**DR. SKULL’S**

**STARKPOOL RULES**

**BOOK 1:**

 **Characters and Combat in Starkpool**

draft 3

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**CONTENTS**

**CHAPTER ONE: CHARACTERS**

**1.0—CREATING A LEVEL 1 CHARACTER CHECKLIST:**

**Step 1: Roll Ability Scores.**  Roll 3d6, total the dice. Record that number. Repeat this until you have 6 numbers, each ranging from 3 to 18. In the order you rolled them, assign each of the 6 to Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma

**Step 2: Choose a Species** from among the selections listed: Men, Halfling, Gnome, Dwarf, Elf, or Half-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 species choose: Fighting-Man, Magic-User, Cleric, Scout or a Multi-class combination. If there are sub-classes (Paladin, Druid, Cleric-Militant/Cleric-Spiritual, Sorcerer/Warlock) choose one as well. Note that each species description of available classes and the maximum level that species 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 total. Check your class Saving Throw number and bonuses. Note them and any species 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 must, but other classes may choose a god into whose cult one is 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 spellsthey have in their spell book or mental inventory. See class description for complete details).

**Step 8: Record Languages Known:** All characters speak the Common Tongue, their species 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)**

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

17+ Fighting Men: +2 damage with melee and hurled weapons and Bash Doors, Pry Boxes and Climb

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

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

**INTELLIGENCE: (INT)**

11+, all characters: each point of INT over 10 allows 1 additional language beyond what your species 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 species level-limit.

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

Typical Checks: decipher a coded message, strange dialect.

**WISDOM (WIS)**

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

15+ Clerics: gain a bonus level 1 spell

15+ Non-human Clerics: May advance 1 level beyond species level-limit.

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

**DEXTERITY (DEX)**

15+: all characters: +1 to hit will all missile weapons

17+ Scouts: +2 to hit with all missile weapons

15+ Non-human Scouts: May advance 1 level beyond species 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)**

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

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: SPECIES**

Each species will have a list of classes it is permitted with the maximum level allowed in parentheses. This level may be increases 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), Scout (level 10), Cleric-Militant (level 4), Multi-class F/S.

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: -30’ 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: Fighting-Man (level 4), Cleric-Spiritual (level 4), Druid (level 5), Scout (level 8), Magic-User (level 8); multiclass: D/S, F/S, F/MU, MU/S, MU/C, 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 Wilderness (1-4).

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

Disadvantage: Must be a multi-class character.

Languages: Elf, Common, Orc, Hobgoblin, Gnoll

**Gnomes**

Classes Permitted: Fighting-Man (level 4), Scout (level 10), Magic-User (level 6); Multi-Class F/S, or S/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: -30’ 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 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, -30’ 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: May perform the split-move and shoot maneuver while on horseback.

Advantaged Tasks: Bash Doors (+1), Bandage Wounds (+3), Climb, normal (+4), 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)); Multi-Class F/S

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), -30’ 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), Multi-class F/S, F/CM, S/CM

Abilities: Infravision, +2 save vs Poison and Disease

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

Disadvantage: Must be a multi-class character.

Languages: Common, Orc

**Hobgoblins**

Classes Permitted: Fighting-Man (level 6), Warlock (level 4), Scout (level 6), Multi-class F/S, 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), Warlock (level 5), Scout (level 10) Multi-class F/S, S/W

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, Commmon [if player character]

**Orcs**

Classes Permitted: Fighting-Man (level 5), Scout (level 5), Multi-class F/S

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 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 to the Church of the Law and 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. There are both Anti-Clerics-Spiritual and 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.

**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 chapter).

**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 Clerics* 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 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.

**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 he has already suffered damage or if he is 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:**

*If the HD of the Undead is This: Then Roll This die*

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, a Cleric may attempt to foil that spell. The Cleric 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 cheaps 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 clean water, plants and animals

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:+ 1 time per day for each can transform into a reptile, bird and mammal (raven to small bear sized). Heals 1d6x10% of damage so far taken when changing shape.

Charm Immunity: are not affected by the charm abilities of woodland and water creatures like nixies and dryads.

**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)

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**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

**Spells Available:**

 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.

 For Druids, all of the Druid spells found on the Druid list in the Cyclopedia are available, plus these additional Cleric and Magic-User Spells:

Level 1: Purify Food and Water (C1), Detect Magic (C1)

Level 2: Cure Light Wounds (C1), Speak with Animals (C2), Create Water (C4), Entangle (MU 2)

Level 3: Neutralize Poison (C4), Resist Fire (C2), Cure Disease (C3)

Level 4: Dispel Magic (C4), Speak with Plants (C4), Cure Serious Wounds (C4), Create Food (C5),

Level 5: Sticks to Snakes (C4), Wall of Fire (MU 4), Cure Critical Wounds (C5), Reincarnation (MU6), Commune (C5)

Druids may cast the reverse version of any reversible spell.

**1.3.2—FIGHTING-MEN (Including 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.

**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 Breath Weapons, Energy Drain Attacks, Fumbles, Weapon Effects and Paralysis-causing spells or effects.

**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. If he misses on the Mighty Blow, he must save or his weapon will break (if normal) or he will drop it on the ground (if magical).

**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 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.

**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.

**1.3.4 MAGIC-USERS (Sorcerers and Warlocks)**

**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 | 30,000 | 6d2+12 | +2 |  | 14 |
| 7 | 40,000 | 7d2+14 | +2 | Wands | 13 |
| 8 | 50,000 | 8d2+16 | +2 |  | 12 |
| 9 | 100,000 | 9d2+18 | +2 | Permanent Items | 11 |
| 10 | 150,000 | 10d2+20 | +2 |  | 10 |

Magic-Uses 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.

**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 chapter).

**Magic Item Creation:**  a Magic-User can make a variety of magic items. A first level they can make scrolls. At third level they can make potions. At 5th level they can create spell books. At seventh level they 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 sorcerer 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. Warlocks 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.

**Sorcerers and Warlocks**

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

**Sorcerers**

**Spell Books:**

Sorcerers 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 sorcerers of level 5 or higher.

**Book Knowledge:** since Sorcerers 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. Warlocks do not have this ability.

**Sorcerers Spell Casting:**

The sorcerer 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. Sorcerers with an INT of 15 or higher get one bonus level 1 spell to cast each day.

**Warlocks**

Some individuals are not trained in scholarly, literary magic tradition like the Sorcerers, instead they gain their magic powers from other means, such as from Demons, Neutral Gods, psychic talent or inborn bloodline. These casters are called Warlocks and do not use spell books at all. They have a number of spells in their mental inventory equal to the spells a sorcerer can prepare and can cast each one once per day. A warlock also gains 1 extra level 1 spell if he has an INT of 15+. Warlock 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 sorcerer can have prepared at one time, chosen from the spells in his book. It also represents the total number of spells a Warlock 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.

