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WELCOME TO SKULL TOWER



THE
ARDUIN GRIMOIRE VOL. II

By:
Dave Hargrave

DEDICATION

This volume of the Arduin Grimoire has undergone a long and involved evolution, brought about through many thousands of played man-hours by a couple of dozen truly dedicated fantasy role playing gamers and myself. The Arduinian multiverse has been rocked to its very cosmic core by revolutions, wars, assassinations, royal marriages, and the nearly complete and utter entropic destruction of the entirety of it all in one cataclysmic confrontation between utter evil and everyone/thing else that wanted to survive! It has been a year of trial and tribulation both for me personally, and for the multiverse within which I and my friends live and dream. We have all undergone a truly amazing transformation, and have accepted the fact that constant change is constant survival in reality and in Arduinian reality. To all of those that have changed along with me, and to those who have journeyed that rainbow road to Arduin, I give my sincere and humble thanks. It was great knowing you, travelling with you, living and dying with you, and I am never going to forget you or this year of my life. May the Lady of the Silver Moon watch over you and light your way throughout all possible future times, my friends.

The Baron in Exile, Lord of the House of the Tower of the Dragon, wishes to thank formally the brave and steadfast people who gave their years and their lives to return him and his from the very clutches of the Lord of the Undead. These true friends crossed three hells and seven and a half long, long years to fight their way to our succor. Our house is ever in the debt of the House of the Rising Sun, the House of the I bathene, the House of Greyhorn the Patriarch, and to all of those heroes that joined in that undertaking. You who slew even the Great Lord of the Undead himself know who you are, and you know that our House will give its all in your need, if ever that time should come. We who were hell lost and soul caged SALUTE YOU, our comrades and friends.

David A. Hargrave,
a.k.a. Elric,
Baron and Lord of
The House of the Dragon Tower

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THE LAW.



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FORWARD

This volume of the Grimoire is a mixed bag of magic and rules interpretations, fine art and mystic artifacts, and just a small bit of madness. It is the result of a year's hard labour, and a work that will complement Volume I very nicely. This volume was to be the last, and if it indeed is that, then you, the readers, will know that you have all of the information you'll ever need in this book and the first. If, however, public demand requires that a third volume be penned, well, you can rest assured that I will fill it with things undreamed of and most wondrous to behold. I can draw from over a thousand spells, over three hundred monsters, over a thousand magical artifacts and weapons, and much, much more.

So whatever happens, rest assured that I will be around for years to come with, if not another volume of the Grimoire, then several new games I already have on the drawing board, more card sets, and perhaps a fantasy novel or two. You've been an appreciative public, and many of you have become pen pals and friends. Thanks for it all.

DAVID A. HARGRAVE

All of the beautiful art in this book is the work of Brad Schenk, a.k.a. MOrno. This is one artist you'll be hearing from in the future *for sure!* Thanks, Brad. (Except for a couple of late entries by our original artist Erol Otus)

NOTES ON CHARACTER FUNCTIONS, CAPABILITIES, AND CHARACTERISTICS

Constitution plays an important part in determining the hit point value of a character. Essentially, the higher the constitution, the higher the bonus possibility for players. The hit point bonus starts at 15. At that point, it is one extra hit point per level of the character. At a constitution of 16, the bonus is two per level; at 17, it is three per level, and at 18 it is four per level. But remember, at no time can the total constitution point bonus exceed the actual rolled up hit dice according to level. All bonus points in excess of that normally rolled for by level is simply lost. So, if a mage of the fourth level rolled his 4xfour sided dice, and got nine hit points, and if he had a constitution of eighteen which entitled him to four extra hit points per level, he could only take up to what he rolled on his hit dice (i.e., an additional nine hit points, losing the other seven he was entitled to), for a total hit dice of eighteen. Simple, and to the point.

Constitution has another function in the game that directly relates to a character's ability to survive. It works thus: For every constitution point over fourteen, that person can travel, on foot, an additional mile each day, but only if he/she has a matching strength point! Thus, a character with a constitution of 17 and a strength to match can go an additional 3 miles on foot each day. Additionally, for each constitution point over 14 that a character is, a resuscitation try may be made (everyone gets one chance at least). This is for drowning victims and the like. The percent chance of success is based on multiplying the character's constitution by 3% and then trying to match the results with a percentile dice throw. For instance, a character has a constitution of 17, and he has just drowned. You would multiply his constitution (17) by 3% and get a base chance of success of 51%. Because his constitution was 3 points over 14 there would be 4 chances to revive him (the basic chance plus 1 for each point over 14). And all that has to be done to succeed is to roll that 51% or less on the first try. Because for every try after the first, the base percentile chance is halved (to the nearest lower percentile)!

There still seems to be quite a bit of concern over just what role alignment plays in fantasy games and in fact much confusion on just what alignment is. Well folks, I have the one true answer! Alignment is WHATEVER THE RULING GOD(S) OF ANY PARTICULAR UNIVERSE/WORLD SYSTEM DEEM IT TO BE! Simple, short, concise and to the point! It is what each DM sees it to be. End of debate, end of problem.

Ego is really misunderstood by many players, even though it is a simple and functional part of every character (or should be). Here is what it does: For every point of ego over 14 that a character has, add plus one (+1) to his save versus "fear" or other psychic probes or attacks. Whis is this so, you ask? Well, simply put, ego is the measure of "self" that a character has. It is his manifestation of his "strength of existence", much like intelligence is his manifestation of his knowledge and ability to learn and retain it. It is the power of his "persona." Remember, this shows his resistance to all forms of psychic probes or attacks, including hypnosis, mesmerism, "charm magik," telepathy and the like. It is his ability to deny outside influence and to assert "HIMSELF."

MISCELLANEOUS NOTES

All monster attacks that hit for more than 106 in damage get the bonuses for strength just as a player character does. Monsters should have just as many breaks as the player, so that game balance does not suffer.

TRUE STRENGTH FUNCTION CHART

Strength	Door Opening by Hand	Ability W/Crowbar	Attack + or -	Damage + or -	Grapple Chance	Carry Weight	Break Wall Ability	One Hand Weapon Use
1	1%	21%	-5	-4	1%	2 lbs.	N	S I
2	2%	22%	-4	-3	3%	5 lbs.	O	M T
3	3%	23%	-3	-3	5%	10 lbs.	N	A E
4	4%	24%	-2	-2	6%	15 lbs.	E	L M
5	5%	25%	-2	-2	7%	20 lbs.		L S
6	6%	26%	-1	-1	8%	30 lbs.	1/4" wood	Dagger
7	7%	27%	-1	-1	9%	40 lbs.	1/2" wood	Dagger
8	8%	28%	Even	Even	10%	50 lbs.	1" wood	Shortsword
9	10%	30%	Even	Even	15%	65 lbs.	2" wood	Broadsword
10	20%	20%	Even	Even	20%	80 lbs.	3" wood	Bastard Sword
11	25%	45%	Even	Even	25%	95 lbs.	4" wood	Ditto
12	30%	50%	Even	Even	30%	110 lbs.	5" wood	Ditto
13	35%	55%	Even	Even	35%	125 lbs.	6" wood	Ditto
14	40%	60%	+1	+1	40%	150 lbs.	1" stone	Ditto
15	45%	65%	+1	+1	45%	175 lbs.	2" stone	Ditto
16	50%	70%	+2	+1-2	50%	200 lbs.	3" stone	Ditto
17	55%	75%	+2	+1-3	55%	225 lbs.	4" stone	Ditto
18***	60%	80%	Special	Special	Special	Special	Special	Special
19	90%	100%	+4	1-10	95%	400 lbs.	1" stone	2 Hand Types
20	99%	100%	+4	2-12	99%	450 lbs.	2" stone	Ditto
21	100%	100%	+4	2-16	100%	550 lbs.	3" stone	Large Items
22	100%	D	D	3-18	D	650 lbs.	4" stone	Ditto
23	100%	I	I	2-20	I	750 lbs.	5" stone	Ditto
24	D	T	T	4-24	T	900 lbs.	6" stone	FROM
25	I	T	T	3-30	T	1,150 lbs.	7" stone	THIS
26	T	O	O	4-32	O	1,400 lbs.	8" stone	POINT
27	O	.	.	6-36	.	1,800 lbs.	9" stone	ON,
28	.	.	.	4-40	.	2,200 lbs.	1" steel	ONLY
29	.	.	.	4-48	.	3,000 lbs.	2" steel	SHEER
30	.	.	.	5-50+	.	3,800 lbs.	3" steel	SIZE
More	.	.	.	Special	.	More	Special	MATTERS!

NOTES

1. Grapple Chance refers to the percent chance of holding onto an opponent a person has grabbed after he has made a normal attack chance roll.
 2. Carry Weight refers to the total weight a person may carry/have on his body (including armour, shield weaponry and the like). Dead lift capability is approximately 75% of the base weight allowed.
 3. Break Wall Ability refers to the thickness/type of wall that a person may batter through in one minute.
 4. The following chart uses the above listings, so just line up the proper number/column.
- *** The percentile "18s" are only rolled for on a 20% chance after the "18" is originally rolled.

Eighteen Strength Special Chart

Base 18	60%	80%	+3	+1-4	60%	250 lbs.	5" stone	As for 17
18/01-25%	70%	100%	+4	+1-5	70%	275 lbs.	6" stone	Ditto
18/26-50%	80%	100%	+4	+1-6	80%	300 lbs.	7" stone	Ditto
18/51-75%	85%	100%	+4	+1-7	85%	325 lbs.	8" stone	As for 19
18/76-100%	88%	100%	+4	+1-8	90%	350 lbs.	9" stone	Ditto

TRUE STRENGTH FUNCTION CHART, continued

SPECIAL NOTES

- For game purposes, one foot of wood equals one inch of stone; one foot of stone equals one inch of steel (six inches of steel is equivalent to one foot of iron).
- There is a percent chance of losing one's balance and having to make an agility roll while opening doors. See the following chart:

Door Opening Fall Chance Chart

Try	Unassisted	W/Crowbar
1st	5%	15%
2nd	25%	45%
3rd	45%	75%

Note: Only three tries are allowed per door per game. Failure means it's stuck.



DWARF AND BOOGIE MAN

GIANT STRENGTH EQUIVALENCY CHART

NUMBER	EQUIVALENT GIANT(S)
19	Ogre, Deodanth, etc.
20	Hill Giant
21	Stone Giant
22	Titan
23	Cyclops
24	Tri-clops
25	Frost Giant
26	Fire Giant
27	Cloud Giant
28	Storm Giant
29	Hell Giant
30	Star Giant

To determine where any other monster fits, simply compare each of the listed types' hit damage capability, and when you have found one that matches the monster in question, then you have found a *rough equivalency*. With a little adjudication for any special attributes, such as claws and the like, a more precise determination may be made.

FEMALE ATTRIBUTES CHART

DIE ROLL	BREASTS	WAIST	HIPS
01-05	30	16	A
06-10	31	17	S
11-20	32	18	
21-30	33	19	F
31-35	34	20	O
36-40	35	21	R
41-45	36	22	
46-50	37	23	B
51-60	38	24	R
61-70	39	24	E
71-75	40	25	A
76-80	41	26	S
81-85	42	27	T
86-90	43	28	
91-95	44	29	R
96-97	45	30	O
97-96	46	31	L
99	47-50(roll)	32-34(roll)	L
100	51-60(roll)	35-36(roll)	

Remember that these rolls *CAN* have an effect on the charisma of the lady in question. For instance, if the lady's waist is 34 or so, and she only has a 36 bust, it's obvious that she's fat, thus reducing her looks.

In combat, one tends to find oneself haggling over who can do what. Therefore this DM insists that all who play in this world read and heed all that is in the Arduin Grimoire.

TRUE CHARISMA AND ITS MEANING IN GAME PLAY

Charisma is the one facet of a character's personality that always seems to be not really understood. There is no reason for this, as charisma as applicable to game play is really quite simple. The following chart lays it all out for you, so read on!

CHARISMA CHART

Character's Charisma	Lie Bonus	Morale Bonus	Love Factor	Actual Looks	Notes and Other Comments
1	-40%	-30%	-90%	Too hideous to look at.	Would scare a Troll!
2	-35%	-25%	-85%	Extremely ugly; yugh!	Poop is prettier!
3	-30%	-20%	-80%	So ugly most people flinch when they see him!	
4	-25%	-15%	-70%	Very ugly, or badly scarred.	Sickening to see.
5	-20%	-10%	-60%	Ugly as Quasimodo!	Not at all nice.
6	-15%	-5%	-50%	Pretty ugly, kind of like a goblin or Troll.	
7	-10%	Even	-40%	Ugly, but probably acceptable by most people.	
8	-5%	Even	-20%	Just not good looking.	OK, not too bad.
9	Even	Even	-5%	Low average looking.	Rough around the edges.
10	Even	Even	Even	Average to fair looks.	Everyman, as it were.
11	Even	Even	+5%	Fair looking.	OK in an average way.
12	Even	Even	+15%	Better than average.	OK, but no Romeo.
13	Even	+5%	+25%	Nice looking.	Bring home to Mom.
14	+10%	+10%	+40%	Very nice looking.	A good catch.
15	+20%	+15%	+55%	Exceptionally good looks.	Definitely a winner.
16	+30%	+20%	+70%	Stunning good looks.	Movie Star material.
17	+40%	+25%	+80%	So good looking, jealousy is felt by all around.	
18	+50%	+30%	+90%	A dream, a vision.	One in a million.
19	+60%	+35%	+95%	A God or Goddess.	Not humanly real.
20	+70%	+40%	+98%	Undescribable, a mirage.	Not even believable.

More Than Variable Varies Varies

1. The Lie Bonus refers to any plusses or minuses you may have in a lying or other untruthful situation.
2. The Morale Bonus refers to how much you affect your hirelings and other friends in any situation calling for leadership or loyalty (e.g., combat, voting):
3. The Love Factor is how much you affect the opposite sex while trying to woo them. This does not apply in every day type situations, only when a conscious and sustained effort is being made to engender love in someone.
4. The actual looks and other comments speak for themselves.

MORALE CHART FOR HIRELINGS, ETC.

Morale is rolled for in any combat situation, or other circumstance when the leader or person who has hired them must know if they will back him up. The roll is on percent dice, and is rolled every *melee* round. Pay, length of service, etc. all add or subtract from the percentages.

Morale Chart

Dice Roll	Reaction in Combat Situations	Reaction in Non-Combat Situations
1-10%	Flee in terror, never returning.	Will leave the leader in disgust.
11-20%	Flee in terror for 1020 <i>melee</i> rounds.	Will leave after the situation is over.
21-25%	As above, for 1010 <i>melee</i> rounds.	Will leave after his contract expires.
26-30%	As above, for 104 <i>melee</i> rounds.	Will need double pay to rehire.
31-40%	Stand indecisively for 1-3 <i>melee</i> rounds.	Will be indifferent to the situation.
41-45%	Fighting retreat for 1-3 <i>melee</i> rounds.	Will support the leader half-heartedly.
46-50%	Fighting retreat for 1 <i>melee</i> round.	Will support the leader.
51-60%	Stand and fight.	As above.
61-65%	Advance fighting to the leader.	As above, but willingly.
66-70%	As above.	As above, but even unto any situation.
71-75%	Charge precipitously to leader's aid.	As above, but aggressively.
76-99%	Screaming berserk charge to leader's aid.	Vehement and loud, as above.
100%	So loyal, no further rolls needed.	Absolute support, no further rolls needed.



DOOMGUARD ENCOUNTER

OPTIONAL CHARACTER APPEARANCE CHART

Die Roll	Hair	Eyes	Scar(s)	Birthmarks	Pigmentation	Exotic Things
1	L/Brown	Hazel	None	Crescent	Light Tan	None
2	Brown	L/Brown	1"	Star, 5 Point	Medium Tan	Cyclopic eye
3	D/Brown	Brown	1-1/2"	Star, 6 Point	Dark Tan	Six fingered, etc.
4	Auburn	D/Brown	None	Star, 8 Point	Milky White	Double thumbed
5	Red	Grey	1/2"	Triangle	Caucasian	Pointed ears
6	Black	L/Blue	1/4"	"X"	Amber	Fang mouthed
7	Blonde	Blue	None	"Z"	Pale Grey	All double joints
8	L/Blonde	Black	2"	Snake	Pale Blue	Gills and lungs
9	D/Blonde	Yellow	3"	Bird	Yellow White	Webbed toes, etc.
10	Grey	L/Green	None	Spider	Pale Orange	Two hearts
11	Silver	Green	4"	Sword	Pale Green	Very hairy
12	Golden	Amber	5"	Norns	Pale Silver	No belly hair
13	Bald	Aqua	None	Pentagram	Pale Gold	No belly button
14	Roan	Violet	6"	Circle	Light Brown	Hermaphrodite
15	Yellow	Tan	7"	Square	Medium Brown	Transparent skin
16	Orange	Gold	None	None	Dark Brown	Scaly skin
17	White	Silver	8"	None	Black	Double pupilled
18	2 Mixed**	Bronze	10"	None	Ochre	Reptile tongued
19	Grey/mix**	Copper	1"	None	Grey-Green	Cat clawed
20*	Special	Special	Special	Special	Special	Tailed (1-6')

*Re-roll on the "Special" Chart below for really different looks and surprises. Roll once for each characteristic on each table desired; none are mandatory.

SPECIAL CHART

Die Roll	Hair	Eyes	Birthmarks	Pigmentation
1	Purple	Purple	Wolf's head	Metallic**
2	Green	Orange	Leaping panther	Half and half**
3	Blue	Pink	Dragon	Chequered**
4	Pink	Scarlet	Sun Disk	Striped**
5	Scarlet	Pupilless**	Ankh	Fluorescent**
6	Saffron	2 mixed**	Thunderbolt(s) (1-3)	Chameleon-like
7	Maroon	3 mixed**	Comet	Pearlescent
8	Cyan	Maroon	Crown	Purple
9	Magenta	Cyan	Heart	Maroon
10	Lavender	Magenta	Griffon	Cyan
11	Transparent	Red	Unicorn	Scarlet
12	Tentacles	White	Pegasus	Red
13	Quills	Clear	Lion	Shiny Ebon
14	Feathers	Metallic**	Raven	Deep Blue
15	Crested	Glowing**	Scythe	Emerald Green
16	Horned	No Eyes***	Hammer	Gem Sparkled**
17	2 mixed**	All Pupil**	Infinity Sigil	Shifting always**
18	3 mixed**	Invisible****	Tree	Lavender
19	Vipers	Prismatic	Flower (choice)	Violet
20	Changeable**	Flaming**	Eye	Prismatic

Means roll for the color(s). *Means that although there are no eyes, sockets or lids (being born without them), you have a "Radar Sense" that is accurate up to 50' in any light or weather condition. ****Means that the eyes are there, but it looks like empty sockets. Remember, the birthmarks are stylized, and not really exact. This chart is nothing more than a player aid, and a generalized fun-adding ingredient for fantasy gaming. Go ahead, and make up your own charts, and really get into things!

L = Light D = Dark

STAR POWERED MAGES

Star Powered Mages are essentially nothing more than normal mages with a built-in receiver for "Cosmic Mana Power." What they can do is severely limited because of the nature of that receiver, and its potency. Here's how it works: At birth, a child has a special matrix gem surgically implanted into its forehead, leaving a small star-shaped device protruding. These crystal devices are very rare, as their means of manufacture has long since been forgotten, and each device can "tune" itself to only one living being. When that being's soul is destroyed, or passes on to a higher plane, then the crystal destroys itself in a blaze of energy. The crystal always mirror the "soul" of its wearer, and changes color according to its Karma. Thus those of evil have stars of glowing, deepest black, and those of a good and kind nature have stars of blazing pure white light. Those souls not committed to their good or evil have stars of brilliant blue, being darker or lighter according to their leaning. This matrix gem allows the symbiotic user to funnel cosmic power through it and themselves and into spells. However, this only works at night and under direct starlight. Indoors or on cloudy nights the receiver does not work. The crystal also stores mana power equal to the normal mana of its owner, so that effectively a Star Powered Mage always has at least double the power/mana of other mages of comparable level, intelligence, etc. The crystal also allows the mage to funnel extra power (at night only, under direct starlight) into any spoken spell and in any amount desired. However, for every 10 mana points pumped into a spell through himself, there is a 5% chance of the flow becoming self-perpetuating and running wild. When this happens, there is a 90% chance (less 2% per level of the mage) of the mage himself being literally sucked into the spell's power and being irrevocably destroyed. The 5% chance per 10 mana points is reduced in risk by 3% per level of the user. Also, when the runaway begins, the mage has one chance to stop it, with a 3% chance per point of intelligence. However, the flow will still run for 1-20 (roll) melee rounds, draining the mage's own mana at a rate equal to the power of the spoken spell, each melee round, and causing unconsciousness for 5 minutes for every melee round of the runaway.

The crystal star imprints upon itself, from microsecond to microsecond, the totality of the being it is tuned to. Thus, under direct starlight, it will, like that fantastic machine of the Krell in that magnificent film "Forbidden Planet," repair, restore and regenerate its host from microsecond to microsecond. Instant and total regeneration. The drawback to this is that once damage equal to twice the normal total of the host has been regenerated, the runaway problem rears its ugly head again. Now remember, this is twice damage all within a maximum of three melee rounds. The mage has a base of 25% of stopping the runaway and burnout, plus 3% per each point of constitution he/she has. It is an either/or situation in this case, however; either stopped or burnout. During the daytime or in a situation where direct starlight is not available, the crystal will trap the soul, keeping it safe until it does have access to direct starlight, at which time it will totally reconstitute and rebuild the person, taking one hour per level and ten minutes per hit point of said person. The crystal is 100% impervious to fire, lightning, and can withstand blows of up to 75 points in strength. Acid dissolves it at a rate of one point per minute, and it has points equal to its owner. However, cold makes it brittle and susceptible to blows of only 25 points in power, and 35 points of sonics will cause it to explode and irrevocably destroy itself and its wearer. The star makes the wearer highly susceptible (-4 saving roll) to all forms of psychic probes and attacks, but compensates by giving the wearer natural ESP at start, changing to natural Telepathy at the 12th level of experience that the mage reaches. As there are no known "Names" or other designations for different levels of attainment for Star Powered Mages as there are for other more "normal" mages, feel free to make up your own.

Just remember that the Star Powered Ones sided with the Titans against civilization many thousands of years ago in a war to the death for supremacy of the Multiverse. They lost, and have now almost been forgotten. Remember, I said almost, because the memory of men, elves, dwarves and the like run long, and they still hate with a cold fury those that almost destroyed all! So tread with care when you play one of the Star Powered kind, lest bloody vengeance creep up on you!

NEW CHARACTER CLASS

THE RUNE SINGER

This character class is a magik user that uses sound and music much in the same way an illusionist uses light, shadow and the like. The magik thus performed for each is temporary and of a less substantial nature than that of the "True Mages."

However, like the Rune Weaver, the Rune Singer can "weave" power and durability into their magik. One by continuing incantation and ritual, the other by a continuous singing of the words of power and tunes of magikal might, interweaving and strengthening it as it goes along, or even building up power on power until it is released in one climactic stanza of sheer thaumaturgical song/spell.

As a generality, these type mages can use or do any magik or spell that any other mage can do; however, for every level a spell is, it takes *one (1)* minute to sing to completion. This is reduced by *one melée round* (six seconds) for each level the Rune Singer is in experience *over the third (3rd)*. Thus a twelfth level Rune Singer singing a sixth level magik song takes 51 melée rounds or 5.1 minutes to complete it. That is, sixth level = six minutes = 60 melée rounds minus one melée round per level *over the third*, or 9 melée rounds. And 9 from 60 is definitely 51 as shown above. Now I realize that that's quite a long time for any mage to be trying to cast, weave or sing any spell, especially in a combat situation. However, they have one thing that seems to make up for any bad point they may have. And that is the ability to "Song Weave" any magical songs and words of power *together* that they choose to learn to do. Thus they could, for instance, sing a song spell that is not only a "charm" type magik but is a "sleep" type magik as well! Whenever two or more spell songs are sung/woven together, to determine how long it takes to complete it simply *add them up* and then *average them*. The only drawback to this type of operation is that for *each separate magikal function* there is a ten (10) percent chance of a "magik fumble." This is reduced by *one percent* per level of experience *over the first*. For each combination type song/spell the Rune Singer wishes to learn, consider that it takes *one (1)* week per *each level* of the two or more spells *together*. Thus, two fifth level spell/songs that are to be sung as a "duality" would take ten (10) weeks to learn. The cost would depend on the cost of acquiring each spell in question, and nothing more.

Remember, Rune Singers are *not* "Bards" that sing for their supper and for the amusement of others. They *do use* musical instruments though, usually specializing in only one type. Note also that they are "plus one" with the musical instrument type that they choose to specialize in, are "even on" with all others of the same class (e.g., horns, drums, etc.) and "minus one" with all other instruments. Much like warriors and their "weapons classifications."

Rune Singers are an offshoot of Rune Weavers, and are the second oldest type of magik using class around. Due to the long time necessary for the completion of their musical magik, they are a rare breed indeed, although much respected and even revered in some parts of the multiverse.

One final note: There are Rune Singers of a Priestly or clerical nature as well as of the more usual type. They are, however, even rarer than Rune Weavers (which are almost never seen), and a near legend to most.

Remember that Rune Singers carry *no weapons* and *never wear armour* of any kind. A magik dagger or knife *might* be carried, but nothing larger, and even then this is so seldom as to be nearly unheard of. They prefer to rely upon their magikal music for their protection, and think that any other way is silly and barbaric (*yes*, they *do* tend to be a bit smug and conceited. That's why to be a Rune Singer a person *must* have an ego of 14 or more). All else that they are depends entirely on each person's own cultural and social factors within their own individually designed universes. I hope that this difficult to play, but uniquely rewarding character class will bring you many hours of enjoyment. They *are* FUN!

RUNE SINGER EXPERIENCE AND SPECIALTY CHART

10

LEVEL	DESIGNATION/NAME	EXPERIENCE POINTS	SPECIAL ABILITIES ACQUIRED WITH EXPERIENCE
1st	Initiate	None	None
2nd	Novice	3,300	Can "Sing Call" birds (one HD per level over the 2nd. They will scout, etc.)
3rd	Tunesmith	6,600	As above, but for small animals (mice, etc.)
4th	Tune Weaver	9,900	None
5th	Tune Master	13,200	Can boost morale by 1 point per level hereafter.
6th	Small Singer	16,500	None
7th	Singer	21,500	Can "deaden" all sonic attacks on a one for one basis, their level vs. its power.
8th	Song Weaver	26,500	Can "Sing Call" larger animals like weasels, foxes, dogs and the like.
9th	Master Singer	31,500	As above but for puma/wolf sized animals.
10th	Rune Singer	41,500	As above but for any larger type of animal or even lesser mythic types (1/2 animal HD).
12th	Song Master	61,500	Can self heal <i>himself</i> by "Heal Singing."
14th	Glue Singer	81,500	As above, but for heavy wounds.
16th	Red Singer	101,500	Can "Passong" through rock at 1'/level hereafter.
18th	Silver Singer	121,500	None
20th	Golden Song Master	141,500	Can "Song Cure" disease and insanity.
25th	Black Singer	191,500	Can "Sing Call" greater mythic creatures.
30th	Moon Singer	291,500	Can "Gate Song" open any known "Gate."
40th	True Singer	491,500	
50th	Doom Singer	691,500	
75th	Hell Singer	1,191,500	
100th	Star Singer	1,691,500	

Up by 40,000 per level hereafter. Note that all of the above special abilities cost absolutely no "song points." To determine a Rune Singer's "song points" (which are like a regular mage's mana points), simply add the character's charisma, intelligence and dexterity, *divide by two* and then *multiply by his/her experience level*. You'll note that this means that Rune Singers will usually have more song/mana points to work with than other mages. This is just another of this class' advantages.

THE BARD AS A CHARACTER CLASS

Bards in the true sense of the word are people that use song and story to make their living. They travel from place to place, telling all of the gossip and true events that they know about in song and rhyme. Thus they are usually accepted wherever they travel, although most parents tend to keep one eye on the silver and the other on their daughters when a Bard is around! Bards have many good and bad points, and are usually also Thieves or other less "savoury" occupations on the side. They never wear armour and usually use rapiers or other light weapons, as they prefer speed over ironmongery. To be a Bard one must have a charisma of at least 14, and a dexterity of at least 13. See Volume I of the Arduin Grimoire for the experience point/level chart, but remember, if they have a dual nature, then their experience points must be shared between the two.

Bards are able to understand Rune Singer magik to a certain extent, and can usually function as a Rune Singer one fifth their own level. However, there is an ever-present chance of a "Magik Fumble" with a 65% base chance less 2% per level over 1st. So most Bards stick to singing non-magik songs and like it just fine, thank you!

However, they do get a few special abilities, as shown below:

BARDIC ACQUIRED ABILITIES PER LEVEL CHART

LEVEL	ACQUIRED ABILITIES ACCORDING TO LEVEL OF EXPERIENCE
1st	*Have a 5% chance per level of earning money by singing and playing.
3rd	Have a 5% chance per level hereafter of "wooing" the opposite sex by song.
5th	Have a 1% chance per level hereafter of "calming" wild animals and the like.
8th	Always get silver or better coins for performing hereafter, if liked.
10th	"Sing Call" like a 1st-level Rune Singer.
15th	Can boost morale like a 6th level Rune Singer by singing battle songs, etc.
20th	"Sing Call" like a 3rd level Rune Singer.
25th	Always get gold coins or better for performing hereafter, if liked.
30th	Can "deadend" all sonic attacks like an 8th level Rune Singer. but only at 2 for 1.
50th	Can "Sing Call" like a 10th level Rune Singer.
100th	Can "Heal Sing" light wounds for himself like a 20th level Rune Singer.

* This percent is increased by 5% per charisma point over 14 (to a 20% maximum "plus"). The Bard earns coppers, silver or gold (1-10 per person) on a 1-3 die roll if they like him, based on a "reaction roll."

SPECIAL NOTE ON THIEVES AND THIEVERY

Thieves in fantasy role playing games are a unique and challenging character type to play, especially successfully. Here are a few helpful hints that may make it easier.

To begin with, a thief should NEVER be put into a strictly combat only situation unless there is absolutely no help for it. Thieves are NOT fighters, and cannot hold their own in combat situations. A thief's job is to open locked doors, treasure chests and other locked enclosures, and to deactivate any and all mechanical traps that may be defending them. They are occasionally used to sneak into various areas to try to steal some very portable treasure (magik or otherwise), if it is felt that direct assault is unfeasible.

And most of all, they are a character type that allows the game player to have a full range of abilities and possibilities not confined to the more traditional Mage, Cleric or Fighter type. Just remember to play them as thieves and nothing else and all will be well.

CHART FOR TRAP ACTIVATION

LEVEL OF TRAP	% ACTIVATION CHANCE	% DELAYED ACTIVATION CHANCE	% RESET CHANCE
1st	25%	5%	1%
2nd	30%	10%	4%
3rd	35%	15%	7%
4th	40%	20%	10%
5th	45%	25%	15%
6th	50%	28%	20%
7th	55%	31%	25%
8th	60%	34%	28%
9th	65%	37%	31%
10th	70%	40%	34%
11th	72%	42%	37%
12th	74%	44%	40%
13th	76%	46%	43%
14th	78%	48%	46%
15th	80%	50%	49%
16th	82%	52%	52%
17th	85%	56%	55%
18th	90%	58%	58%
19th	95%	60%	61%
20th	99%	65%	65%

The LEVEL of the trap indicates its sophistication, deadliness and difficulty in being disarmed. A simple 1st level trap may be a spring loaded sword blade that zips out to stab the lock opener. A simple 3rd level trap would probably be a spring loaded poison coated steel needle that pops out to prick the finger of the thief. A good 7th or 8th level trap might be a fragile glass vial of deadly poison gas inside the lock that a carelessly-used lock pick could shatter, thus slaying the holder. The level of the trap is determined by the DM, but a good general idea would be a fifth level trap on the fifth level of a dungeon, and so on.

The % ACTIVATION CHANCE refers to the chance a thief has of tripping the trap WHEN HE IS TRYING TO DEACTIVATE IT. A trap ALWAYS goes off when the lock, etc. that it guards is opened. Also remember that if the thief successfully deactivates the trap, this table is ignored.

The % DELAYED ACTIVATION CHANCE is rolled for by the DM, when the trap fails to go off on the percentile chance while someone is trying to deactivate it. Delay is 1-20 seconds.

The % RESET CHANCE is always rolled for by the DM after a trap goes off, to determine if it has rearmed itself automatically. If it does rearm itself, then it must be deactivated or fired all over again. This step is repeated as often as necessary or until the trap has been deactivated.

For every level that a thief is over the level of the trap that he is trying to deactivate, or over the lock he is trying to open, he gets a bonus of plus 5%. There is no penalty for the trap or lock being of a level over the thief.

THIEVING AND RELATED ABILITIES CHART

This chart shows the BASE percent chance FOR SUCCESS that thieves and other related types have of doing what they do best: STEAL!

LEVEL	CLIMB	HIDE	STEAL	LOCKPICK	DEACTIVATE	CON	PICKPOCKET	LIE
1st	5%	10%	5%	5%	3%	7%	7%	10%
2nd	8%	15%	7%	8%	5%	9%	9%	15%
3rd	11%	20%	9%	11%	7%	11%	11%	20%
4th	15%	25%	12%	15%	10%	15%	15%	25%
5th	20%	30%	15%	20%	15%	20%	20%	30%
6th	25%	33%	20%	25%	20%	25%	25%	33%
7th	30%	36%	25%	30%	25%	30%	30%	36%
8th	33%	39%	30%	33%	30%	33%	33%	39%
9th	36%	42%	33%	36%	33%	36%	36%	42%
10th	39%	45%	36%	39%	36%	39%	39%	45%
12th	42%	50%	39%	42%	39%	42%	42%	50%
14th	45%	52%	42%	45%	42%	45%	45%	52%
16th	50%	54%	45%	50%	45%	50%	50%	54%
18th	52%	56%	50%	52%	50%	52%	52%	56%
20th	54%	58%	52%	54%	52%	54%	54%	58%
25th	56%	60%	54%	56%	54%	56%	56%	60%
30th	58%	64%	56%	58%	56%	58%	58%	64%
40th	60%	68%	58%	60%	58%	60%	60%	68%
50th	64%	75%	60%	64%	60%	64%	64%	75%
75th	68%	80%	64%	68%	64%	68%	68%	80%
100th	75%	85%	68%	75%	68%	75%	75%	85%

These are the maximums allowed for each category subject to the below-listed modifiers.

CLIMB means the percent chance of not falling while in a non-supported situation.

HIDE means the percent chance of not being seen in shadow, night, or similar situations.

STEAL means the percent chance of not getting caught while taking a visible object.

LOCKPICK is the percent chance of opening locked enclosures, etc., successfully.

DEACTIVATE is the percent chance of disarming successfully any lock-associated trap.

CON is the percent chance of successfully bilking intelligent beings out of their own possessions through conversation and fakery.

PICKPOCKET means the percent chance of stealing successfully objects directly off people.

LIE is the percent chance of successfully talking your way out of any situation in which you have been caught stealing, etc.

SPECIAL CHARACTER TYPE ADDITIONAL ABILITIES

1. Elves get a plus 20% to HIDE; plus 10% to LIE and a plus 5% to CON over the normal base.
2. Hobbits get a plus 20% to STEAL; plus 10% to CON, and plus 5% to PICKPOCKET, etc., etc.
3. Kobbits get a plus 20% to LOCKPICK; plus 10% to PICKPOCKET and plus 5% to CLIMB, etc.
4. Dwarves get a plus 20% to DEACTIVATE; plus 10% to LOCKPICK and plus 5% to CLIMB.
5. Half-elves get a plus 10% to HIDE and a plus 5% to CON, etc., etc.
6. Humans get a plus 10% to LIE and a plus 5% to CON, etc., etc.

