

Fred's World

The First Edition Collection

being a compilation of all First Edition Fred's World materials

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The First Edition Collection

The Player's Handbook	31 Pages
<i>being a compendium of basic information for the new player</i>	
The Craft of Combat, the Ways of the Forest	9 Pages
<i>being a guide for the Fighter or Ranger</i>	
The Sorcerer's Friend	29 Pages
<i>Everything the Magick-User needs to know. Well, almost.</i>	
The Clerical Companion	13 Pages
<i>being a compilation of information for the Cleric</i>	
Unseen in Broad Daylight	7 Pages
<i>a practical guide to surviving Ethelbertville for friends of Mr. Greenstreet</i>	
The Ethelbertville Shopper's Guide	6 Pages
<i>being a compendium of goods and services for the weary traveler, and other suckers</i>	
The Ethelbertville Magick Shoppe	10 Pages
<i>our 2,710th year of quality products and services at outlandish prices</i>	
The Cartographer's Dream	10 Pages
<i>being a collections of maps both public and private</i>	
Character Sheets	8 Pages

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The Player's Handbook

being a compendium of basic information for the new player

A few words from Fred

In the beginning there was nothing. Life was dull and grey. Responsibility and economic security ruled the land. Fantasy gaming was but a pinball machine at the local bowling alley. But then someone hit upon an idea, an idea so new that it threatened to add bright radical color to our lives forever. Its name was *Chainmail*, a game so different from *Monopoly* or *Twister* that it had to be experienced to be believed. It was new and adventurous and spanned the greater portion of the known imagination. Low and behold mothers everywhere were dubious, to say the least. But as time passed, *Chainmail*, like any other Christmas present around New Years, had lost its luster, and mothers nationwide secretly rejoiced. A new and more rewarding experience was needed; and so TSR, in its infinite wisdom, decided to increase sales by publishing a fantasy supplement to *Chainmail*. It was nice, but its luster soon faded as well.

By then, at the College of St. Thomas in 1968, a group of daring *Chainmail* adventurers had formed, they took upon themselves the awesome, and legally unfounded, task of adding their own ideas to those in the *Chainmail* Supplement. Inspired by the ideas portrayed in J.R.R. Tolkien's, "Lord of the Rings" series, this group, led by Dave Arneson, dared to go where no conscious mind had gone before. Mostly through the efforts put forth by this group what we know today as basic Dungeons and Dragons (published in 1972 by TSR) was brought forth into existence.

In roleplaying under this system, many different worlds have arisen such as *Blackmoor*, *Greyhawk* and even *Fred's World*. These unique worlds evolved in varying degrees with respects to many supplements released in the last thirteen years. By now it may be said that no two worlds, under separate DMs, are exactly alike. *Fred's World* remained free of almost all printed modifications until this season.

In the past year *Fred's World* has been fleshed out in ways unmentionable (that would be telling). The time and effort that was put into this cosmos by player and DM alike have made it a less limited, more complete, and unique system. *Fred's World* (which is modified basic D&D) is an enjoyable fantasy realm where anything can literally happen, and often does.

I wish to give thanks to those people who played a part in making *Fred's World* what it is today. To the original playtest group: DAVE ARNESON, GREG SWENSON, STEVE ROCKFORD, ROSS MAKER, DAVID WESLEY, JIM LAFARRIER, RICK JOHNSON, RICHARD SNIDER, JOHN SNIDER, SCOTT BELFREY, DAVE BELFREY and DAVE FONT who founded with their minds a versatile gaming system capable of expressing the wonderment locked within us all; and to others such as BILL CROWLEY, HARLEY GRANTHAM, TOM THOMPSON, JOHN STANLEY, DUTCH GJERDAHL, SEAN WEEKES and JOSH BUNKER, who, over the years, have played my world and expanded the mythos therein.

For the past year or so, the players of The Gang of Four have worked diligently with me to bring out this edition of *Fred's World*. In recognition of their toils, arguments, endless word processing, and general hard work, I would like to give special thanks to GLENN KURKOSKY, CRAIG MARTIN, ANDREW SABOE and KEITH WESTRUM.

For those of you out there I may have forgotten (some by choice) I wish to thank you for the hand you lent in moving *Fred's World* a little closer to completion.

Finally, you may also notice that this Handbook does not contain certain specialized information, like spells, the cost of a sword, and so on. This information does exist, and it will be provided to the player as he or she needs it. This has been done for two reasons. First, all players begin with a certain amount of starting equipment, and do not immediately need to make purchases. Prices for specific items will be discovered at specific shops. Second, each character class has been provided with a separate supplement containing the arcane knowledge which that class has accumulated, and tends to guard from the other classes. This is to simulate the jealousy with which the guilds watch over their membership, and maintain control over the knowledge that so many have worked for so long to obtain.

I Thank You All,


Fred P. Funk III

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Credits

Cleric Supplement:	Fred Funk, Craig Martin
Fighter's Supplement:	Fred Funk, Andrew Saboe, Keith Westrum
Magic-User's Supplement:	Fred Funk, Andrew Saboe
Thieves' Supplement:	Fred Funk, Glenn Kurkosky
Ethelbertville City Revisions/Mapping:	Glenn Kurkosky, Craig Martin
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Ethelbertville Shopper's Guide:	Fred Funk, Andrew Saboe

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Foreward To The First Edition

Well, at last it is over. Better than a year ago, I foolishly suggested to Fred that we try to bring out a comprehensive player's guide to his campaign. The reason? I thought that it would teach me how to use my new word processor. It did all of that. And now, we have finished the first edition, after many drafts, revisions, arguments ("Jeez, Andrew, couldn't you guys make that spell a little more powerful?"), and printer ribbons. There have been 2 printed versions prior to this one, that I know of. The first one (done by who, I don't know) ran about 3 pages. The second, far more intensive one (Craig did that one), ran about 35 pages. This one, in its entirety, goes about 150 pages. Much to our surprise.

I would also like to extend my own thanks to Craig, Glenn, and Keith (did I spell it right, finally?); without their huge contributions, this poor volume would be much, much poorer. But anyway, it's done now, and I just hope that Fred forgets that we still have to start the referee's guide. Now, there will be a project; hopefully one that someone else will do! Enjoy!

Andrew Saboe
August, 1989

Introduction

Fred's World may well be the most unusual game you'll ever encounter. A turbulent world, containing pretty much anything you can imagine. And quite a few things that you can't. Even those of us that have played role play games (RPG's) for years generally feel that Fred's World is unique among campaigns. Those of you new to the concept may have an experience comparable to learning to fly in an F-15. You will find (if you but look) secret societies, incredible danger, highly sophisticated technologies, powerful magic, and immense rewards. Also, immense risks. This campaign has been in development for twenty some years now, and Fred is still working on it, refining, and changing. As he learns more, and receives input from players, the game stretches to reflect this growth.

One of the oldest RPG's, Fred's World has its roots in the very beginnings of such well known games as Advanced Dungeons and Dragons Fred himself created and played the character of Ethelbert for the original prototyping play group that produced the first Dungeons and Dragons. Seeing the possibilities, he chomped onto the idea and ran with it, until today, where we have the current version. In Fred's World, you can negotiate with a Sea Serpent to have a few magical swords run off, sell counterfeit magic to two different (and unsuspecting) parties, ride a subway to an underground realm of fantastic creatures, be chased by a wing of fast attack antigravity craft, and quaff a few bowls of mead, all in the same day. With a little luck, and quick reflexes, you might even survive to tell the tale around a fire in the fog shrouded Dwarven Mountains some cool autumn night, when the moon is full and the werewolves are prowling. You did remember to post guards, didn't you?

Don't expect to master this place in a session or two my characters have been knocking around Fred's for some time, and still get some new surprise (usually unpleasant), virtually every time I visit them. For visit is exactly what I do. While playing, you must remember that this is a real place, and just because you do not see why something works doesn't mean that it can't. Everything has a reason. And everything works together with its own eerie, and occasionally surreal, logic.

Most of all, Fred's World exists for the enjoyment of its players. An RPG is nothing without crafty players that are able to put two and two together and make the sum whatever they want it to be. Also, it is not meant to be played alone. A group of two to eight players that can work together, and function as a team, can have a ball, clean up on the loot, and, if they wish, slay a few hundred orcs in the process. But the largest profits are rarely to be found in the pockets of corpses, and the best fleecing is usually accomplished by thinking with your brain, rather than your sword (or light blaster rifle). Enjoy.

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Creating a Character

As with anything else, it is a good idea to begin at the beginning. There are several character classes, which will be explained below. These are the only permissible character classes in Fred's World; there aren't any thief-acrobat-bard types, or any of that other AD&D nonsense, and dual class characters are limited to Elves only, who may be Fighter/Magic-Users. Herewith follows a brief description of the various classes.

Fighters: Fighters fight. This is their function. Valuable attributes are strength and dexterity. High constitution never hurts, either.

Rangers: A sort of woodlands fighter, Rangers are familiar with tracking, wood lore, fighting, and to a lesser extent, healing. They are very fighter-like, but could make good use of higher wisdom.

Clerics: Ultimately employed by their church, clerics are the supreme 'healers. They are often more tightly bound by their alignment than other characters, due to the necessity of maintaining a good relationship with their heavenly bosses. Wisdom and constitution are important.

Magic Users: Without high intelligence, wisdom, and dexterity, a Magic user will not last terribly long in this campaign. But having first rate fighters with you will compensate. To a degree.

Thieves: Not common in Fred's World, thieves nonetheless do exist. They should score well in wisdom, dexterity (especially), and charisma (which helps in lying, er, clarification).

The Basics (Class and Race):

First off, decide your character class. There are no minimum requirements for any class; it is assumed that the player is too intelligent to have a strength of 4 and wish to be a fighter. Some races are not permitted in some character classes. Here is a table of compatibilities:

<u>Race</u>	<u>Fighter</u>	<u>Ranger</u>	<u>Cleric</u>	<u>Magic User</u>	<u>Thief</u>
Centaur	x	x	-	-	-
Dwarf	x	-	-	-	x
Elf	x	x	-	x	x
Gnome	-	-	-	x	x
Hobbit	-	x	-	-	x
Human	x	x	x	x	x
Klid	x	-	-	-	-
Scandaharian	x	-	-	-	-

An "x" indicates a permissible race/class combination.

Attribute Numbers:

After determining your class/race, roll 18 d6, to determine your basic characteristics reservoir. This total amount is then divided up into the following categories: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. The maximum in any category is 18, to start. Other factors may modify this, but this is the starting limit. An important note: You may assign your points into whatever categories you desire. This is why you choose your character class early on in the creation process. Pay attention to your needs as a character when doing this. Any magic user that gives him/herself an 18 strength and a 9 intelligence deserves whatever happens to them.

Alignment:

You may choose from Lawful, Neutral, or Chaotic, and only from these.

Starting Level:

Roll 1d4 to determine starting level of 1st-4th. Please inform the referee if you roll a 1.

Racial Modifications:

Different races have differing natural tendencies/talents. Use this table to modify the basic amounts you've just rolled and allocated.

<u>Race</u>	<u>Bonus or Penalty</u>					
	<u>Str.</u>	<u>Dex.</u>	<u>Con.</u>	<u>Int.</u>	<u>Wis.</u>	<u>Cha.</u>
Centaur	+3	—	+3	-2	—	-2
Dwarf	+1	—	+1	—	—	-1
Elf	—	+1	-1	—	—	—
Gnome	-3	+3	-3	+3	—	—
Hobbit	-1	+3	+1	—	—	—
Human	—	—	—	—	—	—
Klid	+3	+3	+3	-3	-3	-3
Scandaharian	+2	+2	+2	-2	-2	-2

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Creating a new character

Calculating Character Hit Points

Hit Points:

This determines the amount of damage the character can absorb without becoming either unconscious or dead. **NOTE:** All characters become unconscious at "0", and dead at "-1". First, roll one of the dice listed below to determine your starting race hit points:

<u>Race</u>	<u>Base</u>	<u>Fighter</u>	<u>Ranger</u>	<u>Cleric</u>	<u>Magic User</u>	<u>Thief</u>
Centaur	d12	level x d10	level+1 x d8	-	-	-
Dwarf	d8	level x d10	-	-	-	level x d6
Elf	d8	level x d10	level+1 x d8	-	level x d4	level x d6
Gnome	d6	-	-	-	level x d4	level x d6
Hobbit	d6	-	level+1 x d8	-	-	level x d6
Human	d6	level x d10	level+1 x d8	level x d8	level x d4	level x d6
Klid	d20	level x d10	-	-	-	-
Scanaharian	d10	level x d10	-	-	-	-

After determining your racial hit die, add the appropriate class dice. Example: A starting 3rd level human fighter would roll 1d6 for race. Say this gives him a 4. Then rolls 3 (his level) d10 for hit points. Say this gives him 25. Then add the two, for a total of 29 starting hit points, @ 3rd level.

When advancing in level, add the required number of class dice. Using our above example, (Call him MacDuff), going from 3rd to 4th level, he would add 1 d10 (Say, 7) to his 3rd level hit points, for a new total of 36 hit points.

Next, make any upward or downward adjustments to hit points due to constitution, using the table below.

Likeability, Klutz, and Phur Factors:

These rolls are unique to Fred's World, and, under some circumstances, of mortal importance. Determine them in this way: Roll d100 twice. The first roll will be Likeability. The second will be Klutz Factor. Subtract Klutz from Likeability, to determine Phur Factor, and note this. Using MacDuff again...he first rolls 82, then 95. This gives him a Phur Factor of -13. (Negative numbers are possible. Unfortunate, but possible) In an encounter with The Boss, MacDuff may want to let someone else do the talking.

Starting Experience Points:

Experience points are a way of recording and profiting from time spent adventuring, to simulate knowledge gained and skills improved. Your starting experience (XP) will be found on your individual character advancement matrices.

Basic Encumbrance and movement speed:

"Encumbrance" is a term that encompasses the weight and relative fragility of an object. A carton of eggs may weigh less than a six pack, but since they are more susceptible to breakage, they might conceivably have the same encumbrance, or even more. When shopping for equipment, the "weight" of any item may be considered its encumbrance, if such is not specifically listed. Since there are different races, with differing basic strengths and weaknesses, a table is provided here to allow the player to figure their basic encumbrance.

<u>Race</u>	<u>Basic Encumbrance</u>	<u>Basic Movement</u>
Centaur	6600	18"
Dwarf	1300	9"
Elf	1200	12"
Gnome	1050	6"
Hobbit	1100	6"
Human	1200	12"
Klid	1500	9"/18" (swimming)
Scandaharian	1400	12"

To use this table:

Take your basic racial encumbrance, say 1200 for a human. If you are outside of the average strength range of 8-11, you would add or subtract the amount in the Wt. Allowance column, (see Strength Modifiers, below) to arrive at a normal encumbrance figure for you. If you have a strength of 18, for instance, you

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would add 1000 to 1200, for a total of 2200 normal encumbrance. Carrying this encumbrance or less affords you full normal movement (12"/turn). Carrying any amount over this, be it as little as 1GP of weight, results in an instant loss of 2/3 your base move. With this example, a load of 2201 equals a base move of 4". Don't even think about defending yourself under such circumstances. If you exceed your maximum by 50% (2200 + 1100 = 3300), you stop moving completely, and little birds come cover you with leaves.

Languages:

Like any other place, Fred's World is a land of many languages. Here is a list of some of the known tongues. Below, under Intelligence Modifiers, you will find a way of determining how many of these tongues in which you may or may not be fluent. Languages can be learned.

Racial: Every race (human, elf, centaur, klid, etc.) has its own unique language. It is assumed that you are capable of speaking this as a starting character.

Common: Additionally, there is a common form of speech, spoken by most, but not all, creatures capable of speech. It is also assumed that a starting player character speaks Common.

Alignment: If your Intelligence score is 10 or above you also speak your alignment language be it Lawful, Neutral, or Chaotic.

Magick: Spells are written in a secret language, that only magic users can speak and write. It has a companion tongue, High Magick, that is known to higher level mages that have studied at UMA, or similar institutes of higher magickal learning.

Battle Language: The working language of members of the Fighters Guild, known only to Fighters and Rangers. This enables them to have relatively secure, stealthy communication for tactical and diplomatic purposes. Each guild has its own special language, and it wouldn't hurt to learn as much about the other ones as you can.

Thieves Cant: Another working language, similar to Battle Language in concept, but much more secretive, and selective. Mostly non-verbal, but very eloquent for all its subtlety. Possibly the most elaborate of the secret languages.

Pax Vobiscum: The secret language for clerical communication. Capable of being worked into everyday speech, this allows clerics to communicate to one another without the slightest appearance (to the untrained eye or ear) of doing so.

Constitution Modifiers

<u>Constitution</u>	<u>Hit Point Modification</u>	<u>Poison Save Modification</u>
3	-2	-4
4	-2	-3
5	-1	-2
6	-1	-1
7	-1	-1
8	-1	—
9	—	—
10	—	—
11	—	—
12	—	—
13	—	—
14	+1	—
15	+1	—
16	+2	—
17	+2 (+3)	—
18	+2 (+3)	—
19	+2 (+4, no 1's)	—
20	+2 (+4, no 2's)	+1
21	+2 (+5, no 2's)	+1
22	+2 (+5, no 3's)	+2
23	+2 (+6, no 3's)	+2
24	+2 (+6, no 4's)	+3
25	+2 (+7, no 4's)	+4

Notes: Numbers in parentheses are to be used by fighters and rangers only. For example: Our friend MacDuff has a 23 base constitution, through various miracles. He would gain 18 points right off the bat, as a third level human with a 23 con. (6 x 3 levels.) His hit point rolls were 8, 8, & 9, all of which were above 3, so receive no further modification. None of those rolls could have been less than 4, ("no 3's"), because a roll of 1-3 simply becomes a 4. So, MacDuff's

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Creating a new character

modified total hit points are now 4 (a human) + 18 (con. bonus) + 25 (3rd level), for 47 points. Constitution bonuses do not change with level. However, when MacDuff goes to 4th level, he will gain another 6 hit points, along with his normal increase of 1d10. If his constitution is magically raised or lowered, his hit points must change to reflect this.

Intelligence Modifiers

<u>Ability Score</u>	<u>Number of Languages</u>	<u>Chance to Know Spells</u>	<u>Max. Spells In Memory</u>
1-9	1	-	-
10	2	10%	10
11	2	10%	12
12	3	20%	15
13	4	20%	18
14	5	30%	22
15	6	30%	26
16	7	40%	30
17	8	40%	35
18	9	50%	40
19	10	50%	45
20	11	60%	50
21	12	60%	55
22	13	70%	60
23	14	80%	65
24	15	80%	70
25	16	90%	75

Ability Score: Your current intelligence, with all modifying factors considered.

of Languages: The maximum number of languages that you may have verbal fluency in, over and above your basic racial language. Those at 9 and below will only know their racial tongue and the Common speech. Those with a score of 10 will add their alignment language to this. Beyond this, you may choose your languages. Note that these numbers represent the total number of possible languages. It is up to the player to be taught them, with the exception of racial, common, and alignment.

Chance to know Spells: This score, and the one that follows, are for magic users only. This first score indicates your base chance of learning a new spell through the traditional method of one week/level of

spells. If, with an intelligence of 18, you score less than 50% on a percentile roll, you know the spell cold. If you exceed 50%, you must restudy the spell at the usual rate of one week/level of spell, and re-roll. You cannot roll more than your previous effort, and you receive a 25% bonus for each re-study. If that previous roll (say it was 65), minus the bonus (25), exceeds the required percentage, (40, in this case) bingo, you have the new spell after two tries.

Max. Spells in Memory: This number tells you the maximum number of spells and cantrips that you may have memorized for instant use at any given time. Note that this doesn't mean that you cannot know more spells they simply have to be read from your spellbook, which takes some time. Be careful in filling up memory space they add up quickly. There have been rumors of methods to beat this limitation, but who knows if they have the slightest bit of truth to them?

Wisdom Modifiers

<u>Ability Score</u>	<u>Bonus Versus Willpower Magic</u>	<u>Clerical Spell Bonus</u>
3	-4	-
4	-3	-
5	-2	-
6	-1	-
7	-	-
8	-	-
9	-	-
10	-	-
11	-	-
12	-	-
13	-	1 1st
14	-	2 1st
15	+1	3 1st
16	+1	3 1st, 1 2nd
17	+2	3 1st, 2 2nd
18	+3	3 1st, 2 2nd, 1 3rd
19	+4	3 1st, 2 2nd, 2 3rd
20	+5	3 1st, 2 2nd, 2 3rd, 1 4th
21	+6	3 1st, 2 2nd, 2 3rd, 1 4th
22	+7	3 1st, 2 2nd, 2 3rd, 1 4th
23	+8	3 1st, 2 2nd, 2 3rd, 2 4th
24	+9	3 1st, 2 2nd, 2 3rd, 2 4th, 1 5th
25	+10	3 1st, 2 2nd, 2 3rd, 2 4th, 1 5th, 1 6th

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Ability Score: Your current total wisdom, with any and all modifications

Bonus vs. Willpower Magic: Add this number to your saving throw vs. the following spells only: Charm Person, Hold Person, ESP, Geas, Sleep, Clairvoyance, Clairaudience, Phantasmal Force, Confusion, Fear Mk I and II, Fumble, Hallucinatory Terrain, and Feeblemind.

Clerical Spell Bonus: For Clerics only. For the given wisdom score, add the indicated bonus spells to your total. For example, with a wisdom of 18, you may cast 3 1st, 2 2nd, and 1 3rd level clerical spells per day without expending any spell points. You should announce to the referee your intention to do this, lest you arouse the ire of the gods.

Dexterity Modifiers

<u>Ability Score</u>	<u>Initiative Adjustment</u>	<u>Missile Adjustment</u>	<u>Armor Class Adjustment</u>
3	+3	-4	+4
4	+2	-3	+3
5	+1	-2	+2
6	+1	-1	+1
7	+1	-1	+1
8	+1	-1	-
9	-	-	-
10	-	-	-
11	-	-	-
12	-	-	-
13	-	-	-
14	-	-	-1
15	-	-	-1
16	-1	+1	-2
17	-1	+2	-2
18	-1	+3	-3
19	-1	+4	-3
20	-2	+4	-4
21	-2	+5	-5
22	-2	+5	-6
23	-2	+6	-7
24	-3	+6	-8
25	-3	+7	-9

Ability Score: Your current total dexterity, with any and all modifications.

Initiative Adjustment: Depending upon your dexterity, add or subtract this number from your d6 imitative roll, whenever such a roll is required.

Missile Adjustment: Add or subtract this as needed for attacking with missile weapons. Missile weapons include any type of projectile weapon, thrown, fired, whatever.

Armor Class Adjustment: Add or subtract this number to your armor class, for the given dexterity.

Strength Modifiers

<u>Ability Score</u>	<u>To Hit</u>	<u>Damage</u>	<u>Weight Allowance</u>	<u>Open Doors</u>	<u>BBLG</u>
3	-2	-3	-350	1 (d6)	—
4-5	-1	-2	-250	1	—
6-7	-1	-2	-150	1	—
8-9	—	—	—	1-2	1%
10-11	—	—	—	1-2	2%
12-13	—	—	+100	1-2	4%
14-15	—	—	+200	1-2	7%
16	+1	+1	+500	1-3	10%
17	+1	+2	+750	1-3	20%
18	+1	+3	+1000	1-3	30%
19	+2	+4	+2000	1-4	40%
20	+2	+5	+3000	1-4	50%
21	+2	+6	+4000	1-5	60%
22	+3	+7	+6000	7 (d8)	70%
23	+3	+8	+8000	9 (d10)	80%
24	+3	+9	+10000	11 (d12)	90%
25	+4	+10	+12000	19 (d20)	100%

Strength: Your strength score, including racial bonuses, magical enhancements, and all other modifiers.

To Hit: Modify each “to hit” roll you make in all combat situations. It may increase, or decrease your THACO score, explained below.

Damage: Each time you succeed in hitting an opponent, make this adjustment to the points of damage that you score.

Wt. Allowance: Use this to determine your total carrying ability. Remember that all measurements are in GP, and that 10GP=1 lb. Therefore, a +3000 equals an increased carrying capacity of 300 lbs.

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Open Doors: This is the forced entry roll. You must roll less than the number stated, on the appropriate die, to open a locked or magically held door. For example, with a strength of 15, you must roll less than or equal to 2 to open a door.

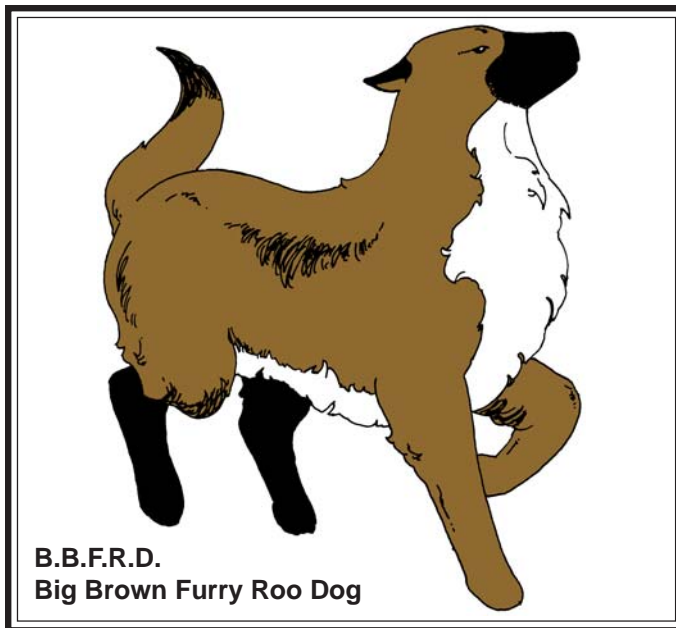
BBLG: Bend Bars and Lift Grates. This shows the number you must roll less than, on percentile dice (d100), in order to bend the bars of a jail, lift a portcullis, etc.

Charisma Modifiers

<u>Ability Score</u>	<u>Possible Henchmen</u>	<u>Loyalty Base</u>	<u>Reaction Adjustment</u>
3	1	-30%	-25%
4	1	-25%	-20%
5	1	-20%	-15%
6	2	-15%	-10%
7	2	-10%	-5%
8	2	-5%	—
9	3	—	—
10	3	—	—
11	4	—	—
12	4	—	+5%
13	5	+5%	+10%
14	6	+10%	+15%
15	7	+15%	+20%
16	8	+20%	+25%
17	10	+30%	+30%
18	15	+40%	+35%
19	20	+50%	+40%
20	25	+60%	+50%
21	30	+70%	+60%
22	35	+80%	+70%
23	40	+90%	+80%
24	50	+95%	+90%
25	75	+99%	+99%

Ability Score: Your current Charisma, with modifications thrown in.

