

SECTION ONE: CHARACTERS

1.0—CREATING A LEVEL 1 CHARACTER CHECKLIST:

Step 1: Roll Ability Scores. Roll 3d6, total the dice. Record that number as the character's Strength Score. Repeat this until you have a score for Intelligence, Wisdom, Dexterity, Constitution and Charisma as well.

Step 2: Choose a Race from among the selections listed: Man, Halfling, Gnome, Dwarf, or Elf. If given direct Judge permission you may also choose Orc, Half-Orc, Goblin, Hobgoblin or Hoborg.

Step 3: Choose a Class from among the classes available to your race choose: Fighting-Man, Magic-User, Cleric, Scout or a Multi-class combination. If there are sub-classes (Paladin, Berserker, Druid, Cleric-Militant/Cleric-Spiritual, Learned/Empowered, Delver) you may or must choose one as well, see class descriptions. Note that each racial description of available classes and the maximum level that race can advance in each class (before ability score modification).

Step 4: Record the number of Hit Points at first level and Saving Throw Number Check your class' hit points for first level and roll the indicate die plus bonus. Add any bonus for Constitution. Check your class Saving Throw number and bonuses. Note them and any racial or Wisdom bonus.

Step 5: Choose an Alignment: the choices are Lawful (on the side of Civilization), Chaotic (opposing Civilization) and Neutral (not worried about the triumph of Law or Chaos). Chaotics are generally speaking just bad people who value their own whim over the suffering of others.

Step 6: Choose a God: Clerics (including Clerics, Anti-clerics and Druids) must choose a god and that god must be of the character's alignment. Characters of the other classes may or may not choose a god into whose cult they may be initiated. Being initiated typically grants the character 1 point in a particular ability score and access to spell casting and healing potions from the god's temple.

Step 7: Spells : Magic-Users record the spells they have in their spell book or mental inventory. Section 1.7 for complete details.

Step 8: Record Languages Known: All characters speak the Common Tongue, their racial language and may learn additional languages based on their Intelligence Score.

Step 9: Record Starting Cash: Roll 3d6 multiply that number by 10, and that's the number of gold pieces you have to spend on starting equipment.

Step 10: Buy Equipment. Use your money to buy starting equipment,

Step 11: Calculate Encumbrance and Movement Allowance: compare your gear to the Encumbrance Chart and find and record your movement allowance.

1.1 STEP 1: ABILITY SCORES

STRENGTH (STR)

5- all characters: -1 damage with all weapons.

15+ all characters: +1 damage with all weapons and Bash Doors, Pry Boxes and Climb.

17+ Fighting Men (including Berserkers and Paladins) +2 damage with all weapons

15+ Non-human Fighting-Men: May advance 1 level beyond racial level-limit.

Typical Checks: heave a heavy rock, pick up heavy object

INTELLIGENCE: (INT)

5- all characters: character cannot read nor write.

11+, all characters: each point of INT over 10 allows 1 additional language beyond what your race choice provides. A character needn't choose all of the ones he is eligible for during character creation, instead he can apply one of his unused slots after 2 months of practice in a native-speaking area, or 6 months of serious book learning.

15-18: all characters get +1 on most Adventuring Tasks

15+ Non-human Magic-Users: May advance 1 level beyond racial level-limit.

15+ All Magic-Users: one bonus level 1 spell

Typical Checks: decipher a coded message, strange dialect.

WISDOM (WIS)

5- all characters: -1 on all Saving Throws

15+: all characters: +1 on all Saving Throws

15+ Clerics, Druids and Anti-Clerics: gain a bonus level 1 spell

15+ Non-human Clerics, Druids and Anti-clerics: May advance 1 level beyond racial level-limit.

Typical Check: keep your cool in strange situation, notice someone acting strangely

DEXTERITY (DEX)

5- all characters: -1 to hit with all weapons

15+: all characters: +1 to hit with all weapons

17+ Scouts: +2 to hit with all weapons

15+ Non-human Scouts: May advance 1 level beyond racial level-limit, if it is below 10..

Typical Checks: leap onto a horse, catch an object thrown to you

CONSTITUTION (CON)

15-17: all characters, +1 hit points per hit die

18: all characters: +2 hit points per die

Typical Checks: keep going when overheated, hold breath

CHARISMA (CHA)

5- all characters: -1 to reaction rolls and rally attempts

15+: all characters: +1 to reaction rolls and rally attempts

Troop Leadership Most Characters: 10 troops per point of Charisma.

Troop Leadership—Fighting-Men, Paladins, Clerics-Militants: level plus Charisma times 10.

Maximum Henchmen by Charisma:

Ch 3-4= 1 (-2 loyalty); Ch 5-6= 2 (-1 loyalty);

Ch 7-9=3; Ch 10-12= 4;

Ch 13-15= 5 (+1 loyalty), Ch 16-17=6 (+2 loyalty), Ch 18=12 (+4 loyalty)

Typical Checks: deceive guard, convince informant to give information.

ABILITY CHECKS: when the rules call for an Ability Check or the player tries to do something outside of the rules, most of the time this means roll 1d20, and if the player rolls equal to or less than the Ability Score in question, he has succeeded. If the Judge decides that the task is especially difficult, then the player might need to roll his Ability Score or less on 1d100. For example, if the rules say CON check d20, roll your CON or less on 1d20.

ABILITY SCORE DEVELOPMENT: Spending 1 week and 100gp (beyond normal living expenses) exclusively in physical or mental development (no other activities, like shopping, research, recruiting or magic item creation permitted) can gain 1d6 development points. When 100 development points are accumulated, they can be spent to permanently increase 1 of the 6 ability scores by 1 point.

1.2 STEP 2: Race

Each race will have a list of classes it is permitted with the maximum level allowed in parentheses. This level may be increased by a high ability score (details in 1.1 above). You really needn't write down the Advantaged Tasks bonuses, since the judge will have that information when checking the tasks; they are listed for your information.

Dwarves

Classes Permitted: Fighting-Man (level 6), Delver (level 10), Cleric-Militant (level 4), Multi-class F/De.

Abilities: Infravision, +4 Saving Throws vs Magic, Take half damage from Ogres and Giants.

Advantaged Tasks: Bash Door (+1), Bandage Wounds (+2), Climb, normal (+2), Detect Pits (+3), Find Secret Doors (+1), Find Small Traps (+1), Forage (+1), Hear Noise (+1), Mechanical Devices (+1), Pick Lock (+1), Probe for Pits (+4), Pry Box (+1), Repair (+1), Tracking, Dungeon (+1).

Disadvantage: -3" movement in no armor, leather or chain. Cannot use longbows, composite bows, lances, two-handed swords, pikes, halberds or bills. Cannot ride horses, only mules, ponies or donkeys.

Languages: Dwarf, Common, Gnome, Goblin, Kobold

Elves

Classes Permitted: High Elves: Fighting-Man (level 4), Cleric-Spiritual (level 4), Scout (level 8), Magic-User-Learned (level 8); multiclass: F/S, F/MU, MU/S, MU/C,.

Wood Elves: Fighting-Man (level 4), Druid (level 5), Scout (level 8), Magic-User-Empowered (level 8); multiclass: D/S, F/S, F/MU, MU/S, MU/D.

Abilities: Infravision. May make the Split-Move and Shoot on foot. +2 to hit Orcs, Goblins, Hobgoblins and Hoborgs. May cast spells while wearing *magic* armor. Sense secret doors might be present, even when not searching 5+. Immune to paralysis from Ghouls. Increased chance to surprise when in most Wilderness (1-4).

Advantaged Tasks: Bash Doors (+1), Bandage Wounds (+3), Climb, normal (+4), Find Path (+1), Find Secret Door (+3), Forage/Hunt (+4), Hea (+1), Probe Pits (+4), Track, Wilderness (+1).

Disadvantage: Must be a multi-class character.

Languages: Elf, Common, Orc, Hobgoblin, Gnome

Gnomes

Classes Permitted: Fighting-Man (level 4), Delver (level 10), Magic-User (level 6); Multi-Class F/De, or De/M

Abilities: Infravision, +4 Saving Throws vs Magic, Take half damage from Ogres and Giants.

Advantaged Tasks: Bandage Wounds (+2), Climb, normal (+2), Detect Pits (+3), Find Secret Doors (+1), Find Small Traps (+2), Forage/Hunt (+1), Mechanical Devices (+2), Open Door Silently (+1), Pick Lock (+1), Probe for Pits (+4), Repair (+1+), Set Trap (+1), Tracking, dungeon (+1)

Disadvantage: -3" movement in no armor, leather or chain. Cannot use longbows, composite bows, lances, two-handed swords, pikes, mauls, heavy axes, big clubs, halberds or bills. They must use battle axes, morningstars, flails and spears in 2 hands. Cannot ride horses, only mules, ponies or donkeys.