SAINT

Basically, a saint is a cleric that NEVER uses arms or armour because of his or her complete and total belief in their God(s). In return for that unshaken and unwavering dedication, said God(s) give their pious follower extra powers and benefits. The chart below lays it all out in a simply and easy-to-follow way. I hope you enjoy this new class.

LEVEL AC HD SAINTLY AND SPECIAL ABILITIES ACQUIRED THROUGH DEVOTION AND PRAYER

1st	9	1	Add 15% to "reasoning" ability.
2nd	8	1+2	Read all clerical magik naturally.
3rd	8	2	"Speak in Tongues" (add 1 new language per each 3 levels).
4th	7	2+2	Detect undead naturally (25% base plus 1% per level hereafter).
5th	7	3	Add 25% to "reasoning" ability.
6th	6	3+2	Naturally detect poison at 25% base and 1% per 2 levels hereafter.
7th	6	4	Once daily create water for 1 person, upping by one person x 2 levels.
8th	6	4+2	As above, but for food (for person or animal, his choice).
9th	6	5	Add 35% to "reasoning" ability.
10th	5	6	Thrice daily, he himself can "glow" with clerical light (1 minute/level).
11th	5	7	Naturally "calm" non-magik animals (25% + 1% per level).
12th	5	8	"Bless" hereafter at double value.
13th	5	8+3	50% accurate weather prediction plus 1% per 2 levels hereafter.
14th	4	9	Acquire natural infra-vision and detect evil, by touch, 75% accurate.
15th	4	9+3	100% protection vs. undead paralysis, and +5 save vs. undead "charms."
16th	4	10	Detect alignment (75%) by touch. Add 15% to "reasoning" ability.
17th	4	10+3	50% accurate bump of direction, up 1% per 2 levels hereafter.
18th	4	11	Naturally "deflect" hostile magik, 10% base up 1% per 2 levels after.
19th	4	11+3	Naturally "knock" all non-magically locked enclosures.
20th	3	12	Speak to all animals (non-magik) and literally walk on water.
25th	3	One	Speak to plants. Add +3 vs. undead charms. +1 save vs. all life drains.
30th	2	Point	Naturally heal light wounds. Exorcise lesser demons (as spell).
35th	2	Per	Walk on any real surface. Heal light wounds for "monsters."
40th	2+1	Level	100% undead charm proof. Naturally "wind walk." Now +3 vs. life drain.
45th	2+2	A	Exorcise greater demons (as spell). Heal heavy wounds for all.
50th	2+3	L	Astral projection. Cure disease (as spell) for all.
60th	2+4	W	Cure blindness (permanent) for all. +5 save vs. all "Death" spells.
70th	2+5	A	Walk on phantasmal surfaces. 100% undead life drain proof.
80th	2+6	Y	Now +8 vs. all death spells. Raise dead men naturally (as spell).
90th	2+6	S	Raise dead men fully. Raise dead monsters (as spell).
100th	2+7		Remove all curses 100th level or less, including up to triple wish type curses. Call for the help of the "Heavenly Host" of his/her God. Banish all undead to limbo forever, no save, by gesture.

NOTES

Remember, Saints will never fight, no matter what the provocation, and they will always attempt to "reason" with intelligent types. If they succeed, that means there will be absolutely no fighting by either side. Saints will, however, try their utmost to send all undead to their "proper rest," and banish all greater and lesser demons back to their respective hells. Speaking of which, Saints never flee in terror from undead or demons (although strategic retreats are common). When a "hostile" spell is "deflected," roll for the direction it will go (up, down, left, right or straight back). Saints will always try to convert their traveling companions to their religion, in a friendly but persistent manner. Saints may never keep more than 100 G.S., nor may they ever use more than one each magik: ring, robes, amulet, and one other item. However, they will expect a full share of treasure so that they may endow their church or favorite charities. They detest evil in all of its forms and will do their utmost to see it rid from the multiverse. That is, of course, unless they are "Black Anti-Saints" of the fell and evil Gods! And brother, if you think plain old anti-clerics are mean, you should see these little wonders in action! And of course Saints can do anything a normal cleric can do, with'n the restrictions listed above.

MARTIAL ARTISTS AS CHARACTER TYPES

Most of the varied classes of martial artists such as "Monks," "Ninjas," "Shao Lin Priests," and the like have proved to be unplayable as characters in fantasy role playing games. The main reason seems to be simply too much power and no compensating limiting factors. However, the martial artist is such a fascinating and unusual type of character class that it should not be ignored. Therefore, the following chart is designed to give players a viable martial artist:

LEVEL OF CHARACTER	WEAPONLESS ATTACK	WEAPONED ATTACK	CLIMB ABILITY	HIDE ABILITY	# ATTACKS PER TURN	SPECIAL ABILITIES
1st	+1	even	5%	5%	1 hand or foot	1
2nd	--	+1	8%	10%	as above	2
3rd	+2	--	11%	15%	as above	--
4th	--	+2	15%	20%	two hand/foot	3
5th	+3	--	18%	25%	as above	--
6th	--	+3	21%	30%	as above	--
7th	+4	--	24%	35%	as above	--
8th	--	+4	27%	38%	three hand/foot	4
9th	+5	--	30%	41%	as above	--
10th	--	+5	35%	44%	as above	5
11th	+6	--	40%	47%	as above	--
12th	+7	--	45%	50%	four hand/foot	6
15th	+8	+6	50%	52%	as above	7
18th	--	--	52%	54%	as above	8
20th	+9	--	54%	55%	as above	9
25th	+10	+7	56%	56%	five hand/foot	10
30th	+11	--	60%	57%	as above	11
35th	+12	--	64%	58%	as above	12
40th	+13	--	68%	59%	as above	13
50th	+14	+8	72%	60%	six hand/foot	14
75th	+15	--	75%	66%	seven hand/foot	15
100th	+16	+9	80%	72%	eight hand/foot	--

CLIMB ABILITY and HIDE ABILITY means exactly the same as for CLIMB and HIDE in the section on "Thieving and Related Abilities."

WEAPONLESS ATTACK means the plus or minus inherent in attacking an opponent as shown on pages 55 and 59 (Weapon Attack Chart and Main Combat Table) of the Arduin Grimoire Volume I. The bare human hand/foot usually has a tremendous drawback towards attacking armoured targets, which the aforementioned charts so illustrate. Martial Artists, as shown above, however, get bonuses which reduce these penalties greatly.

WEAPONED ATTACK refers to any weapon(s) that each specific type of Martial Artist would be prone to use. For instance, Ninjas would use Shuriken, Katanas, and the like, while other less militaristic types might use Bo sticks, quarterstaves, Nun-chucks, or even a spear, short pole arm, sword or some other weapon (or no weapons at all). Just remember that the plusses are for weapons those particular types ARE KNOWN FOR, and for no others.

THE NUMBER (#) OF ATTACKS PER TURN means just exactly that, how many times a turn a Martial Artist may attack each MELEE ROUND/TURN. The attacks are subject to all of the limitations outlined in the following section.

SPECIAL NOTES ON UNARMED COMBAT

- Each "Foot" attack is the equivalent of TWO "Hand" attacks. Thus a third level Martial Artist may attack twice with his hands or once with his foot and so forth.
- Martial Artists, UNLIKE CLERICS, attack on the column that designates their level, and NOT one column back.
- For every class of armour above "9" an opponent has, there is a 5% chance that the Martial Artist will injure himself when he strikes his target, doing 1/4 the damage he has done to his victim TO HIMSELF as well.

- For every level a Martial Artist is, he reduces his percent chance of injuring himself (see #3 above) by 2%.
- "Foot" attacks do 50% MORE damage than "Hand" attacks. They also have 50% more reach for attack purposes.

NOTE: The "Brawl Chart" in Volume I may be used in combat by Martial Artists.

ACQUIRED ABILITIES CHART FOR MARTIAL ARTISTS, ETC.

#	ABILITY	EXPLANATION OF ABILITY
1	Pain Control	The ability to become "disconnected" from pain within one's own body. 33% base chance, 4%/level thereafter.
2	Cat Walk	75% base chance to move silently, 1%/level thereafter.
3	Simple Deflecting	May deflect/parry all non-edged weapons, or weapons with hafts, instead of striking.
4	Cat's Sense	33% base chance of not being surprised in any situation, increasing 5%/level thereafter.
5	Advanced Deflection	As for simple deflection, but for edged weapons also.
6	Regulate Temperature	The ability to control one's own bodily temperature in hot/cold situations, starting with a 30 degree base, increasing 5 degrees/level thereafter.
7	Cat's Nose	The ability to smell and identify herbs, poisons, spoor, etc., with a 33% base upping 3%/level thereafter.
8	Absolute Deflection	As for the other two deflections, but pertaining to all slow missiles, up to and including arrows and the like.
9	Metabolic Control	The ability to control one's bodily functions up to and including the stopping and restarting of one's heart (for one minute plus one minute per two levels thereafter).
10	Metabolic Healing	The ability to heal oneself up to one damage point per each constitution point plus one point per level hereafter, each and every day at the rate of one per each minute in quiet meditation (light wounds only).
11	Target Sensing	The ability to identify and home in on targets in complete darkness with a 65% base, up 5% per two levels hereafter. The base range is 15', up 3'/level, etc.
12	Self Hasting	Advanced metabolic control, self explanatory; however, for each minute hasted, 3 minutes' rest is required.
13	Weapon Mastering	Allows the martial artist to use one new weapon per intelligence point over ten, as if it were one of his regular types. Each takes a week to learn.
14	Defy Death	The person can "postpone" his death for one melee round per constitution point over ten he has, plus one extra round per experience level hereafter.
15	Ribbon Dance, also called the Doom Dance or the Dance of the Death Angel.	The martial artist can "Final Strike" him/herself and operate with twice his normal attacks and self-hasted speed for 3 melee rounds and one per three levels of experience hereafter. However, at its end, he will literally self-destruct (heart bursts, brain boils, etc.), and irrevocable death ensues. In this state he is totally unkillable, even by critical hits and the like, subject only to being able to see/sense his target(s) and being able to reach them.

Martial Artists of whatever type have their own sets of values and way of looking at and living life. If a person is to play such a character, he/she should research the history and habits of the kind to be played. Authenticity moderated by playability (as set down in the guidelines) should be the name of the game. Play the character as it was lived historically, and not as portrayed in the Hollywood schlocks! If done properly, the character will be an asset to any campaign/world. So enjoy!

SPECIAL PHYSICAL ADDITIONAL BONUSES
(For Thieves and Martial Types)

1. All get a plus 5% for each point OVER FOURTEEN (14) of any of the physical attributes that govern the special ability in question. Those physical attributes are:

- a. For CLIMB it's AGILITY.
- b. For HIDE it's INTELLIGENCE, AGILITY and DEXTERITY combined, then averaged.
- c. For STEAL it's DEXTERITY.
- d. For LOCKPICK it's DEXTERITY and INTELLIGENCE combined then averaged.
- e. For DEACTIVATE it's the same as LOCKPICK.
- f. For CON it's INTELLIGENCE and WISDOM combined then averaged.
- g. For PICKPOCKET it's DEXTERITY and AGILITY combined then averaged.
- h. For LIE it's CHARISMA and INTELLIGENCE combined then averaged.

SPECIAL NOTE: Luck-inducing items add a 20% plus on and of the above base percents.

NEW CHARACTER TYPE

NORMALS

Normals are simply every character type that you might find everywhere in a game, but with no stats or player to handle them. They are the Inn Keepers, Shop Keepers, Ferry Boat Pilots, Street Sweepers, etc., that teem around characters in a complete world. In Volume I of the Arduin Grimoire, their experience level points are given so that each may advance in their profession. What constitutes earning experience points will depend on their profession. Gem cutters, for instance, would get points for successfully cutting gems, and the rarer or harder to cut a gem is, the more experience would be gained. A bootmaker would earn experience for making and selling a fine pair of boots. The higher level the customer and the better the price, the more experience points. These are just examples, to give you an idea how to work it. It would be literally impossible to give a complete and comprehensive set of stats for the hundreds of professions that abound in a world. However, with the experience point chart at hand, and a little common sense, each DM can work out his own stats for whatever he needs, and in very short order. So go do it!

NEW CHARACTER TYPE

OUTLAW

The classification "Outlaw" covers all types of brigands, highwaymen, bandits and the like. Like the Martial Artist class, this class is also a generalization within which a player can construct a character to suit his own world's cultural situation.

To begin with, all Outlaws utilize an eight-sided die (minus one point per die) for experience points. They also generally wear only the lighter types of armour, such as studded leather or light chain or scale. This is to facilitate fast getaways after their nefarious deeds are done. Whether they use shields depends on their cultural orientation. The same can be said for their choice of weaponry; however, under no circumstances will they use encumbering or unwieldy weapons such as halberds or other pole arms. They will also usually favour some form of missile weapon, preferably one that can be used while mounted and on the move. Because of their constant need to move around and to have to survive in the open, no Outlaw can have a constitution of less than 15, nor can they have a wisdom greater than 9 (really, it's not wise to flout the laws of the land!).

They must be able to do many of the things that thieves can do, and that is reflected in the following chart. They must also have connections with both the Slavers' Guild and the Thieves' Guild, in both cases so that they can sell their spoils. As well as earning experience points for fighting, Outlaws earn points for selling what they take. They receive ten points for each 100 G.S. they get for a prisoner and they get one point for each one hundred G.S. value of goods that they "fence." Their relations with both the thieves and the slavers is somewhat strained, because the Outlaw encroaches on their territory; however, the expedience of their position requires getting along. Still, there is always ample room for death and fighting at the slightest provocation among themselves.

LEVEL	DESIGNATION	ACQUIRED ABILITIES BY LEVEL OF EXPERIENCE
1st	Highwayman	Plus 15% escape and evasion outdoors.
2nd	-----	Add +1 with any one type of missile weapon.
3rd	-----	-----
4th	Bandit	Begin normal "Thief" abilities, but at double the experience
5th	-----	"cost."
6th	-----	-----
7th	-----	-----
8th	Brigand	Add +1 to any single type of weapon for parry purposes only.
9th	-----	Add plus 15% for mounted agility dice rolls.
10th	Outlaw	Add the ability to "track" any trail with a 33% base success
11th	-----	chance upping 2% per level hereafter.
12th	-----	Add +1 to any single weapon type's attack.
15th	Master Outlaw	Add 25% to the base swimming ability of the character.
20th	Black Rider	Add 20% to their ability to give morale to their men.
25th	Black Raider	Add a +2 save vs. all poisons (not venoms).
35th	Raid Leader	Add the ability to disguise oneself with a 33% base success
45th	Raid Master	chance, upping 2% per level hereafter.
50th	Riever	Add +1 to parry ability with any weapon.
75th	Black Riever	Add +1 to attack ability with any weapon.
100th	Star Riever	Add the ability to use any missile weapon at +1.

Remember, Outlaws are characters that kill only when necessary, much preferring to ransom their captives. In fact, most Outlaws will do battle with other Outlaws that kill rather than capture. They do this because the local law types (Militia, King's Guard, etc.) will move very quickly to root out a murderer, but will usually tell a kidnap victim's family to pay the ransom, as their son, daughter, etc., is perfectly safe, and they can rely on a safe return if prompt payment is made. That is, of course, unless the victim is a highborn noble, in which case the law will usually move very rapidly indeed! At any rate, most Outlaws will not let a murdering few ruin all of their business! So play accordingly, and have fun telling all and sundry to "Stand and Deliver!"

NEW CHARACTER TYPE

SLAVERS

Slavers are a combination of Outlaw and Thief and Warrior, and as such they have many of the advantages and disadvantages inherent in those classes. They use a six-sided die for hit points, and never have a cruelty factor of less than 75%. Their ego must always be at least 15, and they must have a strength of at least 12. All other statistics are as normal for their racial type. Elves are never slavers, nor are dwarves. They never wear plate or other highly encumbering armour, favouring studded leather and light chain, with nearly never the use of a shield. They love whips, nets (weighted), and scimitars or falchions. They almost never use their weapons, though, preferring to whip or net their victims into submission. Strangely enough, Hobbits are occasionally slavers, and when they are, they are some of the cruelest!

Slavers acquire points just as any warrior does, but he also earns them for the capture and sale of slaves. He earns 150 points for every level of slave he captures, and 10 points for every one hundred G.S. they bring on the market. Slavers always fight one column back on the attack chart when using any weapon except nets or whips. With those two weapons, however, a slaver is +2 and +4 respectively. Slavers tend to be loners as they usually trust no one except close blood kin. However, they usually always have a band of hired cutthroats and mercenaries around them to do their dirty work.

LEVEL DESIGNATION

1st	Small Whip
2nd	Long Whip
3rd	Black Whip
4th	Red Whip
5th	Whip Master
6th	Silver Net Man
7th	Gold Net Man
8th	Net Master
9th	Whip/Net Master
10th	Slaver
12th	Master of Chains
15th	Slave Master
20th	Cage Master
25th	Hell Whip
30th	Netter of Stars
35th	Master of the Chains of Hell
40th	Hell Cager
50th	Doom Master
75th	Great Slave Master
100th	Grand Master of Chains

ACQUIRED ABILITIES BY LEVEL OF EXPERIENCE

Ability to construct level one or two locks.
Lockpick as a thief, but advance at 1/2 percentile rate.
Con as a thief but with 3% base start chance.
Lie as a thief but with a 15% base start chance.
Add an additional +1 to all whip attacks.
Hide as a thief but with a 5% base start chance.
None.
Add an additional +1 to all net attacks.
None.
Become able to use normal attack charts with scimitars.
Become able to construct level three locks.
Become able to concoct knockout potions.
Become able to concoct knockout gas.
Add an additional +2 to all whip attacks.
Add an additional +2 to all net attacks.
Become able to construct level four or five locks.
As above, but for levels six through eight.
Add +1 to all non-net/whip attacks.
Become able to construct +1 chains and cages.
Become able to construct up to +3 chains and cages.

SPECIAL NOTES

Slavers are a generally legal profession in most "fantasy" worlds, and were so even in our own "real" one for quite a long time (and still are in some remote areas of the world), so be sure to treat them so. They will have strong and rich Guilds to protect them as long as they operate within the "laws" governing their activities. This new character type will be sure to add a truly new dimension to your gaming; enjoy!

NEW CHARACTER TYPE

COURTESAN

Courtesans are a truly unique and fascinating character type to play. They have a curious way of eliciting bizarre and strange actions from other players in a game. To begin with, they are not "combative" in the usual sense, nor are they likely to go on a "run" with the normal group of characters. Yet they can be played during a game by being at roadside inns or in cities or towns that the travellers pass through.

Courtesans use a four-sided hit die, and their experience point levels are shown in Volume I of the Arduin Grimoire. They must have a charisma of at least 15, intelligence of at least 14 and wisdom of at least 12. They are the gatherers of much information and rumour as well as the singers of songs and tales that tell of treasure and love, adventure and folly. They gain experience by earning money and gaining information. They earn one experience point for every ten G.S. earned through the "Female Arts," and one point for each piece of information they gain, multiplied by ten for each level of the person they gained it from. Carrying that information a little further, they also earn one point for each 10 G.S. the selling of that information brings.

The Courtesan is essentially a Geisha type character, with a dash each of Bard and Spy thrown in. They also have some small knowledge of potions and herbs and are adept at making love philtres and other such things as their profession requires. However, do not get the wrong impression, for these are not common "streetwalkers" or their like, but a group of powerful and protected (by their own Guild) females that wield a lot of behind-the-scenes power in a world. They have a close-knit and very secret network of intelligence gathering and information sales, and are highly respected by knowledgeable people in the highest of circles. They are also always very suspect as to their motives whenever they approach people in sensitive or high positions. Finally, one must remember that a Courtesan is never required to do anything for anyone she does not wish to! They always attack two columns back on the attack chart.

LEVEL DESIGNATION

1st	1st Silk Girl
2nd	Two Silk Woman
3rd	Three Silk Woman
4th	Four Silk Woman
5th	Five Silk Woman
6th	Six Silk Woman
7th	Seven Silk Lady
8th	Lady of the Red Veil
9th	Lady of the Two Veils
10th	Lady of the Three Veils
12th	Lady of the Four Veils
15th	Lady of the Five Veils
20th	Lady of the Six Veils
25th	Lady of the Silver Veils
30th	Lady of the Lavender Veils
40th	Lady of the Golden Veils
50th	Mistress of the Veil of Night
75th	Mistress of the Veil of Dreams
100th	Veil Mother

ACQUIRED ABILITIES BY LEVEL OF EXPERIENCE

Concoct 1st through 3rd level love potions.
Concoct 1st level "Eros" perfume.
Concoct 4th through 6th level love potions.
Concoct 2nd level "Eros" perfume.
Concoct 1st level aphrodisiac.
Add +2 to charisma through dress and manner, and concoct 1st through 3rd level "Truth Potion."
Concoct 7th through 9th level love potions.
Add one chart to all dagger/knife etc. attacks, and concoct 3rd level "Eros" perfume.
Concoct 2nd level aphrodisiac.
Concoct 4th through 6th level "Truth Potion."
10th through 12th level love potions may be made.
Concoct 3rd level aphrodisiac.
Add another +2 to charisma for dress etc., and concoct 7th through 10th level "Truth Potion."
Concoct 4th level "Eros" perfume.
Concoct 13th through 20th level love potions.
Concoct 11th through 20th level "Truth Potion."
Concoct 5th level "Eros" perfume.
Concoct 4th level aphrodisiac.
Begin "Psychic"-like abilities (as a first level increasing one level per two experience levels).

COURTESAN, continued

SPECIAL NOTES

1. Courtesans can only use dagger and knife type weapons, or potions and poisons, etc.
2. Love potions cause the drinker to fall immediately in love (save vs. poison at -3) with the first person they see after drinking it. The effects last for 25 hours for each level it is in power.
3. Aphrodisiacs cause those effected (save vs. poison at -3) to immediately want to make love to the first person they see. The effects last four hours per level in power.
4. "Eros" perfume is an olfactory aphrodisiac effecting 5 levels of characters for each level in power it is. Thus, 5th level "Eros" will affect one 25th level or 25 1st level types. Its range is 10' (circumference) per level of power.
5. "Truth Potions" cause those effected (save vs. poison at -5) to feel euphoric and be totally unable to lie, yet never realize this fact. It affects the level character equivalent to its character; the exception is 20th level "Truth Potion", which affects ALL levels. However, for every level less a victim is than the level of the potion, there is a 10% chance of brain burnout and irreversible death. The effects last 2 hours per level of power.



CONDENSED CHARACTER LIMITATION CHART

TYPE	Intelli- gence	Wisdom	Charisma	Ego	Agility	Strength	Consti- tution	Magik Resis- tance	Dex- terity
Phraint	9-14	9-12	6-9	10-17	15-22	9-16	10-15	+1	17-24
Saurig	7-12	6-9	6-9	14-18	6-10	15-18	13-18	Even	6-13
Deodanth *1	9-18	6-11	12-17	16-18	14-19	Special	14-18	+3	17-20
Kobbit	8-15	5-12	5-10	9-16	10-17	7-12	8-15	+1	12-17
Thaelastra	11-18	5-10	9-14	15-18	9-16	9-16	9-16	-2	13-18
Centaur *2	6-13	9-16	9-18	15-18	9-14	12-17	16-18	+2	9-14
Mer-man *3	9-14	4-9	8-13	15-18	13-18	14-17	14-17	+1	9-16
Mer-maid *3	10-15	5-10	9-16	12-17	12-17	12-15	13-16	+1	10-15
Hawkman *4	8-15	7-14	9-14	15-18	14-18	8-13	9-14	Even	14-15
Haggorym	6-11	4-7	4-7	16-18	9-14	12-17	16-18	-1	10-15
Cave Man	7-12	5-10	6-11	14-18	-9-16	14-17	15-18	-2	9-16
Brownie	9-14	3-10	12-17	10-15	11-16	7-12	16-18	+4	15-20
Khorb *1	5-8	3-6	4-7	16-18	8-13	Special	16-18	Even	9-14
Argalanthi *1	12-18	7-10	4-9	10-15	9-14	Special	13-18	Even	15-20
Octorilla *1	4-7	3-6	3-6	16-18	99-12	Special	16-18	+1	12-15
Gargoyle *1	6-9	4-7	4-7	16-18	14-17	Special	14-17	+2	9-14
Throon *1	8-13	7-12	8-11	15-18	10-15	Special	15-17	Even	10-17
Knoblin *4	8-15	6-11	8-13	9-14	14-18	8-13	8-13	-1	14-18
Wolf	4-7	6-9	5-10	10-15	12-15	6-9	9-14	Even	12-15
Warg	6-9	5-8	6-11	14-18	10-13	7-10	10-15	Even	11-14
Lion/Tiger *1	5-8	4-7	6-9	14-18	11-16	Special	12-17	Even	12-17
Gnorc	8-13	6-11	7-10	12-17	9-14	12-18	14-17	Even	10-15
Nixie *3	8-15	3-8	15-18	14-18	14-18	4-7	9-12	+4	15-18
Pixie	8-15	3-8	15-18	14-18	15-18	3-6	8-11	+4	15-18

NOTES

- *1: The strength is explained in the New Monsters section of this book.
 *2: The "horse" part of the body is always 1-3 points stronger than the "human" part.
 *3: The agility refers to "in water" ability; on land it is halved.
 *4: The agility refers to "in air" ability; landed it is halved.



CHARACTER TYPE SAVING THROW LIST

Character Type	Dragon Breath	Psychic Attack	Poly- morph	Disin- tegrate	Stomach	Pana- lyse	Poison, Venom, or Acid	Spoken Spells	Rods, Wands	Staffs	All Not Covered
Phraint	10	11	13	18	11	17	9	15	13	14	12
Saurig	9	16	12	12	10	14	10	16	14	15	11
Deodanth	10	10	11	15	16	13	13	13	11	12	12
Kobbit	15	141	14	14	13	15	12	18	16	17	14
Thaelastra	17	12	16	15	16	10	16	17	15	16	15
Centaur	12	14	12	19	13	15	17	12	10	11	13
Mer-man	15	15	11	141	14	12	12	14	12	13	14
Mer-maid	16	14	11	14	14	12	13	14	12	13	14
Hawkman	17	15	13	14	15	15	14	13	11	12	13
Haggorym	16	18	14	14	12	12	11	16	14	15	12
Cave Man	17	181	15	15	13	13	12	15	13	14	13
Brownie	18	18	9	15	9	9	15	11	9	10	10
Khorb	15	15	13	14	12	12	12	14	12	13	13
Argalanthi	12	12	12	16	13	16	10	15	13	14	12
Octorilla	15	18	12	15	14	14	16	16	14	15	13
Gargoyle	12	18	13	14	10	12	13	17	15	16	12
Throon	17	16	15	14	12	13	15	15	13	14	13
Knoblin	18	17	10	16	15	14	13	16	14	13	14
Wolf	18	18	17	17	16	16	15	16	14	15	14
Marg	17	17	18	16	17	15	14	15	13	14	13
Lion/Tiger	17	17	17	16	15	15	15	15	13	14	13
Gnorc	16	15	15	16	15	12	13	14	12	13	13
Nixie	17	18	12	15	12	11	15	11	9	10	15
Pixie	18	17	12	15	12	10	16	11	9	10	15

Remember, this is just a base from which to work; for every three (3) levels of experience a character is, subtract one (1) number from the necessary saving throw. This list supplements the list on pages 34 and 35 of the Arduin Grimoire Volume I and vice versa.

CHARACTER RESURRECTION CHART
(PERCENTILE)

CHARACTER TYPE	+ PER LEVEL	+ PER CONSTITUTION POINTS	BASE CHANCE	OTHER FACTORS OTHER FACTORS
Elves *	1%	1%	55%	One try only!
Dwarves	1%	2%	45%	Very rugged types.
Hobbits	2%	2%	30%	Small but tough.
Half-Elves **	2%	1%	35%	Better than average.
Uruk Hai	1%	3%	40%	Extremely tough.
Orcs	1%	2%	30%	Pretty tough.
Half-Orcs	2%	1%	25%	Better than average.
Gnomes	1%	2%	48%	Very rugged.
Amazons	2%	2%	25%	Tougher than they look.
Phraints	3%	1%	33%	Very tough.
Saurigs	0.5%	2.5%	36%	Very tenacious.
Gnolls	1.5%	1.5%	30%	Tough customers.
Trolls	0.5%	2.5%	48%	Extremely hard to kill.
Goblins	0.5%	1%	38%	Small but tough.
Hob-Goblins	0.5%	1%	40%	Tougher than they look.
Kobbits ***	1.5%	2.5%	32.5%	Small and strong.
Centaur	1%	3.5%	48%	Large and strong.
Mermen	0.5%	1.5%	33%	Very strong.
Mermaids	0.5%	1%	30%	Strong and tough.
Tritons	1%	1%	35%	Strong and tough.
Ogres	0.5%	2%	48%	Big and strong.
Lesser Giants	0.5%	2.5%	50%	Very big and tough.
Greater Giants	0.5%	3%	55%	Some of the biggest.
Titans	1%	1.5%	52%	Some of the toughest.
Gnorks	0.5%	2.5%	44%	Tough and ugly.
Haggorym	0.5%	1.5%	38%	Ugly and tough.
Cave Men	0.5%	1%	32%	Tougher than normal.
Gargoyles	0.5%	2%	40%	Hard to stop.
Furies	0.5%	1.5%	38%	Tough to slow up.
Pixies	1%	1%	50%	Magikally tough.
Nixies	As for Pixies in all respects.			
Deodanth	1%	1.5%	45%	Extremely tough.
Throon	0.5%	2%	48%	Very strong and tough.
Khorbs	0.5%	1.5%	44%	Tough and strong.
Brownies	1%	1%	60%	Magikally very tough.
Lesser Mammals	1%	1%	25%	Varies by species.
Greater Mammals	1%	1.5%	28%	As above.
Lesser Reptiles	0.5%	1.5%	30%	As above.
Greater Reptiles	0.5%	2%	36%	As above.
Lesser Avians	0.5%	0.5%	20%	Not very tough.
Greater Avians	0.5%	1%	25%	Still not very strong.
Lesser Piscoids	0.5%	1%	22%	Not tough at all.
Greater Piscoids	0.5%	1.5%	25%	Not average in strength.
Lesser Insects	0.5%	1%	25%	About average.
Greater Insects	0.5%	1.5%	30%	Above average.
Balrogs	1.5%	2%	50%	Damn tough.
Lesser Demons	1.5%	2%	55%	Extremely hard to kill.
Greater Demons	1.5%	3%	60%	The hardest of all.
Male Humans	1%	1%	20%	The weak average.
Female Humans	1%	1.5%	18%	As above.

*Females are identical except start at a 2% lower base.

**As for elves.

***Kobolds are identical except they have a 2% per constitution rate.

DRAGON DETERMINATION CHART

DIE ROLL	DESCRIPTION	YEARS AGE	% ATTACK VALUE*	HIT POINT VALUE**	EXPERIENCE POINTS	GENERAL TEMPERAMENT
01-10	Hatchling	0-10	20%	2	01-25,000	Sleepy
11-25	Youngling	11-20	50%	4	50,000	Curious
26-45	Dragonet	21-50	75%	6	75,000	Aggressive
46-85	Dragon	51-400	100%	8	100,000	Arrogant
86-95	Old Dragon	401-800	110%	10	150,000	Wily
96-97	Very Old Dragon	801-1,200	115%	10+1	250,000	Very careful
98-99	Ancient Dragon	1,201-2,000	120%	10+2	500,000	Contemplative
100	Dragon of Eld	2,000+	125%	10+3	1,000,000	Reclusive

Remember also that the percent chances for a Dragon talking vary from 1% for a Hatchling to 95% for a Dragon of Eld. The chance for sleeping is 75% for a Hatchling, decreasing to 5% for an adult Dragon, then increasing again to 95% for a Dragon of Eld. The "Greed Factor" tends to rise from 20% for a Hatchling, through 98% for an Old Dragon, and then decrease to around 50% for a Dragon of Eld. These factors also vary by dragon colour, their location, number, relations with men, and the like.

RANDOM REINCARNATION CHART

1. Monkey	35. Pegasus	68. Golden owl
2. House cat	36. Unicorn	69. Vord
3. Dog	37. Griffon	70. Moon dog
4. Small bird	38. Hippogryf	71. Sun devil
5. Small insect	39. Roc	72. Wind devil
6. Small fish	40. Baboon	73. Efreet
7. Rabbit	41. Large bird	74. Djinn
8. Bat	42. Large insect	75. Salamander
9. Fox	43. Large fish	76. Phoenix.
10. Turtle	44. Wolf	77. Small bear
11. Small snake*	45. Warg	78. Large bear
12. Male human	46. Cheetah	79. Air shark
13. Female human	47. Puma	80. Basilisk
14. Male elf	48. Leopard/Jaguar	81. Deodanth
15. Female elf	49. Lion	82. Brownie
16. Male half-elf	50. Tiger	83. Dryad
17. Female half-elf	51. Harpy	84. Ent
18. Common orc	52. Gargoyle	85. Spiga
19. Uruk Hai orc	53. Hawkman	86. Sluggoth
20. Goblin	54. Sphinx	87. Maggoth
21. Hob-goblin	55. Manticore	88. Random ooze, etc.
22. Kobold	56. Cockatrice	89. Minotaur
23. Kobbit	57. Skyray	90. Mermaid/maid
24. Pixie	58. Wobra	91. Troll
25. Nixie	59. Large snake *	92. Small deer, etc.
26. Male dwarf	60. Medusa	93. Large bison, etc.
27. Female dwarf	61. Hill giant	94. Throon
28. Male gnome	62. Stone giant	95. Random undead
29. Female gnome	63. Fire giant	96. Random dragon-kind
30. Saurig	64. Frost giant	97. Succubus
31. Phraint	65. Cloud giant	98. Random elemental
32. Haggorym	66. Storm giant	99. Random were-creature
33. Male ogre	67. Titan	100. Yourself at a younger age (roll % of current age)
34. Female ogre		

% chance for amount of memory.

NOTE: This chart is only an example; other sources are available for use as random roll charts; All the World's Monsters and The Arduin Grimoire Volume I (especially for the random were-creature charts) are but two examples.

* indicates a 33% chance the thing is venomous.

RANDOM UNDEAD CHART (REINCARNATION)

1. Skeleton	7. Spectre
2. Zombie	8. Morghoul
3. Ghoul	9. Ghost
4. Shadow	10. Vampire
5. Wight	11. Ghost Crab
6. Wraith	12. Exotic

DISTANCE FOR REINCARNATION CHART

01-05	100 miles	61-70	2,500 miles
06-10	250 miles	71-80	3,000 miles
11-20	300 miles	81-90	3,500 miles
21-30	400 miles	91-95	4,000 miles
31-40	750 miles	96-99	5,000 miles
41-45	1,000 miles	100	Within 20 (roll) miles of place of death
46-50	1,500 miles		
51-60	2,000 miles		

Find the type nearest your own and use that to figure as a base. There is always at least a one (1) percent failure rate for resurrection by any means.



NON-WEAPON ATTACK MATRIX (CLAWS AND THINGS)

01-20 Attack die roll needed to hit by level

ARMOUR CLASS	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20	21-30	30+
2+7	-	-	-	20	19	18	17	16	15	14	13	12
2+6	-	-	20	19	18	17	16	15	14	13	12	11
2+5	-	20	19	18	17	16	15	14	13	12	11	10
2+4	20	19	18	17	16	15	14	13	12	11	10	9
2 3	19	18	17	16	15	14	13	12	11	10	9	8
2+2	18	17	16	15	14	13	12	11	10	9	8	7
2+1	17	16	15	14	13	12	11	10	9	8	7	6
2	16	15	14	13	12	11	10	9	8	7	6	5
3	15	14	13	12	11	10	9	8	7	6	5	4
4	14	13	12	11	10	9	8	7	6	5	4	3
5	13	12	11	10	9	8	7	6	5	4	3	2
6	12	11	10	9	8	7	6	5	4	3	2	1
7	11	10	9	8	7	6	5	4	3	2	1	-
8	10	9	8	7	6	5	4	3	2	1	-	-
9	9	8	7	6	5	4	3	2	1	-	-	-

Special note: Those strikes that show as automatic hits have a 5% chance of missing, rolled on percentile dice (1-100).

