

# Delving Deeper

Book One of Three

## HEROES & MAGIC

Simon J. Bull

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Original Rules: E. Gary Gygax, Dave Arneson  
Production: Simon J. Bull  
Review: Dan Boggs, Sean M. Kelly, Daniel Collins  
Proofing: Ethan Sincox  
Prior Proofing: Ethan Sincox, Peter Fröhlich,  
Zach Howard, David Macauley  
Art: Timothy Ide

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# Introduction

These rules detail the main elements of a *Fantastic Medieval Wargame Campaign* while remaining flexible. They are complete only insofar as they provide almost endless scope for campaigning across the fantastic medieval genre. Play need not be even so loosely constrained, however; it can be made to encompass prehistory or science-fiction or whatever else can be imagined.

A fantastic medieval wargame campaign requires a referee and from four to 20 players, although as many as 50 might be accommodated as allowed by the referee. The use of pencil, paper, and hand drawn maps are standard. Miniature figures—while aesthetically pleasing—are not required, but their occasional employment can be a spectacle when battles are fought.

While it is possible to play a stand-alone game, unrelated to any other, these rules are designed with long-lived campaigning in mind. It should be straight forward to establish a campaign; the most extensive requirements being time and imagination. The referee will initially need time to lay out the terrain of his world and maps of his underworld dungeons; thereafter he will need time to meet the demands of his players. Above all he will need *imagination*.

A campaign should begin simply, avoiding unnecessary detail, and thereafter be allowed to develop at a pace which best suits the participants. New details can be added as they arise and former pillars of the game world altered so as to provide continually new and different situations. The player interactions within the game world will enrich its development and make the experience of it unique. Ultimately the whole has potential to grow into a milieu of unforeseen depth and intricacy, and this is quite desirable.

As with any set of miniatures rules those herein are guidelines only, intended to assist the referee in designing his own fantastic medieval campaign. They are a framework around which you will build your own game; which should be intuitive and enjoyable. The prospective referee is urged to refrain from constructing new rule interpretations at every turn, for everything herein is fantastic. The best approach is to simply decide how it should be, and make it so!

## Preparation for Play

Players should begin with Volume I which details characters that can be played, equipment and hirelings that can be had, and spells that are available to magic-using sorts. Players need read no further.

Aspiring referees are advised to continue immediately on to Volume II wherein are guidelines for constructing a campaign world and filling it with dungeons, monsters, and treasures, and advice on conducting adventures around these. Finally, Volume III is intended as a reference for referees; it describes monsters—from animals to zombies—and treasures including magical wands, weapons, and a plethora of other items.

## Player's Supplies

Intending players should provision themselves with:

- Heroes & Magic (you're reading it!),
- Dice (at least one pair of six-sided dice and one pair of twenty-sided dice per player),
- Pencils and eraser,
- A notebook and/or lined paper,
- Graph paper for mapping dungeons,
- Hexagonal paper for mapping wilderness regions,
- A vivid imagination.

Players require six- and twenty-sided dice. One pair of each type per player will minimally suffice, but four or more pairs of each type will facilitate game pace.

# Player Characters

The player's first endeavour is to construct a fantasy persona—known as a *character*—which he will control in the campaign world.

## Determination of Abilities

Characters are rated in six abilities: strength, intelligence, wisdom, constitution, dexterity, and charisma. Each is determined, in order, by the referee with a throw of three six-sided dice producing scores between 3 and 18. The player should record these figures on note paper or a character record sheet before selecting his class.

## Explanation of Abilities

**Strength** is size and power and is the prime requisite for fighters. It is useful for forcing doors, lifting gates, and for carrying heavy equipment and treasure.

**Intelligence** is communication and tactical sense and is the prime requisite for magic-users. One additional language is known for every point above 10. Intelligence is useful to the referee for determining what course of action a non-player character should take.

**Wisdom** is maturity and tactical judgement and is the prime requisite for clerics. It functions as does intelligence in determining what course of action a non-player character should take.

Table 1: Adjustments due to Constitution

Constitution Score	Hit Points Per Die	Withstand Adversity
3–6	–1*	20%
7–8		40%
9		60%
10		70%
11		80%
12		90%
13–14		Always
15–18	+1	Always

\* Minimum 1 hit point per die.

**Constitution** is vim and fortitude. It determines what damage can be endured and whether a character will withstand being raised from the dead, paralyzed, polymorphed, or turned to stone.

**Withstand Adversity** is the probability a character will survive being raised from the dead (any failed attempt indicates that no subsequent attempt can ever succeed), returning to flesh after being turned to stone, or transformation into another shape by curse or wish or a *Polymorph Other* spell.

**Dexterity** is speed and precision. It is useful for accurate shooting, for shooting or conjuring a spell first, or for manual speed whenever initiative is in question.

Table 2: Adjustments due to Dexterity

Dexterity Score	Initiative Adjustment	To Hit Adj. with Missiles
3-6	-1	-1
7-8		-1
9-12		
13-14		+1
15-18	+1	+1

**Charisma** is comeliness and personal influence. It is useful in determining reactions, in negotiations, and for attracting monsters into service. It determines the number of retainers a character can have and the loyalty of any hirelings.

Table 3: Adjustments due to Charisma

Charisma Score	Maximum Retainers	Loyalty Adjustment	Reaction Adjustment
3-5	2	-2	-1
6-8	3	-1	-1
9-12	4		
13-14	5	+1	+1
15-17	6	+2	+1
18	12	+4	+1

The maximum distance at which hirelings will respond to commands is as many scale inches as the charisma score, halved if engaged in melee.



## Player Classes

Having been given ability scores the player must select a *class* for his character; fighter, magic-user, or cleric. Men, elves, dwarfs, and even hobbits can be fighters; men and elves can be magic-users; only men can be clerics.

All characters begin at the lowest (1st) level in their chosen class. From there they can work upward to successive experience levels (if they survive) by accumulating the necessary number of experience points. Non-human characters have certain advantages over men, but are limited in how far they can progress.

Table 4: Experience Points Required

Level	Fighters	XP	Magic-Users	XP
1st	Fighter	0	Medium	0
2nd	Veteran	2,000	Seer	2,400
3rd	Myrmidon	4,000	Spellbinder	5,000
4th	Hero	8,000	Theurge	10,000
5th	Armiger	16,000	Thaumaturge	20,000
6th	Captain	30,000	Magician	35,000
7th	Champion	62,000	Evoker	57,000
8th	Superhero	110,000	Mage	90,000
9th	<b>Warlord</b>	220,000	Archimage	180,000
10th	Warlord, 10th*	440,000	<b>Wizard</b>	270,000
11th	Warlord, 11th	660,000	Wizard, 11th <sup>‡</sup>	540,000
12th	Warlord, 12th	880,000	Wizard, 12th	810,000

  

Level	Clerics	XP
1st	Brother	0
2nd	Crucifer	1,600
3rd	Curate	3,000
4th	Vicar	6,000
5th	Priest	13,000
6th	Canon	27,000
7th	Prelate	57,000
8th	<b>Bishop</b>	120,000
9th	Bishop, 9th <sup>†</sup>	240,000
10th	Bishop, 10th	360,000
11th	Bishop, 11th	480,000
12th	Bishop, 12th	600,000

\* A Fighter requires 220,000 XP per level beyond the 9th.

‡ A Magic-User requires 270,000 XP per level beyond the 10th.

† A Cleric requires 120,000 XP per level beyond the 8th.

## Prime Requisite Abilities

One of the six abilities is considered to be the prime requisite for each class. A character will earn a greater or lesser number of experience points from his adventures according to his prime requisite score; thus fighters should ideally be strong, magic-users intelligent, and clerics wise.

Table 5: Experience Earned

Prime Requisite	Experience Adjustment
3–5	–20%
6–8	–10%
9–12	
13–15	+5%
16–18	+10%

A character's prime requisite score is adjusted—for the purpose of determining experience points earned only—as follows: A cleric adds 1 to his prime requisite for every 2 points of intelligence above 9 and for every 3 points of strength above 9. A fighter adds 1 to his prime requisite for every 2 points of intelligence above 9 and for every 3 points of wisdom above 9. A magic-user adds 1 to his prime requisite for every 2 points of wisdom above 9.

## Explanation of Statistics

Statistics are given to the *top level* for each class, but there is theoretically no limit to how far a man can rise. Non-human player-types have certain advantages but are limited in how far they can progress.

**Hit Dice** are the number of six-sided dice used to determine how many hit points damage must be sustained to slay a figure. Additions, if any, indicate a number of extra hit points to be added to the sum of all hit dice. Whether sustaining hit point damage will otherwise affect a figure is for the referee to decide.

**Fighting Capability** is a two-fold statistic indicating the number of men a figure will fight as in normal combat, and whether a figure can participate in fantastic combat as a Hero, Superhero, or Wizard.

**Spells per Spell Level** indicates the number of spells of each spell level that can be memorized by a clerical- or magical-type for use during a single adventure.

## The Fighter

Fighters are the ubiquitous fighting-men of the fantastic medieval genre. Of all the classes they are the most formidable in attack, can endure the most damage, and are the only class entitled to joust.

Fighters can employ any armor or shield and should have the best available. They have the use of all weaponry, including missiles and spears, and magic swords and the majority of other enchanted weapons are usable exclusively by them. They are unable to cast spells, however, and have use of a limited selection of other magical items.

