

AN ADVENTURER'S GUIDE TO RAMPAGING

**BOOK 1 OF
RAMPAGE AMID THE RUINS, THIRD EDITION**

BY

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AUGUST 1, 2025**

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SECTION ONE: CHARACTERS

1.0—CREATING A LEVEL 1 CHARACTER CHECKLIST:

Step 1: Roll Ability Scores. Roll 3d6, total the dice. Record that number as the character's Strength Score. Repeat this until you have a score for Intelligence, Wisdom, Dexterity, Constitution and Charisma as well. **Adjust Scores:** you may reduce any of your scores by sets of 2 points to raise another by 1. Any reduction may not lower a score to less than 9.

Step 2: Choose a Race from among the Five Kindreds: Man, Halfling, Gnome, Dwarf, or Elf.

Step 3: Choose a Class from among the classes available to your race. There are 4 class types: Cleric, Fighter, Jack and Mage. Each type contains several classes that share the same advancement schedule, combat abilities, saving throws etc., but which have some distinguishing features. You may choose a single class or multi-class in 2 classes.

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

Step 5: Choose an Alignment: the choices are Lawful (on the side of Civilization and Justice), Chaotic (on the side of Desire and Power) 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 choose a god and that god must be of the character's alignment. Characters of the other classes may or may not choose a god into whose cult they may be initiated. Being initiated typically grants the character 1 point in a particular ability score and access to spell casting and healing potions from the god's temple.

Step 7: Spells : Mages and Clerics make note of their Power Points and the Spell Realms they have access to. Mages choose 1 spell of level 1 that they've already mastered.

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

Step 9: Record Starting Cash: Check the character's Wisdom Score, multiply that score 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)

Score: each character can carry 1 item per point of strength.

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

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

17-18 Fighters +2 damage with all weapons

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

INTELLIGENCE: (INT)

5- all characters: character cannot read nor write.

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

15-16: Mages: add 1 Power Point at first level

17-18: Mages: add 2 Power Points at first level

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

Typical Checks: decipher a coded message, strange dialect.

WISDOM (WIS)

5- all characters: -1 on all Saving Throws

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

15-16: Clerics: add 1 Power Point at first level (CS, CD,CW) or 2nd level (CM,CG,CP)

17-18: Clerics: add 2 Power Points at first level (CS, CD,CW) or 2nd level (CM,CG,CP)

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

DEXTERITY (DEX)

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

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

17-18 Jacks: +2 to hit with all weapons

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

CONSTITUTION (CON)

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

18: all characters: +2 hit points per die

Typical Checks: keep going when overheated, hold breath

CHARISMA (CHA)

5- all characters: -1 to reaction rolls

15+: all characters: +1 to reaction rolls

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

Troop Leadership—Fighters: level plus Charisma times 10 troops.

Maximum Henchmen: one henchman per 2 points of Charisma (round down).

Typical Checks: deceive guard, rallying troops, hire retainers.

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.

1.2 STEP 2: RACES: THE FIVE KINDREDS

Dwarves

Classes Permitted: CM, CG, FW, JD, JM

Stats: +1 Con, -1 Dex

Size: M

Abilities: Cave Vision, +4 Saving Throws vs Magic, all have the Jack ability "Pack Hauler".

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

Languages: Dwarf, Common

Elves

Classes Permitted: FW, JS, MW, ME

Stats: +1 Dex, -1 Con

Size: M

Abilities: Night Vision. May make the Split Shot on foot. May cast Mage spells while wearing *magic* armor. Sense that secret doors might be present, even when not searching 5+. Immune to paralysis from Ghouls. Increased chance to surprise when in most Wilderness (1-4).

Disadvantage: Must be a multi-class character.

Languages: Elf, Common

Gnomes

Classes Permitted: FW, JD, JT, JL, JM, ME, MA, MS

Stats: +1 Int, -1 Wis

Size: S

Abilities: Night Vision and Cave Vision, +3 Saving Throws vs Magic and Poison

Disadvantage: -3" movement in no armor, leather or chain. Cannot use size L weapons. They must use Size M weapons with 2 hands. Cannot ride horses, only mules, ponies or donkeys.

Languages: Gnome, Common

Halflings

Classes Permitted: CS, CD, FW, JS, JT, JL, JM

Stats: +1 Dex, -1 Str

Size: S

Abilities: +4 Saving Throws vs Poison and Disease, Gain +2 to hit with missile weapons.

Increased chance to surprise in most Wilderness (1-4)

Disadvantage: Normal Vision, -3" Movement in no armor, leather or chain. Cannot use size L weapons. They must use size M weapons in 2 hands. Cannot ride horses, only mules, ponies or donkeys.

Languages: Common

Men

Classes Permitted: All classes

Stats: +1 in one chosen ability score

Size: M

Abilities: ability to find well-fitting trousers

Disadvantage: Normal Vision

Languages: Common

1.3 STEP 3: CLASSES

1.3.1 TYPE: CLERICS

Classes: Militant (CM), Spiritual (CS), Druid (CD), Guardian (CG), Warlock (CW) and Punisher (CP)

Cleric Progression Table

Level	EXP	Total Hit Points	Attack Bonus A	Attack Bonus B	Power Points A	Power Points B	Save
1	0	1d4+2	+0	+0	--	1	17
2	1500	2d4+4	+0	+0	1	2	16
3	3000	3d4+6	+1	+0	2	5	15
4	6000	4d4+8	+1	+0	5	8	14
5	12,000	5d4+10	+2	+1	8	13	13
6	25,000	6d4+12	+2	+1	11	19	12
7	50,000	7d4+14	+3	+1	15	26	11
8	100,000	8d4+16	+3	+1	19	35	10
9	200,000	9d4+18	+4	+2	25	44	9
10	300,000	10d4+20	+4	+2	30	55	8

Clerics are those who act as intermediates between the mortal world and the realm of the immortal gods. Each cleric must choose a god of his or her particular alignment and become an initiate of that god. Clerics gain the power to cast divine spells through the power of their gods in order to manifest the aims of their gods on Earth. A character must have a minimum of 9 in Wisdom to be a cleric.

COMMON FEATURES TO CLERIC CLASSES:

Armor and Weapons: each class has its own list of armor and weapons. If any cleric wears forbidden armor, his movement will drop by 3" lower than the normal rate for that armor and all his task rolls get a -1 penalty. If he attacks with a forbidden weapon he has a -4 hit penalty.

Saving Throws; Clerics 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.

Power Duel: All Clerics can do mystic mental battle with enemy spell casters (see combat section).

Counter-Spell: if an enemy spell caster is about to cast a spell, any Clerical classed character may attempt to magically foil that spell (see combat section).

Power Points: Each cleric has a number of Power Points that he may use to cast spells during the day. When the sun rises, all his unused Power Points are lost and he must spend one hour in the morning in prayer and ritual to regain all his points. Unlike Mages, he does not particularly need a good night's rest first. Some powerful spells are marked as causing a Power Drain. Casting such a spell immediately drains all Power Points from the caster and they will not return for 3d4 days.

Spell Casting: Each clerical class has a number of Spell Realms open to it. A cleric may cast any spell of a Realm he has access to and for which he has sufficient Power Points. Each spell

has a Spell Level which is both the number of Power Points it requires to cast and the minimum experience level the caster needs to be in order to cast the spell. Casting a spell requires that the cleric not be locked in melee and uses up his attack action for the round. He may not have been injured previously in the round he casts. Notice that Militants, Guardians and Punishers do not begin casting spells until they reach 2nd level, even if they get a bonus Power Point from WIS, they still can't cast until 2nd level. The Spell Realm lists and all the spell descriptions are in the *Magic Book*.

Tithe: 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.

The Lesser Rampage: Militants, Guardians, and Punishers can make multiple melee attacks per round, but slightly less well than Fighters; this is known as *The Lesser Rampage*. Divide half the experience level of a Militant, Guardian or Punisher 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. Spirituals, Warlocks and Druids do not have Lesser Rampage.

THE CLERICAL CLASSES

Class	Attack Bonus`	Rampage	Power Points	Armor	Weapons	Alignment
Militant CM	A	Yes	A	All	Blunt	Law
Spiritual CS	B	No	B	None	Basic	Law
Guardian CG	A	Yes	A	All	Pierce	Neutral
Druid CD	B	No	B	Leather	Special	Neutral
Punisher CP	A	Yes	A	All	Slash	Chaos
Warlock CW	B	No	B	None	Basic	Chaos

MILITANT

Militants are Lawful soldier-priests tasked with protecting the faithful and defeating the minions of Chaos. They are able to wear any armor and cast spells while doing so. They can use any weapon without a cutting edge, including: fist, grapple, torch, flask, club, staff, hammer, mace, flail, big club, maul, and sling. They use column A for attack bonus which is the better of the two, but also use column A for Power Points, which is the worse. They are able to use the Lesser Rampage against lower hit die enemies.

Spell Realms: Holy Light, Healing, Combat, Blessing, Protection

Special Abilities: Holy Symbol (1st), Create Holy Water (2nd), Create Healing Potions (2nd), Create Scrolls (2nd), Create Talisman (7th), Create Permanent Holy Items (8th).

SPIRITUAL

Spirituals are Lawful clergy given entirely over to the mystical side of the divine calling, tasked with supporting, teaching and aiding the faithful. They will never wear armor or carry a shield, both for theological and practical reasons. They can use only a few basic weapons, including: fist, grapple, torch, flask, club, and staff. They use column B for attack bonus which is the worse of the two, but also use column B for Power Points, which is the better. They cannot use the Lesser Rampage against lower hit die enemies.

Spell Realms: Holy Light, Healing, Blessing, Prophecy, Protection

Special Abilities: Book of Prayer (1st), Holy Symbol (1st), Create Holy Water (1st), Create Healing Potions (1st), Create Scrolls (1st), Create Talisman (7th), Create Permanent Holy Items (7th).

GUARDIAN

Guardians are Neutral soldier-priests tasked with protecting their temples and defeating the enemies of their gods. They are able to wear any armor and cast spells while doing so. They can use some basic weapons and any weapon with a piercing point, including: fist, grapple, torch, flask, dagger, military pick, morning star, spear, pike, lance. They use column A for attack bonus which is the better of the two, but also use column A for Power Points, which is the worse. They are able to use the Lesser Rampage against lower hit die enemies.

Spell Realms: Nature, Healing, Combat, Blessing, Curses

Special Abilities: Shield of the Gods (1st), Sanctify Sacred Oil (1st), Create Healing Potions (2nd), Create Scrolls (2nd), Create Talisman (7th), Create Permanent Sacred Items (8th).