All attacks that happen during grappling, rolling on the ground, etc., are plus four in their hit probability (+4).



CRITICAL HIT TABLE FOR NON-WEAPON CAUSED WOUNDS

Die Roll	Hit Location	Results	Point Damage (pt)
01-02	Forehead	Brain penetrated, instant death.	408
03-04	Throat	Esophagus ruined, death in 1-12 turns. *1	1010
05-06	Wrist or ankle	Appendage severed, death in 1-10 minutes.	306
07-08	Chest or back	Internal organs ruptured, die in 1-10 minutes.	2010
09-10	Side	Ribs broken (1-5), 10% chance of lung damage.	208
11-15	Upper leg	Artery severed, death in 1-12 minutes.	108
16-20	Upper arm	As above.	
21-25	Rear of foot	Achilles tendon severed, immediate fall. *2	104
26-30	Fingers	1-5 fingers severed (1-2 pts damage per each lost).	
31-32	Face	One (1) eye torn out. *3	106
33-34	Genitals	Genitals torn off, immediate shock. *4	2010
35-36	Stomach	Guts torn out, die in 1-12 minutes. *5	306
37-38	Side of head	Ear torn off. 50% permanent hearing loss.	106
39-40	Buttocks/thighs	Completely torn off. Instant shock. *6	2012
41-42	Head, general	Stunned for 1-10 melee turns.	1-2 pts
43-44	As above	Stunned for 1-6 minutes.	104
45-46	As above	Concussion, stunned for 1-12 minutes. *7	106
47-48	As above	As above, except for 10-100 minutes. *8	108
49-50	As above	Fractured skull, out for 2-24 hours. *9	1010
51-55	Throat	Ripped out, death in 1-3 melee turns.	1012
56-60	Arm (variable %)	Torn off (roll % lost), instant shock, death in 1-6 melee turns.	406
61-65	Leg (as above)	As above and with instant fall.	4012
66-70	Chest, frontal	Heart torn out, instant death.	2010
71-75	Lower back	Spine shattered, varied results. *10	408
76-80	Face	Both eyes torn out, permanent blindness.	206
81-85	The mouth	Tongue torn out, 10% chance of drowning in one's own blood. Permanent coherent voice loss.	106
86-90	Stomach	Internal bleeding, die in 1-20 days.	1010
91-94	Top of Head	Skull crushed, instant death. *11	208
95-98	Neck	Head torn off, instant death. *12	5010
99	Body	Body torn in twain, instant death.	10010
100	Head	Entire head pulped and splattered about, instant and irremediable death.	1008

*1: Permanent voice loss. *2: Agility and speed permanently halved. *3: Attack and defense permanently at minus three (-3). *4: Death may ensue in 1-20 minutes with a 50% chance, less 2% per constitution, certainty. *5: 20% chance of tripping and falling if movement is attempted. *6: Agility permanently only 1/3 of previous normal, and speed is only 1/4. *7: 5% chance of percentile roll memory loss. *8: As for *7, but a 10% chance. *9: Ditto, but with a 20% chance. *10: Use weapon damage chart for the 1-6 die roll of results. *11: 75% chance for die roll memory loss (percentile), and a 50/50 chance of a loss of 1-6 intelligence points. *12: As above, but due to lack of blood to the brain.

This chart is a base from which to work, and DMs should add wherever necessary.

REAL MEDICINE AND FANTASY GAMING

The following section was researched and written by my close friend Doctor William Voorhees. As a specialist in internal medicine, he has a remarkable insight into rationalizing game magik and medical facts.

This is reflected in his True Critical Hit Effects Chart (Supplemental), which may be used in conjunction with the Critical Hit Table on page 60 of AG I. It accurately reflects the devastating effects of certain types of hits, and the attendant difficulty in healing such wounds. It has been officially adopted into the Arduinian multiverse, and I can only hope it will be as useful to all of you. Just substitute the new chart where applicable.

CRITICAL HITS/SPINAL

Die Roll	Actual Area of Impact	Special Effects	Healing Problems
1	High Neck	Instant death	After being "raised, the victim is quadriplegic for 1-6 months. With regeneration it's 1-6 weeks.
2	Mid Neck	50/50 instant death or stunned for 1-6 hours and quadriplegic thereafter.	Only a "full raise" or regeneration will heal this hit, and the victim is quadriplegic for 1-6 months.
3	Low Neck	As above, but only 25% chance of instant death.	As above.
4	High Back	Stunned for 1-10 minutes and quadriplegic as above.	As above, but arm functions will return in 1/2 the time if regeneration is in effect.
5	Mid Back	Stunned for 1-6 meleé turns and paralyzed from the waist down.	As above, but regeneration cuts the time down to 1-6 weeks.
6	Low Back	Stunned for 1-3 meleé turns and paralyzed as above.	As above, but regeneration cuts the recuperation time to 1-3 weeks.

CRITICAL HITS/GENERAL

Critical Hit	Healing Problems
Severed hand or wrist	A "Heal Critical Wounds" will reattach the member, but it will take 1-6 months to regain full functioning. Regeneration will cut that time to 1-6 weeks.
Cut artery in leg or arm	There is a 25% chance of a nerve being cut with the above problems and healing time; otherwise as stated in AG I.
Severed toes or fingers	A heal critical heals with full function, but they will be permanently numb (only for 1-6 weeks with regeneration).
Eyes torn out	Healable only by regeneration or full raise deads, but regeneration takes 1-6 months, and full raises take 1-12 months to regain full functioning.
Ear torn off	A 25% hearing loss in that ear <i>regardless</i> of healing efforts.
Loss of Buttock(s)	Regardless of healing effort, a -6 loss in agility, halving of speed and endurance for 1-6 months.
Punctured Lung	25% chance of death in 1-6 meleé turns, and -4 off all attack or defense until healed with regeneration (1-6 weeks) or by a full raise dead (recuperation time is 1-3 months), but in any circumstance a <i>permanent halving</i> of constitution. Regeneration takes 2-7 months and with a raise dead fully the recuperation is 1-4 years.
Head severed or pulped or body split in twain	As in AG I, except that there is a 25% chance of the victim developing epilepsy in 1-6 months (a cure disease <i>will not</i> heal this).
All other head injuries*	There is a 50% chance of hemorrhage and death in 1-12 hours, a 40% chance for gradual mental and physical enfeeblement over

a 1-6 month period that permanently halves all abilities, and a 10% chance of permanent memory damage where the victim can't remember more than his own name, or his friends for more than 10 minutes.



LARGE WEAPONS GUNNERY CHART

Size	MBD	Core ACP	1/3 ACP	2/3 ACP	3/3 ACP	DH ACP
20mm	30'	3	5	6	7	2+7
25mm	33'	3	5	6	7	2+7
30mm	36'	3	5	6	7	2+7
37mm	42'	2	4	5	6	2+7
40mm	45'	2	4	5	6	2+7
57mm	48'	2+1	2	3	4	2+7
75mm	60'	2+3	2+1	2	3	2+7
88mm	72'	2+4	2+2	2+1	2	2+7
105mm	90'	2+5	2+3	2+2	2+1	2+7
5in.	105'	2+6	2+4	2+3	2+2	2+7
5.5in.	120'	2+7	2+5	2+4	2+3	2+7
6in.	150'	2+7	2+6	2+5	2+4	2+7
8in.	180'	2+7	2+7	2+6	2+5	2+7
11in.	210'	2+7	2+7	2+7	2+6	2+7
14in.	240'	2+7	2+7	2+7	2+7	2+7
16in.	300'	2+7	2+7	2+7	2+7	2+7

NOTES AND EXPLANATION

The "core" is the impact area itself. The "thirds" are self-explanatory; the shrapnel only penetrates as indicated on the diameter chart. Simply ascertain where the target is in the blast zone for the proper penetration. The damage is always 2/3 concussive and 1/3 fragmentation-caused. Remember, concussion causes hearing loss, internal hemorrhaging, and even stunning or unconsciousness. Victims in the "core" area can be blinded and/or set afire, the frequency being up to the individual DM. Blast effects travel great distances in semi-confined/channeled areas such as dungeon corridors. Damage is always shared.

Size (from penetration)	DH Damage	Core damage	1/3 damage	2/3 damage	3/3 damage
20mm	6-60	36	32	20	10
25mm	6-72	40	36	24	12
30mm	8-80	44	40	27	14
37mm	9-90	48	44	30	17
40mm	10-100	50	48	32	16
57mm	12-144	60	56	38	20
75mm	15-180	80	72	48	24
88mm	16-192	100	88	60	30
105mm	18-216	150	132	88	44
5in.	12-240	180	175	118	60
5.5in.	14-280	200	185	124	64
6in.	15-300	240	225	150	75
8in.	18-360	300	280	187	94
11in.	20-400	400	375	250	125
14in.	25-500	600	560	374	188
16in.	30-600	880	820	547	274

ACP means Armor Class Penetration.
(C) means Carbine round.
(R) means Rifle round.
(E) means Elephant/big game round.
(MK) means Musket ball.
(S) means Shotgun round.
mm means millimeter.
in. means inch.
MBD means maximum blast diameter.
DH means Direct Hit.
A "core" hit is like a shell going off on the ground between your legs. Not direct but as close as possible otherwise.

GENERAL GUNNERY CHART
(SMALL CALIBERS)

Caliber	Point Blank		To 100 Yards		To 250 Yards		To 500 Yards		Greater Ranges	
	ACP	Damage	ACP	Damage	ACP	Damage	ACP	Damage	ACP	Damage
.22	6	1-4	7	1-2	8	8	9	1	9	1
.25	7	1-4	9	1-2	No appreciable effect beyond this range.					
.30 (C)	2+1	2-16	3	1-12	5	1-8	7	1-6	9	1-4
.30 (R)	2+7	3-18	2+5	2-16	2+3	1-12	2+1	1-10	3	1-8
.32	3	1-12	6	1-16	No appreciable effect beyond this range.					
9mm	2+2	2-16	3	1-10	7	1-4	As above beyond this range.			
.38	2+1	2-16	5	1-8	No appreciable effect beyond this range.					
.357 (M)	2+5	3-18	2	1-12	7	1-4	As above beyond this range.			
.41 (M)	2+6	2-20	2	1-12	7	1-4	As above beyond this range.			
.44 (M)	2+7	4-24	2+2	2-16	5	1-6	As above beyond this range.			
.50	2+7	4-48	2+6	4-48	2+3	3-36	2	3-30	Decreases to 1,500 yds.	
.505 (E)	2+7	3-30	2+2	2-20	2	1-10	7	1-6	9	1-2
.600 (E)	2+7	3-36	2+3	4-24	2+1	1-12	6	1-8	8	1-4
.58 (MK)	3	2-20	6	1-10	9	1-4	Not effective beyond this range.			
.69 (MK)	2	4-24	5	1-12	8	1-6	As above beyond this range.			
12 ga. (S)	3	4-32	Not effective beyond 30 yards.							
16 ga. (S)	4	3-30	As above beyond 25 yards.							
20 ga. (S)	5	3-18	As above beyond 20 yards.							
410 ga. (S)	6	1-12	As above in all respects.							



HUNTING DRAGON

EXPERIENCE CHART FOR MONSTER SLAYING

SIZE OF MONSTER	BASE	POISON/VENOMS	BREATH/STONING	MAGIK	ALL OTHER EXTRAS
1/2 HD or less	10	5	10	10	5
up to 1+1 HD	15	10	15	15	10
up to 2+1 HD	20	15	20	20	15
up to 3+1 HD	30	25	30	30	25
up to 4+1 HD	50	40	45	45	40
up to 5+1 HD	80	70	75	75	70
up to 6+1 HD	130	120	125	125	120
up to 7+1 HD	205	195	200	200	195
up to 8+1 HD	330	320	325	325	320
up to 9+1 HD	480	470	475	475	470
up to 10+1 HD	655	645	650	650	645
up to 12+1 HD	880	870	875	875	870
up to 14+1 HD	1,130	1,120	1,125	1,125	1,120
up to 16+1 HD	1,430	1,420	1,425	1,425	1,420
up to 18+1 HD	1,780	1,770	1,665	1,775	1,770
up to 20+1 HD	2,180	2,170	2,175	2,175	2,170
up to 22+1 HD	2,680	2,670	2,675	2,675	2,670
up to 24+1 HD	3,180	3,170	3,175	3,175	3,170
up to 28+1 HD	3,680	3,670	3,675	3,675	3,670
up to 32+1 HD	4,000	4,000	4,000	4,000	4,000
All larger HD	5,000	5,000	5,000	5,000	5,000

This chart is intended to give a simple base from which to work for computing the value of monsters slain in combat either physically or magikally. Below is an example of how the chart works:

A seventh level mage, a third level fighter and two fourth level thieves have slain a 4+1 HD medusa wearing +2 plate armour/+3 shield, that was carrying a vorpal scimitar +3. She is worth a base 50 points plus 45 for her stoning ability, plus 45 each for her magik shield and magik armour, and gets another 45 because of her vorpal scimitar for a total point value of 225 points. That is *divided* among her slayers (225 ÷ 4 = 56.25 or 56 points per slayer, as the point is always rounded to the nearest whole number). As the two fourth level thieves and the third level fighter were, at best, only equal to the slain medusa's HD, they get the *full* base point value of their share of points for killing her. However, as the seventh level mage was three (3) levels higher than his opponent, he only gets 70% of the base points or 56 x .70 = 45.5 or 46 points for the mage. This is because *for every level in size/level difference, 10% of the base points are subtracted*. Thus, a tenth level fighter that slays a simple first level animal worth 15 points, would only get 15 points less 90% (the nine level difference, remember?), or 1.5 points rounded up to 2 points! Not really a suitable opponent for a really experienced fighter. As you can see, the points get a lot higher as the HD increases, so that even though it takes more experience points to progress in the higher levels, the opponents are commensurate pointwise and toughness-wise.

GENERAL HIRELING COST LIST (MONTHLY ONLY)

Type of Hireling	Cost	Cost Per Level Over 1st	Availability
Alchemist	100	150 per level per month.	10% chance each month.
Astrologer	100	100 per level per month.	5% chance each month.
Armourer	10	5 per level per month.	20% chance each month.
Assassin	200*	100 per level per month.	1% chance each month.
Beast Master	25	15 per level per month.	10% chance each month.
Engineer	75	50 per level per month.	25% chance each month.
Sage	200	50 per level per month.	15% chance each month.
Servant/Helpers	2.5	.5 per level per month.	50% chance each week.
Ship Captain	25**	15 per level per month.	5% chance each month.
Ship Officer	15	5 per level per month.	15% chance each month.
Ship Crewman	5	1.5 per level per month.	75% chance each month.
Smith	25	55 per level per month.	25% chance each month.
Smith's Helper	3.5	1.5 per level per month.	35% chance each month.

MILITARY PAY SCALE

Rank	Base Pay	War Bonus	Exotic Beasts Bonus	Special Weapons Pay
General	80	25	20	20
Commander	30	20	15	12.5
Captain	18	17	10	10
Lieutenant	12	13	7.5	8
Sergeant	9	11	5	6
Corporal	7.5	8.5	3.5	4
Lance Corporal	6	6	1.5	2
Common Soldier	5	5	1	1
Militia	3	2	.5	.5
Recruit	1.5	1	.25	.25

NOTES

Availability refers to the chances of being able to hire one, in a *fairly large city*.

War Bonus pay is only paid for actual wartime service.

Exotic Beasts Pay is for all non-standard animals/beasts that are either ridden, handled or otherwise worked with by the soldiers.

Special Weapons Pay only goes to soldiers wielding or working with very exotic and powerful weapons personally.

* Refers to a retainer as a "House Assassin" only; each "Hit" must also be paid for.

** Refers to a *shipless* Captain. One who owns his/her own vessel can ask and get whatever they ask for and the traffic will bear.

Remember that "noble" soldiers such as knights or other highborn types could cost a whole lot more than the base scale indicates, the exact price being determined by the DM's own cultural/sociological set up of his/her world.

MULTIVERSAL TRADING COMPANY: LOAN RATES AND OTHER INFORMATION

MultiVersal will store goods, bank valuables, loan money, underwrite research, treasure hunts and caravans, build to order anything from toothpicks to warships, sell or buy magik items, spells or other things, contract out guards, guard beasts (both ordinary and unusual) and demons, sell and buy information (either at hand or to order), and in general perform every act or service that could be required by anyone or anything. Below is the basic information. Prices are usually at cost plus 20-40%.

LOAN RATES

Level:	1	2	3	4	5	6	7-10	11-15	16-20	21-25
Rate:	50%	45%	40%	35%	30%	25%	20%	10%	7.5%	5%

Credit Union Loans cost 50% of the above rates; however, the borrow may acquire 50% more than he has deposited in the union (up to 5th level); 65% (up to 10th level); 75% (up to 15th level); 100% (up to 25th level); 250% (up to 50th level); and negotiable thereafter accordingly.

LOAN LIMITS

Level:	1	2	3	4	5	6	7-10	11-15	16-20	21-25	26-50	50 and above
Limit:	500	750	1,500	3,500	7,500	10,000	15,000	25,000	50,000	10,000 per level over 20th (100,000 maximum)	20,000 per level over 25th	50,000 per level over 50th

Interest Rates: All money banked (in the credit union only) earns 5% interest per Arduinian year. Any money withdrawn before the year's end causes the entire account to lose all accrued interest. Interest is paid on Tai Taowyn.

Magikal Favours: The "House Mages" will perform magik incantations for you at 1,000 G.S. per level of magik required (through 5th level); 7,500 G.S. (6th level); 10,000 G.S. (7th level); 24,000 G.S. (8th level); 50,000 G.S. (9th level); 100,000 G.S. (10th level). Wishes cannot be bought! "Permanent" spells cost 100,000 G.S. All of the above is based, of course, on availability (100% for 1st level, decreasing 20% per level to 4th, then 10% per level through 7th, then 2% per level thereafter).

Offices: Every settlement of 5,000 or more has a small store through which all items not carried may be ordered. All settlements of 10,000 or more have a medium-sized store that carries about half of our inventory on hand, and of course orders may be placed through them. All settlements of 50,000 or more have a major store which carries a complete line of wares. The Main Store is in Arduin, at Talismondé.

Rules: If any contractual agreement is broken deliberately or knowingly by the customer, that customer will not only have legal action (pursuant to Arduinian law) brought against him, but will also be forever barred from doing any kind of business with MultiVersal in the future. In some cases a contract with the Assassins' Guild may be taken out against the defrauding customer.

REMEMBER!

Just because there is a price list does not mean they are for sale! The MultiVersal Trading Company cannot sell any item that has not been bought by it.

MULTIVERSAL TRADING COMPANY MAGIK WEAPONRY VALUE CHART

WEAPON TYPE	EACH LANGUAGE	EACH PSI ABILITY	EACH FIRE/ DETECT	FIRE/ COLD	LIFE DRAIN	DIS- RUPTION	ANY FLY	LEVI- TATE	POLY- MORPH	EACH INTELLI- GENCE POINT	EACH PLUS	ALL OTHER ABILITIES
Broadsword	100	1,000	500	1,000	2,500	2,000	1,500	750	2,500	100	1,000	1,000
2 Hand Sword	150	1,250	550	1,750	1,750	3,500	2,000	1,000	3,500	125	1,500	1,500
Bastard Sword	125	1,150	525	1,500	3,250	3,000	1,750	975	3,000	110	1,250	1,250
Short Sword	100	1,375	750	1,875	4,500	3,500	2,500	1,250	3,375	150	1,750	2,000
Scimitar	100	1,500	1,000	2,500	5,000	1,250	1,000	1,250	1,775	100	1,000	1,000
Sabers, etc.	100	1,000	675	1,175	4,000	3,500	1,875	1,000	2,400	200	750	1,000
Rapier	175	1,750	1,750	2,500	7,500	3,750	1,000	750	2,250	135	1,000	1,250
Samurai Sword	250	2,500	500	1,375	5,000	1,000	1,575	1,150	3,775	150	575	1,225
Mace	250	2,000	1,000	3,000	5,000	500	2,275	1,275	1,500	135	750	1,000
Maul	300	2,400	1,200	3,300	4,000	775	2,500	1,375	1,875	150	675	1,250
Morningstar	440	3,000	2,000	1,475	3,975	975	2,750	1,750	2,000	150	650	750
War Pick	475	3,000	1,875	3,500	4,000	2,500	2,500	1,500	2,250	150	875	975
War Hammer	125	1,550	500	2,000	2,000	675	500	375	2,000	125	500	575
2 Hand Hammer	175	2,000	575	1,875	750	750	750	500	2,500	175	850	975
Short Flail	175	2,475	550	2,350	2,000	550	1,250	1,000	2,340	150	500	550
Long Flail	200	4,575	575	2,500	2,200	500	1,500	1,250	1,950	185	575	650
Battleaxe	100	1,000	525	1,225	3,000	1,000	2,000	995	2,350	105	995	875
2 Hand Axe	225	1,750	750	850	2,500	1,500	2,500	1,125	2,000	125	1,025	1,000
Francisca	275	2,750	1,250	1,675	3,350	1,350	375	750	3,000	135	675	650
Tomahawk	500	3,500	2,000	3,000	5,000	7,500	250	1,250	4,500	225	250	400
Hand Axe	100	1,450	1,350	2,375	3,000	3,000	1,275	985	4,500	100	325	475
Short Spear (7')	240	1,500	1,185	1,535	1,000	750	2,000	1,575	5,000	105	300	500
Long Spear (9')	275	1,750	1,250	1,750	1,500	1,000	2,325	1,675	6,000	110	350	555
Pike (12')	500	5,000	3,250	4,000	8,775	7,775	5,000	5,000	7,500	240	1,875	2,250
Long Pike (22')	750	6,000	3,250	5,000	10,000	9,250	6,000	5,000	10,000	250	2,000	2,500
Halberd	450	3,200	2,000	3,750	4,500	2,875	3,00	2,000	3,000	200	850	1,750
Pole Axe	600	5,000	4,000	4,000	8,800	6,600	4,500	3,500	7,500	180	950	1,000
Long Pole Arm	650	5,500	4,800	4,500	8,000	6,000	5,000	4,000	8,000	175	800	925
Short Pole Arm	625	5,250	4,400	4,250	8,250	6,500	4,825	3,825	7,775	160	725	985
Lance	1,000	10,000	7,500	7,500	12,500	15,000	25,000	10,000	12,500	275	500	1,500
Heavy Javelin	750	7,500	6,000	4,500	5,000	2,500	550	1,000	5,000	200	400	880
Light Javelin	825	8,000	7,250	5,000	6,000	3,000	500	1,250	10,000	225	348	925
Throwing Spear	500	4,000	4,000	4,000	5,000	2,000	400	1,000	9,500	165	300	600
Dagger/Dirk	145	2,500	500	3,300	10,000	9,750	1,500	875	9,975	100	775	1,000
Stiletto, etc.	200	3,000	675	3,600	8,800	7,500	1,725	725	9,995	130	775	1,000
Knife	225	3,125	725	3,725	9,000	8,000	1,850	1,000	11,575	145	655	825
Longbow	2,500	7,500	3,500	2,500	2,000	1,750	250	1,250	15,000	500	750	2,500
Shortbow	2,500	7,875	3,395	2,675	2,225	1,825	225	1,300	16,000	475	725	2,225
Composite Bow	2,500	7,275	3,450	2,250	2,425	2,000	200	1,500	17,500	495	650	2,000
Heavy Crossbow	3,000	10,000	5,000	4,500	2,000	1,000	175	2,000	11,750	485	725	1,250
Light Crossbow	3,500	12,500	5,500	5,000	3,000	1,500	150	2,250	12,500	500	650	1,000
Sling	5,000	14,000	6,000	5,000	10,000	9,500	100	2,500	15,000	575	500	1,375
Staff Sling	5,500	15,000	7,500	6,000	12,500	11,500	125	3,000	20,000	650	1,000	1,500

MAGIK ITEM PRICE LIST
MULTIVERSAL TRADING CO.

ITEM	BASE PRICE	ADDED COST FACTORS
Flying Broom	6,500	None
Flying Carpet	10,000	Weave, material, fireproofing, etc.
Skyhook	2,500	Attached line material.
Magik Spade of Digging	2,500	None
Magik Mattock of Digging	2,500	None
Magik Lyre of Construction	50,000	Actual materials it is made of.
Chimes of Knocking	12,500	As above, usually gem encrusted.
Ropes of Magik Types	250-500 per foot	None
Horns of Nordic Magik	25,000-75,000	Actual construction materials.
Bag of Enormous Holding	3,500	As above.
Stasis Bag of Enormous Holding	5,000	As above.
Pouch of Extra Holding	1,500	As above.
Pouch of Magik Beans	5,000	The more beans, the higher value (+1,000).
Pouch of Magik Tricks	7,500	The greater the called beasts, added cost.
Cards of Many Magik Things	100,000	None
Efreet Calling Items	8,500	Actual construction material adds cost.
Djinn Calling Items	10,000	As above, usually gem studded.
Elemental Summoning Devices	25,000	As above.
Magik Powder of Appearing	175 per pinch	None
Magik Powder of Disappearing	200 per pinch	None
One Use Magik "Walls"	25 per sq. ft.	None
Magik Transportable Hole	4,500	None
Portable Magik Door	7,500	Size, the larger, the door, the more cost.
Candles of Power	10,000	Varies by its magik usage and potency.
Magik Chalk	1,000-10,000/stick	Varies by potency and size of stick.
Magik Make Up	10,000 per ounce	As above.
"Gate" Devices	100,000	The larger and more distant the gate, the more it costs. Also its portability helps.
Athames	5,000	Most are gem encrusted, precious metal, so that adds cost as does its magik potency.
Magik String	1,000 per foot	None
Magik Umbrellas	10,000	Actual construction material may add cost.
Gauntlets of Super Strength	up to 100,000	The more strength, the more cost.
Aphrodisiacs	100-10,000 per does	Varies by potency and number of doses.
Bracers of Magikal Defending	1,000 per "Plus"	Varies according to material it's made of.
Compasses	1,500	Considered "Techno Magik."
Lighters/light fire devices	25-2,500	Considered "Minor, but useful magik."
Flashlights/light casters	10 ³ -10,000	As above, Techno or otherwise.
Wineskin of Capacious Holding	100/25 gal. capacity	As above.
Automatic Lookouts, etc.	250-10,000	As above.
Automatic Scouts, etc.	500-25,000	As above.
Jug of Infinite Waters	3,750	Depends on composition.
Alambic of Alchemy	10,000	As above.
Vial of Infinite Potions	10,000	Depends on the potion it spews forth.
Crystal Balls	5,000 plus 1,500 for each additional power.	Fairly rare.
Magik Mirrors	As for Crystal Balls, but 2,500 per each power.	Rarer still.
Boots of Flight	5,000	Variable depending on speed of flight.
Boots of Great Speed	2,500	As above but for ground speed.
Boots of Mighty Leaping	2,500	As above but for distance per jump.
Boots of Walking on Anything	5,000	Super rare.
Shields	1,250 per "Plus"	Can vary according to extra powers.
Leather Armour (All Types)	1,500 per "Plus"	As above.
Chain/Scale Armour	1,750 per "Plus"	As above.
Half Plate Armour	2,000 per "Plus"	As above.

MAGIK ITEM PRICE LIST
continued

ITEM	BASE PRICE	ADDED COST FACTORS
Full Plate Armour Helms/Helmets	2,500 per "Plus"	As above. Use the "broadsword" listings under magik weaponry.

This is just a base list from which to work, use what you like, and add all you want!



PRICE LIST FOR SPECIALTY MAGIK ITEMS
MULTIVERSAL TRADING CO.

Basic Item	Each Charge	Each Offensive Power	Each Defensive Power	Each Detect Ability	Each Command Ability	Flight Ability	Teleport Ability	All Other Abilities
Rings	100	1,500	1,500	1,500	2,500	3,500	5,000	1,000
Amulets	150	1,250	1,250	1,750	2,000	2,500	5,000	1,250
Jewelry	250	1,500	1,500	1,500	1,500	3,000	7,500	1,500
Helm	1,000	1,000	1,500	2,500	3,500	5,000	10,000	2,500
Cloaks	750	1,500	1,750	1,750	2,750	3,500	7,500	2,000
Clothing	875	1,875	1,875	1,875	3,875	2,875	7,750	1,000
Robes	975	1,375	1,575	1,750	2,250	3,375	9,750	1,375
Wands	50	1,000	1,000	1,000	1,500	2,500	4,500	1,000
Rods	100	1,500	1,500	1,500	2,500	3,500	7,500	1,500
Staffs	250	1,875	1,875	1,875	3,500	4,750	10,000	1,875

GOLEM VALUE CHART

(Base in Parenthesis) TYPE OF GOLEM	SPEAK	MAGIK ATTACK	MAGIK DEFENSE	FAST	FLIGHT	MAGIK SPECIALTIES	INDEPENDENT OPERATION	ALL OTHER
Flesh (10,000)	500	1,500	1,500	2,000	3,000	5,000	5,000	1,500
Clay (15,000)	550	1,875	1,875	2,500	3,750	5,775	5,975	1,750
Stone (20,000)	750	2,500	2,500	3,250	4,500	6,500	7,250	2,000
Iron (35,000)	975	3,250	3,250	4,000	5,250	7,250	8,000	2,750
Bronze (45,000)	1,000	4,000	4,000	5,000	6,000	8,000	9,000	3,500
Copper (40,000)	1,000	3,750	3,750	4,500	5,825	7,925	8,875	3,000
Silver (50,000)	1,500	5,000	5,000	6,000	7,000	9,000	10,000	4,000
Gold (75,000)	2,500	10,000	10,000	10,000	10,000	10,000	12,500	5,000
Orichalcum (100,000)	3,000	15,000	15,000	15,000	15,000	15,000	15,000	7,500
Adamantine (88,500)	2,875	12,500	12,500	12,500	12,500	12,500	12,500	6,500
Tar (12,500)	575	1,625	1,625	2,000	3,000	5,375	5,585	1,665
Green Slime (50,000)	1,000	1,450	1,450	1,450	2,450	3,450	3,750	1,450
Snow (12,500)	1,000	1,000	1,000	1,000	1,500	1,500	10,000	2,500
Diamond (500,000)	15,000	15,000	15,000	15,000	15,000	15,000	25,000	20,000
Shadow (250,000)	12,500	12,500	12,500	12,500	12,500	12,500	17,500	15,000
Light (250,000)	12,500	12,500	12,500	12,500	12,500	12,500	15,000	12,500
Any Robot (25,000)	1,000	100,000	100,000	100,000	100,000	10,000	100,000	50,000

MULTIVERSAL MAGIK SCROLL VALUE CHART

SCROLL TYPE	PER LEVEL	PER USE	PERMANENT	FIRE PROOF	ACID PROOF	SELF PROTECTING	OTHER
Attack	100	100	1,500	250	250	1,500	250
Defense	100	100	1,500	250	250	750	225
Conjuration	250	250	1,875	300	300	1,250	275
Gate	500	1,000	10,000	1,000	1,000	2,500	750
Teleport	375	375	2,250	500	500	1,500	335
Pass Matter	325	325	2,375	400	400	1,375	325
Flight	300	300	2,000	375	375	1,325	300
Capture	400	325	2,000	445	445	1,445	345
Mesmerize	285	250	1,475	225	225	975	200
Control	450	400	3,500	500	500	1,750	335

MULTIVERSAL MAGIK SCROLL VALUE CHART
continued

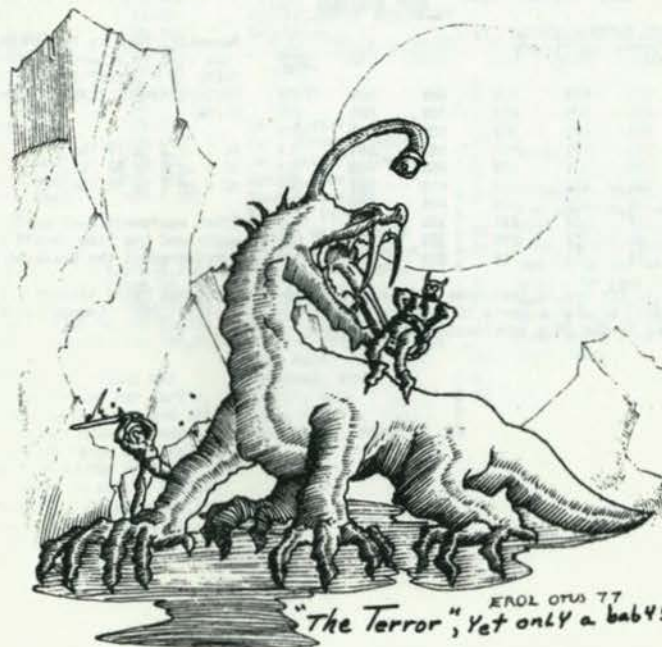
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SCROLL TYPE	PER LEVEL	PER USE	PERMANENT	FIRE PROOF	ACID PROOF	SELF PROTECTING	OTHER
Annihilate	500	750	7,500	750	750	2,000	675
Polymorph	750	750	5,000	750	750	2,375	725
Change Shape	975	975	10,000	1,000	1,000	2,500	500
Telekinesis	225	225	1,250	300	400	975	175
Other Psychic	335	250	1,675	325	325	875	200
Cures/Heals	500	500	1-10,000	500	500	750	500

NOTES

These charts are here simply to give you an idea of the relative value of certain type magik scrolls, gadgets and golems. Please remember that your world can be any way you want it to be. So don't use everything that you read simply because "it's in the book." That is a dead end. Be creative, and make your own charts.

Here is a handy way to figure out wet measures (I know it's not exactly right, but it's how it is done in my multiverse): A vial is 1 ounce; a flask is 1/2 pint; a bottle is a pint (that's a small bottle; a large bottle is a quart); a wineskin is 2 quarts; a keg is a gallon; a hoghead is 3 gallons; a barrel is 5 gallons; a cask is 20 gallons; and a "Royal Cask" is 55 gallons. Screwy, but it serves the purpose quite well. By the way, the most common measure of ale or beer bought is a one pint flagon, although two pint flagons are fairly common also.



"The Terror", yet only a baby!
EROL OTUS 77

PRICE EXAMPLES FOR THE ARDUINIAN UNIVERSE

Pint of ale.	1 Ha'penny and up.	Depends on the locale.
1 lb. bag of salt.	1 silver penny.	A very important staple.
Bale of hay.	3-5 copper minims.	Depends on the season.
Large wooden chest with lock.	1-7 silver pennies and up.	Depends on workmanship.
Having a horseshoe put on.	1-5 pennies.	Depends on the location.
Mailing a letter (Pony Mail).	1 penny.	More for foreign destinations.
Bottle of wine.	1 penny and up.	Varies widely by country.*
Bottle of horse liniment.	1 Ha'penny and up.	Seldom more than 1 penny.
Having a weapon silver coated.	20-50% of the cost of the weapon.	Varies by location.**
Leather map.	1 gold sovereign and up.	The larger the area that the map shows, the more it costs.

* A 1-penny bottle of wine is pretty bad, and is usually called (derogatorially) by names like "Old Oliphant Puke," "Panther Piss," and the like.

**The silver coating on a weapon is worn off in combat at the rate of 10% per hit, thus if in a single battle a person lands ten (10) hits, when the wraiths appear five minutes later, you haven't got a silver weapon with which to fight! Sure, you still have a perfectly good iron or steel blade, but that hasn't cut an undead monster lately! So it pays to have a reserve weapon, and to recoat weapons regularly.