Possible Henchmen: This is the maximum number of people that will serve you faithfully. This supposes that these individuals are being paid, rather than compelled to serve, which is a whole 'nother can of worms.



Loyalty Base: In trying situations, how good are the odds that those henchmen will remain loyal to you? That is what this indicates. The base chance for loyalty is 50%. This is modified as indicated.

Reaction Adjustment: Do folks just naturally seem to take to you? Or not? When dealing with characters of the same race (two elves, say), the base chance is also 50%. What about other races, you say? Below is a handy table:

<u>Race</u>	<u>Ce</u>	<u>Cl</u>	<u>D</u>	<u>E</u>	<u>G</u>	<u>Ho</u>	<u>Hu</u>	<u>S</u>
Centaur	-	-20	-	-	-10	+10	-10	-15
Dwarf	-	-10	-	+10	+15	+5	-	-
Elf	-	-20	-	-	-30	-	-5	-10
Gnome	+30	+30	+30	+30	-30	+30	+30	+30
Hobbit	+10	-50	-	+30	-15	+20	+10	-20
Human	-	-15	-	+10	-30	+10	-	-5
Klid	-20	-	+10	-20	-30	-	-	-30
Scandaharian	-15	-30	-	-10	-15	-	-	-

To use the above table: races in the left hand column will react as shown to a base of 50%, when presented with the races across the top of the table. Then this is modified by the Reaction Adjustment. Example: Good old Mac Duff, as human, would react at -30% when interacting with a Gnome. This equals a base chance of 20%, before charisma modifications. Naturally, the charisma modifying Mac Duff's reaction would be the Gnome's charisma, and vice versa.

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Starting Monies:

Your starting money is listed with basic character information, in GP. To determine gem values, roll 1d6 per gem, and refer to the Gems as Cash table on page . As a Fighter, MacDuff has 100GP & 3 gems. They turn out to be two type 3, (Chrysophase @50GP/ea=100GP) and 1 type 6 (Emerald @1000GP), for a starting total of 1200GP.

Monetary System:

Coinage

<u>Coinage</u>	<u>Value</u>
The Copper piece (CP)	10 CP = 1 SP
The Silver piece (SP)	10 SP = 1 EP
The Electrum piece (EP)	2 EP = 1 GP
The Gold piece (GP)*	1GP
The Platinum piece (PP)	1 PP = 5GP
The Mithril Silver piece (MSP)	1 MSP = 10GP
The Mithril Gold piece (MGP)	1 MGP = 50GP
The Mithril piece (MP)	1 MP = 100GP

Gems as cash:

<u>Type</u>	<u>Value</u>
1: Turquoise	10GP
2: Zircon	25GP
3: Chrysophase	50GP
4: Jade	100GP
5: Aquamarine	500GP
6: Emerald	1000GP

* The GP is generally the standard pricing unit. Prices and costs are rarely quoted in other coinage(s).

Monetary System Notes

1.) Paper Currency: While paper currency does exist, it is not generally circulated or accepted as legal tender outside its land or territory of issuance. While it is possible to obtain exchange of paper for metal or gem currencies, the rate is often extremely unfavorable to the person attempting the exchange.

2.) Credit devices are available, however, you must find them yourself!

By credit device, it is understood that what is meant are letters of credit, debit cards, etc. HINT: There are many sources for such things—shop around, some are more useful than others. Some are not universally acceptable, and some are a downright nuisance.

3.) Savings accounts are available, and also have unusual variants. Again, it can pay to shop around.

Time and Distance:

The accurate measurement of time and distance, as well as mutually agreed upon conventions and names for both, is critical in any role playing game. First, we will deal with time.

Combat Round: 10 seconds

Combat Turn: 6 combat rounds. 60 seconds. 1 minute. These two are also commonly referred to simply as a round or turn (rnd. / trn.).

Game Turn: 10 combat turns. 10 minutes.

Game Hour: 6 game turns. 60 minutes.

Game Day: 24 game hours.

Game Week: 6 game days. The days of the week are named, in order of occurrence: First Day, Second Day, Third Day, and so on. Ethelbert isn't known for his creativity, after all.

Game Month: 6 game weeks. 36 game days. The months also have names. They are, in order from the beginning of the year, as follows:

- | | |
|----------------|---------------|
| 1.) Krupp | 7.) Armstrong |
| 2.) Snyder | 8.) Wentworth |
| 3.) Enfield | 9.) LaBelle |
| 4.) Winchester | 10.) Mauser |
| 5.) Colt | 11.) Walther |
| 6.) Vickers | 12.) Skoda |

Game Year: 12 game months. 432 game days.

The game begins in the year ER 2710. This is the 2710th year of Ethelbert's reign.

Holidays:

Like anywhere else, Fred's World has its own special holidays. The vast majority of these festive occasions are scheduled in Ethelbertville only, and have no effect outside the city walls. Within the walls, however, is quite a different story. Some of the best known holidays are the 1st and 2nd of Krup, the 15th of Enfield, the 15th of Winchester, the 12th, 18th and 30th of Colt, the 18th of Vickers, the 4th and 14th of Armstrong, the 4th of LaBelle, the last week of Mauser (30th-36th), the 11th 20th of Walther, and the 25th of Skoda. These are not all of the holidays celebrated in Ethelbertville, just some of the most joyous ones. The referee will doubtless keep you apprised of the correct

Fred's World

Creating a new character

ceremonies for each, if you are curious. And maybe even if you aren't.

Distance:

There are two scales. one is above ground, the other below. This is especially important for the casting of magic, as a given range will effectively change if the spell is cast above or below ground level. In this context, below ground is taken to mean any dungeon or cavern-like environment, whether natural or manmade, including indoors. Below ground does not mean lying in a ditch, standing at the base of a cliff, etc.

Realize also that there is a difference between 1" and 1 inch (or 1 in. or one in.) When the " mark is used, 1" =10 yds, above ground. The " mark, incidentally, is called a "unit". 1 inch, however, equals a real inch, as in twelve to the foot (ft.).

Above Ground (out of doors):

12 in. = 1 ft.

3 ft. = 1 yd.

1" = 10 yds. (30 ft.)

1 mile = 5280 ft. = 176"

1 hex = 30 miles= 5280"

Below Ground and Indoors:

12 in. = 1 ft.

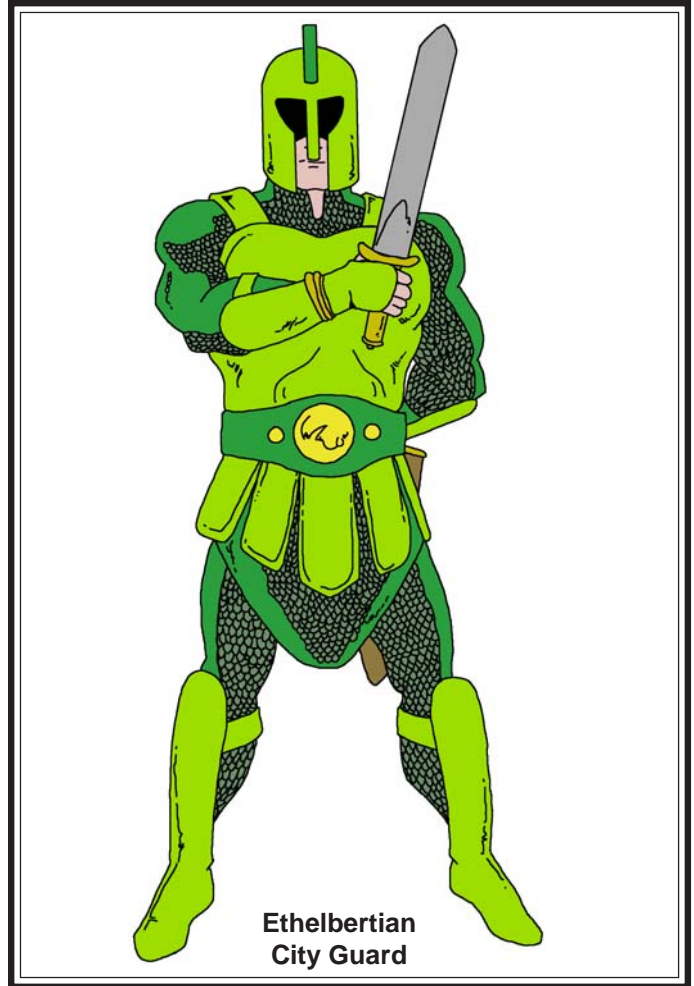
3 ft. = 1 yd.

1" = 10 ft. **Note this change!**

1 mile = 5280 ft. = 528"

1 hex = 30 miles= 15840"

Speed of Movement: The speed of an object or creature is usually expressed as the distance it can cover in 1 combat turn of 1 minute. This distance is expressed in units, also referred to as inches. The base move of the average human is 12"/turn, which becomes approximately 4 miles/hour. This means that the average human party, travelling under normal encumbrances, can comfortably cover 1 hex/day. If you are over your normal encumbrance, this drops to 9"/turn, just a hair over 3 mph. You can thus roughly estimate that 3"/turn =1 mph. 30"/turn=10 mph, and so on.



**Ethelbertian
City Guard**

When a speed is expressed as two figures say, 12"/24", this indicates that the creature is capable of two modes of transportation. Usually this means ground speed and flying speed. Generally, the faster speed will be the mode in which the creature is most at home. These figures are for walking only. Double this if you (or they) are running, and triple if you are sprinting. You can maintain a run, with normal encumbrance, for 1 game turn (10 minutes). You can maintain a sprint for 3 combat turns (3 minutes, 18 combat rounds). After running for a given period of time, say, ten minutes, you can slow to a walk. In order to run or sprint, you must walk, or rest for an equal amount of time ten minutes in this case. After sprinting, you must rest or walk (at 1/2 normal speed) for an amount of time equal to the time spent sprinting. Note that proficiency in running will boost these times appreciably. The figures below will help you to determine your base move.

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Detailed information for Fighters:

Starting Equipment: Chain mail armor, AC5. 1 set normal clothes, bastard sword, long bow, 20 arrows, dagger (hand), backpack (large leather, 800GP capacity), belt and 2 pouches (small leather, 20GP capacity ea.), Fire kit Mk. I (tinder box, flint & steel), 6 days of iron rations, canteen (2 qt.), 2 wax candles, 50' rope and grapnel, 4 torches (burn 1 hour), 100GP and 3 gems.

Total Starting Encumbrance: 1250

Total Replacement cost: 230GP

Detailed information for Rangers:

Starting Equipment: Chain mail armor, AC5. 1 set normal clothes, bastard sword, long bow, 20 arrows, dagger (hand), snare, backpack (large leather, 800GP capacity), belt and 2 pouches (small leather, 20GP capacity ea.), Fire kit Mk. I (tinder box, flint & steel), 6 days of iron rations, canteen (2 qt.), 2 wax candles, 50' rope and grapnel, package of forest potions (equals 1st Aid Kit Mk. I), 200GP.

Total Starting Encumbrance: 1250

Total Replacement cost: 230GP

Advancement Matrix for Fighters

Level	XP Needed	Guild Title	Guild Fee	Hit Dice (d10)
1	2,000			1
2	2,000			2
3	4,000			3
4	10,000			4
5	17,000			5
6*	35,000			6

* Highest level achievable without guild training

7	55,000	Veteran	7,000GP	7
8	125,000	Swordsman	8,000GP	8
9	250,000	Protector	9,000GP	9
10	250,000	Defender	10,000GP	9+3pts.
11	250,000	Guardian	11,000GP	9+6pts.
12	250,000	Knight	12,000GP	9+9pts.

From this point, you have become a member of the nobility, and are entitled to maintain a castle, collect taxes, establish an army, and so on, if you so desire. These fringes are not freebies, and are negotiated with higher ranking members of the nobility—how did you think they got their money??

13	250,000	Margrave	13,000GP	10
14	250,000	Graf	14,000GP	10+3pts.
15	250,000	Wald Graf	15,000GP	10+6pts.
16	250,000	Pfaltz Graf	16,000GP	10+9pts.
17	250,000	Baron	17,000GP	11
18	250,000	Vicount	18,000GP	11+3pts.

Higher ranks do exist, if you can obtain them. See your referee if you live this long.

Advancement Matrix for Rangers

Level	XP Needed	Guild Title	Guild Fee	Hit Dice (d8)
1	2,250			2
2	2,250			3
3	5,500			4
4	10,000			5
5	20,000			6
6*	50,000			7

* Highest level achievable without guild training

7	60,000	Guide	14,000GP	8
8	75,000	Tracker	16,000GP	9
9	100,000	Scout	18,000GP	10
10	325,000	Strider	20,000GP	11
11	325,000	Pathfinder	22,000GP	11+2pts.
12	325,000	Knight	24,000GP	11+4pts.

From this point, you have become a member of the nobility, and are entitled to maintain a castle, collect taxes, establish an army, and so on, if you so desire. These fringes are not freebies, and are negotiated with higher ranking members of the nobility—how did you think they got their money??

13	325,000	Margrave	26,000GP	11+6pts.
14	325,000	Graf	28,000GP	11+8pts.
15	325,000	Wald Graf	30,000GP	12
16	325,000	Pfaltz Graf	32,000GP	12+2pts.
17	325,000	Baron	34,000GP	12+4pts.
18	325,000	Vicount	36,000GP	12+6pts.

Higher ranks do exist, if you can obtain them. See your referee if you live this long.

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Creating a new character

Detailed information for Clerics:

Starting Equipment: Basic clothing, belt and 2 small leather pouches (capacity 20GP ea.), silver holy symbol, quarterstaff, backpack (large leather, capacity 800GP), 10 vials holy water, 2 wax candles, 6 days iron rations, canteen, Fire Kit Mk. II, 100GP & 4 gems.

Total Starting Encumbrance: 506

Total Replacement cost: 615

Advancement Matrix for Clerics

Lvl	XP Needed	Guild Title	Spell Pts. Per Level	Guild Fee	HD (d8)
1	1,500		1/1		1
2	1,500		1/1		2
3	3,000		2/1		3
4	7,000		4/2		4
5	14,500		6/2		5
6*	27,500		13/4		6
* Highest level achievable without guild training					
7	55,000	Acolyte	21/5	14,000GP	7
8	115,000	Acolyte II	30/5	16,000GP	8
9	225,000	Acolyte III	36/5	18,000GP	9
10	225,000	Acolyte IV	45/5	20,000GP	9+2pts.
11	225,000	Acolyte V	51/5	22,000GP	9+4pts.
12	225,000	Priest	60/6	24,000GP	9+6pts.

At this point, if desired, you may begin the necessary rigamarole to found/operate a church of your own. If interested, see your referee.

13	225,000	Vicar	66/6	26,000GP	9+8pts.
14	225,000	Curate	75/6	28,000GP	10
15	225,000	Bishop	81/6	30,000GP	10+2pts.
16	225,000	Archbishop	90/6	32,000GP	10+4pts.
17	225,000	Cardinal	96/6	34,000GP	10+6pts.
18	225,000	Patriarch	105/6	36,000GP	10+8pts.

Higher ranks do exist, if you can obtain them. See your referee if you live this long.

NOTES: Spell points are endowed once per day, at midnight. You receive your entire day's supply at this time, and lose any spell points left over from the previous day. Spell points are only granted in this manner. Additionally, any cleric, regardless of level, has the power to call upon the Finger of Death, a god-given ability. The cleric must believe that his life is in mortal peril. It is up to his/her respective god to grant the request.

Detailed information for Magic Users:

Starting Equipment: Basic clothing, belt and 2 small leather pouches (capacity 20GP ea.), silver dagger (hand), quarterstaff, backpack (large leather, capacity 800GP), spellbook, pen, ink, paper, 2 wax candles, 6 days iron rations, canteen, 200GP & 6 gems.

Total Starting Encumbrance: 730

Total Replacement cost: 230GP

Advancement Matrix for Magic Users

Lvl	XP Needed	Guild Title	Spell Pts. Per Level	Guild Fee	HD (d4)
1	2,500		1/1		1
2	2,500		2/1		2
3	5,000		5/2		3
4	12,500		8/2		4
5	7,500		11/3		5
6*	20,000		14/3		6
* Highest level achievable without guild training					
7	30,000	Apprentice	18/4	28,000GP	7
8	45,000	Apprentice II	25/4	32,000GP	8
9	115,000	Apprentice III	30/5	36,000GP	9
10	125,000	Apprentice IV	43/5	40,000GP	10
11	375,000	Apprentice V	51/5	44,000GP	11
12	375,000	Conjurer	66/6	48,000GP	11+1pt.
13	375,000	Enchanter	78/6	52,000GP	11+2pts.
14	375,000	Magician	84/6	56,000GP	11+3pts.
15	375,000	Warlock	90/6	60,000GP	11+4pts.
16	375,000	Sorcerer	105/6	64,000GP	12
17	375,000	Wizard	111/6	68,000GP	12+1pt.
18	375,000	Master Wizard	115/6	72,000GP	12+2pts.

Higher ranks do exist, if you can obtain them. See your referee if you live this long.

NOTES: Spell points are endowed once per day, at midnight. You receive your entire day's supply at this time, and lose any spell points left over from the previous day. Spell points are only granted in this manner. For further discussion of spell points, see your character class information package. On this chart, the level of spell indicates its cost, per casting, in spell points. "Level", in the spell point column indicates the level of spell that you have learned/been trained to throw at your experience level.

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Detailed information for Thieves:

Starting Equipment: 1 set normal clothes, dagger (hand), sling/garrote, backpack (large leather, 800GP capacity), belt and 2 pouches (small leather, 20GP capacity ea.), Fire kit Mk. I (tinder box, flint & steel), 6 days of iron rations, 2 metal flasks of water (1qt. ea.), 2 wax candles, lockpick set, quarterstaff, 100GP and 2 gems..

Total Starting Encumbrance: 520

Total Replacement cost: 57 GP

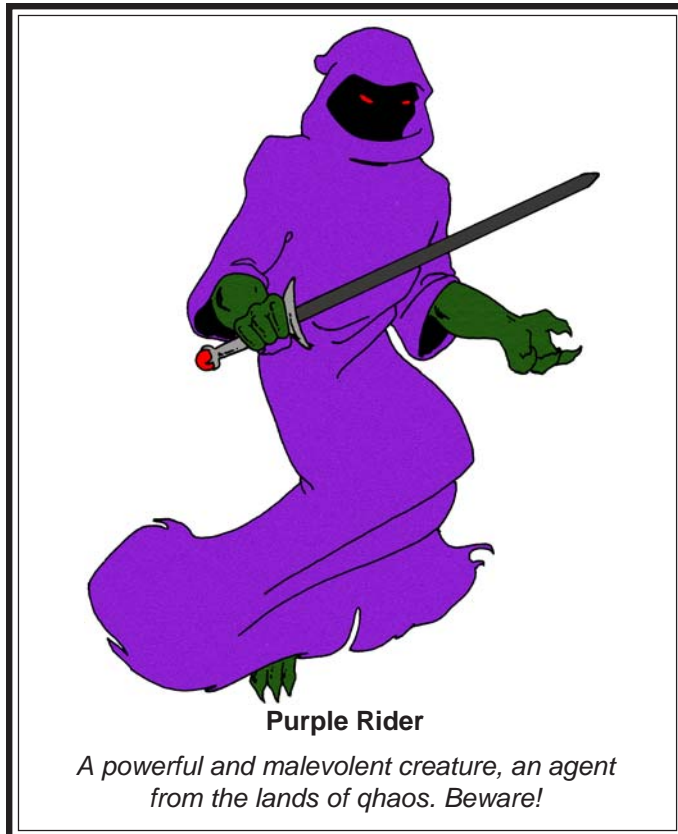
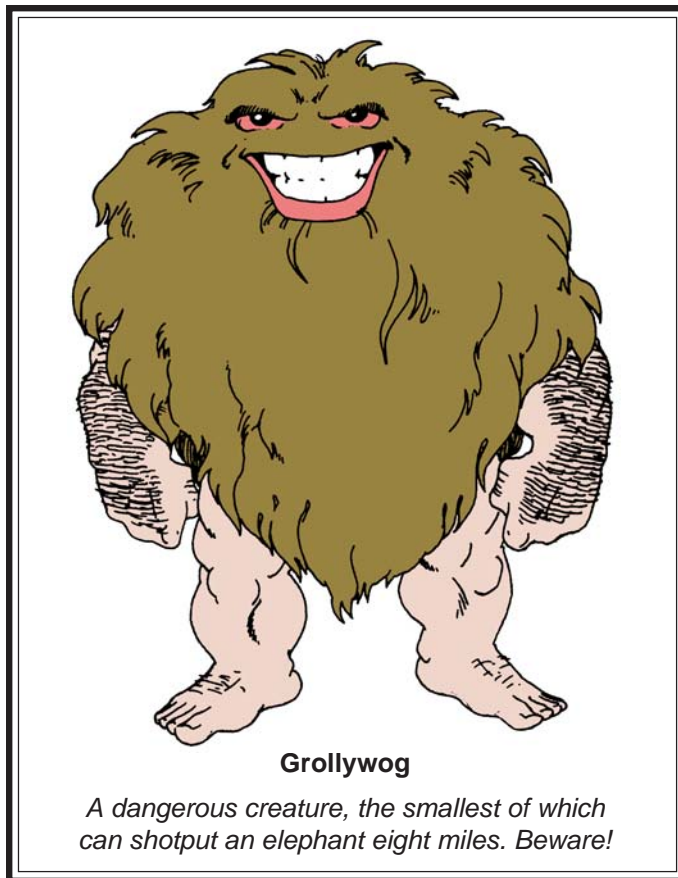
Advancement Matrix for Thieves

<u>Level</u>	<u>XP Needed</u>	<u>Guild Title</u>	<u>Hit Dice (d6)</u>
1	1,250		1
2	1,250		2
3	2,500		3
4	5,000		4
5	10,000		5
6*	22,500		6
* Highest level achievable without guild training			
7	27,500	Apprentice	7
8	40,000	Footpad	8
9	50,000	Cutpurse	9
10	60,000	Rogue	10
11	220,000	Burglar	10+2pts.
12	220,000	Thief	10+4pts.

At this point, you are capable of concocting your own poisons.

13	220,000	Master Thief	10+6pts.
14	220,000	Grand Master Thief	11
15	220,000	Arch Thief	11+2pts.
16	220,000	Arch Master Thief	11+4pts.
17	220,000	Grand Arch Master Thief	11+6pts.
18	220,000	Master of Thieves	12

At this point, you may begin training as a 1st level Assassin. There are formal Guild fees for this training. Very formal. Very expensive. And just because there are no fees listed above, do not expect to get past 6th level for free...



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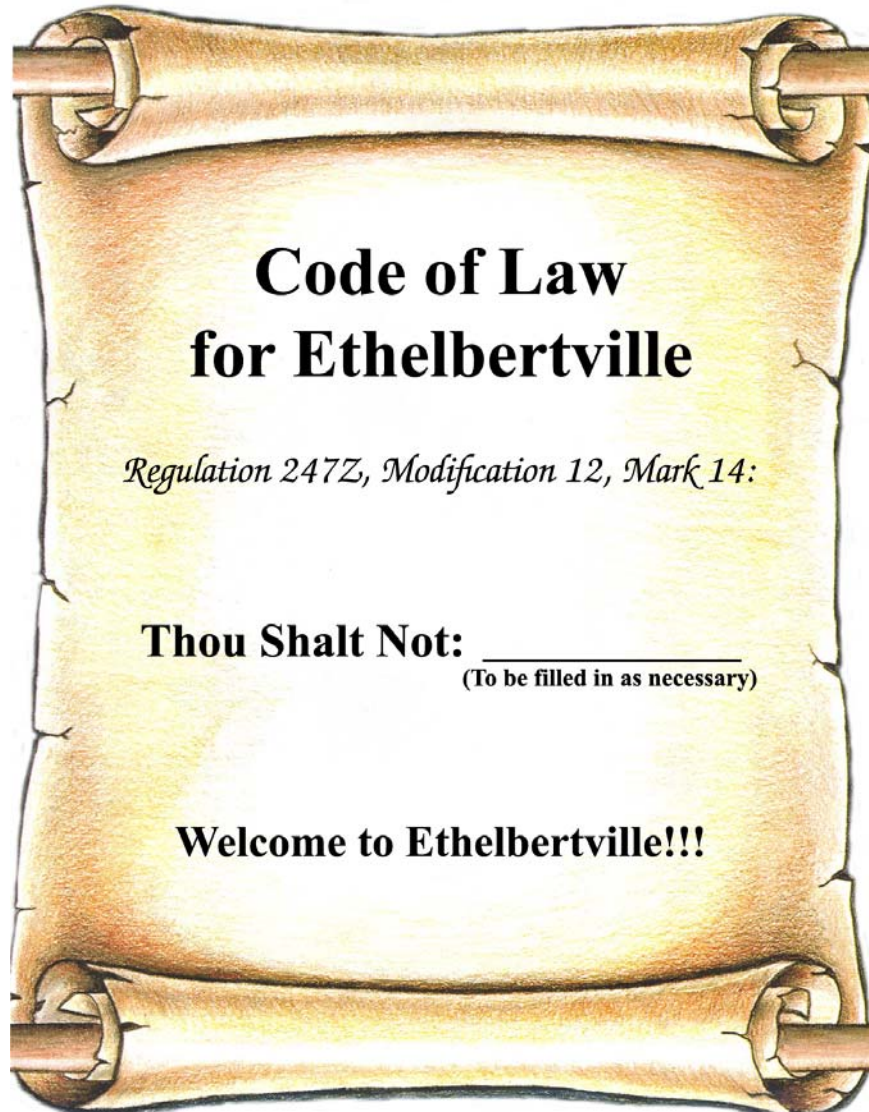
The Game Begins...

And Now - The Campaign

You are standing on a hill overlooking the entrance to a large walled city. Off to your right you see a crystal blue lake, in the center of which stands a prominent castle flying a grey flag with white trim. On the flag you see two ruby red infinity symbols surrounding an equally red lightning bolt. You can sense a great deal of power emanating from this castle.

Your attention is drawn back to the city when the gates fly open. Through them you see a poor, wretched peasant racing down the street. He is glowing vibrant purple. "No!! No!! Not me!!" you hear him scream. "I didn't do it!! I didn..." His cries are cut short, thanks to the archers on the wall. Not one inch of his body is penetrated with fewer than six arrows. But his falling body never hits the ground. Instead, it disappears with a thunderclap, leaving only a charred crater where it once had been. You now notice a figure standing on (or should I say, about a foot above) the wall. He is blowing a slight halo of smoke from his finger. As he places his hand back in the pocket of his robe, a voice booms "Ethelbert: 30,003, peasants: 0."