Table 6: Statistics Regarding Fighters

Fighters	Hit Dice	Fighting Capability	Spells per Spell Level					
			1	2	3	4	5	6
Fighter	1 + 2	Man+1					Nil	
Veteran	2 + 1	2 Men					Nil	
Myrmidon	3	3 Men/Hero-1					Nil	
Hero	4	4 Men/Hero					Nil	
Armiger	5	5 Men/Hero					Nil	
Captain	6	6 Men/Hero					Nil	
Champion	7	Superhero-1					Nil	
Superhero	8 + 1	Superhero					Nil	
<b>Warlord</b>	9 + 2	Superhero					Nil	
Warlord, 10th	10	Superhero					Nil	
Warlord, 11th	10 + 2	Superhero					Nil	
Warlord, 12th	11*	Warlord-1					Nil	

\* A Fighter adds 1 HD per two levels beyond the 12th.

A Hero and above adjusts morale checks of any normal-types he leads in combat by +1, and is unaffected by fewer than four normal hits in a combat encounter.

A Superhero and above is aware of invisible opponents within 3'', and threatened normal-types must take a morale check if approached, or to approach, within his charge movement distance of 15''.

A Warlord and above who establishes a stronghold is considered a Baron. So long as the surrounding countryside is kept clear of monsters this holding will attract settlers, who can each be taxed 10 gp per year, and can be further developed to improve its revenues.

## The Magic-User

Magic-users are potentially the most powerful class but they are initially the most vulnerable; they can wear no armor and can use only daggers and staves as weapons. A magic-user can, however, cast magic spells. He can memorize a number of spells per adventure appropriate for his experience level and gains access to spells of successive spell levels as he progresses. He is assumed to acquire spell books containing the spells he can cast, one book per spell level, and can devise his own spells besides.

Magic-users covet enchanted items and have use of the broadest range of these. All save for arms (excepting daggers and staves), armor, and a handful of clerical items are at their disposal. Moreover, a Wizard can enchant items of his own; the cost and time required being commensurate with its value.

Table 7: Statistics Regarding Magic-Users

Magic-Users	Hit	Fighting	Spells per Spell Level					
	Dice	Capability	1	2	3	4	5	6
Medium	1	Man	1					
Seer	1 + 1	Man+1	2					
Spellbinder	2	2 Men	3	1				
Theurge	3	3 Men/Hero-1	4	2				
Thaumaturge	3 + 1	3 Men/Hero-1	4	2	1			
Magician	4	Hero	4	2	2			
Evoker	5	Hero	4	3	2	1		
Mage	5 + 1	Hero	4	3	3	2		
Archimage	6	Hero	4	4	3	3	1	
<b>Wizard</b>	7	Wizard	4	4	4	3	2	
Wizard, 11th	7 + 1	Wizard	4	4	4	4	3	1
Wizard, 12th	7 + 2*	Wizard	4	4	4	4	4	2

\* A Magic-User adds 1 HD per three levels beyond the 12th.

A Wizard (10th+ level) can occupy a stronghold. His reputation is so perilous that he adds +1 to morale checks of any troops he leads in combat, and threatened normal-types must take a morale check if approached, or to approach, within his movement distance of 12".

## The Cleric

Clerics must only be men of law or chaos; they cannot remain neutral in the eternal struggle.

Clerics are fanatically religious missionaries or templars, hospitallers, or other brothers of a monastery or order guided by the Powers “above”.

They desire to establish temples and to tithe money and jewels for their order. In performing their duty clerics have some of the advantages of both fighters and magic-users; they are allowed shields and armor and non-edged weapons (excluding arrows). Moreover, a lawful cleric can turn the undead and has a repertoire of clerical spells.

A cleric is assumed to acquire spell books containing the spells he can cast, one book per spell level, and can devise his own spells besides. He can memorize a number of spells appropriate for his experience level.

When a cleric achieves Bishop status (8th+ level) he can establish a stronghold and, should he invest at least 100,000 gp in its construction, the religious fervor of the workforce will produce a fortress of double value. Once established, the stronghold will attract a body of 30–300 fanatically loyal dervishes who will serve without pay (the referee will determine the exact composition of this force). If the surrounding countryside is kept clear of monsters this holding will attract faithful settlers each of whom can pay 20 gp in tithes and taxes per year.

Table 8: Statistics Regarding Clerics

Clerics	Hit	Fighting	Spells/Spell Level				
	Dice	Capability	1	2	3	4	5
Brother	1	Man					
Crucifer	2	2 Men	1				
Curate	2 + 1	2 Men	2				
Vicar	3	3 Men/Hero-1	2	1			
Priest	4	Hero	2	2			
Canon	5	Hero	2	2	1		
Prelate	6	Hero	2	2	2	1	
<b>Bishop</b>	7	Superhero-1	2	2	2	2	1
Bishop, 9th	7 + 1	Superhero-1	3	2	2	2	2
Bishop, 10th	7 + 2	Superhero-1	3	3	3	2	2
Bishop, 11th	8	Superhero	3	3	3	3	3
Bishop, 12th	8 + 1*	Superhero	4	4	4	3	3

\* A Cleric adds 1 HD per three levels beyond the 12th.

## Turning the Undead

Mindless undead need never check morale and cannot be subdued but all the undead are subject to being turned away or even dispelled utterly by a lawful cleric who forcefully presents a Holy cross.

Turning the undead is accomplished by throwing two six-sided dice and comparing the result to the following table:

Table 9: Clerics Versus the Undead

Clerics	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire
Brother	6	9	11					
Crucifer	†	6	9	11				
Curate	†	†	6	9	11			
Vicar	*	†	†	6	9	11		
Priest	*	*	†	†	6	9	11	
Canon	*	*	*	†	†	6	9	11
Prelate	*	*	*	*	†	†	6	9
<b>Bishop</b>	*	*	*	*	*	†	†	6

† 2–12 monsters of this type are turned away.

\* 2–12 monsters of this type are dispelled utterly.

## The Anti-Cleric

Clerics of the chaotic sort are called anti-clerics and have a number of reversed clerical spells which they can employ with impunity. They cannot turn the undead but can abide them and other chaotic-types and, at top level, are more influential among these than even gothrogs. Otherwise, they function as do clerics except that an anti-cleric stronghold will attract cultists rather than dervishes.

Should a lawful cleric ever switch to chaos he becomes an anti-cleric. He loses his power to turn the undead and a number of his spells will be reversed. Should a Bishop (8th+ level) ever change sides he is immediately stripped of his stronghold (should he have one) including all incomes derived from it and faithful men serving it.

**Anti-Clerics** The anti-clerical titles are: Evil Brother, Evil Crucifer, Incurate, Evil Vicar, Evil Priest, Evil Canon, Apostate, Evil Bishop.

## Non-Human Player-Types

### Dwarfs

Dwarfs choose to dwell deep underground in mountainous homes and operate equally well by day or by night. They can advance as high as 6th level in the fighting class (Captain), but make all saving throws at four levels above their actual level. They are the only characters able to employ the +3 war hammer to its full potential.

Dwarfs desire gold and mine twice as quickly as do normal sappers. They are able to note slanting and sloping passages, traps, and shifting walls or new construction in dungeon stonework, and will identify noises when listening at doors with a throw of 5–6 on a six-sided die.

Dwarfs despise goblins (including hobgoblins) above all other enemies. However, giants and the like have difficulty catching them and will cause only half hits.

Dwarfs are able to speak the languages of gnomes, goblins, and hobgoblins in addition to their own language, their alignment tongue, and the common tongue.

### Elves

Elves begin as either fighters or magic-users but can change class between adventures as often as desired. An elf becomes a combination figure when he changes class for the first time. He may thereafter use both the weaponry of a fighter and the spells of a magic-user simultaneously but cannot act as a magic-user while wearing non-magical armor. Elves are limited to 4th level (Hero) as fighters and to 8th level (Mage) as magic-users.

Elves see equally well by day or by night. They can move almost silently and are nearly invisible in their gray-green cloaks. When actively searching, elves will locate secret doors with a throw of 3–6 on a six-sided die; when merely passing by they will do so with a throw of 5–6. They will identify noises when listening at doors with a throw of 5–6 on a six-sided die.

Elves on foot can move and fire a horse bow without penalty. In melee combat they deal an additional 1–6 hit points of damage to ogres on a hit and are immune to the paralyzing touch of ghouls.

An elf with a magical weapon adds the fighting capability of three men versus orcs, or two men versus gnolls, or one man versus other normal-types, and otherwise deals +1 hit point of damage on a hit. An elf firing a magical arrow always does so as a Hero.

Elves are able to speak the languages of orcs and gnolls as well as their own language, their alignment tongue, and the common tongue.



## Hobbets

Hobbets generally have small interest in adventures or battles but can progress as high as the 4th level (Hero) in the fighting class. They are deadly accurate with missiles so every two shots loosed count as three and can sling a stone up to 15".

They are nearly invisible when they choose to blend into the background and make excellent scouts. When listening at doors they will identify noises with a throw of 5–6 on a six-sided die, but will require a throw of 6 to force a stuck door. Despite their small stature hobbets are uncommonly resilient and make all saving throws at four levels above their actual level.

## Saving Throws

Table 10: Saving Throws

	Poison	Wands /Rays	Paral. /Petrif.	Breath Weapon	Spells
Fighter 1–2	12	13	14	15	16
Fighter 3–6	10	11	12	12	14
Fighter 7–11	7	8	9	9	11
Fighter 12–	4	5	5	5	8
Magic-User 1–3	13	14	13	16	15
Magic-User 4–9	10	11	10	13	11
Magic-User 10–	7	8	7	10	6
Cleric 1–3	11	12	14	16	15
Cleric 4–7	8	9	11	13	12
Cleric 8–	4	6	8	9	8

Throwing the indicated score (or above) on a twenty-sided die will avoid the effects of wands and rays, paralysis or petrification, and spells entirely; poison and breath weapons will cause only one-half of the possible damage. Failure to throw the indicated score allows the weapon to have its full effect.