Languages: Dwarf, Common, Gnome, Goblin, Kobold

Halflings

Classes Permitted: Fighting-Man (level 4), Scout (level 10); Multi-Class F/S

Abilities: +4 Saving Throws vs Magic, Gain +3 to hit with missile weapons. Increased chance to surprise in most Wilderness (1-4)

Advantaged Tasks: Bandage Wounds (+3), Climb, normal (+2), Find Secret Door (+1), Forage/Hunt (+4), Hear Noise (+1), Light Fire (+1), Probe for Pits (+4), Tracking, wilderness (+1),

Disadvantage: No infravision, -3" Movement in no armor, leather or chain. Cannot use longbows, composite bows, lances, two-handed swords, pikes, mauls, heavy axes, big clubs, halberds or bills. They must use battle axes, morningstars, flails and spears in 2 hands. Cannot ride horses, only mules, ponies or donkeys.

Languages: Common

Men

Classes Permitted: All classes and level 10 maximum for all of them; no multi-classing.

Abilities: Some types may perform the split-move and shoot maneuver while on horseback.

Advantaged Tasks: Bash Doors (+1), Bandage Wounds (+3), Climb, normal (+4), Disguise (+1), Find Secret Doors (+1), Forage/Hunt (+3), Light Fire (+1), Mules on the Stairs (+1), Probe for Pits (+4), Pry Boxes (+1)

Disadvantage: No infravision

Languages: Common

Special/Restricted: Only allowed by Judge permission

Goblins

Classes Permitted: Fighting-Man (level 3), Scout (level 8), Delver (level 8); Multi-Class F/S, F/De

Abilities: Infravision, May ride wolves

Advantaged Tasks: Climb, normal (+2), Forage/Hunt (+4), Hear Noise (+1), Probe for Pits (+4), Tracking, dungeon (+1), Tracking, wilderness (+1).

Disadvantage: Sunlight Sensitive (-1), -3" movement in no armor, leather or chain. Cannot use longbows, composite bows, lances, two-handed swords, pikes, mauls, heavy axes, big clubs, halberds or bills. They must use battle axes, morningstars, flails and spears in 2 hands, May not ride horses

Languages: Goblin, Common [if player character]

Half-Orcs:

Classes Permitted: Fighting-Man (level 7), Anti-Cleric-Militant (level 4), Scout (level 8), Delver (level 8); Multi-class F/S, F/CM, S/CM, F/De, CM/De

Abilities: Infravision, +2 save vs Poison and Disease

Advantaged Tasks: Bash Doors (+1), Climb, normal (+4), Disguise (+1), Forage/Hunt (+3), Probe for Pits (+4), Set Trap (+1)

Disadvantage: -2 on all reaction rolls by Men, Halflings and Dwarves; Dogs react with hostility

Languages: Common, Orc

Hobgoblins

Classes Permitted: Fighting-Man (level 6), Magic-User-Empowered (level 4), Delver(level 6), Multi-class F/S\De, F/MU

Abilities: Infravision

Advantaged Tasks: Bash Doors (+1), Climb, normal (+4), Forage/Hunt (+3), Probe for Pits (+4), Set Trap (+1)

Disadvantage: May not ride horses

Languages: Goblin, Hobgoblin, Common [if player character]

Hoborgs

Classes Permitted: Fighting-Man (level 4), Magic-User-Empowered (level 5), Scout (level 10), Delver (level 10); Multi-class F/S, S/M, F/De, M/De

Abilities: Infravision, +2 save vs Magic

Advantaged Tasks: Bash Doors (+1), Climb, normal (+4), Forage/Hunt (+3), Hear Noise (+1), Probe for Pits (+4), Set Trap (+2), Harvest Venom (+1)

Disadvantage: -2 on all reaction rolls (They suck). may not ride horses. Must be a multi-class character.

Languages: Orc, Hobgoblin, Common [if player character]

Orcs

Classes Permitted: Fighting-Man (level 5), Delver (level 5), Multi-class F/De

Abilities: Infravision, +4 save vs Poison and Disease

Advantaged Tasks: Bash Doors (+1), Climb, normal (+4), Forage/Hunt (+1), Set Trap (+1),

Disadvantage: Sun Sensitive -1, may not ride horses

Languages: Common [if player character], Orc

1.3 STEP 3: CLASSES

1.3.1 CLERICS (Clerics-Militant, Clerics-Spiritual, Anti-Clerics-Militant, Anti-Clerics-Spiritual and Druids).

Cleric Progression Table (All sub-classes)

Level	EXP	Total Hit Points	Attack Bonus	Create Magic Items	Saving Throw
1	0	1d4+2	+0	Holy Water/Tomb Dust	17
2	1500	2d4+4	+0	Scrolls	16
3	3000	3d4+6	+0	Potions	15
4	6000	4d4+8	+0		14
5	12,000	5d4+10	+2		13
6	25,000	6d4+12	+2		12
7	50,000	7d4+14	+2	Staffs	11
8	100,000	8d4+16	+2		10
9	200,000	8d4+17	+5	Permanent Items	9
10	300,000	8d4+18	+5		8

Clerics: Clerics are the intermediaries between the Lawful gods and mortals. They perform many public rituals and services, pray for guidance and assistance for their communities, and act in the world to carry out the will of their divine masters. Every Cleric must have a Wisdom Score of 9+ and must chose to be either a Cleric-Spiritual or a Cleric-Militant. The Cleric-Spiritual are like monks, friars, parish priests, temple priests, etc. who are not particularly combat effective but have greater power in miraculous spells. The Cleric-Militant is trained in the use of armor and weapons and basic combat to protect the faith and spread it in hostile environments. Most Clerics belong to the Church of the Law and all must be of Lawful Alignment.

Anti-Clerics: those who serve as priests to the powers of Darkness take on the Chaotic Alignment and are known as Anti-Clerics or Evil Priests. A character must have a Wisdom Score of 9+ to be an Anti-cleric and must chose to be either an Anti-Clerics-Spiritual or Anti-Clerics Militant. All mentions and rules that apply to Clerics apply to Anti-Clerics as well, unless the Anti-Clerics are especially pointed out.

Druids: those who serve the neutral gods of nature and this world are known as Druids and have many noticeable differences from clerics and anti-clerics. A character must have a Wisdom of 9+ and be Neutral alignment to be a Druid.

Saving Throws; Clerics, Anti-Clerics and Druids get no bonuses to any particular type of Saving Throw, but if you notice the table above, you will see their saves are 2 points better than all of the other classes for all types of save. Being in tune with the gods, they are more likely to gain their protection.

Magic Item Creation: a Cleric can some magic items, but fewer than magic-users. First level Clerics (except Druids) can make Holy Water (Lawful) or Tomb Dust (Chaos), at 2nd level they can write Clerical scrolls (except Druids), at third level they can make healing potions, at seventh level they can create any of the staffs usable by their class and at 9th level they can create certain permanent magic items. The Judge will have further details.

Power Duel: Clerics, Anti-Clerics and Druids can do mystic mental battle with enemy spell casters (see combat section).

Tithe: Clerics, Druids and Anti-Clerics must donate 10% of their income from whatever source to their temple organization. For treasure taken on adventure, they get the XP value before the donation.

Armor and Weapons:

If Clerical classes attempt to use a weapon not on these lists, they suffer -4 on their "To Hit" roll, and Lawful Clerics lose their spell casting powers and turn undead power for the day.

All Clerical Classes may use fists, grapple attacks, torches and thrown flask weapons of all sorts. All anti-clerics may also use poison.

Clerics-Spiritual: may not wear any armor nor use a shield. They may only use a club or staff as additional weapons.

Clerics-Militants can wear all armor types and use shields. Unlike Magic-Users, Cleric-Militants can cast their spells while wearing armor.

Clerics-Militant may additionally use weapons without an edge or point, including: club, staff, hammer, mace, flail, big club, maul and sling.

Druids may wear leather armor and use wooden shields and may also use spears, daggers, slings, clubs, big clubs, staffs and special silver sickle-shaped swords (300gp).

Fighting-Man-Cleric Militant Multi-class: a character that is multi-classed as both a Fighting-Man and a Cleric-militant may use all armor and weapons and still use Cleric powers.

Wood Elf Multi-class: wood elves who are druid/scout or druid/fighting-man multi-classed may use bows of any sort in addition to druid weapons.

Turn or Command Undead: Clerics and Anti-Clerics can manifest divine power against certain supernatural threats. Lawful Clerics can turn or destroy the undead, Anti-Clerics can command the undead. They cannot use this power any round that they have already suffered damage or if they are in melee contact with enemies. Druids do not have this power.

Procedure: the Cleric must present the divine symbol of his god during the Missile Phase to confront the creatures. If he is using a cheap, wooden, symbol he must also roll his Wisdom or less on 1d20; if he is using a silver symbol, he does not need to make that roll. He proceeds to the proper turning check, rolling the die indicated on the chart below and if the result is a 3+ then 2d6 individuals of the targeted type of undead must flee from the Cleric for 2d6 rounds or come under the direct command of the anti-Cleric for 2d6 rounds or permanently with a "D" result. If the Cleric fails the turning check, he cannot try again for 10-minutes. If he succeeds the check, he can try again if there are more eligible foes to turn.

If the chart says "T" then 2d6 creatures are turned without the need to roll the dice.