DRUID

Druids are Neutral clergy given entirely over to the mystical commune with Nature and Nature's gods, tasked with creating balance in the natural world. They may only wear leather armor and uses wooden shields, both for theological reasons. They can use only a few basic weapons, including: fist, grapple, torch, flask, staff, spear, dagger, knife, sling, club, big club, and special silver sickle-shaped swords (300gp). They use column B for attack bonus which is the worse of the two, but also use column B for Power Points, which is the better. They cannot use the Lesser Rampage against lower hit die enemies.

Spell Realms: Nature, Healing, Blessing, Curses, Prophecy

Special Abilities: Sanctify Sacred Oil (1st), Charm Immunity (1st), Nature Identification (2nd), Traveler (2nd), Wild Shape (5th); Create Healing Potions (1st), Create Scrolls (1st), Create Talisman (7th), Create Permanent Sacred Items (7th)

PUNISHER

Punishers are Chaotic soldier-priests tasked with slaughtering all infidels without mercy. They are able to wear any armor and cast spells while doing so. They can use some basic weapons and any weapon with a cutting edge, including: fist, grapple, torch, flask, poison, dagger, knife, hand ax, battle ax, heavy ax, sword, two-handed sword, bill, halberd. They use column A for attack bonus which is the better of the two, but also use column A for Power Points, which is the worse. They are able to use the Lesser Rampage against lower hit die enemies.

Spell Realms: Unholy Darkness, Combat, Curses, Blood, Protection

Special Abilities: Blade of Doom (1st), Create Tomb Dust (1st), Create Poison (3rd), Create Scrolls (2nd), Create Talisman (7th), Create Permanent Unholy Items (8th).

WARLOCK

Warlocks are Chaotic clergy given entirely over to the mystical side of the demonic calling, tasked with deceiving, terrorizing and harrying the infidels. They will never wear armor or carry a shield, both for various practical reasons. They can use only a few basic weapons, including: fist, grapple, torch, flask, poison, darts, knife, dagger, and staff. They use column B for attack bonus which is the worse of the two, but also use column B for Power Points, which is the better. They cannot use the Lesser Rampage against lower hit die enemies.

Spell Realms: Unholy Darkness, Curses, Blood, Prophecy, Protection

Special Abilities: Mark of Hell (1st), Create Tomb Dust (1st), Create Poison (3rd), Create Scrolls (2nd), Create Talisman (7th). Create Permanent Unholy Items (8th).

SPECIAL ABILITIES

For the various "Create" abilities, see Magic Book for details.

Blade of Doom: A Punisher receives a demonic sword or ax (type of his choice) at first level that, whenever the Punisher (and no one else) drops an enemy to 0 hit points, heals 2 points of damage to the Punisher. The blade does not count as a magic weapon for purposes of hitting resistant enemies, until the Punisher reaches 5th level, when it becomes a +1 weapon..

Book of Prayer: At first level a Spiritual receives a holy book to help him in his prayers. First, it allows him to restore his Power Points at dawn in only one half an hour. Second, once a day he can pray from the book again for a half-hour and regain 1d4 Power Points.

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

Create Healing Potions: for 125gp and 1 week's work a cleric with this ability can create a Healing Potion that heals 8 hit points of damage.

Create Holy Water: for 5gp and 1 day's work, a cleric with this ability can create a vial of holy water. (The 5gp is mostly for the special container).

Create Permanent Holy/Sacred/Unholy Items: a cleric with this ability can create permanent magic items that are pertinent to his alignment and faith. The cost and item required are in Magic Book. Such items will only be usable to those of the same alignment as the cleric.

Create Poison: for 1/3 the retail price and 1 day per 25gp of retail price, a cleric with this ability can create one dose of any of the poisons on the equipment lists. Requires a poison kit.

Create Scrolls: for 100gp and 1 week's work for each Spell Level, a cleric with this ability can create a scroll that allows the scribed spell to be cast a single time with no Power Point cost.

Create Talisman: any cleric of level 7 or higher can create a Talisman, a multi-charge spell storage device.

Create Tomb Dust: for 5gp and 1 day's work, a cleric with this ability can create a flask of tomb dust (some access to decayed bodies is required).

Holy Symbol: Militants and Spirituals receive a blessed silver symbol of their god or faith at first level. This symbol allows them to cast the Righteous Light spell twice per day, without Power Point cost and even at first level for the Militants.

Mark of Hell: at first level a Warlock is marked by a demonic tattoo which allows him to restore 1 used Power Point for each HD or Level of captive he sacrifices to his dark masters.

Natural Identification: beginning at level 2, a Druid can non-magically identify plants, animals and clean water. They may spend 1 day in the forest to find 1d4 examples of any herbal product from those in the equipment lists, except the lotuses.

Sanctify Sacred Oil: for 5gp and 1 day's work, a cleric with this ability can make an ordinary flask of oil into Sacred Oil.

Shield of the Gods: at first level a Guardian receives a blessed shield that is able to perform a Shield Parry once per combat round without having the Guardian give up an attack. If the shield is destroyed, it may be repaired.

Traveler: beginning at 2nd level, each time a Druid attempts a Find Path or Forage/Hunt task, he takes the better of 2 rolls.

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

1.3.2—TYPE: FIGHTERS

Classes: Warriors (FW), Paladins (FP), Berserkers (FB), Ravagers (FR)

Fighter Progression Table

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

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

COMMON FEATURES TO FIGHTER CLASSES

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

Armor and Weapons: with the exception of Berserkers (see below) all Fighter classes can use all weapons, shields and armor.

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

Fighter Rampage: Fighters of levels 6-9 get a minimum of 2 melee attacks per round, Fighters of level 10 get a minimum of 3 melee attacks per round. However, Fighters combating lower-level or lower HD enemies can get more attacks. Divide the level of the Fighter by the hit die of the highest HD enemy he is in melee with (ignoring additional “plus” value), rounding down, to see the number of attacks he might get. For example, a 5th level Fighter 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). You cannot rampage with missile weapons.

Mighty Blow: beginning at 8th level, once per 10-minute turn a Fighter can decide to make a Mighty Blow. At 10th level, he gains a second Mighty Blow per 10 minutes. He will incur a -4 on his to-hit roll but will add his entire Strength Score as additional damage when using a melee weapon in 2 hands. If he is using only 1 hand, his bonus damage is only half his Strength Score. Mighty Blow cannot be used with a missile weapon.

THE FIGHTER CLASSES

WARRIOR

Warriors make up the majority of soldiers, guards, knights, raiders etc. of any experience and skill. They are able to wear any armor and use any weapon. They may be of any alignment and come from any player character race. They, however, gain no special abilities beyond what is common to all Fighter classes.

PALADIN

There are some Fighters so perfect and righteous that they reflect the power of the divine. If a Fighter 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 Fighters.

Powers:

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

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

Disease Immunity: Paladins are immune to disease.

Blaze of Justice: Paladins of Level 8+, can use the Cleric Spell "Blaze of Justice" 3 times per day.

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 its master, it is immune to disease and gets +2 on all saving throws.

Triple Lance Charge: when charging from horseback with a lance or spear, a Paladin does triple damage, not double.

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, or swear loyalty with Lawful characters. He may hire Neutral hirelings provided that they are not clerics.

BERSERKER

There are some Fighters who can channel a mighty battle-madness during fighting that makes them truly ferocious enemies. The fighter must be Neutral in alignment, human, and have both a Constitution and Strength of 15 or higher to become a Berserker, and must choose to become one at the point of character creation. He must also become an initiate of one of a warlike Neutral gods (Father Sky, Mistress Flame, or The Wanderer), which will involve him being made a member of a Berserker warrior brotherhood. They have all the powers of other Fighters unless mentioned in the restrictions below.

Powers:

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

Fight On: beginning at 2nd level a Berserker can keep fighting even after reaching 0 hit points. The referee secretly rolls the Near Death Result immediately, and as long as it is not "Gruesomely over killed" the Berserker keeps fighting until a threshold of damage is reached. A 2nd level Berserker can fight until -5 hit points. Each level he reaches after 2nd adds -2 to the threshold (e.g., a 7th level Berserker can keep fighting until he reaches -15 hp). Once the fight is over, the Near Death Result is immediately applied.

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

Improved Rampage: a Berserker counts as 2 levels higher than his actual current level for purposes of calculating number of Fighter Rampage attacks only.

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

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

Restrictions:

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

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

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

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

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

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

RAVAGER

There are some Fighters so brutal and ruthless that they reflect the power of the demonic. If a Fighter is human (NPC Ravagers from outside the 5 Kindreds might be encountered too), Chaotic and has a Dexterity of 17 or higher, he is eligible to be a Ravager. As long as he remains Chaotic and brutal and abides by the restrictions listed below, he gains a number of powers in addition to all the standard abilities of other Fighters.

Powers:

Poison Touch: once per day a Ravager may strike an enemy with his fist and inflict a necrotic poison wound. The victim must save at -4 or die.

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

Drain Immunity: Ravagers are immune to attacks that drain experience levels..

Protecting Shadow: Ravagers of Level 8+, can use the Cleric Spell "Protecting Shadow" three times per day.

Blade of Death: A Ravager receives a demonic weapon (type of his choice) at first level that, whenever the Ravager (and no one else) drops an enemy to 0 hit points with it, it heals 3 points of damage to him. The blade does not count as a magic weapon for purposes of hitting resistant enemies at experience level 1-3. When the Ravager reaches 4th level, it becomes a +1 weapon and a +2 weapon at 8th level.

Back Stabber: a Ravager does double damage on surprise and rear attacks.

Restrictions:

Magic Items: a Ravager must always come away from any division of treasure with more magic items than any other person, or it's time to start killing.

Home: A Ravager may own no property he hasn't stolen by bloody violence. Therefore, any house, cavern or castle he may live in must be a result of him driving off and preferably murdering the previous owner.

Sacrifice: A Ravager must sacrifice one prisoner to the dark gods per month for each experience level he has.

Company: A Ravager may not be in any group, organization etc. that contains anyone of Lawful alignment. He must attempt to kill any Paladin or Lawful or Neutral cleric on sight.