## Changing Class

With the exception of elves, changing class is not recommended. Even if the referee permits it, no character can ever change class during an adventure and nor can a cleric ever change to a magic-user or vice versa. Moreover, a man requires a minimum score of 15 in the prime requisite of the class he intends to change to.

## Alignment

Before play begins each character must choose a side in the eternal struggle. Subject to type he may be either of law or of chaos or otherwise neutral.

Table 11: Alignment

Law	Neutrality	Chaos
<i>Clerics</i>	<i>Dwarfs/Gnomes</i>	<i>Anti-clerics</i>
<i>Dwarfs/Gnomes</i>	<i>Elves</i>	<i>Fighters</i>
<i>Elves</i>	<i>Fighters</i>	<i>Magic-users</i>
<i>Fighters</i>	<i>Magic-users</i>	Dragons
<i>Hobbets</i>	Cavemen	Efreet
<i>Magic-users</i>	Centaur	Gargoyles
Centaur	Djinn	Giants
Golden dragons	Dragons	Goblins/Hobgoblins
Men	Dryads	Gothrogs
Pegasi	Giants	Kobolds
Treemen	Lycanthropes	Lycanthropes
Unicorns	Men	Medusae
Werebears	Minotaurs	Men
	Ogres	Minotaurs
	Orcs/Gnolls	Ogres
	Pixies	Orcs/Gnolls
		Trolls
		Ghouls
		Mummies
		Spectres
		Vampires
		Wights
		Wraiths

*Italicized* entries indicate standard player-types.

Alignment will adjust non-player reactions and loyalty and determine who may serve or be predisposed to attack. Additionally, alignment will determine whether magic swords may be handled safely and the shape a player would be reincarnated in.

## Languages

Many languages are spoken throughout the game world with each intelligent type having its own tongue. Men also share a “common tongue” which most men and one-third of other speaking creatures will know (with a throw of 5-6 on a six-sided die).

Additionally, there are the tongues of law, chaos, and neutrality which are known to the speaking membership of those alignments. Creatures of one alignment will recognize hostile alignment tongues without comprehending them and be predisposed to attack.

Player characters always know at least two languages, typically the common tongue and an alignment tongue. Player characters with above average intelligence will know additional languages. There are also spells and magic items that will aid in the comprehension of unknown languages.

## Levels Beyond the 12th

Further increments in Fighting Capability and saving throws are as follows: Clerics attain Superheroic+2 saving throws and Superheroic+2 FC at the 20th level, and Superheroic+3 FC at the 23rd level. Fighters attain Warlord+2 FC at the 20th level, and Warlord+3 FC at the 23rd level. Magic-users attain Wizard+2 saving throws and Wizard+2 FC at the 22nd level, and Wizard+3 FC at the 25th level.

Further increments in spell casting are as follows: Clerics add a 3rd level spell at 13th level, a 4th level spell at 14th level, a 5th level spell at 15th level, and 1st and 2nd level spells at 16th level; this pattern repeats thereafter. Magic-users add 1st, 2nd, and 3rd level spells at 13th level, a 6th level spell at 14th level, and 4th and 5th level spells at 15th level; this pattern repeats thereafter.

## Other Classes

The classes herein will provide many challenges but need not be exhaustive. There is no reason a player should not be allowed to play virtually any type of character, should the referee permit it. For any new player-type the referee should predetermine a progression that starts out relatively weak and works upward, as per the other classes. No player-type should be so powerful as to destroy play balance.

# Equipment

Each player begins with 30–180 gold pieces to furnish his character with basic equipment. Players may trade amongst themselves, and gold would be exchanged.

Table 12: Cost of Basic Equipment

Item	gp	Item	gp
Battle axe	10	Leather armor	10
Club or Cudgel	1	Mail	30
Dagger	3	Plate armor	90
Flail	8	Helmet	10
Hand axe	3	Shield	10
Lance	6	Iron spikes, 6	1
Mace	4	Lantern	10
Morning star	6	Mallet	2
Spear	3	Mirror, steel/silver	6/18
Staff	1	Oil, flask	2
Sword	15	Pole, 10ft	1
Two-handed sword	30	Rope, 50ft	1
Warhammer	5	Saddle	25
Arrows/Quarrels, 20/30	10	Timber stakes, 6	5sp
Arrow/Quarrel, silver	5	Torches, 6	1
Bow, short	25	Bellodona, bunch	10
Bow, horse	35	Food, one week	7
Bow, composite	50	Rations, one week	15
Crossbow	15	Wine, quart	2
Crossbow, heavy	25	Wolvesbane, bunch	10
Longbow	40	Water or Wineskin	1
Backpack	3	Horse, draft	30
Quiver or Case	4	Horse, light	40
Sack, large	2	Mule	20
Sack, small	1	Warhorse, medium	100
Saddle bags	10	Warhorse, heavy	200
Holy Cross, wood/silver	4/20	Cart	100
Holy water, flask	24	Wagon	200

Rations are for dungeon expeditions where food would spoil.

The referee can extrapolate prices for other items from those given.

## Encumbrance

Movement rate is determined by encumbrance; the total load of all equipment and treasure carried.

Table 13: Movement Rate

Movement Rate (Men)	Load (lb)
Light Foot Movement (12'')	0–75
Heavy Foot Movement (9'')	76–100
Armored Foot Movement (6'')	101–150
Half of Armored Foot Movement (3'')	151–300

Table 14: Weight of Basic Equipment

Item	lb
Dagger or wand	2
Potion bottle or Holy water	2
Scroll or map in case	2
Piece of jewelry	2
100 gems or 100 gold/silver/copper pieces	5
Arrows/quarrels with quiver/case	5
Bow, hand axe, mace, spear, staff, or sword	5
Chalice, flagon, or wine skin	5
Helmet	5
Iron spikes, lantern, rations, rope, torches, etc.	5
Small sack (full)	5
Morning star, flail, or battle axe	10
Food (one week)	15
Shield	15
Two-handed sword	15
Leather armor or saddle	25
Large sack or backpack (full)	30
Mail	50
Plate armor or horse barding	75

The referee can extrapolate weights for other items from those given.

1 gold piece = 10 silver pieces = 50 copper pieces.

# Non-Player Characters

## Hirelings

Players will likely require the services of hired help. Hirelings of various sorts can be found in towns, strongholds, and possibly in villages. Hirelings are ordinary folk who will perform mundane (non-combat) duties for upkeep plus a fee of 2 gp per month or 5 sp per week. With enough gold there is no limit to how many hirelings a character can employ.

## Mercenaries

Mercenaries are neutrally aligned soldiery whose monthly fee is commensurate with their function and equipment.

Table 15: Mercenaries

Type	Monthly Fee (gp)			
	Man	Dwarf	Elf	Orc
Light Footmen	3			1
Footmen	4	5	6	2
Archers	6		9	3
Crossbowmen	5	7		
Longbow men	9			
Light Horsemen	10			
Horsemen	16			
Heavy Horsemen	24			

Light footmen are local militia, citizen soldiers, watchmen, and the like possibly with leather armor and/or shield who have  $-1$  morale.

Footmen are equipped with leather or mail armor, shield, and helm. All foot carry arms appropriate to their origin.

Archers and crossbowmen wear leather armor and carry daggers and short bows or light crossbows, respectively. Longbow men are men only who wear leather armor and carry daggers and longbows.

Heavy horsemen typically wear plate armor and helms, carry shields, and ride heavy warhorses. Horsemen are as footmen, but additionally ride medium warhorses. Light Horsemen are as light footmen, but additionally ride light horses.

Elves and dwarfs are uncommon and orcs cannot be employed by lawful-types; otherwise, these can be hired at strongholds or wherever else they are encamped. With enough gold there is no limit to the number of mercenaries a character can employ.

## Retainers

Unusual help including monsters and player-types can also be sought. These are called retainers and the number allowed at any one time is limited by a character's charisma score.

A character can seek retainers during his adventures or advertise his need by posting notices, hiring heralds, frequenting taverns, or sending messages to foreign parts where candidates may dwell. The cost and effectiveness of these endeavors is left to the referee's discretion.

If a prospective retainer is found the character can make an offer of employment. Only the lowest level player types are employable and men will not be tempted for any offer worth less than 100 gp. Dwarfs desire especially gold, elves and magic-users desire spells and magic items, clerics desire crusades and places to worship, and so on.

## Relatives

Player-types can possess arms, armor, and equipment from the outset and (if they are fortunate) can accumulate considerable wealth. If a character disappears on an adventure all his worldly goods are forfeit! Thus, a character may designate one relative as heir to his estate. Should he be slain, or mysteriously vanish, "death" can be declared after one game month of unexplained absence.

Should there be an heir, he then takes possession of all properties, goods, and valuables that belonged to the departed less a 20% inheritance tax payable to the realm. The player may then assume the role of the heir who must begin at the lowest level for his class.

Should the original character unexpectedly return to reclaim his estate the inheritance tax will be payable again. The referee must adjudicate the reaction of the disinherited heir, who might intrigue to retain control. If the disinherited heir is kept on as part of the player's household or retinue, his loyalty will be adjusted by negative 1-6.

## Non-Player Loyalty

When any non-player enters into a player character's service the referee will secretly determine his loyalty, which may subsequently be adjusted for excellent or poor treatment. Additional pay, gifts of arms, armor, or magic items, and the rising fame (or infamy) of an employer can increase loyalty. Unjust treatment, poor prospects, or unfit conditions can decrease loyalty.

