10th level; but at 12th level, he could get 11 + 1 dice and fight at Superhero + 2. At 13th level dice would be 11 + 3 with Fighting Capability at Superhero + 2. A 17th level Wizard would get 9 + 3 dice and fight as a 16th level, just as an 18th level Wizard would get dice of 10 + 1 with no change in Fighting Capabilities — the change coming at the 19th level, fighting then being done at Wizard + 3. An 11th level Patriarch would get dice of 7 + 3 with Fighting Capability unchanged; at 12th level dice would be 8 + 1 with no change in fighting; and at 13th level the Patriarch would get 8 + 2 and fight as a Superhero - the next change in Fighting Capability coming at the 17th level.

Spell progression for Magic-Users is: 17th level Wizard — 6, 6, 6, 5, 5, 5; 18th level Wizard — sizes across the board; and so on. Spell progression for Clerics is: 11th level Patriarch - 4, 4, 4, 3, 3; 12th level Patriarch — fours across the board; 13th level Patriarch — 5, 5, 5, 4, 4; and so on.

ALTERNATIVE COMBAT SYSTEM:

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.

ATTACK MATRIX 1.: MEN ATTACKING

TARGET:

Armor Class	Description	20-Sided Die Score to Hit by Level*					
		Level 1-3	4-6	7-9	10-12	13-15	16 & +
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 & Shield	13	11	8	6	4	1
7	Leather Armor	12	10	7	5	3	1
8	Shield Only	11	9	6	4	2	1
9	No Armor or Shield	10	8	5	3	1	1

* Fighting-Men: Magic-Users advance in steps based on five levels/group (1-5, 6-10, etc.), and Clerics in steps based on four levels/group (1-4, 5-8, etc.). Normal men equal 1st level fighters.

All attacks which score hits do 1-6 points damage unless otherwise noted.

ATTACK MATRIX II.: MONSTERS ATTACKING

TARGET:

Armor Class	Description	20-Sided Dice Score to Hit by Monster's Dice #								
		Dice Up to 1	1 + 1	2-3	3-4	4-6	6-8	9-10	11&1	
2	All as in Table	17	16	15	13	12	11	9	7	
3	1. above . . .	16	15	14	12	11	10	8	6	
4		15	14	13	11	10	9	7	5	
5		14	13	12	10	9	8	6	4	
6		13	12	11	9	8	7	5	3	
7		12	11	10	8	7	6	4	2	
8		11	10	9	7	6	5	3	1	
9		10	9	8	6	5	4	2	0	

All base scores to hit will be modified by magic armor and weaponry. Missile hits will be scored by using the above tables at long range and decreasing Armor Class by 1 at medium and 2 at short range.

SAVING THROW MATRIX:

Class & Level	Death Ray or Poison	All Wands - Including				
		Polymorph or Paralization	Stone	Dragon Breath	Staves & Spells	
Fighting-Men	1-3	12	13	14	15	16
Magic-User	1-5	13	14	13	16	15
Cleric	1-4	11	12	14	16	15
Fighter	4-6	10	11	12	13	14
Magic User	6-10	11	12	11	14	12
Cleric	5-8	9	10	12	14	12
Fighter	7-9	8	9	10	10	12
Magic-User	11-15	8	9	8	11	8
Cleric	9-12	6	7	9	11	9
Fighter	10-12	6	7	8	8	10
Magic-User	16+	5	6	5	8	3
Cleric	13+	3	5	7	8	7
Fighter	13+	4	5	5	5	8

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.

SPELLS TABLE

Magic-Users:

<u>1st Level</u>	<u>2nd Level</u>	<u>3rd Level</u>
1. Detect Magic	Detect Invisible	Fly
2. Hold Portal	Levitate	Hold Person
3. Read Magic	Phantasmal Forces	Dispell Magic
4. Read Languages	Locate Object	Clairvoyance
5. Protection/Evil	Invisibility	Clairaudience
6. Light	Wizard Lock	Fire Ball
7. Charm Person	Detect Evil	Lightning Bolt
8. Sleep	ESP	Protection/Evil, 10' r.
9.	Continual Light	Invisibility, 10' r.
10.	Knock	Infravision
11.		Slow Spell
12.		Haste Spell
13.		Protection/Normal Missiles
14.		Water Breathing
<u>4th Level</u>	<u>5th Level</u>	<u>6th Level</u>
1. Polymorph Self	Teleport	Stone-Flesh
2. Polymorph Others	Hold Monster	Reincarnation
3. Remove Curse	Conjure Elemental	Invisible Stalker
4. Wall of Fire	Telekinesis	Lower Water
5. Wall of Ice	Transmute Rock-Mud	Part Water
6. Confusion	Wall of Stone	Projected Image
7. Charm Monster	Wall of Iron	Anti-Magic Shell
8. Growth/Plant	Animate Dead	Death Spell
9. Dimension Door	Magic Jar	Geas
10. Wizard Eye	Contact Higher Plane	Disintegrate
11. Massmorph	Pass-Wall	Move Earth
12. Hallucinatory Terrain	Cloudkill	Control Weather
13.	Feeblemind	
14.	Growth/Animal	