If the chart says "D" then 2d6 creatures are not merely turned but immediately destroyed.

TURNING CHART:

<i>If the HD of the Undead is This:</i>	<i>Then Roll This die for a 3+</i>
5 HD lower than the Cleric's level	D
3-4 HD lower than the Cleric's level	T
2-HD lower than the Cleric's level	1d12
1-HD lower than the Cleric's level	1d8
Same HD as the Cleric's level	1d6
1-HD higher than the Cleric's	1d4
2-HD higher than the Cleric's	1d3
3-HD or more higher than the Cleric's	Fail

Spell Casting: The Cleric prepares his spells ahead of time, praying to his god for the spells he thinks he will need for the coming day. He can have as many prepared as the Cleric spell chart (militant or spiritual as appropriate) allows. As each spell is cast it is removed from his prepared number of spells until he prays the next morning. When the sun rises, all his unused spells are lost. To prepare his spells, he must spend one hour in the morning in prayer and ritual, unlike magic-users, he does not particularly need a good night's rest first.

Notice that Clerics-Militant do not begin casting spells until they reach 2nd level, even if they get a bonus spell from WIS, they can't cast it until 2nd level.

Counter-Spell: if an enemy spell caster is about to cast a spell, any Clerical classed character may attempt to foil that spell. He must sacrifice 1 prepared spell of equal or greater level to attempt the counter. Both casters roll 1d6 and add their experience level to the roll. If the Counter-Speller's total is higher than the target's, the spell is dissipated. Clerics can attempt to counter-spell both magic-users and other Clerics.

DIVINE SYMBOL: Each god served by Clerics has his own symbol. A Cleric must hold a portable version of that symbol in his hand to cast a spell or use the Turn power. This may mean that he needs to put aside a weapon or shield to do so. If he cheats out and uses a wooden symbol, he must roll a WIS or less on a d20 to succeed, using a silver symbol has no such check. Druids use a sprig of mistletoe as their symbol and must make a Wisdom check to cast a spell if they have no mistletoe.

Holy/Unholy:

The word Holy applies to divine manifestations or trappings of the Lawful Alignment, Unholy to the Chaotic.

Cleric-Militant Multiple Attacks:

Clerics-Militant can make multiple melee attacks per round, but slightly less well than Fighting Men. Clerics-Militant divide half the militant's level by the hit die of the highest HD opponent to get the number of attacks. So if a 5th level militant is fighting several 1-HD orcs: 5 levels divided in half, yields 2, divided by 1-HD yields 2 attacks. Clerics-Spiritual and Druids do not get multiple attacks.

DRUID POWERS

Natural Identification: beginning at level 2, a Druid can non-magically identify plants, animals and clean water.

Pass Through Undergrowth: beginning at level 2 a druid can safely pass through thorns and brambles and if alone can travel through forest hexes overland as if they were clear.

Wild Shape: level 5:+ a druid can transform into a reptile, bird and mammal (raven to small bear sized) once per day for each of the three types. Transforming takes the druid's action during the Missile Phase and heals 1d6x10% of damage so far taken when changing shape.

Charm Immunity: are not affected by the charm person and charm monsters spells, as well as all monster charm powers like those of nixies, dryads and harpies.

SPELLS AVAILABLE CLERICS AND ANTI-CLERICS

The Cleric and Anti-cleric spells available for the Starkpool Campaign are those found the *D&D Rules Cyclopedia* on the cleric list, using the descriptions found therein. There are several modifications found in the section on wound healing of this book. Essentially, all healing spells do maximum healing and the Raise Dead spell has a variety of powerful healing uses, but

causes strain on the caster and recipient. Divide the Ranges and Areas of Effect for all spells by 10 to get the 1" table top values (the ranges and areas will thus be 1/2 those listed for "feet")

DRUIDS: druids have all the spells listed on the *Rules Cyclopedia* Druid list, but since the *Rules Cyclopedia* Druid is a bit of an odd duck (sort of like a 3rd edition prestige class) I've added several cleric and magic-user spells that the OD&D supplements had on the druid list. Below is the complete list, with the class/level they appear on in the Rules Cyclopedia.

DRUID SPELLS LEVEL 1

Detect Danger (D1)
Faerie Fire (D1)
Locate (D1)
Predict Weather (D1)
Purify Food and Water (C1)
Detect Magic (C1)

DRUID SPELLS LEVEL 3

Call Lightning (D3)
Hold Animal (D3)
Protection from Poison (D3)
Water Breathing (D3)
Neutralize Poison (C4)
Resist Fire (C2)
Cure Disease (C3)

DRUID SPELLS LEVEL 5

Anti-Plant Shell (D5)
Control Winds (D5)
Dissolve (D5)
Pass Plant (D5)
Sticks to Snakes (C4)
Wall of Fire (M4)
Cure Critical Wounds (C5)
Reincarnation (M6)
Commune (C5)

DRUID SPELLS LEVEL 2

Heat Metal (D1)
Obscure (D1)
Produce Fire (D1)
Warp Wood (D1)
Cure Light Wounds (C1)
Speak With Animals (C2)
Create Water (C4)
Entangle (MU 2)

DRUID SPELLS LEVEL 4

Control Temperature 10' radius (D4)
Plant Door (D4)
Protection from Lightning (D4)
Summon Animals (D4)
Dispel Magic (C4)
Speak with Plants (C4)
Cure Serious Wounds (C4)
Create Food (C5)

CLERIC-MILITANT SPELLS PREPARED PER DAY BY EXPERIENCE LEVEL
SPELL LEVEL

Cleric Level	1	2	3	4	5
1	0				
2	1				
3	2				
4	2	1			
5	2	2			
6	2	2	1		
7	2	2	2		
8	2	2	2	1	
9	3	3	3	2	1
10	3	3	3	3	2

1 bonus first level spell if WIS 15+ (beginning at level 2)

CLERIC-SPIRITUAL AND DRUID SPELLS PREPARED PER DAY BY EXPERIENCE LEVEL
SPELL LEVEL

Cleric Level	1	2	3	4	5
1	2				
2	3				
3	3	1			
4	3	2			
5	4	2	1		
6	4	3	2		
7	4	3	3	1	
8	5	3	3	2	
9	5	4	3	2	1
10	6	5	4	3	2

1 bonus first level spell if WIS 15+, beginning at first level

1.3.2—FIGHTING-MEN (Including Berserkers and Paladins)

Fighting-Man Progression Table

Level	EXP	Total Hit Points	Attack Bonus	# of Attacks	Bonus Damage	Saving Throw
1	0	1d6+2	+0	1	1	19
2	2000	2d6+4	+0	1	1	18
3	4000	3d6+6	+0	1	1	17
4	8,000	4d6+8	+2	1	2	16
5	16,000	5d6+10	+2	1	2	15
6	32,000	6d6+12	+2	2	2	14
7	64,000	7d6+14	+5	2	2	13
8	120,000	8d6+16	+5	2	3	12
9	240,000	9d6+18	+5	2	3	11
10	480,000	9d6+20	+7	3	3	10

Fighting-men are the trained soldiers and warriors of the mortal races. They can selflessly defend their communities, fight for pay, or greedily raid the homes of others, but they are trained in the arms and weaponry needed to do so. A character must have a Strength score of 9+ to be a fighting-man.

Armor and Weapons: Fighting-Men can wear all armor types and use shields and may use all weapons.

Saving Throws; Fighting-Men get a +2 bonus to saving throws against fumbles and any attack form that requires a “to hit” roll to inflict its harm (e.g., disarm attack, undead energy drain, scorpion poison).

Bonus Damage: Fighting-Men add extra points of damage, indicated on the chart above, to hits made in combat with weapons (missile and melee).

Multiple Attacks: Fighting-Men of levels 6-9 get a minimum of 2 melee attacks per round, Fighting-Men of level 10 get a minimum of 3 melee attacks per round. However, Fighting-Men combating lower-level or lower HD enemies can get more attacks. Divide the level of the Fighting-man by the hit die (ignoring additional “plus” value) , rounding down, to see the number of attacks he might get. For example, a 5th level Fighting-Man is in combat with 1 Gnoll (HD 2) and 2 Hobgoblins (HD 1+1), divide 5 by 2 (level by Gnoll’s HD) to get 2, he would get 2 attacks. If he kills the gnoll, the next round he would get 5 attacks against the hobgoblins (level 5 divided by 1 HD).

Mighty Blow: beginning at 8th level, once per 10-minute turn a Fighting-man can decide to make a Mighty Blow. He must be using a 2-handed melee weapon to do so. He will incur a -4 on his to-hit roll but will add his entire Strength Score as additional damage.

Paladins:

There are some Fighting-men so perfect and righteous that they reflect the power of the divine. If a Fighting-Man is human, Lawful and has a Charisma of 17 or higher, he is eligible to be a Paladin. As long as he remains Lawful and Righteous and abides by the restrictions listed below, he gains a number of powers in addition to all the standard abilities of other Fighting-men.