You decide to proceed towards the city, though you feel quite apprehensive about it. When you begin to move, you notice a large shadow following you. Glancing skyward, you see a large golden dragon descending to meet you at the gates. When you reach the gates, he hands you a map and a single sheet of paper upon which is written:



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Cast of Characters

Ethelbert and his associates:



Ethelbert "The Boss" and Gulliver

Ethelbert:

Commonly referred to as "The Boss", Ethelbert is the high lord of neutrality Ethelbertville is the capital city of the lands of neutrality. A wizard, The Boss has great power, and his exact level is not a closely guarded secret, it is simply unknown. He has been known to throw 1,000 d6 lightning bolts when mildly perturbed (That's better than 100 dead starting characters, folks. In one shot.) He can do more when angry. He is rumored to be in excess of 3,200 years old. Ethelbert appears as a human, dressed in the green robes that have become his trademark, with two ruby red

lightning bolts and a red infinity symbol on the collar, designating his profession and rank.

Gulliver:

Loving pet and fearless protector of Ethelbert, Gulliver is a giant German Shepherd. He is also the commander of all dungeon BBFRD forces, and the patron uncle of the SBFRRP's. Usually wears a collar with "400HP" engraved upon it.



Papa Dragon:

An ancient gold dragon, age category 8, Papa is the largest of the gold dragons. He commands the Special Operations Dragons (S.O.D.), and is not to be taken at all lightly.

Papa Dragon in Human Form

You all know what dragon's look like.

Preston Q. Quibble:

Ethelbert's chief lieutenant, Preston is the proprietor of The Magic Shoppe. Human in appearance, like Ethelbert, Preston, however, favors blue robes with two ruby red lightning bolts on the collar.



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Lesterwicke Q. Farquarhall:

Lester, like Preston, is a mage. Lester is the Managing Director of the University of Mystical Arts (UMA). Unlike Preston, however, Lester likes grey robes, which somehow match his dour personality. Very aloof, you would not stop him in the street to ask directions without some risk.



Anthony A. Aardvark:

Seldom seen, Anthony is The Boss' chief accountant. He is most often found counting the loot, which was worth in excess of 2.6×10^{12} GP, at last accounting. Dresses like Ebenezer Scrooge. Looks rather like him, too.



Sigmund:

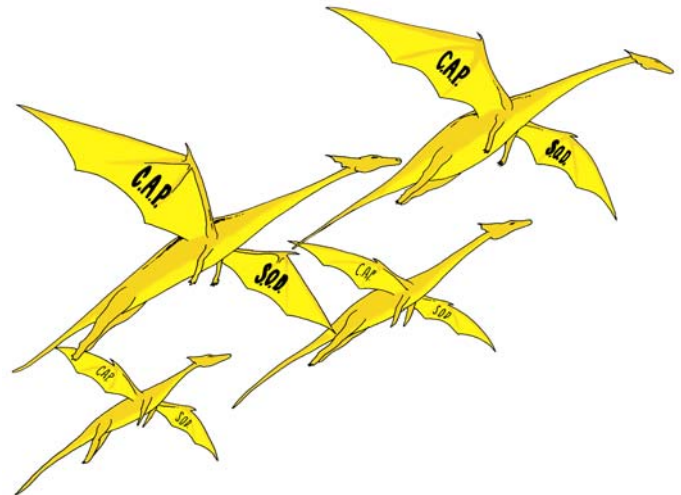
Even more rarely seen than Anthony is Sigmund. One of the main reasons for this is Sigmund's fondness for invisibility. He is the Director of Security for the Island, and he reports directly to Ethelbert.



Boris Balrog:

Sigmund's chief enforcer, er, lieutenant, Boris is a large Balrog, hence his name. Not your normal, garden variety Balrog, Boris is more than capable of transforming you and your party into normal, garden variety compost, if sufficiently provoked, which is to say, provoked in the slightest. Boris has never been seen out of formal evening attire, even prior to six PM.

Municipal Employees:

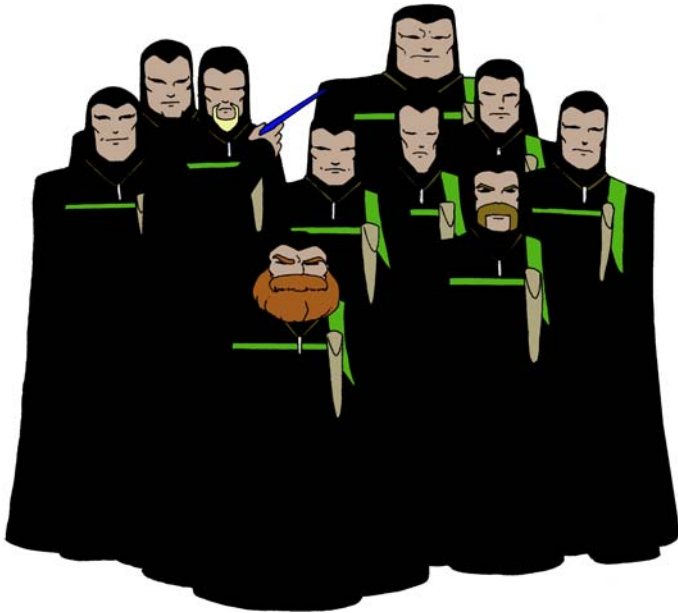


Combat Air Patrol (C.A.P.):

4 large dragons, constantly on patrol over the city, the C.A.P. looks after the safety and security of the citizens of Ethelbertville. They are usually summoned, when needed, by the City Watch, but are quite capable of independent response, at their discretion. Over the Island, the C.A.P. maintains a constant air cover of at least 6 gold dragons, who are also capable of autonomous action. There are those, few to be sure, who suggest that "whimsical" better defines their broad powers of discretion.

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Riot Squad:

Beloved maintainers of the peace and order for which this city is so justly famous, they are well equipped for their duties with stun wands and silver dragon whistles (to summon the C.A.P.). They may look a tad silly, but are not to be monkeyed with. They travel as a group of nine, but can break down into three groups of three, wear what appears to be leather armor, and carry quarter staves.

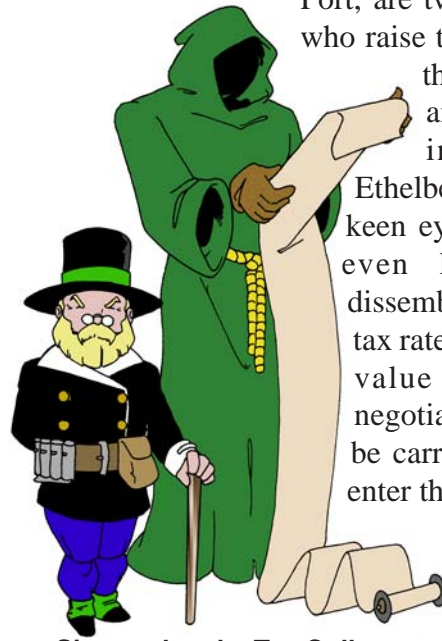


Seven Dwarf Wharf Patrol:

Something of a waterfront counterpart to the riot squad, they maintain serenity by the docks. A group of seven, you know what they look like if you have seen Disney's Snow White. All resemblances end there, as they are not known for the gentleness of their nature. Or their sobriety.

Tax Collectors:

Stationed at each gate of the city, and at the Dragon Port, are twelve tax collectors, who raise the funds needed for the countless benefits and rewards of living in the City of Ethelbertville. They have a keen eye for value, and an even keener nose for dissembling. The standard tax rate is ten percent of the value of whatever negotiables you happen to be carrying, whenever you enter the city proper.



Sigmund and a Tax Collector



Fire Department:

Five companies, each consisting of two giant wooly mammoths and three brontosauri with 25 orc firefighters. One company is stationed at each city entrance, and it is unwise to hinder them in the performance of their lawful duties, which also include crowd control, from time to time. The fire department,

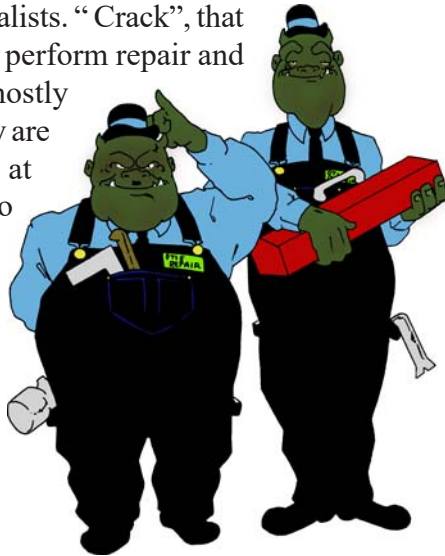
Fred's World

The Campaign

unlike most other city departments, does have jurisdiction in Peasantown, where they are frequently, and enjoyably, employed in crowd control. "Enjoyably" does depend somewhat upon your point of view, I suppose.

Repair Crew

A crack team of Orc construction and maintenance specialists. "Crack", that is, for Orcs. They perform repair and custodial duties, mostly on the Island. They are especially skilled at putting bodies into bags.



Their Helpers:

The High Patriarch of Ho-hum:

Head of the Church of Ho-hum, this person is the supreme religious authority among those of the neutral alignment, short of Lester Ho-hum. A cleric of at least 40th level, he is a force to be reckoned with. Politely and humbly reckoned with, to be sure. Unless he isn't. Who knows? Who cares?



The Gods:

(Note: The Gods can appear as anything should they deign to visit.)

George Law:

God of Law, supreme deity for those of lawful alignment. As completely lawful as his name would suggest, George passionately despises all things chaotic.

Lester Ho-hum:

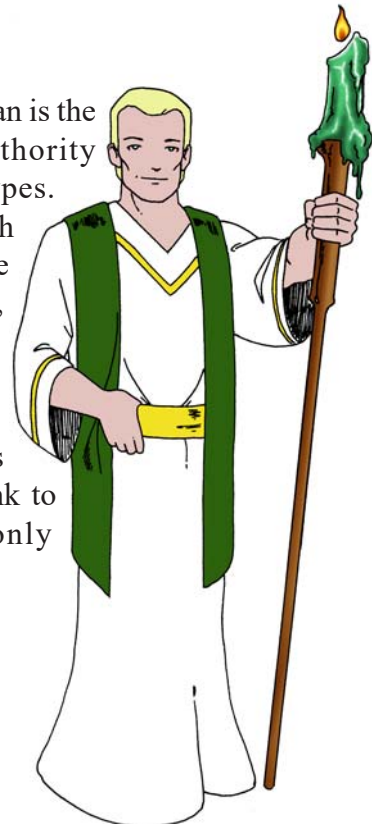
The God of Neutrality, Lester looks after the souls of the neutral. Whenever he is damned good and ready. Or sooner. Or not at all. Who cares? He is one of Ethelbert's dearest friends, often playing chess with him (the games are usually draws) whilst seeking his advice.

Quasimodo Qhaos:

Rather unpopular in Ethelbertville, Quasi is the God of Chaos, and the sworn enemy of George Law, and all things bright, beautiful, clean, and sweet smelling.

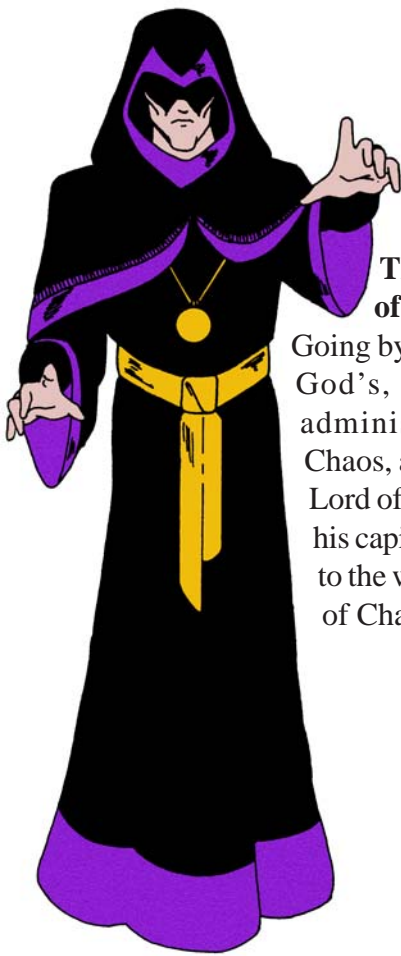
The Patriarch of Law:

In Ethelbertville, this man is the supreme religious authority among your lawful types. Note that there is a High Patriarch of Law, but he resides in Georgetown, the capital city of the Lands of Law. Occupying the 24th level of experience, this person is the closest link to George Law commonly available.



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The High Patriarch of Qhaos:

Going by the same name as his God's, Quasimodo Quaos administers the church of Chaos, and serves as the High Lord of Chaos. He rules from his capitol city, Quaosium, far to the west, deep in the Lands of Chaos.

Other Noteworthy Characters

The Great Swenson:

A master swordsman, and maker of superb weapons, Swenson is the chief instructor at the Fighter's Guild. While a master of all forms of knightly combat, his favorites are the sword and quarterstaff. Will be delighted to offer free instruction in the art of the quarterstaff when addressed by the nickname "Swenny". Standing an imposing 6'5"/300 lbs, Swenson is human in appearance, with blue eyes and blond hair, and strong Nordic features.



The Gang of Four:



For lack of a better name, this merry band of drinking buddies is composed of the following characters: Atar-nu, a sometimes centaur, Avatar, a fighter of unparalleled skills at self-injury, Ted Bessel, the elf with a notorious (and enviable) capacity for champagne and general bon vivant, and Kuthayn, the planner responsible for many of the gang's more profitable ventures. They frequently are seen at The Inn of Extreme Fairness, where they refresh themselves and plan many deeds of a philanthropic and/or bogus and/or larcenous nature. Their definition of political neutrality is selling anything to any side with the cash.

Atar-nu:



The least harmful of the crew, or the most, depending on how you look at tanks. Expert at marbles, and good friends with Odin. Throws great parties from time to time. Loves to try armaments, so will frequently buy "choice" items at the

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magic shoppe. It is advised not to be near the testing range when he has done this.

Occasionally cannot be found by most normal beings for the life of them, though Tobias and Pony tend not to have any trouble at this. It is wise to remember that when these three disappear, you should too.

Avatar:

Avatar has never met an enemy (or friend) he couldn't hit eventually. (He once whacked off the arm of the person next to him whilst aiming for someone else...) Because he tends to break things, Avatar carries enough high class weaponry to outfit a medium-sized expeditionary force. He has personally ransacked Klidville on three separate occasions, (at last count), always enjoys a good fight, and he's only lost once.



Ted Bessel:

Probably the gentlest and mellowest of The Four, Ted is a hard core pragmatist, who tries to look at any venture from the basis of A.) how much is the profit? B.) are there any bars nearby? C.) is it entertaining?(or good to eat) D.)does it annoy the powers that be?, and E.) is there absolutely no risk? There are rumors that he and Avatar spent two hundred million GP simply to make trouble for a former customer (now, unfortunately, deceased) that owed them thirty-six million GP. There is a simple message there (if it is true), for those with eyes to see. Never met a good weapon he didn't like. Usually found in a flying lawn chair, sipping champagne and observing the follies of humankind.



Kuthayn:

Not a whole lot is known about this one. He doesn't show up regularly anywhere and there isn't anywhere he can't show up. He can almost fight Swenson to a standstill with a quarterstaff, and is on one-to-one speaking terms with MacNamara. His sword can cut just about anything, and he deals with mages as easily as fighters, peasants as easily as klids, and gnomes as easily as honest folk.



Various Ethelbertville Citizens and Businesses:

Tobias & Pony:

Occasional travel and recreational cohorts of the Gang of Four, Tobias & Pony operate a stable of the same name, where many fine horses are available for rent, as well as first class stabling facilities. Tobias, a small boy often seen in work clothes, is usually in the company of Pony, who is about the size of a small Shetland pony of a rich brown color. The two are nearly inseparable, and frequently are found shooting marbles in their clean, cozy stables.



Mr. S Kleen:

A prosperous local dealer in rare and previously owned merchandise. No one seems to know where his stuff comes from, however. Hm.

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Ralph Rookya:

A jolly Father Christmas sort (if Father Christmas were played by Sidney Greenstreet), he is the jovial owner and proprietor of the Potluck Inn, a terrific place for good gossip, hot tips, & maybe even a cold dagger on the side. His bouncer goes by the name of Lenny Steinbeck, a Scandaharian.



Bartholomew the Banker:

Owner of Bartholomew's Bank, of course. Around 5'6", he looks for all the world like the British actor Robert Moorley. He always wears at least two rings (one on each hand), a necklace with medallion, and a large gold hunter's watch. Loves to carry large amounts of cash.



MacNamara:

Owner and proprietor of the Blue Dragon Inn. A genial little blue runt, he tolerates no funny business in his place, no sirree.

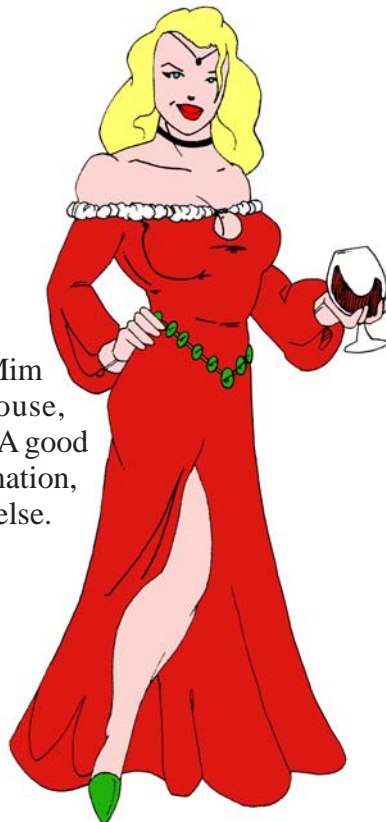


Abdullah the Slaver:

Owner of Abdullah's Slave Market, Peasantown. "Best prices paid for your enemies or friends."

Mad Madame Mim (44-24-36):

Like the gents above, Mim maintains a small house, albeit in Peasantown. A good place to acquire information, and God knows what else.



The Mean Little Kid:

Very little is known about the kid. You will, however, probably have many opportunities to contribute to the fund that exists to reward the person(s) responsible for his demise. Wear your water wings. The Gang of Four is the first group of players to beat the kid at his own game. They drank themselves silly for a month on the reward.



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Doctor Dolittle:

Animal trainer and veterinarian, the Doctor maintains a business in town. Your one stop war dog shop. Kid him about talking to his animals at your own peril. Squire Trelayn runs the shop in town, while the Doctor is usually found at his pet hospital/training center in Peasantown.

George Dragon:

A young gold dragon, offspring of Mama and Papa Dragon, George is usually found on the Island, where he delights in providing guide services for adventuring parties.



Larson E. Pettifogger:

Perhaps the sharpest attorney at law in the city. He can get you out of most any jam. The man can hear a gold piece drop on a shag rug.



Noteworthy Places:

Office of Ethelbertian Affairs (O.E.A.):

All governmental functions except law enforcement and judicial affairs are brilliantly mismanaged by this wide deranging department. Not for the squeamish, or the impatient. Or, some say, for anyone with an ounce of sense or gold, and the desire to keep either. Postal and literary reference services are here as well.

The Court House:

A culture may be judged by its courts. Also housing the Police Department, and headquarters for the S.O.D., this is where you will wake up if you ever run afoul of the riot squad or its brother public services. And while the city government is occasionally dim witted, they have taken the precaution of fitting the jail with magic-proof cells.

The University of Mystical Arts:

The premier school for the study of the arcane ways of the wizard (in the lands of neutrality, at any rate), UMA offers first rate instruction, at a first rate price. It is necessary to attend UMA in order to advance past the 6th level. Allow 1 week per experience level. Examples: 7th level, 7 weeks.

Ethelbert Overland Freight:

Your one stop shipping shop; offering surface, air, and magical transportation of goods, and overland coach travel for people, at very favorable rates.

The Ethelbertville Museum:

Traces the development of the city and its environs from ER 1 to the present day. Admission is free, naturally. Maps, models, books, and various other exhibits of inestimable value. Copies of some of these items can be found at the Museum Curio Shoppe.

The Ice House:

Why a perfectly normal, ordinary icehouse (which is a terrific source for any size order of ice) is so heavily guarded just doesn't make sense.

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The Magick Shoppe:

For a price, it can be had here. For a bigger price, it can be had soon. For more money than you'll ever see, it can be had yesterday. New players are permitted one visit to Bargain Basement; catalogs are available at the desk, and their cost can be applied towards any purchase.



Zigfried Von Blunt, Alchemical Engineer:

The local Alchemist, Zigfried offers many, many economically priced potions, and more than a few God-awful expensive ones, too.

Dwarfcon:

Structures fast, structures right. And structures very expensive. Call them when Orc Inc. has finished, and they'll make everything right as rain. For more money than if they had done the job in the first place. Sometimes, bargains surface here in the form of used and previously owned expeditionary equipment.

Orc Inc.:

When it absolutely, positively must be done inexpensively, incompetently, and utterly on schedule.

Ted and Avatar's Famous Cloakshop:

Without a doubt, the finest cloaks this side of the Empire. You get what you pay for here, no two ways about it. We stand behind what we sell.



The Map Shoppe:

Located in scenic, rustic Peasantown, this is your one stop cartographic shop.



The Elven Opera House:

Also cloaked in the splendors of Peasantown, the Opera House offers live entertainment nightly, with a decided leaning towards the Wagnerian. Ticket prices for the current season range from 1 to 100GP, season tickets from 100 to 1,000GP.

The Farmer's Market:

A bazaar of the bizarre, the market isn't the only thing that you might find out in the fresh, healthful air of Peasantown (Your chitlins springs to mind). Many things can be bought here, including farms.

The Dragon Port:

Arriving and departing air transport utilizes the incomparable terminal that is the Peasantown Dragon Port. Daily departures.

Penny Arcade:

Ably administered by the Gnomes of Zurich, the arcade offers entertaining thrills, chills, and spills, and the opportunity to shoot pool and whatnot amid the cosmopolitan splendor that is beautiful downtown Peasantown.

City Park:

Weary of the hustle and bustle of urban life? Visit the cool green glades of city park, relax among the elements, and generally enjoy life. Ice creams and sorbets are frequently sold by young schoolchildren to raise money for city beautification. As though this city could be any more beautiful...

The Victoria Talltower Memorial Hospital:

The best hospital in town.

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The Guild of Fighters:

It is necessary to train here, or in a fraternal institution, in order to advance in fighting or Ranger skills beyond the 6th level. Allow 1 week of training for each level of experience, i.e. 7 weeks for 7th level, 10 weeks for 10th, etc.

The Church of Hohum:

The Vatican of the Church of Neutrality, the church has one of the finest, most valuable collections of sacred art on the continent. Neutral characters, or those needing the services of neutral clerics, will find whatever they need here, usually for some piddling donation to the church's poor box.

The Church of Law:

While not the headquarters of the church, this is the highest ranking outpost of the church of Law in the lands of neutrality. Think of it as the Diocese of New York.

The Inn of Sleepless Knights:

More expensive than some (make that most), the Inn provides food, beverage, lodging, and entertainment,

all under one mirror. (?) The bartender, a satyr named Pan (surprised?), is possibly the finest mixologist in the lands of Neutrality. Tip him well, and he may play a little music on his pipes for you, and your date.

The Inn of Crunchberry Dreams:

An institution for the comfort, lodging, and otherwise diversion of the fighting person, the Inn is economically priced, and provides quite comfortable (quite comfortable) accommodations. For some reason, fighters, rangers, and certain clerics have been known to order "the special", whenever A.) they are heading into combat in the next couple of days, and B.) Ed, the centaur bartender, is on duty. Famous for parties. Large parties. Large raucous parties. With fireworks.

The Open Air Market:

Adjacent to the Inn of Crunchberry Dreams, the market provides the citizenry of Ethelbertville with many of their day to day needs. A civilized version of the Farmer's Market in Peasantown, it is renowned for the intricate mosaic patterns of its paving stones; you'd have to go to Id to see anything like it.

The Inn of the Gold Dragon:

A popular hangout for off duty members of the SOD, this quiet and efficiently run establishment has very fine lodging, at a very fair price, and the bar has prices fairer still. Renowned for its peaceful and secure atmosphere. They have a standing policy if you can pick up your key, the management will pick up the tab for everything but gambling debts.

The Inn of Extreme Fairness:

The premier hotel in the premier city in the premier lands of the premier continent. Need any more be said? Their cheapest, trashiest hole in the wall room is better than anything else in town.

Elfin Romeo Escort Service:

The professional escort/guide service to Ethelbertville, Elfin Romeo also maintains a shuttle service to the City Zoo. Reasonable rates for all manner of personal services.

The City Zoo:

Not far from Ethelbertville, the City Zoo offers countless educational and entertaining exhibits of a botanous and zoological nature. Obviously, another of the near countless benefits of living in this fair metropolis.



Klid Warlord

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Combat Management:

Unfortunately, even in a peaceful place like Fred's World, sometimes there is no other solution to a problem than duking it out. We are sure that you will try everything in your power to avoid armed conflict, but for that one time in ten thousand when diplomacy fails, here is how we do things downtown

First, though, there are a few definitions that need to be covered:

Initiative: simply put, who goes first? 1 d6 is rolled, and any dexterity modifications either added or subtracted. This number can be negative, as lower is better.

To Hit: a number rolled on 1 d20 to determine whether or not an attack lands on the enemy. Subject to many modifications, and higher is always better.

Saving Throw: the target's opportunity to evade or survive a special attack, usually magical. There are several different kinds, explained in your individual character class supplements, but all use 1 d20 to roll, and higher is always better.

Damage: the amount of damage, in hit points, inflicted by a successful attack.

Strength Bonus: reflects altered damage, in hit points, resulting from unusually high or low strength scores.
Round: a combat round. 10 seconds. Also called an Initiative round.

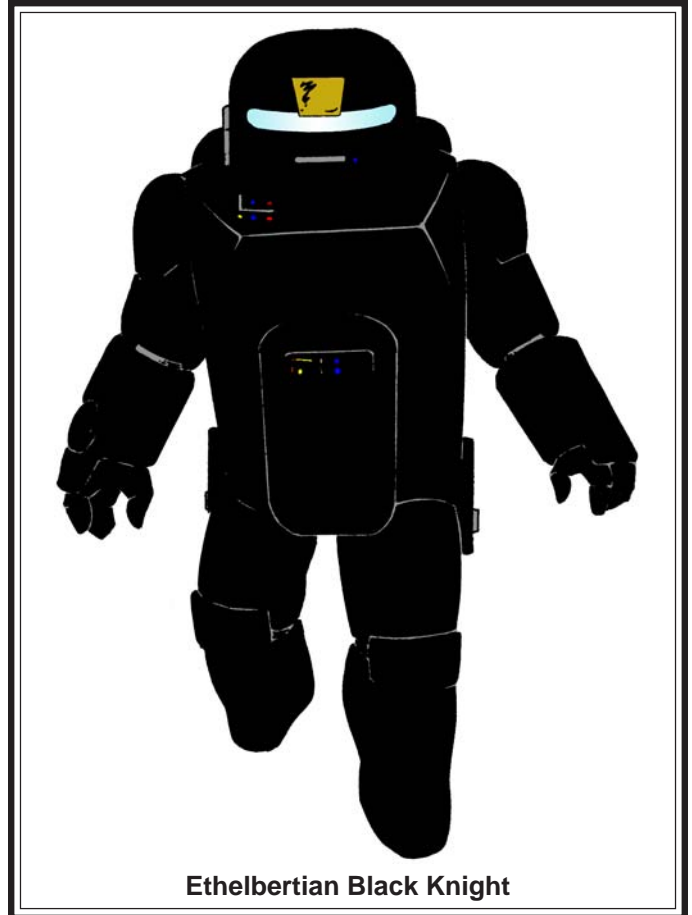
Modified: any die roll resulting from the addition or subtraction of personal modifiers, such as strength bonuses, initiative adjustments, etc. Also called an adjusted roll.