SPELLS TABLE

Clerics:

1st Level

- Cure Light Wounds
- Purify Food & Water
- Detect Magic
- Detect Evil
- Protection/Evil
- Light

2nd Level

- Find Traps
- Hold Person
- Bless
- Speak with Animals

3rd Level

- Remove Curse
- Cure Disease
- Locate Object
- Continual Light

4th Level

- Neutralize Poison
- Cure Serious Wounds
- Protection/Evil, 10'r.
- Turn sticks to snakes
- Speak with plants
- Create Water

5th Level

- Dispell Evil
- Raise Dead
- Commune
- Quest
- Insect Plague
- Create Food

Clerics versus Undead Monsters:

Monster

<u>Type</u>	<u>Village</u>							
	<u>Acolyte</u>	<u>Adept</u>	<u>Priest</u>	<u>Vicar</u>	<u>Curate</u>	<u>Bishop</u>	<u>Lama</u>	<u>Patriarch</u>
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
Wight	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 dice in number.

D = Dispelled/dissolved, up to two dice in number.

N = No Effect.

A full explanation of each spell follows. Note that under lined Clerical spells are reversed by evil Clerics. Also, note the Clerics versus Undead Monsters table, indicating the strong effect of the various clerical levels upon the undead; however, evil Clerics do not have this effect, the entire effect being lost.

EXPLANATION OF SPELLS:

Magic-Users:

1st Level

example, to discover if some item is magical, a door has been "held" or "wizard locked", etc.

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.

Read Magic: The means by which the incantations on an item or scroll are read. Without such a spell or similar device magic is unintelligible to even a Magic-User. The spell is of short duration (one or two readings being the usual limit).

on treasure maps. It is otherwise like the Read Magic spell above.

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: spell cast light circle diameter, equal full daylight.

Charm Person: This spell applies to all two-legged, generally mammalian figures near less than man-size, excluding monsters "Undead" class including Sprites, Pixies, Nixies, Kobolds, Goblins, Orcs, Hobgoblins and Gnolls. If spell successful will cause charmed entity come completely under influence Magic-User until such time "charm" dispelled (Dispell Magic). Range: 12".

Sleep: A Sleep spell affects from 2-16 1st level types (hit dice of up to 1 + 1),

ber of creatures determined by the dice. If more than the number rolled could be

2nd Level:

Detect Invisible (Objects): A spell to find secreted treasure hidden by an Invisibility spell (see below). It will also locate invisible creatures. Durations: 6 turns.

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,

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

Force will real illusion believed real. Range: 24".

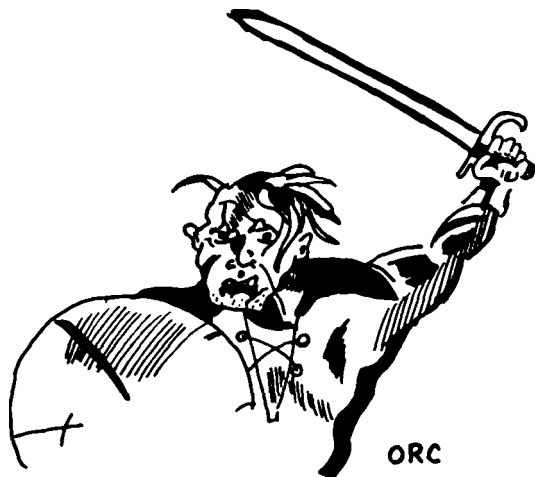
knowledge of what is to be located. Thus, the exact nature, dimensions, coloring, etc. of some magical item would have to be known in order for the spell to work. Well known objects such as a flight of stairs leading upwards can be detected with

Invisibility: A spell which lasts until it is broken by the user or by some outside 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

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:



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: 12 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 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".

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.

60'.

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.

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

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 poly-

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 crea-

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

Wall Fire: spell will create wall fire which lasts until Magic-User no longer concentrates to maintain it. The fire wall is opaque. It prevents crea-

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 spells. It may be broken through by creatures with four or more hit dice, with

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

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".