1.3.3 TYPE: JACKS

Classes: Scouts (JS), Delvers (JD), Thieves (JT), Lackeys (JL), Merchants (JM)

Jack Progression Table:

Level	EXP	Hit Points	Attack Bonus	Back Stab	Task Bonus	Surprise Enemies	Saving Throw
1	0	1d4+2	+0	x2	+1	1-3	19
2	1250	2d4+4	+0	x2	+1	1-3	18
3	2500	3d4+6	+1	x2	+1	1-3	17
4	5000	4d4+8	+1	x3	+2	1-4	16
5	10,000	5d4+10	+2	x3	+2	1-4	15
6	20,000	6d4+12	+2	x3	+2	1-4	14
7	40,000	7d4+14	+3	x3	+3	1-5	13
8	80,000	8d4+16	+3	x4	+3	1-5	12
9	160,000	9d4+18	+4	x4	+3	1-5	11
10	320,000	10d4+20	+5	x4	+4	1-5	10

The Jacks represent adventurers who have no magic spells and do not have a fighter's raw combat power. They make themselves useful by brains, skill, and stealth. A character must have a Dex of 9 or better to be a Jack.

COMMON FEATURES OF JACK CLASSES

Armor and Weapons: Jacks normally only wear leather armor or a gambeson and may not use shields. If they wear chain, scale, plate or other heavy armor, they suffer -3" to movement and receive a -1 on all their Adventuring Task rolls. However, They may wear light mail or magical chain mail without penalty. Jacks may use all one handed weapons plus quarter staffs and all missile weapons. If they use weapons other than these, they suffer a -4 on their to-hit rolls.

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

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

Back Stab: if a Jack 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 3rd level he doubles his damage total, at levels 4-7 he triples and at levels 8-10 he quadruples the damage number scored. He can get the back stab bonus with missile shots, but only during a surprise round or when attacking while invisible or hidden, since Rear attacks are only possible in melee.

Task Bonus: Jacks get a bonus based on level (see table above) on their d6 task roll to perform all Adventuring Tasks.

Escape Melee: all Jacks can add their current experience level to their movement allowance in inches in order to calculate their chance to succeed at an Escape Melee maneuver. This absolutely does not mean they add their level to the number of inches they may actually move under any circumstance.

Surprise Enemies: Jacks have a better chance to get surprise based on their level. These surprise chances apply in any environment. See Combat section for details.

Split Shot: All Jacks may make a missile shot at any point in their movement.

THE JACK CLASSES

SCOUT

Scouts are adventurers who specialize in sneaking around, gathering information and attacking from surprise. They are skilled archers and talented in a range of adventuring tasks pertaining to in the wilderness. Scouts can be found acting as guides, hunters, bandits, bushwhackers, bounty-hunters and many other functions.

DELVER

Delvers, sometimes called Dungeon Mechanics, are adventurers who use their stealth and skills in underground dungeons and caverns. They are more skilled in close-in fighting rather than archery.

THIEF

Thieves are adventurers who steal property through speed, skill and guile. They specialize in avoiding a fight rather than combat itself.

LACKEY

Lackeys are “adventurer support” personnel, there to sift through garbage, hold a torch or carry stuff. Most Lackeys will be NPC henchmen, but you never know. Lackeys may use Mauls, Heavy Axes, Woodsman’s Axes and Sledgehammers as weapons without penalty.

MERCHANT

Merchants are adventurers who travel to dangerous places to buy and sell at a profit. These are caravan leaders, sailors, frontier traders, but not shop-keepers or bankers.

JACK SPECIAL ABILITIES

The chief differences among the 5 Jack classes are in their different sets of Special Abilities. The chart below lists these abilities on a schedule of what class gets what ability at what level.

Exp Level	Scout	Delver	Thief	Lackey	Merchant
1	Track Star	Door Man	Street Rat	Pack Hauler	Discount
2	Precise Shot	Dagger Surprise	Pocketeer	Swapper	Traveler
3	Traveler	Tunnel Fighter	Blackjack	Trash Man	Profit
4	Careful Aim	Two Ax	2 nd Story Man	Mule Master	Swordsman
5	Lucky Break	Lucky Break	Lucky Break	Lucky Break	Lucky Break
6	Arrow Storm	Trapper Jack	Dagger Surprise	Grenadier	Florentine
7	Speed	Double Dagger	Double Dagger	Saw Bones	Speed
8	Spot Invisible	Spot Invisible	Spot Invisible	Spot Invisible	Spot Invisible
9	Thread the Needle	Engineer	Speed	Trapper Jack	Distraction
10	Deadly Shot	Deadly Stab	Deadly Stab	Deadly Bash	Deadly Thrust

Arrow Storm: if you do not move add 1 to the Rate of Fire for any missile weapon except Heavy Crossbows.

Blackjack: when making a Surprise or Rear Attack hit with a club, staff, hammer or mace, in addition to regular damage, the target must make a Saving Throw or be knocked unconscious for 1d4 rounds.

Careful Aim: if you give up your movement action and second shot, if any, you add +4 to your to hit roll with a bow or crossbow.

Dagger Surprise: you can conceal a knife or dagger so perfectly that once per encounter use it to make a “back stab” at any time, even if the enemy is directly in front of you and watching you. Or, you can keep the knife or dagger hidden until captured and sneak it out to cut your bonds or the like, Re-hiding the dagger takes a full round and must be done out of sight of you enemies.

Deadly Shot/Stab/Bash/Thrust: you can once per 10-minute turn, make a single attack that suffers a -4 on a “to-hit” roll, but adds the Jack’s entire Dexterity Score to the damage inflicted. This cannot be combined with Careful Aim. If the attack is also a back stab, the additional damage is added after the back stab multiplication. Scouts must use a missile weapon, Delvers and Thieves a dagger, Lackeys a mace, hammer or club, and Merchants a sword.

Discount: each time you buy commonly available items pay 10% less than the list price.

Distraction: once per 10 minute turn, you may use your attack action to distract enemies within 6” with huckster’s prattle, or flashy dance moves, or whatever. Each enemy must make a saving throw or it will not attack or otherwise target the Jack. This will not work on constructs, puddings or otherwise mindless enemies. It would work on a Specter, but not on a Zombie.

Door Man: each time you attempt to either Bash Open a Door or Open a Door Quietly or Pick a Lock (but only locks on doors) roll twice and take the better of the two results.

Double Dagger: deal a base of 2d4 damage when attacking with a dagger.

Engineer: you can act with the same powers as an NPC Engineer to oversee building construction, siege works and building siege weapons.

Florentine: if you have a sword in one hand and a dagger in the other, you may get a bonus attack or parry with the dagger in addition to your regular attacks.

Grenadier: you can carry 5 flask weapons and/or potions on a bandoleer and together they count as 1 item for encumbrance. When you throw a flask weapon in combat, roll 1d6 and if you score 3+ they may attempt to throw a second flask from your bandoleer.

Lucky Break: re-roll one failed saving throw of your choice that you make each day.

Mule Master: each time you attempt the Mule on the Stairs task roll twice and take the better of the two results. Likewise, anytime a mule you are leading or riding needs to make a Morale Check, take the better of 2 rolls.

Pack Hauler: you are treated as having a Strength Score of 5 higher than indicated only for the purposes of how many items you may carry.

Pocketeer: every time you attempt a Pick Pockets task, roll twice and take the better result.

Precise Shot: you can shoot a missile weapon at a target that’s in the second rank or being protected by another combatant.

Profit: each time you sell non-magical items gain 10% greater sale price, if the item isn’t commonly manufactured/grown in the town in which you are selling.

Saw Bones: every time you attempt to Bandage Wounds, roll twice and take the better of the 2 results. Each time you succeed, heal 1 extra hit point of damage.

Second Story Man: each time you attempt a Climb task (smooth or regular) roll twice and take the better of the two results.

Speed: adds 2” to your movement allowance at all encumbrance levels in all circumstances. And additionally add 4” to the movement of horses you ride and you can travel 5 miles additional per day overland.

Spot Invisible Foe: you can locate the position of an invisible enemy as your attack action. You roll 1d10 if you score your level or less, you have figured out the location of the invisible or hidden foe. See the combat section for complete details.

Street Rat: every time you attempt an Escape Melee roll, roll twice and take the better of the two results.

Swapper: if you are next to a friendly combatant, you may use your attack action to swap an item you are carrying in your hand with an item that friend is carrying in his. He must be willing, and it does not take up his attack action.

Swordsman: you gain +1 to hit and damage when using a Sword (not 2-handed sword).

Thread the Needle: you can shoot arrows safely at enemies who are locked in melee.

Track Star: each time you attempt to Track in the Wilderness, roll twice and take the better of the 2 rolls

Trapper Jack: each time you attempt to Find Mechanical Traps, Detect Pits or Manipulate Mechanical Devices (to disarm a trap) roll twice and take the better of the two results.

Trash Man: if you are searching through dungeon garbage or any other filth and encounter a chance for disease, poison or attack by vermin, you get an additional, special saving throw to completely avoid the danger.

Traveler: each time you attempt a Find Path or Forage/Hunt task, roll twice and take the better of the two results.

Tunnel Fighter: you are skilled at maneuver in tight spaces and so when in a dungeon, cavern, mine, tunnel or even a building you are able to move freely through spaces occupied by friendly combatants. Two combatants with Tunnel Fighter can even occupy the same space.

Two Ax: you can use a Hand Ax in each hand which allows you a bonus attack each round for having the second ax. This is added to total number of attacks acquired from Lesser Rampage or some other source.

1.3.4 TYPE: MAGES

Classes: Wizards (MW), Enchanters (ME), Necromancers (MN), Alchemists (MA), Sorcerers (MS)

Mage Progression Table

Level	EXP	Added Hit Points	Attack Bonus	Power Points	Saving Throw
1	0	1d2+2	+0	1	19
2	2500	2d2+4	+0	2	18
3	5000	3d2+6	+0	5	17
4	10,000	4d2+8	+0	10	16
5	20,000	5d2+10	+1	15	15
6	40,000	6d2+12	+1	20	14
7	80,000	7d2+14	+1	27	13
8	160,000	8d2+16	+1	35	12
9	320,000	9d2+18	+2	45	11
10	640,000	10d2+20	+2	55	10

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

Armor and Weapons: Mages 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 Mages cannot cast magic spells while wearing the armor of their other class, except Elves in magic armor. Mages are limited to use of only a few basic weapons: punch, flasks, torches, club, staff, dagger, knife, or darts. If they attempt to use any weapon but these, they suffer -4 on their "To Hit" roll.

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

Magic Item Creation: a Mage can make a variety of magic items. At first level they can make scrolls. At third level they can make potions. At 5th level, they may copy a Grimoire. At seventh level Mages can create wands and at 9th level they can create permanent items. The costs and times involved are handled in the *Magic Book*, but the Scrolls procedure will be given here because of its immediate utility.