Powers:

Lay on Hands: once per day a paladin may lay on hands to heal the wounds of 1 other person. This will heal 2 hit points of damage per level of the paladin. A paladin of levels 1-5 also can lay on hands once a day to cure another person's disease. If the paladin is level 6-10, he can cure disease twice per day.

Saving Throws: a paladin receives a +2 on all saving throws.

Disease Immunity: paladins are immune to disease.

Dispel and Detect Evil: paladins of Level 8+, dispel evil 3 times per day (as 5th level Cleric spell) and detect evil 60' at will, both act as "Casting a Spell" for mechanical purposes.

Warhorse, the gods will grant a paladin a special Warhorse, AC 5, HD 5+1, Move 18". If the horse is killed, it will be 10 years before another one would be granted. The horse gets 1d6+2 per hit die (as Fighter) instead of 1d8 and is AC 2 when wearing barding. Like it's master, it is immune to disease and gets +2 on all saving throws.

Restrictions:

Magic Items: a paladin may own at most 10 magic items: armor, shield, 4 weapons, 4 others.

Castle: A paladin may own a castle worth 200,00gp or less and employ no more than 200 soldiers. Money meant to be saved for future castle-building can be deposited into the care of a Lawful temple or monastery.

Alms: A paladin must give away all treasure not necessary to support self, men and castle. If he is saving to build a castle, he must give away more than half the money acquired at one time before depositing some in savings.

Company: a paladin may only dwell with, serve, take into service or swear loyalty with Lawful characters.

Berserkers:

There are some Fighting-men who can channel a mighty battle-madness during fighting that makes them truly ferocious enemies. The warrior must be Neutral in alignment, human, and have both a Strength and Constitution of 12 or higher to become a berserker, and must choose to become one at the point of character creation. He must also become an initiate of one of a warlike Neutral god (Father Sky, Mistress Flame, or The Wanderer), which will involve him being made a member of a berserker warrior brotherhood. They have all the powers of other fighting-men unless mentioned in the restrictions below.

Powers:

Rage: whenever a berserker enters battle, he is taken by a battle-madness. The rage begins when he is either attacked or tries to make an attack and ends when all enemies are dead or out of sight. This will grant him +2 to hit on his melee or hurled missile attacks against all enemies. While the rage is upon him, the berserker also never needs to make a morale check and is immune to any magic or monster effect that causes Fear.

Fight On: beginning at 2nd level a berserker can keep fighting even after reaching 0 hit points. The referee secretly rolls the Near Death Result immediately, and as long as it is not "Gruesomely over killed" the berserker keeps fighting until a threshold of damage is reached. A

2nd level berserker can fight until -5 hit points. Each level he reaches after 2nd adds -2 to the threshold (e.g., a 7th level berserker can keep fighting until he reaches -15 hp). Once the fight is over, the Near Death Result is immediately applied.

Terror: At 3rd level or above, any intelligent human-like creature whom the berserker attacks and is of lower level or hit die than the berserker, must make a morale check during the first round of contact or flee.

Damage Reduction: at levels 4-8 a berserker reduces the damage from each separate hit or attack against him by 1 point. At levels 9+ that reduction increases to 2 points per hit.

Resist Iron and Fire: at 5th level a berserker is immune to hits by normal iron weaponry, but not wooden, silver, bronze, stone, copper or magic weapons. He also will take half damage from all fire based attacks (including dragon fire breath and magical fire spells).

Restrictions:

Armor: berserkers may only wear leather armor (normal or magic) but may use any shields except pavises.

Weapons: berserkers may not use any sort of bow, crossbow, sling or flask weapon. They also may not use pikes nor lances.

Temples: berserkers are unable to enter an active Lawful or Chaotic temple unless they make a Saving Throw.

Contempt for Death: when a berserker is enraged, the referee will keep track of his hit point total secretly, not revealing it until the berserker dies or the fight ends.

Loss of Control: if a berserker enters a fight and does not kill any enemies by its end, then he will turn on his friends and keep fighting until he's killed one of them. He may make a Saving Throw to come out of the rage at the end of each round.

No Prisoners: in his rage, a berserker will always strike to kill, he may not strike to subdue or trip, disarm or any other non-lethal attack form.

1.3.4 MAGIC-USERS (Learned or Empowered)

Magic-User Progression Table

Level	EXP	Added Hit Points	Attack Bonus	Item Creation	Saving Throw
1	0	1d2+2	+0	Scrolls	19
2	2500	2d2+4	+0		18
3	5000	3d2+6	+0	Potions	17
4	10,000	4d2+8	+0		16
5	20,000	5d2+10	+0	Spell Books	15
6	40,000	6d2+12	+2		14
7	80,000	7d2+14	+2	Wands	13
8	160,000	8d2+16	+2		12
9	320,000	9d2+18	+2	Permanent Items	11
10	640,000	10d2+20	+2		10

Magic-Users are people who have devoted their careers to studying and mastering secret formulae, symbols and incantations that bring forth powerful supernatural effects. Spell casting is their bread and meat and is how they solve problems and overcome obstacles. A character must have an Intelligence score of 9+ to be a magic-user.

Armor and Weapons: magic-users cannot cast any spells if they are wearing any sort of armor beyond normal clothing, so they are not trained or accustomed to its use. Even multi-classed magic-users cannot cast magic spells while wearing the armor of their other class. Magic-users are limited to use of only a few basic weapons: punch, flasks, torches, club, staff, dagger, or darts. If they attempt to use any weapon but these, they suffer -4 on their "To Hit" roll.

Saving Throws; Magic-users get a +2 bonus to saving throws against Spells and spell-like magic effects, magic devices, and magical traps.

Power Duel: magic-users can do mystical mental battle with enemy spell casters (see combat section).

Magic Item Creation: a Magic-User can make a variety of magic items. At first level the Learned (and those Empowered who chose Read Magic) can make scrolls. At third level they can make potions. At 5th level the Learned can create spell books. At seventh level magic-users can create wands and at 9th level they can create permanent items. The costs and times involved are handled in the Judges materials, but the Scrolls procedure will be given here because of its immediate utility.

Scrolls: a Magic-User can create a scroll, which is a 1-time use spell storage device by spending 1 week of time and 100gp worth of scroll materials per level of the spell. He can take out the scroll and cast it just as a prepared spell one time, and then the words disappear and the parchment crumbles. If he finds a scroll written by another Magic-User, he must cast Read Magic and read over it at some time before he tries to cast it. If a Learned finds a scroll with a spell he does not have in his book, he can copy the spell into his book, although this consumes the scroll. Empowered can only use or make scrolls if they have learned Read Magic as one of their inventory spells.

Mystic Reserve: When a Magic-User has cast all of his prepared spells, and is in time of need (trapped and unable to escape, fighting in a deadly combat, etc.; the Judge has the final say) he may attempt to cast any one single spell that he has in his spell book. He must roll his INT on less on a 1d20, subtracting 1 from the INT for each level of the spell. If he succeeds, he casts

the spell, if he fails, he takes 1 hit point of damage for each level of the spell and is stunned for 1 round for each level of the spell.

Counter-Spell: if an enemy spell caster is about to cast a spell, a Magic-User may attempt to foil that spell. The Magic-User must sacrifice 1 prepared spell of equal or greater level to attempt the counter. Both casters roll 1d6 and add their experience level to the roll. If the Counter-Speller's total is higher than the target's, the spell is dissipated. Magic-Users can attempt to counter-spell both other Magic-Users and Clerics.

Learned or Empowered

While all Magic-Users can be called magicians, mages or wizards, there are two basic sub-types of magic-users: one are called Learned and learn their spells by keeping spell books and studying the formulae therein. The other are called Empowered and they learn their spells from supernatural entities or are naturally gifted with magical powers. Every magic-user character must be either Learned or Empowered.

Learned

Spell Books:

The Learned must collect spells in their spell books, having at most 1 spell per level in the book per point of INT. They begin with a number of spells in their book (see step 7 of character generation below), but must find any more in captured spell books or copy them from scrolls. Each time he attempts to copy a spell into his book, it will wipe the spell from the scroll or the captured book he is using and he must roll his INT or less on 1d20 to be successful. New spell books can be purchased from powerful wizards, guilds or schools and can be made by Learned of level 5 or higher.

Book Knowledge: since the Learned are dependent on the written word for their powers, they have deep knowledge of books. By taking a turn of examination they can detect whether a set of books, scrolls and maps is infested with bookworms and the presence of magical or mundane traps on books or scrolls (but not cursed scrolls) if they roll an INT d20 check. Likewise, they can appraise the value of non-magic books on a similar INT d20 check. Empowered do not have this ability.

Learned Spell Casting:

The Learned prepares his spells ahead of time (some call it "memorizing" them, others refer to it as "hanging them in the ether" others just as "partially pre-casting them"). He can have as many prepared as the Magic-User spell chart allows. As each spell is cast it is removed from his prepared number of spells until he has time to prepare again. To prepare his spells, he must get 8 hours of rest, and then spend 1 hour studying his spell book and making the preparations. Learned with an INT of 15 or higher get one bonus level 1 spell to cast each day.