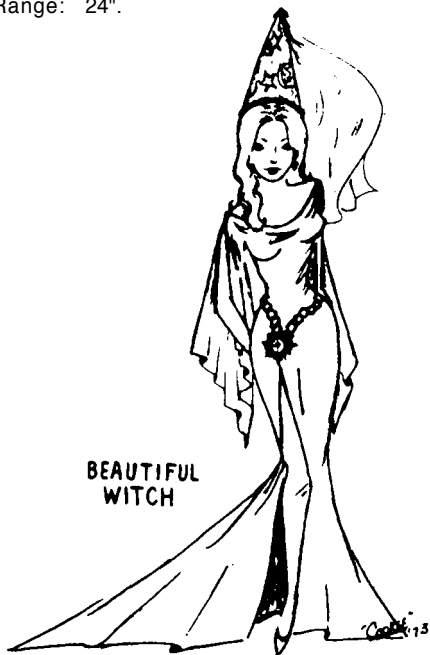
Charm Monster: The counterpart of a Charm Person spell which is employable against all creatures. If animals or creatures with three or fewer hit dice are involved determine how many are effected by the spell by rolling three six-sided dice. It is otherwise identical to the Charm Person spell.

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".



BEAUTIFUL
WITCH



AMAZON

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".

5th Level:

arrival area). Without certain knowledge of the destination teleportation is 75%

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

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 (see CHAIN-MAIL). Conjured elementals are the strongest, with 16 hit dice as is explained in

Telekinesis: By means of this spell objects may be moved by mental force. Weight

Pieces weight. Thus, a "Necromancer" is able to move a weight equal to 2,000

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

_____ ing three six-sided dice). Range: 12".

and height equalling 10 square inches. The wall will last until dispelled, broken

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

1-6 animated dead. Note that the skeletons or dead bodies must be available in order animate them. spell lasts until dispelled animated dead 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-User's 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.

<u>Plane</u>	<u># of Questions</u>	<u>Chance of Knowing</u>	<u>Veracity</u>	<u>Insanity</u>
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%



Magic-User goes insane, will remain number weeks equal 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-

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".

creatures with less than five dice. Movement: 6"/turn according 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 est possible level.

become feeble-minded until spell countered with Dispell Magic. Because

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.

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".

alignment (Law, Neutrality or Chaos). Use a random determination on the Character Alignment table, and whatever the result is, the reincarnated character is

class, and roll a six-sided die to determine which level in that class, and similarly

visible Stalker will continue mission until accomplished, regardless

Part Water: A spell which will part water up to 10' deep for a maximum of six

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.

seven hit dice. The creatures must be within an area of 6" x 6" to come under the

Geas: A spell which forces the recipient to perform some task (as desired by the

referee must carefully adjudicate the casting and subsequent performance of the geased individual when this spell used. Duration: Until task 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

Move Earth: When above ground the Magic-User may utilize this spell to move

The terrain affected will move at the rate of 6" per turn. Duration: 6 turns. Range 24".

Tornado, Stop Tornado, Deep Clouds, Clear Sky.

Clerics:

1st Level:

Cure Light Wounds: During the course of one full turn this spell will remove hits

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.

Protection from Evil: This spell is the same as that for Magic-Users except that

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 dura-

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 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

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



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.

Cure Serious Wounds: This spell is like a Light Wound spell, but the effects are 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.

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 com-

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:

_____ 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 Cleric progressed beyond 8th, time limit resurrection

four days, a 9th level Cleric can raise a body dead up to eight days, and so on.

back to life. In any event raised _____ characters must spend two game weeks time re-

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

_____ may curse him with whatever he desires for failure, and the referee should decide _____

sends them where will, within spell range. They will obscure vision

drive creatures with less than three dice rout. dimensions
Insect Plague are 36 square inches. Duration: 1 game day. Range: 48". (Note:

Create Food: spell with which Cleric creates sustenance sufficient
the 8th the Cleric has attained.

Those Clerical spells underlined on the table for Cleric Spells have a reverse ef-
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 appli-
tion, but misuse will immediately turn him into an Anti-Cleric.)

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

is 32,000 Gold Pieces, and 6th level is 64,000 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 10,000 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

Once a new spell is created the researcher may include it in the list appropriate

BOOKS OF SPELLS:

Characters who employ spells are assumed to acquire books containing the
sired, the cost will be the same as the initial investment for research as listed
above, i.e. 2,000, 4,000, 8,000, etc. Loss of these books will require replacement