ROPE BREAKAGE CHART

WEIGHT	1-10'	11-20'	21-30'	31-40'	41-50'	51'+	Remember, this is for a common rope tied to a person/weight. THERE IS A WEIGHT PENALTY FOR THE VARIOUS ARMOUR CLASSES WORN; SEE BELOW.
	DROP	DROP	DROP	DROP	DROP	DROP	
500 lbs.	50%	60%	70%	80%	90%	100%	
450 lbs.	40%	50%	60%	70%	80%	90%	
400 lbs.	30%	40%	50%	60%	70%	80%	
350 lbs.	25%	35%	45%	55%	65%	75%	AC 2 or 3 is 75 lbs.
300 lbs.	20%	30%	40%	50%	60%	70%	AC 4 or 5 is 50 lbs.
250 lbs.	15%	25%	35%	45%	55%	65%	AC 6 or 7 is 30 lbs.
200 lbs.	10%	20%	30%	40%	50%	60%	
150 lbs.	7%	15%	25%	35%	45%	55%	Other equipment such as full back packs and the like should also be considered on the breakage chart.
100 lbs.	4%	10%	20%	30%	40%	50%	
50 lbs.	1%	5%	15%	25%	35%	45%	

This chart is for use in instances like when a roped-off point man falls through a trap door in a corridor, or when a party is roped off and climbing a cliff, etc. Common sense should be exercised in the DM's adjudication at all times.

MULTIVERSAL TRADING COMPANY
PRICE LIST FOR GOODS

ARMOUR		TOOLS		MISCELLANEOUS EQUIPMENT	
Leather, studded	20-50	Sledgehammer, 2 lb.	2	Tacks, Brass, per 50	.75
Leather, banded	22-55	Sledgehammer, 5 lb.	3	Caltrops, Iron, each	1.25
Chain, light	33-88	Sledgehammer, 10 lb.	5	Matches, per 100	.25
Half plate	40-200	Ice pick, iron	1	Matches, waterproof, per 10	1.5
Full helm	12-24	Ice axe, steel	35	Bugle, brass	2.5-25
WEAPONRY		Bilge pump, 4 man	250	Lyre, common	7.5-125
2-handed sword	8-20	Bilge pump, hand	45	Mandolin, common	3.5-100
Martobarbuli, ea.	3-7.5	Steel fish hooks (ea.),		Bagpipes, common	5-500
Chakra	3-7.5	very small	.10	Heliograph	125
Blow-gun	3.5-12.5	small	.25	Papyrus, per 36" x 12"	1.5
Darts for above	.75-2.5	medium	.50	Paper, per 8" x 11"	2.5
Shuriken	1-3	large	.75	Vellum, per 12" square	1.25
Double dagger	5-25	very large	1.25	Snuff, per 1 oz. tin	.25-25
Triple dagger	7.5-35	giant	2.5	Tobacco, per 6 oz. pouch	.75-75
Bullwhip, 12'	5-25	CAMPING GEAR		String, per 500'	.75
Javelin, light	2.5-7.5	Tent, 1 man	10-20	Pins/Needles per dozen with Thimble (all steel)	1.25
Javelin, heavy	3-9	Tent, 2 man	12-25	Flint/steel	.5
Spear, 5', throwing	3-9	Tent, 4 man	15-35	Quills, per dozen	.75
MEDICINES ETC. (per dose)		Tent, 8 man	20-60	Ink, per 8 oz. jar	1.5
Golden Centaur Salve	1,500	Tent, 12 man	35-125	Ink, waterproof, per 1 oz.	2.5
Elf Tea	250	Tent, 20 man	50-500	Rubber, raw, per ounce	2.5
Pixie Wine	10,000	Pot, large	3	Paste, per 16 oz. jar	.5
STEEDS AND EQUIPMENT		Pot, small	1.5	Glue, per 8 oz. jar	.75
War Pony	45-95	Pan, large	2.5	Paint, water based, per qt	1.25
Destrier	275-550	Pan, small	1	Paint, oil based, per tube	.75
War Ass	33-66	Knife/fork/spoon	.5	Cage, iron, 1' cube	2.5
Small Buggy	75-250	MISCELLANEOUS EQUIPMENT		Cage, iron, 3' cube	7.5
Large Buggy	100-500	Snowshoes	1.5-15	MISCELLANEOUS ITEMS	
1 Man Chariot	75-100	Climbing Spikes (pair)	1	Chalk, per stick	.05
2 Man Chariot	85-135	copper	1	NOTES	
4 Man Chariot	95-175	bronze	1.5	Remember, these are prices for the Arduin multiverse, so feel free to use what you like, modify what you need and throw out what you can't use. The game is based on how each separate DM sees it, so let your prices reflect your world's culture, and your ideas.	
2 Horse Coach	125-375	iron	2.5		
4 Horse Coach	150-450	Jar, Pottery, small	.25		
6 Horse Coach	175-525	Jar, Pottery, medium	.50		
8 Horse Coach	225-675	Jar, Pottery, large	1.0		
12 Horse Coach	300-3,000	Sponge, small	2.5		
BOATS ETC.		Sponge, medium	3.5		
Kayak	100	Sponge, large	5		
Felucca	5,000-9,750	Chest, Wood, small	1.5-25		
Dhow	5,500-10,000	Chest, Wood, medium	2.5-50		
Junk	6,000-12,500	Chest, Wood, large	5		
Quadreme, Light	40,000-80,000	Vial, glass	1.5		
Quadreme, Heavy	47,500-100,000	Flask, tin	1.5		
CORRECTIONS TO VOLUME ONE		Bottle, Pottery, small	.35		
The listed prices for garlic, wolfbane, belladonna, and oil was in SILVER PENNIES, not G.S.		Bottle, Pottery, large	.75		
The price of large and small bags was in COPPER PENNIES.		Keg, Wood	.95		
Torches were in SILVER PENNIES.		Hogshead, Wood	1.5		
All "Mithril," "Adamantine," and the like items were alloys, NOT PURE METALS.		Barrel, Wood	3.25		
		Cask, Wood	5		
		Cask, Wood, Royal	15		

VALUE CHART FOR COINAGE

COMPOSITION	SHAPE	NAME	VALUE	NOTES/PURCHASE POWER
Copper	round	Minum	1% / silver penny.	The price of a small bread loaf.
Copper	round	Ha'Penny	10% silver penny.	The common man's daily coin.
Copper	round	Penny	20% silver penny.	Will buy enough food for one meal.
Silver	round	Silver Penny	10% gold sovereign.	A night's food and lodging.
Silver	round	Buckler	12.5% gold sovereign.	Called "The sailor's coin."
Silver	triangle	Heater	33.3% gold sovereign.	Palmist's/ seer's cost for advice.
Silver	round	Round	1/2 gold sovereign.	The average bribe or "squeeze."
Silver	rod	Rod	2 gold sovereigns.	Average temple offering.
Silver	branch	Huorn	1-1/2 gold sovereigns.	Usual elven medium of exchange.
Silver	tree	Ent	3 gold sovereigns.	Usual elven hoard coinage.
Silver	heart	Heart	1 royal sovereign.	Used between elves only.
Electrum	oval	Oval/Hand	5 silver pennies.	Normal Bard's pay for a performance.
Electrum	square	Fist	3 gold crowns.	The average soldier's "squeeze."
Gold	pentagon	1/2 Crown	1/4 gold sovereign.	Most ferry rides cost this much.
Gold	6-sided	Crown	1/2 gold sovereign.	The price of a woman's "favours."
Gold	7-sided	Sovereign	10 silver pennies.	A month's "common" wages.
Gold	octagon	Royal Sovereign	5 gold sovereigns.	A month's wages for a common soldier.
Gold	bar	Bar	5 royal sovereigns.	A month's wages for an officer.
Platinum	star	Star	1 royal sovereign.	Mainly a Dwarfen medium of exchange.
Platinum	cube	Manor	3 stars.	A common Dwarf hoard item.
Mithril	9-sided	Niner	9 gold sovereigns.	Used commonly by gnomes.
Mithril	12-sided	Pard	12 gold sovereigns.	Commonly used by Titans.
Mithril	round	Planet	5 royal sovereigns.	Used by elves in trade with Dwarves.
Mithril	diamond	Temple	2 planets.	As above.
Adamantine	round	Lunar	5 planets.	Commonly seen in royal treasuries.
Adamantine	sphere	Orb	3 lunars.	As above.
Orichalcum	round	Solar	5 lunars.	Known by legend only to common folk.
Orichalcum	"X"	Constellation	4 solars.	As above.
Orichalcum	"S"	Snake	5 solars.	Used in legend by the dread Kthof.
Blue Jade	triangle	Gat	1/2 gold crown	From legendary Khra and the east.
Green Jade	square	Agat	1 gold crown.	As above.
Red Jade	round	Shagat	1 gold sovereign.	As above.
Black Jade	octagon	Gort	1 royal sovereign.	As above.
Ivory	cube	Ti	1 royal sovereign.	From the jungles of Namorand.
Brass	round	Bluker	1/2 a Ha'penny.	From the lost city of Khoraz.
Brass	square	Telk	1 Ha'penny.	As above.
Nickel	round	Staad	1 penny.	As above.
Tin	square	Volk	25% silver penny.	As above.
Iron	round	Rilk	1/2 copper minum.	From dread Marmochand.
Osmium	sphere	Twaal	7 gold sovereigns.	From far Tasalla.
Hafnium	cube	Bann	4 gold sovereigns.	From the Dreaming Isles.

These are just a few of the coins and other mediums of exchange extant in the Arduinian universe. They are here to act as an example, so use your own imagination and see what you can come up with yourself.

PRECIOUS AND SEMI-PRECIOUS GEMS, AND OTHER VALUABLES

ITEM	VALUE	NOTES AND COMMENTS
White diamond	375 G.S./carat	Most common diamond.
Orange diamond	395 G.S./carat	Fairly common type.
Yellow diamond	400 G.S./carat	Usually found in/near mithril mines.
Pink diamond	450 G.S./carat	Usually associated with new volcanoes.
Green diamond	475 G.S./carat	Called Sea Diamonds.
Blue diamond	500 G.S./carat	Usually found in/near tin & silver mines.
Red diamond	650 G.S./carat	Associated with Balrogs and lesser demons.
Lavender diamond	725 G.S./carat	Usually seen only in Elf hoards.
Black diamond	775 G.S./carat	Associated with greater demons.
Rainbow diamond	1,000 G.S./carat	The rarest of rare, associated with the dread Elder Gods and their fell rites.
Emerald	750 G.S./carat	The gem of royalty, highly prized.
Blue Topaz	125 G.S./carat	Fairly common stone.
Yellow Topaz	140 G.S./carat	As above.
Smoky Topaz	175 G.S./carat	The rarest topaz, still fairly common.
Moonstone	175 G.S./carat	Prized by Hobbits.
Amethyst of all colors	150 G.S./carat	Nearly the most common gem in Arduin.
Star Tears	1,125 G.S./carat	One of the rarest stones in existence.
Sun Drops	975 G.S./carat	Holds the warmth of the sun and glows!
Orc Eyes	33 G.S./carat	A form of agate, hated by true Orcs!
All other Agate	20 G.S./carat	The most common stone in Arduin.
Tourmaline	105 G.S./carat	Fairly rare, and prized by Centaurs.
Aquamarine	135 G.S./carat	Prized by Dryads and other forest folk.
Common Opals	250 G.S./carat	Prized by most humans, and by Saurigs.
Fire Opals	335 G.S./carat	Prized by goblin above all other gems.
Sea Opals	350 G.S./carat	A common Sea Elf trade item.
Black Opals	440 G.S./carat	Usually associated with graveyards, etc.
Demon Eyes	995 G.S./carat	Alchemists use them in their work.
Thunderstones	800 G.S./carat	A shocking gem to say the least!
Firestars	885 G.S./carat	Very rare, as they originate off-planet.
Common Rubies	500 G.S./carat	Prized as a <i>standard</i> Trader's item.
Black Rubies	630 G.S./carat	Associated usually with Amazon Royalty.
Star Rubies	660 G.S./carat	Fairly rare, prized by Phraints.
Common Sapphires	320 G.S./carat	One of the most common of all gems.
Star Sapphires	395 G.S./carat	Prized by seafarers as trade items.
Garnets	40 G.S./carat	Very common semi-precious gem.
Dunestars	615 G.S./carat	Found in mirage oases only.
Dragon Tears	675 G.S./carat	Usually associated with dragon hoards.
Chrysochryse	35 G.S./carat	Common semi-precious gem of jungle areas.
Heliotrope	25 G.S./carat	Common in desert areas.
Peridot	14 G.S./carat	So common in some areas it is used to pave the streets! Unknown in other areas.
Carbuncle	10 G.S./carat	About as the above semi-precious gem.
Snow Tears	888 G.S./each	So cold, they'll freeze water!
Heart Stones	320 G.S./each	Associated with Star Powered Mages.
Elf Stones	375 G.S./each	As the name implies.
Dwarf Nodes	325 G.S./each	Ditto.
Lodestones	200 G.S./each	Prized by travelers worldwide.
Bloodstone	70 G.S./ounce	Used to carve perfume bottles from.
Amber	50 G.S./ounce	Prized by Druids and Barbarians.
Carnelian	25 G.S./ounce	Prized by mages for magical usage.
Sardonyx	22 G.S./ounce	Used as a substitute for carnelian.
Chalcedony	24 G.S./ounce	Used like bloodstone.
Ebony	50 G.S./ounce	Used worldwide for religious icons, etc.
Turquoise	110 G.S./ounce	Used as inlay, etc., worldwide; it's rare.
Lapis Lazuli	145 G.S./ounce	As above, but much rarer.

ITEM	VALUE	NOTES AND COMMENTS
White pearl	35 G.S./1/4" diameter	The most common type of pearl.
Orange pearl	30 " " "	Found in tropic seas only.
Pink pearl	60 " " "	Found in mermaid hoards mostly.
Yellow pearl	75 " " "	Highly prized by Amazons.
Green pearl	95 " " "	Also called "Sea Pearls."
Red pearl	115 " " "	Prized highly by nixies and pixies.
Blue pearl	135 " " "	Found only in polar seas.
Black pearl	150 " " "	Prized by Alchemists for potion making.
Silver pearl	152 " " "	Prized by witch doctors for healing potions.
Gold pearl	155 " " "	Found in dragon turtle hoards only.
Lavender pearl	175 " " "	Extremely rare; originate off-world.
Rainbow pearl	185 " " "	So rare, only three are known to exist.
Triton Eyes (petrified)	225 G.S./each	Used by mages in necromantic arts.
Dragon Eyes	1,500 G.S./each	Prized by rich merchants as a sign of great wealth and power.
Ambergris	1,000 G.S./ounce	The main essence for perfume, thus highly prized by the perfume makers, also very rare in a fresh state.
Raw Spider Silk	50 G.S./sq. foot	That's for 1/4" twisted rope form.
Green jade	100 G.S./ounce	The most common jade.
Yellow jade	105 G.S./ounce	Prized highly by Amazons.
Pink jade	110 G.S./ounce	Usually found in Pixie hoards.
Blue jade	125 G.S./ounce	Found only in the Thunder Mountains.
White jade	135 G.S./ounce	Highly prized by Gnomes.
Red jade	150 G.S./ounce	Revered by Priests of Set.
Purple jade	175 G.S./ounce	Found only in dread Marmachand.
Black jade	185 G.S./ounce	The rarest of all jades.
Clear crystal	10 G.S./pound	The most common "fine" crystal.
Pink crystal	15 G.S./pound	Common in the Mickleback Mountains.
Yellow crystal	20 G.S./pound	Found in the Scorpion Mountains.
Green crystal	25 G.S./pound	Also called "Sea Glass."
Blue crystal	30 G.S./pound	Prized by mages for potion holders.
Red crystal	35 G.S./pound	Prized by clerics for amulets.
Orange crystal	35 G.S./pound	Found only in Tharkalla.
Purple crystal	45 G.S./pound	Prized by elves for wall facings.
Maroon crystal	60 G.S./pound	Very rare, seldom seen by men.
Black crystal	90 G.S./pound	Found in dread Marmachand only.
White marble	6 G.S./pound	The most common "fine" marble.
Pink marble	8 G.S./pound	Abounds in Arduin.
Yellow marble	10 G.S./pound	Prized by Amazons.
Green marble	12 G.S./pound	Found mostly in the Dreaming Isles.
Blue marble	15 G.S./pound	Used universally for palace walls.
Black marble	16 G.S./pound	Found only in Morvaen.
Lavender marble	18 G.S./pound	Prized by elves in home building.
Red marble	20 G.S./pound	Used in Temples of Set.
Orange marble	22 G.S./pound	Rare now, used to come from Akkon.
Any silver veined marble	25 G.S./pound	Fairly rare, used in palaces
Any gold veined marble	28 G.S./pound	Very rare, used in palaces also.
Rainbow marble	33 G.S./pound	From off-world, <i>EXTREMELY</i> rare.
White coral (polished)	10 G.S./pound	Most common "gem quality" coral.
Pink coral	12 G.S./pound	Common in all but arctic seas.
Yellow coral	15 G.S./pound	Prized by Amazons.
Orange coral	18 G.S./pound	Found only in tropic seas.
Green coral	20 G.S./pound	Most common Sea Elf trade coral.
Blue coral	22 G.S./pound	Used by Alchemists in potions.
Red coral	24 G.S./pound	Worn <i>only</i> by Courtesans.

ITEM	VALUE	VALUE	NOTES AND COMMENTS
Black coral (polished)	25 G.S./pound		Found off the coast of Marmachand.
Purple coral	28 G.S./pound		Prized by Dryads and Nixies.
Rainbow coral	30 G.S./pound		Prized by Dragons.
Silver coral	50 G.S./pound		The sign of lesser royalty; rare.
Gold coral	77 G.S./pound		The sign of kings, very rare.
Sard	16 G.S./pound		Fairly abundant in desert areas.
Jasper	24 G.S./pound		Usually found in mountain areas.
Petrified wood (polished)	10 G.S./pound		Fairly rare in the lands of men.
Nacre	8 G.S./pound		Used in alchemical experiments.
Meteoritic metal	250 G.S./pound		Prized by mages and dwarves.
Meteoritic stone	100 G.S./pound		Prized by clerics and alchemists.
Dragon hide (uncured)	100 G.S./sq.ft. average		Used to make magik leather armour.
Demon hide (uncured)	500 G.S./sq.ft. average		Used by mages and alchemists.
Hydra's teeth (whole)	50 G.S./each		Used as amulets and in potions.
Unicorn's horn (whole)	1,000 G.S./ounce		The most potent aphrodisiac known.
Mummy dust	300 G.S./pound		Used in potions and poultices.
Kraken's ink	50 G.S./ounce		Used in writing magik scrolls.
Hemp	50 G.S./ounce		It's smoked in magik rites.
Opium	100 G.S./ounce		As above.
Psychedelic mushrooms, etc.	Up to 250 G.S./ounce		Ditto.
Marijuana	35 G.S./ounce		Used medicinally by the populace.
Quinine	45 G.S./pint		As above.
Black powder, also called boom dust or bang dirt.	500 G.S./ounce		Used in esoteric rites and rituals.
Common black obsidian	10 G.S./100 pounds		Used in some temples as flooring.
Green obsidian	18 G.S./100 pounds		As above.
Red obsidian	25 G.S./100 pounds		Ditto.
Hands of Glory	1,500 G.S./each		Must be authenticated, used in magikal rituals of the highest order.

This list is by no means complete, so use it as a base from which to work.

MAGES' SPELLS

Name: TRENKOLE'S BASIC WEB SPELL **Level:** 1st **Mana Cost:** 1 **Range:** 30' **Area Affected:** 10' diameter sphere **Duration:** 1 minute **Effects:** A gossamer webbing of fiberglass-like filaments entangle all within the target area. The webbing will hold any single creature up to 4HD in size, two of 3HD size, four of 2HD size, eight of 1HD size, or up to twelve smaller ones.

Name: QUARZALLA'S SPELL OF THE WONDROUS (or SUPER) WEBS **Level:** 2nd **Mana Cost:** 2 **Range:** 60' **Area Affected:** A 15' diameter sphere **Duration:** 3 minutes plus 1 minute for each level of experience over the 3rd the caster has **Effects:** Exactly as the 1st level Basic Web Spell, only double its strength and effectiveness.

Name: FAFING-GHAR'S SPELL OF THE FIERY FLASH **Level:** 2nd **Mana Cost:** 2 **Area Affected:** A 30' radius around the caster **Effects:** A terrifically brilliant flash of blinding white light, much like a giant flash bulb going off. All within its area are blinded for 1D10 melee turns and their eyes water and burn for an additional 1D4 melee turns during which they are -2 on all attack and defense. Each victim has a 5% chance of having been in the process of blinking when the flash occurred and so suffer no ill effects.

Name: MINDAN'S MIND MASK SPELL **Level:** 3rd **Mana Cost:** 3 for the first 10 minutes and 1 per minute thereafter **Area Affected:** The mage's mind **Effects:** The mage magically overlays his own mind's thoughts with a false one. Thus, an evil mage plotting murder cannot be found out by ESP or other mental probes.

Name: HARGYN'S SPELL OF THE UNMASKED MIND **Level:** 3rd **Mana Cost:** 4 **Range:** 30' plus 10' per experience level over the 5th **Area Affected:** 1 predetermined target's mind only, and only if the target is actually visible. **Effects:** The caster has a chance to strip away any mind masking spell the target may be using, and see the real thoughts behind them. However, in order to do this, the unmasking spell must be successful, and then either telepathy, ESP, a crystal ball, or some other spell or device must be used to probe the mind in question. This spell only unmasks the mind, and does not read it. The probability of a successful unmasking is 50% when the caster and the target are of the same experience level, and this will either increase or decrease by 10% per level difference from each other that they are.

Name: ANGBORN'S SPELL OF THE ABYSMAL ITCH **Level:** 3rd **Mana Cost:** 3 **Range:** 90' plus 10' per experience level over the 5th **Area Affected:** 30' diameter plus 3' in diameter additional per user level over the 5th **Duration:** 1 minute plus 1 melee turn for each user level over the 5th **Effects:** All within the area are immediately afflicted with a horrendous itching rash that totally incapacitates all intelligent creatures up to 8 HD for 1 minute, and has a residual effect of being so distracting for a further 9 minutes that all attack and defense is at -4. All unintelligent creatures up to 12HD in size go mad, biting and striking themselves until death or unconsciousness. All intelligent types over 8HD have the 10 minutes at -4 attack and defense, and all unintelligent types over 12HD but no larger than 20 HD also have the attack and defense penalty for 10 minutes. Larger types of either type are not affected, and if the spell is reflected back to its caster by any means, he will react like an unintelligent creature and scratch, bite and maul himself to death trying to calm the blasted itching!

Name: RORGHULL'S ROT SPELL **Level:** 4th **Mana Cost:** 4 **Range:** 120' **Area Affected:** 60' diameter sphere **Duration:** Until healed **Effects:** All within the area up to 8 HD rot at 1 point per melee round unless a save vs. magik is made, in which case they rot at 1 point per minute. All larger types only rot at 1 point per minute, and if they save it has no effect at all. If the spell is cast back to the caster for any reason, he will immediately rot for 1D12 points, and at double the rate thereafter. Undead are never affected by this spell.

MAGES' SPELLS, continued

Name: VOOR-HING'S SPELL OF THE EATER FROM WITHIN **Level:** 7th **Mana Cost:** 9.5 **Range:** 90' **Duration:** Until the host's death **Area Affected:** Any single visible target **Effects:** A one inch in diameter blood red ball of light zips from the caster's outstretched finger tip to the target and disappears within him. The very next melee turn, unless countered with an immediate disease curing ritual simultaneously with a magical self healing (light or heavy) spell, it will commence draining 1 life level and "eating" the insides of its host at 1DB each and every melee turn. It will "live" and thus eat/drain for as many melee rounds as its caster has experience levels over the 13th level plus an initial six melee turns. While under this form of attack, no sentient being can cast spells or the like without rolling on the Magik Fumble Chart in AG I *due to the intense pain), and all who try to fight have their attack and defense reduced by -3. If thwarted for any reason from entering its intended target, it will simply keep attacking the next closest target until it hits home. One attack per melee round is all it gets, and each turn thus spent looking for a target of course shortens its "life" by one turn.

Name: ELRIC'S SPELL OF DISINTEGRATE MAGIK METAL **Level:** 8th **Mana Cost:** 20 **Range:** 30' (it is a cone stretching that distance from the mage's finger tip; it is 20' wide at its farthest reach) **Area Affected:** All within the cone **Effects:** All metal of magical manufacture, such as magik armour or weapons, are immediately disintegrated if they fail their saving throw (at a -4 save) as outlined in AG I's Magikal Equipment Saving Throw Matrix.

Name: ELRIC'S SPELL OF THE ASTRAL EYE **Level:** 9th **Mana Cost:** 10 plus 2.5 per minute over the initial 5 minutes **Duration:** See Mana Cost **Range:** Up to 360' per melee turn **Effects:** A 3" diameter palely glowing golden eye appears on the astral plane and can be sent flying to explore said plane. The caster can see through it and can sense magik like a 1st level detect magik spell. It can "drop out" from the astral plane to the "normal" plane and search there also, but at only half its usual speed. Only magik higher than 5th level can affect it, and only magik weapons of 3+ or better can hit it. Its AC is 2+2 and it can absorb up to 36 damage points before it is destroyed. If it is destroyed, then the caster will take 2D12 psychic attack damage (no saving roll).

Name: SAVOY'S STAR THUNDER SPELL **Level:** 10th **Mana Cost:** 18.5 **Range:** 360' **Area Affected:** A variable diameter sphere, 5'-50' **Effects:** A scintillating multicolored 6" ball of light zips from the caster's finger tip to detonate at the distance called out prior to firing. The blast does 4D8 sonic, 4D8 cold, 4D8 lightning damage, and causes paralysis. Also, all within the sphere must save vs. blindness exactly like for a "Flash" spell. Thus the victim(s) must make four saving throws (no save for the sonic damage), and suffer accordingly.

Name: TALSO'S SPELL OF THE BLACK BINDING **Level:** 11th **Mana Cost:** 18.5 **Area Affected:** See Effects **Range:** See Effects **Duration:** See Effects **Effects:** The mage purposely slays a person within his magik pentacle of power, trapping the unfortunate's soul and life levels and binding them to him. Thereafter, the dead man's life levels are drained or blasted away instead of the mage's when attacked by undead or the like. Of course, when all of the dead person's life levels are gone, the mage loses his own, until he can perform another of these dread rituals!

Name: MARYINDI'S SPELL OF THE ELEMENTAL SELF **Level:** 12th **Mana Cost:** 25 initially, then 5 per each minute of transformation **Duration:** Variable **Area Affected:** Self only **Effects:** The mage is transformed into a fully functional elemental of his choice of type. Full elemental powers are his, but for every minute in that form there is a 10% chance of the change being permanent and irrevocable. This chance is lessened by 1% for each level of experience over the 24th the mage is.

Name: TIME LINING **Level:** 15th **Mana Cost:** 45 plus 15 per minute in time forward or 45 per minute in time backward. **Area Affected:** Self only **Effects:** The mage literally time travels (in place). However, any attempt to change past events causes the fabric of the universe to "squeeze out" and eject into Limbo the "irritant" that is causing the problem: the mage!

MAGES' SPELLS, continued

Name: D'ALLON'S SPELL OF THE MIST OF BLACK MISERY **Level:** 4th **Mana Cost:** 5 plus 1.5 for each minute over the first 3 that the mage desires to throw (it must be thrown already added to the initial spell, as it can't be added later) **Range:** 60' **Duration:** See Mana Cost **Area Affected:** Any single designated target regardless of size **Effects:** The victim becomes wrapped in a clinging black mist that covers it completely no matter where he/it goes. All thus covered have every sense completely and 100% blocked, including True Sight, Psychic ESP/Telepathy, smell, hearing and all others. The sensory deprivation IS TOTAL.

Name: QUERDLOE'S CLUMSY FIELD **Level:** 5th **Mana Cost:** 5 **Area Affected:** 90' diameter sphere around the caster (he is immune) **Duration:** 5 minutes **Effects:** Essentially a "klutz" field, all within it have all attack and defense abilities HALVED for as long as they are in the field, and for 1D4 melee turns after they leave it. Everyone in the field must make ability rolls each and every turn to see if they tripped and fell, and they must do the same for dexterity to see if they dropped their weapons or other held items.

Name: THE CRIMSON BANDS OF CYTRAKK **Level:** 5th **Mana Cost:** 5.5 **Range:** 120' **Duration:** 10 minutes plus 1 minute per user's experience level over 9th **Area Affected:** A 30' diameter sphere **Effects:** The sphere forms of what look like red silk ribbons or bands, with a pale glow. All within the sphere of 14 HD or a lesser size cannot break free. All larger types break free in 20 melee rounds minus 1 melee round for each level over 14 that they are. The sphere is 100% fire proof and acid only does 1/4 damage to the bands. Cold makes them brittle so that they are only half as strong as normal.

Name: ELRIC'S ACID RAIN **Level:** 5th **Range:** 150' **Mana Cost:** 5.5 **Duration:** 10 minutes plus 1 minute per experience level over 9th **Area Affected:** A 20' by 10' area, starting at a height pre-called by the caster (that is deducted from the range of the spell) **Effects:** A purple and green rolling cloud appears and it rains fuming nitric acid into the area below itself. Lesser wind spells will not budge it, and lightning will cause the acid to explode in a 6D6 20' diameter fire ball, putting the rain out for 1D4 melee turns, but starting up again thereafter.

Name: MERLIN'S SPELL OF TRUE SEEING **Level:** 6th **Mana Cost:** 7.5 for the initial hour and 2.5 per hour thereafter **Duration:** See Mana Cost **Area Affected:** Self only **Effects:** The mage will always see everything as it really is. Thus he would not even see an illusion, and if an invisible person was around, he would see him. If a person has a face or body mask type spell on to hide his looks, the mage wouldn't notice it, simply seeing him as he actually was. You get the idea. The one thing that could fool this spell is Alagarn's Improved Invisibility Spell (9th level), which is effective 90% against true sight (10% chance of it not working).

Name: DAR-THOM'S DOOMLIGHT SPELL **Level:** 6th **Mana Cost:** 7.5 for the initial 3 minutes and 2.5 per minute that is loaded/fired over that (it must all be fired initially as it can't be added to later) initial 3 minutes **Range:** 90' **Duration:** See Mana Cost **Area Affected:** A 30' diameter sphere **Effects:** A deep blue glow fills the target area, and little static lightning sparks crackle from everything inside it. All up to 4HD must save vs. magik at -4 or die immediately, and if a save is made, they are stunned for 1D8 melee turns. All over 4HD but not greater than 8HD make the same save at -2 and are only stunned for 1D4 turns. All larger than that save at a normal rate, and failure to make the save results in only 1 melee turn of being stunned. The Doomlight has absolutely no effect on undead, and all dragons and dragon kind are simply tickled by its light. This spell will not work in direct sunlight, and functions best at night or deep into dark caverns or dungeons.

Name: DAVALON'S DEATH STAR **Level:** 7th **Mana Cost:** 10 plus .5 per 10' over 120' thrown **Range:** 120' plus **Area Affected:** Any single target up to twice the caster's own **Effects:** A blue-white "star," 3' in diameter, flies from the caster's hand at 120' turn and homes in on the designated target. All hit must save vs. lightning, cold, fear, and lose 1-3 life levels. Its power is equal to the caster's own hit dice, but 1/2 value each divided between cold and lightning. **Note:** It will detonate (30' globe) at the end of its maximum range if no target has been hit.

NEW MAGIKAL SPELLS
(Additional Late Entries)
MAGES' SPELLS

Name: MIND FOCUS **Level:** 3rd **Mana Cost:** 4.5 **Area Affected:** Self only **Effect:** It allows a mage to memorize a spell, then "cover" it with this one so that when the time comes to use the covered spell, the mage cannot be distracted nor interrupted, so that only the death of the mage could cause the spell to misfire or fail to fire.

Name: STARBUCK'S SUNLIGHT SERENADE **Level:** 4th **Mana Cost:** 4.5 plus 1.5 per minute over the first. **Range:** 60' **Area Affected:** 30' diameter area, 5' wider per each level over the level needed to use **Effects:** A bright golden sunlight fills the area and melodious music fills the air. All undead save vs. magik or disincorporate! A save still drives them out of the area. Orcs and other light sensitive types don't make saving rolls; they'll just refuse to enter the area!

Name: MEND SPELL **Level:** 4th **Mana Cost:** 2 plus 1 per 1 square foot "mended." **Area Affected:** Limited only by mage's mana. **Range:** 30' plus 20' per mage's level. **Effects:** Same as Patch Spell, but for wood or metal or other hard substances. **Duration:** 20 minutes plus 10 minutes per .5 mana point used as "glue."



DRUIDICAL MAGIK

Name: SALATYRA'S BASIC RITUAL OF THE PASSING THROUGH OF BRIARS AND OTHER LESSER PLANTS
Level: 1st **Mana Cost:** 1 plus .5 per 10' passed through over the first 10' **Area Affected:** Self only **Duration:** Until completely passed through **Effects:** The Druid glows a pale green and the briars and lesser plants writhe out of his way, forming immediately behind as he passes.

Name: BALKMYR'S BASIC RITUAL OF THE CALLING OF THE LESSER WINDS **Level:** 2nd **Mana Cost:** 2 initially, and .5 per minute's use over the first **Area Affected:** Variable **Range:** Up to 120' **Duration:** See Mana Cost **Effects:** A wind or breeze is conjured that has sufficient force to blow out candles and move gas at 10' per turn, for as long as the Druid powers it.

Name: KHERMAL'S PUISSANT COLOR OF MYSTICAL MAGIK **Level:** 3rd **Mana Cost:** 4 initially plus 1 per melee turn over the first 10 **Area Affected:** A 10' by 10' wall **Range:** Up to 60' **Duration:** See Mana Cost **Effects:** An auroral wall of light appears, doing the following to all who touch it: YELLOW will cause all up to 6 HD to fall asleep; BLUE causes paralysis; RED does 2D20 heat damage; GREEN does 2D8 kinetic "punch" damage; VIOLET causes "fear;" GOLD acts as a Clerical Undead Turn Away equivalent to the caster's own level; SILVER does 2D20 cold damage; and finally, BLACK causes blindness. **Note:** The paralysis, sleep, and blindness last for 1 minute plus 1 minute for each experience level the caster is over the 3rd.

Name: ARABUHL'S SPEAR OF FIRE SPELL **Level:** 4th **Mana Cost:** 4.5 **Range:** 90' plus 5' per experience level over the level required for this spell's use **Effects:** A 7' long oaken spear with a silver head flies fiercely from the Druid's hand and attacks as a +3/+3 magik flaming spear. It does normal spear damage plus 2D6 flame damage, and all undead must save against fear or flee if struck. There is a 50% chance of all who are hit catching fire for 1D6 damage per melee turn for 1D6 melee turns.

Name: TAORAN'S SPELL OF THE FIELDS OF FAMINE **Level:** 5th **Range:** Around the spell caster **Area Affected:** 30' radius plus an additional 5' radius per caster's level of experience over the level required to use this spell **Mana Cost:** 6.5 **Effects:** All plant life within the prescribed radius withers and dies, turning black and crumbly. The ingestion of the blighted plants, either through eating or breathing the dust, causes acute nausea, vomiting, dizziness, and has a 10% chance of causing death in 1D20 minutes unless a cure disease ritual is performed.

Name: GUELCHAIN'S SPELL OF THE FOG OF FEARFUL EFFECT **Level:** 6th **Mana Cost:** 6.5 plus 1.5 per minute over the initial 3 minutes **Duration:** See Mana Cost **Range:** 60' plus 10' per experience level over the level required for use of this spell **Area Affected:** A wall 12' long by 9' high by 3' thick, plus 1' added to each dimension for every level of experience over that needed for use of this spell **Effects:** A blue-grey wall of rolling and writhing fog that smells like orange blossoms appears, and all who even touch it take 2D8 poison damage and must save vs. confusion or be totally confused and helpless for 1D12 melee turns. Additionally, all undead who touch it must save vs. fear at -5 or flee! Undead also suffer 2D12 damage instead of 2D8.