**1.3.4 SCOUTS**

**Scout Progression Table:**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **EXP** | **Added Hit Points** | **Attack Bonus** |  **Back Stab** | **Task Bonus** | **Sneak Ahead/****Hide** |  **New Abilities** | **Saving Throw** |
| 1 | 0 | 1d4+2 | +0 | x2 | +1 | 1-3 | Melee EscapeSplit Move | 19 |
| 2 | 2500 | 2d4+4 | +0 | x2 | +1 | 1-3 | Precise Shot | 18 |
| 3 | 5000 | 3d4+6 | +0 | x2 | +1 | 1-3 | Read Languages | 17 |
| 4 | 10,000 | 4d4+8 | +0 | x2 | +2 | 1-4 | Dagger Surprise | 16 |
| 5 | 20,000 | 5d4+10 | +2 | x3 | +2 | 1-4 |  | 15 |
| 6 | 30,000 | 6d4+12 | +2 | x3 | +2 | 1-4 | Careful Aim | 14 |
| 7 | 40,000 | 7d4+14 | +2 | x3 | +3 | 1-5 |  | 13 |
| 8 | 50,000 | 8d4+16 | +2 | x3 | +3 | 1-5 | Spot Invisible | 12 |
| 9 | 100,000 | 8d4+17 | +5 | x3 | +3 | 1-5 |  | 11 |
| 10 | 150,000 | 8d4+18 | +5 | x4 | +4 | 1-5 | Read Scrolls | 10 |

Scouts are adventurers who specialize in sneaking around, gathering information and attacking from surprise. Scouts might be explorers, scouts, bandits, hunters, spies, assassins or thieves by profession.

**Armor and Weapons:** Scouts may only wear leather/padded armor and may not use shields, if they wear or use chain or plate armor, they drop to 60’ movement and receive a -1 on all their task rolls. However, Scouts may wear magical chain mail without penalty. Scouts may use all one handed weapons plus quarter staffs, short bows, long bows, horse bows and composite bows. If they use weapons other than these, they suffer a -4 on their to-hit rolls.

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

**Multiple Attacks**: Scouts can make multiple melee attacks per round, but slightly less well than Fighting Men. Scouts divide half the Scout’s 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 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 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 characters can add their current experience level to their movement allowance divided by 10 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 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 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 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 at all, a Scout 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.

**Read Languages**: a Scout of third level or higher has an 80% chance of deciphering any map, short writing or inscription that he finds,

**Dagger Surprise**: beginning at 4th level a Scout 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.

**Careful Aim**: beginning at 6th 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.

**Spot Invisible Foe:** beginning at 8th level, a Scout can locate the position of an invisible enemy. The scan takes place in the Scout’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.

**Read Scrolls**: a Scout of 10th level can read and cast any Magic-User spell found on a scroll.

**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 | 3850 | 4950 | 3575 |
| 3 | 7700 | 9900 | 7150 |
| 4 | 15,400 | 19,800 | 14,300 |
| 5 | 30,800 | 39,600 | 28,600 |
| 6 | 61,600 | 79,420 | 57,200 |
| 7 | 123,200 | 158,400 | 114,400 |
| 8 | 246,400 | 316,800 | 228,800 |
| 9 | 492,800 | 633,600 | 457,600 |
| 10 | 990,000 | 1,100,000 | 913,000 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Level** | **Cleric/Magic-User** | **Cleric/Scout** | **Magic-User/Scout** |
| 1 | 0 | 0 | 0 |
| 2 | 4400 | 3025 | 4125 |
| 3 | 8800 | 6050 | 8250 |
| 4 | 17,600 | 12,100 | 16,500 |
| 5 | 35,200 | 24,200 | 33,000 |
| 6 | 70,400 | 48,400 | 66,000 |
| 7 | 140,800 | 96,800 | 132,000 |
| 8 | 281,600 | 193,600 | 264,000 |
| 9 | 550,000 | 387,200 | 528,000 |
| 10 | 1,100,000 | 770,000 | 990,000 |

A character, at creation, can decide to become any combination of 2 classes that his species allows.

While level advancement is slow, a multi-class character gets the abilities of all 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 species 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.
* 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 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 weapon effects like Disarm, Unhorse, Knockdown etc. Some species 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 that 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 chaotics 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 sorcerer 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 sorcerer 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 sorcerer 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.

A Warlock 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 species is selected, make note of all the languages that the species 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

**Sorcerers:** 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.

Spend your gold pieces to buy weaponry and other gear and make sure you are not overloaded.

**SHOPPING LISTS**

A more complete set of items will be available in the STARKPOOL SHOPPER booklet.

**ARMOR**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ARMOR | AC | MOVE (size M/S) | WT. | CLASS | Price |
| Leather | 7 | 120/90 | 250 | F, CM, S, D | 15gp |
| Padded | 7 | 120/90 | 250 | F, CM, S, D | 15gp |
| Chain Mail | 5 | 90/60 | 500 | F, CM | 50gp |
| Plate Armor | 3 | 60/60 | 750 | F, CM | 100gp |
| Shield | -1 | -- | 150 | F, CM | 10gp |
| Wooden Shield | -1 | – | 100 | F, CM, D | 3gp |
| Pavis | (-3) | 30’ | 500 | Special | 25gp |
| Barding | 4 | See horses, shopper | 750 | War Horse | 150gp |
| Barding-Paladin’s Horse | 2 | See horses, shopper | 750 | Paladin Horse | 150gp |

**MELEE WEAPON TABLE**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Cost** | **Enc.** | **Hands** | **Length** | **Damage** | **Classes** | **Note** |
| Punch | 0 | -- | 1 | 0 | 1 | All |  |
| Dagger | 3 | A | 1 | 1 | 1d4 | F,S, M, D | Throw |
| Hand Ax | 3 | B | 1 | 2 | 1d6 | F,S | Throw, SS |
| Club | 0 | C | 1 | 3 | 1d4 | All | Throw |
| Torch | 1/6 | C | 1 | 3 | 1d4 | All | Fire |
| Mace | 5 | B | 1 | 3 | 1d6 | F,S,CM |  |
| Hammer | 5 | B | 1 | 4 | 1d6 | F,S,CM | Throw |
| Sword | 10 | A | 1 | 4 | 1d8 | F,S | Druids may only use silver sickle swords |
| Pick | 8 | C | 1 | 5 | 1d6 | F,S |  |
| Battle Ax | 7 | C | 1 | 5 | 1d8 | F,S | SS |
| Big Club | 3 | C | 2 | 6 | 1d8 | F,CM,D | Space |
| Morning Star | 6 | C | 1 | 6 | 1d8 | F,S |  |
| Flail | 8 | C | 1 | 7 | 1d8 | F,S,CM | Space |
| Staff | 0 | C | 2 | 7 | 1d6 | All |  |
| Heavy Ax | 12 | C | 2 | 7 | 1d10 | F | Space, SS |
| Spear | 1 | C | 1 | 8 | 1d6 | F,S,D | Throw, set vs charge |
| Maul | 7 | C | 2 | 8 | 1d8 | F,CM | Space |
| Halberd or Pollaxe | 7 | C | 2 | 8 | 1d10 | F | Set vs charge, SS |
| Bill | 7 | C | 2 | 9 | 1d10 | F | Unhorse |
| 2-Handed Sword | 15 | C | 2 | 10 | 1d10 | F | Space |
| Mt. Lance | 4 | C | 1 | 11 | 1d10 | F | Double on Charge, No Dungeon, Unhorse |
| Pike | 5 | C | 2 | 12 | 1d8 | F | Set vs Charge, No dungeon |

Due to the larger versions of these weapons they use, Ogres and Minotaurs add 3 and Giants add 6 to length