So long as a non-player is treated reasonably, receives the agreed payment, and is not exposed to unnecessary danger his loyalty will not be tested. In extreme circumstances the referee will use reaction checks or morale checks to determine the non-player's behaviour.

# Magic

Of the player types, magic-users can cast terrible spells and clerics have a number of their own spells, but fighters have no spells of their own.

A magic-user or cleric can memorize a number of spells for each adventure according to his experience level. He must have access to the appropriate spell books to memorize any spell therein—bereft of his spell books he cannot memorize any spells!

## Spell Books

Magic-users and clerics are assumed to acquire a spell book containing the 1st level spells but must buy, capture, or research higher level spell books thereafter.

Adventuring is a dangerous business so a spell caster may desire a duplicate spell book to carry without risking his original. Should a spell book be lost, damaged, or destroyed it can be replaced at a cost. A book of 1st level spells costs 2,000 gp, a book of 2nd level spells costs 4,000 gp, a book of 3rd level spells costs 8,000 gp, and so on.

## Researching New Spells

Clerics and magic-users can research new spells for their repertoires. The player can contrive whatever spell he desires remembering; the referee will determine the spell level of any new magic and the spell level of a new spell cannot exceed that which the researcher is able to memorize.

Success is a matter of time and gold pieces invested. 1st level spell research requires a minimum 2,000 gp investment, and this cost doubles at each successively higher spell level. Thus, 2nd level spell research requires a minimum 4,000 gp investment, 3rd level spell research requires minimum 8,000 gp investment, and so on. Each such investment yields a cumulative 20% chance of success. Time required is one week per spell level regardless of the sum invested.

The researcher may add a newly devised spell to a spell book of the appropriate level. He may share it with others or keep it to himself.

## Creating Spell Scrolls

Wizards (10th+ level) and Bishops (8th+ level) can manufacture scrolls of spells which they can memorize. It costs 100 gp per spell



level and takes one week per spell level to create any spell scroll. Thus, a 4th level spell scroll takes four weeks to construct at a cost of 400 gp.

## **Casting Spells**

### **Casting Spells from Memory**

A memorized spell can be cast at any time, and in so doing erasing it from memory. Once erased a spell cannot be cast again until it is re-memorized. Notwithstanding this limitation, nothing prevents a magic-user or cleric from memorizing the same spell several times.

In order to invoke and maintain a spell the caster must be stationary and his concentration undisturbed. During combat the player must declare his intent at the beginning of his turn. Casting a spell requires the full turn so no other action may be attempted. Furthermore, if the caster is struck by any missile or spell or is meleed before his own invocation is completed it will be spoiled and erased from memory without being invoked. The referee will adjudicate whether other interruptions are sufficient to foil a spell.

### **Using Spell Scrolls**

A magic-user or cleric can use a class-appropriate spell scroll of any spell level. A magic-user must employ a read magic spell prior to using a spell scroll; a cleric need not. Thereafter, either class can employ a spell scroll without memorizing the spell thereupon in advance. Using a spell scroll erases that spell from the scroll and invokes its magic at the 6th level of magic-use, or the minimum caster level that is necessary to memorize the spell, whichever is higher.

### **Reversible Spells**

Where a clerical spell is noted as reversible, only a chaotic anti-cleric can use the reverse form and only a lawful cleric can use the proper form. Where a magic-user spell has a counter spell, the counter is a separate spell which can be memorized, cast, and written to a scroll exactly as per any other spell.

### **Cumulative Magic**

Spells and other magical effects will usually combine safely with one another. However, multiple enchantments with the same effect need not be cumulative; only the single, most powerful or long lasting effect applies.

# Explanation of Spells

## Clerical Spells

### 1st Level Clerical Spells

**Cure Light Wounds** (reversible, affects: 1 figure, range: touch)  
The cleric can restore 2-7 hit points of damage suffered by one figure during a full turn of aid. The reverse, *Inflict Light Wounds*, will cause 2-7 hit points of damage, possibly requiring an attack to touch an unwilling target.

**Detect Evil** (reversible, affects: self, duration: 6 turns, range: 12'')  
The cleric can detect any enchanted, conjured, or chaotic creature within range, as well as any curse or malicious enchantment upon an object. The reverse, *Detect Good*, enables an anti-cleric to detect lawful rather than chaotic creatures.

**Detect Magic** (affects: self, duration: 2 turns, range: 6'')  
The cleric can detect any enchantment on a person, place, or object.

**Light** (reversible, affects: 3' diameter, duration: 12 turns + 1 turn/level, range: 12'')  
Illuminates a 3' diameter sphere with a light not equal to full daylight. The reverse, *Darkness*, creates a 3' diameter sphere of darkness that is impenetrable even to creatures that see in the dark and to the *Darkvision* spell.

**Protection from Evil** (reversible, affects: self, duration: 12 turns)  
This spell prevents any enchanted or conjured creature from attacking the cleric. Other chaotic-type attacks are reduced by one hit die and the cleric will make saving throws against them at +2. The reverse, *Protection from Good*, applies equally to enchanted or conjured creatures but protects against lawful attacks rather than chaotic attacks.

**Purify Food and Drink** (reversible, duration: permanent, range: 1'')  
Makes spoiled, poisoned, or contaminated food, drink, or Unholy water whole and suitable for consumption. Enough vittles for one dozen men are affected. The reverse, *Spoil Food and Drink*, will instead putrefy food, drink, and Holy water.

Table 16: Clerical Spells

1st Level	2nd Level	
<i>Cure Light Wounds</i>	<i>Bless</i>	
<i>Detect Evil</i>	Find Traps	
Detect Magic	Hold Person	
<i>Light</i>	Speak with Animals	
<i>Protection from Evil</i>		
<i>Purify Food and Drink</i>		
3rd Level	4th Level	5th Level
<i>Circle of Pro. from Evil</i>	Create Food and Drink	Commune
<i>Continuous Light</i>	<i>Cure Critical Wounds</i>	<i>Dispel Evil</i>
Locate Object	<i>Neutralize Poison</i>	Insect Plague
<i>Remove Curse</i>	Speak with Plants	Quest
<i>Remove Disease</i>	Sticks to Serpents	<i>Raise Dead</i>

*Italicized* spells are reversed for anti-clerics.

## 2nd Level Clerical Spells

**Bless** (reversible, affects: 6'' diameter, duration: 6 turns, range: 6'') This benison will bestow a +1 morale bonus and a +1 attack adjustment upon prospective recipients who are not in combat. The reverse, *Bane*, imposes equivalent penalties.

**Find Traps** (affects: self, duration: 2 turns, range: 3'') The cleric can locate any magical or mechanical trap within range. No insight as to how the trap might be deactivated is conveyed.

**Hold Person** (affects: 1 or 1–4 man-types, duration: 9 turns, range: 18'') 1–4 man-types are held paralyzed if they fail to save versus paralysis. If a single figure is targeted his saving throw is penalized by –4.

**Speak with Animals** (affects: self, duration: 6 turns, range: 3'') Enables to cleric to communicate with animals, including giant-sized sorts, receiving replies determined by a reaction check. The animals may perform a favor or service if the cleric secures a positive (or better) reaction, but will not attack in any event.

### 3rd Level Clerical Spells

**Circle of Protection from Evil** (reversible, affects: 1'' radius, duration: 12 turns) As per the *Protection from Evil* spell, except that it extends to a 1'' radius around the cleric. The reverse, *Circle of Protection from Good*, is as per the *Protection from Good* spell, except that it extends to a 1'' radius around the anti-cleric.

**Continuous Light** (reversible, affects: 24'' diameter, duration: permanent, range: 12'') Illuminates a 24'' diameter sphere around an object or space with light that is equal to full daylight. The reverse, *Continuous Dark*, creates a sphere of darkness that is impenetrable even to creatures that see in the dark and to the *Darkvision* spell.

**Locate Object** (affects: self, duration: 2 turns, range: 9'' + 1''/level) The cleric can sense the direction to the nearest object of a well known general type, such as a flight of stairs. A magic item could only be located if its exact nature and likeness were clearly visualized.

**Remove Curse** (reversible, affects: 1 curse, duration: permanent, range: touch) Lifts one curse from a creature or cursed object, causing the latter to become a normal, unenchanted item of its type but not neutralizing a cursed scroll before it has been read. The reverse, *Bestow Curse*, burdens the subject with any curse so named by the anti-cleric.

**Remove Disease** (reversible, affects: 1 creature, duration: permanent, range: touch) Cures the subject of any diseases, including lycanthropy and mummy rot, or destroys green slime. The reverse, *Contagion*, infects the subject with any disease known to the anti-cleric, possibly requiring an attack roll to touch an unwilling subject.

### 4th Level Clerical Spells

**Create Food and Drink** (affects: special, range: 1'') Creates wholesome food and drink sufficient to sustain a dozen men for a day. This quantity doubles for each experience level the cleric possesses above Bishop (the 8th).

**Cure Serious Wounds** (reversible, affects: 1 figure, range: touch) The cleric can restore 4–14 hit points of damage suffered by any one figure during a full turn of aid. The reverse, *Inflict Serious Wounds*, will cause 4–14 hit points of damage, possibly requiring an attack roll to touch an unwilling target.

**Neutralize Poison** (reversible, affects: 1 poison, range: 1'') This spell will render one poison harmless, but will not save a character already slain by poisoning. The reverse, *Poison*, will cause any food or drink to become poisonous or any object or figure to be poisoned

**Speak with Plants** (affects: self, duration: 6 turns, range: 3'') Enables the cleric to communicate with plant life and comprehend its response. Plants will follow the cleric's suggestions within their natural capabilities; not beyond them as they could for a Treeman.