Scrolls: a Mage 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 Spell Level. He can take out the scroll and cast it just as a regular spell one time, and then the words disappear and the parchment crumbles. If he finds a scroll written by another Mage, he must cast *Read Magic* and read over it at some time before he tries to cast it. A Mage must be of sufficient level to cast the spell and the spell must be in his Grimoire in order for him to create a scroll of it, but he may use/cast any spell on a Mage scroll that he finds and has used *Read Magic* upon.

Power Duel: All Mages can do mystic mental battle with enemy spell casters (see combat section).

Counter-Spell: if an enemy spell caster is about to cast a spell, any Mage may attempt to magically foil that spell (see combat section).

MAGIC SPELL CASTING:

Power Points: Each Mage has a number of Power Points that he may use to cast spells during the day. He regains up to one half of his used Power Points for each 4 hours of uninterrupted sleep and a decent meal. Each spell has a Spell Level which is both the number of Power Points it requires to cast and the minimum experience level the caster needs to be in order to cast the spell. Some powerful spells are marked as causing a Power Drain. Casting such a spell immediately drains all Power Points from the caster and they will not return for 3d4 days.

Spell Casting: Each Mage class has a number of Spell Realms open to it. A Mage may cast any spell of a Realm he has access to and for which he has sufficient Power Points and whose Spell Level is equal to or lower than his Experience level. Casting a spell requires that the Mage not be locked in melee and he may not have been injured previously in the round he casts. A spell cast with *Mastery* (see below) or from a scroll only costs the attack action for the round, but one read from a Grimoire requires both the move and the attack actions. The Spell Realm lists and all the spell descriptions are in the *Magic Book*.

Focus: each Mage class has an object called a Focus associated with it. When casting a spell with Mastery one must be holding his Focus, or he will need to roll his Intelligence or less on 1d20 to cast the spell without failing and wasting his time and Power Points. A focus is not needed to cast from a Grimoire.

Grimoires and Mastery: each class of Mage has its own list of Spell Realms that are permitted to it. When a Mage starts play he will have a book called a Grimoire which contains all the spells of those realms. He must read the spell aloud from his Grimoire in order to cast it until he *Masters* it. To master a spell you must cast it in a useful manner in an adventure 3 times multiplied by the Spell Level, or you can spend 1 month per spell level in dedicated practice (spend your Living Expenses, and no travel, adventure or item creation). Once a spell has been Mastered, the Mage can cast it without hauling out his Grimoire. When creating a new Mage character at first level, you automatically have Mastery of *Read Magic* and also choose a second spell from your eligible spells to have already mastered. If you are beginning at higher than first, choose 1 per experience level.

What's the difference between casting a mastered spell and reading from the Grimoire? Reading from the Grimoire requires you to either have a table or a Lackey on which to place the book, or to use both hands. Reading from the Grimoire also takes both your Movement and Attack action to cast the spell. Casting from mastery allows you to have both hands free to hold objects. Casting from mastery also only requires you to spend your attack action, and not the movement action of your round. Finally, if you are separated from your Grimoire, you can only cast spells you have mastered.

Spells outside of your Class: if you wish to cast spells that are not on a list that is allowed to your class, you first must obtain a Grimoire containing such spells (these will not be found for sale, you usually must rob or steal to get one or discover one in a dusty tomb). Then you must spend 1 month studying this Grimoire, casting a *Read Magic* spell each day. At the end of the month, you lose 1 experience level (which cannot be returned by magical means, only by adventuring), dropping to the lowest XP points of the new level. But, now you may use this Grimoire to cast and master any of the spells within it.

THE MAGE CLASSES

WIZARD

Wizards are named because they are considered the wisest of magicians, with the best access to information gaining spells. They have evolved from an ancient order of Fire Mages.

Focus: staff

Spell Realms: Magic Art, Defense, Boundary, Knowledge, Fire, Enchantment, Perception

ENCHANTER

Enchanters are experts in the manipulating the senses and minds of their foes, befuddling and misleading them. They descend from Elf Air Mages of old.

Focus: silver flute

Spell Realms: Magic Art, Defense, Enchantment, Illusion, Air, Perception, Summoning

NECROMANCER

Necromancers are the sole masters of the magic control of dead bodies and spirits. They arose from Earth Mages who sought blasphemous secrets beneath the ground.

Focus: thigh bone covered with sigils

Spell Realms: Magic Art, Defense, Necromancy, Summoning, Earth, Knowledge, Boundary

SORCERER

Sorcerers are in sole possession of the Grip magic, the only magic that can be activated while the user is in hand-to-hand combat. When the Water Mages were nearly destroyed by hordes of barbarians, they created the Grip spells to defend themselves up close, and became known as the Sorcerers.

Focus: silver wand with fist at the top.

Spell Realms: Magic Art, Defense, Perception, Water, Illusion, Summoning, Boundary, Grip

ALCHEMIST

Alchemists are obsessed with understanding the structure of the universe and have gathered the secrets of all four elements: Earth, Air, Fire and Water and created a new Realm, Transformation. These are the newest sort of Mage in the world. They also have 2 item creation abilities that other mages do not: Create Alchemical Products (1st) and Reproduce Potion (4th).

Focus: brass flask

Spell Realms: Magic Art, Defense, Earth, Air, Fire, Water, Transformation

Others: there are other mages, typically known as **Primitives**, who do not use Grimoires and have other means of learning spells. Player characters cannot be Primitives, which is good, since they aren't as versatile or powerful as the 5 mage classes.

1.3.5 MULTI-CLASS CHARACTERS

Multi-Class Progression Tables

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

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

A character, at creation, can decide to become a combination of 2 classes permitted in the race description. Elves must be multi-classed. While level advancement is slow, a multi-class character gets the abilities of both of the classes that he chooses. The multi-class character gets the better of the Saving Throws, Attack Bonus, and Hit Dice of the combined classes. The character also gets all of the spells and class abilities of each class he has.

There are some restrictions on combining classes, however.

- You may not multi-class in two classes within the same Class Type.
- Paladins, Berserkers and Ravagers may not multi-class.
- Spirituals or Warlocks cannot multi-class with Fighters or Jacks.
- A Mage multi-class cannot cast Mage 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 if he has a weapon not allowed to the Cleric class on his person, except if he is a Fighter/Cleric, in which case he can indeed use all Fighter weapons.
- Jacks face penalties for moving and attempting tasks while wearing chain, scale or plate (except magic chain mail) that apply even if they have a Fighter or Cleric 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 as they progress. Each level the character may choose to re-roll the total number of dice indicated, adding any bonus for high Constitution, or add the new level's die roll to his previous total. If your new total is lower than it had been at the previous level, keep the old number and add 1 point plus any Constitution bonus

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., Fighters get a +2 vs against effects that require a "to hit" roll. Some races get saving throw bonuses. e.g. Dwarves get a +4 vs. Magic spells. Any character with a Wisdom score of 15+ gets a +1 on his saving throw. If a spell says that a successful save results in half damage, the target will always be left with at least 1 hit point if he makes the save, it's hardly a save if you die anyway. Monster saves are figured at 20 minus their hit dice (lowest possible being a 5).

1.5—STEP 5: ALIGNMENT

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

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

Chaotic means the creature will put its own will, whim and lust for power over all other considerations and desires the destruction of civilization. The 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 MUST be initiated into the worship of a god and it must be one with the same alignment as the Cleric. 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 is a sample set of gods:

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:

Clerics should note which realms their class can access and at least the first level spell for each realm. Mages likewise should note the first level spell from each realm their class can access and pick one of them as being Mastered in addition to the *Read Magic* spell. Be prepared to keep track of in adventure use of spells, leading to mastery.

1.8—STEP 8—Languages

When a race is selected, make note of the languages that the racial background provide. Player characters from all 5 Kindreds will speak the Common Tongue but Dwarves, Elves and Gnomes also speak their kindred's own language. 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:

Multiply your Wisdom score by 10 and this is the starting number of gold pieces that your character has to spend on gear.

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 and replaced as part of Living Expenses.

Clerics: Spirituals begin with a Book of Prayer and a Holy Symbol, Militants begin with a Holy Symbol, Guardians begin with a Shield of the Gods and Punishers begin with a Blade of Doom. All of the items are free (although replacing them is not) and count as 1 item each. Warlocks begin with a Mark of Hell, but since this is a tattoo, it does not count as an item. Druids don't get anything special.

Fighters: Fighters do not begin with special class equipment, but must just buy their arms with their starting cash.

Jacks: Jacks do not begin with any special equipment, but it is usually prudent for them to buy bandages, crowbar and a tool kit.

Mages: Mages also begin with a Grimoire and a Focus, which are precious and necessary to them, and which count as 1 item each.

The complete equipment lists are in the *Gear Book*.

1.11 ENCUMBRANCE AND MOVEMENT.

LOAD: Each character can carry a number of Items equal to his STR score before becoming **Loaded** or twice that before becoming **Encumbered** and may not exceed 3 times the score. A dwarf or a member of the Lackey class with Pack Hauler adds 5 to his STR for this calculation only. What exactly counts as a single item? Mostly it is just that, if it is a thing, it counts as an item. However, sometimes very small things might not count as a single item—as a rule of thumb, if the gear book gives it an Item Count of 0, 12 of the items fill a pouch which counts as a single item. Clothing, backpacks, belts, and sacks do not count as items carried.

MOVE RATE: Your current movement rate is determined by your armor worn and whether you are Loaded or Encumbered.

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

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

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

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

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

If you are LOADED (see above) your movement drops by 3"

If you are ENCUMBERED (see above) or carrying any object rated as "big" for encumbrance, your movement drops by 6"

SECTION TWO: ADVENTURING

2.1--DAMAGE, DEATH AND HEALING

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

Near Death Experience Chart (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 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 bandaged, 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.

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

*Raise The Dead: the caster of the Raise The Dead spell may use it to return the dead to life, The Cleric who casts the spell will undergo a Power Drain and will lose spell casting power for 3d4 days. The recipient will be incapacitated for the same number of days and also loses 1 point of Constitution permanently which cannot be restored by a Great Heal spell, only by a Wish at one Wish per Con Point.

*Great Heal: might heal all lost hit points, regrow a lost body part, restore lost Ability Score points or cure blindness or deafness or even restore a lost experience level. Unless it is used to heal hit points, it involves identical Power Drain effects on cleric and recipient as *Raise The Dead*.

*Reincarnation: this spell replaces the entire physical body of a slain person. He re-rolls his STR, DEX and CON, but his INT, WIS and CHA stay the same,

*Heal Wounds: heals 8 hit points for 1 person.

*Group Heal: heals 12 hit points for several people.

*Healing Potion: heals 8 hit points of damage (immediate, even during battle, as many as you got)

*Blood Heal: heals 8 hit points for terrible people.

*Blood Renewal: heals 20 hit points, disease, blindness and curses for terrible people.