Unmodified: any raw die roll, without adjustments.

Natural: most often, an unmodified roll of 20 on a to hit roll. A very good thing. Can also mean an unmodified roll of 1 on a to hit roll. A very bad thing.

Personal Combat:

Two people are going to fight. The first one, Flavius Maximus Crunchimus (don't look at me I just write what I'm told) is hiding in a tree, waiting for the chance passerby. That role is played by our old hero, MacDuff, happening along. Flavius will get the first attack



because he has set up an ambush, and surprise is always helpful.

Here are their statistics:

MacDuff: 5th lev Fighter, 35 hit points

Strength: 18 (+1 hit, +3 damage)

Intelligence:11

Dexterity: 14 (-1 AC)

Constitution:15

Wisdom: 4

Charisma: 10

Chain Mail, (AC 5, effective AC 4) Bastard sword (1 d6 +2), cookie stone, and 1 Magic Missile scroll.

Flavius: 8th level Fighter, 65 hit points

Strength: 22 (+3 hit, +7 damage)

Intelligence:4

Dexterity: 16 (-1 initiative, -2 AC)

Constitution:15

Wisdom: 3

Charisma: 6

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Chain Mail, (AC 5, effective AC 3) Two handed sword (1 d10), Mk II Broach of Shielding with 80 points used.

Okay. Flavius leaps from his tree, lands behind MacDuff, and swings his sword. He needs to hit AC 4, and his THACO is 17, so he needs a 10 to hit, taking bonuses into account. He rolls an 11, adds 4 for a surprise attack from behind, and ends up with a modified 15. He hits. MacDuff takes 13 points of damage (6 from the 1d10 sword, 7 from Flavius' bonus). The first round is over, and the two characters must now make an Initiative roll.

MacDuff rolls a 2, Flavius a modified 5 (6-1). MacDuff goes first. He opts for his scroll, and opens it up, launching it at Flavius. It blasts Flavius for 26 points of damage (7 d4+7). His broach absorbs 20 points of this damage (its maximum is 100), and passes the other 6 on to its owner. Note that Flavius does not get a saving throw vs. the Magic Missile.

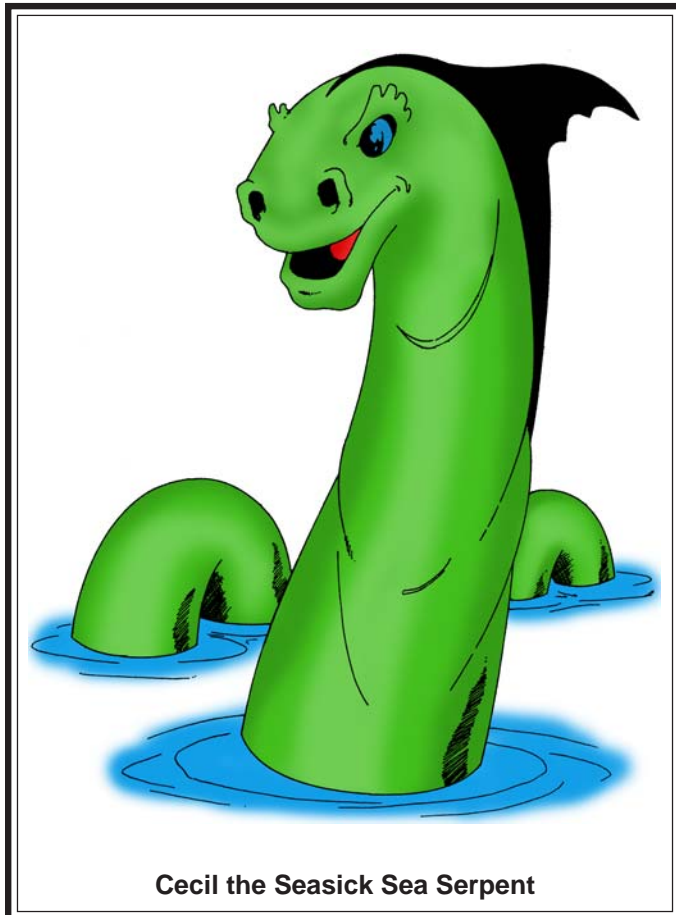
In retaliation, Flavius once again swings. He gets an adjusted 16 (13+3) on his 20 sider, and hands MacDuff another 17 points of damage. Ouch. MacDuff has now absorbed 30 of his 35 hit points, and things are looking grim. The second round is over, time for another initiative roll.

MacDuff rolls a 1, Flavius a modified 2 (3-1). MacDuff goes first. He'd love to run, but can't hope to survive, what with only 5 hit points remaining, so he takes his initiative to draw his sword this will take him the rest of the round. Seeing his chance to finish MacDuff, Flavius swings, rolling a natural 1. On a to hit roll of 1, something bad happens to the attacker. In this case, Flavius jams his sword into the tree that he so recently vacated. Oops. The third round is over.

MacDuff's initiative roll is a 2, Flavius' a modified 3 (4-1). Yes, MacDuff has been very lucky with his initiative. He swings his sword at Flavius, and luck of luck, rolls a natural 20. On a natural 20, damage is automatically doubled, and to hit modifiers are ignored. He rolls 5 on a d6. Add 2 for a total of 7, doubled, for a grand total of 14 points. A good, solid hit. Flavius is very annoyed, and, unable to retrieve his sword, opts to attack this upstart barehanded. He must hit AC 10, when grappling, therefore, he needs a 4 to hit (7 to hit AC 10, -3), and rolls an 11. He hits, and both of them fall to the ground, Flavius' hands on MacDuff's throat. End of round 4.

Since Flavius has pinned MacDuff, there is no initiative roll for this round, and Flavius proceeds to throttle what little life remains, out of MacDuff. However at 0 hit points, MacDuff awakes, high and dry, (and unhurt) outside the Magic Shoppe in Ethelbertville, and his cookie stone is gone. Total elapsed game time, 50 seconds 5 combat rounds.

While there are many other factors, this covers the most important aspects of combat, and your referee can fill in any blank spots.



Cecil the Seasick Sea Serpent

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The Player's Handbook

Folklore and Proverbs from Fred's World:

Well, just a couple more small thoughts, bits, and pieces, and then you are ready to hit the road, and play to your heart's content. Why not learn from the numerous mistakes of others? This is a collection of sometimes random notes, gleaned from many years of player experience, included at the shrill insistence of one of those players. He complains about a lot of other things, too!

For instance. You will be much happier (and live much longer) in Fred's World, if you treat it as a form of reality, within its own context. If you, as a player character (PC) say or do something astoundingly idiotic, the chances are excellent that you will pay for your knavishness. Historic situations include the time some fool said "Beam me up, Spock." Well, by invoking the false god Spock, he quickly earned the wrath of the gods, who roasted the player and party. Stupid, stupid, stupid.

This campaign has been in development since 1968, and as such, reflects the sort of texture and richness that you might expect from any real place. Expect the unexpected, and don't try to mow down every last NPC you meet, as quite a few of them could make a small snack of you. One night, the Gang of Four was camping by an Imperial road some miles out of Ethelbertville, when an intruder challenged them. Rather than respond politely (and humbly), they drew straws and elected Atar-nu as Designated Hitter, who then proceeded to carve a path two miles into the forest a hundred feet wide. When the dust settled, a lone man stood in the middle of it all. Smiling genially, he said "You guys can dish it out pretty good. Can you take it?", and as one, the Gang chorused "NO!" in a loud, if somewhat terrified, voice. The reason they are still alive to-day attests to their ability to think with their feet, rather than their machismo.

If someone quotes you a price for something, don't be too hurt if he or she raises it, when you complain that it's too expensive.

Just because something has a silly name doesn't mean it can't kick your fanny from here to there and back again, solely for its' own entertainment. A fine example of this is the Large Horned Purple Spotted Snorklewhacker. A funny looking and acting creature, it hits for 1d20 when it isn't even trying.

Not all good weapons are edged. One time, while being pursued by a wing of attack helicopters, and a gaggle of Gremlins, Avatar taunted the Gremlins, claiming that they were incapable of knocking the things down. Never ones to ignore a dare, the Gremlins wiped out the entire wing for us. And themselves in the process, but if you wanna make omelets...

You don't need to kill to make money. And everything has a use. Sometimes, you can do quite well by engaging in the buying and selling of rare and unusual merchandise. The gang once sold a set of counterfeit magic books to two different people on the same day. The profits were in the millions. But they would not have made dime one, if they hadn't realized that there is a sucker born every minute.

Always, always, steal from Ethelbert. But not in a traceable fashion. After all, if you can get it off the Island, it is yours.

Getting into the dungeon is child's play. Getting out with a profit is another story. Or four. There are easier ways to make a fortune.

When in trouble with Ethelbert, it is critical to know how to pass the buck. Remember-for every sucker, a scheme. For every mistake, a scapegoat. Tell a lie at your own risk, but make out a will beforehand. Boots were made to be licked. Also, remember—entertaining the authorities, especially the Gods, helps. A lot.

Don't show off. No matter how good you get, there is always someone better, and usually, much better. And some of them are PC's.

Fred's World

The Campaign

Ethelbert does not know the difference between power and finesse. Then again, he doesn't often need to know the difference. This could be the single most useful thing in these pages.

If you come across something counting backwards, it isn't wise to hang about & see what happens at "zero".

Useful phrases: "Yes, sir." "Here, take everything, I don't mind." "No, I didn't." "Yes, I did." "Drop all your weapons, and hand over the loot."

Less than useful phrases: "Hell, that's easy!" "Don't worry, they can't catch us." "You'll never prove that." "Wonder what this does?" "Drop all your weapons, and hand over the loot."

Be careful what you wish for—wishes come true. Not free.

When running away (always a sound plan) know where you're running to (another, still sounder, plan).

What good is loot, if you're not around to spend it?

Your God is your friend (Sometimes you're only friend), and a well timed 911 call can pull your chestnuts from the blaze, now and again.

The banks are well guarded.

You can get a lot more with a kind word and a disintegration wand, than you can with the wand alone.

When dealing with Gnomes, insist on a written contract, and count your fingers after shaking on the deal.

Nobody likes a wise ass. Especially Ethelbert.

You never win a fight with the Boss by going toe to toe. In other words, don't challenge The Boss with a display of your might.

Remember the Golden Rule: Whoever has the gold, makes the rules.

Don't press your luck by selling Ethelbert's stuff back to him.

If you really want to get somewhere, (around town in particular) don't walk.

While Ethelbert's memory for injury is long, sometimes his memory for good turns done him is a bit longer.

Contrary to popular belief, day is no safer than night. Just brighter.

Whatever you must pay, carry a cookie stone.

In this campaign, knowledge is absolute power. It is more profitable to learn than to steal. But if you can manage both, so much the better.

If you need a guide on the Island, you could do far worse than George.

A party that works together will always do better. The Gang of Four, billionaires extraordinaire, did not get that way by being Four Gangs of One.

This game exists to be enjoyed. If it ain't fun, you're probably doing something wrong.

Original thinking is rewarded in this game. Amusing the referee never hurts, either.

Notice that few people own cats. For long. Many don't have the desire to afterwards.

Run when hearing: "Alright, who's got the straws?", "Drizzle drizzle drizzle drome!", "clang clang CLANG CLANG!!", "Press Gang!", "Just sign here!", "incoming!" and, of course, "You guys dish it out pretty good. Can you take it?"

The secret to winning at this campaign is right here.

cave canem.

Fred's World

The Craft of Combat, the Ways of the Forest

being a guide for the Fighter or Ranger

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Fred's World

Proprietary Knowledge for the Fighter or Ranger

Fighter/Ranger Basic Skills Chart

<u>Level</u>	<u>THACO</u>	<u>PPD</u>	<u>PP</u>	<u>SW</u>	<u>DB</u>	<u>SPELLS</u>
1	20	16	17	18	20	20
2	20	16	17	18	20	20
3	19	15	16	17	19	20
4	19	15	16	17	19	20
5	18	14	15	16	18	20
6	18	14	15	16	18	20
7	17	13	14	15	17	19
8	17	13	14	15	17	19

Note: beginning at 9th level, fighters and rangers deliver 2 attacks/round

9	16	12	13	14	16	18
10	16	12	13	14	16	18
11	15	11	12	13	15	17
12	15	11	12	13	15	17
13	14	10	11	12	14	16
14	14	10	11	12	14	16
15	13	9	10	11	13	15
16	13	9	10	11	13	15

Note: beginning at 17th level, fighters and rangers deliver 3 attacks/round

17	12	8	9	10	12	14
18	12	8	9	10	12	14
19	11	7	8	9	11	13
20	11	7	8	9	11	13
21	10	6	7	8	10	12
22	10	6	7	8	10	12
23	9	5	6	7	9	11
24	9	5	6	7	9	11

Notes: Here is an explanation of the terms above, and how to use this table:

Level: Your current level.

THACO: This is an acronym for the words, "To Hit Armor Class Zero". Simply put, your THACO is a way of getting around all those wonderful tables and matrices. A function of your level and class, THACO gives you one "to hit" number to work with in combat situations. By subtracting the armor class that you are attacking from your THACO, you determine your "to hit" roll on d20. As an example, Macduff is duking it out with a creature of AC 4. His THACO, as a 3rd level fighter, is 19. $19-4=15$, the minimum number needed to hit the creature. A negative armor class works the same way, simply subtract a negative number: $19-(AC -5)=19+5=24$.

PPD: Your saving throw vs. Poison, Paralyzation, and Death.

PP: Your saving throw vs. Petrification and Possession.

SW: Your saving throw vs. spells cast via Staves and Wands.

DB: Your saving throw vs. Dragon Breath.

SPELLS: Your saving throw vs. Spells cast by a Magic User

ALL SAVING THROWS ARE 1d20.

Fred's World

The Craft of Combat, the Ways of the Forest

Plants and Berries

One of the benefits of Rangerness is the increased likelihood that you will be able to make use of local herbs and vegetables, for various purposes. Some are listed below.

<u>Plant and/or Special Part:</u>	<u>Use and/or Powers:</u>
Gum Arabic	Tissue repair-close wounds, etc.
Wolfsbane	Making Lycanthrope repellent
Wound-Wart	Antiseptic
Bitter Aloe	Insect repellent
Sweet Aloe	Burn treatment
Amaranth	Anti-hemorrhaging
Ammoniacum	Stimulant
Arrach	Sedative
Hazelwort	Purgative
Ash Bark	Fever reducer-aspirin
Herb Bennet	Anti-weakness tonic/stimulant
Balmony	Tissue builder/strengthener
Beladonna	Poison/painkiller
Birch Bark	Rashes and skin disorders
Felonwort	Reduces inflammation and swelling
Blue Flag Lily	Blood purifier vs. poisons
Bryony	Anti-paralysis
Mudar Bark	Skin leprosy treatment
Gum Camphor	Treatment for bruises, sprains, etc.
Comfrey Root	Treatment of fractures & gangrene
Foxglove	Poison
Dill	Nausea inducer
Figwort	Painkiller
Felwort	Antivenom
Touch-me-not	Itchy skin treatment
Lucerne	A necessary ingredient of strength potions
Plantain	Minor wound curative (1d4)
Poppies	Sleeeep inducer

NOTE: Rangers have the knowledge to properly prepare any two of the above per level of experience. Additionally, these are only a few of the plants found on this planet. Experimentation is encouraged.

Berries: Properties:

Babbleberries	Useful in Comprehend Language potions.
Black and Blueberries	Bushes attack, doing 2d4. Berries can sprout new plants.
Crunchberries	1 supplies all human nutrition/1 day
Deathberries	Highly toxic, highly illegal
FeeFiFoFumberries	Ingredient of Giant Strength potions
Fizzberries	Ingredient of anti-spider foam
Fingleberries	Gives power of flight-varies with ripeness -1d4 rounds/berry.
Gooseberries	Useful to alchemists.
Gorfberries	Useful to Alchemists
Huckleberries	Increase sensory capability.
Midasberries	Useful to magic users.
Pdingleedorfberries	Antibundersnudge capability.
Phinkleberries	An ingredient of Longevity Potions
Piffleberries	Useful for manufacture of Healing Potions
Raspberries	Bushes tease passersby. Berries useful to alchemists.
Resurrectionberries	A component of a potion to stabilize critically ill or wounded persons, until proper healing can be obtained
Strawberries	Horse and animal feed. Flammable.
Thwockleberries	The cause of Snorkelwhackeritis.
Tockleberries	Very flammable, source of Hydrogen.
Toffleberries	Universal poison antidote ingredient (except Deathberry)
Whiffleberry	1 Whiffleberry holds 1 gallon liquid; Whiffleberry juice cures Snorkelwhackeritis. Drives Crunchberry beasts mad. Useful to alchemists.
Yuckberries	Dragon-strength laxative. Highly toxic to humanoids
ZipZamZowie andZwoochberries	Dissolve in any ranger potion; doubles potion's effect/duration

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Proprietary Knowledge for the Fighter or Ranger

Things that Fighters and Rangers often know:

Wood Xanadu bows and arrows are the absolute best, and come in different grades. They function as a magic weapon, but are non-magical, their qualities being a function of craftsmanship. Sometimes, the factory seconds can be had cheaply. Relatively.

For some reason, Abdullah's is best avoided in groups of under 4.

The Boss has better Knights than you do.

Klids are big, but not too bright, and worth about 25 humans in terms of fighting ability. The magic users know a thing or two about evening the odds.

The fighter's guild supplies clean, cheap lodging for members. Do not refer to Swenson as "Swenny".

When bivouacking/travelling in the dense forest, beware of spiders. They are rumored to have their own extensive highway network high in the forest canopy.

Odin is the generic god of the fighting person. Sometimes, he has been rumored to return the dead to life, if they died well, and entertainingly, while calling out to Father Odin. Sometimes. It is known that Odin sends Valkyries to observe battles, and carry off the dead heroes. This does not necessarily mean the dead bad guys, folks.

The Pot Luck Inn and the Inn of the Blue Dragon have been known to offer credit. The fighter's guild has also been known to do the same, to members.

The S.O.D. is not to be trifled with. Ditto the Riot Squad

There is a lot of money in getting rid of the Mean Little Kid.

It never hurts to tithe to your church.

The puppies like fighters. No one knows why. Carry a few snacks for them to stay on their good side.

Mithril armor, pure or alloyed, is superior.

Ted and Avatar's Famous Cloaks are incredibly tough and incredibly light. Well worth the investment.

Trick arrow heads are rumored to exist, that contain magic. No one seems to really know the scoop about these, though.

Famous swordmakers include Swenson, Mandelorean, Cecil, and anything Elvish.

You can usually beat a Purple-No-I'd-Better-Not. They just look scary. But beware of the Blue-What-The-Heck.

Don't bivouac near Bundersnudges.

Spidersilk is rumored to be flammable. Highly.

Anything with a little numeric keypad is best left to the magic users.

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Ranger Tracking Information Yet another of the many benefits of Rangerness is the enhanced ability to track animals and people through varying conditions, with greater accuracy than usually possible. Herewith is a table, that should clarify some of these issues. The base chance for outdoor tracking is 10% per level (50% @5th level, for example), with terrain modifications from table 1.0 as follows:

Soft ground, wet sand or mud:	+20%
Semi soft ground, forests, deep grass:	+10%
Solid ground, rocky surfaces:	no modifications
Solid rock, lava flows:	-50%
Each creature over five in a group	+2%
Each 12 hours of elapse time	-5%
Each hour of rainfall on the trail	-25%
Each hour of strong winds on the trail	-5%
Each hour of snow on the trail	-35%
Tracking at night without lights	-50%
Tracking at night with lights	-30%

Note: Remember that you need rest, and that lights may attract unwelcome attention, as well as advertising your position to your quarry long before you can see it.

Proficiency: Those who are proficient in tracking (see Proficiencies, below) may double or half the appropriate stat above.

Ranger Trapping Information Yet another of those benefits of Rangerness (do they never end?) is that you can generally have better luck trapping than the average schmuck. Here is the deal. There are three basic grades of pelts, Poor, Average, and Best. There is one category beyond these, called Exceptional. **ONLY RANGERS CAN TRAP ANYTHING IN THE EXCEPTIONAL CATEGORY.**

<u>Pelt</u>	<u>Poor</u>	<u>Average</u>	<u>Best</u>	<u>Exceptional</u>
Beaver	1	2	4	8
Ermine	2	4	8	16
Fox	2	4	8	16
Marten	2	4	8	16
Mink	3	6	12	24
Sable	4	8	16	32
Seal	4	8	16	32
Dragon, colored	20,000 and up			
Dragon, metallic	40,000 and up			

Note: the trapping or general killing of metallic dragons, if undertaken in the lands of law or neutrality, is a very risky, albeit lucrative, proposition. If Papa Dragon himself bags you, don't worry about ever seeing the inside of a courtroom...

Processing: Pelts are generally marketed in a form known as the Plu. A plu consists of 100 processed pelts of the same kind, bundled and ready for sale. A trained ranger, working full time, can produce 1 plu/ month. To determine their value roll d6 once per plu. A roll of 1-2 equals Poor quality. A roll of 3-4 equals Average quality, and 5-6 equals Best quality. A Ranger automatically bumps up one category (a Poor becomes and average, and so on), but cannot go above Exceptional. Generally, you can find a market for these products in any city or town, although the larger cities usually offer better prices. Look for commercial furriers, or clothing shops.

Ranger proficiencies, non weapon

Like other classes, Rangers have a few skills that other people don't. Herewith is a brief list of these accomplishments. For every 3 levels of experience, you may add ONE of these proficiencies, or add a plus to one of your current proficiencies. As a starting character, you will have 2 of these proficiencies. All proficiencies are based on the roll of d6. You must roll 1d6 to an equal or lesser amount than your given proficiency, for the attempt to be successful. For example, a character with a proficiency of 3 in Animal Lore must roll a 1, 2, or 3 in order to gain any information.

R-1 Alertness: Simply, how difficult is it for you to be surprised? Conversely, how easy is it for you to surprise someone else? Unlike the normal progression, if you have no proficiency ("0") in this department, you have a base chance of 1 in 6 to avoid being surprised. With a proficiency of "1", this increases to 2 in 6. A "2" would give you 3 in 6, and so on.

R-2 Animal Lore: What do you know about the creatures with which you share this lovely planet? I. E., is it interested in killing you and if so, what is its

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Proprietary Knowledge for the Fighter or Ranger

preferred method? For each level of animal lore proficiency, you gain one on a d6 to correctly interpret the signs that creatures are giving you.

R-3 Bow/Fletching: Wood Xanadu is a Ranger. For each level of proficiency, given proper materials and a successful proficiency check, you can crank out one bow and 20 arrows per month. At the sixth level of Bow/Fletching proficiency, the arrows become +1. At the 7th level of proficiency, the arrows become +2, and so on.

R-4 Direction Sense: Working above or below ground, this makes it a good deal more difficult to become lost. The standard progression applies. For total darkness (a cave or starless night), add 3 to your roll. If you have been teleported, dimension doored, or magically transported in any fashion, you will be totally disoriented until you come across something familiar to get a bearing from.

R-5 Endurance: A person with this proficiency can last longer, physically, than someone who doesn't have this, in the performance of physical tasks. You can run or sprint twice as long as someone else, without a longer recovery period. NOTE: A character either has this proficiency, or does not have it, there is no progression.

R-6 Firebuilding: Building fires! Enables the holder to start a fire without a Mk I fire kit, or enables someone with the fire kit to build a fire in half the time. Also allows persons so endowed to start fires from materials that are less than completely dry.

R-7 Fishing: For all those times when a little rainbow trout would be nice, this adds to a character's chances to successfully catch fish. For each level of proficiency, you can catch fish sufficient to feed 3 people (as opposed to 1), as well as determining whether or not the stream or lake is even worth your time. NOTE: A character either has this proficiency, or does not have it, there is no progression.

R-8 Foraging: Like it's cousin, Fishing, this enables

the holder to locate twice as much food of a vegetable nature in the same amount of time, as well as knowing that there is no point in looking in a certain area. NOTE: A character either has this proficiency, or does not have it, there is no progression.

R-9 Healing: Through pure skill, the holder of this proficiency can immediately restore 1d4 in hit points to an injured / wounded person. Using any of the commercially available first aid kits (see your player's handbook), make that 2d4. Not a lot, but it might just be enough. To intelligently use any of the special plants or berries listed above, the Ranger must be proficient in both Healing and Plant Lore.

R-10 Hunting: Foraging for things that walk and taste good grilled, with a little butter sauce. You must work alone here (or with another Ranger, preferably one who is also proficient in this skill), rather than directing others. You can feed 6 people, if successful, as well as know whether or not there is any game to be hunted in the first place.

R-11 Plant Lore: A prerequisite for safe and successful berrying, this skill enables the holder to have a better chance of knowing the useful, pleasant, or dangerous applications of various bits of vegetation. For each level of skill, you may learn twice as much as before. A Ranger with a zero proficiency knows any two plants on the above list per level of experience. A proficient person gains twice as much knowledge. For example: a 6th level Ranger, non proficient in plant lore will know about 12 plants. The same person with one proficiency level knows 24 plants. Two levels would give him

R-12 Rope Work: More than simple noose-making, this enables the proficient person to escape being tied up, when successful, as well as build rope bridges and construct charming potholders and attractive placemats for your church rummage sales. Additionally, it enables the holder to construct rope and rope-like things (twine, bowstrings, etc.) from native plants, if the materials are available. In the case of escape artistry, you roll your proficiency check at plus 3.

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R-13 Running: Useful for running away. Can be added to Endurance to allow you to run four times longer than an untrained person. Or, by itself, it allows you to run or sprint (at your normal rate) for twice as long, with the normal rest period. NOTE: A character either has this proficiency, or does not have it, there is no progression.

R-14 Tracking: All Rangers are blessed with a certain amount of innate tracking skill, as explained by the table, above. Those who are proficient, double their skill on a successful proficiency check. NOTE: A character either has this proficiency, or does not have it, there is no progression.