**Missile Weapons Table**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Cost** | **Enc.** | **Hands** | **Range** | **Damage** | **Note** |
| Short Bow | 25 | E | 2 | 50/100/150 | 1d6 | ROF 2 |
| Horse Bow | 35 | E | 2 | 60/120/180 | 1d6 | ROF 2 |
| Lt. Crossbow | 15 | C | 2 | 60/120/180 | 1d6 | ROF 1 |
| Long Bow | 40 | E | 2 | 70/140/210 | 1d6 | ROF 2 |
| Composite Bow | 50 | E | 2 | 80/160/240 | 1d6 | ROF 2 |
| Hvy Crossbow | 25 | C | 2 | 80/160/240 | 1d10 | ROF 1/2 |
| Sling | 1\* | B | 1 | 50/100/150 | 1d4 | ROF 1 |
| Javelin | 1 | F | 1 | 20/40/60 | 1d6 | ROF 1 |
| Dart | 1/2 | F | 1 | 20/40/60 | 1d4 | ROF 2 |

price for sling includes 20 stones

NOTES:

*Throw:* this weapon may be thrown with a range of 10’/20’/30’.

*Space*: there must be a 5 foot space, free of friendlies or obstructions, on either side of the wielder in order to use.

*Set vs Charge*: if an enemy charges the user and the user hits the charger on the round of the charge, the charger suffers double damage.

SS: can be used to make the Split Shield Option

Unhorse: can be used to unhorse an enemy rider.

*Double Damage on Charge*: a mounted lance inflicts double damage when hitting an enemy during a charge.

*No Dungeon:* pikes and lances may not be used in dungeons (or buildings in general).

ROF: number of shots that can be made (subject to movement restrictions)

**General Adventuring Gear**

Quiver: 5gp, Bolt Case 5gp, 20 arrows 5gp, 30 Bolts 5gp, Silver arrow 5gp,

50’ rope 1gp, 10’ pole 1gp, 12 iron spikes 1gp, small sack 1gp, large sack 2gp,

6 torches 1gp, lantern 10gp, flask of oil 2gp, 3 stakes and mallet 3gp, Steel mirror 5gp, Silver Mirror 15gp,

wooden divine symbol 2gp, Silver divine Symbol 25gp, Mistletoe 5gp, Holy Water 25gp. Quart of Wine 1gp, 1 week iron rations 15gp, Standard Rations 1 week 5gp

**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 120’

If you are wearing leather, padded or no armor and you are a dwarf, gnome, halfling or goblin, your movement rate will be 90’

If you are wearing chain armor, your movement rate will be 90’

If you are wearing chain armor, and you are a dwarf, gnome, halfling or goblin, your movement rate will be 60’

If you are wearing plate armor, your movement will be 60’

If your movement has been lowered from 60’ by overload, your movement rate will be 30’

If your movement is 30’ and you are lowered again, you cannot move.

If you are carrying a pavis, you count as overloaded and move at 30’.

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 30’ of movement. If you are overloaded in general equipment, you drop 30’. If you are carrying a body or a person or a treasure chest or some other bulky object, you immediately drop to 30’ of movement.

**CHAPTER TWO: COMBAT RULES**

 While large-scale battles should be played using *Chainmail*, with few changes. For man-to-man scale battles *Starkpool* will use the following rules which are edited together from *Chainmail*, *OD&D* and the *Greyhawk Supplemen*t, with some additional ideas from the *OD&D proboards* for and bits and pieces from a plethora of games, editions and experience..

**On Scale:** Movement rates, missile ranges and spell ranges are expressed in feet. When using miniatures, each inch on the table will equal 5 feet, but may be increased on occasion to15 feet for large-scale outdoor encounters..

**On time:** combat is handed in Rounds of 1 minute each. 10 such rounds equal 1 exploration turn.

**ARMOR CLASS**: one of the basic concepts for combat is Armor Class or AC. AC is determined by armor worn (see section 1.10, shopping lists, Armor). Basically, normal clothes are AC 9, leather or padded armor is AC 7, chain mail is AC 5, and plate armor is AC 3. Using a shield drops the AC by 1. Therefore AC 2 is the best natural armor class and AC 9 is the worst. AC is used on the attack matrices to determine hit numbers. A combatant may not use a Shield and a 2-handed weapon at the same time.

**2.1--Surprise**

 When one party is unaware of the presence of another, it may be surprised. Generally speaking, noise will negate chance for surprise (e.g. bashing a door, prying a box), as will light that is not blocked by a door while in a dungeon. Roll 1d6 for each party that is unaware. On a 1-2, that party is surprised.

 In the dungeon, a group of 11 or more creatures will only surprise an adversary on a “1”. In the outdoors, a group of 100 or more will only surprise an adversary on a “1”. In the forest or other place with heavy vegetation, a group made up entirely of Elves and/or Halflings will surprise on a 1-4. A group of Scout-classed combatants will have an improved chance for surprise based on experience level of its lowest-level member. Scouts level 1-3 surprise on a 1-3. Scouts level 4-6 surprise on a 1-4, Scouts level 7 or better surprise on a 1-5. Note that surprise chance is not modified by high ability scores or Scout task bonuses. The Judge may allow some monsters to have a better chance of surprise and may grant an increased chance to surprise to either side based on extensive or unique preparation or terrain.

 If one party has surprised the adversaries, the non-surprised party always has the opportunity to escape or avoid the other unnoticed.

 In a dungeon, if one party is surprised and the other is not, roll for a random distance of 10-30 feet (adjusted for map circumstances if needed). Each member of the non-surprised party may then either launch missiles or spells, or close to melee and attack, or move his or her normal movement rate.

 In the wilderness, the distance is 10-30 yards. Members of a party who have surprised another may either launch missiles or spells, move their normal movement rate, but may only close to attack if the rolled distance is 10 yards. If the surprising party attempts to Evade, its chances are double normal.

 If the party who surprised the other was not moving, it is considered to be hiding or waiting in ambush. It can remain hiding until a moment of its choosing, and then begin its surprise round.

 If a moving party has people who surprise the enemy at different chances, use the worst chance to determine surprise. If however, the party is hiding in place, still roll a single surprise roll for each side, but it will be possible that only some of the hiding group will get a surprise round. Any of the characters that does surprise the enemy can either act in the surprise round or remain hidden until an opportune moment. Example: 3 human Fighting-Men and one Halfling are hiding in the forest when a squad of orcs stumble by. Th Judge rolls 1d6 for the orcs and they get a 3. The Men surprise on a 1-2 but the Halfling surprises on a 1-4. There will be one surprise round where only the Halfling may act (unless he chooses to remain hidden and act later), then a regular round where everyone acts.

**2.2--Round Sequence**

1. Initiative Phase: Roll 1 die, on a 1-3 Side A has the choice of moving first (Move) or last (Counter Move). On a 4-6, Side B has the choice.

2. Move Phase: The side that has first move moves its combatants and makes any Split-Moves and Shoot, and attempts any Power Duel at the same time. Leaders may make Rally attempts. High level Scouts may attempt to spot invisible foes. The other side may take any Pass Through Shots it is eligible for.