Empowered Spell Casting

Some individuals are not trained in scholarly, literary magic tradition like the Learned, instead they gain their magic powers from other means, such as from Demons, Neutral Gods, psychic talent or inborn bloodline. These casters are called Empowered and do not use spell books at all. They have a number of spells in their mental inventory equal to the spells a Learned can prepare and can cast each one once per day. An Empowered also gains 1 extra level 1 spell if he has an INT of 15+. Empowered spells are renewed at dawn each day after 8 hours of rest, no need for study.

MAGIC-USER SPELLS PREPARED BY EXPERIENCE LEVEL

Spell Level

Character Level	1	2	3	4	5
1	1				
2	2				
3	3	1			
4	4	2			
5	4	2	1		
6	4	2	2		
7	4	3	2	1	
8	4	3	3	2	
9	4	3	3	2	1
10	4	4	3	3	2

Magic-users with INT of 15+ get 1 additional level-1 spell beginning at first level.

This table represents the maximum number of spells a Learned can have prepared at one time, chosen from the spells in his book. It also represents the total number of spells an Empowered can know and cast each once per day.

Magic User Spell Lists: the spells available for all magic-users are those found in the D&D Rules Cyclopedia with the descriptions found therein. Note that the Reincarnation Spell is moved from Level 6 to Level 5 for this campaign. Spells of level 6 and higher might be found on scrolls or in devices, but casters in the modern day cannot advance past 10th level to use such ancient wonders. Divide the Ranges and Areas of Effect for all spells by 10 to get the 1" table top values (the ranges and areas will thus be ½ those listed for "feet")

1.3.4 SCOUTS AND DELVERS

Scout/Delver Progression Table:

Level	EXP	Hit Points	Attack Bonus	Back Stab	Task Bonus	Sneak Ahead/Hide	Scout Special Abilities	Delver Special Abilities	Saving Throw
1	0	1d4+2	+0	x2	+1	1-3	Melee Escape Split Move	Melee Escape Split Move	19
2	1250	2d4+4	+0	x2	+1	1-3	Precise Shot	Stun Blow	18
3	2500	3d4+6	+0	x2	+1	1-3	Pass Undergrowth	Grenadier	17
4	5000	4d4+8	+0	x2	+2	1-4	Careful Aim	Dagger Surprise	16
5	10,000	5d4+10	+2	x3	+2	1-4	Lucky Break	Lucky Break	15
6	20,000	6d4+12	+2	x3	+2	1-4	Arrow Storm	Fast Pick	14
7	40,000	7d4+14	+2	x3	+3	1-5	Speed	Double Dagger	13
8	80,000	8d4+16	+2	x3	+3	1-5	Spot Invisible	Spot Invisible	12
9	160,000	8d4+17	+5	x3	+3	1-5	Thread the Needle	Speed	11
10	320,000	8d4+18	+5	x4	+4	1-5	Deadly Shot	Deadly Stab	10

Scouts are adventurers who specialize in sneaking around, gathering information and attacking from surprise. They are skilled archers and talented in the full range of adventuring tasks.

Delvers are a variation of scout that is less talented in archery but more specialized in close-in dagger fighting and flask weapons. The only difference between Scouts and Delvers lie in the Special Ability lists. Scouts and Delvers might be explorers, bandits, hunters, spies, assassins or thieves by profession. A character must have a Dexterity Score of 9+ to be a scout or delver.

Armor and Weapons: Scouts and Delvers may only wear leather/padded armor and may not use shields, if they wear or use chain or plate armor, they drop to 6" movement and receive a -1 on all their task rolls. However, They may wear magical chain mail without penalty. Scouts and Delvers may use all one handed weapons plus quarter staves and all missile weapons. If they use weapons other than these, they suffer a -4 on their to-hit rolls.

Saving Throws; Scouts/Delvers get a +2 bonus on saves against Poison, Traps and Diseases.

Multiple Attacks: Scouts/Delvers can make multiple melee attacks per round, but slightly less well than Fighting Men. Scout/Delvers divide half their level by the hit die of the highest HD opponent to get the number of attacks. So if a 5th level Scout is fighting several 1-HD orcs: 5 levels divided in half, yields 2, divided by 1-HD yields 2 attacks.

Back Stab: if a Scout or Delver is attacking while he has surprise, or if he is in position to make a Rear Attack (see combat section), then he can make a back stab. On a back stab, he gains +4 on his roll and ignores his target's shield. At first through 4th level he doubles his damage total, at levels 5-9 he triples and at level 10 he quadruples the damage number scored. He can get the back stab bonus with arrow shots, but only during a surprise round or when attacking while invisible or hidden, since Rear attacks are only possible in melee.

Task Bonus: Scouts and Delvers get a bonus based on level on their d6 task roll to perform all of the Adventuring Tasks.

Escape Melee and Refuse Melee: all Scout and Delver characters can add their current experience level to their movement allowance in inches in order to calculate their chance to succeed at either a Refuse Melee or Melee Escape maneuver. This absolutely does not mean they add their level to the number of inches they may actually move under any circumstance.

Sneak Ahead/Hide: while stealth for most characters means that they are assumed to be moving carefully and thus, unless something gives them away, like light or noise, they will surprise an enemy on a 1-2 on 1d6. Scouts and Delvers have an improved chance to surprise when they either sneak ahead on their own or hide in wait for enemies. At levels 1-3 Scouts and Delvers surprise on a 1-3; at levels 4-6, they surprise on a 1-4; and at level 7 or higher, they surprise on a 1-5. In a dungeon, a Scout or Delver who does not have infravision must carry a shuttered lantern and carefully control/minimize its light output to sneak ahead. This means one of his hands is completely full and cannot be used for other tasks.

Split Move and Shoot: when using any missile weapon (including thrown weapons) at all, a Scout or Delver can, during his Move or Counter-Move phase, move up to half his movement rating, shoot a single shot, and then finish his movement. The shot takes place in the Move or Counter-Move phase, so such a hit might spoil a caster's chance to cast a spell that round if damage is scored.

Precise Shot: beginning at 2nd level a Scout may, during Split-Move or regular missile phase, shoot a missile weapon at a target that's in the second rank or being protected by another combatant.

Stun Blow: when a Delver of level 2 or higher makes a Rear Attack hit with a club, staff or mace, in addition to regular damage, the target must make a Saving Throw or be knocked unconscious for 1d4 rounds.

Pass Through Undergrowth: beginning at level 3 a Scout can safely pass through thorns and brambles and, if alone, can travel through forest hexes overland as if they were clear.

Grenadier: beginning at 3rd level a Delver can carry 4 flask weapons on his person and they do not count for encumbrance at all.

Careful Aim: beginning at 4th level, a Scout who does not move or shoot in the Move/Counter Move and who takes only 1 shot with a bow during the missile phase, may add +4 to his to hit roll with that arrow.

Dagger Surprise: beginning at 4th level a Delver has learned to conceal a knife or dagger so perfectly that he can once per encounter use it to make a "back stab" at any time, even if the enemy is directly in front of him and watching him. Or, he can keep the knife or dagger hidden until he is captured and sneak it out to cut his bonds or the like, Re-hiding the dagger takes a full round and must be done out of sight of his enemies.

Lucky Break: beginning at 5th level a Scout or Delver may re-roll the first failed saving throw that he makes each day.

Arrow Storm: beginning at 6th level a Scout who does not move adds 1 to the Rate of Fire for all missile weapons except Heavy Crossbows.

Fast Pick: beginning at 6th level a Delver can Pick a Lock or perform the Mechanical Devise tasks in 1 round instead of 1 turn.

Speed: beginning at 7th level for a Scout or 9th level for a Delver, he adds 2" to his movement allowance at all encumbrance levels in all circumstances. Scouts, additionally add 4" to the movement of horses they ride and can travel 1 hex additional per day overland. Delvers get an additional 2" of movement in underground dungeons and caves.

Double Dagger: beginning at 7th level, a Delver deals a base of 2d4 damage when attacking with a dagger.

Spot Invisible Foe: beginning at 8th level, a Scout or Delver can locate the position of an invisible enemy. The scan takes place in the spotter's Move (or Counter Move) phase. He rolls 1d10 if he scores his level or less, he has figured out the location of the invisible or hidden foe. See the combat section for complete details.

Thread the Needle: beginning at 9th level, a Scout can shoot arrows at enemies who are locked in melee.

Deadly Shot: a Scout of 10th level can once per 10-minute turn, make a single arrow shot that suffers a -4 on its “to-hit” roll, but adds the scout’s entire Dexterity Score to the damage inflicted. This cannot be combined with Careful Aim. If the attack is also a backstab, the additional damage is added after the backstab multiplication.

Deadly Stab: a Delver of 10th level can once per 10-minute turn, make a single dagger attack that suffers a -4 on its “to-hit” roll, but adds the Delver’s entire Dexterity Score to the damage inflicted. If the attack is also a backstab, the additional stab damage is added after the backstab multiplication.