R-15 Trapping: While all rangers have certain trapping skills (see the above table), those who are proficient add 1 plu/month for each successful proficiency check. Tracking can also double the plues/month, when successful. Therefore a Ranger with one proficiency in Trapping can produce 2 plues/month. If he or she adds their Tracking skills to this, it becomes 4 plues/month.

R-16 Wine: It is a little known fact that Rangers produce some of the finest wines and spirits this side of the empire. For each level of proficiency, the holder can produce an alcoholic beverage of roughly twice the value and potency of the non-proficient. Additionally, since you are doing all this wine producing, you subtract 15% / level of proficiency from your chances of becoming inebriated.

Fighter proficiencies, non weapon

Like other classes, Fighters also have a few skills that other people don't. Herewith is a brief list of these accomplishments. For every 3 levels of experience, you may add ONE of these proficiencies, or add a plus to one of your current proficiencies. As a starting character, you will have 2 of these proficiencies. All proficiencies are based on the roll of d6. You must roll 1d6 to an equal or lesser amount than your given proficiency, for the attempt to be successful. For example, a character with a proficiency of 3 in Direction Sense must roll a 3 or less in order to successfully travel without becoming lost.

F-1 Alertness: Simply, how difficult is it for you to be surprised? Conversely, how easy is it for you to surprise someone else? Unlike the normal progression, if you have no proficiency ("0") in this department, you have a base chance of 1 in 6 to avoid being surprised. With a proficiency of "1", this increases to 2 in 6. A "2" would give you 3 in 6, and so on.

F-2 Animal Handling: This proficiency enables the character to properly care for pack animals, as well as those animals that fighters are accustomed to dealing with, war dogs, horses, etc. It allows the proficient to calm excited animals, preventing them from running amok. The non-proficient player must roll 1 or less in order to do this, while the proficient character gains 1



Elven Archer

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point per level of proficiency. (2 or less at 1st, 3 or less at 2nd, etc.). Also, this proficiency enables the fighter to care for wounded creatures of a similar nature, permitting the restoration of 1 d6 hit points / creature /week, only for non player creatures.

F-3 Blind Fighting: Those proficient in this arcane skill attack at -2 (as opposed to -4) when fighting in darkness, while blinded (magically or otherwise), or versus invisible opponents. Upon reaching the 12th level, the proficient character can detect the

F-4 Direction Sense: Working above or below ground, this makes it a good deal more difficult to become lost. The standard progression applies. For total darkness (a cave or starless night), add 3 to your roll. If you have been teleported, dimension doored, or magically transported in any fashion, you will be totally disoriented until you come across something familiar to get a bearing from.

F-5 Endurance: A person with this proficiency can last longer, physically, than someone who doesn't have this, in the performance of physical tasks. You can run or sprint twice as long as someone else, without a longer recovery period. NOTE: A character either has this proficiency, or does not have it, there is no progression.

F-6 Firebuilding: Building fires! Enables the holder to start a fire without a Mk I fire kit, or enables someone with the fire kit to build a fire in half the time. Also allows persons so endowed to start fires from materials that are less than completely dry.

F-7 Hunting: Foraging for things that walk and taste good grilled, with a little butter sauce. You must work alone here, rather than directing others. You can feed 6 people, if successful, as well as know whether or not there is any game to be hunted in the first place.

F-8 Military Skill An extremely useful proficiency, Military Skill allows the player character to do many things. There are several levels of skill:

1st: Identification of military units at long range, coupled with knowledge of their strengths, common tactics, and normal equipment.

2nd: Add detailed weapons identification, to include type and potential damage of any weapon, as well as weapons lore: who makes the good stuff, and what it is worth.

3rd: Add the ability to manage up to 10 non-proficient characters in tactical situations. This adds 1 to all saving throws except cast spells, and the group functions on the leader's initiative roll. Effectively a Sergeant, this person can charge the appropriate fees for mercenary duty.

4th: As above, but up to 100 people, +2 to all saving throws except cast spells, and all 100 persons move on the leader's initiative. Effectively a Captain, this person can charge the appropriate fees for mercenary duty.

F-9 Riding, Land based: Characters with this skill can conduct combat while mounted, guiding their mount without the use of their hands, and able to safely jump obstacles (2 3 ft. high or 12 ft. wide), take evasive action, etc. A group of characters with this proficiency can function as a cavalry unit. A character having at least 4 levels of Riding proficiency can train horses or similar animals to function as war horses. Additionally, any fighter possessing at least 4 levels of Riding may attend the UMA workshop in Air Combat Maneuvering, to gain the first level of Riding, Air based.

F-10 Conspicuous Consumption: Upon reaching the 12th level, all Fighters become proficient in drinking and eating and making general pigs of themselves. Characters blessed with this proficiency will take twice as much alcohol to become inebriated, and, when inebriated, fight without any penalties whatsoever, for the first 10 combat rounds. Additionally, those so proficient can actually behave themselves when the occasion warrants, and not embarrass a party with their ill manners. Characters beyond the 15th level additionally add 25 to their Phur Phactor, while drunk.

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The Sorcerer's Friend

Everything the Magick-User needs to know. Well, almost.

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Magic-User Basic Skills Chart

<u>Level</u>	<u>THACO</u>	<u>PPD</u>	<u>PP</u>	<u>SW</u>	<u>DB</u>	<u>SPELLS</u>
1	20	14	13	11	16	17
2	20	14	13	11	16	16
3	20	14	13	11	16	15
4	20	14	13	11	16	14
5	20	14	13	11	16	13
6	19	13	12	10	15	12
7	19	13	12	10	15	9
8	19	13	12	10	15	9
9	19	13	12	10	15	9
10	19	13	12	10	15	9
11	18	12	11	9	14	8
12	18	12	11	9	14	8
13	18	12	11	9	14	8
14	18	12	11	9	14	8
15	18	12	11	9	14	8
16	17	11	10	8	13	7
17	17	11	10	8	13	7
18	17	11	10	8	13	7
19	17	11	10	8	13	7
20	17	11	10	8	13	7
21	16	10	9	7	12	6
<i>Note: beginning at 21st level, magick users deliver 2 attacks/round, non cast</i>						
22	16	10	9	7	12	6
23	16	10	9	7	12	6
24	16	10	9	7	12	6

Notes: Here is an explanation of the terms above, and how to use this table:

Level: Your current level.

THACO: This is an acronym for the words To Hit Armor Class zero. Simply put, your THACO is a way of getting around all those wonderful tables and matrices. A function of your level and class, THACO gives you one "to hit" number to work with in combat situations. By subtracting the armor class that you are attacking from your THACO, you determine your "to hit" roll on d20. As an example, MacDuff is duking it out with a creature of AC 4. His THACO, as a 3rd level mage, is 20. $20-4=16$, the minimum number needed to hit the creature. A negative armor class works the same way, simply subtract a negative number: $20-(AC-5)=20+5=24$.

PPD: Your saving throw vs. Poison, Paralyzation, and Death.

PP: Your saving throw vs. Petrification and Possession.

SW: Your saving throw vs. Staves and Wands.

DB: Your saving throw vs. Dragon Breath.

SPELLS: Your saving throw vs. Spells cast by a Magick User

ALL SAVING THROWS ARE 1d20.

Spells and Spell Points:

As a magick user, your spells are, quite literally, your life. And frequently, the lives of your comrades as well. Know, then, how to use your power. Once per day, at midnight, the Galactic Gotcha Gong sounds. This signifies that all magick users and clerics have now received their day's supply of spell points. To cast any spell, you need only know the following: First, do you know the spell at all? If you don't, forget it. If

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you do, is it in memory (see your Player's Handbook for Intelligence modifiers affecting the number of spells that you can keep in memory.), available for immediate use? If so, you will spend the rest of a given round casting it. If not, it will take you 1d4 rounds to extract and cast it from your spell book. There are no material components, only verbal/somatic. There is no recovery of spell points through rest. You either have the points or you don't. It is extremely important to keep careful track of expended spell points, because when you are out, you are out. Overcasting beyond your supply is very hazardous, and something (perhaps this very sentence) urges you not to attempt it.

Each spell of the first through sixth level requires one spell point per level of spell per casting. How you mix up levels of magick is entirely up to you; the only restrictions that apply are the ones detailed above. Note also the restrictions upon the levels of magick that you are taught as a function of your experience level. This information is also in your Player's Handbook, with your character advancement matrix.

Master Spell List

Herewith follows a list of the names of all known spells. They are identified by name only. For detailed information, please see the spell's entry.

1st Level:

Alarm, Bumbershoot, Burning Hands, Charm Person, Comprehend Language, Detect Magick, Enlarge, Erase, Featherfall, Hold Portal, Light, Magick Missile, Mending, Moo, Protection from Evil Mk I, Read Magick, Reveille, Rock, Shield, Shocking Grasp, Sleep, Spider Climb

2nd Level:

Alum, Bush, Continual Light, Condense, Copy, Darkness Mk. 1, Detect Evil, Detect Invisibility Mk 1, ESP, Invisibility Mk 1, Knock, Levitate, Locate Object, Neatness Counts, Shatter, Sleepytime Comfort, Sou'wester, Stinking Cloud, Strength, Web, Wizard Lock

3rd Level:

After You, Clairaudience and Clairvoyance, Dispel Magick Mk 1, Exit, Explosive Runes, Fireball Mk 1, Fly, Fumigate, Haste, Hold Person, Ice Ball, Infravision, Invisibility 10 ft. Radius, Lightning Bolt Mk 1, Miss Me, Phantasmal Force, Protection from Evil, 10 ft. Radius, Protection from Normal Missiles, Slow, Teatime, Tenting To-night, Thingamabob, Tree, Water Breathing



4th Level:

Charm Monster, Comfort Control, Confusion, Dig, Dimension Door, Fear, Firetrap, Fumble, Hallucinatory Terrain, Minor Globe of Invulnerability, Polymorph Other, Polymorph Self, Protection from Normal Weapons Mk. II, Remove Curse, Wall of Fire, Wall of Ice, Wizard Eye

5th Level:

Animate Dead, Cloudkill, Cone of Cold, Conjure Elemental, Contact Other Plane, Feeblemind, Halt!, Hold Monster, Passwall, Telekinesis, Teleport, Rock to Mud, Value, Wall of Iron or Stone

6th Level:

Anti Magick Shell, Cataclysm, Control Weather, Death, Disintegration, Enchant, Fear Mk II, Geas, Invisible Stalker, Project Image, Stone to Flesh, Vapor of Death

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Proprietary Knowledge for the Magic-User

Information that Magic-Users often know:

The uses of Gems and other Magickal materials
Many gems have interesting and/or useful properties. Here is a list of known ones...

<u>Type of Gem</u>	<u>Property</u>
Amethyst	Chaotic Magick-any
Blue Sapphire	Lightning
Cat's Eye Agate	Delusion and Illusion spells
Chrysophase	Invisibility
Diamonds-blue	Regeneration
Diamonds-white	Regeneration
Dragon Flakes	Necessary for spell creation
Dragon Syrup	Necessary for spell creation
Hematite	Healing spells
Jade	Gas spells
Moonstone	Protection vs. Lycanthropy
Obsidian	Fire resistance
Onyx	Death and Disintegration spells
Pearl	Cold spells
Ruby	Fire based spells
Scrimstone	Necessary for spell creation (various colors)
Star Sapphire	Protection spells
Sunstone	Protection vs. Undead spells
Tiger' Eye Agate	Protection vs. drugs and alcohol
Turquoise	Neutralize poisons

*Note: The gem alone does not have these powers.
This list is of more use for identifying mysterious artifacts.*

Metals

The only metal really worth our consideration here is Mithril. Mithril is either pure (rare), or alloyed with silver or gold. Magickally speaking, pure Mithril is the most powerful, followed by Mithril Gold, and Mithril Silver. The approximate values of these metals, relative to gold, are: Pure Mithril, 100 times; Mithril Gold 50 times; Mithril Silver, 10 times. Magickally, pure Mithril is worth far more than 100 times the value of gold. Aligned Mithril, whereby the individual molecules have been magickally polarized, is worth even more, magickally. Pure Mithril is the only metallic armour that a Magick User may wear. And it conveys great power to the wearer. Be very wary of tangling with

anyone wearing the stuff; they had to be very, very good to get it in the first place.

Berries and Whatnot i.e Flora

Like gems and metals, many berries and other natural substances can be put to great use. Here is a brief list.

<u>Type of Berry</u>	<u>Property</u>
Babbleberries	Useful in Comprehend Language potions
Black and Blue berries	Bushes attack passersby, doing 2d4/round. Berries are a source of new plants
Crunchberries	1 supplies all human nutrition/1 day
FeeFiFoFum berries	Ingredient of Giant Strength potions
Flingleberries	Gives the power of flight; varies with ripeness; 1d4 rounds/berry
Gooseberries	Plants honk like geese at passersby
Gorfberries	Used in Invisibility potions
Huckleberries	Increases sensory capability, at the questionable cost of your singing voice
Midasberry	Longevity spells
Phinkleberries	An ingredient of Longevity Potions
Piffleberries	An ingredient of Healing potions
Raspberries	Bushes tease passersby. Berries useful to alchemists, and a prime ingredient of Haste potions
Strawberries	Horse and animal feed. Flammable
Tockleberries	Very flammable; source of Hydrogen
Toffleberries	Universal poison antidote ingredient (except Deathberry)
Whiffleberries	Juice (1gal./berry) cures Snorklewhackeritis
Yuckberries	Dragon strength laxative. Highly toxic to humanoids
ZipZamZowieand Zwoochberries	Dissolve in any ranger potion; doubles potion's effect/duration

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More Things that Magick Users Know:

There are, in any culture, little tips, hints, and bits of experience that get passed from generation to generation. Here are some of them, in no particular order:

Many a laugh will be had by addressing The Great Swenson as "Swenney". Even better if there are several of you, especially some fighters.

Leave the SOD and Riot Squad alone. If you must, get a fighter to deal with them.

The puppies are usually vulnerable to Sleep spells. It is usually smarter to knock them out than off.

Ted and Avatar's Famous Cloaks are worth the money.

Tell the truth to Ethelbert, but only if he asks.

Anything with a little numeric keypad is best left to the fighters.

The University's trash cans can be very interesting.

Peasantowne can be very dangerous. Don't go alone, and put a good fighter on point.

The Magick Shoppe buys previously owned magickal merchandise. They will also, for a fee, tell you what something is and how to use it.

The Gnomes run a terrific bank. For a price. They will also buy just about anything, or find you a buyer. Again for a price.

Things that are purple are usually chaotic or some other way troublesome.

Speaking of color: things often have a color code. The code is consistent. Red=fire, blue=lightning, black=death, white=life, and so on.

There are other continents.

Stay out of The Ruins of Roo.

Klids, being reptilian, do not react well (or react splendidly, depending on your situation) to cold of any kind. It slows them down, and can even knock them out.

Whatever the price, always carry a cookie stone.

Ethelbert may or may not have more knowledge than you, but he sure as hell has more power than you do.

Nihliss are racially 100% magick proof, either as long as they wish to be, or are awake. They aren't terribly fond of us, either.

Avoid Abdullah's in small groups; say, less than four.

Thieves love to jump from above in Peasantowne. Or most other places, for that matter.

Be very careful with Ether Eggs or Yelly Beans.

Beware of (and be unfailingly polite to) Pookas.

The UMA will teach individual spells, for a price, usually 10,000GP/level of spell. This service is also available from numerous other sources, for numerous other prices, and numerous other reliability levels.

There is a person called the Wish Wizard, who lives somewhere beyond The Rift.

Somewhere to the north, speaking of wishes, is The Wishing Well.

It never hurts to tithe to your church.

Famous names in magick include Ethelbert, The Wizard of Oz, The Wish Wizard, The Wizard of Id (ask him about his earring!), and Lohengrin.

Avoid random teleports!!!

When a city or area is under interdiction, do not attempt teleportation as well.

Trillabits are useful lab animals, and edible, too. The same might be said of moronic fighters, although they don't, as a rule, cook up quite as nicely.

Avoid Gremlins!!!

Blue gold is extremely valuable, but it can be hard to find a buyer.

Alcohol can be useful against giant spiders.

Directly carrying more than 10% of your encumbrance in non-mithril metals is not the best of ideas, especially if you like to cast spells.

Fred's World

Proprietary Knowledge for the Magic-User

Magick User proficiencies, non weapon:

Like other classes, Mages have a few skills that other people don't. Herewith is a brief list of these accomplishments. For every 3 levels of experience, you may add ONE of these proficiencies, or add a plus to one of your current proficiencies. As a starting character, you will have 3 of these proficiencies. All proficiencies are based on the roll of d6. You must roll 1d6 to an equal or lesser amount than your given proficiency, for the attempt to be successful. For example, a character with a proficiency of 3 in Animal Lore must roll a 1, 2, or 3 in order to gain any information.

M-1 Alertness:

Simply, how difficult is it for you to be surprised? Conversely, how easy is it for you to surprise someone else? Unlike the normal progression, if you have no proficiency ("0") in this department, you have a base chance of 1 in 6 to avoid being surprised. With a proficiency of "1", this increases to 2 in 6. A "2" would give you 3 in 6, and so on.

M-2 Animal Lore:

What do you know about the creatures with which you share this lovely planet? I. E., is it interested in killing you and if so, what is it's preferred method? For each level of animal lore proficiency, you gain one on a d6 to correctly interpret the signs that creatures are giving you.

M-3 Cooking:

It is a well known fact that Magick Users are among the most formidable chefs this side of the Empire. This proficiency is why. And you know, if you know how food is supposed to taste, might you not be a little better equipped to know when something tastes a little odd, for whatever reason?

M-4 Direction Sense:

Working above or below ground, this makes it a good deal more difficult to become lost. The standard progression applies. For total darkness (a cave or starless night), add 3 to your roll. If you have been teleported, dimension doored, or magickally

transported in any fashion, you will be totally disoriented until you come across something familiar to get a bearing from.

M-5 Etiquette and Protocol:

Always useful at court, or any other time that the Fighters are likely to get you into trouble with their boorish behavior. For each level of this skill, add 10% to your reaction adjustment (see Charisma Modifiers), when specifically called for. Failed attempts subtract one half that amount from your base. Also, for each level, add 10 points to your Phur Phactor.

M-6 Fighter Weapons School:

The UMA offers this month long workshop to Magick Users of at least 12th level. They are taught basic and advanced techniques of aerial interception, evasion, and combat; as well as air to ground combat, and an introduction to ground to air evasion and threat management. This enables them to successfully handle state of the art flying beasts for travel, recreation, or simple peasant stomping. All six members of the UMA Luftkopffe precision strafing flying group teach at this workshop, informally known as the Dogfighter program.

M-7 Magick Recognition:

Persons proficient in Magick Recognition are able to identify magickal artifacts, and have a much better chance at figuring out unknown spells, operating unfamiliar devices, and so on. A combination of Magickal History, and the improvised munitions/field expedient explosives handbook, this skill could greatly increase your odds of survival in unfamiliar magickal environments. A person must first possess at least 3 levels of Alertness, before the first level of this skill can be sought. For each level of expertise, add 10% to your ability to puzzle out (and make use of) unknown magick, and add 1 to your saving throw vs. magickal traps.

M-8 Plant Lore:

This allows the mage to successfully identify, harvest, and prepare plants, fruits, vegetables, etc., for magickal or non magickal purposes. This also enables them to garden successfully.

Fred's World

The Sorcerer's Friend

Cantrips - 1/10 Spell Point Per Casting

Minor spells, Cantrips accomplish a variety of day to day tasks, and have tiny offensive/defensive capabilities. They are mostly utilitarian, and cost 1/10 of a spell point per use.

Blue Light

Area of Effect: 3" sphere

Supplies light that casts no reflections, does not affect infra or ultra vision. Illuminates 5' Range. Lasts as long as it is being controlled.

Chill

Area of Effect: 1 ft. cube (will not affect any living things)

Lowers the temperature of the desired object by up to 40 degrees, or to freezing, whichever happens first.

Clean

Area of Effect: 4 yds.2

Cleans floors, windows, dishes, etc., but not laundry.

Dry

Area of Effect: 1yd.3

Removes dampness. Dries herbs and clothing, etc.

Flavor

Area of Effect: 1 Object up to 3lbs.

Imparts better flavor to foods. Does not revive spoiled food, or purify food or drink.

Exterminate

Area of Effect: 1 Small creature up to 5lbs.

Zaps 1 thing. Includes magically shrunken creatures, but does not include polymorphed creatures.

Fire Finger

Area of Effect: 6" jet of flame

Useful for lighting fires and lamps, etc. Lasts for 6 seconds, and is only hot enough to light combustible objects—this is not a cutting torch. Sorry.

Gather

Area of Effect: 1 yd.2

Separates objects from a pile. Will not remove toxins or suspended particles from food, beverages, or water. Will pull specified gems out of a treasure pile, and the same with coins, etc. It will affect magical artifacts. Weight limit within area of 5GP/use. With practice, weight limit can be raised through the use of greater power. Doesn't affect living objects.

Shine

Area of Effect: 1 object max 150lbs., non living.

Provides a mirror-bright shine to things capable of having a mirror-bright shine. Armor, tabletops, windows, and so on. Removes tarnish, rust, and corrosion, and can be used to raise the value of items like coins and jewelry.

Spice

Area of Effect: 1 Object, max 5 lbs., non living.

Adds the flavour of herbs and spices to food and drink. Will not decontaminate these things, but will mask bad flavours.

Stitch

Area of Effect: 2-20yds. of material, inversely proportional to material's density.

Magically sews cloth or leather. Make or repair clothing. Not disrupted by Dispel magick.

Sweeten

Area of Effect: 1 Object, up to 5 lbs., non-living

Sweeten food or beverage.

Tie

Area of Effect: 1 Object, up to 5 lbs., non-living

Ties knots in thread, string, rope, or cable. Will tie to another object within 1' of the object. Does not restore rope, but will tie pieces together.

Warm

Area of Effect: 1 ft.3 non-living.

Raise temperature by 40 degrees, to a maximum of 72 degrees.

Wrap

Area of Effect: 1 yd.3 non-living

Magickally wraps things up. Creates a strong and sturdy wrapping appropriate to the object being wrapped. Affected by Dispel Magick.

Notes:

A Cantrip takes as long to create/learn as 1st level spell. It is often easier to purchase, rather than create, new ones. The commercially available Cantrips run the gamut from simple, to surprisingly sophisticated for such a silly little thing. It is assumed that the starting character has all these Cantrips—the individual is welcome to create others.

Fred's World

Proprietary Knowledge for the Magic-User

First Level Spells - 1 Spell Point Per Casting

Alarm

Range: 1"

Duration: 1d6+2+1hrs. per level

Area of Effect: 20'2/level

Effect: By casting this spell, an area is sensitized. Any living creature entering this area of greater than 3 pounds weight causes a large gong to sound that can be heard by all within a 60'r. The alarm can be triggered by flying creatures, ethereal creatures, invisible creatures, etc, as long as they are alive. Does not respond to undead creatures of any kind. Best used on limited access areas to prevent false alarms.

Bumbershoot

Range: Touch

Duration: 1hr./level

Area of Effect: Personal

Effect: Providing protection from the elements, this spell affects one person at a time from small scale natural phenomena. This works only from the waist up. When pondering this spell's application(s), ask yourself "would an ordinary umbrella stop this?" If the answer is yes, this is what to use. It is not a shield spell.

Burning Hands

Range: 3 ft.

Duration: 1 rnd.

Area of Effect: 3 ft. 120 Degree arc

Effect: This creates a wedge of flame 3ft. long in front of the caster. It inflicts 1pt. of damage per level of caster, on anything that falls within this area. Combustible objects will ignite, and recipients are not permitted to make a saving throw.

Charm Person

Range: 12"

Duration: Special

Area of Effect: 1 person

Effect: Through the use of this, the caster may implant powerful suggestions in an individual. Direct suggestions of suicide are not included, but there are many other useful applications of such a spell. If you try things like "Our little party would like to buy you

a drink, but have no money. Why don't you be a sweetheart and show us your hoard." rather than "Hand over all your money and valuables, idiot!" will usually have a better chance of producing the desired effect.

Comprehend Language

Range: Touch

Duration: 5 rnds/level

Area of Effect: 1 person or thing

Effect: This will translate written or spoken language into something you understand, provided that the person who taught you the spell could personally translate the same thing. The effects are additive through successive generations of teachers, with obvious benefits—get an old version.

By reversing the spell, encryption is possible. To read such an encryption would require a Comprehend Language spell cast by the original caster, or the use of Read Magick by another person.

Detect Magick

Range: Personal

Duration: 2 rnds/level

Area of Effect: 1" x 6" area

Effect: This spell is cast upon oneself. Under its effect, all magickal items, beings, etc., glow with a level of intensity proportional to its amount of enchantment. This glow is visible only to the caster in most situations, and can be sufficiently bright to temporarily blind the user. Not to be casually used.

Enlarge

Range: 1/2" per level

Duration: 1 turn/level

Area of Effect: A single creature or object

Effect: To make something bigger, to a degree, enlarge it. Each casting increases the size and weight of the target by 10%, to a maximum of 200%. So, a six foot high human would become eighteen feet tall at the maximum (20 castings). This spell is reversible, trimming 10% per casting. With living things, you must exercise caution, as it will effectively shorten the lifespan of the target. The amount is highly variable, and it is cumulative. Reversing Enlarge will not add to the target's lifespan.

Fred's World

The Sorcerer's Friend

Erase

Range: Touch

Duration: Permanent

Area of Effect: 1 object

Effect: This spell removes all writing, magickal or non, from an object. It is not hidden, it is gone—a Dispel Magick will not restore the erasure. If the object is protected with trick writing, such as explosive or disintegrating writing, these will be triggered by this spell. It will not erase foot or fingerprints, only writing.

Featherfall

Range: 1"/level

Duration: 1 rnd./level

Area of Effect: 1 person or object, maximum 6,000GP weight

Effect: Good for slowing the fall of people or things. The target falls at a maximum rate of 10 ft./turn While it has the effect of nullifying gravity, it does not negate weight—a 200lb. person still weighs 200lbs., they just fall more slowly.

Hold Portal

Range: 2"/level

Duration: 1rnd./level

Area of Effect: 80 ft.2/level

Effect: This spell magickally locks and holds a door, gate, panel, etc. It can be broken down with sufficient force. Whatever would ordinarily beat open the locked object will defeat the spell, as will Dispel Magick or Knock.

Light

Range: 6"

Duration: 1 turn/level

Area of Effect: 2"Range globe

Effect: The light spell magickally creates a sphere of light that can be seen by anything that senses the human visible spectrum, as well as infra and ultra vision. Creates light equivalent to a torch, but uses no oxygen. It can be cast on objects.