3. Counter Move Phase: The side that has last move moves its combatants and makes any Split-Moves and Shoot and attempts any Power Duel at the same time. Leaders may make Rally attempts. High level Scouts can attempt to spot invisible foes. The other side may take any Pass Through Shots it is eligible for.

4. Missile Phase: All other missile shots, spells, magic devices, magic-like powers, counter-spells, turning undead and artillery are resolved simultaneously.

5. Melee Phase: Melees are resolved

6. Steps 1-5 are repeated through the battle.

**2.3--Move and Counter Move Phases:**

The moving side may move none, some or all of its combatants. If a combatant comes into the Zone of Control of an enemy, then he must stop movement immediately. Zone of control is 5’ for small or medium combatants, 10’ for larger combatants. Monsters are rated with a fixed movement allowance, characters move based on encumbrance:

* No or Light Armor: 120’ (90’ for dwarves, gnomes, halflings and goblins)
* Chainmail: 90’ (60’ for dwarves, gnomes, halflings and goblins)
* Plate Armor: 60’
* Overloaded: 30’ (including carrying a Pavis)

**2.3.1--Split-Move and Shoot**

Scouts using any missile weapon, and elves on foot with bows are allowed to Split-Move and Shoot. They can move up to ½ their normal movement, shoot, and then continue to move the rest of their movement allowance. The shot is resolved immediately. A successful hit that inflicts damage will prevent a spell caster from casting a spell or reading a scroll during the missile phase. Split-Movers’ shots are simultaneous with any Pass Through Shots targeted against them. In outdoor combat, Human Classed Fighting-Men, Nomads, Dervishes and trained Horse Archers or Javelin Armed Cavalry may also execute Split Move and Shoot, as long as they are mounted and using a bow or javelin.

**2.3.2--Pass Through Shot**

Missile troops who remain stationary may shoot at any moving target at the half-point of the target’s move. These targets might be enemies moving nearby, attempting a split move, or charging the shooters.

**2.3.3--Charge Movement**

When combatants rush forward into contact with an enemy, it is called a charge. A charge on level, unobstructed ground with no more that a 45 degree of turning during its course, will give horsemen or monsters with 4 or more legs an additional 60’ of movement and footmen or monsters with 2 legs an additional 30’ of movement, unless the footmen are wearing plate armor, in which there is no extra movement.

**2.3.4—Power Duels**

If a Magic-User or Cleric who has moved less than half his move allowance and is not locked in melee is within 90’ of an enemy Magic-User or Cleric he may attempt a Power Duel during his movement phase. Both the attacker and target roll 1d6 and add his experience level to the roll. If the attacker rolls higher, then the defender takes 1 hit point of damage and is stunned and cannot move, shoot, cast spells, make a melee attack or take any other action for the rest of the round. If the defender rolls higher or the roll is tied, then the attacker takes 1 point of damage and the defender can use the rest of his round as normal. In any case, the attacker is finished for the round, except if he is attacked in melee, in which case he does get any counter-blow he has coming if he wasn’t stunned.

**2.3.5—Spot Invisible Foe:** beginning at 8th level, a Scout can locate the position of an invisible enemy. The scan takes place in the Scout’s Move (or Counter Move) phase. He rolls 1d6 if he scores 3+, he has figured out the location of the invisible or hidden foe. The Scout himself may not move, or be already locked in melee the round where he attempts the spotting, He may take a single shot with a missile weapon during the missile phase, but only if he succeeds at the spotting, and only at the spotted target. He can also point out to others where the enemy is standing, so that they can make attacks against it during the missile or melee phase. Any attack made by anyone against a spotted invisible target is still made at a -5 to hit (as cover). Once the enemy moves, the Scout must scan again.

**2.4--Missile Phase**:

Any combatant who is not locked in melee and is armed with a distance weapon (bows, slings, crossbows, catapults, spells etc.) may shoot during the missile phase. Also, combatants with special abilities (e.g. Dragon Breath) or magic items like potions or wands may use them in this phase. All shooting and spell casting takes effect simultaneously.

**2.4.1--Shooting Procedure:**

Men and Man-like weapon-using creatures use the Starkpool Men Attacking Missile Matrix and cross-reference their weapon with the target’s Armor Class (AC). This will provide the number equal to or greater than which the shooter must roll on 1d20 to score a hit with the weapon. The die roll can be modified for high level or hit dice, range, dexterity, cover or magic; those modifiers are applied to the die roll, not the target’s AC. Monsters with missile attacks follow the same procedure, except that they use the Monster Attacking matrix from Men and Magic. For each hit that is scored roll the damage from either the Weapon Table or the Monster Description and subtract that amount of damage from the target’s total hit points. When the target reaches 0 hit points it is dead.

**2.4.2—Shooting Rules:**

* No one can shoot at a target locked in melee.
* Missile ranges are found on the missile weapon table in the shopping list section of the Character Chapter. Spell ranges are found in the spell description in the Rules Cyclopedia.
* No one can shoot if they themselves are in melee.
* Anyone with a Bow of any sort or darts may shoot twice, if he does not move in the round. If he has attempted Pass-Through Shooting, that shot counts as 1 of the 2 shots.
* All other combatants with missile weapons (crossbowmen, slingers, javelin throwers, giants throwing rocks, etc) may only shoot once, and only if they move less than ½ of their movement allowance during the round.
* Heavy Crossbowmen only shoot every second round, and must not move more than half their movement allowance if they wish to shoot or re-load.
* Any shooter with a bow of any sort (not crossbow, sling etc) may shoot over the heads of intervening friends or enemies (but not if those enemies are in a rank in front of or are protecting the proposed target) , but only if the targets are at medium range, and even then, the shooters suffer a -2 penalty. Generally, this can only be done outdoors.
* Targets behind movable mantlets or arrow-slits cannot be shot at with normal bows, crossbows, slings or thrown weapons. Magic arrows or arrows shot from magic bows can attempt to shoot such targets, but always shoot as if the target were AC 0.
* If a combatant shoots at a target behind a Pavis, he suffers -3 on his to hit roll.
* Combatants shooting from an elevated position get +2 to hit.
* Other cover (battlements, trees, windows etc) provide a -5 to be hit to those under cover.
* Missiles can be shot from the first or second rank in a formation.
* Spells can be cast over the heads of or around friendlies or enemies (but pay careful attention of the effects described about Fireball, Lightning Bolt and other such spells).
* To turn undead, the Cleric must be holding his Holy Symbol in one hand and be visible and audible by the undead, e.g. the Cleric can’t be invisible or behind a closed door. A Cleric may turn undead from a rear rank or while being protected.

**2.4.3—Spell Casting, Magic-like Monster Attacks and all Area of Effect attack Rules**

* No one can cast a spell, turn undead or read a scroll while locked in melee.
* A spell-caster who has moved, may not cast a spell, attempt a counter-spell, turn undead or read a scroll. But may use a wand or other magic device.
* If someone has been injured by any means (by Split-Move and Shoot or Power Duel most usually) then he cannot cast a spell, turn undead or read a scroll that round, but may use other magic devices unless stunned.
* Dragon breath and similar monster distance attacks are not foiled by injury. Dragon breath and various similar magic-like monster distance attacks (gaze attack etc, can only be made if the monster has moved half their movement allowance or less and are not locked in melee. Monster attacks that are delivered by touch or “to hit” such as undead energy drain or snakebite poison are made during the melee phase and move or melee lock do not matter.
* Area of effect attacks, like Fire Ball, Lightning Bolt, Dragon Breath are dangerous to use against targets in melee. The miniatures’ position are only approximate, and the Judge should have the attack affect any friendlies in melee with the indicated targets.
* Being in the second or farther back rank or being protected by an ally in front of a combatant, does not prevent a spell or similar attack or Power Duel from targeting that combatant.