**Sticks to Serpents** (affects: 3–18 sticks, duration: 6 turns, range: 12'') The cleric transmutes 3–18 nearby sticks, spears, staves, or the like into serpents which he can then command. It is 50% likely the serpents will be venomous.

### 5th Level Clerical Spells

**Commune** (affects: self) The cleric seeks divinely given knowledge. The powers "above" will entertain 1–6 questions with a "yes" or "no" answer which will be near absolute. On the most Holy day of the year 3–8 questions will be answered. A given "power" will respond infrequently; not more than once per month.

**Dispel Evil** (reversible, affects: 3'' radius) Immediately dismisses all enchanted or conjured creatures and curses or enchantments of a malign sort within 3''. The reverse, *Dispel Good*, functions against enchanted or conjured creatures and enchantments of a benign sort.

**Insect Plague** (affects: 40'' diameter, duration: 1 day, range: 48'') The cleric calls forth a vast swarm of insects and sends them to anywhere within 48''. The swarm automatically drives off all normal-types, obscures vision, and devours all organic material in its path including crops. This spell can only be employed above ground.

**Quest** (affects: 1 figure, duration: special, range: 3'') The recipient is compelled to perform some quest as desired by the cleric. The referee will determine what deviation from this quest can be tolerated, considering the conduct and alignment of the recipient, before he will be afflicted by the cleric's chosen curse.

**Raise Dead** (reversible, affects: 1 man-type, range: 12'') Restores life to a slain man-type who has been dead no longer than four days for each level the cleric has beyond Prelate (the 7th level). The recipient must withstand adversity in order to be raised and, even then, will require two weeks of recuperation. The reverse, *Finger of Death*, causes a "death ray" to issue from the anti-cleric's pointed finger. Any figure so targeted must save versus wands or be slain. A lawful cleric

may employ this weapon in a life or death situation; any misuse immediately makes him an anti-cleric.

## Magic-User Spells

### 1st Level Magic-User Spells

**Charm Person** (affects: 1 man-type, duration: special, range: 12'') Brings a single man-type who fails to save versus spells completely under the influence of the magic-user. The charm does not affect the Undead, but otherwise lasts until it is dispelled.

**Comprehend Languages** (affects: self, duration: special) Enables the magic-user to read any written language, treasure map, or other directions excepting magical spells or command words. The spell lasts long enough to read two short inscriptions or one longer one.

**Detect Magic** (affects: self, duration: 2 turns, range: 6'') The magic-user can detect any enchantment on any figure, place, or object within range.

**Hold Portal** (affects: 1 portal, duration: 2–12 turns, range: 1'') Holds one door, gate, or other portal as though it were locked. The hold is ended immediately by a *Dispel Magic*, a *Knock* spell, or if any Wizard or Superheroic magical figure tries the door.

**Light** (affects: 3'' diameter, duration: 6 turns + 1 turn/level, range: 12'') Illuminates a 3'' diameter sphere with a light not equal to full daylight.

**Protection from Evil** (affects: self, duration: 6 turns) This spell prevents any enchanted or conjured creature from attacking the magic-user. Other chaotic-type attacks are reduced by one hit die and the magic-user will make saving throws against them at +2. The reverse, *Protection from Good*, applies equally to enchanted or conjured creatures but protects against lawful attacks rather than chaotic attacks.

**Read Magic** (affects: self, duration: special) Enables the magic-user to decipher spells on scrolls or in spell books, or command words on magic items. Magic spells and inscriptions are incomprehensible without prior use of this spell or a similar device. The spell lasts long enough to read two short inscriptions or one longer one.

**Sleep** (affects: 1 or 4–14 figures, duration: 4–16 turns, range: 24'') Causes 4–14 normal-types or 1 heroic-type with up to 4 + 1 hit dice to fall asleep. The magic is indiscriminate and must affect the indicated number of creatures. Only creatures that normally sleep are affected but no saving throw is allowed.

Table 17: Magic-User Spells

1st Level	2nd Level	3rd Level
Charm Person	Continuous Light	Cir. of Invisibility
Compreh. Langs.	Darkvision	Cir. of Pro. from Evil
Detect Magic	Detect Invisibility	Clairvoyeur
Hold Portal	Extrasensory Percep.	Dispel Magic
Light	Invisibility	Fireball
Pro. from Evil	Knock	Fly
Read Magic	Levitate	<i>Haste</i>
Sleep	Locate Object	Hold Person
	Phantasmal Host	Lightning Bolt
	Pro. from Missiles	Plant Growth
	Witch Lock	<i>Slow</i>
		Water Breathing
4th Level	5th Level	6th Level
Animal Growth	Cloudkill	Anti-Magic Shield
Animate Dead	Contact Other Plane	Control Water
Charm Monster	Feeblemind	Control Weather
Confusion	Hold Monster	Disintegrate
Dimension Door	Invoke Elemental	Geas
Hallucin. Terrain	Magic Jar	Invoke Stalker
Polymorph Other	Passwall	Move Earth
Polymorph Self	Telekinesis	Project Image
Remove Curse	Teleport	Reincarnate
Wall of Fire	<i>Trans. Rock to Mud</i>	Slaying Spell
Wall of Ice	Wall of Iron	<i>Stone to Flesh</i>
Witch Eye	Wall of Stone	

A counter spell for each *italicized* entry exists as a separate spell.

## 2nd Level Magic-User Spells

**Continuous Light** (affects: 24'' diameter, duration: permanent, range: 12'') Illuminates a 24'' diameter sphere around an object or space with light that is *not* equal to full daylight.

**Darkvision** (affects: 1 creature, duration: 1 day, range: touch) The subject can see up to 6'' in darkness.

**Detect Invisibility** (affects: self, duration: 6 turns, range: 1''/level) The magic-user can see naturally or magically invisible creatures and objects.

**Extrasensory Perception** (affects: self, duration: 12 turns, range: 6'') Enables the magic-user to detect the presence of thinking creatures up to 6'' away, even behind closed doors, beyond walls, in impenetrable darkness, or wherever else. The spell can penetrate up to 20ft of rock, but is obstructed by lead.

**Invisibility** (affects: 1 man-type or object, duration: special, range: 24'') One man-type or object becomes invisible. If the recipient attacks the spell is ended immediately; otherwise, it lasts indefinitely. Note that Superheroes and above will be aware of invisible opponents within 3'' even without seeing them.

**Knock** (affects: 1 closure, range: 6'') Opens a stuck, locked, or secret door, a secured gate, a magically held portal, or a similar closure.

**Levitate** (affects: self, duration: 6 turns + 1 turn/level) The magic-user levitates up or down at most 20ft per caster level, at a rate of 6'' per turn. The spell will not move him laterally, although he might still clamber along a wall or ceiling with his hands.

**Locate Object** (affects: self, duration: 2 turns, range: 6'' + 1''/level) The magic-user can sense the direction to the nearest object of a well known general type, such as a flight of stairs. A magic item could only be located if its exact nature and likeness were clearly visualized.

**Phantasmal Host** (affects: 3'' diameter, duration: concentration, range: 24'') Creates a vivid illusion of nearly anything or anyone on the monster list. The phantasm lasts as long as the magic-user continues to concentrate on it, or until it is intentionally touched or struck by a living creature. Damage caused will be real (shock!) if the phantasmal host is believed to be real.



**Protection from Missiles** (affects: 1 creature, duration: 12 turns, range: 3'') The recipient becomes invulnerable to normal missiles fired by normal-types. Protection does not extend to boulders hurled by giants, normal missiles fired by heroic-types, or enchanted missiles of any sort.

**Witch Lock** (affects: 1 closure, duration: permanent, range: 1'') A *Hold Portal*-type spell that lasts indefinitely and can be placed on portals, chests, and anything else that can be opened. A higher tier magic-user can bypass a *Witch Lock* without ending it, as can a *Knock* spell. Otherwise, it will be ended if any Wizard or Superheroic magical figure tries the door. A *Dispel Magic* can end it normally.

### 3rd Level Magic-User Spells

**Circle of Invisibility** (affects: 1" radius, duration: special, range: 24") All man-types or objects within 1" of the target become invisible. If any recipient takes hostile action the spell is ended immediately; otherwise, it lasts indefinitely. Note that Superheroes and above will be aware of invisible opponents within 3" even without seeing them.

**Circle of Protection from Evil** (affects: 1" radius, duration: 12 turns) As per the *Protection from Evil* spell, except that it extends to a 1" radius around the magic-user.

**Clairvoyeur** (affects: self, duration: 12 turns, range: 6") Enables the magic-user to sense whatever thinking creatures up to 6" away are seeing and hearing, even behind closed doors, beyond walls, or wherever else. The spell can penetrate up to 20ft of rock, but is obstructed by lead.

**Dispel Magic** (affects: 1 enchantment, range: 12") Will completely annul almost any enchantment or magic spell made by a lower or equal level caster. Otherwise, the probability of dispelling a more powerful caster's charm is the ratio of the magic-user's level over his opponent's level. Magic items are unaffected.

**Fireball** (affects: 2" radius, range: 24") Enables the magic-user to throw a missile from his finger which will explode to fill a 2" radius, or an equivalent volume of available space. All figures within the burst—even the caster—suffer one die damage per level of the magic-user. A successful saving throw versus breath weapon will reduce this damage by half. Note that a fireball will melt gold, silver, and jewellery, devaluing it by 10–60%.

**Fly** (affects: self, duration: 1–6 turns + 1 turn/level) Enables the magic-user to fly at a movement rate up to 12". The spell duration is determined secretly by the referee.