Magick Missile

Range: 6"+1"/level

Duration: none

Area of Effect: 1 or more things in a 10 ft.2 area

Effect: One of the best, Magick Missile is the magick user's range weapon. Each MM does 1d4+1 of damage on the target. The caster gains one missile for every two levels of experience. For example, 1 @ 1st, 2 @ 3rd, 3@5, and so on. If you see it, and it is in range, you can hit it. Living targets must save vs. spells or take the appropriate damage.

Mending

Range: Touch

Duration: Permanent

Area of Effect: 1 object

Effect: This spell repairs material objects with small breaks. It will not fix anything magick, or anything large. This does minor repairs to wood, metal, leather, and so on. It doesn't heal injuries, repair destroyed castles, or replace runways, etc. This isn't the Red Cross.

Moo

Range: maybe

Duration: who can say?

Area of Effect: I haven't the faintest

Effect: Perhaps the single most bizarre first level spell, Moo is a last-ditch-oh-well-we-are-gonna-die-anyway-so-what-the-hell spell. By casting this you receive, for 1 lowly spell point, a randomly (by the referee) selected spell. This may be a first level spell, a two hundredth level spell, or anything above, below, between, or beyond that. And you have no way of knowing ahead of time. It is generally not something to fool about with. It can be enormously powerful. Except when it isn't.

Protection from Evil Mk I

Range: Touch

Duration: 2 rnd./level

Area of Effect: 1 Person or creature

Effect: By casting this spell, one is protected from evil influences, to a degree. A 1ft. r. surrounds the protected creature and totally prevents bodily contact by a conjured or magickal creature. Attacks from the bad guys are at -2 to hit, and saving throws vs. the bad guys are at +2. "Evil" in this case is defined as anyone trying to do harm to the person protected.

Fred's World

Proprietary Knowledge for the Magic-User

Read Magick

Range: Personal

Duration: 2 rnd./level

Area of Effect: 1 object within normal reading distance

Effect: This spell enables the user to read magickal writing, or decrypt magickally scrambled writing. Ordinary encryption is unaffected, being non-magickal. The spell can be attempted upon anything that contains magickal writing. It is reversible, scrambling magickal writing for the duration of the spell. It may or may not trigger trick magickal writing, depending upon how good you are, and how good they are.

Reveille

Range: none

Duration: none

Area of Effect: 1" r./level

Effect: When this spell is cast, all sleeping persons within range are wide awake, NQA.

Rock

Range: 1"/level

Duration: Until dispelled

Area of Effect: 1 creature

Effect: Perhaps the single most useful 1st level spell of them all,(which is why we saved it for last) Rock turns the person magicked into a rock, on a mass for mass basis. You may choose the stone mode or the statue mode, as pleases you. The target remains a rock as long as they want to be, and retain full sensory capability. Magick cannot be cast, nor weapons used, but God, can you hide! The rock thus created is completely un-magickal in all respects, and responds exactly as a rock. If it breaks, you breaks.

Shield

Range: Touch

Duration: 5 rnd./level

Area of Effect: Personal

Effect: When covered by this spell, you become +1 to all saving throws vs. frontal attacks, AC -2 against hand weapons, AC 3 vs. normal missiles, AC 4 vs. all other frontal attacks. Totally negates Magick Missile.

Shocking Grasp

Range: Touch

Duration: 1 attack

Area of Effect: Thing touched

Effect: Causes 1d8 damage, +1 pt./level. The thing to be attacked must be touched, but grasping is optional. You must initiate the touch.

Sleep

Range: 3"+1"/level

Duration: 5 rnds/level

Area of Effect: 3"d. circle, at ground zero

Effect: This makes creatures sleep. Most of the time. Well, okay, some of the time. No, every now and then. They will remain asleep until the spell expires, they expire, or are woken. It affects the following numbers of creatures:

<u>Target's Hit Dice</u>	<u>Number Affected</u>
up to 1	4d4
1+1 to 2	2d4
2+1 to 3	1d4
3+1 to 4	1 or 2

Spider Climb

Range: Touch

Duration: 1 rnd. + 1 rnd./level

Area of Effect: 1 creature

Effect: Allows the target to move at 3" along vertical surfaces, across ceilings, etc., while carrying up to their normal maximum encumbrance.

Notes:

Anything listed as "per level" or x "/level" means the level of the caster.

All first level spells cost 1 spell point per casting.

Just because it's listed doesn't mean you have it, and just because it's not listed doesn't mean it doesn't exist—mighty wizards invent 1st level spells all the time that they don't share with the general magick community.

Fred's World

The Sorcerer's Friend

Second Level Spells - 2 Spell Points Per Casting

Alum

Range: 2"/level

Duration: 1 turn/level

Area of Effect: 1 creature

Effect: This silences guards, gospel singers, just about anyone that you would rather not have talking. Does no damage, just prevents someone from speaking. Successful saves have no effect whatsoever, and the victim will not know that someone attempted to magick them.

Bush

Range: Touch

Duration: Until dispelled

Area of Effect: 1 person or object

Effect: This does not create beer cans, nor does it turn you into a dull yes-man. It possesses all the benefits of the first level spell Rock, with a plus. You become a thorn bush (although it is rumored that other forms are possible, with practice), and can have a weapon in your hand, unlike Rock, where you must be empty handed. Thus, under Bush, you may be ready to attack if danger threatens.

Continual Light

Range: 6"

Duration: Until dispelled

Area of Effect: 6"r. globe

Effect: This spell functions exactly as the first level light spell, except that it has differing range/duration, and costs two spell points. Dispel Magick, a spell of Darkness, or the decision by the caster to terminate the spell will shut it down.

Condense

Range: Touch

Duration: Permanent

Area of Effect: Up to three meals

Effect: Through the use of this spell, three large meals are reduced to three small wafers, looking rather like soda crackers, but retaining the full caloric and nutritional value of the original foodstuffs. While the food can be consumed in this form, it can also be

restored with the 3rd level spell, Teatime. Each wafer thus created has an encumbrance of 1GP.

Copy

Range: 1"

Duration: permanent

Area of Effect: 1 document/page / casting

Effect: Ever find something that you wish you could run down to Kinko's with? For each casting, you can duplicate one page of material up to 24 in. by 36 in. in size. Hidden, magickal, or invisible writing is not copied; visible spectrum only. The copy thus made is considered to be normal paper.

Darkness Mk. 1

Range: 1"/level

Duration: 1turn/level

Area of Effect: 15 foot r.

Effect: The precise opposite of a light spell, this removes light in a radius, with the target or caster functioning as ground zero. This spell negates any benefits gleaned from infra or ultra vision, as well as any Light or Continual Light spells. The reverse of this is also true, i.e., a Light spell cancels a Darkness spell.

Detect Evil

Range: 6"

Duration: 1turn/level

Area of Effect: 1" wide path (by 6" long)

Effect: This spell discovers emanations of evil from any creature or object that the caster observes. It is possible to sweep with this spell, but things must be concentrated upon to detect. The results are visible only to the caster.

Detect Invisibility Mk 1

Range: 1"/level

Duration: 1 turn/level

Area of Effect: 1" wide path out to range limit

Effect: By employing this, the magick user may detect objects or creatures that are invisible, astral, ethral, out of phase, or hidden targets. The results are visible only to the caster, but concentration is not necessary—if you look, you will see invisible things. While this

Fred's World

Proprietary Knowledge for the Magic-User

spell is castable onto another person, the success of it is a function of their character class. Success factors are listed on the following table:

Class	%Chance of Success
Magick Users	100
Clerics	80
Rangers and Thieves	50
Fighters	30

ESP

Range: 1/2" per level, maximum of 9"

Duration: 1 rnd/level

Area of Effect: 1 creature/casting

Effect: Through the use of ESP, the caster may detect the surface thoughts (simple emotional responses) of any creature the spell is cast upon. Attempting to go further gives the target a saving throw. Additionally, whether or not the saving throw is successful, the creature knows that it is being magicked. More intelligent creatures (anything much smarter than an Orc) will quite possibly realize that it is being ESP'd.

Invisibility Mk 1

Range: Touch

Duration: Until dispelled

Area of Effect: 1 creature or object/casting

Effect: By casting this spell, things and creatures may become invisible to normal, infra, and ultra visions, until the caster dispels the invisibility, the creature or object makes an attack (including self defense), or the spell is subjected to Dispel Magick. A Detect Invisibility spell will show the presence of the invisible object or creature, but will not dispel it. A Mk1 Invisibility does not make you any quieter, eliminate your scent, etc. You are heard, if you will, but not seen.

Knock

Range: 6"

Duration: 1 use/casting

Area of Effect: 1 door or object

Effect: The Knock spell is a very useful way of learning why someone has locked a door or box, by enabling you to open same. Sometimes. It will open stuck, held, or locked doors, mechanically or wizard locked. It does not negate or show the presence of traps

or whatnot, and will even go so far as to trip anything on the door or object that can be tripped by opening. There are rumored to be some special doors, that must have been made by very mighty wizards, sometime in the distant past, that this spell will not open-but you know what wags some people are.

Levitate

Range: 2"/level

Duration: 1turn/level

Area of Effect: 1 creature/object per casting, maximum weight of 1,000GP/level

Effect: Enables you to have things go up and down, either under your command, or their own. It is not cumulative—you cannot raise the weight limit by repeated castings. The rate of movement is 20 feet/rnd. The spell can be switched off at the caster's whim.

Locate Object

Range: 2"/level

Duration: 1 rnd/level

Area of Effect: Personal on recipient

Effect: A very powerful spell, this enables the magick user, or the person upon whom the spell is cast, to locate any specified, non-living object within the spell's range. The object, or generic class of object, must be specified prior to beginning the search. By turning slowly in a complete circle, you will know in which direction the object lies. It is possible to sweep for more than one object in a casting—but only one object at a time. Practice is indicated, for greatest proficiency.

Neatness Counts

Range: Touch

Duration: Natural

Area of Effect: 1 person/casting

Effect: After a hard week's adventuring, the last thing you want to do is look ratty when hauled before the rightful owners of that trunk full of gems you "found". Use Neatness Counts to press your suit, clean and destench yourself, and provide a shave and a haircut, all while it industriously puts a spit shine on your boots. If you cannot charm them, at least you will leave behind a well-kept corpse. And that is what really matters, when you come right down to it, isn't it? Hence the origin of the ditty, "Shave and a haircut, two points!"

Fred's World

The Sorcerer's Friend

Shatter

Range: 6"

Duration: Permanent

Area of Effect: 1 object

Effect: Mostly a means of raising a little hell, this spell will shatter brittle objects (glass, porcelain, ceramics, etc.), at a rate of up to 100GP in weight/level. Very powerful if properly used, the rumor is that it was invented by a magick user who had a brother in law that owned an alchemy shop. The relative borrowed money and never repaid the mage's generosity, so, one fine day, he toasted every bottle in the place.

Sleepytime Comfort

Range: Touch

Duration: 12 hours

Area of Effect: 1 person

Effect: God, that bedroll is heavy and bulky, isn't it? This eliminates all that, as well as those awful roots and stones under the small of your back, by providing a warm, dry sleeping environment for each person that it is cast upon. Magickally provides the effect of a featherbed and down comforter.

Sou'wester

Range: Touch

Duration: 30 minutes/level

Area of Effect: 1 person or object

Effect: This spell provides you with total rain protection, as well as all the things that Bumbershoot insulates you from. Provides no insulation, but by keeping dry, you avoid possible problems with hypothermia and so on.

Stinking Cloud

Range: 3"

Duration: 1 rnd/level

Area of Effect: 8000ft3

Effect: The poor man's Cloudkill, this pleasant little ditty produces a noxious cloud of gas. Any creature caught within the cloud (including you, bucko) must save vs. poison, or be helpless due to nausea for 1d4+1 rnd, as long as they have fewer than 5+1 hit dice. Generally, this means that creatures of 6th level or greater are immune to its effects.

Strength

Range: Touch

Duration: 6 turns/level

Area of Effect: 1 person or creature

Effect: Feeling a tad weak? Just cast Strength upon yourself or someone else, and watch your strength increase, although not past 18. The exact amount of the increase is tied to the character class of the target, as listed below:

<u>Class</u>	<u>Increase</u>
Clerics, Thieves, Magick Users	1d4
Fighters	1d10
Rangers	1d8

While this provides a temporary increase, it can be very handy, and gives any strength related bonuses for the duration of the spell.

Web

Range: 1/2" per level

Duration: 2 turns/level

Area of Effect: 100 ft3

Effect: The Web spell magickally creates a mass of spiderweb-like stuff, useful for holding doors, persons, or even spiders. Creatures of <13 strength are completely held until the spell wears off. Creatures ranging from 14-17 strength may break through at the rate of 1 foot/turn. Creatures of 18 or better strength, will break through at the rate of 1 foot/rnd. The stuff is flammable. If ignited, it burns away completely in 1 round. Creatures caught within this conflagration will suffer 2 d4 burn damage, from non-magickal fire.

Wizard Lock

Range: Touch

Duration: Until dispelled

Area of Effect: 1 door or object, maximum 30 ft2/level

Effect: Someone engaging in the hot pursuit of your party that innocently picked up those bags of loot? Simply run through the handiest door, cast Wizard Lock upon it, and your worries are over. Assuming that the pursuers do not 1.) beat the door down. 2.) Cast Dispel Magick. 3.) Cast Knock or 4.) Have at their disposal a magick user at least 4 levels higher than the caster. In this last scenario, the broken Wizard Lock will swiftly be the absolute least of your troubles. You'll learn not to steal from such powerful people, if you survive your tutelage.

Fred's World

Proprietary Knowledge for the Magic-User

Third Level Spells - 3 Spell Points Per Casting

After You

Range: Personal

Duration: 6 Combat Rounds

Area of Effect: Personal

Effect: This functions somewhat like the clerical spell Sanctuary, except where it doesn't. It can only be cast upon yourself, and it has the effect of altering the initiative of an opponent to one greater than yours. When cast, you will always go at least one initiative round before anyone attacking you. If the opponent's initiative is naturally more than one greater (say, you roll a 2 and the bad guy a 5), there is no effect, for all practical purposes.

Clairaudience and Clairvoyance

Range: 6"r., with ground zero specified in advance of casting-see Effect

Duration: 1 rnd/level

Area of Effect: See Range

Effect: This enables the magick user, for all practical purposes, to put an area under remote surveillance. This area must be known and specified by the caster prior to casting. It may be either a place that the mage knows well, or an area within sight or almost; i.e., the other side of a door, around a corner, over a wall, etc. Full normal visual and auditory sensory information is provided. Areas protected either magickally or through the use of anti-magick techniques, will not be accessible with this spell.

Dispel Magick Mk 1

Range: 12"

Duration: Permanent

Area of Effect: 3" cube

Effect: A perennial favorite, this is the first chance many magick users have to do some serious mischief making. The base chance of success for each casting is 50%. This chance decreases when attempting to dispel the magick of more powerful wizards than yourself. The reverse is also true. Don't expect to cause Ethelbert any trouble at all with this spell. But there are other wizards out there...

Exit

Range: Personal

Duration: 3 indelible touches per level per casting

Area of Effect: Touch

Effect: An intriguing little spell, Exit allows the mage to know the way out of an unpleasant place. Say you are in a dungeon, right? As you come to various T's, Junctions, etc., you draw a little arrow on the wall with your fingertip, pointing the way out (or spelling things, drawing obscene pictures. Whatever) When the time comes to make a quick and correct getaway, these marks will be visible to you and you alone. This can be a very good reason for your party to protect you on the way in, too... A word of caution here-Detect Invisible will find these, and Dispel Magick will make them a thing of the past.

Explosive Runes

Range: Touch

Duration: Until activated or dispelled

Area of Effect: 1" r. on protected object

Effect: When triggered, this spell inflicts 6d4 + 6 in damage on the person triggering it, with no saving throw if surprised. Others within the area of effect save for half damage if successful. Rings of regeneration will not repair this damage-it is regarded as magickal fire/acid damage by them. Detect Invisible spells will not detect these at all. The caster will not trigger the runes, nor will any individual personally authorized by the caster. This cannot be cast upon living things. The explosion will not harm the caster, or the object protected.

Fireball Mk 1

Range: 10" +1"/level

Duration: None

Area of Effect: 2"r.

Effect: Is there a mage PC in all the world who doesn't know what this is and what it does? 1d6/level in damage on anyone who fails their save in the target zone. Half damage for made saves. Let the good times roll!

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Fly

Range: Touch

Duration: 1 turn/level

Area of Effect: Person touched

Effect: Pretty self explanatory, wouldn't you say? One person per casting, speed of 12" maximum, no warning for the target that the spell is shutting down. Weapons cannot be used while flying, without extensive practice.

Fumigate

Range: none

Duration: natural

Area of Effect: 1 room, up to 2000 ft.³

Effect: Up to the size limits, exterminates all creatures of 1 hit die or less, unless they are magically protected, somehow. The creatures so treated are gone, with no lingering traces of any kind.

Haste (Dangerous)

Range: 6"

Duration: 3 rnds.

Area of Effect: 1 Creature/casting/level

Effect: Faster, faster, you fool, you fool! Why are you in a situation that requires speed, anyway, hm? Each creature thus magicked experiences doubled speed and attack potential for 3 rounds. If you can move at 12", you can now move at 24". Two attacks per round if one is normal, etc. The casting of magick is not speeded up, however. Warning! The recipient of a haste spell will lose life energy, resulting in premature aging. Use with extreme caution. A high constitution will offset this to a degree.

Hold Person

Range: 12"

Duration: 2 rnds/level

Area of Effect: 1-4 people / man-sized or smaller creatures

Effect: "Bee's knees, I order you to freeze!" Paralyzes the target for the allotted time, then switches off with no warning. A target group of 4 people saves normally vs. spells. 2 people will save at -1, and a single person saves at -3. The victim may do anything the caster permits, but the spell does not compel the victim to do any of the caster's bidding. While held, the victim has no saving throw vs. anything.

Ice Ball

Range: 4" + 1"/level

Duration: None

Area of Effect: Target object or creature

Effect: The cool version of Lightning Bolt Mk I, this spell does 1d6/level in magical cold damage on the target. Successful saves vs. magick result in no damage to the target. One target/casting. Useful on Klids.

Infravision

Range: Touch

Duration: 4 hours/casting

Area of Effect: 1 Creature

Effect: Infravision extends the target's ability to see into the infra-red (heat) spectrum. A 6" range is endowed, and permits the target to see heat sources—bodies, exhalation, recent footprints, etc. Lanterns and other large sources of infra-red tend to show up blindingly brightly. No effect on creatures with natural infravision capabilities.

Invisibility 10 ft. Radius

Range: Touch

Duration: Until dispelled

Area of Effect: 10 ft. r. on target

Effect: As Invisibility Mk 1, (see page 10) but with a 10 ft radius on target. Persons within the area affected are invisible to one another, as well; however, do not mistake this for a bunch of personal invisibility spells—if one person breaks it, it is broken for the entire area.

Lightning Bolt Mk 1

Range: 4" + 1"/level

Duration: None

Area of Effect: Target object or creature

Effect: Yet another old favorite. Everyone knows what this one does, and it does it for 1d6/level, with made saves (vs. spells) taking no damage. Pick your target and toast it. Period.

Miss Me

Range: Personal

Duration: 6 Combat Rounds

Area of Effect: Personal

Effect: This spell temporarily increases the bad guy's "to hit" roll, by a descending progression of 1/round, starting at 6. Example: If the bad guy needs a 10 to hit

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you, in the first round he needs a 16, then a 15, in the second round, and so on until he is back to a 10, six rounds later. Your saving throw vs. straight magick (if the bad guy is a mage), thus increases by six, and falls off to normal at the same rate. This has a similar effect upon clerical magick, with more unpredictable results, due to the god-given nature of clerical magick.

Phantasmal Force

Range: 8" +1"/level

Duration: Until dispelled

Area of Effect: 1 creation

Effect: The poor man's illusion, this allows the mage to project believable images of anything they have personal knowledge of. The illusion can be broken in a number of ways. If someone disbelieves the illusion, and makes a successful save vs. spells, the illusion is broken to that person only. If someone touches the illusion, it may be broken if the caster does not cause the phantasmal force to exhibit the expected reaction. Dispel Magick, within its limitations, will also knock it down. If the caster ceases to concentrate on maintaining the illusion, it is broken. Persons who fall for this scam will believe it completely, suffering any consequences thus incurred. Hint: People tend to accept as real something that they expect—a fireball may be more readily bought than 5,000 armed troops. And ever so much easier to manage.

Protection from Evil, 10 ft. Radius

Range: Touch

Duration: 2 rnd./level

Area of Effect: 10 ft radius from ground zero

Effect: Just like Protection from Evil Mk 1, on page 6, with the additional happy feature of greater range. Authorized persons within the protected area gain all the benefits of the above spell. Attacks from the bad guys are at -2 to hit, and saving throws vs. the bad guys are at +2. "Evil" in this case as well is defined as anyone trying to do harm to the person(s) protected.

Protection from Normal Missiles

Range: Touch

Duration: 6 Turns

Area of Effect: 1"r. on target

Effect: Stops normal missiles (non magickal, 1lb or less) cold. 'Nuf said.

Slow (Dangerous)

Range: 9" + 1"/level

Duration: 3 rnds.

Area of Effect: 1 Creature/casting/level

Effect: The precise opposite of Haste, above, this spell slows things down to 1/2 their normal speed. The casting of magick is disrupted and prevented. Warning! The recipient of a Slow spell will lose life energy, resulting in premature aging. Use with extreme caution. A high constitution will offset this to a degree.

Teatime

Range: Touch

Duration: Permanent

Area of Effect: Up to three wafers

Effect: This spell reconstitutes the food stored under the Condense spell on page 13. The food thus treated is fresh, wholesome, and as it was in all respects when originally condensed.

Tenting To-night

Range: Zero

Duration: 12 hours or until dispelled

Area of Effect: 10ft.3 tent (four person max)

Effect: By casting this spell, a 10x10x10 ft area is kept snug and dry. Functions as a tent in all respects, but is invisible—once inside, you can see out. And vice versa.

Thingamabob

Range: Zero

Duration: permanent

Area of Effect: 1 spellbook

Effect: One of Fred's better inventions, this spell, when cast, allows one's spell book to store objects, not unlike a bag of holding. There are 10 magickal compartments, each of which have a maximum capacity of 100 lbs. of encumbrance. Any spellbook can have this cast upon it but once, and each compartment must be initialized at the time of casting. Any compartment can be initialized once and only once, to hold a specific type of object, i.e., coins, or food, tools, etc., so decide ahead of time what you are going to do with it. Ten pages of your spellbook are consumed by this process, and no object can be placed into the book that is physically too large to fit past the page size of the book. No additional spells are cast to add or retrieve objects, and please do not try to designate a compartment spellbooks, bags of holding, or so on. BOOM!

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Tree

Range: Touch

Duration: Until dispelled

Area of Effect: Creature touched

Effect: The 3rd level version of Bush, this spell functions exactly the same, with a couple of important differences. First, you become a tree instead of a bush (obviously). Secondly, and most importantly, you can cast magick while under Tree. The usual drawbacks also apply—if someone comes along with a chainsaw and decides to convert you into next year's firewood, well, that's all she wrote. The tree is usually a weeping willow, other varieties are available, with extensive practice. This is worth practicing.

Water Breathing

Range: Touch

Duration: 3 turns/level

Area of Effect: Creature touched

Effect: Allows the target to survive under water, of course! Does not compensate for pressure. 'Nuf said.

Fourth Level Spells - 4 Spell Points Per Casting

Charm Monster

Range: 6"

Duration: Special

Area of Effect: 1 monster/casting

Effect: This spell causes the recipient (a monster) to look favorably upon the caster, as opposed to wanting to see what color your insides are, as they usually do. If communication is normally possible, it will be permitted while the target is under this spell. There is a base chance of 50%/week charmed that the monster (one per casting) will successfully break the enchantment. Like most other spells of this type, the recipient will be more receptive to gentle suggestions and persuasion, rather than direct commands, particularly if said creature wanted your vitals on a bed of lettuce in the first place. (And why did you waste the spell points if it didn't, hm?) There is a base chance of 95% that the creature will strongly rebel if asked to kill itself directly, and take a very dim view of your request at the same time.

Comfort Control

Range: Touch

Duration: 12 Hours or until dispelled

Area of Effect: Creature touched

Effect: By casting Comfort Control, the mage causes all temperature fluctuations of a non-magickal nature to be held at bay. The target will not feel or suffer the effects of heat or cold. Period. Stop.

Confusion

Range: 12"

Duration: 1 rnd/level

Area of Effect: caster height by 6"2

Effect: Within the above area, up to 2d8 creatures will react in one of the following ways:

- A.) Wander away for one turn, and maybe come back (and maybe not).
- B.) Stand their ground for 1 round, but confused and befuddled, not attacking
- C.) Attack nearest creature for 1 round
- D.) Suicide attack caster
- E.) Run away panic-stricken (and probably not come back)

Each creature in the target zone rolls- each of the above options is a straight 20% chance. Each creature in the target zone must make a saving throw each round while in the target zone, which remains where it was cast-it does not move with the caster. Incidentally, the caster can be affected by his or her own spell, if he or she wanders into the target zone.

Dig

Range: 3"

Duration: 1 rnd/level

Area of Effect: 5 ft cube/level of caster

Effect: This seems pretty straightforward, does it not? For each casting, the mage can create a pit of the specified size. The material excavated is evenly distributed around the hole-when the spell expires, the resulting hole remains until filled in. This spell will only function in diggable substances i.e., sand, dirt, mud, gravel, and is of little or no use at jailbreaking. Unless of course the jail is sufficiently backward to have dirt floors. What on earth are you doing in it?

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Proprietary Knowledge for the Magic-User

Dimension Door

Range: 3"/level of caster

Duration: 1 turn

Area of Effect: 10 ft by 10 ft doorway

Effect: A perennial favourite, Dimension Door permits the caster and party to cover relatively large amounts of space in relatively small amounts of time. The caster opens the door, everyone steps through that is going to step through and voila! You are now as far away as you wanted to be/were capable of being. A couple of notes, here. Dimension Doors can operate vertically as well as horizontally. They are effectively line-of-sight things; if you can see it, and it is in your range, you can reach it. Inanimate objects can be passed through this spell.

Fear

Range: Personal

Duration: 10 Combat Rounds

Area of Effect: 6" long cone, 3" wide at far end, tapering back to caster

Effect: Creatures in the target zone must save vs. spells. If they fail their save, they proceed away from the caster at maximum speed, in sheer panic. They will continue to run for the time remaining to the spell. Creatures that make their save must save again in the next round, or risk the consequences. A failed save keeps the affected creature in the grip of panic for however long the spell lasts. There is a base 60% chance that affected creatures will drop anything in their hands (weapons, cameras, etc.) to increase their speed. This base chance decreases by 5%/level of creature. Thus, 13th level and above are completely immune to the chance of dropping their belongings.