**2.4.4—Flask Weapons**: weapons that consist of a liquid or powder contained in a flask or similar container are known as flask weapons and attack using the Flask line on the Men Attack Matrix for missiles. The attacker picks a target within range and if he hits the flask will hit the main target and any other combatant (friendly or hostile) within 5” of the target. If he misses, roll randomly for direction and roll 1d4 for the number of 5’ increments away that the flask lands. Consult the *Starkpool Shopper* to determine the damage, duration, and conditions that apply to each flask weapon type.

**2.4.5—Counter-Spells:** During the shooting phase, if a spell caster who did not move, is not in melee and who is in line of sight of an enemy spell-caster who is casting a spell or reading from a scroll, he may attempt to Counter-Spell that spell. He must have prepared an unused spell of the level or higher of the spell to be countered. When a Counter-Spell is attempted, both casters roll 1d6 and add their experience level. If the Counter-Speller’s total is higher than the target’s, the spell is dissipated, expended and has no effect. If the caster being countered rolls equal or higher to the attempt, the spell goes off as normal. In either case, the counter-speller expends his unused spell being used to counter.

**2.5—MELEE PHASE**

**2.5.1—Starting Melee**

* A melee begins when a combatant moves within the Zone of Control of an enemy. Man-sized or smaller combatants have a 5’ Zone of Control on all sides. Larger combatants have a 10’ Zone of Control on all sides. Entering the Zone of Control of an enemy immediately stops movement.
* Once all combatants from the moving side have moved, any figure on either side within the Zone of Control of any enemy is considered “Locked in Melee.” Those so locked may not be shot at with missile weapons, nor take part in movement or shooting until clear of melee.
* If a friendly combatant stands between a combatant and an enemy, the rear combatant is considered protected and is not considered Locked in Melee
* If contact is made during the Move Phase, the non-moving combatants can attempt a Refuse Melee Move. If the contact is made during the Counter Move phase, then only men and humanoids in no armor or leather/padded armor (with no shield in either case) can attempt to “Refuse Melee”’ In no case can anyone who is Surprised attempt a Refuse Melee.
* When a Refuse Melee is attempted, roll 1d20 and get the combatant’s current Movement Allowance Divided by 10 or less (Scout classed characters add their experience level to their Move Allowance for this roll only). If the Refuse Melee has succeeded, the combatant can freely move to a place at least 10’ but not more than 30’ from any hostile combatant. If the Refuse Melee fails, the combatant is still locked in melee.

**2.5.2—Strike Order**

* Once combatants are matched up to fight, they begin to exchange blows. The procedure is listed below in section 2.5.3.
* In the first exchange of blows between opponents, the combatant with the Longer Weapon strikes first (see the Length Column on the Weapon Table, the higher number is the longer weapon). If the weapons are of the same length, then the attacker (the one who moved in to initiate the melee) goes first, unless the defender is higher up (on a stair, battlement, standing on a table etc).
* In subsequent exchanges of blows, the combatant with the shorter weapon strikes first (see the Length Column on the Weapon Table, the lower number is the shorter weapon). If the weapon lengths are tied, whoever went first last exchange, goes first this exchange.
* Small and Medium sized monsters or animals with natural weaponry count as having length 0. Large-sized monsters with natural weaponry count as having a length equal to their Hit Dice.
* However, if a Flank or Rear Attack is made, the attacker always strikes first and in the case of the Rear attack, the defender gets no counter-blow.
* If a combatant uses a weapon that is 4 Length factors lower than his opponent, he gets one extra attack each round against him. If the weapon is 8 factors lower, he gets 2 extra attacks per round. This rule does not apply when one of the combatants is a monster or animal using natural weaponry (claw, bite, horn etc).

**2.5.3—Striking Procedure:**

Men and Man-like weapon-using creatures use the Starkpool Men Attacking Melee Matrix and cross-reference their weapon with the target’s Armor Class (AC). This will provide the number equal to or greater than which the combatant must roll on 1d20 to score a hit with the weapon. The die roll can be modified for high level or hit dice, tactical features or magic; those modifiers are applied to the die roll, not the target’s AC. Monsters attacks follow the same procedure, except that they use the Monster Attacking matrix from Men and Magic. For each hit that is scored roll the damage from either the Weapon Table or the Monster Description and subtract that amount of damage from the target’s total hit points. When the target reaches 0 hit points it is dead.

**2.5.4—Number of Opponents:**

A maximum of 8 opponents can attack an enemy of equal size (Small vs Small, Medium vs Medium, Large vs Large). Up to three can be normal attack, 2 can be flank attacks, and 3 rear attacks. A maximum of 12 opponents can attack an enemy of larger size (Small vs Medium, Medium vs. Large). Up to 4 can be normal, flank and rear each. Only 4 combatants can attack a smaller enemy (Large vs Medium, Medium vs Small). 2 will be normal, 1 flank and 1 rear. A combatant on horseback counts as size Large.

**2.5.5: Resolving Charges in Melee Round**

* Combatants who charge gain +1 to hit and damage on their first attack.
* If they are mounted and using a Lance, they score double damage.
* Anyone who charges but is hit by an enemy using a spear, halberd or pike, will suffer double damage.
* Charging attackers who cut down targets in their way must continue to move up to their charge movement rate, and if they have the ability to make multiple attacks (high level Fighting-Men against “normal” enemies, for example) they can continue to attack new targets, as long as they don’t stray from a 45 degree arc from their starting position and they must stop at each new Zone of Control they enter.

**2.5.6: Movement During Melee Phase**

* In the melee phase, if a combatant is eligible to make an attack but is in contact with no enemies, he may move up to 10’ to do so. For example, if a Level 2 Fighting-man is fighting orcs and may make 2 attacks and is only in Zone of Control of 1 orc, and kills him on the first blow, he may move up to 10’ if he could then reach a second orc.
* A combatant must always immediately stop all movement (either during melee or during the Move/Counter Move phases) when entering a Zone of Control, unless invisible or otherwise undetectable.
* Combatants who are hidden or invisible and within 30’ of an enemy who is in melee may, at the start of any exchange of blows, move up to 30’ and make a Rear Attack against that enemy, but will then be part of the melee.
* A combatant may attempt to Escape Melee by giving up one of his attacks. To succeed, roll 1d20 and get the combatant’s current Movement Allowance or less divided by 10 (Scout characters add their level to the movement allowance for this check). If the Escape Melee has succeeded, the combatant can freely move to a place at least 10’ but not more than 30’ from any hostile combatant. If the escaping combatant would have struck first, then his enemy gets no attack. If the enemy would have struck first, he does get 1 of his blows.
* A combatant may Flee from melee. If he does so, every enemy whose Zone of Control he leaves gets an attack against him that counts as a Rear Attack (and Back Stab if the enemy is a Scout). NPC’s will only flee if they fail a Morale Check, but player characters may decide to flee. In either case the Fleeing happens after all the regular blows for the round AND the extra Rear attacks are made. The combatant may flee his regular movement rate.