Name: CHANCER'S SPELL OF THE GOLDEN FOG OF LIGHT AND REASON **Level:** 7th **Mana Cost:** 7.5 plus 1.5 per minute over the initial 5 minutes **Duration:** See Mana Cost **Area Affected:** 30' radius around the caster **Effects:** A golden flowing fog pours from the Druid, within which visibility is only 3' except for the Druid, who can see normally. All inside the fog, which smells like honey and cinnamon, must save vs. magik at -5 or become immobilized in a rapturous contemplation of the grandness of the great universe (they're happily befuddled and bemused, feeling good will towards all, and with no desire to do anything except think nice thoughts). Outside the fog, this effect will last for 1 minute for every level a victim is less than the 20th level of experience. Undead, however, are affected differently, in that they must save vs. magik at -3, or disincorporate entirely! If they save, they still suffer 1D6 damage per each level the spell caster is, and said damage can regenerate only at 1 point per day.

CLERICAL SPELLS

Name: CRIMBLEY'S SPELL OF THE MENDING CLOTH **Level:** 1st **Mana Cost:** 1 per each 2 square feet mended **Area Affected:** Variable **Range:** 3' **Effects:** The cleric can magically mend cloth, leather and other "softer" substances at the rate of 2 square feet per 10 minutes, unless the item is magik, in which case it takes double the mana cost and triple the time.

Name: VELADORN'S SPELL OF THE FINDING OF DOORS MOST HIDDEN **Level:** 2nd **Mana Cost:** 2 **Area Affected:** 15' radius around the cleric **Duration:** 30 seconds **Effects:** All secret doors and such are outlined in pale green light exactly.

Name: TYR'S SPELL OF THE HEAVENLY UMBRELLA **Level:** 3rd **Range:** Above the cleric **Duration:** 5 minutes plus 1 minute per clerical level over 5th **Mana Cost:** 3 plus .5 per minute over what the initial time is according to clerical level **Effects:** A pale green and shimmering umbrella-like dome 5' across plus 1' per cleric's level over the 5th, appears above the cleric's head, and it sheds all rain, liquid, ooze, slime and the like. However, it only covers him down to his shoulders, so some might splash onto him if he's not careful.

Name: TUATHA'S RITUAL OF THE BINDING CHAINS OF LIGHT **Level:** 3rd **Mana Cost:** 4.5 plus 1.5 per minute's existence over the first 10 minutes **Area Affected:** Any single target **Range:** 3' **Effects:** Glowing chains of golden light form around the undead in question and bind him so securely he cannot move, fly, become gaseous or otherwise get away. For each level the cleric is, there is a 10% chance that the chains cannot be broken or gotten out of by the undead. This is lessened by 3% per hit dice in size that the undead is larger than the cleric. As this is a ritual, and it takes 3 minutes to complete, it is usually used in pinning vampires who are asleep to their coffins and the like. It only affects undead. It is the only known ritual that is always effective versus all undead (pursuant to the limitations described above).

Name: CRIMBLEY'S SPELL OF THE MENDING WOOD **Level:** 3rd **Mana Cost:** 3 per 2 square feet of mended wood **Area Affected:** Variable **Range:** 6' **Effects:** Exactly as for the spell for mending cloth, but for wood only.

Name: STANSON'S STONES TO SPIDERS SPELL **Level:** 4th **Mana Cost:** 4.5 **Duration:** 3 minutes **Range:** 30' **Area Affected:** Variable **Effects:** The cleric tosses sand, pebbles and rocks while chanting this spell, and they metamorph into spiders. There will be 1 hit dice of 1/2 HD spiders (i.e., two of them) for each level of the cleric. Each spider can bite for 1 damage point, and has 1D8 venom that it can use in 1 to 8 bites at its discretion. They are AC 8 and can move 20' every melee turn, with an ability to jump up to 3'.

Name: TUATHA'S ADVANCED RITUAL OF THE BINDING CHAINS OF LIGHT **Level:** 5th **Range:** 30' **Duration:** 1 hour **Mana Cost:** 10 plus 3 per each 30 minutes thereafter **Area Affected:** Any single undead target **Effects:** An advanced version of the 3rd level ritual, this ritual can be performed up to 1 hour prior to actually "casting the chains," and thus used a little like a spell. The chains will automatically hold all undead up to and including wights in power, and all greater types have only a 10% chance per their own level larger than the cleric. If the cleric is a higher level than they are, they simply cannot break free. However, if they are larger than the cleric and they do manage to break the chains, they will take 4D6 damage that they can regenerate at only 1 point per day.

Name: CRIMBLEY'S SPELL OF THE MENDING METAL (LESSER) **Level:** 6th **Mana Cost:** 6 per each 2 square feet of metal mended **Area Affected:** Variable **Range:** 9' **Effects:** Exactly as the two lesser mending spells, except for metal. However, it can't repair intelligent metal.

Name: BADLEY'S SPELL OF THE MENDING METAL (GREATER) **Level:** 8th **Mana Cost:** 10 per each intelligence point of the metal (such as magik weapons sometimes have) **Area Affected:** Any single intelligent metal object **Range:** 3' **Effects:** The item is completely restored, much as a person is healed by a cleric. The process must be completed within 25 hours of its start or the "soul" of the metal object leaves for good. This is the only known way to repair broken magik weapons and retain all of their powers.

CLERICAL SPELLS/HEALING/REGENERATING AND SUCH LIKE

1. All *SPELLS* that *HEAL* take one minute per each point of damage to *fully heal*.
2. Devices and other *OUTSIDE AGENCIES* that cause regeneration heal at a rate of 3 points per minute (troll-like); 6 points per minute (vampire-like); or 1 point per minute for all others not *specifically stated otherwise*.
3. "*NATURAL*" healing carries on regardless of the situation; however, Spell/Device healing requires that the person being healed *be resting and motionless* during the *entire* healing process. However, with devices (i.e., rings, etc.), a wearer will heal at 1/2 the listed rate if he *does not rest and stay still*, as it is the device working and not himself.
4. Clerics and the like *DO* have to memorize specific spells just as mages do!!!
5. A person may heal only the number of points equivalent to his constitution multiplied by his level each day! That means he *himself* repairing damage to his own body by *whatever* means.
6. Anything that requires a "RITUAL" takes one (1) minute *per level* to complete, less one minute *per three levels of experience* the person has.
7. Clerics may wield any weapon *consistent* with their beliefs; i.e., a priest of Athena would probably use spear and shield, or a priest of Dagon a trident and net, etc., etc.
8. Clerics may also wear any armour *consistent* with their religion; i.e., a priest of Thor would probably wear chainmail and carry a shield, but a priest of Bacchus would probably only be wearing leaves and homespun wool! You *must* be what your religion dictates.
9. Clerics will heal those *of their own religion* 100% of the time; see the below chart for other circumstances.

CLERICAL REACTION CHART FOR HEALING/RAISING DEAD

CLERIC'S LEVEL	SAME FAITH (CLOSE TO)	OWN TYPE	SAME RACE	SAME NATIONALITY	MONEY PAID
+1 chance per each three levels of cleric.	+3 for the same, +2 for the same Pantheon, +1 for something similar in type.	+3 for other clerics, +2 for all religious types and +1 for all that are even slightly related as to	+3 for all of the same race, +2 for similar or related races, +1 for any even remotely related.	+3 for all from the same country, +2 for all of one's country, +1 for all those not at war with one's homeland.	(Raise Dead only) +1 per each 1,000 GS over 1,000 GS per level of the cleric (e.g., a 6th level cleric would need a minimum of 7,000 GS to get a +1.

NOTES AND VARIANCES

1. Add +1 if alignments are the same, but take -1 away for each alignment differential (e.g., +1 for a true lawful vis-à-vis a true lawful, but -1 for a true lawful vis-à-vis a marginally lawful type).
2. If the cleric is good and the wounded person is evil (or vice versa), subtract -3. If the wounded person is neutral and the cleric is good, subtract -2. If both are good (or evil), add +1.
3. An evil or amoral cleric will require *50% more money* paid for the "plusses."

CLERICAL REACTION CHART, CONTINUED

4. Add +6 if the wounded person is willing to *CONVERT* to the healing cleric's religion. However, if the healed person then reneges, all further heals will be at a minus -10 chance.
5. Add +2 if the hurt person has ever, himself, *saved the cleric's life*.
6. Minimum "pay" is 50 G.S. for light wounds, 100 for heavy wounds, 500 for cures, etc.

CHANCE ROLL CHART FOR CLERICAL HEALS/RAISE DEADS

DIE ROLL
(20-sided die)

RESULTS

1-3	Absolutely refuses, with <i>no</i> chance of changing his mind.
4-6	Refuses, but <i>may</i> be persuaded with <i>double</i> pay (one re-roll try)
7-9	Will do it if paid (one re-roll try), but reluctantly, <i>this once</i> .
10-12	Will do it if paid (two re-roll tries), <i>maybe once more</i> .
13-15	Will do it if paid, every time.
16-19	Will do it free, of course!
20	Will only do it if person <i>swears to convert!</i>

Simply figure all plusses/minuses, then roll, adding or subtracting as indicated, for the result!

Item: AMULET OF SPELL EATING Value: 20,000 G.S. Looks: A sphere of gold covered with thirteen black onyx mouths. Effects: The amulet literally "eats" any magik spell used within 20' of itself. The amount of spells it can eat varies, but usually is 13 *levels* per day. Note: It will attempt to "eat," full or not, and if it "eats too much" it will explode, firing all spells previously eaten that day simultaneously.

Item: BANG STICK Value: 1,500 to 5,500 G.S. Looks: 15" long blue steel tube with a 5" solid handle. Range: Impact only. Effects: Once per day this device builds up a magikal "charge" of 2-16 to 4-48 damage points. When touched to any living item, it goes "blam!" and administers the point damage as an impact.

Item: BOOTS OF TIME Value: Depends on wearer Looks: Silver-scaled and hob-nailed knee-length boots Effects: Act as elven boots unless hit by a timestop or similar field. At that time they activate and the wearer moves forward in time one minute for every step taken. Once activated, these boots cannot be removed nor turned off and the hapless wearer will move off into future times and probabilities.

Item: CLOAK OF CLEVERNESS Value: 10,000 G.S. Looks: Bright red silk with high bat-winged collar. Effects: It ups wisdom and intelligence by 3 points, ego by 2 and charisma by 1. Note: It is keyed for use by thieves, assassins, traders, or bards only. For all others it is simply a cloak.

Item: CLOAK OF NEVER Value: 100,000 G.S. Looks: Pearlescent silver-grey semi-opaque mistlike substance with no clasp or ties. Effects: In an untenable situation, the wearer may wrap himself in "never was" and simply cease to exist. When he unwraps himself, he no longer "never was" but "now is!" Note: However, due to not being able to tell time in a "non-being state of existence," the wearer unwraps 1 to 100 minutes later (roll--a double zero roll means roll a second time, with a 33% the time will be 1-100 days later!). Also, if a timestop field is put into effect in the area where the person "never was," then of course he never will be, *ever again!* You can't wish for something back that never was, you know!

Item: CLOAK OF TIME Value: 125,000 G.S. Looks: Inky black foglike material without clasp or ties. Effects: The wearer can wrap himself in "time" and move freely in timestop or other time suspension field. Note: The cloak is woven of 100 minutes, losing that weave one for one with actual time spent in timestopped area. If the cloak's "weave" runs out while the wearer is still in such an area, he is trapped!

Item: DANCING WAND Value: As per normal wands, plus 5,000 G.S. Charges: As per normal Looks: As each type dictates Range: As each type dictates Effects: As per each type, plus the wand "dances" 1 melee turn per two user levels. ("Dancing" means the item hangs in the air, firing by itself, while the owner does other things!)

Item: DREAM DUST Value: 1,000 G.S. per pinch Looks: Rainbow sparkly fine dust Effects: When sniffed (inhaled), the user goes into an immediate trance and "sees" (and speaks) visions of possible futures (immediate, affecting himself or those about him) (time equal to roll for trance duration). The trance lasts 1 to 100 minutes (roll). Notes: The dreamer usually speaks in riddle, rhyme, or even song, and has no control over what he sees. Dungeon Masters should make the visions accurate but cryptic.

Item: FIGURINE OF FABULOUS POWER Value: 50,000 G.S. Looks: A carved emerald dragonfly 9" long, with rainbow crystal wings and star ruby eyes. Effects: When the command "Up and Out!" is given, the figure transmogrifies into a 15' long, 7+1 dice, dexterity 20, AC 3+6 dragonfly capable of lifting 480 lbs. It attacks with one bite of 1-12 each turn, flies at 50" per turn and can dive at double that (but for each melee turn dived there is a 15% chance it will fail to "pull out" and crash). It may be used but once per day, and if slain it is gone forever. To re-compact it, the command "Pocket size!" is given.

Item: GAUNTLETS OF ICE AND FIRE Value: 37,500 G.S. Looks: Gauntlets of pale bluewhite translucent crystal (looks like ice) with tiny flickering scarlet flames sparkling inside the crystal. Effects: Any weapon or shield held by these gauntlets can become either flaming, for 1-8 points extra damage, or cold, for 1-6 points (but not simultaneously). Also, any flaming or cold object may be safely handled (they're 100% fire and cold proof). Note: Remember, however, that non-magik weapons thus used may become soft with heat or brittle with cold (in sustained use).

Item: HOBBIT STONE Value: 1,000 G.S. Looks: Round, smooth, 1" diameter stone. Range: 240'. Effects: It is a +3/+3 sling stone for hobbits only. It will return after firing, so that it can be fired every other melee turn.

Item: LORELEI LYRE Value: 10,000 to 100,000 G.S. Looks: 3' tall, beautifully sculpted lyre of precious woods, metals and gems Range: 120' in diameter Effects: All intelligent beings up to 3+1 hit dice and all unintelligent types up to 4+1 hit dice are "charmed" by its beautiful music and sit/stand, rapt and unmoving, for as long as it is played (no save). All up to 5+1 and 7+1 dice must save vs. psychic attack or be charmed. The player only is immune to the music.

Item: MAP MORPH Value: 10,000 G.S. Looks: A living animal that looks like a 12" square, 1" thick piece of leather, warm but dry. Effects: It is very susceptible to concentrated mental emanations. If concentrated on, it will retain images (if simple enough). Very handy in mapping dungeons. To "clean the slate," simply "sleep" the little beastie. Fire and acid proof.

Item: OCCAM'S RAZOR Value: 20,000 G.S. Looks: A flat, 6" long finely inlaid and jeweled "handle." Effects: When used by any mage with an intelligence of 15 or more (or psychic), a pale lavender "blade" of energy appears. It is 1' long per intelligence point 15 and up. The energy blade attacks like a +5 vorpal broadsword. Note: For every melee turn used, the wielder's intelligence drops 1 point (shortening the blade) until it is less than that needed for use. The intelligence drop lasts 3 minutes for each point dropped.

Item: RING OF BEFORE Value: 10,000 G.S. Looks: Mithril with black runes. Effects: The ring may be used *thrice only* to alter any past event that affected the wearer himself, physically or psychically. Note: No one and nothing may be affected *except himself*.

Item: RING OF MAYBE Value: 100,000 G.S. Looks: Black with mithril-inlaid runes. Effects: The ring may be set to alter any three (and only three) future probabilities. If the wearer, for example, thinks he may be disintegrated at some future date, he "sets" the ring against that event, and if and when it does happen, *it does 'st!* Once the three things have/haven't happened, the ring dissolves into inky black mist.

Item: ROD OF RIGHTEOUS RETRIBUTION Value: 17,500 G.S. Looks: 28" dull iron rod with a life-sized fist of gold-painted iron on top. Effect: Hits for 2-16 points regardless of size or type of target. It also transfers any damage the wielder has taken to whomever he hits (at a rate of 1-8 points per hit) Note: It may be used by "true" clerics only (no druids, monks, etc.).

Item: SKYHOOK Value: 25,000 G.S. Looks: Mithril hand, claw, talon, etc. (varies) about 8" long (usually attached to a spider silk rope). Effects: It will hold and hang anywhere (on a cloud, in the air, on a sheer wall, etc.) when the word "hold" is cried. It unhooks on the word "enough!" Thus if in a cloud, it will grab on and if you are holding on to a line attached to the ring (for just that purpose) on its base, you'll be towed away into the sky with the cloud. BYE!! When you wish it to release its grip, simply yell "enough" and it lets go and down you come. Its main drawback is that everyone knows about them and on at least one occasion, a baddie waited until the frightened and fleeing hero had risen to about 700' and then used "Panch's Far Speaker Spell" and the jerk fell to his death in the ocean.

Item: SUN STONE (or Sage's Sphere) *Value:* 2,500 G.S. *Looks:* A softball-sized orange crystal sphere *Effects:* It absorbs light, and re-emulates it in the dark, at a 1 for 2 ratio. Thus, absorbing 6 hours of full daylight would allow it to glow at half daylight for 3 hours (in a 30' radius circle). They are extensively used by gnomes and dwarves.

TANTIVY WAND: This golden 18" wand holds 50 charges of Tantivy. Any person hit by it must save vs. magic or simply stand/sit happily wherever he/she happens to be and contemplate how great life is at the moment. It will affect as many as the classic Sleep Spell and has the same range/area of effect. All unded are simply forced to save vs. clerical Turn, as if they had run into a 12th level patriarch, but are otherwise unaffected. Evil types must save at -2, and are nauseated (-2 from all attack/defense) if their save is made for D6 meleé rounds. (This one's for you, Lee.)

Item: THE TOME OF TIME *Value:* Varies according to owner *Looks:* Like any other ordinary magical book *Contents:* The reader gains insight (by one month's study) into time and time-related spells, thus making him "time competent" (all time-related magik he performs is +2 and he gets a +2 save vs. time-related magik himself). The reader also knows how to "ID" immediately all time-related items. Those other than full mages, opening the book, are time-stopped (1-20 days).

Item: WALKING STICK *Value:* 2,500 G.S. *Looks:* Varies, usually 3' to 3-1/2' long; some plain wood, others worked in precious metals and/or gems. *Effects:* The stick will, on command, fly through the air, whirling and striking for 1-8 damage. It will attack thus for 36 meleé turns per day (1 attack per turn) at a level equal to its owner's. *Note:* Only non-fighter types (bards, saints, psychics, mages, etc.) may use it. It can attack for 36 turns a day, and must be called off by a secret recall word or it will attack itself out. It always attacks at the level equivalent to its owner's own level.

Item: WAND OF TIME (Trapping) *Value:* 50,000 *Charges:* 1 to 50. *Looks:* Ice cold, absolutely black 16" wand with a silver and crystal hour-glass on one end (has gold dust in it). *Range:* 33' *Area Affected:* Any single target and 3' radius around it. *Effects:* The target saves vs. magik (at -4) or is timestopped (with attendant timestop field) for 1-20 hours (roll). If a save is made, the target is slowed (1-10 hours; roll) and very confused (1-10 minutes; roll). *Note:* The wand can be "detonated" by 8 dice of sonic or electrical shock/damage (it is proof 100% vs. all else). This results in a time stop field 10' in diameter and 1 day duration for each charge in the wand at that time! 10 charges = 10 days and 100' across!

SHARK BOLTS: Magic crossbow bolts that are +3 to hit. They are slate grey and have black sapphire eyes and a painted (?) shark's mouth (a la the Flying Tigers). When they are fired, they use their eyes to avoid all except the target aimed for, and they will attack 1-3 times (roll). If they draw blood they will go into a sharklike feeding frenzy and attack for 1-20 times (roll), biting for 1D6 for each attack. Remember, they actually bite their targets, taking bloody mouthfuls that go into their stomachs of holding! The real kicker to these items is that they come only in inseparable schools (cases) of 10-20 and may never be separated. So if one of their number draws blood three turns in a row or attacks for 12 or more consecutive turns in any case, THE WHOLE SCHOOL goes into a frenzy and attacks everything within sight! They have an AC of 2 and 8 HP. If they are "killed," they are dead and gone, but if only "wounded," they will regenerate at 1 HP/day (never leaving the case until fully healed). When attacking on their own, consider them 3 HD monsters for purposes of attacking.

SHIMMER SHIELDS: These silver shields are 36" across, and glow and shimmer in any direct light. So much so that during daylight or in brightly lighted areas they act as a Displacer Cloak vs. any opponent directly confronting the shield. They are not really magical, so in a dimly lit dungeon a person finding one would only see a fairly shiny shield that a mage would find non-magical.

Last Second Additions

LIFE SAVERS (suggested by Clint Bigglestone . . . Thanks, Clint!): A roll of magic life savers! They must be put into a character's mouth prior to his/her being damaged. They last five minutes and once started cannot be taken out. So if the candy sucker is slain while partaking, he/she is immediately Raised as in a Raise Dead spell. If only damaged, he/she regenerates (any type damage) up to 75% of his/her HP value or 50 HP, whichever is greater. They come ten to a pack but have one bad drawback. If any form of analysis is used to check them (magic detects, alchemists, etc.) they immediately become absolutely non-magical Life Savers. This is a drag because THE GODLY GRANT CANDY CO. puts out other items packaged exactly the same way that do things like immediately reincarnate the user as a butterfly, cause triple damage for each hit taken, etc.

MAR-VEXIAN MAGIC BEANS are a product of some bonkers Mar-Vexian mage of the dim and distant past. The lima-bean-size and -shaped blue beans can only be grown by children under 12, hobbits, or Mar-Vexian mages (which should tell you much about Mar-Vexian mentalities). They take a full year to mature after taking an additional full year to grow! They must be watered with a mixture composed of four parts water to one part bumbleberry jam and one part tutti-frutti ice cream. No other mixture will work. Each plant will yield exactly 13 of the blue beans.

When swallowed (not chewed), the person doing so will have the permanent power of leaping and jumping, unless of course it is a child, hobbit or Mar-Vexian, in which cases the powers are double the normal. The only side effects of taking one of these beans is a permanent tendency to skip along humming/singing songs about hop scotch and other children's games. Oh well, as they say in Mar-Vexia: "Tra la la la la la, and a hey, hop, skip and away we go!"

ALI-LORALI: HD: 12 AC: 2+4 Speed: 48" (air only) Dext: 20 Number: Always alone Attacks: 1 "projection" for 2D10 or 1 "envelopment" for 4D10 Looks: A cloud of silver-streaked golden notes of light that sounds like wind chimes and smells like honey and almonds. Notes: It is an alien intelligence, and the damage it does is on the ethereal/astral planes as well as the normal plane. It is a type of energy attack, and the "projection" resembles a golden laser beam, with a range of 240'. It is 100% immune to all forms of psychic attack or probe, cold, fire, or paralysis. Energy attacks regenerate it at one for one, but stoning (all types) does 8D6 damage and sonic attacks do double damage to it.

BUBBLE MEN: HD: 1+2 AC: 7 Speed: 12" Dext: 12-18 Number: 1-20 Attacks: 1 self destruct burst (see notes). Notes: Transparent humanoid-shaped beings filled with one of three types of gas: pale blue is a flammable explosive that does 8D6 damage in a 45' diameter area; pale yellow is an intensely poisonous gas doing 8D6 damage in a 45' diameter area; and pale red is a powerful sleep agent that causes all within a 60' diameter area to fall into a deep sleep for 1-100 minutes. It affects all up to 12HD, and if a save vs. poison is made, the person will still be woozy and groggy for 1D4 melee turns, with -2 off all attacks or defense.

BLACK SLIME: HD: 9+1 to 12+1 AC: 5 Speed: 12" (on any *real* surface) Dext: 12-17 Number: 1-4 Attacks: 1 touch or envelopment that dissolves flesh at 4D6 per melee round, wood at 3D6/round and metal at 2D6/round. Looks: A thick puddle of shiny black tar-like slime about 1' across per HD. It smells like licorice, and homes in on its target by detecting the magnetic fields around it and checking for movement that disturbs them. Its detection range is 60', and is 100% accurate. It is 100% impervious to all except lightning, disintegrate or stoning (which does 8D6 damage and slows it).

BLACK WIND: HD: 10 AC: 2+2 Speed: 24" (air only) Dext: 24 Number: Always alone Looks: a 20' diameter fog of shifting shadows, lit by constant small blue crackling lightning bolts. Kind of like a small thunderhead. Attacks: 1 envelopment per melee turn, however, it can envelope any amount that will fit within itself. Those thus enveloped suffer two attacks: the 1st at dexterity 24 is psychic, and if the victim invades the body and takes it over, forever making it alien (with a mind link to its "parent"). The second attack comes at dexterity 29, and only if the psychic attack fails. This one is numbing cold of 4D8 in intensity, for all inside it (the cold damage is not divided up, but is that strong to each person!). Notes: This alien being is 100% impervious to all except technological energy weapons, sonic attacks or paralysis which does 4D6 damage to it and slows it by one-third (one time only).

FIRE FROGS: HD: 1/2 AC: 5 Speed: 9" (can hop 15') Dext: 10-15 Number: 4-48 Looks: 3" long frogs that glow a bright red and smell like sulfur. They are wrapped in pale violet flames, and look like little fiery meteors at night as they hop about. Attacks: 1 per melee turn which is simply a touch that causes 1D4 fire damage, but then has a 50% chance of causing the touched person to burn at 1D5 per turn for 1D4 turns thereafter. If struck hard enough to kill them with one blow, they splatter a flaming liquid over a 4' diameter area causing a total of 3D8 damage in that area, with the 1/2 chance of causing those hit to burn to be increased to 75%. Notes: They are of course fire proof, but cold does double damage to them, as do all sonic attacks.

GRYFFLISK: HD: 3+1 to 5+2 AC: 4 Speed: 10" ground/18" air Dext: 13-18 Number: 1-20 Looks: A cross between a Basilisk and a Griffon. Essentially as pictured on page 93 of AG I. Attacks: 1 stoning gaze, 2 claws for 1D8 to 2D6 each, and 1 bite for 1D10 to 2D8 each melee turn. Notes: This creature is immune to all stoning, paralysis and "slow" spells.

GREY SKIMMERS: HD: 3+1-5+1 AC: 3 top/6 belly Speed: 6" land/9" underwater/12" on water Dext: 15-18 Number: 1-20 Looks: Long-legged water beetles 6'-10' long, grey-green on top and yellow-white underneath. Attacks: 2 legs at 1D3 to 1D6 each, and 1 bite for 1D6 to 1D8 that also drains one life level beginning on the second turn, if the victim fails to get away. Notes: These beetles can swim, run across the surface of the water or move about on land if need be. They usually inhabit swamps, river fords and even warm water bays and coves.

HAGGORYN: HD: 1+1 to 4+1 AC: 4 Speed: 9" Dext: 9-14 Number: 1-100 Looks: Very blocky and muscular goblin-like creature with nearly no foreheads and stubby little ears. They are an apparent crossbreed of goblins and neanderthal cave peoples. Attacks: 1 for 1D6 or by weapon type (they favour bashing weapons). They are always berserk during combat and thus are +4 in their attack, but also -4 on their defense. Notes: Cannibalistic and foul-tempered, these stupid creatures will attack anything their own size, and even larger game if they feel that they have sufficient numbers. They stink, and are 100% immune to all poisons and venoms. However, they are easily fooled by illusions, and greatly fear dragons.

LIGHTNING BUGS: HD: 1 point AC: 7 Speed: 12" (air only) Number: 10-100 Looks: Identical to the earthly lightning bug that flickers with a pale light on warm Autumn nights. Notes: They flock to body heat, settling by the dozens to get warm. Their touch causes acute itching that can be really painful after a while. However, when swatted or struck they die by discharging 1D20 electricity. As it is natural, and not magical power, no save is allowed.

NOONDOGS: HD: 1+1 to 5+1 AC: 5 Speed: 12" Dext: 12-17 Number: 6-60 Looks: Up to lion-sized dog-like animals that palely glow with a sickly yellowish-white aura. Their eyes are like emerald-green lamps, and their tongue and teeth are a foul black and steam in the air. Attacks: 1 wailing howl that causes up to 4HD to save vs. fear within 90', and 1 bite for 1D4 to 1D12 (see notes). Notes: They travel in packs, bounding and howling, driving their prey before them until it drops from exhaustion. Their bite is venomous, causing insanity with a 5% chance of it happening per each intelligence point the victim has! That's right, the smarter the victim, the higher the chance for insanity! The madness lasts for 1 week per each intelligence point of the victim, with a chance of it being permanent based on, once again, 2% per intelligence point of the victim. These beasts frequently accompany vampires on their nightly "hunts," herding the victim(s) to the vampire, and eating the body that it leaves. A true symbiosis born in evil and horror!

PYBRA: HD: 1+1 to 9+1 AC: 7 to 4 Speed: 6" to 12" Dext: 12 to 15 Number: 1-20 Looks: A large python-like serpent with a scorpion-like tail stinger. They are usually a beautiful bronze color with silver and gold crosshatching. Their eyes are a pair of *real* star rubies worth 500 G.S. each per each HD of the snake. Attacks: 1 bite for 1D3 to 2D6 with venom equal to their HD in potency, and 1 sting for 1D2 to 1D6 with identical venom. Note, however, that they can elect (25% chance) to "spit" their venom at an opponent's eyes at +4 to hit, which will cause immediate and permanent blindness if it hits (as well as terrible pain). It can also wrap about its victim on any turn where any of its other attacks connect and the victim fails to escape. Starting the very next turn it can constrict at 1D8 damage per melee turn for each 2 HD it itself is. Their favorite food is hobbits and kobbits.

SWORD BIRDS: HD: 1+1 to 4+1 AC: 7 Dext: 16-19 Move: 24" air/3" ground Number: 1-20 Looks: They resemble nothing so much as brightly plumaged giant hummingbirds with silver beaks and a single purple eye. Attacks: 1 beak slash (75% chance) for 1D4 to 1D10 or 1 beak stab (25% chance) for 1D6 to 1D12 (see notes). Notes: These birds live on blood, so each time a stab goes home, it will drain either 1 or 2 life levels (depending on its size). These little nasties are 100% immune to all sonic attacks, and cannot be paralyzed or "slowed" by any means. However, they can be friendly if offered fresh blood, and treated with respect. After all, they have an intelligence range of 9-14! Pixies and even Brownies have been known to ride these birds (they can carry up to 30 lbs.) occasionally.

SILVER SLIME: HD: 5+1 to 20+1 AC: 2+2 Dext: 17-20 Size: 2' in diameter and 1" in thickness per each HD Move: 10" Number: 1-4 Looks: Looks like a pool of liquid mercury (quick silver) Attacks: 1 touch or envelopment for 3D12 per melée turn Notes: It affects flesh only, and lightning/electricity add to its HD on a 1 for 1 basis! It senses its victims by body heat, and can thus be fooled by a wall of ice or its like. It is 100% immune to fire and cold, and chops and cuts just splash through it harmlessly. However, paralysis and stoning do 6D6 damage to it and sonics scatter it, but do not hurt it.

SLUGGOTS: HD: 3+1 to 8+1 AC: 7 body/4 head Dext: 9-12 Move: 12" Size: 3' long per HD Number: 1 to 12 Looks: Pasty white slug- or maggot-like bodies with human heads that are extremely beautiful/handsome, with long flowing hair and voices like song birds they are so melodious. Attacks: 1 vampire-like charm/hypnosis type attack (save vs. psychic attack) or 1 "spit" of fuming green acid-like venom (it is a thin stream up to 5' long and 1D6 potency per HD). Finally, if they are close enough they can bite for 1D3 to 1D6 and will immediately drain 1 to 3 life levels per melée round (depending on size), much like a vampire, although they are most definitely *not* undead-type creatures. Notes: These things are the result of demon and human crossbreeding in the distant past, and as such get to save on lesser demon saving roll charts. They smell like rotten fish, and can command up to as many HD insects as they themselves have HD (unintelligent types only). They are frequently accompanied by a writhing mass of large bloodsucking leeches or some other similar abomination.

SNOW SNAKES: HD: 1+1 to 8+1 AC: 3 Dext: 9-16 Size: 5' long per HD Move: 3"-24" depending on size Number: 1-8 Looks: They resemble translucent icicles. Attack: 1 head butt (60X) for 1D4 to 2D10 or 1 bite for the same damage plus its venom which will freeze solid all up to triple its own HD if a save vs. poison is failed. A save still does 1D4 poison damage per HD of the snake. It can also wrap about a target if it successfully bites and the victim falls to escape. It will do 1D4 crush damage and 1D4 cold damage per its own HD each melée turn thereafter. They are 100% paralysis and cold proof, but fire does double damage.

SNOW SPIDER: HD: 1+1 to 8+1 AC: 4 Dext: 15-20 Move: 9" to 18" per turn depending on size Number: 1-20 Looks: Furry white tarantula-like spiders with real star sapphires (blue) for eyes (8) worth 100 G.S. per each HD in size, each. Attacks: 2 legs for 1D4 to 1D10 each and 1 bite for identical damage plus a venom that does damage equal to twice their own HD, and causes permanent blindness (if a save vs. poison is made, then the blindness lasts only 1D10 minutes). Notes: These spiders are nearly invisible in the snow, and tend to dig burrows in the snow, and leap out at passers-by. They are 100% cold resistant, and cannot be stoned by any means. Fire does double damage.

VAMPUSA: HD: 7+1 to 12+1 AC: 2 Dext: 16-21 Move: 9" ground/18" air Number: 1-8 Looks: See the illustration on page 10 of AG I Attacks: 1 stoning gaze, 2 claws for 1D8 to 1D12 with 1 life drain each and 1 bite for 1D4 to 1D8 with two life drains. Notes: These are nothing more than vampire medusas (usually male). They occasionally have 2-12 Moondogs with them (35% chance), and will almost always have one or two magik items.

VALPYR: HD: 8+1 to 10+1 AC: 2+5 Dext: 18-23 Number: 1-4 Move: 10" ground/30" air Looks: Silver-grey Balrogs with pale violet flames and eyes as black as space, 1' tall per HD. Attacks: By weapons or 2 claws for 1D12 to 4D6 and 1 life drain each and 1 bite for 1D8 to 2D16 with 2 life drains. Remember, that their mere touch does 2D6 fire damage, and because they burn in the ethereal and astral planes as well as the normal, they will burn *even things that are normally fireproof!* They can use magik up to the sixth level at the rate of two spells per level per day. They are occasionally accompanied by 4-24 Moondogs. They favor double-headed spears (12-20' long) and triple lashes (18-30' long), both used single-handed.

WHISPER WASP: HD: 1+1 to 3+1 AC: 3 Dext: 17-22 Move: 36" air/3" ground Numbers: 1-100 Size: 1' long per HD Looks: Metallic yellow with metallic green body stripes and rainbow-hued wings. Attacks: 1 bite for 1D3 to 1D6 points and 1 sting for 1D4 to 1D8 plus a venom that causes its victim to fall immediately asleep for 8D12 days. The venom will affect all up to four times its own HD, and if a save vs. poison is made, the victim will still feel drowsy and woozy for 1D12 melée turns with an attendant -2 on all attacks and defense for that period. Notes: These wasps are so silent, that even elves only have 15% chance of hearing them in flight. They will lay their eggs in their victims, which will hatch in 20D6 days, devouring their host body. Kind of like the Tarantula Wasp in our own world.

WINDEGO: HD: 6+1 to 18+1 AC: 2+3 Dext: 17-20 Move: 32" to 48" depending on size Size: 15' tall, 3' wide at its base and 9' wide at its top per each HD in size. Looks: A black, whirling, twisting mini-tornado with two dull red glowing eyes two-thirds of the way up its column. Attacks: It literally envelops its prey, doing 3D6 cold damage, 1D8 ripping damage and draining one life level per each HD in size. Notes: It is 100% immune to cold, life blasting or draining or cuts and chops with weapons of less than +3 power. Any form of cold regenerates it on a 1 for 1 basis and it is 50% magik resistant. It is also 100% immune to any form of psychic attack or probe. It is a form of lesser demon that is seldom seen, and even more seldom survived.