Firetrap

Range: Touch

Duration: Permanent until tripped or dispelled

Area of Effect: 1 object up to man-sized

Effect: A handy way to discourage prowlers and/or other unsavoury types, this spell triggers a 5 ft radius of fire and blast, which does 1d4+1 in damage per level of caster. Creatures that make their save (vs.spells), take half damage. The explosion does not damage the object booby-trapped.

Fumble

Range: 1"/level

Duration: 1 rnd/level

Area of Effect: 1 creature

Effect: If the save (vs. magick) is failed, affected creatures will become dangerously (read: suicidally, we hope) clumsy, and will only answer to the name of "Keith". No one knows why. Those who make their save are affected as a Slow spell, for the duration of Fumble. Weapons will be dropped (possibly upon the foot), runners will stumble and fall (maybe over a precipice), and swimmers will not do very well at all. Good yucks at barroom brawls, but keep it off your own people.

Hallucinatory Terrain

Range: 2"/level

Duration: Until dispelled

Area of Effect: 1"3/level

Effect: Like most other spells of this type, this will work best if the hallucination is at least somewhat believable in the context of the realistic terrain that surrounds the illusion. This will cause apparent changes in local topography, that will appear real as long as you believe it. It does not affect reality, however. As an example: A hallucinatory bridge is cast over a real chasm. The first member of a party strolls out onto the bridge. Those remaining behind will shortly see him plunge screaming to the bottom, and will perhaps be spared a similar fate. Situations like this are why there are orcs, Trillabits, and Charm Monster spells.

Minor Globe of Invulnerability

Range: Personal

Duration: 1 rnd/level

Area of Effect: 1"d sphere, centered on caster

Effect: The poor man's Anti Magick Shell, this spell creates a sphere that completely negates First through Third level spells. The sphere of protection moves with the caster, and only stops magick and small magickal creatures, but does not stop normal weapons, or magickal weapons +4 or greater.

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Polymorph Other

Range: 1/2" per level

Duration: Permanent or until dispelled

Area of Effect: 1 Creature

Effect: This is an extremely handy little piece of work, because it causes the creature magicked to become the desired thing. You may not, however, polymorph living creatures into inanimate objects or plants, as the Gang of Four learned once, to their dismay, when they tried to hide in a hair boutique by masquerading as barber chairs. The target gets a saving throw, vs. spells, and is completely unaffected if it make it's save. Creatures thus magicked become whatever they have been transformed into, so think twice before polymorphing a friend into an enemy creature. And don't try to polymorph someone into something that you are unfamiliar with.

Polymorph Self

Range: Personal

Duration: 2 turns/level

Area of Effect: Personal

Effect: Another fun little party gag, this allows you to obtain many of the benefits of being something else, without the above mentioned drawbacks. While magicked, you have all the appearance of being whatever it is that you are. If, however, you become a magickal creature, you do not gain that creature's abilities in magick. Don't tempt fate with this spell-use it with care.

Protection from Normal Weapons Mk. II

Range: Touch

Duration: 6 Turns

Area of Effect: 1"Range on target

Effect: Stops normal missiles and hand held weapons cold (non magickal, 100 lb or less). 'Nuf said.

Remove Curse

Range: Touch

Duration: Permanent

Area of Effect: 1 object or creature

Effect: A basic utility spell, and a means to scratch up a bit of drinking money, Remove Curse allows limited de-cursing, such as permitting the removal of a cursed

item of jewelry, or protecting an individual from a cursed artifact before, and only before, the curse is triggered. This is not a broad-spectrum spell, it protects the cursed person against one item or curse per casting.

Wall of Fire

Range: 6"

Duration: 1 rnd/level

Area of Effect: 1" per 3 levels, 2"@6th, etc...

Effect: This starts a ring of magickally created fire, 10 ft. high, which cannot be dispelled but rather, must be extinguished. It does 2d6+(1pt/level) in damage to those persons affected by the fire.

Wall of Ice

Range: 6"

Duration: 1 rnd/level

Area of Effect: 1" per 3 levels, 2"@6th, etc...

Effect: This provides a ring of magickally created ice, 10 ft. high and 1 ft/level thick, which cannot be dispelled but rather, must be melted. It does 2d6+(1pt/level) in damage to persons attempting to break through the wall. Useful on Klids, and as a source for water or refrigeration.

Wizard Eye

Range: Personal

Duration: 1 rnd/level

Area of Effect: Not Applicable

Effect: A sort of bargain basement surveillance tool, Wizard Eye permits the mage to see around corners, over hill and dale, and whatnot. The eye can penetrate a minimum space of 1 inch (such as the crack under cheaper doors), and moves at up to 3"/round, and supplies infravision to a distance of 10 ft. It is strictly a visual source, and can see up to 60 ft in lighted spaces. The Wizard Eye itself is invisible, and leaves no clue of its presence, although it can be detected with conventional Detect Invisible spells. The operator must concentrate on its operation, and anything it sees, he or she sees. Including very bright lights, and so on. It does not transmit damage back to its operator, and its only range limitation is a function of time and distance.

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Proprietary Knowledge for the Magic-User

Fifth Level Spells - 5 Spell Points Per Casting

Animate Dead

Range: Touch

Duration: Permanent or until dispelled

Area of Effect: 1 creature

Effect: For a mere 5 spell points, you too can revive that dead comrade. Sort of. By casting this spell, you can create those pesky zombies and skeletons that those fighters are so fond of destroying. The undead creatures thus created will follow your limited instructions, mostly things like guard duty. Do not ask them to compose the Great American Novel, or engage in sophisticated tactical planning. They will remain active until chopped into bits by the bad guys (no regenerating unless suitable extra magick is added), or subjected to a sufficiently strong dose of the appropriate clerical magick.

Cloudkill

Range: 1"/level

Duration: 1 round/level

Area of Effect: 4"w X 2"h X 2"deep

Effect: A handy thing to throw against massed troops, this spell forms an unpleasant cloud of toxic gas that moves away from the caster. Best cast with the wind, it moves 1"/round. Creatures ²4 hit dice within the target zone must save vs. Poison (PPD, @ -4), or be history. Creatures of 4+1 to 6 hit dice must save vs. PPD at normal levels, or be toast, too. Creatures ³6+1 are unaffected by this spell. Spell is heavier than air, and may or may not be flammable at each casting. Nothing seems to be constant in determining flammability, however, some slight correlation has been noted with swamps and other naturally occurring sources of methane and hydrogen.

Cone of Cold

Range: 1/2" per level, with caster as ground zero at the tip

Duration: None

Area of Effect: Cone 3" wide hemisphere at base

Effect: A quick and dirty way to chill out that troop of Klids. Those in the target zone must save vs. spells, or suffer 1d4+1/level in magickal cold damage, with successful saves taking half damage.

Conjure Elemental

Range: 6"

Duration: 1 turn/level

Area of Effect: 1 Elemental

Effect: If a servant is required for some menial task such as jailbreaking or bad guy stomping, this may do the trick. For each casting, 1 16d10 elemental is summoned. This chap will be either air, earth, fire, or water, depending upon nearby resources-water and fire require a reasonably large amount of the natural stuff to provide the raw materials. The elemental thus summoned will, for the stated time, follow the instructions of the caster until its time is up, or it is destroyed through combat or other unhappy accident. If the caster does not maintain his or her concentration to control the elemental, it will immediately turn upon and attack the caster. Once lost, control cannot be regained, nor can the elemental be dispelled prior to the expiration of the spell.

Contact Other Plane

Range: Personal

Duration: Special

Area of Effect: Personal

Effect: A fifth level spell to call Information, Contact Other Plane allows the caster to ask yes-no questions of beings that occupy a different level of existence. There is a constant chance of 25% that the caster will become insane as a result of this spell, with the insanity lasting 5 weeks. There is a constant 80% chance that the being contacted will know the answer to the question being asked, and there is a constant 75% chance that the party thus quizzed will answer truthfully. The caster gets 1 question/2 levels (4 @ 9th, 5 @ 10th, 6 @ 12th, etc.). Re asking a question will not result in any increase of veracity.

Feeblemind

Range: 1"/level

Duration: Permanent

Area of Effect: 1 Creature that naturally employs any form of magick

Effect: This one is another old favorite. The victim becomes like a moronic child, (in Fred's World, they usually recite "Mary had a Little Lamb" until you want to kill them just for that), and will remain so until clerically healed, or wished back to health. Target must save vs. spells at -4. A successful save results in no effect at all.

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Halt!

Range: 1"/level

Duration: 1 combat round/level

Area of Effect: Target creature

Effect: If someone is doing something that you'd rather they didn't, this spell will take them down, and keep them down, for a few minutes, without the pesky side effects of permanent damage. The target will receive 100 points in stun damage, and be helplessly paralyzed, for the duration of the spell, as well as being in a good deal of pain. For the paralysis to be effective, however, the damage must equal or exceed their total hit points. They will have all their senses about them, so's you can explain the error of their ways, but will not be able to cry out. A made save results in half damage, with paralysis lasting only for the duration of the round.

Hold Monster

Range: 1/2" per level

Duration: 1 round/level

Area of Effect: 1 Creature

Effect: If a monster of some sort is threatening your person with a swift and reliable ride to other planes of existence, or simply running away when you wish it wouldn't (say, you want to ask a question or two or buy it dinner), try this little gem upon it. The creature targeted must save vs. spells at -3, or be paralyzed for the duration of the spell. The creature will speak with you if it is inherently able and so inclined (they rarely have anything complimentary to say), but is not compelled to speak, let alone truthfully. When the spell expires, it does so suddenly. And so might you if you are not prepared for this.

Passwall

Range: 3"

Duration: 6 turns + 1 turn/level

Area of Effect: Special

Effect: What, a pesky wall between you and that treasure? Between you and the great outdoors? Passwall to the rescue! This spell creates a hole 5ft wide, 8ft high, and 10ft deep, lasting for the duration of the spell. These can be daisy-chained to form tunnels. This spell will not penetrate metal, or other conventional (and unconventional) anti magick

barriers. The material excavated is not laying around for your use, but held in some cosmic landfill until the spell expires. Doesn't work on living (or undead) tissue, but that was very clever of you to think of it.

Telekinesis

Range: 1"/level

Duration: 1 round/level

Area of Effect: Up to a mass of 250GP/level

Effect: Magick users are a notoriously lazy and indolent lot, and legend has it that this was the second spell to be created when the world was young. It permits the caster to move objects strictly through the force of his or her own will. Objects move at the rate of 2" in the first round, 4" the second, 8" the third, up to a maximum of 1024"/round (in ten rounds), which works out to 35mph. With practice (practice, practice!), reasonable dexterity can be applied to the target. This spell has some very useful applications.

Teleport

Range: Touch

Duration: None

Area of Effect: Up to a party of 5 humans (15000GP)/casting

Effect: Is there a more used, misused, loved and hated spell? Very little explanation needed here. Instantaneous transport of living creatures to a prespecified and preannounced destination. Some restrictions apply. The caster must travel with the party or materials being teleported. The caster must know the destination very well (a time consuming process known as "getting coordinates"). Teleports can be tracked by someone sufficiently powerful. Random teleports (with no specified destination) are permitted, but not encouraged. Teleports cannot easily be steered once cast-attempting mid course adjustments is not for the inexperienced. The frequent user is advised to always have a destination or two in mind, and a party might be wise to agree upon a signal for imminent teleportation.

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Proprietary Knowledge for the Magic-User

Rock to Mud

Range: 1"/level

Duration: Permanent or until dispelled

Area of Effect: 2"3/level

Effect: Somewhat esoteric but nonetheless useful, this spell magickally moistens any kind of rock, making it into mud, which will shortly begin to flow, like mud is wont to do. This spell can be reversed, turning mud or quicksand into stone, or firming up a newly melted hole in a stone wall. There are rumored tactical uses of this spell, aside to the typical application of yanking the chain of stone golems.

Value

Range: Touch

Duration: 10 minutes

Area of Effect: Object touched

Effect: Pick something up. A gem, wand, sword, bag of money, etc. Regardless of what you may (or may not) have paid for the item(s), it's true value, here and now, is revealed to you. Useful when traveling to avoid being cheated, or to determine whether an artifact is magickal or not. Note that the presence of magick and the value of the item is revealed to you, but it is up to you to determine just what those magickal qualities, if any, may be. This spell is touch-based. To employ it upon a spoken price (a rate quote at an inn, for example), it is necessary to either write the information down, or touch the person that you are speaking with.

Wall of Iron or Stone

Range: 1/2" per level

Duration: Permanent or until destroyed

Area of Effect: Special

Effect: This allows you to create, magickally, a real wall of stone or iron, specified to the referee prior to casting. The wall thus created is three inches thick by twenty square feet per level of experience. At ninth level, for example, You can make a wall twenty-seven inches thick by 180 square feet (10 x 18), and so on. The uses for this spell are legion, including the indirect attack of magick-resistant creatures. The stone or iron thus created cannot be dispelled by Dispel Magick or similar spells. It must be destroyed through conventional or magickally destructive means.

Sixth Level Spells - 6 Spell Points Per Casting

Anti Magick Shell

Range: Personal

Duration: 1 turn/level

Area of Effect: 1' d. sphere, centered upon caster

Effect: No questions asked, absolutely stops dead in their tracks most spells of sixth level or less. Also repels magickal weapons up to +6, as well as magickally summoned, conjured, or created creatures. Does not stop normal weapons or missiles. A layered defense is suggested, but even the SDI has its leaks. Magick up to 6th level can be cast out of this shell.

Cataclysm (somewhat risky)

Range: 1"/level

Duration: Permanent

Area of Effect: 12"w X 1"long

Effect: If you find yourself plagued by a long line of enemy troops, or anything else of a similarly unpleasant nature, you can help them to see the error of their ways with this. For the prescribed distance, the earth opens at their very feet. In they tumble, with many a curse. Then, (this is the good part) the earth closes up, swallowing them entirely. Game, set and match. Best of all, there is no sign of anything happening. As one player said (about something else) "It kills you and digs your grave for you!" Bad guys that are not caught by this must make a successful save vs. fear or run away in abject terror. Note: This spell is only useable above ground; attempt use below ground at your own risk.

Control Weather

Range: None

Duration: 4d6 hours

Area of Effect: 1 hex (up to 900 miles²)

Effect: Allows you to control the weather in your hex-what did you think it meant?? You can create any naturally occurring weather, subject to local seasonal variations-you cannot make January into July. Weather thus created is under your control-tornadoes can be used as a form of aimed weapon.

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Death

Range: 1"/level

Duration: None

Area of Effect: 1/2" square/level

Effect: Death, plain and simple. Creatures thus magicked must save vs. Death (PPD). A successful save results in no damage taken whatsoever.

Results and Number of Deaths:

Creatures less than or equal to 2 hit dice: 4d20

Creatures less than or equal to 2+1 to 4 hit dice: 3d10

Creatures of less than or equal to 4+1 to 6 hit dice: 2d4

Creatures of less than or equal to 6+1 to 8 hit dice: 1d4

Use with care - resurrection is the only alternative

Disintegration

Range: 1/2" per level

Duration: None

Area of Effect: 1"3

Effect: Like its cousin, Death, this is a very destructive and amusing spell. It affects everything, living, dead, undead, metallic, etc. etc., ad infinitum. Unlike Death, however, there is no resurrecting. Only living creatures get a saving throw vs. spells. Successful saves suffer no damage.

Enchant

Range: Touch

Duration: Not Applicable

Area of Effect: 1 item

Effect: Cast this spell upon the desired non living object, and it is then prepared for further magicking. This is the crucial first step in writing a new spell, enhancing weaponry, or creating magickal artifacts. As far as weapons go, do not expect more than one "plus" per casting of this spell.

Fear Mk II

Range: 1"/level

Duration: 10 Combat Rounds

Area of Effect: 6" r sphere on caster or target

Effect: Creatures in the target zone must save vs. spells. If they fail their save, they proceed away from the caster at maximum speed, in sheer panic. They will continue to run for the time remaining to the spell. Creatures that make their save must save again in the next round, or risk the consequences. A failed save

keeps the affected creature in the grip of panic for however long the spell lasts. There is a base 60% chance that affected creatures will drop anything in their hands (weapons, cameras, etc.) to increase their speed. This base chance decreases by 5%/level of creature. Thus, 13th level and above are completely immune to the chance of dropping their belongings. This spell functions exactly as the fourth level Fear, except that it allows an entire party to fall under its sphere (if you will) of bad influence, as opposed to a single person.

Geas

Range: Touch

Duration: Until fulfilled or removed

Area of Effect: Creature touched

Effect: Whoo-boy this is a fun one. By Geas'ing someone, you compel them to do whatever the spell has been programmed for. The magickal version of Quest . The person thus zapped must save vs. spells, or falls victim to the Geas. They will, if the save fails, do whatever is necessary to fulfill the conditions of the Geas, no matter what these may be. Any attempt to deviate from the spell will cause them to sicken and die in 1d4 weeks. A Wish can remove the Geas, and that is about all that will. There are rumors of clerical 911 calls occasionally working, as well as extremely powerful Remove Curse or Dispel Magick spells. Extremely powerful.

Invisible Stalker

Range: 1"

Duration: Until fulfilled or destroyed

Area of Effect: 1 Stalker

Effect: Many people's favourite, this spell summons, from another plane of existence, an invisible creature that will carry out any task you set before it, or die trying. The Stalker is an extremely intelligent, 8 hit die monster that is an infallible tracker. Once it performs its' single task, it returns to the nether regions whence it came, without so much as a by-your-leave. Program the Stalker with great care. The creature serves out of compulsion, not personal loyalty; thus the Stalker will always perform the assignment to the letter-it does what you tell it to, not necessarily what

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Proprietary Knowledge for the Magic-User

you want it to. Do not summon Stalkers lightly, or use them for casual weapons-testing. Legend tells of one Geoffrey Eastbrooke who abused Stalkers frequently, and ultimately paid for his mistake. Just because a Stalker is killed on one plane of existence does not mean that it is gone for good. It is possible to run across the same Stalker from time to time. Treat them well, and they may treat you well.

Project Image

Range: 1"/level

Duration: 1 round/level

Area of Effect: Special

Effect: This little darling projects a fully three dimensional image of the caster (And only the caster), with all of the benefits that this implies. Spells can be cast, sensory input transceived, etc. The caster must be in visual range, to control the illusion. Damage inflicted upon the Image is not transmitted to the caster, and animals will also be fooled. A Dispel Magick of sufficient power will burn this, and anti-magick techniques will also not do it any favors.

Stone to Flesh

Range: 1"/level

Duration: Permanent

Area of Effect: 6" r sphere on caster or target

Effect: This seems pretty obvious, doesn't it? If someone has been stoned (in the granite sense), it will restore them to flesh, along with their clothing and goods. This is reversible, which can be a lot of fun.

Vapour of Death

Range: 1"/level

Duration: 4 Combat Rounds

Area of Effect: 12" w X 1" l X 10ft. h

Effect: Remember Cloudkill ? Well, this is similar. This creates a visible wall of gas of the above dimensions. Creatures of 28 hit dice finding themselves in this wall, or entering it must make a successful save vs. death (PPD @ -4), or start pushing up those daisies. Creatures of 8+1 to 12 hit dice save normally. Any successful save results in incapacitation from gas for 1 round. Might make an entertaining one-two punch with Cataclysm ...

Mages Tome of Monsters i.e. Fauna:

As a mage, you will find that there are a few creatures you might be expected to have some passing familiarity with. As well as some idea as to how to control and/or destroy them, should the situation arise. Herewith is a short, and by no means all inclusive, list.

<u>Type</u>	<u>A.C.</u>	<u>Speed</u>	<u>Hit Dice</u>	<u>Damage</u>
Basilisk	4	6	6d8	1d10

“Everyone must get stoned!” If you toy with this creature, have that Stone to Flesh spell at hand. The blood of the Basilisk has value. The creature's gaze will turn creatures that fall under it to stone. Keep your mirrors handy, or (preferably) Wizard Eye or Projected Image. Better still, let the Fighters deal with it.

Black Pudding	6	6	10d6	3d8
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Not something you find in a cafeteria (usually), Black Pudding is immune to Cold and Lightning based spells. As it slithers along, it tends to dissolve wood and metal, and anything less durable. With the passage of time and the consumption of matter, a small piece of Black Pudding can and will grow. Toast it. With Fireballs!

Chimera	2	9/18	9d8	3d10
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The Chimera is one of those creatures capable of flight, that doesn't hesitate to use this power should the occasion warrant it. It has a respectable breath weapon that does 3d8 in magickal fire. It can do this little stunt at will. Not too bright, and not too pleasant. Easily annoyed, and will attack without provocation.

Cockatrice	6	6/18	5d8	1d4
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Remember the Basilisk? This fellow doesn't have to gaze, just touch, to stone someone. Hence, the feathers are valued by magick users. Use the feathers for party favors, filling the pillows of enemies, and so on. Zap them at range.

Death Knight	0	12	9d10	By weapon
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The Death Knight is an extremely unpleasant fellow, usually employed by Chaotic types. Immune to Charm, Hold (Person or Monster), Cold, and Death spells, including Finger of Death. He uses magick as a 20th level mage, and generally prefers enchanted weapons

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of the sort that knights usually use. They are created from fallen Paladins. The best defense is a Disintegration spell. Fire and Lightning based spells also hurt them. Avoid bodily contact, as they can remove one life level with each hit.

<u>Type</u>	<u>A.C.</u>	<u>Speed</u>	<u>Hit Dice</u>	<u>Damage</u>
Demon, Type 1	0	12/18	8d8	1d20+10

Not a big worry. Their primary attribute is that they can gate in more of their kind at will, one at a time. Realize that several of these fellows can easily split their duties, some kicking your fanny, and others gating in more to join the party. Hit them hard, and first. Disintegration again is suggested. Failing that, whale on them with Lightning, etc.

Demon, Type 2	-2	6/12	9d8	3d8
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As above. Slower, but better protected and with more hit points.

Demon, Type 3	-4	9	10d8	4d8
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A little wrinkle here. This chap can gate in not only Type 3's, but 2's, and 1's as well.

Demon, Type 4	-1	9/12	11d8	2d8
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This is where it starts to get interesting. He can only be hit by +1 or silver weapons, and that is only the beginning: They also use magick, albeit to a limited ability. You can bet he won't cast Sleepytime Comfort on you, even if you ask politely. Death, and Disintegration come to mind, or you can let the fighters worry about it, and give them fire support as needed.

Demon, Type 5	-5	12	8d8	7d6
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You should have stayed home to-day. Silver or +2 is the minimum to hit, and this one is a better magick user than Type 4's; think of him as at least a fifth level mage; without the impeccable manners.

Demon, Type 6	-2	6/15	10d8	5d10
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Guess what! Only silver or +3 weapons for this one. While he cannot gate in a few buddies, he doesn't have to. Additionally, he employs magick (surprised?), that can also be clerical (how about now?). Get out that Teleport scroll you bought "just in case".

<u>Type</u>	<u>A.C.</u>	<u>Speed</u>	<u>Hit Dice</u>	<u>Damage</u>
Djinni	4	9/24	7d8	2d8

You shouldn't have bought that old lamp, let alone tried to polish it. A form of demon, the Djinni (pronounced "Gin") is a magick using demon, cousin to an Air Elemental. Very sturdy, they can carry large cargoes, and/or Teleport them. Useful for transporting rare and previously owned merchandise. If you want to call these boys up, get a ring or scroll of Djinni summoning. Each use will only supply you with one Djinni.

Dragons: A general note. Dragons have 8 age categories, and little is known about their lifespans. They are very, very good at shortening yours, however. They have high commercial value, dead or alive, but dragon trapping is not for the neophyte. Useful/valuable parts of dragons include their teeth, blood, and hides. Additionally, there is one more thing. Newly hatched dragons are covered with Dragon Flakes. These flakes are eaten by the young dragon, or simply fall off. They look like cornflakes. They are not as tasty. Do not (under any circumstances) eat them. Collect them. You should either hand them over to someone who knows what to do with them, (which you don't) or you could attempt to sell them to the same parties. At your peril. Always assume that a dragon can not only use magick, but that he or she can do so far, far better than you ever will be able to. Dragons, like you, can be of varying alignments. The general rule of thumb is that metallic dragons (gold, silver, etc.) are generally lawful. The dragons of base colours (red, blue, green, etc.) are generally chaotic. The mixed or bizarre colours (plaid, transparent, etc.) are not to be trifled with. Remember that there are exceptions to every rule. Gem dragons (diamond, emerald, etc.) do exist. Next to nothing is known about them, but they are rumored to be neutral in alignment. And very powerful. As a human, you are more or less beneath their notice. If you keep it that way, and don't make trouble for them, they may not make trouble for you.

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Proprietary Knowledge for the Magic-User

Dragon Type A.C. Speed Hit Points Damage

• **Transparent** -4 9/30 Yes Absolutely

Ask a cleric what he or she is supposed to do around Purple Riders. This creature is rare. Thank Gods. If there is no cleric to query, RUNRUNRUNRUNRUN! The worst.

• **Plaid** -3 12/30 3800+ 100+

Yes, a Plaid Dragon. Not affected by any known dragon breath weapons (Fire, Lightning, Cold, Gas, and Acid). Coat a fighter with poison and feed him to the beastie. Just a suggestion.

• **Platinum** -3 9/30 3500+ 100+

Not affected by any known dragon breath weapons (Fire, Lightning, Cold, Gas, and Acid). Unaffected by known magick. Clerics, anyone? Or review the suggestion for Plaids.

• **Gold** -2 12/30 3300+ 100+

Not affected by any known dragon breath weapons (Fire, Lightning, Cold, Gas, and Acid). Fond of using magick, the gold dragons have a sort of motto- "Never stomp when you can cast".

• **Silver** -1 9/24 3000+ 100+

Not affected by the breath weapons Fire, or Lightning. Cold or Gas might buy you enough time to escape.

• **Bronze** 0 9/24 2800+ 100+

Not affected by the dragon breath weapon Fire. Lightning, Cold, Gas, and Acid attacks are a good place to start. Here is where they start to get wimpy. If you can consider a minimum 2800 hit points wimpy.

• **Copper** 1 9/24 2500+ 100+

Not affected by the dragon breath weapon Fire. Lightning, Cold, Gas, and Acid attacks are a good place to start. Wimpier still.

• **Brass** 2 12/24 2000+ 100+

Still not affected by the dragon breath weapon Fire. Lightning, Cold, Gas, and Acid attacks are also a good place to start. The pushover of metallic dragons. Push hard. The brass dragon spends most of his time being bossed around by the other metallic dragons. And remember, Uncle Chauncy was a brass dragon.

Dragon Type A.C. Speed Hit Points Damage

• **Red** -1 9/24 3000+ 100+

Baddest of the base color dragons, he is immune to Acid, Fire, and Cold based attacks. Red dragons consider horsemeat a delicacy. The fresher the better. And the harmless thing that rides horses serves as an hors'doeuvre. Fond of trashing black dragons.