**Haste** (affects: 4–24 figures, duration: 3 turns, range: 24") 4–24 figures within a 5" radius are hasted. Those nearest to the target are always affected first, adding 50% to their movement speed. *Haste* counters *Slow* and vice versa.

**Hold Person** (affects: 1 or 1–4 man-types, duration: 6 turns + 1 turn/level, range: 12'') 1–4 man-types are held paralyzed if they fail to save versus paralysis. If a single figure is targeted his saving throw is penalized by –4.

**Lightning Bolt** (affects: 6'', range: 24'') Generates a stroke of lightning beginning up to 18'' away and extending exactly 6'', to its maximum range of 24''. It will pass through figures but rebound off walls, doubling back so that it is always 6'' long. All figures touched—even the caster—suffer one die damage per level of the magic-user. A successful saving throw versus wands will reduce this damage by half. Note that a lightning bolt will melt gold, silver, and jewellery, devaluing it by 10–60%.

**Plant Growth** (affects: 33'' diameter, duration: until dispelled, range: 12'') Causes ordinary brush or woods in an area of up to 33'' diameter, or an equivalent area, to become absurdly overgrown and virtually impassable. The magic lasts until it is dispelled.

**Slow** (affects: 4–24 figures, duration: 3 turns, range: 24'') 4–24 figures within a 5'' radius are slowed. Those nearest to the target are always affected first, subtracting 50% from their movement speed. *Slow* counters *Haste* and vice versa.

**Water Breathing** (affects: 1 figure, duration: 12 turns, range: 3'') A targeted figure is empowered to breathe normally under water.

#### 4th Level Magic-User Spells

**Animal Growth** (affects: 1–6 animals, duration: 12 turns, range: 12'') Causes 1–6 normal-sized animals to grow to giant size, assuming the game statistics of the giant sort.

**Animate Dead** (affects: special, range: 3'') Causes nearby bones or bodies to rise as undead skeletons or zombies under the magic-user's command. 1–6 undead are animated for every experience level the magic-user possesses beyond Magician (the 6th). Thus a 7th level magic-user can animate 1–6 undead, an 8th level magic-user can animate 2–12 undead, and so on. They will obey until destroyed in combat or dispelled.

**Charm Monster** (affects: 1 or 3–18 creatures, range: 12'') Brings 3–18 normal-tier figures or a single super-normal figure that fails to save versus spells completely under the influence of the magic-user. The charm does not affect the undead, but otherwise lasts until it is dispelled.

**Confusion** (affects: 4–14 figures, duration: 12 turns, range: 12'') Causes confusion in 4–14 figures. Normal-types are affected immediately with no saving throw. Heroic-types are affected only after a delay of 2–12 turns –1 turn per level of the magic-user (with any negative delay indicating an immediate effect). Additionally, heroic-types are allowed a saving throw versus spells to ignore the effect each turn. Otherwise, an affected figure's behavior is determined randomly each turn with a throw of two six-sided dice as follows: 2–5: attack enemies, 6–8 do nothing, 9–12 attack each other.

**Dimension Door** (affects: self, range: 36'') This limited teleportation spell will transport the magic-user instantaneously to anywhere within 36'', specified by distance and direction.

**Hallucinatory Terrain** (affects: 14'' diameter, range: 24'') Creates a broad scale illusionary swamp, hill, ridge, wood, or whatever that convincingly conceals the true terrain. The hallucination will not stand up to close inspection, however, and is ended by inquiring contact.

**Polymorph Other** (affects: 1 figure, duration: permanent, range: 6'') Transforms one figure into any living creature the magic-user desires. If he withstands adversity the recipient will assume the physical qualities of the creature he resembles, while retaining his own mental qualities and hit points. Unless dispelled sooner, the recipient's intelligence will drop by 1 point each day until it is equal or less than that of the beast he resembles, when he literally becomes that beast and acts accordingly.

**Polymorph Self** (affects: self, duration: 6 turns + 1 turn/level) The magic-user takes the form of any creature he desires. He assumes the size, shape, and mobility of the creature he resembles, but not its fighting capability or other powers.

**Remove Curse** (affects: 1 curse, range: touch) Lifts one curse from a creature or object, causing the latter to become a normal, unenchanted item of its type, but not neutralizing a cursed scroll before it has been read.

**Wall of Fire** (affects: up to 10'' wall, range: 6'') Conjures a blazing curtain of fire which will burn for as long as the magic-user concentrates on it. It can be straight or curved to a combined height and width up to 10''—including a 3'' diameter circle of 1'' flames. The wall is opaque and impenetrable to normal-types. Heroic/fantastic-types will suffer 1–6 hit points of damage for bursting through; the undead will instead suffer 2–12 hit points.

**Wall of Ice** (affects: up to 10'' wall, range: 6'') Conjures a steaming cold wall of 6in thick ice. It can be straight or curved to a combined height and width up to 10''—including a 3'' diameter circle of 1'' tall ice. The wall is impenetrable to normal-types and negates fire-based spells and special abilities. Heroic-types will suffer 1–6 hit points of damage for crashing through; fire-based creatures instead suffer 2–12 hit points.

**Witch Eye** (affects: self, duration: 6 turns, range: 0''/24'') Conjures an invisible, floating eye that moves at a rate of 12'' per turn to anywhere the magic-user desires, within 24''. The magic-user can see in his mind's eye everything that the witch eye sees.

## 5th Level Magic-User Spells

**Cloudkill** (affects: 3'' diameter, duration: 6 turns, range: 1'') Conjures a 3'' diameter bank of dense, poisonous fog which rolls along the ground at a rate of 6'' either with the wind or away from the magic-user. The vapors are heavier than air and will pour down sinkholes or openings toward the lowest level. Any normal-type that breathes the fog is immediately slain. Heroic-types are allowed a saving throw versus poison to avoid death and superheroic-types are unaffected.

**Contact Other Plane** (affects: self) The magic-user seeks knowledge from higher planes of existence. A higher plane is more likely to possess the desired knowledge and will answer more questions, but imposes a greater risk of insanity. Only questions with "yes" or "no" answers can be asked. The possibility of insanity is reduced by 5% for each experience level beyond Wizard (the 10th level) the magic-user possesses. Otherwise, insanity will cause the magic-user to be totally incapacitated for a number of weeks equal to the number of the plane being contacted. This spell can be used once per week.

Table 18: Contact Other Plane

Plane and Number of Questions	Chance of Knowing and Imparting	Chance of Causing Insanity
3	8%	Nil
4	12%	10%
5	18%	20%
6	24%	30%
7	35%	40%
8	42%	50%
9	56%	60%
10	68%	70%
11	81%	80%
12	95%	90%

**Feeblemind** (affects: 1 magic-user, range: 24'') One magic-user must save versus spells at -4 or become a mental invalid. A feebleminded magic-user can neither read, write, figure, communicate in any coherent fashion, nor cast spells or use command words. The spell lasts until cancelled by a dispel magic.

**Hold Monster** (affects: 1 or 1–4 monsters, duration: 6 turns + 1 turn/level, range: 12'') 1–4 monsters are held paralyzed if they fail to save versus paralysis. If a single figure is targeted its saving throw is penalized by –4.

**Invoke Elemental** (affects: 1 elemental, range: 24'') Conjures a 16 Hit Dice earth, air, fire, or water elemental which persists until it is destroyed in combat or dispelled. It obeys the magic-user for so long as his concentration remains unbroken. If he is attacked or disturbed he loses control and the elemental will turn to attack him, and then the nearest figure, until it is destroyed. No more than one elemental of each type can be conjured each day.

**Magic Jar** (affects: self, range: 3''/12'') The magic-user sends his life force into a gem, rock, skull or similar inanimate vessel within 3'', leaving his own body helpless. From there the magic-user can attempt to possess any creature that approaches within 12''. Should the creature fail to save versus spells the magic-user assumes full possession of its physical faculties while retaining his own intellect. The magic-user's life force can return to the magic jar at any time and automatically does so if the possessed body is slain. If his own body has died in the meanwhile, he is trapped in the magic jar until another body can be possessed. If the magic jar is destroyed while the magic-user's life force is resident he is irrevocably annihilated.

**Passwall** (affects: 1'' tunnel, duration: 3 turns, range: 3'') Opens a man-sized tunnel up to 1'' deep through any wall—including solid rock but excluding solid iron.

**Telekinesis** (affects: 20lb/level, duration: 6 turns, range: 12'') Objects (including living things) whose total mass does not exceed 20lb per level of the magic-user can be moved by thought alone.

**Teleport** (affects: self) Instantly transports the magic-user from place to place regardless of distance. Without personal familiarity of a specific destination a fatal error is 75% likely. Passing familiarity with the destination reduces the likelihood of error to 20%; a throw of 1–10 being too low, and 91–100 being 10–100ft too high. With deliberate study of the destination an error is only 5% likely; a throw of 1 being too low, and 97–100 being 10–40ft too high. Teleporting into mid-air results in a fall; teleporting into solid earth is fatal.

**Transmute Rock to Mud** (reversible, affects: 33'' diameter, duration: 3–18 days, range: 12'') Transmutes an area of earth, sand, or rock up to 30'' square into a mud slough, undermining small structures, possibly drowning heavy creatures, and otherwise reducing ground movement by 90%. The mud will dry after 3–18 days; otherwise, a *Transmute Rock to Mud* spell can only be countered by a *Transmute Mud to Rock* spell, and vice versa.