1.3.5 MULTI-CLASS CHARACTERS

Multi-Class Progression Tables

Level	Fighting-Man/Cleric	Fighting-Man/ Mage	Fighting-Man/Scout
1	0	0	0
2	3750	5000	3500
3	7500	10,000	7000
4	15,000	20,000	14,000
5	30,000	40,000	28,000
6	60,000	80,000	55,000
7	120,000	160,000	110,000
8	250,000	320,000	220,000
9	500,000	640,000	440,000
10	1,000,000	1,200,000	880,000

Level	Cleric/Magic-User	Cleric/Scout	Magic-User/Scout
1	0	0	0
2	4500	3000	4000
3	9000	6000	8000
4	18,000	12,000	16,000
5	36,000	24,000	32,000
6	70,000	48,000	64,000
7	140,000	96,000	125,000
8	280,000	192,000	250,000
9	550,000	384,000	500,000
10	1,100,000	770,000	100,000

A character, at creation, can decide to become a combination of 2 classes as indicated in the race description.

While level advancement is slow, a multi-class character gets the abilities of both of the classes that he chooses.

The multi-class character gets the better of the Saving Throws, Attack Bonus, and Hit Dice of the combined classes. The character also gets all of the spells and class abilities of each class he has. If he reaches the highest level that his race is permitted in a particular class, he gains no further benefits that come from the class.

Example: a Halfling is a Fighting-Man/Scout multiclass. He advances from level 4 to level 5. He would have to gain the next hit die from the Scouts (1d4+2) not from the Fighting-Man class (1d6+2)

There are some restrictions on using these powers, however.

- Clerics-Spiritual cannot multi-class with Fighting-Men or Scouts or Delves.
- A Magic-User multi-class cannot cast Magic-User spells if he is wearing any armor or carrying a shield, except elves can cast spells while wearing magic armor.
- A Cleric multi-class cannot cast Cleric spells or turn undead if he has a weapon not allowed to the Cleric class on his person, except if he is a Fighting-Man/Cleric, in which case he can indeed use all Fighting-Man weapons.
- Scouts/Delves face penalties for attempting tasks while wearing chain or plate (except magic chain mail) that apply even if they have a Fighting-man or Cleric-Militant multi-class.
- Druid multi-classes characters are restricted to leather armor and wooden shields

1.4—STEP 4: HIT DICE AND HIT POINTS AND SAVING THROWS

Hit points measure the damage characters can take from all types of sources. Characters gain a new hit die each level up to level 8 for Clerics and Scouts, 9 for Fighting-men and 10 for Magic-Users. Each level the character re-rolls the total number of dice indicated, adding any bonus for high Constitution. If your new total is lower than it had been at the previous level, keep the old number and add 1 point. Constitution bonus only applies to full hit die, not to just added points, i.e., Fighting-men don't get a CON bonus at level 10, and Clerics and Scouts don't get CON bonus at levels 9 or 10.

A saving throw represents a chance to escape the negative effects of some sort of attack, from a spell to an attempt to disarm a combatant. The number listed on the character class chart is what you need to equal or exceed in order to "make the save." Some classes have a +2 bonus against certain type of attacks, e.g., Fighting Men get a +2 vs against effects that require a "to hit" roll. Some races get saving throw bonuses. e.g. Dwarves get a +4 vs. Magic spells. Any character with a Wisdom score of 15+ gets a +1 on his saving throw. If a spell says that a successful save results in half damage, the target will always be left with at least 1 hit point if he makes the save, it's hardly a save if you die anyway. Monster saves are figured at 20 minus their hit dice (lowest possible being a 5).

1.5—STEP 5: ALIGNMENT

Each being in the game has one of 3 alignments: Lawful, Neutral or Chaotic.

Lawful indicates that the creature is on the side of civilization, law, and opposes the expansion of Hell. The divine guardians of the Lawful alignment are the gods and their angels, living in celestial realms, cities and fortresses in the heavens above. Choosing Law means that, to you, there are principals, ideals and values more important than what you might want. It also means that the whole of civilization and the comparatively higher level of peace and safety it brings to the bulk of people are worth a great deal.

Chaotic means the creature will put its own will, whim and lust for power over all other considerations and desires the destruction of civilization. The chaotic on earth are supported and encouraged by the forces of the Abyss, an infinite nightmare that belches forth demons and

swallows worlds. The area of the Abyss nearest to our world are known as Hell, but Abyss and Hell can be used as interchangeable terms in most circumstances. The fact that the gods of Hell and the Demon Lords are in constant struggle with one another is one of the reasons they haven't gobbled the entire universe. Choosing Chaos means that, to you, life is a struggle whose only meaning is to grab as much as you can regardless of the cost to others.

Neutrals are those either don't understand the conflict between Law and Chaos (animals), or don't care (thieves) or believe that it will sort itself out on its own (nature spirits) or are willing to play one side against the other for profit (mercenaries) or desire that neither side ever win (druids) or have concerns that they deem more important than this conflict and will join whichever side will help their aims (patriots, researchers, ideologues, vengeance-seekers).

1.6—STEP 6: THE GODS AND INITIATION:

The gods are powerful immortal beings who seek to protect or lord over portions of the universe and are in some sense powered by the worship of mortals. Characters can choose to be initiated into the worship of 1 god at a time, and all Clerics, Anti-Clerics and Druids **MUST** be initiated into the worship of a god. Being initiated gives two benefits: first the character gains 1 point in the Ability Score associated with the god, second he can purchase spell services and potions from the temple of his god at a lower rate. The drawback to initiation is that each time an initiate disobeys an order from a priest of that god, he suffers a -5% drop in his current experience point total. If he disobeys a third time, he is no longer considered an initiate and loses connected benefits.

Here are the Gods for the Starkpool Campaign:

GOD	Ability Score	Alignment
Lord Protector	STR	Lawful
Lady Mercy	CHA	Lawful
Lord Bounty	CON	Lawful
Lady Knowledge	INT	Lawful
The Doom-speaker	WIS	Lawful
The Choir of Saints	DEX	Lawful
Father Sky	STR	Neutral
Mother Earth	WIS	Neutral
Mistress Flame	DEX	Neutral
Master of Waters	CON	Neutral
The Wanderer	INT	Neutral
The Ancestors	CHA	Neutral
Queen of Witches	INT	Chaos
Slaughter King	STR	Chaos
King of Demons	WIS	Chaos
Queen of Madness	CHA	Chaos
The Eternal Feaster	CON	Chaos
The Ancient Spirits of Evil	DEX	Chaos

1.7—STEP 7: STARTING SPELLS:

Each Learned Magic-User has in his possession a Spell Book in which he writes all the formulae necessary to prepare spells to be cast. Such a book is a magical device, prepared by his mentor, that will always have enough pages in it for the Learned to use for however many spells he needs. The maximum number of spells he can have in his book per spell level is equal to the Magic-User's INT ability score. The spell list is the one found in the D&D Rules Cyclopedia.

Each beginning Learned rolls 1d4+4 and writes that many first level spells of his choice into his book. One of these spells must be Read Magic. He then rolls 1d4 and writes that number of 2nd level spells rolled randomly into his book. He then rolls 1 more d4 and writes that number of 3rd level spells, rolled randomly into his book. He won't be able to use the 2nd and 3rd level spells until he advances in level. Any further spells must be found by him on scrolls or captured spell books.

An Empowered Magic-User chooses exactly 1 spell, which is now in his mental inventory and can be cast 1 time per day. He needs no book. If he has an INT of 15+, he gains a second spell at first level. Every time that he levels and can cast another spell per day, he chooses another spell for his inventory.

Clerics re-select their spells from the entire Cleric list every day and are not limited by a book or mental inventory. Anti-Clerics and Druids may choose the reverse version of the noted spells in the book.

1.8—STEP 8—Languages

When a race is selected, make note of all the languages that the racial background provide. These will always include the Common Tongue (the major Mannish and Halfling language) but often several more. In addition to these base languages, each character can choose 1 additional language for each point of INT he has over 10. A character needn't choose all of the ones he is eligible for during character creation, instead he can apply one of his unused slots after 2 months of practice in a native-speaking area, or 6 months of serious book learning.

1.9—STEP 9---STARTING CASH:

Roll 3d6, multiple by 10 and this is your starting number of gold pieces.

1.10—STEP 10: STARTING EQUIPMENT

All characters: 2 sets of clothing, 1 belt, scabbards for any knives, daggers or swords, 1 money pouch, 1 pair of boots, 1 backpack, 2 large sacks. This package costs 0gp, and is maintained, replaced as part of Living Expenses. You may carry up to 8 pieces of equipment in the backpack without being overloaded. The weapon load permitted and effects of armor on your movement are listed in step 11.

Total Cost: 0gp

Learned Magic-Users: also begin with a Spell Book, which is precious and necessary to them, which counts as 1 item in the back pack.

Clerics ought to buy a Silver Divine Symbol if they want to turn undead or cast spells, a wooden one is ok, but not as good. Druids need a sprig of mistletoe to cast spells without making a Wisdom check d20. Use the *Starkpool Shopper Booklet* to spend your gold pieces to buy weaponry and other gear and make sure you are not overloaded.

1.11 Encumbrance and Move Allowance.

Your movement rate is determined by your armor worn and overage of treasure or other gear.