**2.5.7—Continuing the melee**

When every still living combatant in the melee has used all of his available attacks, that exchange of blows is over (1 melee round). However, the melee itself may continue in the next round. Any combatant who is still within Zone of Control of an enemy at the end of the round is still considered “Locked in Melee” and may not Move or Counter-Move nor conduct Missile Fire or cast Spells during the next round (unless protected by an intervening friendly). One can leave melee by the following means:

* Being killed or rendered unconscious
* Using the Escape Melee option during a melee round instead of attacking.
* Becoming invisible
* Fleeing due to a failed Morale Check or player choice.

**2.5.8 Multiple Attacks**

 Fighting-Men are able to get multiple attacks against lower level enemies based on the ratio of their level to their enemies’ Hit Dice. Divide the Fighting-man’s level by the Hit Die (ignoring any plus) of the highest Hit Die enemy he is engaged with. So, for example, a 6th level Fighting-Man is fighting 4 hobgoblins (1+1 HD) and 1 bugbear (3+1 HD), since the bugbear has the highest total, divide 6 by 3 to get 2 attacks. If he kills the bugbear on the first round, on the next he would get 6 attacks against the hobgoblins.

 Scouts and Clerics-Militant get a similar chance for multiple attacks. However, they must divide their levels by 2 (rounding down) before figuring the ratio. So a 5th level Scout facing 5 Orcs (HD 1), would divide 5 by 2, yielding 2, divide by 1 HD, yielding 2 attacks against the orcs. Magic-Users and Clerics-Spiritual gain no multiple attacks.

 Fighting-men of levels 6-9 get a minimum of 2 attacks per round, and those of level 10 gain a minimum of 3 attacks, regardless of the Hit Die of their enemies.

 Monsters with multiple attacks listed in their monster descriptions (e.g., Trolls getting claw/claw/bite) will obviously get those attacks. However, the Judge can allow any monster to make multiple attacks against lower hit die creatures in the same manner as Fighting-Men. So, an 8-HD Hill Giant could make 8 attacks against some 1-HD men-at-arms or 4 attacks against a bunch of 2nd level adventurers.

 When a combatant gets extra attacks due to difference in weapon length, they are added to the number of attacks gained from other sources. Example: a 4th level Fighting-Man with a dagger is fighting a crowd of 1-HD orcs with battle axes. He gets 4 attacks due to the level/HD ratio, but since the he has a length 1 dagger and they have length 5 battle axes, 4 codes shorter, he will get an extra attack for a total of 5.

**2.5.9 Melee Options and Tactical Mods**

* Flank and Rear Attack: when 2 or more attackers attack the same target and one of them can come in on the right side or right front, that attacker ignores the defender’s shield and gains a +1 to hit (Flank Attack). In the same circumstance, if the attacker can get round to the rear of the defender, the attacker ignores the shield and gets a +2 to hit (Rear Attack). If the target survives the rear attack, he must immediately roll a Morale Check (just himself) and if he fails, he must immediately attempt an Escape Melee maneuver. If he fails the Escape, he will Flee. Scouts get a +4 to hit and multiply damage based on level on a Rear Attack. If the defender is fighting only a single opponent, he can turn to face that attacker and so avoid a rear or flank attack—except if he is surprised. A combatant cannot attack the enemy who made a rear attack against him during the same melee round even if he passes the Morale Check. Any attack made against an enemy who is fleeing because of a failed morale check, or some sort of fear spell or effect, or against Undead who have been turned by a Cleric is a Rear Attack,
* Parry*:* a combatant with any weapon can give up an attack and instead Parry a single blow, giving that attack a -3 on the attack roll. A combatant with multiple attacks can make none, some or all of them into parries.
* Shield Parry: a combatant with a shield may give up an attack to make a Shield Parry against one attacker. He rolls 1d6 against a hit scored on him (except Flank or Rear Attacks) and subtracts that amount of damage from the hit. If he rolls a “6” the shield is destroyed in the process (a 5-6 if it is a wooden shield). If the shield stops all damage from being scored, it prevents any special effect (e.g. energy drain) from taking effect. If he has multiple attacks and multiple opponents, he can choose to do multiple shield parries.
* Grapple: if an attacker (or more usually several attackers) wish to wrestle down a target to capture him, they all roll attack rolls on the Grapple line of the Melee Matrix. Each small attacker who hits rolls 1d4, each Medium attacker who hits rolls 1d6 and each Large Attacker who hits rolls 1d8. Total the rolls for all the attackers who hit. The defender rolls a number of d6 equal to his level or HD. If the attackers’ total is higher than the defender’s total, then the defender is grappled and subdued and can be made a prisoner. If the defender’s total is higher, he throws off the grapplers.
* Disarm: a combatant may use an attack to disarm an enemy instead of doing damage. He must be using a weapon that is of equal length or longer than his target’s and must roll to hit AC 7, if he hits the target must make a Saving Throw or see his weapon stricken from his hand scattered 1d10 feet in a random direction.
* Split or Hook Shield: An attacker who is using a Hand Axe, Battle Axe, Heavy Axe or Halberd can attempt to split an enemy’s shield in two or hook it and pull it out of his hands instead of doing damage. He must roll to hit AC 7. If he hits, the target must make a Saving Throw or see his shield broken or stricken from his hand scattered 1d10 feet in a random direction (magic shields are always hooked, otherwise the attacker chooses). If the shield is a wooden shield, the target gets no saving throw.
* Unhorse: a combatant may use an attack to pull a mounted enemy from his horse and knock him prone instead of doing damage. He must be using a bill, lance or pike and must roll to hit AC 7. If he hits, the target must make a Saving Throw or fall from his horse and be knocked prone to the ground. The target must also make another Save or be stunned through the next round sequence.
* Knock Down: a combatant may use an attack to knock or trip an enemy on foot prone instead of doing damage. He must be using a lance or any two-handed weapon and must roll to hit AC 7. If he hits, the target must make a Saving Throw or be knocked prone to the ground.
* Getting Up From Prone: if a combatant is not in melee, he may use half his movement allowance during the Movement Phase to get up from being prone. If he is locked in melee, he must give up an attack to stand back up, and will automatically act last in the melee round.
* Attacking a Prone Enemy: all melee attacks against a prone enemy are made at +2 to hit. If the attacker is using a spear, dagger or sword, that bonus is doubled to +4. A dagger, furthermore will score 3d4 points of damage on such a hit. However, missile attacks made against prone targets are made at -3 to hit.
* Mounted vs Foot: mounted men get +2 to hit the first round against footmen and +1 thereafter, while footmen get -1 to hit against mounted men.
* Height: a combatant attacking from an elevated position gets a +1 to hit a lower target.. A combatant attacking from a lower elevation gets a -1 to hit. These effects do not stack with Mounted vs. Foot.
* Weapons Space Restrictions: lances can only be used from war horses, paladin[s horses or some fantastic mount, not light war horses or other normal mounts. Neither pikes nor lances can be used in dungeons or even any but the very largest spaces in any building. Big Clubs, Flails, Heavy Axes, Mauls and Two-Handed Swords can only attack by swinging and are big weapons, so the 5’ on either side of the combatant must be free of friendlies in order to use these weapons. Spears, Staffs, Halberds and Bills can attack by a thrust, so are not so restricted, despite being of a similar size.
* Horses and other mounts may only attack on a round that they did not move.
* Only War Horses, Light Warhorses and Paladin’s Horses are trained for battle. All other normal mounts must make a Morale Check every single round they are engaged in melee or flee.