**Wall of Iron** (affects: up to 5'' wall, duration: 12 turns, range: 6'') Conjures a daunting wall of solid iron 3in thick with a combined height and width up to 5''. It can be plain or featured and straight or curved, as the magic-user desires.

**Wall of Stone** (affects: up to 10'' wall, range: 6'') Conjures an imposing wall of solid stone 2ft thick with a combined height and width up to 10''. It can be plain or featured and straight or curved, as the magic-user desires. It lasts until it is dispelled or defeated by ordinary tunnelling and battery.

## 6th Level Magic-User Spells

**Anti-Magic Shield** (affects: self, duration: 12 turns) A bubble of force surrounds the magic-user so that no spell may pass in either direction. It is impervious even to dispel magic.

**Control Water** (affects: 1 body of water, duration: 10 turns, range: 24'') Causes the water level of a river or similar body of water to immediately fall to half its natural depth.

**Control Weather** (affects: geographic region) Invokes a desired weather condition in the local geographic region. The specified conditions must be naturally occurring and will take 1–6 turns to manifest but will then persist until dispelled.

**Disintegrate** (affects: 1 target, range: 6'') An inimical ray disintegrates a man, a dragon, a gate, or other target with up to 1'' cube of contiguous matter affected. Magical material is unaffected and creatures are allowed a saving throw versus wands to avoid the effect.

**Geas** (affects: 1 figure, duration: special, range: 3'') The recipient is compelled to perform some task as directed by the magic-user. Any deviation from this task brings weakness; ignoring it entirely causes death. The use of this spell and the conduct of the recipient must be carefully refereed.



**Invoke Stalker** (affects: 1 stalker, duration: special, range 1'') Conjures an invisible stalker from the null-dimensions which the magic-user can instruct to carry out some task. The invisible stalker will continue this assignment single-mindedly until it is completed, or it is destroyed in combat or is dispelled. It will resent this servitude, however, and if after any day—or week of campaign time—of service the referee throws 12 on two six-sided dice the invisible stalker will subvert the magic-user's intent by observing his orders absolutely literally. If ordered to guard a treasure hoard, for example, it might take the hoard to its null-dimension and guard it there.

**Move Earth** (affects: up to 10'' diameter of earth, duration: 6 turns, range: 24'') Above ground this spell causes a hill, ridge, bluff, or similar body of earth up to 10'' in diameter to move at a rate of 6'' for up to 6 turns. Creatures, vegetation, and structures carried along are mostly unaffected.

**Project Image** (affects: 1 image, duration: 6 turns, range: 24'') Projects a convincing image of the magic-user. All spells and spell-like powers employed thereafter appear to originate from the image for its duration.

**Reincarnate** (affects: a slain character, range: touch) Restores a slain character to life in a new physical form determined by his alignment. Dice for the new form on the Character Alignment table and, if a player-type is indicated, throw a six-sided die to determine level.

**Slaying Spell** (affects: 3–18 figures, range: 24'') Instantly slays 3–18 normal- or heroic-types within a 7'' diameter. The spell is indiscriminate and must affect the indicated number of creatures beginning with those nearest to the target. No saving throw is allowed but superheroic-types are unaffected.

**Stone to Flesh** (reversible, affects: 1 object, duration: permanent, range: 12'') Restores one petrified figure to living flesh. Surviving the transformation requires a successful withstand adversity check. The reverse, *Flesh to Stone*, turns one living creature (and everything carried) to stone. A successful saving throw versus petrification will negate the effect.

# Appendices

## Appendix A: V4 House Rules

Table 19: V4 Adjustments due to Strength

Strength Score	Damage Adj.	Force Doors	Movement Rate by Load (lb)			
			12''	9''	6''	3''
3-6		6	50	75	100	150
7-14		5-6	75	100	150	225
15-18	+1*	5-6	100	150	200	300

\* Applicable to Fighters in melee combat only.

**Wisdom** Each two points of wisdom beyond 10 will add 1 point to the character's prime requisite for the purpose of calculating experience points earned.

**Turning the Undead** Should a cleric fail to turn an undead monster he cannot attempt to turn that monster again until sunrise.

**Hobbets** They are deadly accurate with hurled missiles adjusting attack rolls by +3.

**Combination Characters** A figure becomes a combination character when he changes class for the first time and thereafter enjoys the benefits of both classes simultaneously. A combination cleric is always restricted in his choice of weaponry and a combination magic-user (other than an elf, who may act as a magic-user while wearing magical armor) must always go unarmored. A combination thief (if these are used) is always restricted to leather armor.

The player of a combination character must maintain separate experience point totals for each of his classes. Experience is only ever earned toward one class at a time, as elected by the player at the beginning of each adventure. A combination character may change class (for the purpose of allocating experience points) at any time, subject to the aforementioned restrictions. The more favorable game statistics of his classes are used during play.

**Creating Spell Scrolls** Magic-users and clerics (*of any level*) can copy spells which they can memorize onto scrolls.

**Researching New Spells** One week and 2,000 gp are required for a 1st level spell. Costs double and time is extended by one week at each successively higher spell level.

## Appendix B: Thieves

### The Beginning of Thieves

Daniel Wager is credited for the thief. He gamed at Aero Hobbies in the early 1970s along with Tom Coveny, Dale Doane, and Gary Switzer. Fortunately, Doane penned an article for *Alarums & Excursions* #2 in which he explained:

This is being written as a type of supplement to the articles contributed to APA-L and A&E by Gary Switzer concerning the activities of the D&D group at Aero Hobbies. We first began the game about 12 or 13 months ago, as nearly as I can figure, and have been playing off and on again right up to the present time.

— Dale Doane, July 1975 *Alarums & Excursions* #2

Doane figured, prior to the July 1975 printing of A&E #2, that the Aero Hobbies group started playing D&D 12 or 13 months earlier; likely being May–July of 1974. In 2013 Wagner would recall:

If you read “Playing at the World” the definitive history of D&D, he mentions Gary Switzer gave Gygax the idea for the Thief class from our group. It came about like this, one group had a dwarf who wanted to try picking locks with his dagger, so I had the idea for a Burglar class, which we drew up like a Magic user but with skills (like Lock picking) instead of spells. The consensus was to call the class “Thief”. Gary Switzer called Gygax long distance (a kinda big deal in those days) from his shop Aero hobbies and Gygax ran with the idea.

— Daniel Wager, 2013

<http://odd74.proboards.com/post/127864/thread>

Gary Gygax antecedently described his part in these events in his pivotal article “A New Character Type for Dungeons & Dragons: The Thief!” which appeared in *The Great Plains Game Players Newsletter* #9, circa June, 1974:

Recently I received a telephone call from Gary Schweitzer who hales from sunny California. It isn’t all that sunny out there, however, for are many dungeon expeditions regularly being led beneath the grim pile of the castles which are scattered throughout that land. Anyway, during the course of our conversation he mentioned that his group was developing a new class of character—thieves. Gary gave me a few details of how they were considering this character type, and from these I have constructed tentative rules for the class.

— Gary Gygax, circa June 1974 *The Great Plains Game Players Newsletter* #9

Gygax wrote that he had received Switzer’s call “recently” before composing his article. His editorial letter in the same issue is dated 10th May, 1974, implying it was written approximately a month before printing. *The Thief!* may have been composed around the same time, and not later than June 1974 (when it was printed). We might conclude then that Switzer’s call was between May and June, 1974.

The Aero Hobbies group would have needed a respectably developed concept before it would have been worth Switzer’s while to call Gygax long distance (“a kinda big deal in those days”). Moreover, Wagner’s thief must logically have been in action prior to the famous call. Based on this supposition, it seems likely that Wagner’s thief arose sometime around May–June, 1974.

While Wagner’s *idea* for a thief class was appropriated by Gygax, the *design* of his thief was supposedly reproduced “whole cloth” by the Cal Tech crew in their D&D variant rules *Warlock*, which first appeared in *The Spartan Simulation Gaming Journal #9* (August 1975), and then again in *The Complete Warlock* (July 1978). Therein is a well-preserved—albeit possibly more detailed—version of Wagner’s originally conceived thief.

## The Delving Deeper Thief

The thief presented here is based largely on Gygax’s more familiar rendering of the class. Several nuances can be attributed to Wagner’s version (as depicted in *Warlock*), including the explicit use of shields and emphasising the ability to “get into places where other characters would find it difficult or dangerous to go” by including *noting secret doors* among the thief’s class abilities.

Delving Deeper’s most significant departure from the source material is certainly its handling of the thief class abilities. Wagner’s thief (as depicted in *Warlock*) resolves these with a mixture of six-sided checks, percentile checks, and automatic successes. Gygax’s version continues to enjoy automatic success when climbing walls and finding traps, and use a six-sided check for listening, but otherwise—more frequently—uses percentile checks.

Delving Deeper eschews the use of percentile ability checks and prescriptive successes, choosing instead to apply the game’s pre-existing six-sided checks to a broader purpose. If thieves are introduced it is recommended that:

- Neutrally aligned hobgoblins also be introduced,
- *Intelligent* magic swords be employable exclusively by fighters,
- One in six random encounters with fighters, magic-users, or clerics instead be with thieves,
- Top level thieves be allowed to establish an urban guild rather than a wilderness stronghold.

## The Thief

Thieves are not meant to fight. They are sneaks and lock pickers who are able to infiltrate places that others find difficult to get to. Men, dwarfs, elves, and hobbits can become thieves, though they must always be neutral.

A thief's prime requisite is dexterity, to which he may add—for the purpose of determining experience points earned only—1 for every 2 points of intelligence and 1 point of wisdom he possesses above 9.

They are able to employ magic swords and daggers but no other magical weaponry and may wear only leather armor. They may use a shield if they so wish.