If you are wearing leather, padded or no armor, your movement rate will be 12" (60')

If you are wearing leather, padded or no armor and you are a dwarf, gnome, halfling or goblin, your movement rate will be 9" (45')

If you are wearing chain armor, your movement rate will be 9" (45')

If you are wearing chain armor, and you are a dwarf, gnome, halfling or goblin, your movement rate will be 6" (30')

If you are wearing plate armor, your movement will be 6" (30')

If your movement has been lowered from 6" by overload, your movement rate will be 3"

If your movement is 3" and you are lowered again, you cannot move.

If you are carrying a pavis, you count as overloaded and move at 3".

Weapons are cumbersome and sometimes pointy. Each weapon on the tables below has an Encumbrance Code Type for how it can be carried:

A—Handy: can be kept in a scabbard and drawn without spending any time, 1 sword, many daggers

B—Beltable: 2 type A or B weapons and be carried on one's belt.

C—Carried: only 1 type C weapon can be carried at a time, and it must be in one's hand/hands

E—Backable: one of these weapons can be unstrung and carried on one's back, if you don't have a shield or pack there.

F—Javelins/Dart: a special clip will allow three javelins or darts to be clipped inside a shield, a quiver of 6 javelins counts as a type E weapon, while a quiver of 12 darts counts as a type B weapon.

So Frank the Fearless carries a two-handed sword (code C), he cannot carry any other code C weapon. If he wanted to carry a missile weapon, he could carry an unstrung bow on his back or a sling and stones in a pouch on his belt, or perhaps a series of daggers strapped here and there, but couldn't carry a crossbow.

General Equipment carried: if a character wears a back pack, he can carry 8 miscellaneous pieces of gear in it without affecting his movement. These items include things like 50' rope, a lantern, a flask of holy water. These things do not include things like a large statue, a treasure chest, an anvil. The Judge has final decision. A character can carry up to 16 items, but is considered overloaded and his movement rate drops 3". Removing anything from a back pack takes the entire Movement Phase and Missile Phase and can only be done if not locked in melee.

Trifles: some items, like scrolls, trinkets, gems, herbs, writing material, and similar low-mass things do not count for weight limit (but a big box of them would). Anything whose listed weight is 0 or 1 counts as a Trifle.

Overloaded: if you carry more than 1 type C weapon or a strung bow and a C type weapon, you lose 3" of movement. For every 400 coins you carry (round down), you lose 3" (15') of movement. If you are overloaded in general equipment, you drop by 3" (15'). If you are carrying a body or a person or a treasure chest or some other bulky object, you immediately drop to 3" (15') of movement.

SECTION TWO: ADVENTURING

2.1--DAMAGE, DEATH AND HEALING

2.1.1--DEATH AND NEAR-DEATH: When a character or monster loses all of its hit points, it is considered to be dead. However, for player characters, henchmen and significant NPC's the Judge can use the Near-Death Experience Chart. The roll must be declared by the Judge and rolled by the Judge in front of the whole table using the largest d8 available. The roll can be made immediately, or after the battle is over at Judge's discretion (Berserker's roll must be made immediately and secretly, with any effect except overkill held until threshold reached).

2.1.2—Near Death Experience Chart (1d8): Character is gruesomely over-killed (head chopped off, burnt to ashes, guts spread all over town, etc., roll randomly among those at the table to describe the horror)

2: Character is Dead

3: Character is Dead

4: Character is mortally wounded, must be healed by magic within 1 turn or will die. If he is healed, he must rest for 1d6 weeks before reaching 1 hit point.

5: Character is gravely wounded, must have his wounds bandaged or healed by magic with 1d6 hours or will die. Any healing will merely keep the character alive, he must rest for 1d6 weeks before reaching 1 hit point.

6: Character is permanently maimed: If he is magically healed or his wounds are bandaged, he is restored to 1 hit point, but in any case, roll to see which body part has been destroyed (1d6):

1—Arm: may not use arm

2—Hand: may not use hand

3—Leg: maximum movement is 6", may not charge

4—Foot: -1" movement once wooden foot procured

5—Eye -1 to hit with missile weapons

6—Ear (surprised on 1-3 if alone in a dungeon, -1 to Hear Noise)

7: Character is permanently messed up. If he is magically healed or his wounds are bound, he is restored to 1 hit point, but in any case he rolls on the injury table (1d6)

1—Loses 1d4 points of STR and 1" of movement

2—Loses 1d4 points of INT and 1000xp

3—Loses 1d4 points of WIS and 1000xp

4—Loses 1d4 points of DEX and 1" of movement

5—Loses 1d4 points of CON and 1 hit point permanently

6—Loses 1d4 points of CHA and 1 henchman deserts

8: Character was only knocked out, he wakes up with 1 hit point.

2.1.3--METHODS OF HEALING: any marked with a * are considered magical healing

*Raise Dead: the caster of the Raise Dead spell may use it to either 1) Return the Dead to life 2) Restore all lost hit points to a single living person 3) Regrow any lost body parts, including curing blindness 4) Restore all lost ability score points 5) Restore a single level lost to Energy Draining. In all cases, except the restoration of hit points, the recipient must rest for 2 weeks. In the case of the return from the dead, the recipient also loses 1 point of Constitution permanently which cannot be restored by a Raise Dead spell, only by a Wish at one Wish per Con Point. In all cases except healing hit points, the caster will be unable to cast any spells for and the recipient will be incapacitated for 2d4 days.

*Reincarnation: this spell replaces the entire physical body of a slain person. Use the *Rules Cyclopedia* description, but the spell is available as a level 5 spell (since we are capping XP level to 10th).

*Cure Critical Wounds Spell: heals 21 hit points of damage.

*Cure Serious Wounds Spell: heals 14 hit points of damage

*Cure Light Wounds Spell: heals 7 hit points of damage

*Healing Potion: heals 7 hit points of damage (immediate, even during battle, as many as you got)

*Lay on Hands: paladin can once per day heal 2hp/level on one other person.

Healing Salve: heals 6 hit points of damage, but causes 1 hour of deep unconsciousness. Only 1 salve dose may function at a time.

Bandage Wounds: heals 4 hit points of damage (one attempt per wounded man after each battle)

Awesome Pie: eating this marvelous food heals 4 hit points (once per day, 5 rounds to eat it).

Owlbear Punch: heals 4 hit points of damage (immediate, even during battle, 5% cumulative chance per drink in each day of going permanently blind).

A Stiff Drink: heals 1 hit point of damage (1 pint heals 1 hit point of damage, once after any battle)

2.2--ADVENTURING TASKS

There are a series of common tasks that all adventurers (and many normal folk) all can attempt. A character attempting any of these task rolls 1d6 and succeeds on a 6+. However, certain races and classes may get a bonus to the roll. Certain high ability scores (15+), usually Intelligence, sometimes Strength, will give a +1 bonus to the roll.

Scout and Delver Classed characters will get a bonus to adventuring tasks based on their level:

Level 1-3: +1

Level 4-6: +2

Level 7-9: +3

Level 10: +4

2.2.1--Task List

Bash Open Doors

Ability: Str; Time: 1 round; Equipment: none

+1 Bonus: Men, Elves, Dwarves, Orcs, Hobgoblins, Half-Orcs, Hoborgs

+2 Bonus: Ogres, Trolls

+4 Bonus: Giants

Up to 3 can try at once, but anyone who tries doesn't get to act during any surprise gained. Bashers will either use an appropriate weapon like an ax or maul or else will kick at the door. Every round that this is attempted, roll the normal check for a wandering monsters. If the door is opened on the first attempt, the enemy will have a normal chance to be surprised, Anyone who was doing any bashing, however, is restricted to only moving out of the way of the doorway during the surprise round. Note that this task is only used for ordinary doors in a dungeon or latched doors in a civilian building. External fortress doors, strongly barred doors, vault doors, metal or stone portals will have their own conditions to open as the judge decides.

Bandage Wounds

Ability: Int; Time: 1 turn; Equipment: bandages (using improvised cloth means -1 on task)

+3 Bonus: Elf, Men, Halfling

+2 Bonus: Gnome, Dwarf

Only one attempt per victim is permitted after each battle. Success will heal 4 hit points of damage that was suffered during the immediately preceding battle.

Climb (trees, rocks, normal buildings)

Ability: Str; Time: 1 round (move half speed up);

Equipment: +1 if using climbing gear, +2 if someone has already rigged a rope

+2 Bonus: Halflings, Dwarves, Goblins, Gnomes (and other short races)

+4 Bonus: all medium sized races

A failure requires a saving throw or the climber will fall from the halfway point.

Climb (smooth surface, fortress wall)

Ability: Str; Time: 1 round (move half speed up)

Equipment: +1 if using climbing gear, +2 if someone has already rigged a rope

No racial Bonus

A failure requires a saving throw or the climber will fall from the halfway point.