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

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

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

Marvelous Foods: eating most marvelous foods, like an Awesome Pie, heals 4 hit points (once food per day, 5 rounds to eat it). Some have a bonus for some races, others heal more or less than the standard amount, see *Gear Book* for details of each. None count as "Magical Healing"

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

Comfrey Root: heals 3 hit points of damage, once per day.

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

Rest: each full day of bed rest (no casting spells, travel, nothing) heals 2 hit points.

Time: each full day with no combat, but with some activity, heals 1 hit point.

Wound Wart: 1 dose of wound wart will add 1 extra hit point of healing to Rest or Time.

2.2—ADVENTURING TASKS

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

Jack classed characters will get a bonus to Adventuring Tasks based on their level:

Level 1-3: +1

Level 4-6: +2

Level 7-9: +3

Level 10: +4

TASK LIST

Bash Open Doors

Ability: Str; Time: 1 round/1 turn; Equipment: Ax or Hammer

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

+2 Bonus: Ogres, Trolls

+4 Bonus: Giants

See Breaking and Entering, below, for details.

Bandage Wounds

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

+3 Bonus: Elf, Men, Halfling

+2 Bonus: Gnome, Dwarf

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

Climb (trees, rocks, normal buildings)

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

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

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

+4 Bonus: all medium sized races

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

Climb (smooth surface, fortress wall)

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

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

No racial Bonus

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

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

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

+3 Bonus: Dwarves, Gnomes

Disguise

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

+1 Bonus: Men, Half-Orcs

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

Find Path (negates a Lost result in wilderness travel)

Ability: Int; Time: 1 turn;

Equipment: None

+1 Bonus: Elves

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

Find Secret Doors or Compartments (Judge Rolls)

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

+1 Bonus: Men, Dwarves, Gnomes, Halflings

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

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

Find Small Mechanical Traps (Judge Rolls)

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

+1 Bonus: Dwarves

+2 Bonus: Gnomes

Only one person at a time can attempt this.

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

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

+1 Bonus: Dwarves, Gnomes, Hobgoblins, Orcs

+3 Bonus: Men, Half-Orcs, Hoborgs

+4 Bonus: Elves, Halflings, Goblins

Hear Noise: (Judge Rolls)

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

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

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

Light a Fire

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

Equipment: tinder box (or else time expands to 1d6 turns)

+1 bonus: Men, halflings

Manipulate Mechanical Device

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

+1 Bonus: Dwarves

+2 Bonus: Gnomes

Only one person at a time can attempt this. Often used to disarm traps, but has other uses.

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 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.

Pick Pocket

Ability: Int; Time 1 round; Equipment: None

+1 bonus: Gnomes and Halflings

If the attempt fails with a roll of "1" then the picker has been noticed/discovered'

Probe for Pits

Ability: Int; Time: 1 turn per 60'; Equipment: 10' pole

+4 Bonus: all races

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

Pry Open Locked/Sealed Box, Chest or Sarcophagus

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

+1 bonus: Men, Dwarves

Only one person can attempt any box at once.

Repair Broken weapon, armor or equipment

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

+1 Bonus: Dwarves, Gnomes

Set Simple Trap

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

-1 for each d6 of damage beyond 1.

+1 Bonus: Gnome, Orc, Half-Orc

+2 Bonus: Hoborgs

Tracking in Dungeon

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

+1 Bonus: Dwarves, Gnomes, Goblins

+1 Bonus: for 1-3 Tracking Dogs, +2 for 4-6 Tracking Dogs and +3 for 7-9 Tracking Dogs

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

+1 Bonus: for 1-3 Tracking Dogs, +2 for 4-6 Tracking Dogs and +3 for 7-9 Tracking Dogs

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

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

Venom Harvest

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

+1 Bonus: Hoborgs

1 attempt can be made per corpse of a poisonous monster or animal. Success means that 1 does of venom has been harvested that can be used for 1 poison attack if applied to a sharp weapon. Failure means that no venom can be harvested from that corpse. If the harvester rolls a natural 1 on the harvest attempt, he has poisoned himself and must save (at a +4) or die.

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

2.3 VISION AND LIGHT SOURCES

Types of Vision:

Normal Vision: all 5 Kindreds and most monsters have the ability to see normally, like Men do, in daylight or with a light source. Depending on the moon and star light, the judge should apply a penalty of 1 to 5 to hit rolls for those with Normal vision when outdoors after sundown, and limit their vision to 6". Those with Normal Vision cannot see at all in dungeons without a light source and are at a -5 to all to hit rolls, only being able to attack enemies who have attacked them first that round. Those in the dark, may hold their attack until the enemy has finished.

Night Vision: Elves, Gnomes and many monsters also have Night Vision. This allows them to see as if it were daylight if out of doors under an open sky. Night Vision is of no help inside caves or dungeons and should be treated as those with normal vision in lightless dungeons and caves.

Cave Vision: Dwarves, Gnomes and most monsters also have Cave Vision. This allows them to see a basic outline of where enemies, furniture, walls and doors might be even in seemingly total darkness for up to about 4". Those with Cave Vision can fight well enough in natural subterranean darkness, but can't read or do mechanical tasks like pick locks, disarm traps and the like without some light. Those with Cave vision treat all attacks against those with Normal or Night Vision in a dungeon or cave when there is no light source as if they were making a Rear Attack

LIGHT SOURCES

Dropping Light Sources: torches and magical light sources 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.

The Shuttered Lantern: the shuttered lantern is a lantern designed to give out the smallest amount of useful light. It is used by Mannish, Elf and Halfling Jacks, since they don't have Cave Vision, 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.

ITEM	Price	Enc	Notes
Torches x6	1gp	1/bundle	4" radius, 6 turns; even 1 torch is not considered a "trifle"
Lantern	10gp	1	4" radius, 24 turns (uses 1 pint of oil)
Pint of Lamp Oil	2gp	1	Usable in a lantern or lamp
Shuttered Lantern	25gp	1	Can be used by Jacks to move stealthily in darkness and still have normal surprise chance. Uses a wax candle
Candle, tallow x12	2sp	0	2" radius, 6 turns
Candle, wax x12	6sp	t0	3" radius, 12 turns, can be used in a lantern
Oil lamp	1gp	1	2" radius, 6 hours uses 1 pint of oil (genie style lamp)
Radiant Orb Spell	--	--	6" radius. 6 hours (36 turns)
Floating Torch Spell	--	--	4" radius, lasts 4 hours (24 turns)

2.4 BREAKING AND ENTERING

Ofentimes doors and chests in dungeons are locked, stuck or barred. Each exploration turn each character can attempt to open one such locked/stuck door or chest. Multiple characters cannot attempt searching or breaking/entering tasks on the same chest or door on the same turn.

Stuck Dungeon Door or Chest: dungeon doors and treasure chests are often stuck, if you want to open them and still have a chance for surprise, one character can try to force it open. He must use any sort of Ax or Hammer. 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. Locked doors and fortress door are different (see below).

Open a Lock or Barred Door: if a door, chest, or other container is fastened by a lock. There are two non-magical methods of attempting to overcome the lock: lock picking and acid.

Lock Picking: anyone with a Tool Kit may attempt to pick a lock using the Adventuring Task "Pick Lock." Jacks will obviously be better than others, but anyone can have a go.

Acid: To open a lock using acid, 1 dose of acid is used (see Gear Book). The character attempting the acid rolls 1d20 and must get his DEX score or less to burn the lock open. If he fails, the lock is jammed permanently and no further attempts to use acid or skills will ever open it.

Magical Lock: some doors and chests are locked by a Magical Lock (using a spell such as Hold Portal or Wizard Lock, or some other arcane means). Lock picking and acid are useless against such locks. They can be opened with a Knock Spell, or Dispel Magic, or by physical breaking of the chest or door (see below).

Physical Breaking: if your Mages and Jacks can't get the job done, characters can attempt to PRY or BREAK a door or container. To pry a container, one must have a Crowbar or one cannot try it at all (with exception of a Clay urn, for which a dagger or knife is actually preferable). Then just use the Adventuring Task "Pry Box" to open it. To physically break down a door whose lock can't be opened (or a container when you don't have a crowbar), use the Bash Open Door task numbers, but you must have a battle ax, heavy ax, woodsman's ax, sledgehammer or maul. Any other tool is at a -1. However, different types of door will require different number of successes to break the door in: Wooden Door-3 successes; Reinforced Door-6 Successes, Stone or Metal Door-9 Successes. 3 men can work on the door at once, and each can make 1 task roll per turn. Each turn of banging, make a wandering monster check.

Consequences: if a prying attempt fails, or if a breaking attempt succeeds, any fragile contents of a container, such as a potion bottle, or delicate jewelry will break. Each turn attempting to break or pry requires a Wandering Monster check, at the "Noisy" level (1-3 on d6).

Fortress Door: a drawbridge, gate or portcullis of a fortress or castle requires either a siege engine, like a battering ram, or magic to open it.

2.5 USING DOGS

An adventuring party might want to augment themselves with dogs. While an army or caravan might have a large number of dogs, an adventuring party is limited to a maximum of 9. Each dog counts as a party member for reaching the "11 or more" number for reducing your chance of surprising enemies.

Upon buying dogs, one needs to train and familiarize them to the party for a month before they are useful. Tracking Dogs: Using Tracking Dogs gives you a bonus on tracking checks in Dungeons and Wilderness based on the number of dogs. There is a +1 Bonus: for 1-3 Tracking Dogs, +2 for 4-6 Tracking Dogs and +3 for 7-9 Tracking Dogs, unless the enemy is wearing Stink Mail or has poured Distilled Orc Dust over the trail. Since Tracking Dogs are by nature noisy, any party with one reduces its chance of surprising the enemy by 1. If the party has 6 or more Tracking and/or Guard dogs, it will not be able to surprise enemies.

Guard Dogs: 1 Guard dog will reduce the chance of your party being surprised by 1, but 3 or more will reduce your chance of surprise by 2. They will also fight in defense of the party, home or camp, but will attack enemies at random, not directed by a plan. If the party has 6 or more Tracking and/or Guard dogs, it will not be able to surprise enemies.

War Dogs: War Dogs must have a handler for each 1 or 2 dogs, who generally must keep one hand free per dog. War dogs will attack any enemy by handler's command. The handler must use his attack action to pick a target, stop the attack, or change targets. The War Dogs do not affect the chance for

surprise, apart from the “number of creatures”. If a War Dog’s handler dies or leaves, it will take another month to re-familiarize the dog with a new handler.