WRAITH WYVERN: HD: 7+1 to 9+1 AC: 2+4 Move: 12" ground/24" air Dext: 17-22 Numbers: 1-8 Looks: Translucent, silvery-grey wyverns with stingers that glow like laser rubies. Attacks: 2 wing buffets for 1D6 to 1D10 each, 1 kick for 1D10 to 2D8, bite for 2D8 to 2D12 with 1 life level blasting and 1 sting if at least two of the other attacks have hit home. The sting does 1D8 to 1D12 as well as blasts 2 to 6 life levels depending on size. Notes: This creature is the usual mount for some of the more terrible of the greater demons, and even an occasional Valpyr has been encountered astride one. And it is far more terrible than the Wyverwraith in All The World's Monsters, Volume II.

YAANTH: HD: 4+1 to 8+1 AC: 5 Dext: 9-14 Move: 9" (12" charge) land/ 6" water Numbers: 1-10 Looks: A golden-furred cross between a grizzly bear and a giant otter, with three emerald green eyes and silver claws and fangs. Attacks: 2 claws for 1D10 to 2D10 each and 1 bite for 2D6 to 4D6 plus a special saliva that causes paralysis in anything up to twice its own HD. Notes: Its fur is worth about 1,000 G.S. per each HD in size of the pelt. It is about as intelligent as a 6-year-old human child, and just as temperamental.

ZOOMER: HD: 1/2 to 1+2 AC: 6 Dext: 24-35 Move: 30" Number: 4-48 Looks: They look like little brown-and-white spotted puppies with ears like jack rabbits only more floppy, and eyes like green star sapphires (they're not). Notes: These little beasties are extremely friendly and will follow nearly anyone around, constantly getting underfoot, wanted to be scratched and petted, licking their "friends", whining for attention, and above all moving constantly around while uttering a sound exactly like their name: ZOOM! ZOOM! They are so fast that it's hard to see them clearly unless they are sitting still (thus they get a +4 defense against physical attacks while they are moving). They are loud, and quite the pest, but they can sniff out silver and gold up to 120' away, and will tremble violently when within 30' of any kind of undead.

SHOCK BONES: These are the practical joke of the mad techno "Dirty Harry" and have fooled several very smug clerics. They are the skeletons of those slain, wired together (chalk covers the wire so it isn't noticeable) and electrically animated. When Detect Life or Detect Undead is used, they come up zero! Detect Magic and the like also draws a blank, since these things are technological constructs. They attack twice a turn for 1D6 each and always have dexterity 16+. If they get two consecutive hits, they will grapple and then self-destruct in a 5' diameter ball lightning of D20 power. Man, you should see those clerics trying to figure out why their "turn aways" didn't work! They are 1D8 in size, but attack as 3HD.

BIGGLIES (with apologies to Clint Bigglestone): These creatures are nothing so much as simply a huge (408-808) woolly giant (mutated) St. Bernard dog. They are about the size of a hippopotamus, but look twice that size due to their very long and shaggy coat (which is usually a dirty white in color). They are about as smart as a St. Bernard, but about a hundred times as loving and slavish. They can be fierce foes due to their bite of 208-3D10. However, it is their fearless and nearly irresistible bounding charge that is most effective, for it will completely bowl over any opponent up to and including their own HD + 50% in size. These beasties are strictly one-owner animals; when their owner dies, it is 98% certain that they will lie down and will themselves to death in 1-20 rounds.

However, there is a 2% chance they will go completely and irrevocably berserk and attack all around them. There is a bond of true love between them and their masters that is so strong it will override even charms, geases and suggestions. They have an AC of 5 due to their thick coats and their dexterity range is D12; their agility D10; and their strength about equal to a hill giant.

A factor in their genetic makeup due to their mutation makes them 100% immune to undead type life drains, and because their blood has a silver base as opposed to copper for most other mammalian types [most mammals in this universe have iron-based blood], their bite does hit undead types. In fact, not only do they see up to 85' in the dark, but they have a 90% chance of smelling all undead within 60'. Naturally Undead hate them.

CHAERONYX: A cross between a centaur and a medusa in appearance.
AC: 3; Move: 24"/turn 4 attacks: 2 hooves @ D4-D8 each, one by weapon type, and the HD: 308-508 medusa's stoning gaze.
They are usually a pale blue-trey. Dexterity: 14; agility D12 +6; Intelligence D8 +6; Ego D20 +6. The other areas are identical to normal centaurs.

Both males and females have the stoning ability. They are found normally only as mated pairs in deeply forested areas and are generally chaotic/evil. They never have more than one child per birth.

KILL KITTENS: These lovable, cuddly, purring, fuzzy little cats are sure to melt even the hardest heart. They pretend to have a broken leg or some other hurt and limp, whimpering, toward a victim, with their big soulful eyes pleading for aid and succor. When the tender-hearted soul picks them up to comfort and help them, they dig their steel-hard and needle-sharp little claws into him, pumping in a fatal poison (save vs. poison still results in paralysis for D6 days). They usually travel in packs of 12-48, although all of the others are usually hidden until their decoy has bagged a meal. Although only 1/2 HD in size, their attack is as a 3HD monster. Their claws do only 1-2 points damage and their bite does 1-3 (the saliva has a 20% chance (no save) of driving those bitten 100% insane and berserk for D6 days). They are about as intelligent as lions or tigers, and their favorite meal is a nice plump hobbit.

KRAG SPYDERS: They range in size from pebbles (1 HP) to boulders (608) and look like rocks or boulders until they move. They are very patient and will wait hours while a party beds down amongst them and goes to sleep, before pouncing. They bite for D4/HD in size but their poison is all the same, from pebble to boulder size; it stones those who fail to save vs. poison (at a -3 save). They really resemble the great Alaskan king crab minus the pincers when they move, but are a branch of the arachnid family as their name implies. They have such a low metabolic rate that most Detect Life spells fail (15% chance), but Detect Magic shows them up quite clearly as they are a magically mobile form of rock. They eat their stoned victims by secreting a saliva that unstones a mouthful at a time, so it can be bitten off and swallowed. Talk about a pet rock! They have AC 3 (small ones) to 2 (biggies).

MANSTER: This ugly little troll looks like a normal human being (your choice of sex), but regenerates as a troll, though twice as rapidly. They're essentially free-willed flesh golems but must imbibe at least four quarts of human blood each day in order to continue functioning with free will. They have all the attributes of flesh golems, but are 100% immune to all forms of life level draining or blasting and cannot be Feared or Confused. Paralysis only slows them if they fail their save; no effect otherwise. 808 in size; they favor halberds and other pole arms in combat. (The feminine types usually rely on deception and a loving embrace to do the trick!) Charisma is 13-18.

PERRINITES (with apologies to Steve Perrin): These creatures are a crossbreed of elves and dryads; they appear as humanoids but with flowers/plants growing where hair would normally be. They are pale green and have pupil-less eyes of the deepest brown. They can speak to and control all plants that have no will of their own within a 120' radius. They can also call up a swarm of bees (100 to 1,000 of them) to do their bidding and are the friends of all the animals in the forest. They seldom stray from the deepest of forests and shun man and elves alike. They sing like birds, and in fact they use the birds of the forest much as a mage uses a wizard eye (they can see and hear through their friends the birds).

AC: 4; move: 18". HD: D8-4D8.

They never use weapons. They can use all Druidical magic and all illusionist spells. If really pressed, they can hit for D4-D8 with a paralyzing sap exuded from their thorn "fingernails" that will stay effective for D10 days!

They hate fire and take double damage from it. However, they are naturally 50% magic resistant and are 100% immune to poison/venom. They regenerate at 12HP/day and are 100% unafraid at all times. They are beloved of the Ents, and there will usually be an Ent or two around every Perrinite grove. These groves are the typical tribal unit of Perrinites; there will be 24-240 of them in each grove (10% chance for an Ent per each dozen Perrinites present).

They have fabulous treasures of rare wood, perfume, bone carving, gems (usually emeralds) and fine wines/liquors. They hate orcs and endeavor to lead such deep into the forest where they will get lost and be devoured by their friends the bears and other such large carnivores. They are chaotic/good by nature and have all the attributes of elves. They cannot be seen by anyone with less than an elf's ability unless they desire it, as long as they are in their beloved woods.

SCREAMING SCARLET ITCHIES: A cloud of bright scarlet but gnat-sized little winged bugs. They are attracted to anything warm (like body heat) and will settle all over a person just to feel that warmth. They secrete a liquid that causes all living things to break out immediately in a flame-red rash and commence to scratch. Those so afflicted will be -3 to hit or defend until the liquid is neutralized. That takes a pint of holy water and a Neutralize Poison per each square foot of skin that is affected. Note also it will seep through chainmail and the like in D6 rounds and once on will be effective for D10 days, before wearing off. There is a 10% chance for each person that they will have a nervous reaction to the liquid, and it will become a fatal poison that causes blindness in D10 minutes and death in 10D10 minutes.

TARAXX: HD: 3+1 to 9+1; AC: 3; Speed: 9" (12" charge); Dext: 7 to 14; Number: 1 to 6; % Liar: 50%; Attacks: 2 claws for 1-4 to 1-12 each, 1 bite for 1-12 to 3-36 or 1 breath of fire (a cone 30' to 90' long and 5' to 15' wide that is equal in damage to its own hit dice) and once per day it can "shoot" its spearhead sized/shaped spiny scales in all directions, 6-60 go in all directions, each hitting like a light catapult shot; Looks: A cross between a dragon and a giant horned toad (lizard). It is wingless and can change color like a chameleon. Notes: They are 100% fireproof and not very intelligent (3 to 8). Their favorite food is horseflesh. Its fiery breath is usable 4 times daily but only every 3rd melee turn.

KEY TO DUNGEON "SIGN POSTS"

COLOR	SIGNPOST	DESCRIPTION
Red		Illusionary wall/floor/ceiling, etc. (permanent)
Yellow		Magic wall, etc. (disappears 1-10 turns after contact)
Red		Stairs upward
Blue		Stairs downward
Yellow		Stairs that appear as level corridors.
Green		Time dilation (TD) or teleport (TP) stairs.
Pencil		Single door (usually 5' to 10' wide).
Pencil		Double door (11' to 50' wide--use map scale for size).
Pencil		One-way door (showing direction of opening).
Red		Illusory door (permanent).
Red		Secret door.
Yellow		Magic door (as for walls etc).
Red		Floor traps.
Yellow		Ceiling traps.
Blue or Green		Water.
Brown		Marsh, bog and the like.
Green		Tree, fern, mushroom, or other "forests."
Blue		Trap doors with hidden or visible pulling.
Red		Heavy crossbow trap showing trip line and firing height.
Blue		Heavy (catapult) dart thrower, trip line and firing height.
Red		"Malayan Gate" trap showing trip line and attack line. These traps are usually behind illusory wall sections.
Pencil		Pivot wall, showing direction of rotation.
Green		This indicates a gas filled room (poison).
Green		This indicates a "fog" or "mist" filled room (variable usage). Visibility in mist is 10'-20' and in fog it is 1'-10' (roll).
Pencil		Indicates crack or chasm.
Pencil		Indicates statue or similar object (size and kind shown).
All other one-of-a-kind/special items will be clearly marked as to type and description.		
Pencil		Indicates chest or similar object.
Pencil		Sub-level rough cut tunnels (usually 6'-8' in diameter)
Yellow		Sand or similar substance
Violet		Teleportation grids, usually not identifiable.

REMEMBER, THIS DUNGEON IS ONE WHERE YOU HAVE ROOM TO EXPERIMENT, SO DO SO!

CLONING

1. No person may have more than one clone at any given time. If more than one is in existence, they both will gradually go insane and attempt to slay the real person as well as each other. This process takes one month per each level of the clone (e.g., a tenth level clone would take ten months to go 100% insane. However, the insanity would have been steadily manifesting itself right along). If the clone(s) are magically "slept" or otherwise incapacitated the process will still happen, but at one half the normal rate.
2. Clones take *one month* per each year's growth wanted to complete. Thus a thirty year old man's clone would take thirty months to grow to fruition; however, in the meantime the man would have aged a further two years. Thus the clone would be two years behind the owner. If the clone is "triggered" by the owner's death before the full desired growth the clone will activate at the age it is currently at, but because it was not as it was keyed for, a resurrection roll will be necessary. And the unfortunate who died too soon is stuck with the body and mind of a much younger person. This is because the clone ages and matures as it grows and it will not reach the full cloned potential until it has grown to the proper age. Absolutely no experience transfers to the clone to the original owner's body upon transferral.
3. Clones will cost 20,000 G.S. for the *initial investment* and 1,000 G.S. per months thereafter until completion.

GOLEM CONSTRUCTION

1. It takes one month per level of spell/ritual to create a golem.
2. It costs 10,000 G.S. for *initial development costs*, and 1,000 G.S. per each *hit point* of the completed golem.
3. Golems must be commanded to do a task in order to start said task a *full turn* later.

PERMANENT SPELLS

1. Permanent spells may freely work on objects with no penalty; however, on items that have a life and/or mind of their own, the *basic* spell will only last one day per each user level over the level required for usage. There will be a cumulative 3% chance per day plus 1% chance per level of the thing in question, *daily*, of it slipping out from the spell's effects. No more than two permanent spells may be placed upon live/intelligent items and no more than four on inert objects.

ANGELS (LESSER)

Beautiful beings of the appropriate race, with golden auras, white feathered wings and in appropriate dress. They are 25% magik resistant, 100% immune to lightning, and take only one-half damage from poison, venom, and life drains. They have an AC of 2 + their dexterity, which is always in the 16-20 range. They are 8DB (full value) in size and hit with ogre power. They regenerate at 3 points/minute and can do 1st level magik as well as double strength bless spells. They carry a +3/+3 flaming two-handed sword (1DB fire damage, double that vs. undead/demonic types) through which they can blast one life level off any *evil* type. They also get a plus two (+2) save vs. fire, cold, acid, paralysis, stoning, and all technological attacks.

They attack "evils" on sight and move at 24/turn in the air and 9/turn on the ground. They have true sight and hear on a roll of 1-4 (six-sided die). They turn away undead as a 10th level cleric.

ARCHANGELS

These are greater angels and thus use a ten (10) sided hit die. Their HD range is 9-12, and their dexterity range is 18-22. Their AC ranges from 2+1 - 2+4 plus (+) their dexterity. They are 100% immune to lightning, poison, venom, life drains, paralysis, stoning and confusion. They get a +3 save vs. sonic and technological attacks. They are 50% magik resistant

and only take one half damage from fire, cold and acid. They regenerate at 6 points/minute and have improved true sight. They always attack "evils" on sight and can blast 1-4 life levels off those types (only) through the +5/+5 flaming (1D12 fire damage, double vs. undead/demonic types) two-handed broadswords that they carry. They hit with stone giant power to fire giant power depending on size. They can use third level magik and also do double bless as well as turn away undead, etc., like a 20th level patriarch. They fly at 36/turn and move on the ground at 12/turn.

NOTE: No angel may ever be geased, suggested, charmed, frightened or slept. However, they do get a minus 2 (-2) save vs. *SPOKEN DISINTEGRATE SPELLS OR ANTI-MATTER OF ANY KIND*. Also, any angel may haste itself if, and only if, its opponents are hasted.

POWER OF MAGIK SPELLS OF THE GREATER LEVELS

For every three levels over the third level that a spell is, the saving throw of the intended target is made more difficult by a factor of one, up to and including a maximum difficulty equivalent to 50% above the norm. Thus, spells of 6th-8th level add one to the saving throw, those of 9th-11th add two, etc., etc.

TIME STOPS

1. Timestops affect the time around a victim, thus allowing no normal saving roll.
2. Any being that has an innate magikal resistance to magik (e.g., Balrogs, Demons, etc.) will get their normal magik resistance roll for all non-technological timestops.
3. Any ethereal, phased, astral, or non-corporeal being/item is 100% immune to all forms of time stops.
4. Major Demons caught in timestops (as well as Gods and the like) have a 25% chance of "Gating" away automatically.

CHARMS AND RELATED MAGIK

1. Charms, etc., last one hour plus one hour per caster's level over the level required for usage.
2. The charmed being has a 3% chance per intelligence point and 1% chance per level over the first level, each day, of snapping out of the spell. This is reduced by 1% per level of spell caster over the level of the victim and ditto per intelligence point difference.
3. Traumata such as being hit by lightning, taking at least one half damage from one blow, and the like, also stand a chance on snapping the victim out of the magikal control (use the already determined percentile (see #4. above) chance as outlined above as the roll to make).

REGENERATION

1. All who regenerate and are killed for any reason *MUST* make a normal resurrection roll to see if they survived the trauma of death. Failure to make it by regeneration is not considered to be the normal resurrection try which can follow a failed regeneration try.
2. Acid, fire and other cell-destroying damage is only regenerated at one half the listed rate, and technological damage (like lasers and the like) regenerate at only one (1) point per hour.

All spells like ice storms DO increase in power in Arduin, with the increase in the mage's own level. The ratio is normally one die in power per mage's level over the level required for its usage.

In Arduin, Elves have the option of being either mages or warriors or both simultaneously. However, if they elect to do both at any one single time they can only operate at half level in each category unless the Elf has reached his/her maximum level in at least one of the two categories. And as in Arduin, the maximum levels are quite a bit higher than in other versions of play, it is usually only done in an emergency. The rationale is very simple: each function requires a different mental discipline to handle properly, and it is very hard to concentrate on remembering spells while at the same time trying to concentrate on parry patterns and attack movements.

WISHES: In Arduin, Wishes are 25th level and Limited Wishes are 12th level. Since Wishes are attuned to the fabric of their parent universe, they are not usable in any other universe.

Delay in Certain Magik Spells.

All spells that "conjure" something (e.g., Wall of Fire, Monster Summoning, Prismatic Wall, etc.) have a delay time based on their level. Thus, for every level that the spell is, one point is taken off of the casting mage's dexterity. For example: a mage with a dexterity of 18 throws a Wall of Fire Spell. That spell is 4th level, so subtracting 4 points off the dexterity means that the actual conjuration will be completed at dexterity 14. However, all delay type spells may be "held" by the mage deliberately until the next melee round, if so desired. On the other hand, for every two levels above the level needed for spell use the mage is, add one point back onto the dexterity, up to normal true dexterity.

It should be noted that Illusionists are *light* competent, Rune Singers are *sound* or *sonic* competent, and Rune Weavers are *ritual* competent. Bards have a +1 competency with *music* related magik, and Druids are +1 competent with all *natural elemental forces*.

In Arduin, a Timestop field is something a little different than played elsewhere. It works like this: the mage throws the spell, and the area affected has a magical aura (usually a dull grey-blue) that causes all sub-atomic motion of any solid object or moving energy to cease movement. Thus non-corporeal types (wraiths, etc.) are not affected by the aura, but solid objects and energy in motion is. The aura is passive until impinged upon, and it only reacts on the area of impingement, and the mage is of course immune to the aura as his/her sub-atomic matrix is attuned to it. Normal light is stopped, but the aura radiates its own tupe of light, thus the grey-blue illumination. Air is also stopped, but as the mage moves through the aura, his body impinges on it, allowing it to flow into his/her lungs as breathable, as he moves about. If the mage were to stop moving in the aura, breathing would become rapidly impossible as all of the air immediately impinging upon his/her body would be used up, and suffocation would follow. Thus in an Arduinian Time Stop aura, it is move or die.

I also differentiate between magical time stops, in which magic-resistant creatures (e.g., Balrogs, Dragons, Demons, etc.) get a resistance roll (as a saving throw), and technological time stop fields in which no one gets a saving throw of any kind.

NOTES ON CLERICS AND CLERICAL MAGIK

A "Black" or "Anti-cleric" can heal, raise the dead, and do all of the other things that the other, less evil clerical types can do. They simply are able to pervert (in a good cleric's eyes) those same powers to hurtful and bad ends, if they desire. After all, who do you think it is that heals and repairs all of those wounded orcs that managed to get away from your last expedition, anyway? You can bet it wasn't the good fairy!

1. **MAGICAL RULES**

- a. Any magik utilizing type may attempt to use magik of a level higher than his own, but only if his intelligence is higher than fourteen. Thus, for every three (3) points of intelligence that he has over fourteen, he may attempt to use magik one (1) level over his own. However, the failure rate for such usage is 20% for each level higher than his own that he attempts to use, making the use of magik more than four (4) levels higher than his own impossible.
- b. To figure how the dispell magik or counter-curse usage works, figure an equal (50/50) chance of success for all magik of equal level. This will increase ten (10)% per level, for every level over that the mage is, and decrease for every level under that he is. Thus we see that mages five or more levels higher than the magik they wish to dispell do so automatically. And that those mages that are five levels or more less than the magik that they wish to dispell have absolutely no chance of doing so.
- c. All device magik (or technological energy type weapons) do full dice damage automatically. That includes all wands, staffs, rods and the like. It does not include spell storing devices.
- d. To determine if a magik user can finish speaking a spell if he is hurt in the turn before he can complete speaking, first determine the amount of damage he has taken, then divide that into his total remaining hit points that he had at the time he was hurt and discover what percent of those points his damage was. If he took 38% damage, that means he has a base 62% chance of completing that spell. However, for every level of experience the mage has over first, add 3% to his chances of success.
- e. Spells that have definite ranges and dimensions must be aimed and specific start or impact/firing points clearly stated when called for by the DM, and with no looking at the combat area. If you didn't figure it out in the time allowed then you must be prepared to overshoot, undershoot, and the like.
- f. Any mage who fails to complete his spoken magik due to interference (see "d" above), THE CHART BELOW WILL BE USED TO DETERMINE WHAT THE CONSEQUENCES WILL BE. To determine what percentage of the spell was finished, roll percent dice.

MAGIK FUMBLE CHART

Percent Rolled	RESULTS
01-05%	Total failure.
06-10%	5% of spell gets off. 50/50 that it hits target or mage.
11-15%	As above, but 10% of the spell gets off.
16-20%	As above, but 15% of the spell gets off.
21-50%	50/50 either complete spell failure, or the entire spell goes off in the mage's own face.
51-75%	As above, but instead of hitting the mage it will go in a random direction (roll an eight-sided to determine it).
76-95%	The spell absolutely will go off in the mage's face. BOOM!
96-97%	The exact reverse of the spell happens, 50/50 either to the target or to the mage.
98-99%	The spell gets off, but with a 1-20 melee turn delay (rolled and known by the DM only).
100%	The spell increases in power on a directly proportional percentage based on a percentile die roll that tells HOW MUCH OF THE MAGES REMAINING MANA POINTS WERE "SUCKED" OUT TO ADD TO ITS POWER. Thus, if a 25% was rolled, and the mage had 100 mana points left, then 25 mana points would be pumped into the spell in question. And if that spell only required five mana points to use, then it would add five times the normal spell power to the spell's full gamut of effects.

- g. All spells are memorized on this system: one point five (1.5) minutes per level of the spell. This decreases by one minute per the mage's level over the first. Thus, for a tenth level mage, a twelfth level spell would take 8 minutes.

If a mage uses a detect magik spell on an item, then he cannot use a detect masked magik or detect magik lie spell on that same object. The reverse also holds true.

An item that has masked magik about it may accidentally be detected in the course of doing a normal detect magik spell, if the percent rolled for how much you found out equals or exceeds 90%. At that time the DM will not only tell you that you have detected a magically masked object, but at that time you may roll again to determine how much of the masked magik you find out about.

All energy-based spells (disintegrate, etc.) do 1 die per 4 user's levels of damage if save is made. (And for each 20% damage taken, one (1) critical hit is rolled.) Plus 1 die per magik plus over one.

COMBAT RULES

- a. Along with the fact that all people get a 3% chance per level of experience of placing any missile or other aimed type shot into an exact target, be aware of the fact that Hobbits and Kobbits have an additional base percentage of 25% and that elves have a base of 10%.
- b. All persons being knocked over or accidentally falling in combat will stay down for 1-6 melee turns, based on the DM's die roll. However, if the fallen party is assisted by one person to rise, then one turn is subtracted from the required down time. If two (which is the maximum number allowed to help), then two turns are subtracted. Also, if the downed party wishes to try to do something while he is down, he must wait until the next to the last turn of the time he is to be down. However, that action means that he has ceased trying to rise, so that at any time when he wishes to do so, he must take an additional two melee turns to complete the action. Finally, if the downed person dropped his weapon or any other object when he fell, it will require an additional one melee turn to retrieve it. Remember also that if a person is down for five melee turns for example, that it is only on the end, after all combat has been decided, of the fifth melee round will the person stand up. And in the immediately following movement cycle, that person may not do more than make facing movements in place.
- c. If a party is surprised at night when members of the party are sleeping, then a six-sided die will be rolled for each member that is asleep, and the resultant die rolls will determine how long it takes each member to arise. And just as for the knock down roll noted above, the person will stand in place that first turn he is up. The only exceptions to this rule are elves, deodanths, and the like, who will roll the die and then divide by two to obtain their number.
- d. Weapons have been known to break in combat when struck against objects made of very dense material (such as stone golems, dragons and the like). This is further exacerbated when the wielder is one with strength equivalent to a giant. Therefore, the following chart will be used (NO EXCEPTIONS!). Add 3% to breakage chance for each "+" over AC 2 of defender's true AC.
- e. **Targets of Opportunity.** Everyone involved in a combat has the option of declaring "Targets of Opportunity" and holding his fire until such time as he sees fit. However, as the target finally selected may be at a different facing than the one he had at the beginning of the melee round, then a roll to see if the delayed fire is completed is required. This is done using the Melee Chart in the Arduin Grimoire, Volume I. The Emergency Turn Chart will be used, the percent of failure being based on the degree of turn as illustrated therein. For example: An archer with a dexterity of 17 has no real uncovered targets when his dexterity comes up; so he declares at that time, "Targets of opportunity," and proceeds to watch the melee progress down the dexterity range; at dexterity 13 an enemy knocks down one of his allies, thus exposing himself; the archer then declares, "Target found," and the very next dexterity count down (i.e., at 12) he will fire, if his failure percent roll was successfully accomplished (i.e., missed). Of course, he must roll a normal attack and then hit.
- f. During a melee, it is possible to put a missile on an exact target; however, the critical hit corresponding to the specific area aimed for will only be given if it is actually rolled on the critical hit table. If any other body area comes up on the roll, then only normal damage is done, although to the exact area hit.

WEAPON BREAKAGE CHART

User's Strength	Magik Weapons by "Plusess," Etc.							Non-Magik Weaponry					
	No Plusess	+1	+2	+3	+4	+5	+6	+7	Copper	Bronze	Iron	Steel	
8-9	No chance of breakage at all.							5%	3%	1%	None		
10	1%	-	-	-	-	-	-	8%	5%	2%	1%		
11	2%	1%	-	-	-	-	-	11%	7%	3%	2%		
12	3%	2%	1%	-	-	-	-	14%	9%	4%	3%		
13	4%	3%	2%	1%	-	-	-	17%	11%	5%	4%		
14	5%	4%	3%	2%	1%	-	-	20%	13%	6%	5%		
15	6%	5%	4%	3%	2%	1%	-	23%	15%	7%	6%		
16	7%	6%	5%	4%	3%	2%	1%	26%	17%	8%	7%		
17	8%	7%	6%	5%	4%	3%	2%	29%	19%	9%	8%		
18	9%	8%	7%	6%	5%	4%	3%	32%	21%	10%	9%		
18/25%	10%	9%	8%	7%	6%	5%	4%	35%	23%	12%	10%		
18/50%	11%	10%	9%	8%	7%	6%	5%	38%	25%	14%	12%		
18/75%	12%	12%	11%	10%	9%	8%	7%	41%	30%	16%	14%		
18/100%	13%	14%	13%	12%	11%	10%	9%	44%	35%	18%	16%		
19	15%	15%	14%	13%	12%	11%	10%	47%	40%	20%	18%		
20	20%	17%	16%	15%	14%	13%	12%	50%	45%	25%	20%		
21	25%	19%	18%	17%	16%	15%	14%	60%	50%	30%	25%		
22	30%	22%	21%	20%	19%	18%	17%	70%	60%	35%	30%		
23	35%	25%	24%	23%	22%	21%	20%	80%	70%	40%	35%		
24	40%	28%	27%	26%	25%	24%	23%	90%	80%	45%	40%		
25	45%	30%	29%	28%	27%	26%	25%	100%	90%	50%	45%		
26	50%	32%	31%	30%	29%	28%	27%	A	100%	60%	50%		
27	60%	34%	33%	32%	31%	30%	29%	L	A	70%	55%		
28	70%	36%	35%	34%	33%	32%	31%	W	L	80%	68%		
29	80%	38%	37%	36%	35%	34%	33%	A	W	90%	78%		
30	95%	40%	39%	38%	37%	35%	34%	Y	A	99%	88%		
More								S	Y	Always			

NOTES

Bashing weapons such as maces, flails and the like add 5% to their base *even* percent and all two handed weapons add 3%. Remember also, that if the weapon *does* break, then a percent roll must be made (1-100) to determine how many pieces the weapon has broken into. Also remember that for every "plus" a defender's armour class is *over* the armour class of two (2), 3% is added to the base chance of breakage. To take the whole chart, here is an example: An ogre of strength 20 is using a two-handed maul (one handed) to strike a knight wearing full plate armour and shield (which is magik and +1) for an armour class of 2+1. That means that the base chance for breakage would be ZERO! Surprised you, didn't I? Well, the breakage chart would not be consulted because the knight who is the ogre's target is *not* *damned* enough to cause breakage. However, using a Large Red Dragon with the same AC as that knight (2+1), the breakage chance would be based on whether the maul was magik or non-magik, and if not, on whether it was iron, bronze, etc. So let's say that the ogre's maul was iron, then the base would be 25%. However, because it is a "bashing weapon," that is reduced by 5% down to 20%. Again, because it is a massive two handed weapon, the base chance is further reduced by 3% down to 17%. And finally, because the target's armour class is +1 over AC 2, it is *increased* by 3% back up to 20%. So there you have it, a base chance of 20%, with every pertinent factor accounted for and adjudicated for towards combat. It is fair, concise, complete, and most of all accurate in its depiction of weapon sturdiness vis-à-vis impact.

WEAPONS CLASSIFICATION TABLES

CLASS	WEAPON EXAMPLES INCLUDED IN THE CLASS
Impact Pole Arms	Halberds, Pole Axes, Glaives, and the like.
Pointed Pole Arms	Spears, Pikes, and the like.
Missile Pole Arms	Javelins (heavy and light), Throwing Spears and the like.
Two Handed Impact Arms	Mauls, Flails (2 handed), Hammers (2 handed) and the like.
Impact Arms	Maces, Warhammers, War Picks, Short Flails and the like.
Bladed Impact Arms	Battleaxes, Hand Axes and the like.
Two Hand Blade Arms	Swords (2 handed), Battleaxes (2 handed) and the like.
Blade Arms (long)	Broadswords, Bastard Swords, Sabers, Cutlasses and the like.
Blade Arms (short)	Shortswords, Machetes, Tulwars, Kukris, Daggers and the like.
Blade Arms (Special)	Rapiers, Foils and the like
Thrown Blade Arms	Tomahawks, Franciscas, Knives, Chakras, Shuriken and the like.
Flexible Arms	Morningstars, Chain & Sickles, Bullwhips and the like.
Missile Arms (Bows)	Longbows, Shortbows, Composite Bows, Horse Bows and the like.
Missile Arms (Crossbows)	Heavy, Medium and Light Crossbows, Pellet Bows and the like.
Missile Arms (Slings)	Simple Slings, Staff Slings and the like.

These classes are of a general and widely oversimplified nature, because it helps to cut down confusion and helps playability. Bear with them, and they will serve you well.

NOTES ON FIGHTING MEN AND THEIR USE OF WEAPONS

All fighting men/Warriors are trained in as many weapon types as possible, but cultural, social and economic factors severely limit the possibilities. Therefore, any type of Fighting or Warrior class played will choose *one* of the above classes for his specialty, and he will be *PLUS ONE* when using *any* weapon from that class. Further, he may select any *single* weapon type from that class and make it his *PRIMARY WEAPON*. With this weapon, he will be *PLUS TWO (+2)* in his attacks. He may also choose a second class of weapons as his *SECONDARY WEAPONS*, with which his attacks will always be *EVEN ON*. Every other class of weapon will be *out of the area of expertise* of the warrior, and his attacks will be at *MINUS ONE* value on the attack chart. This shows the selective, but very strenuous training that the warriors of old practiced, and what it availed them. Remember to always keep the two choices of weapons classes within the bounds of historical fact whenever necessary. That means that a Roman Legionary for instance would have as his Primary Weapons: Blade Arms (Short), and as his Secondary Weapons: Missile Pole Arms. On the other hand, a character from one of the fictional worlds that abound in literature could very well have Flexible Arms as a Primary Weapons Group and Two Hand Blade Arms as his Secondary. What this all means is simple: be as correct as history requires, real or otherwise. Clerics choose *only one* weapons class. With every weapon in that class, they are *even on*. They can choose a *PRIMARY WEAPON* from that class, and be *PLUS ONE (+1)* with it (only). Mages and the like are *always MINUS ONE (-1)* with *ALL* weapon types. Culturally different weapons may reduce hit probability, e.g. the Western knight trying to use a katana. Thus primaries become +1 and even on, and secondaries become minus one (-1).

Any warrior type may attempt to learn to use any weapon he chooses, of other "Classes." He may do this by notifying his "resident DM" that his character is attempting to learn to use such and such a weapon. The DM will then tell the player that his character must use *only that weapon* until such time as he has earned experience points equal to his net jump in level in value. Thus, to go from sixth to seventh level while learning a new weapon type, would cost *twice* the experience points it usually does. At the completion of the necessary points, the character may use the weapon in question as if it were one of his normal SECONDARY WEAPON CLASSES or weapons (i.e., at no loss of attack value); in fact he would be *even on* with it henceforth. The extra experience gained during this time *does not* count towards the character's experience level. A good way to keep track of this during this time, is simply to *HALVE* all experience earned. He could, at that time, opt to "do it all over again," to make it *one* of his PRIMARY WEAPONS.

Now why in the world would a character do such a silly thing, you might be tempted to ask? Well, what would you do, if your primary weapons types were pole arms, and your secondary ones were flexible weapons, and you just managed to acquire the wondrous magik sword Anduril? Here you are, a seasoned warrior trained to use anything *but* a magik sword, and you now own one of the most wondrous swords ever conceived! My bet is that you would want to learn how to use it, right? Well, now you know how to do that in a game context. I rest my case.

All other than "warrior" type classifications may choose *one single weapon* as a Primary Weapon, and be "even on" *with that sole weapon*. Thus, most mages choose a dagger, while an alchemist might take a quarterstaff. You get the idea.

SPECIAL NOTICE

The experience point charts in Volume I of the Arduin Grimoire show a "Monk" column. This should be changed to read: *Martial Artist*. By using the generalized information available herein, and plugging in any extra special items you yourself desire, *any* kind of martial artist can be fairly and accurately run.

All of the monsters listed in Volume I of the Arduin Grimoire's Encounter Charts are fully explained in either that volume, this volume (II), or Volumes I, II, or III of that fine Chaosium product, "All the World's Monsters." A further twenty-four are available from Russell Powell, 5820 John Avenue, Long Beach CA 90805 (as are both volumes of the Grimoire and two additional card sets of Magik Weaponry and Magik Artifacts), as a card set. These cardsets have twenty-four monsters pictured on one side and their statistics on the other, and are perforated for easy separation. They really liven up a game.

Many fantasy gamers are unable to come up with new monsters or other items that make a game better, due to lack of time, or access to idea generating material. I further recommend the fine amateur press fanzine *Alarums and Excursions*, published by Lee Gold. It is a monthly mimeographed fanzine of about 160 pages, containing dozens of new ideas from around the world, and by some of the best known DMs. I am featured in it occasionally with my "Arduin Chronicles" as well. It has really incredible information, ideas, and discussions that are sure to warm the heart of the most jaded fantasy gamer. You can write Lee at 2471 Oak Street, Santa Monica, California 90405.

Another problem quite a few fantasy gamers seem to have is an inability to grasp the fact that they must play each individual character as just that, *an individual*. Further, the character must be played within the confines of the socio-economic and cultural realities of the world within which they play. To remedy this, I have a simple suggestion: Read a fictional story and pattern your character after one of the characters within it. For instance, if you are not sure how a Hobbit is supposed to act, read Tolkien's *The Hobbit* and have your character act like one of the main characters in the story. Of course, you can add and subtract characteristics as you please, but it is a base from which to work.