Insofar as fighting goes, thieves are best suited to striking silently from behind. In these circumstances the thief's attack roll is adjusted by +4 and a successful attack will cause two damage dice at levels 1–4, four damage dice at levels 5–10, and six damage dice at levels 11–12.

However, the thief's primary function is the exploitation of his unique class *abilities*:

- Opening locks and foiling of magical closures,
- Disarming small trapped devices such as spring-loaded poisoned needles,
- Climbing up to down nearly sheer surfaces,
- Identifying noises behind closed doors,
- Stealing or removing items by stealth or sleight-of-hand,
- Moving absolutely silently to bypass or surprise enemies,
- Hiding in nothing more than shadows,
- Noting traps and secret doors.

Varlets (3rd level thieves) and above are able to read languages so that treasure maps can be understood without the use of a magical spell. Lanthorns (9th level thieves) and above are additionally able employ magic-user spell scrolls.

At levels 1–4 a thief accomplishes all of the above with a throw of 4–6 on a six-sided die; at levels 5–10 he requires a throw of 3–6; and at levels 11–12 he requires a throw of 2–6. Should he fail to disarm a trap it will be sprung with all the usual consequences.

Table 20: Experience Points Required by Thieves

Level	Thieves	XP
1st	Eriff	0
2nd	Footpad	1,125
3rd	Varlet	2,250
4th	Lanthorn	4,500
5th	Darksman	9,000
6th	Burglar	18,000
7th	Prowler	30,000
8th	Shark	45,000
9th	Rook	67,000
10th	Depredator	100,000
11th	<b>Upright Man</b>	150,000
12th	Upright Man, 12th*	300,000

\* A thief requires 150,000 XP per level beyond the 11th.

Table 21: Statistics Regarding Thieves

Thieves	Hit Dice	Fighting Capability	Spells per Spell Level					
			1	2	3	4	5	6
Eriff	1	Man						Nil
Footpad	1 + 1	Man+1						Nil
Varlet	2	2 Men						Nil
Lanthorn	2 + 2	2 Men						Nil
Darksman	3 + 1	3 Men/Hero-1						Nil
Burglar	4	4 Men/Hero						Nil
Prowler	4 + 1	4 Men/Hero						Nil
Shark	5	5 Men/Hero						Nil
Rook	5 + 2	5 Men/Hero						Nil
Depredator	6 + 1	6 Men/Hero						Nil
<b>Upright Man</b>	7	Superhero-1						Nil
Upright Man, 12th	7 + 1*	Superhero-1						Nil

\* A Thief adds 1 HD per four levels beyond the 11th.

Table 22: Saving Throws for Thieves

	Poison	Wands /Rays	Paral. /Petrif.	Breath Weapon	Spells
Thief 1-4	12	11	16	14	15
Thief 5-10	9	8	13	11	12
Thief 11-	6	4	9	8	8

## Appendix C: Additional Clerical Spells

### 3rd Level Clerical Spells

**Enervate Dead** (reversible, affects: 4–48 undead, duration: 7–12 turns, range: 12'') Temporarily paralyzes skeletons and zombies with no saving throw allowed. 2–12 undead are enervated for level the cleric possesses beyond Priest (the 5th). Thus a 6th level cleric can enervate 2–12 undead, a 7th level cleric can enervate 4–24 undead, and an 8th level cleric can enervate 6–36 undead. The reverse, *Animate Dead*, causes nearby bones or bodies to rise as half as many undead skeletons or zombies under the anti-cleric's command. They will obey until destroyed in combat, by a *Dispel Magic*, or by a *Dispel Evil* spell.

**Speak with Dead** (affects: self, duration: special, range: 3'') An echo of life is bestowed upon the remains of a deceased creature within range so that it can answer 1–6 questions asked by the cleric, subject to a usual reaction check. This spell has no effect if the remains have been deceased longer than one week per level of the cleric.

### 4th Level Clerical Spells

**Control Water** (affects: 1 body of water, duration: 10 turns, range: 24'') Causes the water level of a river or similar body of water to immediately fall to half its natural depth.

**Cure Critical Wounds** (reversible, affects: 1 character, range: touch) The cleric can restore 6–21 hit points of damage suffered by any one character during a full turn of aid. The reverse, *Inflict Critical Wounds*, will cause 6–21 hit points of damage, possibly requiring an attack roll to touch an unwilling target.

If *Cure Critical Wounds* is used, it is recommended the existing *Cure Serious Wounds* spell be demoted to a 3rd level clerical spell.

**Hold Monster** (affects: 1 or 1–4 monsters, duration: 6 turns + 1 turn/level, range: 12'') 1–4 monsters are held paralyzed if they fail to save versus paralysis. If a single figure is targeted its saving throw is penalized by –4.

### 5th Level Clerical Spells

**True Seeing** (affects: self, duration: 11–16 turns) The cleric sees all things as they actually are. Blindness and darkness (even the magical sort) are defeated. Traps, secret doors, invisible creatures, and hidden objects are plainly seen. Illusions and charms are immediately discerned as is the true nature of any polymorphed, petrified, or transmuted creature or object.

## Appendix D: Additional Magic-User Spells

### 1st Level Magic-User Spells

**Alter Self** (affects: self, duration: 6 turns + 1 turn/level) The magic-user can assume the appearance of any creature of the same general size and shape as himself. He could appear to be a town guard, a beautiful maiden, or a gnoll but not a horse or a wyvern.

**Color Spray** (affects: 12'' arc, duration: 2–12 turns) 2–7 seeing creatures are rendered unconscious by a dazzling glare of clashing colors. Those nearest to the magic-user are always affected first, sheltering those farther back. Heroic-types are allowed a saving throw versus spells to negate the effect and superheroic-types are unaffected.

**Fog Wall** (affects: 6'' wall, duration: special, range: 12''): Conjures a bank of thick fog which persists for as long as the magic-user concentrates on maintaining it. The fog wall is 20ft thick and up to 6'' long and 20ft high (or any equivalent dimensions) and is straight or curved as the magic-user desires. It is impenetrable to sight.

**Gazeback** (affects: self, duration: 6 turns) The magic-user's eyes become mirrored granting him immunity to dazzling and gaze attacks without impairing his sight. The gaze attacks of basilisks, medusae, and vampires, the mirror of life trapping, and the color spray spell are all defeated. Moreover, any gaze attack attempted within 3'' is reflected back at the attacker exactly as if he had looked into a mirror.

### 2nd Level Magic-User Spells

**Web** (affects: 2'' diameter or 3''×1'', duration: permanent, range: 3') Fills the targeted area to 10ft depth with strong, sticky, inflammable fibers. Creatures at the edge are allowed a saving throw versus breath weapon to avoid entanglement but those that are wholly surrounded cannot avoid it. Giants and similarly powerful creatures can tear through the web in a single turn, as can a flaming sword cut through its fibers. Ogres, trolls, and men with 18 strength can tear through it in two turns. Normal men require four turns of toil to tear through the web while lesser creatures will be held fast.

### 4th Level Magic-User Spells

**Fear** (affects: 6'' arc, duration: 6 turns, range: 6'') Sends a wave of panic out in an arc before the magic-user to 6'' range. All normal-types in the area of effect will immediately flee for six turns. Heroic-types are allowed a saving throw versus spells to negate the effect.



## Appendix E: Additional Equipment

Table 23: Cost of Additional Equipment

Item	gp	Item	gp
Battle axe	10	Leather armor	10
Club or Cudgel	1	Mail	30
Dagger	3	Plate armor	90
Flail	8	Helmet	10
Hand axe	3	Shield	10
Lance	6	Bedroll	2
Mace	4	Candles, 6	1
Morning star	6	Cards, dice, kn.bones	5
Spear	3	Chain, per 10ft	1
Staff	1	Chalk or Charcoal	1cp
Sword	15	Cloak/Cloak, hooded	1/2
Two-handed sword	30	Crowbar	2
Warhammer	5	Grappling hook	4
Arrows/Quarrels, 20/30	10	Iron spikes/pitons, 6	1
Arrow/Quarrel, silver	5	Ladder, 10ft	5
Bow, short	25	Lantern	10
Bow, horse	35	Magnifying lens	30
Bow, composite	50	Mallet, saw, drill, etc.	2
Crossbow	15	Manacles	5
Crossbow, heavy	25	Marbles, pouch of	1
Longbow	40	Mirror steel/silver	6/18
Backpack	3	Oil/Greekfire, flask	2/20
Chest	5	Padlock	60
Flask or Bottle	3	Pole, 10ft	1
Lockbox	30	Rope, 50ft	1
Pouch or Purse	1	Smoking pipe	2
Quiver or Case	4	Spade or shovel	3
Sack, large	2	Spyglass	1,000
Sack, small	1	String or cord	1sp
Satchel	2	Timber stakes, 6	5sp
Book, ledger or journal	100	Tinderbox	1
Holy Cross, wood/silver	4/20	Torches, 6	1
Holy water, flask	24	Whetstone	1
Ink bottle and quills in case	12	Bellodona, bunch	10
Parchment, quire (18 leaves)	36	Food, one week	7
Scrollcase, leather/copper	1sp/5	Pipeweed, pouch	10
Signet ring	1	Rations, one week	15
Bell, whistle, or flute	2	Wine, quart	2
Clarinet or lute	12	Wolfsbane, bunch	10
Drum or harp	6/60	Water or Wineskin	1

A chest will hold up to 120lb, a lockbox 40lb, a pouch or purse 2lb, and a satchel will hold up to 10lb. The referee can extrapolate weights for additional items from those given previously.

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