2.6 OVERLAND MOVEMENT

Each person or creature has a movement allowance measured in 5 mile hexes per day. Mixed groups move at the slowest allowance in the group. Each terrain type has a cost to enter a hex, with mixed groups using the most expensive cost. If the hex has more than one terrain (typically Wooded Hills), use the most expensive. If the cost is higher than the allowance, it means it might take 2 or more days to enter the next hex.

Mover	Allowance	Grass, Savannah, Farmland	Forest	Hill	Badlands or Mudflats	Mountain	Swamp
3"-F	2	1	2	2	2	3	3
6"-F	3	1	2	2	2	3	3
9"-F	4	1	2	2	2	3	3
12"-F	6	1	2	2	2	3	3
15"-F	7	1	2	2	2	3	3
12"-H	6	1	3	2	2	6	6
15"-H	7	1	3	2	2	6	6
18"-H	9	1	3	2	2	6	6
21"-H	10	1	3	2	2	6	6
24"-H	12	1	3	2	2	6	6
Wagon	6	1	3	3	3	12	24
28"-M	14	1	2	2	2	3	3
32"-M	16	1	2	2	2	3	3
36"-M	18	1	2	2	2	3	3

Codes:

9"-F: this means a 9" movement rate by people on Foot

18"-H: this means an 18" movement rate by people on Horses, or for monsters with that rate.

32"-M: this means a Monster with a 32" movement rate.

Road Bonus: any day where the mover begins on a Road and stays on the road the whole day grants an increased movement allowance of 2 hexes.

River Crossing: it costs half of movement allowance (round up) to cross a river, other than by bridge.

Fliers: flying characters or creatures treat all hexes as Grass/Farmland.

GETTING LOST: Each day of travel requires a check to see if the moving units “get lost”. In farmland, grassland or Savannah the chance is a 12 on 1d12. Other terrain types, it is 10+ on 1d12 but there is no chance of getting lost on a road. The one character present with the best chance of “Find Path” may make a roll to negate the lost result (see Adventuring Tasks). If moving units become lost, they only move 1 hex from starting position and then stop moving for the day.

SPOTTING AND EVADING When a party and a band of monsters or NPCs or a settlement are in the same hex, they will spot the other, unless surprised, on an 8 or better on a d12 if fewer than 100, 4 or better if greater. Groups of 100 or more surprise only on a “1”. A group made up entirely of Jacks surprise using the lowest level character’s chance. Halflings and Elves surprise on 1-4 except in grassland, Savannah or farmland. If groups wish to evade an encounter, both the evading groups and

pursuing groups roll 1d12 and add movement allowance. If the evading group rolls higher than the pursuing group, it moves 1 hex away and there is no encounter that day.

Food and Water:

Each day spent without food requires a saving throw or the loss of 1 hit point. Each day without water automatically results in the loss of 1 hit point, 1d4 if in a hot desert. Any day without food or water makes any healing, except from clerical spell or potion, impossible (i.e., no natural healing, no special food or beverage healing, no herbal healing).

2.7—ENCOUNTER REACTIONS

When players encounter other beings that can communicate, they can attempt to negotiate. First the Judge must determine whether the other party is Presumed Hostile (PH), Neutral (N), or Presumed Friendly (PF). Sometimes the alignments involved might be enough (Lawfuls and Chaotics would be PH to each other, Lawfuls and Lawfuls would be PF, many other mixes would be Neutral). So, a Lawful Cleric and his retinue, resplendent with the emblems of their Lawful God, encounter a band of Chaotic Trolls. The trolls would be Presumed Hostile. Likewise, a band of Dwarves encountering a band of Gnomes would be Presumed Friendly. However, other times alignment is not enough: orcs from two different hostile tribes would be PH. The Judge has final say on what presumption to use.

Presumed Hostile (PH): unless the PC's initiate negotiations, these npc's will attack. If the PC's do initiate a negotiation, roll on the reaction table below.

Presumed Neutral (N): roll on the N reaction table below for what the NPC's are likely to do.

Presumed Friendly (PF): these will be willing to talk, will not initiate violence, and are willing to do minor business. If you ask a big favor, roll on the reaction table below.

Dice roll 2d6	Attitude: PH	Attitude: N	Attitude: PF
2	Immediately Attack, +2 on their morale score	Turn violently hostile	Re-roll on N column
3-5	Immediately Attack	Begin attack, unless stopped	Will not do favor, part peacefully
6-8	Immediately Attack	Make an Offer and roll a CHA check to part ways peacefully	Make an Offer and roll CHA check to do favor
9-11	Make Offer and roll CHA check to part peaceably	Will be peaceable	Will do favor
12	Re-roll on N column	Re-roll on PF chart	Will join you and help all they can.

Modifiers: if the person doing the talking has CHA 15+, add 1. If he has CHA 5-, subtract 1.

Make an Offer: the offer should be food or treasure worth at least 5gp per HD of the creatures involved. This requires the negotiator to speak the other side's language, and to roll a CHA d20 check.

2.8—QUESTIONING PRISONERS

In order to find information from captives, the character must pick one of three methods: Brutal, Persuasive or Cunning. In any case the questioner and the captive must share a common language, or have an interpreter.

Brutal: after 1-turn of brutal questioning, the questioner must roll a STR d20 check, and then the captive makes 2 Saving Throws. If he fails the first, he dies. If he fails the second, he reveals the desired information. However, roll 1d6, if it is 1-3, then the death check happens first, if it is 4-6, then the information check happens first.

Persuasive: after 1 turn of talk, the questioner makes a WIS d20 check to determine what would be an effective offer (good treatment, freedom, bribe etc). He then makes a CHA d20 check. If both of those succeed, the captive must make a saving throw or reveal the desired information.

Cunning: after 2 turns of in depth conversation, the questioner makes an INT d20 check and the captive makes a saving throw. If the INT succeeds and the save fails, the captive has been tricked into revealing the desired information.

2.9 DOWNTIME TRAINING

Sometimes, when some players might be using time for making scrolls or potions, or traveling to get supplies or something, other players might want to make good use of the downtime. One way to do this is training. The training takes time and money, which fees are not included in monthly Living Expenses (see Book 3). There are several types of training available:

ABILITY SCORE DEVELOPMENT TRAINING: Spending 100gp per level over 1 week of time exclusively in physical or mental development (no other activities, like shopping, research, recruiting or magic item creation permitted) a character can gain 1d6 development points. When 75 development points are accumulated, they can be spent to permanently increase 1 of the 6 ability scores by 1 point.

WEAPON TRAINING: Spending 100gp per level over a 1 week period (no other activities, like shopping, research, recruiting or magic item creation permitted), a character can get a temporary +1 hit bonus with one specific weapon for the next game session in which he participates. He may not have more than 1 such bonus at any one time.

TASK TRAINING: Spending 100gp per level over a 1 week period (no other activities, like shopping, research, recruiting or magic item creation permitted), a character can get a temporary +1 on one specific Adventuring Task for the next game session in which he participates. He may not have more than 1 such bonus at any one time.

DEFENSIVE TRAINING: Spending 100gp per level over a 1 week period (no other activities, like shopping, research, recruiting or magic item creation permitted), a character can get 2 temporary hit points for the next game session in which he participates. These 2 hit points are the first to be lost and cannot be healed. He may not have more than 1 such bonus at any one time.

2.10 ADVENTURING RETAINERS

Henchmen

Henchmen are lower-level adventurers who have agreed to join a player character's retinue rather than adventuring on their own. Each character can have 1 henchman or each 2 points of CHA, round down. (So, if Unpleasant Stan has CHA of 4, he can have 2 henchmen, but if Sir Frank has CHA 13, he could have 6 henchmen at a time). Details on recruiting, paying expenses, experience points and treasure for henchmen are in Book 3, chapter 8,

Henchmen have races, classes and ability scores and advance in levels the same way player characters do. They get half the session experience as player characters do and get experience points from whatever treasure given them. Henchmen must be of a lower level than the player character. A first level player, therefore, can only have level 0 henchmen (Class E, D or C troops or non-combatants). If henchmen ever equal their boss in level, he will leave his employ and strike out on his own. Level 0 henchmen start with -1000XP and when they've gotten that up to 0, then they become level 1 and choose a class; they become Warriors or some form of Jack unless they were already noted as Mage or Cleric apprentices. A former henchmen might continue to adventure with the former boss but will expect to be treated as an equal partner and full member of the party.

Henchmen will go into dungeons, fight dangerous monsters etc., just as a player adventurer does. However, henchmen do have a Morale score. When recruited, roll 2d6 for the henchman's Morale Score. Add one if the master has a CHA of 15+ and subtract 1 if the master has CHA 5-.

Henchmen must have their Living Expenses paid for by their boss (see Book 3, chapter 8). This is not considered as a share of the treasure or as some kind of bonus, rather the price paid for acting as a retainer and following the boss's orders. If expenses are not paid, the henchman will leave the boss's service.

Mercenaries

Mercenaries are professional soldiers hired either to complete a particular mission or as part of a lord or adventurer's retinue. They are often very useful for guarding the player's camp, home, or headquarters. Mercenaries usually are level 0 or "normals" but can be level 1 or 2 Warriors or Jacks, or even Level 1 Clerics (Militant, Guardian or Punishers only). They often come in a squad of 10, one of whom is their sergeant (with maximum hit points for class/size/level) and counts as a Leader for morale purposes.

Details on paying and recruiting Mercenaries are found in Book 3 chapter 8. But be aware that they get double pay any month they go on a military or wilderness expedition outside of their garrison and get 5 times normal pay any month they are brought into a dungeon or purposefully led against supernatural enemies.

Followers:

If you build a castle or other stronghold, you may gain Followers, in addition to hired mercenaries or henchmen. These will be detailed in a separate document. Followers are treated as henchmen, except they aren't governed by the maximum number based on Charisma.

Vassals:

If you become the lord of populated lands, you can raise Vassal soldiers and militia from the populace. They are treated similarly to Mercenaries, except you don't need to pay them if they stay in garrison.

Bad Reputation: disloyalty, oath-breaking and mistreatment of henchmen, mercenaries, followers and vassals, should they become known, will give you a reputation as a bad lord, and all CHA rolls made to recruit anyone thereafter will be a -3 per incident.

ADVENTURING TASK—BY RACE: Roll 1d6 for attempts

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

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

Jacks level 1-3 add +1, level 4-6 add +2, level 7-9 add +3, level 10 add +4.

SECTION THREE: MAN-TO-MAN COMBAT RULES

On Scale: When using miniatures, each inch on the table will equal 5 feet. Movement Rates for Characters, Missile and Spell Ranges are listed in table-top inches for convenience sake (12").