In order to get the feel of how a character might react in certain situations, place yourself in a situation foreign to your normal range of experience (in your mind) and see *how it affects you*. For example, you are playing a "Barbarian" warrior, and he/she has just entered a huge walled city for the first time, just chock full of thousands of people from many weird and foreign places. There are bright colours, tall buildings, strange smells and much, much more. How would he react? To get an idea, imagine yourself at the White House for dinner with the President, and all around you are ambassadors from strange and faraway nations, all talking in languages you've never heard of. Then imagine that all of a sudden you are at Cape Canaveral and have to make a Moon shot. Would you feel embarrassed and ill-mannered at the White House? Bewildered and overwhelmed at the space launching complex? You are now getting the idea. These little tricks can be used to help think out any situation where you are at a loss for proper reaction. I hope this will help.

A lot of people want charts for the distribution of random treasure and the like, but I won't bore you with my version (I seldom use it anyway, preferring to hand set my stuff). However, I will tell you that in Arduin if a character is permanently killed I rolled \$11e dice and for 25% or less I sweeten the pot, for I feel a permanent deader merits a little extra consideration. For those that die but regenerate or assured of foolproof Raise Dead, I lower the percentage to 10% or 15%, depending on the circumstances. I don't seem to hit those per cents very often, but when I do it seems to help. The Extra Goodies are simply put in a secret compartment of the treasure chest or the like and included in the normal find when the players get around to checking the treasure area.

As far as my multiverse is concerned, Common Tongues are simply that, language that is spoken by each culture or country. The only exceptions are the polyglot/pidgin tongues of Chaotic, Neutral, and Law. These are Esperanto-like languages put together from languages that usually are spoken by those of the said alignments. Thus orcs, goblins, kobolds, and other assorted uglies can converse with one another as the need arises (as can elves, dwarves, kobolds, etc.). There is no *single* Common Tongue.

Please try some of the rules that you have doubts about *in game situations and game play*. Only through actual playtesting can a rule or situation be fully explored. And we have been doing that for years now. Anyone can pontificate on rules and worlds that they have never tried and can never be proved wrong because the proof is only in the play.

The DM should *NEVER* tell the players *exactly* what kind of monster it is that they are seeing. If at all possible, they should be shown the beastie's picture (I manufacture and sell monster card sets for just that purpose), but if that is not possible, then only a very general description should be given. *NEVER* tell the players how many hit dice the monster has, or which of the onrushing Orcs has the magik weapon. NO! They are supposed to find these things out for themselves, and remember, just because the player was on an expedition last week and saw the very same thing, his characters today may not have ever met one. Half of the fun of any melee is trying to figure out what will be the most effective way of killing a beast, before he eats you! Try it that way, and I guarantee you that after the initial panic wears off the players will love you for it.

Monsters and treasure should *never* be distributed in a dungeon by a rigid "Law" or "Plan" laid out by some book or other person. REMEMBER! This is your world and your dungeon, and only you can see all sides to everything, so it is only you that can build and stock your dungeon/world. Take the time, and you will find that the game will be so much more fun for your friends and for yourself. As it happens, in my multiverse, dungeon rooms are about 60% empty of monsters and treasures (but nearly every one has fog, mist, weird sounds or some other interesting feature). The forty percent that have inhabitants only have appreciable treasure about half of the time. But this is how my dungeons operate. How will yours work? Take the time and do it *YOUR WAY*.

It seems a lot of people like Power Swords, Force Blades, Energy Sabres, Monomolecular Filament Edged Swords and the like. Well, I guess that I am as guilty as anyone else on this account, because a couple of years ago I gave out a Sword that had an edge of Mu Mesons which cut across the magnetic lines of force that bind atoms together. George, the character that received the damn thing, then went on his nonchalant way, wreaking utter havoc wherever he went, on friends as well as foes. One DM after another saw his most cherished Ugly blown away without even a faretheewell! And more than one friend was sliced neatly in two as George's sword lopped off the attacking ugly's arm and his arm/sword continued around its arc right through anyone standing near him! It got to be so that nearly no DM or other player in the area wanted to see George headed his way. It was obviously not a good situation, but as it turned out one of my fellow DMs had the answer. George was sent on a terrible quest by his patron god: he must fight his way down *thirteen levels* to the very bottom of a dread and feared dungeon. If he survived, he would be enlisted into the ranks of demigods that surround all of the more mighty of the gods, and if he failed, well, that would be that. To everyone's surprise, George succeeded and is now among the ranks of the demigods. There are also a couple of scrolls that Summon George and the possessors of them are rightly feared by all! George is happy, the DMs are happy, and I think I learned my lesson. Now where'd I put my light saber . . . ?

WERGILD

Wergild is money paid to a family or relative that has suffered injury or death because of *your actions*. The payment is made to keep from instigating a blood feud and more death and destruction, probably your own! It is usually 1,000 G.S. per level of the person that was killed, or 100 G.S. per level of the person that was *permanently* injured.

When a mage or cleric is "competent" in any part of his work, or even in its entirety, that simply means that he/she is so good in what they do, that they are PLUS TWO (+2) at it. That +2 is tacked on to their saving throws, and all of their opponents must save at a rate that's two harder. It also means that two points are added to every dice in strength that a spell is, that the person is competent in. Thus a mage that is "fire and light" competent as listed in the *Special Abilities Chart* in *Volume I of the Grimoire*, saves at +2 when fire or light type magik is used against him; he causes his target to have to save at a rate two worse than usual when he himself uses fire or light type spells against them; and those very same spells would have two points more potency for each level the mage is.

NOTES ON TRAVEL

When reading the list for distances that various steeds may travel per day, remember that the listed distances are for travel on good roads. On poor or secondary roads, the rate is reduced by 25%, and across open terrain it is reduced by 33%. Travel through a forest cuts the travel distance by 50%, and travel through mountains cuts it by 75%.

Travel on a regular road through a civilized country or area should have very little chance of danger. The DM should roll percent dice, and a result of 10% or less results in an encounter. Then to determine the nature of the encounter, the DM should roll a 12-sided die with the following results: a roll of 9-12 means that some of the country's own troops or sheriff, etc., has been encountered; a roll of 5-8 means that some of the area's own population may have been met--a farmer on his way to market, maybe, or fellow travelers--and a roll of 1-4 means that the encounter is of an inimical nature. If this is rolled, then the DM should roll one final time to determine what has been encountered, using any Encounter Chart or Table he/she desires.

Travel on foot is a slow and difficult process, even on the best of roads, and the following chart is an indicator on how far individual types can travel each day. But remember that this is for unencumbered people only, and camping gear and the like reduce the distance that can be traveled by a rate of one mile daily for each amount of weight carried that is equal to 20% of the listed maximum weight you may carry (See the True Strength Chart in this volume).

FOOT TRAVEL CHART

TYPE	DAILY DISTANCE	MAXIMUM DAY'S TRAVEL ABILITY	DAILY RESTS	NOTES
Male Humans	18 miles	three	three	This chart <i>must</i> be used in all overland situations. However, the DM must make all allowances for terrain (see below) and season (is snow on the ground? is it a hot desert? etc.) for each day traveled. After the listed maximum reduce further travel by 20% and all attack/defense by two each. This is a guide; find the type closest to your character and use those statistics. Remember, for every combined strength and constitution point over thirty (30), add one (1) mile per day to your travel, but <i>adjudicate</i> for terrain as steeds do above.
Female Humans	16 miles	three	three	
All Elves	25 miles	five	two	
All Half-Elves	20 miles	four	three	
Dwarves, etc.	24 miles	seven	one	
All Orcs	25 miles	ten	one	
Hobbits, etc.	15 miles	two	four	
Phraints	28 miles	eight	none	
Saurigs	15 miles	six	one	
Goblins	20 miles	six	two	
Hob-goblins	22 miles	seven	one	
Trolls	28 miles	ten	none	
Kobolds	16 miles	two	three	
Ogres	33 miles	five	one	
Lesser Giants	40 miles	seven	one	
Greater Giants	55 miles	ten	one	
Deodanth	30 miles	six	one	
Amazons	20 miles	four	two	

There is a way to travel in most civilized areas that most DMs and players overlook with great regularity. That is by REGULAR COACH SERVICE. Like most medieval areas, Arduin has an efficient and fairly inexpensive daily coach service between all major cities, and less regular service to lesser populated areas. To a major city, coaches leave, in pairs, three times each morning. To lesser areas, it is usually but one coach each morning, and to areas really small they leave perhaps once or twice a week depending upon passenger demands.

Each coach has room for six passengers inside, and two on top outside, but luggage is limited to whatever they can wear, carry, or put into a two foot square (each) travel box (which has a 50 lb. load limit for each person).

Coaches can travel up to forty miles per day on good roads, or up to twenty-five miles per day on lesser roads. Coaches never travel cross country if it can be helped, as they are not constructed for it.

The cost of travelling via coach is usually one silver penny per each five miles travelled, plus any ferry, bridge or other charges that may be necessary due to the route.

Coaches usually travel in pairs five minutes apart, in order to thwart robbery attempts by outlaws and other bad guys.

NOTES ON STEEDS

Riding steeds have a variety of dependability and daily travel range. This is expressed in the Multiversal Trading Company's price list in this volume and in Volume I. You pay for what you get.

STEED CHART

Animal	Base Daily Travel Range	Excellent	Very Good	Good	Below Average	Poor
Light Horse	40 miles	+10 miles	+8 miles	+6 miles	-10 miles	-20 miles
Medium Horse	30 miles	+8 miles	+6 miles	+4 miles	-7 miles	-15 miles
Heavy Horse	25 miles	+6 miles	+3 miles	+1 mile	-5 miles	-10 miles
Destrier	20 miles	+4 miles	+2 miles	+1 mile	-4 miles	-8 miles
Draft Horse	20 miles	+4 miles	+2 miles	+1 mile	-3 miles	-10 miles
Pony	20 miles	+6 miles	+4 miles	+2 miles	-4 miles	-8 miles
Mule	20 miles	+5 miles	+3 miles	+1 mile	-3 miles	-5 miles
Pack Horse	25 miles	+10 miles	+6 miles	+3 miles	-3 miles	-6 miles
Camel	25 miles	+15 miles	+10 miles	+5 miles	-5 miles	-10 miles
Ox	10 miles	+4 miles	+3 miles	+2 miles	-3 miles	-5 miles

OVERLAND ESCAPE AND EVASION CHART

LEVEL	CAVE	DUNGEON	PLAIN	SCRUB	TRESS	HEAVY FOREST	JUNGLE	SWAMP	DESERT	MOUNTAINS	ALL OTHER
1	5%	1%	10%	15%	20%	30%	40%	25%	20%	35%	25%
2	10%	5%	15%	20%	25%	35%	45%	30%	25%	40%	30%
3	15%	10%	20%	25%	30%	40%	50%	35%	30%	45%	35%
4	20%	15%	25%	30%	35%	45%	55%	40%	35%	50%	40%
5	25%	20%	30%	35%	40%	50%	60%	45%	40%	55%	45%
6	30%	25%	35%	40%	45%	55%	65%	50%	45%	60%	50%
7	35%	30%	40%	45%	50%	60%	70%	55%	50%	65%	55%
8	40%	35%	45%	50%	55%	65%	75%	60%	55%	70%	60%
9	45%	40%	50%	55%	60%	70%	80%	65%	60%	75%	65%
10	50%	45%	55%	60%	65%	75%	82%	70%	65%	80%	70%
11-15	55%	50%	60%	65%	70%	80%	84%	75%	70%	82%	75%
16-20	60%	55%	65%	70%	75%	82%	86%	80%	75%	84%	80%
21-30	65%	60%	70%	75%	80%	84%	88%	82%	80%	86%	82%
31-50	70%	65%	75%	80%	82%	86%	90%	84%	82%	88%	84%
51-100	80%	75%	85%	90%	92%	96%	99%	94%	92%	98%	94%

NOTE: This is a base percent from which to start; add 5% per level difference of chaser to chassee of getting away or getting caught as the case may be. Also take into account such things as elven cloaks, boots of speed or silence, and other similar items that could have a bearing on the chase. Remember, this is a CHASE CHART, and is not like the chart in the Arduin Grimoire Volume I that shows the percents for escaping the ACTUAL CLUTCHES of an enemy.

SAVING ROLL CHART FOR ALL STONING OF THE GLANCE OR GAZE VARIETY

LEVEL	1-10'	11-20'	21-30'	31-40'	41-50'	51-60'	61-80'	81-100'	101'+
1-3	20	19	18	17	16	15	14	13	12
4-6	19	18	17	16	15	14	13	12	11
7-9	18	17	16	15	14	13	12	11	10
10-12	16	15	14	13	12	11	10	9	8
13-15	14	13	12	11	10	9	8	7	6
16-18	12	11	10	9	8	7	6	5	4
19-21	10	9	8	7	6	5	4	3	2
22-24	9	8	7	6	5	4	3	2	-
25-27	8	7	6	5	4	3	2	-	-
28-30	7	6	5	4	3	2	-	-	-
31+	6	5	4	3	2	-	-	-	-

This chart is to determine if a person has been "looked upon" by a creature that turns flood to stone with a glance/gaze. The twenty-sided die is rolled, and a failure to match or exceed the number indicated by the character's level vs. the distance from the monster means that he/she MUST make the saving roll vs. being "stoned" as it were. If it is a surprise situation, with the monster jumping out at the party, then add two (2) to the indicated die roll. On the other hand, if the party is aware of the creature before attempting to confront it, then subtract two (2) from the indicated die roll.

This next section of the book will deal mainly with Arduin and how things are done there. This is to illustrate specifically (by example) how an entire cosmology is set up. For Arduin is a 100% complete world, within a very solid multiverse. Its Gods, cultures, magik and everything else is documented and based on valid concepts. The whole range of time and space went into the construction of this world, and I can only hope you will benefit from the knowledge.

COMMENTS ON INNS AND ROAD HOUSES

Inns and Road Houses were (and still are in places like England) an integral part and a functioning part of the past history of most civilizations. It was there that the people gathered for entertainment, news, and all of the other social necessities of a world without movies, radio, or the like. It is here that adventurers will find old sailors and soldiers, or perhaps a crippled Trader or down-on-his-luck mage. All of whom can tell of temples and treasures, lost cities and idols of gold with ruby eyes, and of the fearsome monsters who guard them. Occasionally a map may be had, though at a price that sometimes may be higher than the buyer could ever reckon.

Yes, it is at the Inns where a young boy just turned warrior and a young girl aspiring to magikal lore can meet and mingle with all the strange and fabled races of the multiverse. Here one can see the silent and shiny-chitined Phraints, the feared and fanged warrior Saurigs, or perhaps even get a glimpse of even stranger beings. The Inn or Road House is a place of intrigue and mystery as well as music and brawls. They should be an integral part of every world. So here for your perusal are the Inns and Road Houses of Arduin. Who knows, they may find their way into your world as well; after all, stranger things have happened in the multiverse before this!



ROBERTSON HESBIT (1)

THE DAY

The day of Arduin is *exactly* 25 hours long, consisting of ten (10) each full hours of daylight and darkness, with 2-1/2 hours each of twilight and dawn. There is no axial tilt or rotational wobble, so this never varies during the year regardless of the season.

THE DAYS OF THE WEEK

The week has six days' they are: Mordag, Taenwal, Wurdigan, Veldoar, Sarmat and Qwain, in that order. The folk of Arduin commonly work Mordag through Veldoar and half a day on Sarmat, taking the afternoon of that day and all day Qwain off. This can vary regionally.

THE MONTHS

There are fifteen months in the year, for a total of 450 days in the year, not including Tai Taowyn or Endyear, which is a three-day period of "non-time" that takes care of the odd orbital period around the sun (called Syraath) of 453 days, thus leaving the Arduinian calendars all neat and even. The months, in order, are: Tor, Ator, Vaen, Torvaen, Kos, Torkos, Skord, Torskord, Zar, Torzar, Ghast, Torghast, Chund, Torchund, and of course there is Khoros or the Endyear month.

THE SEASONS

There are four distinct seasons in Arduin, Summer, Fall, winter and Spring. Winter is 125 days long, and is the last 25 days of the old year and the first 100 days of the new. Spring follows with 125 days and is in turn followed by 125 days of summer. Fall follows as the first seventy-five of the last one hundred days of the year (the first 25 days of winter being the last twenty-five days of the year).

THE CYCLE OF YEARS

The years rotate in a fifteen-year cycle, and once every 1,000 years there is a sixteenth year in the cycle. The cycle of years is listed below:

YEAR	COMMENTS
1. Dragonus, or Year of the Dragon.	The year "of wars, their start and end."
2. Roccahr, or Year of the Roc.	The year of travelling and starting anew.
3. Victrix, or the Year of the Warrior.	The year of daring deeds and valour.
4. Boruumahr, or Year of the Bison or Ox.	The time to stay at home, rebuild, marry.
5. Equinus, or the Year of the Flying Horse.	The year of new purchases and childbirth.
6. Torqus, or Year of the Boar.	The time to repay old debts and old enemies.
7. Serpikar, or the Year of the Serpent.	The year of revelry and debauchery.
8. Scintillus, or the Year of the Sword.	The time of fasting and hard decisions.
9. Fenris, the Year of the Wolf.	The year of Druidical festivals and rites.
10. Solaris, the Year of the Sun.	The year of Royal weddings and treaties.
11. Lunus, the Year of the Moon.	The year of strange and fey happenings.
12. Phantellus, or the Year of the Phantelope.	A year for travel and impetuous decisions.
13. Skorpos, the Year of the Scorpion.	A time for holding on to what one has.
14. Graillus, the Grey or Clerical year.	A time of fasting, vows and initiations.
15. Sarchimus, the Year of the Magas.	A time of initiations and advancements.

The sixteenth and once-per-millennium year is Tarsoris, or the Year of the Star. It is the time when all things must renew themselves, and all must cope with THE TRUTH.

ARDUIN, ITS SEASONS, DAYS, SPECIAL DAYS, TIME REFERENCE AND OTHER PERTINENT DATA, continued

ENDYEAR

These three days are equivalent to Mardi Gras, Oktoberfest and Carnival all rolled into one. During those three days, absolutely anything that will not harm another is allowable and in fact is expected! It is a wild and wooly period during which quite a few children are conceived, and in fact those so conceived usually have "Father Taowyn" put on their birth certificates!

WEATHER IN ARDUIN

The weather in Arduin varies with the seasons quite markedly. The Summer has an average mean temperature of 80 degrees Fahrenheit, with highs somewhere in the high 90s. Fall is generally in the low 50s with occasional mid-40s type days. The Summer is nearly windless and the Fall is generally windy (the average being winds of 15 to 30 mph). The Winter is usually very cold and has large amounts of snow and sleet, a carry-over of nearly continual rainstorms of Fall. The temperature has been known to reach over 40 below zero, but the usual is more like 10 to 20 degrees during the day, falling to 5 to 10 below zero at night. The Spring is known for its wild thunderstorms and gentle rains, with mean temperatures in the mid-60s range. All in all, the climate resembles that of Bavarian Germany on our own Earth.

WEATHER NOTES: THE WIND-CHILL FACTOR

Learn the 30-30-30 Rule of Survival: when exposed to a 30-m.p.h. wind at -30° F., human flesh freezes solid in 30 seconds.

The killing factor is wind chill. The term is only dimly understood by a flash-frozen populace, but is based on a scale that precisely correlates temperature and wind force. Wind chill--expressed in meteorological phraseology as "equivalent temperature"--measures the difference, in impact on exposed skin, between what the thermometer registers and the wind delivers.

The meteorologists' wind-chill table starts at still (0-m.p.h. wind) and ranges up to winds of 50 m.p.h. While 20° on a windless day can be quite tolerable, a 20-m.p.h. wind makes the received effect of that temperature equivalent to -9° without wind. The arctic nadir on the scale: at -45°, a 50-m.p.h. wind creates the equivalent of -128°, a sensation that is not totally unfamiliar to many Americans this year.

30-30-30!

WIND-CHILL CHART

When the temperature is 20° F., here is how the wind affects how cold you really are.

Wind speed m.p.h.	Equivalent temp. F.
0	20°
5	19°
10	3°
15	-5°
20	-9°
25	-15°
30	-18°
35	-20°
40	-21°

MONTH	DAY	NAME OF NOTABLE DAY	COMMENTS AND GENERAL ASPECTS OF THE DAY
Tor	7th	Solitara or Solityne	This day each must seek within themselves.
Tor	15th	All Gamble Day	The festival of the gamblers/gamesmen.
Tor	20th	Kegsbreak	Festival of the new ale/beer.
Tor	29th	Woman's Day	Giving of gifts to women, proposing, etc.
Ator	10th	Swordhammer	Day of appreciating weapon makers, etc.
Ator	14th	Druicus or Oakfire	Day of Druidical import and prayer.
Ator	17th	Children's Day	Giving of gifts to children, etc.
Ator	25th	Cold Faire	A winter faire and general festival.
Vaen	6th	Goldara or Money Day	The day of the money lenders and banks.
Vaen	10th	Festival of Friendship	The day on which everyone makes a new friend.
Vaen	15th	Aquamass or Sea Gift	Sailors' day.
Vaen	23rd	Winterflower Festival	The festival to greet the winter flowers.
Torvaen	4th	Wyndemere	The festival of the Four Winds.
Torvaen	9th	Night of Shagrath	Only the Red Moon rises this night.
Torvaen	10th *1	Night of Skirin	Only the Blue Moon rises this night.
Torvaen	11th	Night of the Lady	Only the White/Silver Moon rises tonight.
Torvaen	12th	Triangularus	The moons form a triangle at midnight.
Torvaen	12-13th	Spring Equinox	Midnight to midnight when the triangle forms again to mark its end. Every other year it is Black Equinox, the Night of the Long Death, when the dead rise up and walk.
Kos	7th	Sneakus	The day of the thief!
Kos	10th	Man's Day	Day of gift giving to men. Puberty rites.
Kos	22nd	Night of the Candles	Candlemass or the Festival of the Candles.
Torkos	3rd	Vallorus	Warriors' day, military parades and the like.
Torkos	19th	Festival of Families	Presents within one's own family, etc.
Skord	11th	Festival of the New Wine	As it says.
Skord	16th	Sagicus or Sages' Day	Gifts for sages and teachers, etc.
Torskord	15th *2	Summer Solstice	Festival of the Plentiful Harvest. Every fifth Summer Solstice is Red Solstice, when none of the moons are seen, and from dusk that day until dawn of the next, the whole sky turns blood red, and all of the nexus gates are aligned and open.
Zar	10th	Festival of the Fall Flowers	Just as it says.
Zar	13th	Magikus	Day/Festival of the Mages and magik.
Torzar	9th	Peace Festival or Founding Day	Founding of Arduin day festival.
Torzar	23rd	Skandus	Day of the Hunter, night of the Wild Hunt.
Ghast	1st	Harvest Festival	1st day of fall; the harvest festival.
Ghast	4th	Festival of the Stars	Night of the Astrologers.
Ghast	20th	Wellmass	Physicians' day; presents, etc.

*1 Also the Endwinter festival.

*2 Also the Springdeath festival of first harvest. These are the holidays, festivals, and other important days in the Arduinian year.

NOTABLE DAYS OF ARDUIN OF BOTH GOOD AND BAD ASPECTS, continued

MONTH	DAY	NAME OF NOTABLE DAY	COMMENTS AND GENERAL ASPECTS OF THE DAY
Torghast	2nd	Beltane or Jugglers' Day	Semi-religious holiday.
Torghast	7th	Grey Equinox	As for Red Solstice, except it is all grey.
Torghast	19th	Wormius	The night of the Great Worm.
Chund	8th	Fangwait	Night of the Warg King's crowning.
Chund	10th	Goblinflame	Night of the Great Goblin's crowning.
Chund	13th	Trolltane	Night of the High Troll's crowning.
Chund	15th	Wintertooth	Festival of the first day of Winter.
Torchund	10th	Equimass	When all are equal from dawn to dusk!
Torchund	20th	Lammes	Holy day of fasting and penance for some.
Torchund	30th	Skulltane	Night of monsters and evil magik.
Khoros	17th	Little Royal Day	Gifts for the Princes and Princesses of the Arduinian reigning family.
Khoros	25th	Queenslight	Gifts for the Queen.
Khoros	27th	Crownroyal	Gifts for the King.
Khoros	30th	Winter or Middle Solstice	This festival lasts from dawn of the last day of the year through the three non-days of Tai Taowyn, until midnight of the first day of the new year. It is the longest combined festival of the Arduinian year.
to Tor	to 1st		



GUILDS AND SOCIETIES OF THE ARDUINIAN CYCLE

GENERAL ALIGNMENT

NAME OR DESIGNATION

BASIC GUIDELINE/TENET

Neutral	Thieves' Guild	Honour Among Thieves
Neutral	Assassin's Guild	Impartial Death
Lawful	Merchants' Guild*	Profits and Fairness
Neutral	Slavers' Guild	The Strong Prevail
Lawful	Seafarers' Guild	Ever Seeking
Neutral	College of Mages	The Pentagram and the Power
Lawful	College of Sages	Knowledge Above All
Lawful	College of Clerics	Know Thy Gods
Lawful	Technos' League	Science is Truth
Chaotic	Black Lotus Society	To Rule Allternity
Neutral	Brotherhood of the Hammer (dwarven)	To Build, To Forge, To Be Free
Chaotic	Society of the Silmarilli (elven)	Time Ago, Time Again
Neutral	The 13 Cycles of the Monastic Mysteries	Each to His Own Self
Chaotic	The Red Shiva Society	Red Death to All
Chaotic	The Society of the Hands of Hell	To Grip the Universe
Chaotic	Society of the Red Lily	Take It, Hold It
Neutral	Society of the Singing Star (half-elven)	Ever Improving
Neutral	The Black Legion	Honour, Unity, Supremacy
Neutral	Brotherhood of the Iron Spider	Terror, Fear, Death
Neutral	The Foxfire Confederacy	Infinity, Power, Life
Lawful	The Starfire Conspiracy	Starpower and Truth
Chaotic	The Serpents of Set	The Dark Circle
Chaotic	Children of the Dark	Chaos! Chaos! Chaos!
Chaotic	Orcas (Orcs)	Shield Mates, Sword Brothers
Neutral	Warriors of the Web	One Web, One Rule
Neutral	The Chosen Ones	To Rule All
Neutral	Sons of the Scorpion	Born to Rule
Lawful	The Silver Circle	The Bright Circle
Chaotic	The Taroteers	Puppeteers, Taroteers, Infinity
Neutral	The Mobius Conspiracy	Allternity Now

*This includes all of the separate "Trade Guilds," e.g. Coppersmiths' Guild, Drayage Guild, etc.

NAME OF SECT	NAME OF DEITY(IES)	GENERAL ALIGNMENT
The Temple of Tiamat	Tiamat, the Destroyer	Amoral/Evil
The Temple of Tarong	Tarong, the Timekeeper	Neutral/Evil
The All Followers	Eru, the Whole, the All	Chaotic/Good
The Vedic Mysteries	Partheon of Eastern and Hindu Beliefs (Siva, etc.)	Lawful/Good
The Harbontian League	Harbonas, the Laughing One	Chaotic/Good
The Followers of Fate	Xunth, the Hand or Fingers of Fate	Neutral/Good
The Believers of the Black One	Tanbras, Lord of the Dead	Lawful/Evil
The Emerald Star Cult	A pantheon, a mixture of Celtic and Irish gods	Chaotic/Good
The Temple of Iron	A pantheon, Odin, Thor, etc.	Lawful/Good
Brethren of the Borean Cycle	Borras, Lord of the Winds	Chaotic/True
Children of the Sun	Saren, the Sun God	Lawful/Good
Warriors of the War God	Megaton, the Soul of War	Lawful/Evil
The Earth Mother Cult	Amarvyan, Earth Mother	Lawful/Good
League of Faiths of the Followers of Christ (All so-called Christian religions)	Varies, usually Christ	Lawful/Good
Followers of the Black Flame	Mordakk, Doom Fire	Chaotic/Evil
The Star Guard (Believers of the Star Dragon mythos)	The Star Dragons	Neutral/Good
Temple of the Sea King	Borsala, King of the Sea	Neutral/Good
Pax Romana (Roman Peace)	Mars, etc., etc., etc.	Lawful/Good
The Zoroastrian League	Zoroaster, the Father of All	Lawful/Good
The Aegyptian Pantheon (classical Egyptian)	Ra, Nut, Horus, Anubis, etc.	Lawful/Good
Temple of the True Tarot	A pantheon: the Fool, the Mage, etc.	Chaotic/Good
Temple of the Eternal Flame of Life	Vaanah, the Eternal Flame	Lawful/Good
The Guardians (Followers of He who waits)	Ta-Taru, the All Fire	Chaotic/Good
The Silver Moon Sect (Followers of Our Lady of the Silver Moon)	The One Who Waits	Chaotic/Evil
The Blue Moon Sect (Followers of the Blue Night Hawk)	Our Lady of the Silver Moon	Lawful/Good
The Red Moon Sect (Followers of the Red Spider)	Skrirn, the Night Lord	Neutral/Good
The Circle of Set	Shagrath, the Moon Spider	Chaotic/Evil
The Olympian Mysteries (classical Greek)	The Great Serpent, Set	Lawful/Evil
The Black Pantheon (the Elder Gods)	Zeus, Apollo, etc., etc.	Lawful/Good
The Confederacy of the Followers of Allah (All Moslem religions)	Chtulhu, Yog-Sothoth, etc. Usually Allah, but it varies	Chaotic/Evil

ARDUINIAN LAW AND PUNISHMENT

OFFENSE	1st Time	PUNISHMENT	2nd Time
Petty theft (less than 101 G.S.)	Branding (arm), public whipping	90 days	
Theft (less than 1,000 G.S.)	As above	1 year	
Grand theft (over 1,000 G.S.)	Branding (forehead), public whipping	2 to 10 years	
Manslaughter	1 to 3 years plus wergild	3 to 5 years plus 2x wergild	
Murder	Public beheading	Public beheading	
Mass murder	Publicly burned at stake (slowly)	Publicly burned at stake (slowly)	
Rape	Put in stocks, <i>nude, for public use</i> , 3 to 30 days	Public castration, 1-5 years	
Statutory rape (age of consent varies racially)	Public whipping, as above, 1 day	As for first-time rapist	
Embezzlement	Public whipping, fine 2x loss	1 to 10 years, fine, whipping	
Assault	Public whipping, 3-30 days	Whipping, 3 months to 2 years	
Assault and battery	As above, 1 to 9 months	As above, 1 to 3 years	
Assault with intent to murder	As above, 1 to 3 years	As above, 5 to 20 years	
Disorderly conduct	Public dunking, 3 to 30 days	Public whipping, 3 to 9 months	
Public mayhem (brawling, etc.)	As above, 5 to 60 days	As above, 6 months to 1 year	
Petty pickpocketing (up to 50 G.S.)	Whipping, 1 to 3 months	Finger amputation, 6 months	
Pickpocketing (over 250 G.S.)	As above (forehead), 2 years	Arm amputation, 5 years	
Giving false witness	1,000 G.S. fine, public dunking	10,000 G.S. fine, 1 year	
Aiding and abetting a criminal	Public whipping, 1-6 months	As before, but 1-3 years	
Kidnapping	Public blinding, 10 to 20 years	As before, but life sentence	
Slaving	As above, with life sentence	As before, then death by public stoning	
Extortion	Triple loss fine, whipping, 1-5 years	As before, but 5 to 20 years	
Disrespect to royalty (verbal)	100 G.S. fine, public whipping	1,000 G.S. fine, whipping, 1 month	
Disrespect to royalty (physical)	500 G.S. fine, whipping, 3 months	5,000 G.S. fine, whipping, 1 year	
Tax evasion	Double loss, public whipping, 1 year	Quadruple loss, whipping, 5 years	
Usury or price gouging	Double loss, public dunking	Quadruple loss, public whipping	
Adulterating goods	1,000 G.S. fine, 30 days	10,000 G.S., 1 year	
Adultery	Head shaved, public whipping	As before and divorce	
Disobeying soldier or officer of the law	Varies according to circumstances	Varies according to circumstances	
"Fencing" or receiving stolen goods	Fine double value of goods, public whipping, and 1-6 months, always		
Piracy	Death (public) by drowning or smothering		
Robbery, brigandry, etc.	Life sentence, whipping, branding (forehead)	Death by hanging (slowly)	
Theft of livestock, etc.	Fine double value, whipping, 1 year	As before, but 2-5 years	
Child molesting	Public castration and blinding, 10 years	As before, as well as death by public stoning	
Impersonating persons of authority	Public whipping, 6 months to 5 years	As before, but 5 to 20 years	
Impersonating royalty	Public whipping, 5 years to life	Public blinding, life sentence	
Regicide (killing royalty)	Public death by impalement and fire after being blinded and flayed		
Ensoilment	Depending on circumstances, a fine up to public execution		
Non-guild-sanctioned "jobbing"	500 G.S. fine, dunking, 5 to 30 days	1,500 fine, whipping, 3 to 9 months	

Note: unless stated otherwise, all prison time is at "hard labor" (building roads, etc.)

RANK AND ROYALTY CHART

(Remember, these are general guidelines.)

RANK	TITLE	MONTHLY PAY	LAND HOLDINGS	SPECIAL COLOR	SIGIL OR EMBLEM
1st	Emperor	1,500 Sovereigns	150,000+ Acres	Purple	Rayed Sun
2nd	King	750 Sovereigns	70,000+ Acres	Royal Blue	Dragon
3rd	Archduke	500 Sovereigns	72,500+ Acres	Scarlet	Wyvern
4th	Duke	350 Sovereigns	50,000 Acres	Kelly green	Griffon
5th	Baron	275 Sovereigns	37,000 Acres	Grey-blue	Hippogryf
6th	Baronet*	225 Sovereigns	25,000 Acres	Light green	Manticore
7th	Marquis	175 Sovereigns	17,500 Acres	Yellow	Chimera
8th	Viscount	135 Sovereigns	12,500 Acres	Pale Orange-Tan	Gorgon
9th	Count	100 Sovereigns	7,500 Acres	Aquamarine	Roc
10th	Stiege Lord*	75 Sovereigns	5,000 Acres	Cyan	Winged Serpent
1st	Lord	100 Sovereigns	3,750 Acres	None	Varies
2nd	Governor	80 Sovereigns	3,000 Acres	None	Varies
3rd	Mayor (City)	72.5 Sovereigns	2,500 Acres	None	Varies
4th	Burgher (Town)	60 Sovereigns	1,500 Acres	None	Varies
5th	Esquire (Village)	45 Sovereigns	1,000 Acres	None	Varies
6th	Squire (large landholder)	37.5 Sovereigns	Varies	None	Varies
7th	Guild Master	32.5 Sovereigns	Varies	None	Varies
8th	High Sage	25 Sovereigns	Varies	Saffron	Varies
9th	Knight Errant**	18 Sovereigns	Usually None	Black	Varies
10th	Knight**	15 Sovereigns	Usually None	Black and White	Varies
1st	General	80 Sovereigns†	1,500 Acres‡	Orichalcum	Rose
2nd	Commander	30 Sovereigns	1,000 Acres‡	Adamantine	Solid Diamond
3rd	Captain	18 Sovereigns	500 Acres‡	Rhithril	Circle Triagon
4th	Lieutenant	12 Sovereigns	250 Acres‡	Platinum	Triangle
5th	Sergeant	9 Sovereigns	100 Acres‡	Gold	Square
6th	Corporal	7.5 Sovereigns	35 Acres‡	Electrum	Cross in Circle
7th	Lance Corporal	6 Sovereigns	10 Acres‡	Silver	Circle
8th	Soldier	5 Sovereigns	1.5 Acres‡	Bronze	X
9th	Militiaman (or town watch)	3 Sovereigns	1.5 Acres‡	Copper	None
10th	Recruit	1.5 Sovereigns	None	Iron	None

* Indicate ranks bestowed for service to those not of royal or "high" blood.