**2.5.10 Protecting and Fighting in Ranks**

A combatant who stands in front of an ally is able to protect that ally. He must be standing immediately in front of him, with no significant space intervening, i.e. no room for an enemy to move between them. A row of combatants side by side are considered a “rank” and can protect the rank behind them.

* Missiles can be shot from the first rank or second rank of a group.
* Missiles cannot be shot AT those in the second rank, or against a target protected by another combatant blocking the direction from which the shot might come. The only exception is that Scouts of level 2+ can make a Precise Shot against a protected target or one who is in the second rank.
* A combatant in the second rank can attack a target fighting against someone in the rank in front of him provided the second rank figure is using a spear, bill or pike.
* A combatant in the third rank can attack a target fighting against someone in the first rank in front of him provided the third rank figure is using a pike.
* A combatant who is protected or is in the second rank or farther back is not considered “Locked in Melee” and may move during the move/countermove phase and may shoot missiles or cast spells during the missile phase.
* Spell-casters can target individual enemies no matter what rank they are standing in or whether someone is protecting the target. This applies to spells and Power Duels equally.

**2.6. MORALE**

**2.6.1: When to check morale:**

When there is some reasonable doubt about whether enemies will flee or fight, a morale check is rolled. The check should be rolled immediately at any time during the round when one of the conditions is met. A check should be made under these circumstances:

* When the group’s leader is killed.
* When an individual is the target of a Rear Attack.
* A single powerful monster has lost 50% of its hit points.
* When green or experienced infantry troops are charged by lancers or a monstrous beast or beasts.
* When a group of green troops has taken 25% casualties
* When a group of experienced troops has reached 33% casualties
* When veteran or elite troops have taken 50% casualties
* When any troops have taken 75% casualties

**2.6.2 Rolling Morale Check:**

* The morale check is made with 2d6, a 7+ indicates that the check has been passed. If the morale check is passed, the group will continue to fight.
* If it fails the group or creature will begin to flee immediately, turning around and instantly moving normal move. See movement in melee, above for details.
* In the next round, the broken group will likely be able to be attacked by a Rear attack. If they are not attacked at all by missiles or melee, they may re-roll their morale check and potentially rally themselves. If this does not occur or fails, they will move away from the enemies until safe or trapped and unable to move farther. Only a leader may attempt to rally them after the first round.
* If the group becomes trapped and unable to flee farther and are faced with further attack another morale check is rolled, if this passes, the group will fight on to the death, if it fails, the group surrenders unconditionally (monsters who cannot speak or otherwise communicate generally can’t surrender and will begin to fight again.

**2.6.3 Rallying**

* If troops are fleeing, a leader can attempt to rally them back to the fight.
* The leader can attempt to rally any allies who are within 5’ times his CHA score.
* Rallying takes place during the Move or Counter Move phase, and he may make up to half of his normal movement.
* The leader may not be locked in melee to attempt a rally
* The leader may not take any other action in the Missile or Melee phase (apart from melee blows in response to a new attack).

**2.6.4 Morale Modifiers:**

Berserkers: never need check morale Brigands: +1 on morale checks

Dervishes: never need check morale Cavemen: -1 on morale checks

Orcs/Goblins/Kobolds: -1 morale checks in daylight

Hobgoblins: +1 morale Gnolls: +2 morale

Green/Untrained Troops and Non-Combatants: -2 morale

Green/Trained Troops: -1 morale Experienced Troops: 0 (Most “Normal” warriors encountered)

Veteran Troops (lvl 1 F): +1 Elite Troops (lvl 2 F): +2

Character Type: +1 per 2 levels (+4 maximum)

Monster Type: +1 per 2 HD (+4 maximum)

Leader has Charisma of 15+ +1

Apply any Morale Bonus based on the Loyalty Score for hired NPC’s.

If there are 25% of original combatants or fewer in the unit: -2

If there are 10% of original combatants or fewer in the unit: -3

**2.7 MANIPULATING GEAR**

* Change Weapons: when out of melee a combatant can change weapons as part of the Movement Phase at no cost. If locked in melee, he can only change weapons by giving up an attack. The exception is that he may drop any weapon to the ground and draw a sword or dagger at no cost. Note that any weapon with the “C” code must be dropped on the ground when not in use (e.g. you cannot keep a halberd strapped to your back).
* Use magic item: a combatant in melee can give up an attack to drink a potion or activated a magic item (but not cast a spell or read a scroll). Flasks can only be used in the Missile Phase out of melee.
* Dropping Items: a combatant may drop any item from his hands to the floor at no action cost at any time during the round.
* Picking things up: if a combatant is locked in melee, picking an object off the ground requires him to give up all his attacks. If he is not in melee, he may spend half his movement allowance to pick an object up during the Move/Counter Move.
* Unpacking Things: getting something from one’s back pack or saddle bags takes the full Move/Counter Move and Missile phases, and can only be done when not in melee.
* Pavis: a pavis is a large shield-like piece of equipment. It takes a person using both hands to carry it and he moves at 30’ (overloaded). It can be held in place, in which case the holder grants himself and one person standing behind him a -3 to all missiles shot against them. It also can be driven into the ground with the spike mounted on the bottom. This takes half a movement phase to do this. It does not need to be held if so driven. Of course, it can only be driven into dirt, not into stone floors in a dungeon or building. It takes half a movement phase to be pulled out of the ground.

**2.8--Other Maneuvers or Stunts:**

* Trying some maneuver or stunt that does not affect an enemy, usually requires an Ability Check, either against d20, d30 or d100.
* If you wish to affect an enemy, without causing damage, you must hit AC 7, and then the target may attempt to make a saving throw to avoid the effect.
* If you wish to affect an enemy and cause damage but are not using an actual weapon, you must roll a regular “to hit” using the worst weapon type for that AC.

**2.9—OPTIONAL: Critical Hits and Fumbles**

**2.9.1—Critical Hits:** any time a natural, unmodified “20” is rolled on a missile or melee attack, the damage scored is the maximum possible plus 2. So, a natural 20 with a sword (1d8 damage) will score 10 points of damage (8+2).

**2.9.2—Fumbles:** any time a natural, unmodified “1” is rolled on a missile or melee attack, the combatant who rolled the “1” must make a Saving Throw or suffer a fumble. If the fumble occurs with a weapon that has an unprotected wooden shaft (club, spear, staff, lance, javelin, dart, pike, big club, torch), then the weapon breaks. A bow or crossbow will have its string snap. Other normal weapons will be damaged, suffering a -1 to hit and damage until repaired. Fumbled silver weapons are always completely useless until repaired (who makes silver weapons?). Magic weapons will be dropped on the ground. Unarmed persons or monsters with natural weaponry fall prone from fumbles.