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

Combatant Size: each combatant has a size rating as follows:

SIZE: the size category of the monster.

VT: Very Tiny: anything less than 1 pound: ex. A bug

T: Tiny: anything less than 20 pounds: ex. A cat

S: Small: anything less than 90 pounds: ex. A dog

M: Medium: anything between 90 and 500 pounds. A human

L: Large: anything between 500 and 2500 pounds: Ex. A horse

G: Gigantic: anything over 2500 pounds: Ex. An elephant

ARMOR CLASS: one of the basic concepts for combat is Armor Class or AC. AC is determined by armor worn (see *Gear Book*). 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 for men 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. The only thing that adjusts AC is magic.

3.1—SURPRISE

Parties moving in dangerous dungeons and hostile wilderness are assumed to be moving as stealthily and carefully as practical at all times. 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. When one side is surprised and the other isn't, the non-surprised side gets one full round to take all normal actions while the surprised side can make no move, missile or melee actions that round.

- In the dungeon, a group of 11 or more creatures (including dogs, mules, horses, etc.) 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 wilderness, except for clear grassland or clear sandy desert, a group made up entirely of Elves and/or Halflings will surprise on a 1-4.
- Jack classed combatants will have an improved chance for surprise based on experience level. Jacks level 1-3 surprise on a 1-3. Jacks level 4-6 surprise on a 1-4, Jacks level 7 or better surprise on a 1-5. Note that surprise chance is not modified by high ability scores or task bonuses.
- See "Using Dogs" in section 2 for the effects of having dogs in the party on surprise.
- Some monsters to have a better chance of surprise (found in their descriptions). The Judge 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 2-5" (1d4+1) (adjusted for map circumstances if needed). In the wilderness, the distance is 9-18" [roll 1d10+8].
- 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, still roll a single surprise roll for each side, but it will be possible that only some of one 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: a Scout surprises enemies on a 1-4, but his comrades and their goblin enemies have the normal 1-2. The Judge rolls 1d6 for the goblins and gets a 3. The scout gets a surprise round, but his fellows do not. If the party rolls a "2", then the comrades are surprised, but the goblins may not use their surprise round to make any attacks on the scout, since he surprised them as well.
- If a party bashes down a door to begin an encounter they cannot surprise the enemy unless the bashing is successful on the very first round of attempts. If it fails, the enemy won't be surprised and a wandering monster check must be made. If it succeeds on the first round of attempts, and the surprise roll indicates that the enemy is surprised, then any combatant who attempted to bash the door is limited to only being able to move out of the way of the door during the surprise round. If there is no surprise, then the bashers have a full regular round.
- If a combatant moves out of sight during a combat, when he moves back into sight he has another chance at surprise for the purposes of getting a rear attack or back stab when he rejoins the fight. He will have his regular chance to surprise. He does not get a full surprise round, but only gets to make a surprise back-stab on his action. The Judge may disallow this if opponent would reasonably know where he was and was not distracted by other combatants.

3.2—INITIATIVE

Combat is handled in ROUNDS, each of which is 1 minute, 10 per exploration turn. After any surprise round is finished, at the beginning of each subsequent round, the Judge rolls 1d6, if the result is 1-3, the enemies act first, if the result is 4-6, the players act first.

Each combatant on the winning side moves and makes his attack (in either order).

On the player character side, the PC with the highest CHA decides which player combatant acts in what order, if there is a conflict/dispute.

Combatants may interlace actions and moves with one other, but each must complete move before attack or attack before move unless the combatant has "Split-Shot" special ability in which case he may shoot a missile weapon at any point in his movement.

When the first side has finished all its actions, the second side then carries out its moves and attacks and then initiative is re-rolled.

When both sides have completed their actions, any necessary Morale Checks are made.

3.3—ACTION ECONOMY

Each combatant has 1 Attack Action and 1 Movement Action per round.

A—ATTACKS: The following actions spend the Attack Action for the round:

- Making a melee or missile attack, or throwing a flask
- Casting a Spell, Counter-Spell, or Power Duel
- Attempting to Rally followers who have failed morale.
- Using a scroll, potion or other magic item that requires activation
- Using an Alchemical Device or Product, lighting something with a torch or cigar
- Parrying with weapon or shield
- Setting a weapon to receive charge
- Spot Invisible Foe (Special Ability of Some Jacks).
- Drive in or remove pavis from ground
- Picking an object off the ground if not in melee contact (or may use Move action)
- Changing Weapons (attack OR movement), if your weapon is a Fast Draw Weapon like a knife, dagger or sword, it can be drawn without losing an action (but you have to drop whatever else had been in your hand).

B—MOVES: The following actions spend the Movement Action for the round:

- Moving up to your normal movement allowance
- Stand up from prone position
- Mount or dismount from a horse
- Reloading a Light Crossbow
- Make a second shot with a ROF 2 missile weapon
- Changing Weapons (attack OR movement), if your weapon is a Fast Draw Weapon like a knife, dagger or sword, it can be drawn without losing an action (but you have to drop whatever else had been in your hand).

C—MOVE AND ATTACK: The following actions spend BOTH the Movement and the Attack actions for the round:

- Reloading a Heavy Crossbow
- Picking up an object from the ground if you are in melee contact
- Make a Fighting Withdrawal
- Run (double move allowance); 4-footed creatures get triple move allowance.
- Charge (at least 3" into enemy contact, making an attack)
- Casting a spell from a Grimoire.
- Retrieving an object from a pack
- Bandaging Wounds or attempting other non-combat task—or doing non-covered tasks(Judge's option)

D—EXTRA ACTIONS: There are extra actions that can be taken as a result of circumstance and that do not spend the Attack or Movement for the round:

- Making an Extra Attack against a fleeing enemy (1 for most characters)
- Extra Attacks from Rampage, Fast Weapon, Fighting Withdraw or Receive Charge.
- Dropping objects to the ground.

E—HOLDING ACTIONS:

A combatant not locked in melee can hold his action until certain conditions are met, either in the enemy phase of the current round or even into the next round.

- A Cleric or Mage can hold his attack in order to cast a Counter-Spell
- A combatant with a missile weapon can declare he will hold action until an enemy either attempts to cast a spell, uses a device or moves, then he may shoot. The holder must declare which condition applies at the time of the hold declaration.
- A combatant can declare that he is preparing to avoid something (holding his movement). If that something occurs in the enemy phase, he may then take his movement action.

3.4—MOVEMENT:

The moving side may move none, some or all of its combatants. Each combatant of size S or M is considered to occupy a 1" space, through which other combatants, even friendly ones may not move. Size L or G combatants take up a larger space, depending on shape. Each combatant has a Zone of Control. Zone of Control is 1" for small or medium combatants, 2" for larger combatants. If a combatant comes into the Zone of Control of an enemy, then he must stop movement immediately. Tiny and Very Tiny combatants do not exercise a Zone of Control and the space they occupy may be passed through by larger combatants.

Monsters are rated with a fixed movement allowance, characters move based on encumbrance:

- No or Light Armor: 12" (60') but 9" (45') for Dwarves, Gnomes, Halflings and Goblins
- Chainmail: 9" (45') but 6" (30') for Dwarves, Gnomes, Halflings and Goblins
- Plate Armor: 6" (30')
- If Loaded, Subtract 3", If Encumbered, Subtract 6".

Split Shot

Jacks using any missile weapon, and Elves on foot with bows are allowed to Split Shot. They can move a portion of their normal movement, shoot, and then continue to move the rest of their unspent movement allowance. The shot is resolved immediately. In outdoor combat, Mannish Fighters, Nomads, Dervishes and trained Horse Archers or Javelin Armed Cavalry may also execute Split Shot, as long as they are mounted and using a bow or javelin.

Charge and Running Movement

When combatants rush forward into contact with an enemy, it is called a **Charge**. A charge on level, unobstructed ground with no more than a 45 degree of turning during its course, will give horsemen or monsters with 4 or more legs an additional 6" of movement and footmen or monsters with 2 legs an additional 3" of movement, unless the footmen are wearing plate armor, in which there is no extra movement. A combatant may not charge 2 rounds in a row.

Combatants who either Flee (see below) or spend their entire round outside of Zone of Control of any enemy, can also take a **Run** move. Running costs both the Move and Attack for the round and allows double move allowance for 2-legged creatures or triple move for those with 4 or more legs. Snakes can't run.

3.5—MISSILE COMBAT:

Shooting Procedure:

Men and Man-like weapon-using creatures use the *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. 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 (or rolls on the Near-Death Experience Table for players and important NPCs).

Shooting Rules:

- No one can shoot at a target locked in melee, except for some high level Jacks.
- Missile ranges are found on the missile weapon table in the *Gear Book*. Spell ranges are found in the spell descriptions in the *Magic Book*.
- 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.
- All other combatants with missile weapons (crossbowmen, slingers, javelin throwers, giants throwing rocks, etc) may only shoot once.
- Heavy Crossbowmen only shoot every second round. They must spend an entire round (move and attack) reloading their weapon, and both the move and attack must be in the same round.
- 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 missile weapons or projectiles shot from magic bows, crossbows or slings 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 -4 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 in the spell lists).

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 1" of the target. Burning Oil, Cling Fire and Acid allow the secondary targets a Saving Throw to leap clear of the effect, if there is space to do so. If the thrower misses, roll randomly for direction and roll 1d4 for the number of 1" increments away that the flask lands. Consult the *Gear Book* to determine the damage, duration, and conditions that apply to each flask weapon type.

3.6—MELEE COMBAT

Starting Melee

- A melee begins when a combatant moves within the Zone of Control of an enemy. Size VT and T combatants have no Zone, Sizes S and M have a 1" Zone of Control on all sides. Larger combatants have a 2" Zone of Control on all sides. Entering the Zone of Control of an enemy immediately stops movement. Combatants entering a large creature's 2" Zone may close to contact with the creature, however.
- 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 casting 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

Striking Procedure:

Men and Man-like weapon-using creatures use the *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, dexterity, 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*. 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 (or rolls on the Near Death Experience Chart if a player character or important NPC).

Number of Opponents:

A maximum of 8 opponents can attack an enemy of equal size (Small vs Small, Medium vs Medium, Large vs Large). A maximum of 12 opponents can attack an enemy of larger size (Small vs Medium, Medium vs. Large). Only 4 combatants can attack a smaller enemy (Large vs Medium, Medium vs Small). A combatant on horseback counts as size Large.

Charge and Receive Charge Attacks

When combatants rush forward into contact with an enemy, it is called a **Charge**. The combatant declares a charge and then gets some bonus movement (see above) and some combat bonuses (see below). No one can charge 2 rounds in a row.