Detect Pits and Stone Traps in Dungeon/Cave (Judge Rolls)

Ability: Int; Time: 5 rounds (half turn) for 60'; Equipment: None

+3 Bonus: Dwarves, Gnomes

Disguise

Ability: Int; Time: 1 turn; Equipment: Disguise Kit (or appropriate clothes/armor)

+1 Bonus: Men, Half-Orcs

Judge should add a bonus of up to +3 depending on conditions

Find Path (negates a Lost result in wilderness travel)

Ability: Int; Time: 1 turn;

Equipment: None

+1 Bonus: Elves

Only one attempt may be made, and that by the best in party.

Find Secret Doors or Compartments (Judge Rolls)

Ability: Int; Time: 1 turn/10'; Equipment: none

+1 Bonus: Men, Dwarves, Gnomes, Halflings

+3 Bonus: Elves (can also sense a secret door when not searching on 5+)

1 person per 10' of wall or particular piece of furniture.

Find Small Mechanical Traps (Judge Rolls)

Ability: Int; Time: 1 turn; Equipment: Tool Kit

+1 Bonus: Dwarves

+2 Bonus: Gnomes

Only one person at a time can attempt this.

Forage/Hunt: (to find 1d6 man/days of rations)

Ability: Int; Time: Half Day; Equipment: Minimal weaponry, gathering sack

+1 Bonus: Dwarves, Gnomes, Hobgoblins, Orcs

+3 Bonus: Men, Half-Orcs, Hoborgs

+4 Bonus: Elves, Halflings, Goblins

Hear Noise: (Judge Rolls)

Ability: Int; Time: 1 turn; Equipment: None

+1 Bonus: Elf, Dwarf, Gnome, Halfling, Goblin, Hoborg

Only one person can listen at a door at a time, but several can listen down the hall etc. No other character within 60' may do any task that makes noise while someone tries to hear noise.

Light a Fire

Ability: Int; Time: light torch, candle, lantern etc. with tinder box—1 round; light a large fire: 1 turn

Equipment: tinder box (or else time expands to 1d4 hours)

+1 bonus: Men, halflings

Manipulate Mechanical Device

Ability: Int; Time: 1 turn; Equipment: Tool Kit

+1 Bonus: Dwarves

+2 Bonus: Gnomes

Only one person at a time can attempt this.

Mules on the Stairs

Ability: Int; Time 1 turn. Equipment: Mule

+1 Bonus: Men

It is difficult to get a mule up and down a flight of stairs. Each time the task is attempted and failed, it wastes 1 turn.

Open Door Silently

Ability: Int; Time: 1 turn; Equipment: flask of oil and sometimes tool kit if locked

+1 Bonus: Gnomes

If the check fails, the adventurer does not open the door, but also makes no noise. Only time and a flask of oil has been wasted. Only 1 person can work on any particular door at a time.

Pick Lock

Ability: Int; Time: 1 turn; Equipment: tool kit

+1 Bonus: Dwarves, Gnomes

Only one person can attempt this at a time.

Probe for Pits

Ability: Int; Time: 1 turn per 60'; Equipment: Length 9+ weapon or 10' pole

+4 Bonus: all races

Up to 3 people in a 10' wide corridor can attempt this at a time, but if combat is joined, they start with a 10' pole filling both hands,

Pry Open Locked/Sealed Box, Chest or Sarcophagus

Ability: Str; Time: 1 turn; Equipment: crowbar

+1 bonus: Men, Dwarves

Only one person can attempt any box at once.

Repair Broken weapon, armor or equipment

Ability: Int; Time 1d6 turns; Equipment: Tool Kit

+1 Bonus: Dwarves, Gnomes

Set Simple Trap

Ability: Int; Time 1 turn, Equipment: Tool Kit

-1 for each d6 of damage beyond 1.

+1 Bonus: Gnome, Orc, Half-Orc

+2 Bonus: Hoborgs

Tracking in Dungeon

Ability: Int; Time: As moving; Equipment: None

+1 Bonus: Dwarves, Gnomes, Goblins

Only the character with the best chance can make a roll.

Tracking in Wilderness

Ability: Int; Time: As moving; Equipment: None

+1 Bonus: Elves, Goblins, Halflings

+2 Bonus: if there are 11-100 enemies to track

+4 Bonus: if there are more than 100 enemies to track

Only the character with the best chance can make the roll.

Venom Harvest

Ability: Int; Time: 1 turn; Equipment: Venom Kit

+1 Bonus: Hoborgs

1 attempt can be made per corpse of a poisonous monster or animal. Success means that 1 does of venom has been harvested that can be used for 1 poison attack if applied to a sharp weapon.

Failure means that no venom can be harvested from that corpse/ If the harvester rolls a natural 1 on the harvest attempt, he has poisoned himself and must save (at a +4) or die.

Other Tasks: there are no end of other tasks a Judge can set up or create on the fly. Roll 1d6, add +1 for high INT or STR, set up a required piece of equipment, and allow racial bonuses as appropriate.

2.3 Light Sources in the Dungeon

2.3.1--Sources

ITEM	Price	WT	Notes
Torches x6	1gp	6 /bundle	30' radius, 6 turns; even 1 torch is not considered a "trifle"
Lantern	10gp	20	30' radius, 24 turns (uses 1 pint of oil)
Pint of Lamp Oil	2gp	10	Usable in a lantern or lamp
Shuttered Lantern	25gp	25	Can be used by scouts to move stealthily in darkness and still have normal surprise chance. Uses a wax candle
Candle, tallow x10	2sp	1 each	10' radius, 6 turns
Candle, wax x10	6sp	1 each	20' radius, 12 turns, can be used in a lantern
Oil lamp	1gp	10	10' radius, 6 hours uses 1 pint of oil (genie style lamp)
Continual Light pendant	250gp	1	30' radius, permanent
Light Spell	0	0	30' diameter, 6 turns +1 turn per caster level

Actual light from one of these sources is necessary to read anything, search for anything, attempt to do any mechanical task (like picking locks). Infravision is just enough to see and fight enemies and know where the floor, ceiling and doors are. Without light and without infravision one can only fight enemies who have attacked them first that round and do so at a -5 to hit.

2.3.2 Dropping Light Sources: torches, continual light pendants and objects with light spells affixed can be dropped without going out. Candles or lanterns/shuttered lanterns with candles in them will snuff out if dropped. Lamps and lanterns with oil burning in them when dropped call for a 1d6 roll. 1-2 means the oil is snuffed out. 3-4 means that it spills on the floor and burns out in 1d3 rounds. 5-6 means that it is spilled, still burning, onto the fellow who dropped it who takes 1d4 damage.

2.3.3: The Shuttered Lantern: the shuttered lantern is a lantern designed to give out the smallest amount of useful light. It is used by Mannish and Halfling Scouts and Delves, since they don't have infravision, to creep up on enemies or hide in dark dungeons. It has a series of covers and shutters allowing the user to direct just a small amount of light down to the floor so the scout can creep forward. The user must have one hand using the lantern at all times or will be plunged into darkness or will give away his position. The shuttered lantern uses a wax candle because of its reliability compared to tallow candles and its smaller output compared to torches and oil lanterns.

ADVENTURING TASK—BY RACE: Roll 1d6 for attempts**TABLE 1: Men and Demi-humans**

Task	Time	Equipment	Men	Dwarves	Elves	Gnomes	Halflings
Bash Open Doors#	R	None	5+	5+	5+	6+	6+
Bandage Wounds	T	Bandages	3+	4+	3+	4+	3+
Climb, normal#	R	Optional	2+	4+	2+	4+	4+
Climb, smooth#	R	Optional	6+	6+	6+	6+	6+
Detect Pits	5r	None	6+	3+	6+	3+	6+
Disguise	T	Disguise Kit	5+	6+	6+	6+	6+
Find Path	T	None	6+	6+	5+	6+	6+
Find Secret Doors	T	None	5+	3+	5+	5+	5+
Find Mech Traps	T	Tool Kit	6+	5+	6+	4+	6+
Forage/Hunt	½ D	Minimal	3+	5+	2+	5+	2+
Hear Noise	T	None	6+	5+	5+	5+	5+
Light Fire	R	Tinder box	5+	6+	6+	6+	5+
Mechanical Device	T	Tool Kit	6+	5+	6+	4+	6+
Mule on Stairs	T	Mule	5+	6+	6+	6+	6+
Open Door Silently	T	Oil	6+	6+	6+	5+	6+
Pick Lock	T	Tool Kit	6+	5+	6+	5+	6+
Probe Pits	T	Pole	2+	2+	2+	2+	2+
Pry Box#	T	Crowbar	5+	5+	6+	6+	6+
Repair	D6 T	Tool Kit	6+	5+	6+	5+	6+
Set Trap	T	Tool Kit	6+	6+	6+	5+	6+
Track, dungeon	0	None	6+	5+	6+	5+	6+
Track, wilderness	0	None	6+	6+	5+	6+	5+
Venom Harvest	T	Venom Kit	6+	6+	6+	6+	6+

Add +1 if character has 15+ Int, unless if marked by #, in which 15+ STR gets the bonus.

Scouts/Delvers level 1-3 add +1, level 4-6 add +2, level 7-9 add +3, level 10 add +4.