# 2. 7.1---MONSTERS ATTACKING TABLE

 **Hit Die of Monster Attacking**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **AC** | **1** | **1+1** | **2-3** | **3-4** | **4-6** | **7-8** | **9-10** | **11+** |
| -4 | 23 | 22 | 21 | 19 | 18 | 17 | 15 | 13 |
| -3 | 22 | 21 | 20 | 18 | 17 | 16 | 14 | 12 |
| -2 | 21 | 20 | 19 | 17 | 16 | 15 | 13 | 11 |
| -1 | 20 | 19 | 18 | 16 | 15 | 14 | 12 | 10 |
| 0 | 19 | 18 | 17 | 15 | 14 | 13 | 11 | 9 |
| 1 | 18 | 17 | 16 | 14 | 13 | 12 | 10 | 8 |
| 2 | 17 | 16 | 15 | 13 | 12 | 11 | 9 | 7 |
| 3 | 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 | 1 |

**2.7.2--MEN ATTACKING MATRIX--MELEE**

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **AC 0** | **AC 1** | **AC 2** | **AC 3** | **AC 4** | **AC 5** | **AC 6** | **AC 7** | **AC 8** | **AC 9** |
| Punch/Kick | 26 | 25 | 24 | 21 | 18 | 15 | 13 | 10 | 11 | 6 |
| Grapple | 20 | 19 | 18 | 16 | 16 | 14 | 14 | 12 | 12 | 10 |
| Dagger | 22 | 21 | 20 | 19 | 16 | 15 | 13 | 12 | 10 | 8 |
| Hand ax | 22 | 21 | 20 | 19 | 16 | 15 | 13 | 12 | 10 | 9 |
| Club or Torch | 24 | 23 | 22 | 20 | 18 | 16 | 14 | 12 | 11 | 9 |
| Mace | 19 | 18 | 17 | 15 | 15 | 14 | 13 | 12 | 11 | 10 |
| Hammer | 19 | 18 | 17 | 15 | 15 | 13 | 13 | 12 | 11 | 10 |
| Sword | 21 | 20 | 19 | 17 | 15 | 14 | 13 | 12 | 11 | 9 |
| Military Pick | 17 | 16 | 15 | 13 | 13 | 11 | 13 | 12 | 11 | 10 |
| Battle Ax | 20 | 19 | 18 | 16 | 14 | 13 | 13 | 12 | 11 | 10 |
| Big Club | 23 | 22 | 21 | 19 | 17 | 15 | 13 | 11 | 10 | 9 |
| Morning Star | 19 | 18 | 17 | 16 | 14 | 12 | 12 | 11 | 9 | 8 |
| Flail | 17 | 16 | 15 | 14 | 14 | 12 | 12 | 11 | 10 | 9 |
| Quarter Staff | 26 | 25 | 24 | 21 | 18 | 15 | 13 | 11 | 10 | 9 |
| Heavy Ax | 19 | 18 | 17 | 15 | 14 | 12 | 12 | 12 | 11 | 10 |
| Spear | 21 | 20 | 19 | 17 | 16 | 15 | 13 | 12 | 11 | 10 |
| Maul | 19 | 18 | 17 | 16 | 14 | 12 | 12 | 11 | 9 | 8 |
| Halberd/Pollaxe | 19 | 18 | 17 | 15 | 14 | 12 | 12 | 12 | 11 | 10 |
| Bill | 20 | 19 | 18 | 16 | 15 | 13 | 11 | 10 | 9 | 8 |
| 2-handed Sword | 18 | 17 | 16 | 14 | 12 | 11 | 11 | 10 | 9 | 8 |
| Mounted Lance | 19 | 18 | 17 | 16 | 14 | 12 | 10 | 9 | 8 | 7 |
| Pike | 20 | 19 | 18 | 16 | 15 | 14 | 13 | 12 | 11 | 10 |

Roll 1d20, add any character, tactical or magical modifiers to the result and if the total score equals or exceeds the indicated number on the table for the AC then a hit is scored. On the rare occasions when the target’s AC exceeds 0, apply the AC number (-1, -2 etc.) as a penalty to the attacker’s die roll.

**2.7.3 MEN ATTACKING MATRIX--MISSILE**

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **AC 0** | **AC 1** | **AC 2** | **AC 3** | **AC 4** | **AC 5** | **AC 6** | **AC 7** | **AC 8** | **AC 9** |
| Sling | 21 | 20 | 19 | 18 | 16 | 15 | 14 | 10 | 10 | 7 |
| Short Bow | 24 | 23 | 22 | 19 | 16 | 14 | 13 | 11 | 10 | 9 |
| Horse Bow | 23 | 22 | 21 | 19 | 16 | 14 | 13 | 11 | 10 | 8 |
| Lt. Crossbow | 24 | 23 | 22 | 19 | 16 | 14 | 12 | 11 | 10 | 8 |
| Longbow | 22 | 21 | 20 | 18 | 15 | 13 | 11 | 10 | 9 | 8 |
| Composite Bow | 23 | 22 | 21 | 19 | 16 | 14 | 12 | 10 | 9 | 8 |
| H. Crossbow | 20 | 19 | 18 | 17 | 15 | 14 | 12 | 10 | 9 | 7 |
| Javelin | 24 | 23 | 22 | 19 | 16 | 14 | 13 | 11 | 10 | 9 |
| Dart | 24 | 23 | 22 | 20 | 17 | 16 | 13 | 11 | 11 | 9 |
| Flask | 12 | 12 | 12 | 10 | 12 | 10 | 12 | 10 | 12 | 10 |

+1 to hit at short range; -2 to hit a long range

**MODIFIERS (BOTH MEN-ATTACKING TABLES)**

*Fighting Men:* Levels 4-6 +2; Levels 7-9: +5 Levels 10: +7

*Clerics and Scouts* Levels 5-8: +2; Levels 9-10: +5;

*Magic-Users* Levels 6-10: +2;

*Normals*

Non-combatants and Green/Untrained Troops: -2 to hit

Green/Trained Troops: -1 to hit

Normal Combatants (men-at-arms, bandits, elves, dwarves etc): +0

*Weapon-Using Monsters:*

1-HD or less (orcs, goblins etc): +0

1+1 HD (hobgoblins): +1

2-3 HD (gnolls, lizardmen): +2

3-4 HD (bugbears) +4

4-6 HD (ogres): +5

6-8 HD: +6

9-10 HD: +8

11+ HD: +10

**CHAPTER THREE: ADVENTURING**

**3.1--DAMAGE, DEATH AND HEALING**

**3.1.1--DEATH AND NEAR-DEATH:** When a character or monster looses 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 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 is made after the battle is completely over and the characters are cleaning up the field.

**3.1.2—Near Death Table (1d8)**

1: 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 (spell or potion) 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.

**3.1.3--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 and must make a Constitution survival roll (see Men and Magic). In all cases except healing hit points,, the caster will be unable to cast any spells 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)

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).

**3.2--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 species 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-Classed characters will get a bonus to adventuring tasks based on their level:

Scout Level 1-3: +1

Scout Level 4-6: +2

Scout Level 7-9: +3

Scout Level 10: +4

**3.2.1--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 axe 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 species)

+4 Bonus: all medium sized species

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 Species 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

**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: Dwarfs

+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: Dwarfs

+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 species

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 species bonuses as appropriate.

**3.3 Light Sources in the Dungeon**

**3.3.1--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.

**3.3.2 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.

**3.3.3: 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, 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.