- Combatants who charge gain +1 to hit and damage on all their attacks, if they move at least 3"
- If they are mounted and charge using a Lance or Spear, they score double damage, if they move at least 3".
- Anyone using a spear, halberd or pike can declare that they are Setting to **Receive Charge**. If he is charged by an enemy before his next round, then he will get a bonus attack when the enemy makes contact. If the receiving weapon is a pike, then the pike will attack before the enemy. Otherwise, compare the size of the weapon to the enemy's weapon or monster size. If the receiving weapon is equal to or larger than the moving

enemy's size, then the receiver attacks first, otherwise the enemy does. Any hit by a weapon set to receive charge will score double damage..

- Charging attackers who cut down targets in their way may continue to move up to their charge movement rate, and if they have the ability to make multiple attacks (Fighter Rampage, 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 least long enough to kill the new target) at each new Zone of Control they enter.

Moving While in Melee

- if a combatant is eligible to make an attack but is in contact with no enemies, he may move up to 2" to do so. For example, if a Level 2 Fighter 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 2" if he could then reach a second orc.
- A combatant must always immediately stop all movement when entering a Zone of Control, unless invisible or otherwise undetectable. Anyone entering the Zone of Control of a Large Creature (2") may move the 1" necessary to make melee contact.
- A combatant may attempt to **Escape Melee** by giving up his attack action. To succeed, roll 1d20 and get the combatant's current Movement Allowance in Inches or less (Jacks add their level to the movement allowance for this check). If the Escape Melee has succeeded, the combatant can make his regular move and enemies do not get bonus attacks against the escapee. If the Escape Melee roll fails, the combatant loses his Movement and the attack for the round.
- A combatant may make a **Fighting Withdraw**. He safely moves back 2" away from his enemy, using both his Move and Action. The enemy does not get a bonus attack against the withdrawing combatant. If, however, the enemy follows the retreating combatant on his next move, the withdrawing combatant gets to make a single attack against the approaching enemy, whichever of the two has the larger weapon strikes first.
- 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 Jack). 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 at Running Speed.

Rampage

Fighters are able to get multiple attacks against lower level enemies based on the ratio of their level to their enemies' Hit Dice, this is called the Fighter Rampage. Divide the Fighter's level by the Hit Die (ignoring any plus) of the highest Hit Die enemy he is engaged with. Creatures rated as ½ a HD are counted as a half HD for this purpose too. So, for example, a 6th level Fighter 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.

Jacks, Militants, Guardians and Punishers get a similar chance for multiple attacks, called the Lesser Rampage. 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. Mages and Warlocks, Spirituals and Druids gain no sort of rampage.

Fighters 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 Fighters. 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.

Fast Weapon Extra Attack

If a combatant is using a Size S weapon and is fighting an enemy with a size L or larger weapon, or a monster of Size L or larger, then the combatant gets 1 extra attack each round. Likewise a combatant with a size M weapon gets an extra attack when fighting enemies of Size G or larger or using Size G or larger weapons. To gain such an extra attack, the combatant must be using an actual crafted weapon, not its natural claws, fists, fangs etc.

Melee Options and Tactical Mods

- Flank Attack: when 2 or more attackers attack the same target and one of them can come in on the right side of that attacker, he ignores the defender's shield and gains a +1 to hit (Flank Attack).
- Rear 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. Jacks get a +4 to hit and multiply damage based on level on a Rear Attack. 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 is a Rear Attack. If a combatant is in position to make a rear attack (or even backstab) and is eligible for multiple attacks, they all count as rear attacks/back-stabs.
- Parry: a combatant with any weapon can give up an attack and instead Parry a single blow, giving that attack a -5 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 d4/d6/d8 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 size or larger 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 ax, Battle ax, Heavy ax 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 instead of doing damage. He must be using a Large 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. This maneuver cannot be done against enemies that are a larger size-code (Small, Medium, Large) than the attacker.
- Getting Up From Prone: if a combatant is prone, he must use his entire Move action to stand back up. Attacks made by a combatant who is prone are made at -4 to hit.
- Attacking a Prone Enemy: all melee attacks against a prone enemy are made at +4 to hit. A dagger, furthermore will score 3d4 points of damage on such a hit. However, missile attacks made against prone targets are made at -4 to hit.
- Mounted vs Foot: mounted men get +1 to hit against footmen while footmen get -1 to hit against mounted men, unless armed with a pike, bill or halberd.
- 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 1" 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.

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 safely 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.

3.7 MAGIC AND SPECIAL ABILITIES IN COMBAT

Power Duels

If a Mage or Cleric is not locked in melee and is within 9” of an enemy Mage or Cleric he may attempt a Power Duel. Both the attacker and defender spend 1 Power Point and roll 1d6 and add 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. If the defender does not spend a Power Point, he loses. The attacker can’t start the duel without spending the point.

Counter-Spells: if an enemy spell caster is about to cast a spell, any Cleric or Mage may attempt to foil that spell. He may not have acted yet in the round to attempt the Counter-Spell. He must sacrifice an equal number of Power Points to those used by the enemy caster. 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; if not, the spell takes effect. Either way, both lose the Power Points.

Spot Invisible Foe: beginning at 8th level, any Jack can locate the position of an invisible enemy. The scan takes up the Jack’s attack action. He rolls 1d10 if he scores his level or less, he has figured out the location of the invisible or hidden foe. The character himself may not be locked in melee the round where he attempts the spotting, He may still take a single shot with a missile weapon, 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 character must scan again.

Spell Casting, Magic-like Monster Attacks and all Area of Effect Attack Rules

No one can cast a spell or read a scroll while locked in melee, unless using a Grip spell.

If someone has been injured by any means in a round, then he cannot cast a spell or read a scroll later that round, but may use other magic devices unless he was 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 is not locked in melee. Monster attacks that are delivered by touch or “to hit” such as undead energy drain or snakebite poison are not prevented by injury or melee lock.

Area of effect attacks, like Fire Ball, Lightning Bolt, Dragon Breath are dangerous to use against targets in melee. The miniatures’ positions 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.

Grip Spells in Combat: spells that belong to the Grip Realm, used by Sorcerers, are exceptional in that they can be cast when the Sorcerer is locked in melee, in fact they can only be cast when there is melee contact. The Sorcerer still cannot have suffered any damage yet this round. The Sorcerer uses his attack action to cast his spell, which involves him grabbing some part of his enemy, which in this case does not require a “to-hit” roll, since it can be any spot, whether otherwise vulnerable or not. The target then gets to make a Saving Throw. If the throw succeeds, the spell does not work, but if it fails the spell takes full effect. A Grip spell on a scroll has a different effect, it must be cast when the caster is not in melee, but it remains dormant until the caster makes melee contact (no more than 3 rounds) and then can be used as normal.

3.8 MORALE

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, the whole group makes a single roll.
- When an individual is the target of a Rear Attack.
- A single powerful monster has lost 50% of its hit points.
- When foot troops are charged by lancers or a size Large monster.
- When a group has taken 25% casualties (again at 50% and 75%)

Rolling Morale Check:

- Each creature has a Morale Number between 2 and 12. Combatants with a 2 always flee, never fight. Combatants with a 12 always fight to the death. Morale numbers are set by the Judge or found in the monster description.
- The morale check is made with 2d6, a result less than or equal to the Morale number indicates that morale holds, higher than the number indicates that morale breaks.
- If it breaks, the group or creature will make a Fighting Withdraw on its first round, and will Flee the round after that.
- The first round that those with broken morale are out of sight on the enemy, they can re-roll the morale check to attempt to rally.

- 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).
- Player characters never check morale, but their henchmen or soldiers do.

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 1" times his CHA score.
- Rallying takes the leader's Attack action for the round.
- The leader may not be locked in melee to attempt a rally
- A rider, even in melee, can attempt to rally his horse when it fails morale.
- The rally attempt is a d20 roll, with success being a result less than or equal to the leader's CHA score.

3.9 MANIPULATING GEAR

- Change Weapons: To change weapons, a combatant must use either his attack action OR movement action. If the weapon that is being changed to is a Fast Draw Weapon (knife, dagger or sword), it can be drawn without using an action (but you have to drop whatever else had been in your hand). Note that any weapon with a size larger than the combatant's size must be dropped on the ground when not in use (e.g. you cannot keep a halberd strapped to your back).
- Trade or Hand Over: when two friendly combatants want to trade items or hand an item from one to another or even toss an item between them, it costs both of them their attack action. A Jack with Swapper allows the receiver to get the item without spending his attack action.
- Use magic item: a combatant in melee can give up an attack to drink a potion or activate a magic item (but not cast a spell or read a scroll).
- 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: picking an object off the ground takes both move and attack actions if the combatant is in melee. If he is not in melee, he may spend either move or attack to pick an object up.
- Unpacking Things: getting something from one's back pack or saddle bags takes the full Movement and Attack actions, 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 it counts as Big. It can be held in place, in which case the holder grants himself and one person standing behind him a -4 to all missiles shot against them. It also can be driven into the ground with the spike mounted on the bottom. It takes an attack action 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 an attack action to be pulled out of the ground.

3.10—OTHER MANEUVERS AND 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 club or heavy club stats..

3.11—CRITICAL HITS AND FUMBLES

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).

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.

3.12—COMBAT TABLES

Attack 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.

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, stone	22	21	20	19	17	16	15	11	11	8
Sling, bullet	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)

Level/HD	Fighter	Jack/Cleric A	Mage/Cleric B	Monsters with Weapons*
1	+1	+0	+0	0/+1
2	+1	+0	+0	+2
3	+2	+1	+0	+4
4	+2	+1	+0	+5
5	+3	+2	+1	+5
6	+4	+2	+1	+5
7	+5	+3	+1	+6
8	+6	+3	+1	+6
9	+7	+4	+2	+8
10	+8	+4	+2	+8
11+	--	--	--	+10

Normal Men, Dwarves, Elves, Gnomes and Halflings:

Class E: -2 to hit; Class D: -1 to hit; Class C +0; Class B, A +1

*Weapon using Monster Notes:

Monsters with less than or equal to 1d8 hit points get +0, but 1d8+1 get +1

Monsters with a +1 hit point bonus are treated as 1 HD higher on the table. Ex. A bugbear with 3+1 HD is counted as 4 HD creature with a +5 to hit.

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
Knife	22	21	20	18	17	16	13	11	10	7
Dagger	22	21	20	19	16	15	13	12	10	8
Hand ax	22	21	20	19	16	15	13	12	10	9
Short Sword	21	20	19	17	15	14	13	12	11	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	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

MONSTERS ATTACKING MATRIX

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