** These two are of ambiguous level. Usually landless sons of lesser noble birth.

† Plus one sovereign per each 5 years' service.

‡ These are end-of-service payoffs (30 years).

Δ Plus percentage of the booty, depending on rank.

by Dave Hargrave

The Arduinian Campaign has been running about as long as D&D and related role-playing games have existed. Game time has been more than 11 years (of 453 days each). Over 480 player characters have been permanently killed in that time, and many more have had to retire due to wounds or afflictions acquired in campaigning. On the other hand, two characters have become Dukes of the realm and half a dozen are Barons (three landed and collecting taxes, raising troops, etc.). One even managed to woo the youngest daughter of the king and just this "end year" all Arduin celebrated their nuptials. So, even though it is a hard and dangerous world, the rewards are usually more than a bold player can ever expect.

Its history stretches back to the dim dawn of creation and the world's first rulers, the dread reptilian Kthoi. It encompasses the wars between them and the first true men, the Rune Weavers, their victory and then subsequent downfall half a million years later in the wars of the Titans and Star Powered Mages against the rest of Alimanty. Though the Titans and Star-Powered Ones were nearly annihilated, the Rune Weavers were also so weakened that when a bare 20,000 years later the Time Lords threatened, it was all they could do to trap them in the Caverns of the Ancients and then fade from the Kin of Alimanty, allowing the Free Mages of the Circle to predominate. The next 3000 years were relatively peaceful, but that ended with the influx of alien starfaring races and an interstellar war that left the fifth continent (the planet's largest) and most of civilization a fused and radioactive ruin. The Interregnum of Dark Years followed, lasting some 5,000 years, followed by the re-establishment of civilization. The main area of civilization centered on the third continent of Khaera (the world was then called Khaas, as the old name for it, Ssas-Khaa, had long been forgotten). Many nations held power during this time as war after war was fought. However, the real problems began when the College of Sages in the country of Falohyr discovered that an area of transtemporal and interdimensional instability had manifested itself in the area roughly contiguous with the small kingdom of Arduin. As word of this discovery spread, more and more nations plotted to control the area, realizing that whoever controlled the area and the newly discovered "Gates" also controlled not only this world but untold thousands of others. Thus the bloody Wars of When (also called the Nexus Wars) began. They lasted 10,000 years, once again bleeding the world white of population and magic. During a particularly long pause in the conflict, some of the warrior nations proposed what later became known as the Accord of Arduin, which essentially guaranteed that the Arduin nexus would forever be an independent and totally neutral kingdom with its territorial integrity guaranteed by every nation on the continent--to insure that no nation could control it. To insure that the rulers of Arduin would not abuse their trust, the mages, clerics, sages, alchemists, technos and all of the other important groups set up Colleges or Universities in Arduin which would oversee the exploration of the nexus and gates. Also each nation would send a contingent of men (1-3,000, depending on population) so that more than half of the Arduinian military would be non-Arduinian in origin. These units would be rotated every seven years. With few exceptions this plan has worked, so that 1,211 years have now passed without any single nation ever risking re-igniting the Nexus Wars.

As most of the population of the original Arduin had been slain in the early wars, each nation had sent equal numbers of settlers; for the first 500 years, it was forbidden to marry anyone of one's own nationality. This insured a true melding of the people, and although it has been stricken from the lawbooks, tradition still keeps it a habit for most of the people. There is a tradition that one of the Royal ruling pair (King and Queen) must be non-Arduinian. This was also to insure fresh blood to a royal line that started from scratch, was made up of every nationality, and was "of the world" and not an inbred and arrogant line of rulers. Thus we now see a kingdom of people that reflects the entire world around them. A kingdom where slavery is outlawed (one of the few places on the continent where this is so) and people have more personal freedom than anywhere else, it is the center of learning in all disciplines and the various colleges and universities accept students (of only the highest caliber) from all corners of the multiverse.

80 However, no capsule history would be complete without a retelling of the Elf-Human Wars, also known as the "beginning of the Nexus Wars". So here is:

THE ELF-HUMAN WARS

It began dim thousands of years in the dark and bloody past; the one true and rightful ruler of Arduin, King Tarafass Dawnstar of the Royal House of the Rising Sun, closed the borders to his kingdom and forbade non-elves entry into his wondrous land. For he knew the findings of the College of Sages in Falohyr and what they portended for his realm. He called up his silver-mailed cavalry, his bronze-sheathed and rock steady spearmen, and his silent archers all clothed in forest green. Lastly he gathered about him his personal guard, the famed Golden Knights of the Dawn. When asked why, he answered, "Because men are men, and ever their hearts shall covet the power about us."

His wisdom was well respected, and his subjects had not long to wait before an ultimatum arrived borne by a cloudy dust-covered messenger from the kingdom of Morvaen, their eastern human neighbor. It demanded that the people of Arduin become as one with the people of Morvaen so that together they could rule all the nexus lands. King Tarafass sent the messenger flying home with the reply, "Arduin has been Elven since even before the Dark Years, and Elven it stands or dies. Take us if you can!"

The first battle was joined in a pass in the Brass Mountains called "The Trumpet's Throat." The Morvaenian pikemen led the storm of the small keep that guarded the pass, and survivors there were none. Rushing through the pass, the army of Morvaen spilled out onto the Plains of Paranon in a tidal wave of terror that left no stead unburnt, no field untrampled.

As the invading horde poured into the beautiful Forest of Flame, there was no thought of anything but victory in the minds of the three generals that led them. Then Arduin's first line of defense made itself known: the archers that waited that fateful day were as invisible as the very air about the wondrous trees that they called home. Invisible, that is, until their green glowing arrow rain sleeted into the ranks of the invaders like a scythe through ripe wheat. And like the falling grains of wheat, a grim red harvest was reaped and reaped, and reaped yet again. Stunned but not beaten were the veteran pikemen of Morvaen, retreating and then reforming, gathering their arbalesters about them and putting the wild mountain tribesmen to the front, they went back into the forest, back into that rain of whistling green death. Nearly annihilated, the berserk hillmen nonetheless closed to bring their axes to blood among the green archers. Outnumbered, the tribesmen fell to the last man, but it was as planned, for the gained time had allowed the pikemen to do what no other force had ever before done; the green archers were overrun, were outfought and finally routed. Yet even then the pitiful few who managed to get away returned again and again to send a shaft to an eye here, a whistling death to the heart there, in a continual harassment and vengeance that lasted the long night through.

With dawn, a bloody blaze upon the treetops and the ground a truer color to match, the invaders left the forest that would henceforth bear the name of "The Weeping Woods." Tired, battered and angry at their lost thousand within the trees, they were shaken to the soul to hear the brazen wail of the great elf horn. For there before them, drawn up in their serried ranks of bronze, stood the elven spearmen, and in a thin line before them, the remaining archers in green. As their cries of dismay whirled in their generals' ears, the great horn again sounded and with a joyous shout the elven host charged down upon them!

To give them credit, those pikemen rallied as best their short time allowed and met the onrushing wall of spears with some semblance of order. Let no man belittle what those men did that day. The fight raged seven hours and never once was quarter asked or given. The end came as the last of the invader generals decided that he should be away. So gathering about him three of his regiments, he retreated into the woods, commanding those that remained to guard his rear with their lives. This they did and well, for no elven spearman or archer followed for another two hours. They sold their lives dearly and with them purchased two precious hours. Still it was for nought, as I shall relate now to you.

As the wily general retreated, pushing men already near to collapse to even greater exertion, he was already planning his return with a new army to collect a terrible vengeance on those that had humbled him. With these thoughts, he led his men back to the Plains of Paranon and toward the pass they had so bravely won the day before. Halfway there his heart went cold and his mind saw its own death there before it.

Yes, the Elven King himself was before them, blocking the pass to safety with his Golden Knights of the Dawn. Shaking off his fear, the general turned to his men and called to them in ringing tones of iron, "Once more, my brave ones! Between us and safety is the King himself and his guard. They number but 500 and we are near to 3,000! For Morvaen and glory!" And his men, heartened, took up his cry and rushed forward up the slope. The golden trumpet of the golden knights called its answer back, and as the knights charged to meet the army, the glamor fell from the silver-mailed cavalry that had been magically hidden and their host too thundered down to death and glory.

What followed was not such stuff as ballads are woven from. Nay, it was a butchery. Tired unto exhaustion, outnumbered and struck front and rear, the pikemen fell in three screaming minutes. And one of the last to fall was the general, his great sword whirling about him and a curse upon his lips.

So, you say, the elves won the war. But wrong you are, for this was but the first of seven attacks in the next year. Twice the iron grey cataphracts of Viruelandia surged up from the south, twice the breastplated infantry of Falohyr stormed through the northwest passes, again came the grim and vengeful pikemen of Morvaen and even a mercenary army of some 30,000 orcs, gnolls, hobgoblins and trolls tried to batter their way to ownership of Arduin. All failed except the seventh and last assault, which came through one of the very gates that the elves were trying to protect. A horde of elven warriors with eyes of flame and hearts of ice ravened into Arduin from beyond time itself. From a dying earth the deadanths came in their thousands, their flickering swords a match for even elven blades.

They came; in 13 days they had conquered all but the great keep of the high king, which alone stood to defy the evil. And in all the land a horror started that to this day elves will not speak of but would stand white-lipped and clenched-fisted with memory, and with a hate that will outlast time and in its relentlessness find its way to the very end of the world, where it will take its final vengeance. Yet all was not lost, though to most it seemed surely so, for the King was now marshalling those forces which till now he had withheld, the forces of Faerie, the power of magic.

And so they rode out on the 27th day after their last battle, the pitiful few, the elven 7,000. They rode to the great King's Plain to the west of Thousand Thunder Falls where the main army of the black ones awaited them with mewing derisive laughter. The elven ones attacked first, nearly flying forward with their 30-foot leaps, their slim swords whining blurs before them, their catlike battle walls seemingly sending the clouds themselves fleeing before them in abject terror.

Before the first elven warrior had closed even half the distance, a great sound arose, and accompanying it was a cold and wild wind that swirled about the black ones, leaving a rime of cold upon their hearts. Faerie power had come. The sky seemed to buckle and a blue twilight settled about the battlefield, as the weird music sang its song of elven power.

Hesitating in their headlong charge, the black warriors from beyond time were suddenly caught up in a force and flung from one side to the other. It was as if a vast and unseen hound had impaled them in its jaws and was worrying them as it would a rat.

With a shockingly sudden swiftness, it was over. The plain seemed to erupt in a vast fountain of steaming black blood and blasted brains, bespattering the surrounding countryside with a withering stain that would take three centuries to fade. The few hundreds that had held back and thus lived, immediately fled in all directions, thus bringing to motion for the first time this day the small elven army. "This is bladework, my brothers," spoke the king, and spurred his mount after the fleeing and broken remnants of the once dread and

powerful enemy. His troops followed gladly and with a cold fire of retribution burning in their hearts. For two weeks the deodanths were harried and slain, but not without loss, the greatest being the great king himself on the last day of the year.

His mourning men laid him to rest where he fell, atop wind-whipped Sorrow Slate mountain, forever afterward known as King's Rest. Laid to rest near him were the eleven deodanths that had ambushed him and been slain in turn by his guards (though by the time they had arrived, he had slain five himself before falling).

The news of the disaster that befell seemingly one of hell's own armies gave many a grasping and scheming king pause. At least for a little while. And the daughter of the dead king, his only progeny, did declare herself Queen of Arduin, Warrior Queen of the last true Elves and Defender of that which is known but not spoken. So Arduin stood with a warrior queen to guide an army of but 5,800. A sad remnant of that once proud host that had filled the King's Plain from one side to the other with its mithril-mailed might. And the human wolves gathered round their borders in ever bolder numbers.

Thus Tarathala Dawnstar, queen and leader, decided that if force of arms alone could not hold Arduin, they should follow the path pointed to by the hand of her dead father, the path of magic and elder lore, the road to gods and demons, the trail of tears and danger. Some of her advisers protested that to fight with magic was to invite magical attack in return. But those voices were few and small amid the clamor for defence. So it came to pass that the elven kind in Arduin became wizards as well as warriors, and for 99 years they reigned supreme in their ability to wreak havoc among their foes. But each year it became harder to maintain this ascendancy as the human and inhuman foes of Arduin too became adept in those arts that invited doom and destruction.

As the first day dawned of the hundredth year since the beginning of the elf-human wars, all was quiet. Quiet with a hushed sense of foreboding, with an expectant silence such as preceded earthquakes and hurricanes.

The entire elven army, 1,100 strong, and their 1,900 dependants were gathered in the great keep, "Fangalorn", on the edge of the Lake of Mists. And around and about a silent host of over 100,000 men in cold iron looked silently up at the ramparts and awaited the order they knew would come: storm and slay! An order they knew would surely result in the deaths of full half of their number, but just as surely in the total and final destruction of the hated elf wizard warriors that for so long had thwarted their ambitions. Those ambitions had finally forced seven great and lesser kingdoms to pool the blood and steel of their armies in one common cause . . . to the completion of which they had fought their way here this day.

I will not linger long on the battle that raged from the day's first dawning light to the cold final stroke of a black and wretched midnight. It is enough to know the warrior queen fell at last as her last inner tower splintered and crumpled around her. And as she fell, laughing, she saw for one last time the bodies of five slain kings about her, and she screamed to the high winds of hell, "Though I feast in the halls of the dread elder gods this night, I will have as handservants before me these five kings! And as long as they serve me, then a curse to all that is thine and theirs and all who would serve them!" That curse would haunt those royal lines to this very day, though this is a tale for another time.

As the last tower, already cracked and split, finally began to fold in upon itself, a great roaring began, and the land trembled and shook. The tower exploded. The land around it erupted, the very air itself shattered in a cacophony of fury rivaled seldom since that time.

Those 7,000 humans that survived would forever remember that night. And what they saw when the fiery spots left their eyes and the thick blue smoke finally cleared away. Where the great keep had stood, where the mile-long promontory had been was . . . nothing! The cold dark waters of the lake steamed and bubbled where once the flower of elvenkind had been.

The story does not truly end here; for those kingdoms which had gambled all and won, there was only a fiery doom, as those that stood in the wings watching swooped down to claim what they had won but were now too weak to hold. And thus it was for 10,000 years and more as each tried to take what the elves had held so valiantly. None ever held it more than seven years, and never again would elf or man ever truly trust and befriend one another.

Multiverse, now there's a word full of meaning. In this case, it refers to the 4,000 or so parallel universes discovered in those 1,211 years. Universes that are all variants of one another but reflecting nearly infinite diversity. Dead worlds, jungle worlds, worlds of monsters and worlds of light and reason--all impinging on the nexus. What with the cross-overs and intermixing, Arduin is a wild and wooly place to live.

Although Arduin is only 200 x 170 miles, it contains five major walled cities and a myriad of small towns and hamlets, as well as a series of semifortified inns on the main roads. There are 13 dungeons or caverns, seven of which have so far been discovered with five visited regularly. I have averaged close to three runs a week for several years now. Several players have also opted to accept the responsibility of running a country on my world, with all the attendant mapping, dungeons, etc. Bill Voorhees' Tharkala with its nasty Durfang caverns high in the mountains (and reachable only by traversing Breakheart Pass) is one. The Rainbow Isles, Rothan, The Kozangi Dales and Oz, run by Brad Thom, Andy Rodriguez, Charley Parker and Peter Savoy respectively, are others. So we have not only Arduin and the continent but other full nations that are in play in a campaign that nearly defies description. The politics are fantastically overlapping and great fun! It is a true campaign game of world-wide proportions.

Our world is highly structured, with Guilds, Societies and the like having great say in the day to day affairs of specialized types (Thieves, Assassins, Traders, etc.) and we have an entire set of written (and historically researched) laws that keeps utter chaos at arm's length. This doesn't mean that players can't act as they please. Quite the contrary seems to be the rule (and the consequences are usually most interesting and exciting). Our players brave overland expeditions for the right to explore each other's countries (or long sea voyages). Having a half dozen wildly varying DMs in control of their own mini-worlds within the rather loose confines of my larger world makes for very interesting variations on my basic rules, keeping us all guessing as to how a particular spell will work from one country to the next. The people who gate into my world onto the Plateau of Forever from their other universes all have the right to run their people, magic, etc. according to the rules of their own particular worlds (the exception being how a few of their spells or devices work). However, if they stay more than a few days, they begin to be affected by the laws of my world and slowly become working parts of our laws and rules. This allows them to "feel" out my world and acclimate to it. If they leave before the changeover is complete, they will slowly reverse the process in their own world until they are as they were before they left it.

LOCATION	NAME OF ESTABLISHMENT	OWNER	RATING	STREET LOCATION
Talismonde	Mamma Knole's	Mamma Knole	*	Cut Purse Alley
"	The Bastard Knight	Tambrud Bort	*	Potter's Row
"	Shangai Lil's	Big Lily North	*	Low Wharf Street
"	The Dancing Termite	Makleen Malpossey	*	Red Lantern Street
"	The Wild Whippoorwill	Damon Chance	**	Sand Box Alley
"	The Carnelian Cube	Big Annie	**	Fortune Street
"	The Fat Fox	Bartholo Korph	**	Little Maiden Street
"	The Scarlet Rooster	Villian Trunth	**	Little Maiden Street
"	The Tourmaline Turtle	Gandy Saftell	**	Gold Workers' Street
"	The Silent Canary	Wemble Falster	**	High Wharf Street
"	The Astral Efreet	Nasti-Jastor	***	Gold Workers' Street
"	The Ruby Rifleman	Khimley Hortha	***	Jewelers' Lane
"	The Star Bear	Kroger Crofter	***	Silver Smiths' Street
"	The Merry Manticore	Willing Farondar	****	High Traders' Street
"	The Unique Unicorn	Nardon Voldo	****	Royal Circle
"	The Star Sword	Chambers Condé	****	Street of the Armour Makers
"	The Black Pearl	Tanya Tarleman	*****	High Park Lane
"	The Benevolent Basilisk	Narold Xund	*****	High Park Lane
Khurahaaen	*1 The Wondrous Wizard	Valposey Tuffy	*	Crofters' Lane
"	The Pearly Gates	Waddel Opper	*	Fast Fall Hill
"	The Adamantine Amazon	Agok Nuggle	*	Hide Curers' Street
"	The Broken Trident	Capaag Rugg	*	Blue Wharf Street
"	The Velvet Turtle	Fumogg Tuggy	*	Bead Seller Street
"	The Fabulous Frog	Marden Gomb	**	North Gate Square
"	The Wild Wasp	Stenchly Thumbfoot	**	West Gate Square
"	*2 The Green Goblin	Akhaas the Fat	***	Gem Sellers' Square
"	The Golden Pomagranate	Turbina Hally	***	Weavers' Street
"	*3 The Iron Swan	Delphia Doorn	***	Barracks Square
"	The Amethyst Apple	Gastura Brent	***	Copper Smith Street
"	*4 The Blue Barbarian	Hoggarth the Tall	***	Traders' Circle
"	The Dancing Dice	Kallia Zingra	****	Old Palace Road
"	Madame Firefly	Valla Ernthant	****	Gold Smiths' Lane
"	The Sapphire Circle	Charlerotix Slyvy	****	Garden Road
Meikalund	The Silver Seal	Marden Garvell	*	Old Wharf Street
"	The Sleepy Snake	Palamon Terby	*	Iron Monger Street
"	The Happy Hag	Old Mama Froley	*	Potters' Lane
"	The Timid Tiger	Billkhoaé Bunkhoaé	*	East Gate Square
"	The Hungry Hill Giant	Bobbolo Bumpee	**	Marsh Gate Square
"	The Happy Harpy	Tamlalla Tyree	**	Traders' Square
"	The Adamantine Oliphaunt	Derbell Tasté	**	Dyers' Street
"	The Lavender Lizard	Brucilla Tug-A-Hug	**	Jugglers' Lane
"	The Emerald Dragon	Darkhan Faraway	**	Armourers' Street
"	The Phantom Firefly	Anabelle Haskins	***	Silver Smiths' Street
"	The Silver Horseshoe	Fermoli Tardella	***	Waggoners' Road
"	The Wobbly Wooky	Cachakka Takkra	***	Barracks Square
"	The Mithril Mountain	Kolo Nolo	****	Gem Sellers' Lane
"	Simply Valhalla	Krafton Boley	****	Citadel Hill

- 1* Formerly the Wanton Wombat.
 2* Formerly the Golden Goblin.
 3* Formerly the Wayward Wyvern.
 4* Formerly the Reluctant Turtle.

LOCATION	NAME OF ESTABLISHMENT	OWNER	RATING	STREET LOCATION
Nytharna	Bad Man Carruthers'	Bad Man Carruthers	*	Thieves' Quarter
"	The Stupid Wizard	Daffy Highbottom	*	West Gate Square
"	The Drunken Druid	Alfaen Doromon	*	East Gate Square
"	The Fourth Moon	Barlemar Berry	**	Potters' Street
"	The Silver Nose	Silvernose Burt	**	Silver Smith Street
"	The Golden Elf	Carley Simon	**	Leather Workers' Street
"	3 Hearts & 3 Lions	Pohl Asimov	***	Traders' Court
"	Dandelion Wine	Katherine Campbell	***	Gold Smiths' Street
"	The Hanged Man	Fallburr Skofter	***	Barracks Square
"	The Yellow Toad	Toady Cheshire	****	Gem Sellers' Circle
"	The Seventh Seal	Gyron Mortimen	*****	Old Gaol Square
Vorlnyaas	Spitwhistle's Safe Stop	Little Spitwhistle	*	Weavers' Road
"	Thunder Mug's	Mugwhump Thunderbumper	*	Mill Bridge Road
"	The Broken Arms	Lack-A-Day Larry	*	Dyers' Alley
"	The Sapphire Salamander	Toroniaf Fandreaux	**	Traders' Square
"	The Carnelian Cat	Wandra Wild Fox	**	Gold Smiths' Lane
"	The Eye of the Tiger	Shaundra Fire Willow	**	Jewelers' Court
"	The Velvet Whip	Dione Star Hunter	***	Old Royal Road
"	Copperhead	Alain Tralonde	***	The Great Market
"	The Fancy Fool	Bongo Three Fingers	***	Armourers' Lane
"	The Lazy Lightning	Kamben Khorley	****	The Caravansary
"	The Astral Axe	Wirawhey Wambletyre	****	Spice Merchants' Street
Tara	The Wild Wolf	Aldo Bunder	**	Appletree Road
"	The Red Rook	Korto Vado	**	Appletree Road
Watchtown	The Silent Serpent	Janat Bolk	*	Cliff Gate Square
"	The Golden Apple	Roster Gilley	**	Cliff Gate Square
"	The Fabulous Falcon	Wazat Tyme	***	White Fence Lane
Bridgewater	The Royal Rabbit	Talok Durok	*	Pumpkin Road
"	The Wanton Witch	Vance Lance	**	Red Candle Street
"	The Rainbow Dragon	Odoé Narky	***	Blue Bell Court
Lowbridge	The Happy Hobbit	Tanthla Twinkletoes	***	Only Gate Square
"	The Opaline Ogre	Welkon Narsal	***	Tangerine Lane
Hobbiton	The Grumpy Griffon	Little Lulu	**	Scone Bakers' Lane
"	The Horn of Plenty	Tiptoe Sleepyfeet	***	Berry Bush Street
Rosewater	The Drowned Rat	Shuggy MacNasty	*	Fishmongers' Street
"	Mac the Knife's	Big Mac	**	Old Fisherman's Street
"	The Phantasmal Pheasant	Jorius Jaw Breaker	**	Potters' Row
"	The Crystal Ship	Talbund Gorph	**	Stablers' Court
"	The Golden Dove	Myrin Xyreth	***	East Gate Square
"	The Prismatic Bat	Taya Hammer Star	***	East Gate Square
Leiberton	The Red Worm	Fritz Faphred	*	Old Dormitory Street
"	The Black Bell	Lyber Grey	**	High House Street
"	The Brass Book	Mousey Small Sword	***	Library Square
"	The Golden Gull	Far Star Lookaway	****	Theatre Row
Littletown	The Hasty Hag	Odd John Manglefoot	*	Small Wall Side
"	Smaug's Eye	Andrew Arrowblack	**	Tall Wall Side

LOCATION	NAME OF ESTABLISHMENT	OWNER	RATING	STREET LOCATION
Quatermass	The Bountiful Maid	Tarney Tentpart	*	Hang Man's Square
"	The Pack Rat Inn	Hapsell Not-E-Nuff	**	Market Gate Square
Foxtan	Mother BeetleBrow's	Mother BeetleBrow	**	South Gate Square
Bordertown	The Lost Hobbit Inn	Tamala Trygyre	**	Barracks Row
Bright Water	Bright Water Inn	Wenitra Foloway	***	Traders' Gate
Appleton	Silver Tree Twice	Fanrahl Garling	**	Old Cattleman's Road
Markhouse	The Blue Bolt	Talgrofter Quilleen	**	Old Well Square
Ridgetown	The Golden Canary	Vorpold Dorth	***	The New Quarry Road
Hidden Valley	The Dwarf's Hoard	Grumpy Stone Hammer	***	Traders' Gate
Owl Valley	The Golden Goose II	Brambahr Wall Breaker	***	Castle Road Gate
White Water	The Phoenix	Dillon M Ivorn	***	Old Barracks Square
Sixcarts	The Gilded Cart	Newton Bomoick	***	New Market Square
Edgehome	The Mithril Edge	Barden Balkon	**	Barracks Row
Mountainhome	The Double Hammer	Red Beard Orc Killer	**	Brickmakers' Street
Hillhaven	The Iron Horse	Stondon Mijjand	***	Smithy's Road
The Crossings	The Water Witch	Falamanda Khooley	**	Ferry Wharf Street
Serendipity	The Serene Smile	Lady Serena Whitefingers	***	Only Gate Square
Arkham	The Red Lily	Omroyce Gilliad	***	Red Lily Square
High Bridge	The Emerald Knight	Ternald Vendirk	*	Pilgrerers' Lane
"	The Bowlegged Dragon	Enid Finkley	**	Spinners' Alley
"	The Silver Sail	Nalamarder Venty	***	River Gate Square
Rookly	The Raven's Roost	Tark RavensWing	**	East Gate Road
Dunwich	The Grand Grimoire	Hell Fist Skull Taker	*	West Side Square
"	The Star Stone	Mordecai Greenstar	**	East Side Square
Small Harbour	The Prancing Porpoise	Captain Jack	***	Sea Gate Road
"	The Crazy Compass	Falthur Yester	***	Traders' Gate Square
Stoop House	The Marmalade Monkey	Daniel Westerly	**	Only Gate Square
Mickleby	The Adamantine Shovel	One Eye Iron Nose	**	True Faith Square
"	The Iron Worm	Bart Black Hatchet	**	True Faith Square
Red House	The Little Red House	Galaway Rundgaard	**	Stone Masons' Street
White Walls	The White Wall Inn	Runknon Bulodon	**	Dyers' Street

LOCATION	NAME OF ESTABLISHMENT	OWNER	RATING	STREET LOCATION
Pearl House	The Rainbow Pearl	Quickfoot Madanth	**	Pearl Divers' Street
"	The Golden Hook	Captain Hook	***	Sea Captains' Lane
"	The Treasure Chest	Balkomer Fand	****	Traders' Square
Athelton	The Black Coach	Taramore Tarras	*	Creepgate Alley
"	The Silver Sword	Vaanka Tryvaanka	**	Guardsmen's Row
"	The Silver Mountain	Belogrand Xandor	***	The Duke's Square
Easterly	The Crimson Caravan	Zanor Zardozz	*	The Caravanserle
"	The Gilded Camel	Gimburra Walassa	**	The Caravan Gate Road
"	The Diamond Parrot	Effros Drobnelka	***	Market Square
"	The Mithril Medusa	Karenth Sastra	***	Guardsmen's Row
Rumbletown	The Deaf Ear	Nomley Humber	*	Old Wharf Gate
"	The RumbleDragon	Timothy True Heart	**	New Wharf Road
"	Elric's Rest	Telamark Swordbearer	***	Great Gate Square
Ox Haven	The Emerald Ox	Tummel Fumpleton	**	Cattlemen's Gate
Pavane	The Laughing Witch	Malapronde Droffel	**	Silversmiths' Street
"	The Timid Poltergeist	Vincent Price	***	Gemcutters' Lane
Smallshire	The Jolly Giraffe	Trader Vic	**	Furriers' Street
"	The Passionate Plum	Galassa Wallshunth	**	Leather Workers' Street
South Hold	The Silver Citadel	Bartholomew Huggins	**	Barracks Road
The Quarries	The Marble Wyvern	Dastroen Oliver	**	Old Quarry Road
Halfington	The Falling Star	Tillerd Sethedd	**	Alchemists' Alley
"	The Crucible	Velton Mathross	***	Alchemists' Alley

INDEPENDENT ROAD HOUSES/INNS

LOCATION/LANDMARK VICINITY	NAME OF ESTABLISHMENT	OWNER	RATING
On the border west of Foxtan	The Flying Lion	T. C. Drake	**
On the border northeast of Leiberton	The Flying Turtle	J. Arlington Shoe	**
NW of Stoophouse near Tunk Hill	The Red Leopard	Jamalantha Jalpoor	***
South of Melkalund near Elf Hill	The Blue Lady	Rianna Tironna	****
Between Hobbilton and Athelton	The Dancing Dolphin	Traskell Durrton	***
Between Orc Wood and the Weeping Woods	The Lazy Leprechaun	Androk Kully	**
IN The Weeping Woods near Ironwall	The Rogues' Roost Inn	Closed by the King.	*
North of Littletown near The Walling Tower	The Broken Back Inn	Durnuld Wardley	**
East of Pavane	The King's Rest Inn	Wambly Maistcoat	***
West of the Cloisters near Wizard Wood	Gandolph's Rest	Velakya Talyaar	***
On the border NW of Smallshire	The Prismatic Pheasant	Telkon Garlitha	**
SE of Smallshire on the Crystal Peacock River	The Flying Whale Inn	Dalon Fox	**
IN WhisperTrees near Misty Mountain	The White Roc Inn	Not applicable	N/A
Near Tark Wood	The Silver Frog Inn	Carralla Danoé	**
Near Shelab's Wood	The Iron Spyder Inn	Taranella Xyth	**
On the border south of The Quarries	The Smiling Wolf Inn	Baldurn Charfax	**
Between Foxwood and Weaselwood	The Flying Fox Inn	Magilla Moké	*
Between Maidenwood and Foxwood	The Leaping Maiden Inn	Nabla Vürst	**

Remember, the 1 to 5 star (*) rating system means the following:

One star = 1/2 silver penny per night with bread and beer.

Two star = 1 silver penny per night with dinner, ale and light breakfast.

Three star = 1/2 gold sovereign per night with sumptuous meal and large breakfast.

Four star = 1-1/2 gold sovereigns per night without anything but a complimentary glass of wine.

Five star = 2 to 5 gold sovereigns per night per person without any extras. Meals are lavish but extremely expensive.

A one star is equivalent to a real dive; a two star is not bad, but still not great, and is the "common man's" place; a three star is a good, clean place (the best overall value); a four star is very ritzy and pretty exclusive, with lesser nobles and the like staying there; and of course a five star is the "palace" of inns, where only the very rich and greater nobles play. They will admit no one they do not deem worthy, even if that person has millions of gold sovereigns to spend. *Very exclusive.*



Ghoul:	Its hit paralyzes for D10 rounds only, plus 1D6 damage each.
Wight:	Its hit paralyzes for D10 minutes only, plus 1D4 damage each.
Wrath:	Its hit drains one life level, plus 1D8 damage each.
Ghost:	Its hit causes fear for D10 rounds and drains one level, plus 1D4 each.
Spectre:	Its hit drains two life levels, plus 1D10 damage each.
Banshee:	Its hit paralyzes D10 minutes, plus 1D10 each; its wail causes fear.
Vampire:	Its hit drains two life levels, plus 1D10 to 1D12 damage each.
Morghoul:	Its hit paralyzes for D6 rounds and causes rot damage; see AG 1.
Boogie Man:	Its hits drain D4 STR points; see AG 1.
Ghost Crab:	Its hits drain one life level; see AG 1.

I also give a saving throw vs. life drains, so that if a save is made only half the normal drain is taken. (Half of one = no drain). However, there are items that BLAST life levels away (like the Javelins of Devastation) and no save is possible against them. Also, for every life level blasted away, the victim is totally stunned for one melee round. They really smart!

NOTES ON UNDEAD

Quite frequently a question arises concerning just when does a victim of an attack by an undead creature become one himself, after he is slain? The answer is quite simple really, in that the time required for such a transformation is based upon the attacking monster's hit dice level. Each level that the monster is means a one hour time for the slain victim to become like his slayer (or as otherwise stated). Thus, a man slain by an 8 dice vampire would require 8 hours to transform into one himself. Simple.

Some purists do not like to introduce any character types or monsters into their game world unless they have a medieval or "Tolkienian" flavor or base. This really limits their play possibilities as far as I am concerned, for what better world to accept aliens than ones that already have a myriad of other strange and weird creatures as residents? Sure, it would be hard for a town like Peoria or Indianapolis to accept strange alien creatures, but would it be so hard for people that probably have elves, dwarves, hobbits and the like living down the street from them? I think not, for what is stranger, the alien with the blaster or the multi-tonned dragon that breathes fire? Think about it, and I think you'll find that logic supports the use of aliens in fantasy games, and that playability supports their inclusion as well. They are fun, challenging, and very novel as characters and as monsters. I can still visualize the pair of Vegan space travellers trying to figure out how a wand of fireballs worked after they had traded their stunner for it. They ran every test imaginable, and their computer kept telling them: "This item does not compute!" Still, it worked when that funny looking guy in the purple robes sold it to them. . . .

You get the point, I think, but let me just say one final thing on the subject and we'll go on to other things: The *very essence* of fantasy gaming is its *total* lack of limitation on the scope of play, both in its content, and in its appeal to people of all ages, races, occupations or whatever. So don't limit the game by excluding aliens or any other type of character or monster. If they don't fit what you feel is what the game is all about, don't just say "NO!", whittle on them a bit until they *do* fit.

DMS VS. ANGRY PLAYERS, OR, WHAT TO DO WHEN THE PLAYER(S) REFUSE TO FOLLOW THE RULES

There comes a time when every DM must handle a player(s) that are disrupting the game, and ruining the play for all concerned. They may feel that they have a grievance that is legitimate, or they may just be egocentric megalomaniacs exercising their own brand of stupidity. But whatever the reason is, the *DM MUST BE PREPARED TO EVICT THE OFFENDING PLAYER FROM THE GAME*, either temporarily or permanently. Once the people who play in your world realize that you mean business, they will be much more ready to act in a proper manner, and refrain from disruptive and childish temper tantrums.

Harsh language, you say? Not really, because in my several years of play I have seen actions that have really appalled me by supposed adult and intelligent people. It seems that this type of game makes people truly identify with their characters, which is as it should be, but it also seems to make some people think that *their character* being killed is a personal attack on *themselves*. A DM must clearly state his "House Rules" of personal conduct, as well as having his own variation of the rules of the game, *as he plays it*, all written up nice and neat for all of his players to read and understand. The DM should make every player aware of his rules and of the fact that he, and he (or she) alone, is "The God" of his world, and that *only his Rules* are what count. He/she should also let every player know, in no uncertain terms, what the penalties are for giving him a hard time. It's OK to air a gripe in a calm and logical manner, but temper tantrums only earn their doer a quick and very permanent exit from play. Once a DM rules on a gripe or rules question, *THAT IS THE END OF IT!!* If anyone can't handle this PRIME LAW OF A DM, then he or she should not play games in which said law is in effect. A DM must be as heartless as one of his monsters if order is to be maintained and fun is to be had for all. For a game with clear and permanently consistent rules is a game where everyone knows the way, so to speak, and the way always leads to fun and adventure!

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