• **Blue** 2 9/24 2800+ 100+

Not affected by the dragon breath weapons Fire and Lightning. Affected by swords.

• **Green** 2 9/24 2500+ 100+

Immune to Fire and Gas. Not immune to violent death.

• **Black** 3 12/24 2000+ 100+

Immune to Fire and Acid attacks. Fond of trashing white dragons.

• **White** 3 12/30 2000+ 100+

Still not affected by the dragon breath weapon Fire and Cold. The pushover of base color dragons. But you have to push hard. The white dragon spends most of his time being bossed around by the other color dragons. He may carry a grudge. Often found at home.

Type A.C. Speed Hit Dice Damage

Elemental, Air 2 36 16d8 2d10

A creature summonable by the spell Conjure Elemental. It will do your bidding, as long as you can maintain control. Transport and reconnaissance.

Elemental, Earth 2 6 16d8 4d8

Another Elemental, this one can only be hit by +2 weapons or better. Good for urban or rural renewal. Or simply knocking over a wall, kicking in a door, teaching manners to Fighters.

Elemental, Fire 2 12 16d8 3d8

Another Elemental, this one can only be hit by +2 weapons or better. Composed of fire, it can be useful against creatures that use cold based attacks, or undead. Damage from this elemental is treated as magickal fire.

Elemental, Water 2 6/18 16d8 5d6

An inhabitant of the depths, the water elemental can be very handy at bringing things up from the bottom. Or sending them there. Useful against fire based attacks, or fire elementals (of course, the reverse is true).

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Type	A.C.	Speed	Hit Dice	Damage
Hellhound	4	12	7d8	1d10

Judging from the name, one might guess that the Hellhound is immune to fire-based attacks. Since fire doesn't hurt them, they are fond of a fire based breath weapon that does 1d10/use, lest you save vs. Dragon Breath, in which case the victim is unharmed. By the breath weapon. Think of them as a rabid dog, and hit them accordingly. They generally appear in groups of less than 10. Ethelbert is fond of these creatures, so be careful when and where you off them. Occasionally seen in the city itself.

Hydra	5	9	12d8	1d10/head
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Hydras can have up to 12 heads, although they usually have fewer. Be wary, though, as each time you remove one of these heads, two grow back in 1-5 rounds. So, it is possible to exceed the normal 12 head limit. Ignore the heads, go for the body. For every three heads, one can breathe fire at will. They are good guardians; They are often seen keeping order in scenic, rustic Peasantowne. Not terribly bright. Bear this in mind. They will fall for many scams, which may beat trying to kill them.

Invisible Stalker	3	12	8d8	4d4
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A perennial favorite, the stalker is a tireless and infallible tracker. Note that it serves out of compulsion, not loyalty, and will twist your intent any way it can to have a laugh at your expense. They will follow your instructions to the letter, so be very careful what you tell them to do. They do what you tell them to, not what you want them to. Remember Geoffrey Eastbrooke. They can use Mk. II Invisibility. Can you see that? They always get the first attack, and at +4 to boot.

Lich	0	6	11d8	1d10/special
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An undead mage, the Lich can only be hit by magickal weaponry, and they cast magick at least as a 20th level mage. The 1d10 is what they do bare handed. They get nastier when armed, and carry the usual magick user weapons; dagger, staff, and whatnot. Feed him a cleric.

Type	A.C.	Speed	Hit Dice	Damage
Lupus X-1	Tough	48+	many	Extensive

Ever see Alien ? This creature is very elusive, and very tough. Immune to all known magick. It gets at least three attacks per round. Juliennes just about anything. Has a tail weapon that seems to use a cold based poison. Big fangs that do the same thing. Has a natural camouflage that renders it nearly invisible. Apparently has the natural ability to detect invisible. Review suggested procedures for plaid dragons. Reacts negatively to dogs. This is the sum total of our knowledge about this creature.

Manticore	4	12/18	6d8	3d6
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Think of this as a lion that flies. With a human head. Somewhat intelligent, but mostly a pain in the butt. They view human flesh as a special delicacy, and have a tail that holds from 1-36 spikes, which the manticore can fire quite accurately and at a range comparable to the long bow.. Each spike does 1d6. One out of six of these can be poisonous, treatable with standard antivenin techniques. The loot and/or belongings of the manticore's victims may be found in it's lair, which could be useful for something, yes?

Minotaur	6	12	6d8	3d4
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Think of this as a bull headed Scandaharian that doesn't fly. But then, he doesn't need to. Useful as a guard, if the intellectual requirements aren't all that taxing. This is why there are Fighters.

Mummy	3	6	6d8	1d12
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Everyone's favourite, Mummies are immune to Cold, Hold, Sleep, Charm, and Slow spells. They can only be hit by magickal weaponry (no silver here), they automatically exude a Fear spell. Persons in the vicinity (3" r.) must save vs. Staves and Wands, each turn, or pay the consequences. The touch of a mummy causes a rotting disease, that can be nailed with your trusty Cure Disease spell. Fire based attacks will spoil his day. If clerics are available, let them deal with it; this is small potatoes.

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Type	A.C.	Speed	Hit Dice	Damage	Type	A.C.	Speed	Hit Dice	Damage
Roc	4	3/30	18d8	6d6	Zombie	8	6	2d8	1d8

Very strong, the Roc can carry a Volkswagon away, if he so desires (and he can find one). Note his speed on the ground. Find a way to get him there, keep him there, and kill him there. Think what a Fireball would do to his feathers. Amusing pets, but get a Pseudodragon instead.

Shadow Demon 1 12 7d8 2d10
Magick users hate these things, as they are immune to Fire, Cold, and Lightning based spells. They are +2 on their attacks after sunset. Good time to hang back, and ask your cleric for a moment of his or her time. Or Disintegrate the pesky rascal.

Spectre 2 15/30 7d8 1d8
Sure, he doesn't seem to hit very hard. But they do move very briskly, and are immune to Charm, Cold, Hold, Sleep, or Death spells. They drain 2 life levels per touch (plus the 1d8), and can only be hit by silver or magickal weapons. Run away. Failing that, pray. As a last resort, engage them. See Shadow Demon.

Vampire 1 12/18 8d8 1d10
Immune to the same things as a Spectre, the vampire is very rare. Cold and Lightning based spells only do half damage. Magickal weapons of at least +1 are needed to even get their attention, and they also drain 2 life levels/touch, along with that pesky 1d10. Keep a holy symbol between it and you, and you are reasonably safe. Heh heh heh.

Wraith 4 12/24 5d8 1d6
Silver or magickal weapons again. In addition to their 1d6, they drain 1 life level/touch. Treat as a wimp spectre.

Wyvern 3 6/24 7d8 3d8
Something of a junior dragon, without the dragon's good manners. Wyverns will attack just about anything for the sheer hell of it. They have a tail that can strike a three hundred sixty degree radius, and it is poisonous. Recipients of the poison must save vs. Poison (PPD), or die in 1d6 rounds. Standard antivenin techniques. The poison has high commercial value to Thieves, Alchemists, and Magick Users.

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The Clerical Companion

being a compilation of information for the Cleric

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Proprietary Knowledge for the Cleric

Cleric Basic Skills Chart

<u>Level</u>	<u>THACO</u>	<u>PPD</u>	<u>PP</u>	<u>SW</u>	<u>DB</u>	<u>SPELLS</u>
1	19	10	13	14	16	16
2	19	10	13	14	16	16
3	19	10	13	14	16	16
4	18	9	12	13	15	16
5	18	9	12	13	15	16
6	18	9	12	13	15	16
7	17	8	11	12	14	15
8	17	8	11	12	14	15
9	17	8	11	12	14	15
<i>Note: beginning at 10th level, clerics deliver 2 attacks/round</i>						
10	16	7	10	11	13	14
11	16	7	10	11	13	14
12	16	7	10	11	13	14
13	15	6	9	10	12	13
14	15	6	9	10	12	13
15	15	6	9	10	12	13
16	14	5	8	9	11	12
17	14	5	8	9	11	12
18	14	5	8	9	11	12
19	13	4	7	8	10	11
20	13	4	7	8	10	11
21	13	4	7	8	10	11
<i>Note: beginning at 22nd level, clerics deliver 3 attacks/round</i>						
22	12	3	6	7	9	10
23	12	3	6	7	9	10
24	12	3	6	7	9	10

Notes: Here is an explanation of the above terms, and how to use this table

Level: Your current level.

THACO: This is an acronym for the words To Hit Armor Class zero. Simply put, your THACO is a way around all those wonderful tables and matrices. A function of your level and class, THACO gives you only one “to hit” number to deal with in combat situations. By subtracting the armor class you are attacking from your THACO, you determine your “to hit” roll on d20. As an example, Macduff is duking it out with a creature of AC 4 His THACO, on this table, would be 19 (he is 3rd level). $19-4=15$, the minimum number he would need to hit the enemy. A negative armor class works the same way, simply subtract a negative number: $19-(AC-5)=19+5=24$.

PPD: Your saving throw vs. Poison, Paralyzation, and Death.

PP: Your saving throw vs. Petrification and Possession

SW: Your saving throw vs. spells cast via Staves and Wands

DB: Your saving throw vs. for Dragon Breath

SPELLS: Your saving throw vs. Spells cast by a Magic User.

A word about multiple attacks: this is an expression of the number of times in a round you can land a barehanded or weapons/based attack. It does not mean that you can cast spells more than once per round.

ALL SAVING THROWS ARE 1d20

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Cleric Matrix for Turning Undead

<u>Undead Type</u>	<u>Cleric's Level</u>									
	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>
Skeleton	16	13	10	7	4	T	T	D	D	D
Zombie	19	16	13	10	7	4	T	T	D	D
Ghoul	20	19	16	13	10	7	4	T	T	D
Ghost	-	20	19	16	13	10	7	4	T	T
Wraith	-	-	20	19	16	13	10	7	4	T
Mummy	-	-	-	20	19	16	13	10	7	4
Spectre	-	-	-	-	20	19	16	13	10	7
Vampire	-	-	-	-	-	20	19	16	13	10
Lich	-	-	-	-	-	-	20	19	16	13
Death Knight	-	-	-	-	-	-	-	20	19	16
Black Rider	-	-	-	-	-	-	-	-	20	19
Purple Rider	-	-	-	-	-	-	-	-	-	20
	<u>11</u>	<u>12</u>	<u>13</u>	<u>14</u>	<u>15</u>	<u>16</u>	<u>17</u>	<u>18</u>	<u>19</u>	<u>20</u>
Ghost	D	D	D	D	D	D	D	D	D	D
Wraith	T	D	D	D	D	D	D	D	D	D
Mummy	T	T	D	D	D	D	D	D	D	D
Spectre	4	T	T	D	D	D	D	D	D	D
Vampire	7	4	T	T	D	D	D	D	D	D
Lich	10	7	4	T	T	D	D	D	D	D
Death Knight	13	10	7	4	T	T	D	D	D	D
Black Rider	16	13	10	7	4	T	T	D	D	D
Purple Rider	19	16	13	10	7	4	T	T	T	D

Notes: These numbers give tell the amount you must roll to turn the indicated creature. For instance, Macduff, as a 3rd level cleric, needs a 20 to turn a Wraith, and he can't even touch a Mummy. At 7th level, he will be able to naturally Turn Skeletons and Zombies, and at 11th level, he can Dispel any undead creature wimpier than a Wraith, which he can naturally Turn. Notice that Purple Riders are very tough customers, indeed.

Additionally, beginning at 7th level, the creatures that are affected, either by a successful roll, or natural talent, give ground at the rate of 5 ft./level of cleric, a radius on the cleric. As an example, when Macduff reaches 7th level, the Skeletons and Zombies that he turns will stay at least 35 ft. away from him at all times, and so would a Spectre, on a roll of 16 or better. This enables him to extend protection to members of his party.

“-” Means “No Way” (barring of course, godly intervention. As they say in New Mexico, “With God, all things are possible.”)



Father Klutz
Church of the Peasnuts

Fred's World

Proprietary Knowledge for the Cleric

Master Spell List

All known, non-restricted clerical spells are listed by level and in alphabetical order. Please consult your individual spell lists for information concerning each

1st level Spells

Bless, Create Water, Cure Light Wounds, Detect Evil, Detect Magick, Light, Protection from Evil, Purify Food and Drink, Sanctuary

2nd level Spells

Detect Charm, Find Traps, Hold Person, Speak with Animals

3rd level Spells

Animate Dead, Continual Light, Create Food and Water, Cure Blindness, Paralysis, Cure Disease, Locate Object, Negate Poison, Remove Curse, Speak With Dead

4th level Spells

Cure Serious Wounds, Detect Lie, Exorcism, Protection from Evil, 10 ft. Radius, Tongues

5th level Spells

Commune, Cure Critical Wounds, Dispel Evil, Flamestrike, Quest, Raise Dead, True Seeing

6th level Spells

Going Home, Heal, Part Water, Pathfinder, Speak with Monsters, Finger of Death, Regeneration, Remove Traps, Restoration, Sanctorum

1st Level Spells - 1 Spell Point per Casting

Bless

Range: 6"

Duration: 1 turn

Area of Effect: 5" x 5" square

Effect: For the duration of the spell, this adds 1 to the good guy's armor class, subtracts 1 from the bad guy's armor class, and adds 1 to the good guy's saving throws vs. everything.

Create Water

Range: None

Duration: Permanent

Area of Effect: 4 gallons water/level

Effect: Creates water that is pure in all respects. Couldn't you figure that one out?? Never hurts to have something to create the water in, now does it?



Athos Passive

High Patriarch of Ho-Hum

Cure Light Wounds

Range: Touch

Duration: Permanent

Area of Effect: 1 Creature

Effect: Per casting, this restores 1d8 in hit points to the creature touched. Reversible, to inflict a similar amount of damage with a touch.

Detect Evil

Range: 12"

Duration: 1 turn/level

Area of Effect: 1" wide path out to range

Effect: Detects evil, relative to the caster's alignment, out to range. The evil must have better than animal intelligence and/or be magical in nature.

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Detect Magic

Range: 3"

Duration: 1 turn

Area of Effect: 1" wide path out to range

Effect: Similar to the above, but this one detects magic regardless of alignment. It does not reveal the nature or purpose of the magic (what do you want for one spell point, anyway?)

Light

Range: 12"

Duration: 6 turns + 1 turn/level

Area of Effect: 2" r globe

Effect: Turns on the lights. This is not the same spell as the magic user's version of the same thing. Creates light equal to 1 torch without the nasty fumes and so on.

Protection from Evil

Range: Touch

Duration: 3 combat rounds/level

Area of Effect: Creature touched

Effect: When under the gentle influence of this spell, the bad guy's attack at -2, and the recipient gets +2 on all saving throws. Totally prevents bodily contact with magical creatures. Useful against Wraiths, yes? "Evil", in this case, is relative to the recipient.

Purify Food and Drink

Range: 3"

Duration: Permanent or until re-contaminated

Area of Effect: 1 ft.3

Effect: Removes all toxins, diseases, micro-organisms, etc. etc. Totally. Utterly fit for consumption. Doesn't improve the flavor, mind you, but that is why the gods gave us magic users. (In case you were wondering.)

Sanctuary

Range: Personal

Duration: 1 turn

Area Of Effect: Personal

Effect: The cleric may cast this only upon him or herself. Whilst under Sanctuary, the cleric cannot be attacked by the bad guys, unless A.) The cleric is the last survivor of a party (get that Finger of Death ready, bucko.) B.) The cleric casts offensive magic on the bad guys. Otherwise, total safety.

2nd Level Spells - 2 Spell Points per Casting

Detect Charm

Range: 3"

Duration: 1 turn

Area Of Effect: 1 Creature

Effect: This enables the cleric to detect the presence of a Charm spell on a monster or person. Doesn't do anything about it, but it may help in deciding whether or not you want to buy stocks from said individual.

Find Traps

Range: 3"

Duration: 3 turns

Area Of Effect: 1" wide path

Effect: Like the above, this detects the presence of something. In this case, traps. Whether mechanical or magical, concealed in any way, does not matter. The trap(s) become visible to the cleric and to him or her alone. Disarming and/or dispelling them is another story. And another spell.

Hold Person

Range: 6"

Duration: 1 turn/5 levels, 2 turns at 10th, etc.

Area Of Effect: 1 Creature

Effect: If the target unsuccessfully saves vs. spells (at -3), he/she/it is held for the above listed duration. The target cannot move any voluntary muscles. If speech is possible, it is permitted, however, but there is no guaranteeing it's veracity.

Know Alignment

Range: 1"

Duration: 1 turn

Area Of Effect: 1 Creature/rnd.

Effect: Enables the caster to assess precisely the alignment of anything within range that has an alignment to wonder about. The alignment is not relative to the caster, and is Lawful, Neutral, or Chaotic. And that is it.

Speak with Animals

Range: Personal

Duration: 2 rnd./level

Area Of Effect: 3" r. on caster

Effect: If you've ever wondered what those birds and puppies are saying about you, here is your big chance.

Fred's World

Proprietary Knowledge for the Cleric

You may speak with one and only one animal at a time, out to range. Mind you, this only works on non-magical creatures (otherwise use Speak with Monster), and no one said that they were A.) Bright or B.) Truth-loving. But you can talk to them, get ballgame scores, trade recipes, whatever.

3rd Level Spells - 3 Spell Points per Casting

Animate Dead

Range: 1"

Duration: Permanent or until destroyed

Area Of Effect: 1 creature/casting

Effect: This is a restricted spell, for use by Chaotic Clerics only. All this does is manufacture Zombies and Skeletons from dead bodies and skeletons. These undead creatures will follow the orders of their creators, as long as they are not too difficult. These things are mostly used as cannon fodder and guards, an application probably similar to their jobs in their previous lives.

Continual Light

Range: 12"

Duration: Permanent or until dispelled

Area Of Effect: 6" r. globe

Effect: This produces more and better light than the first level Light spell, above. Additionally, it will remain on until, A.) The caster cancels it, B.) It is hit with a clerical or magickal Darkness spell or C.) It is subjected to clerical or magickal Dispel Magic.

Create Food and Water

Range: Touch

Duration: Permanent

Area Of Effect: 1 meal for 3 persons or 1 horse/level

Effect: For a measly three spell points, this spell provides for the nutritional requirements as stated above. The meals created are sufficient to supply the day's needs for the recipient. Note that Klids and Centaurs, as well as anything else along these lines, count as a horse. This may be why so many Klids are named Ed. Then again, it may not.

Cure Blindness or Paralysis

Range: Touch

Duration: Permanent

Area Of Effect: Creature touched

Effect: Restores sight, or cures paralysis, whether magickally, medically, or mechanically (like a spear through the eye) induced. Reversible for a variety of reasons. Does one or the other per casting, not both. Specify prior to casting.

Cure Disease

Range: Touch

Duration: Permanent

Area Of Effect: Creature touched

Effect: This removes various diseases, whether magickally or medically induced. Doesn't cure wounds, but will disinfect them. Doesn't zap toxins, either. Doesn't restore sanity. Reversible.

Locate Object

Range: 6" + 1"/level

Duration: 1 round/level

Area Of Effect: 360; circle out to range

Effect: This is a little bit of presto-detecto for the cleric. Enables the cleric to find tools, weapons, clothing, stairs, and bottles of cognac, if you like. The cleric must be a bit familiar with the specific object, as this is not a generic detection spell. But with a bit of practice, you can probably get some very useful and interesting results from this one.

Negate Poison

Range: Touch

Duration: Permanent

Area Of Effect: Creature touched

Effect: This is just like the previous two, except that this one nails poisons. All poisons. Period.

Remove Curse

Range: Touch

Duration: Permanent

Area Of Effect: Object or creature touched

Effect: This is an old clerical favorite. This removes cast curses, and wipes curses from artifacts, if applied before the curse is triggered. Once the curse is activated, it will enable the victim to remove the cursed item. Another casting would then clean it up. Will also toast Quest (except when it won't), and Geas (ditto).

Fred's World

The Clerical Companion

Speak With Dead

Range: 1"

Duration: Special

Area Of Effect: 1 dead thing

Effect: Truthful answers from beyond the grave, what a deal! Like most deals, this has a down side. First, the cleric must have been able to communicate with the corpse in its pre-corpse state. Second, the creature can only tell you what it knew. Third, the longer the corpse has been that way, the better the cleric has to be to get anything at all. Here is a helpful table:

<u>Cleric Level</u>	<u>Max Time Since Death</u>	<u>Number of Questions</u>
7th or under	1 week	2
7th-8th	1 month	3
9th-12th	1 year	4
13th-15th	10 years	5
16th-20th	100 years	6
21st and over	1000 years	7

4th Level Spells - 4 Spell Points per Casting

Cure Serious Wounds

Range: Touch

Duration: Permanent

Area Of Effect: Person or creature touched

Effect: Cures serious wounds, restoring up to 2d8+1 hit points. Reversible to inflict the same amount of damage with a mere touch.

Detect Lie

Range: 3"

Duration: 1 round/level

Area Of Effect: 1 creature

Effect: Suspect that someone isn't quite coming clean? Cast this on yourself or someone else, and know whether or not the speaker speaks accurately. This will tell the listener whether or not the speaker is being truthful, regardless of whether or not the speaker believes it him(her)self. This does not compel truthful speech, it simply indicates absolute veracity.

Exorcism

Range: 1"

Duration: Permanent

Area Of Effect: 1 Creature or object

Effect: When encountering things possessed by

demons, or under the influence of magickal Charm spells, and similar unhappy situations, you have a base chance of 5%/level (30% @ 6th, 60% @ 12th, etc.) of eliminating the source of the problem. Useable once per day, regardless of available spell points.

Protection from Evil, 10 ft. Radius

Range: Touch

Duration: 1 turn/level

Area Of Effect: 20 ft. diameter sphere, with target as ground zero

Effect: Just like the first level protection, except this one has a radius that moves with the person cast upon. When under the gentle influence of this spell, the bad guy's attack at -2, and the recipient(s) get(s) +2 on all saving throws. Totally prevents bodily contact with magickal creatures. Useful against Wraiths, yes? "Evil", in this case, is relative to the recipient.

Tongues

Range: Personal

Duration: 1 turn

Area Of Effect: 6" d circle

Effect: Within the area of effect, this allows you to speak with any living or undead creature. A sort of clerical universal translator. Reversible to provide a certain degree of secure communication, within the area of effect.

5th Level Spells - 5 Spell Points per Casting

Commune

Range: Personal

Duration: Special

Area Of Effect: Personal

Effect: This is a communications patch-through to your god, or one of his numerous assistants. You may ask one question per level of experience. It will be answered absolutely truthfully, "Yes", "No", or "Mu". A "Mu" answer indicates that the answer is neither yes nor no, and you are probably asking a question that cannot be answered truthfully with that much brevity. Or you are asking the wrong question. Useable once per month by characters 7th-12th level, and twice per month by characters 12th-25th level.

Fred's World

Proprietary Knowledge for the Cleric

Cure Critical Wounds

Range: Touch

Duration: Permanent

Area Of Effect: Creature touched

Effect: Like its predecessors, this cures wounds, albeit with a tad more oomph. Restores up to 5d10 in hit points. Also reversible.

Dispel Evil

Range: Personal

Duration: 1 round/level

Area Of Effect: Creature touched

Effect: This one sends the bad guy's a packin'. Summoned creatures of various types and unpleasant disposition are shipped back to their home territory, plane, circle of hell, whatever. Bad guys in the area encompassed by a 10 ft. radius around the cleric attack at -7 for the duration of the spell. As usual, "Evil" is relative to the caster.

Flamestrike

Range: 6"

Duration: instantaneous

Area Of Effect: 1" diameter column going up to the limit of sight

Effect: Yes, the cleric gets to have a bit of fun with the bad guys. Call down a blast of fire from heaven. Precisely targetable, anything that fails to save vs. spells will take 6d8 in damage from magickal fire. Made saves take the traditional one half damage.

Quest

Range: 6"

Duration: Until fulfilled

Area Of Effect: 1 Creature

Effect: Wouldn't it be swell to have someone run a little errand for you. Like topple a government? Here is the ticket! The target that fails to save vs. spells will do whatever you ask of it, or die trying, or die not trying, at the rate of 1d6/day in damage that does not heal. If backsliders see the error of their ways whilst still among the living, that damage repairs at the same rate until normal levels are reached. Once dead, the Quest spell is broken. You could always cast Speak with Dead, and ask them why they were such a dummy, I suppose.

Raise Dead

Range: Touch

Duration: Permanent

Area Of Effect: Creature touched

Effect: This brings 'em back in whatever condition they were in when they left. Any missing limbs (hands, toes, heads, etc.) will stay that way. The cleric is limited to one day dead for each level of experience. The raised person will require one day of bed rest for each day dead, and any wounds will have to be separately dealt with.

True Seeing

Range: Personal

Duration: 1 round/level

Area Of Effect: 12" visual range

Effect: A spell of uncommon power, True Seeing cuts the crap and allows the cleric to see what is really going on. All invisible objects are visible, whether magickally, mechanically, or naturally contrived. Polymorphs are nailed, illusions and phantasms broken, hallucinations unmade.

6th Level Spells - 6 Spell Points per Casting

Going Home

Range: Personal

Duration: Instantaneous

Area Of Effect: caster plus weight of 250GP/level

Effect: Something of a bargain basement Teleport, this enables a cleric to be transported to a predetermined, prespecified place of safety; his church or abbey, like that. It is a one way spell, and is untraceable. Magical restraint will not prevent its operation. Helpful for the unjustly imprisoned. Assuming they haven't chained you to the wall, of course.

Heal

Range: Touch

Duration: Permanent

Area Of Effect: Creature touched

Effect: Restores all damage, short of 1d4, from any and all sources. Dispel's Feeblemind, and cures blindness. Does not regenerate missing limbs.

Fred's World

The Clerical Companion

Part Water

Range: 2"/level

Duration: 1 turn/level

Area Of Effect: creates a trench 3"d× 1"w×2"l/level

Effect: Parts the water to the above specs. Can be switched off. What more do you need to know? Hint: there is no saving throw vs. drowning.

Pathfinder

Range: Personal

Duration: 1 turn/level

Area Of Effect: Personal

Effect: This allows the cleric to find the shortest, most direct route to a destination, be it in to, or out of, something, no matter how convoluted or confusing. Great for leaving mazes, dungeons, and political rallies.

Speak with Monsters

Range: Personal

Duration: 1 round/level

Area Of Effect: 3" r circle, with caster as ground zero.

Effect: Allows the caster to speak with monsters, regardless of their origin, or linguistic barriers. Be aware that this doesn't compel truth or speech, but if they are dumb enough to talk to just anyone, well!

Finger of Death

Range: 12"

Duration: Permanent

Area Of Effect: Target selected

Effect: Kills things. Some things do get a saving throw vs. Spells. There are devices that absorb this spell, as well. Just thought you'd like to know.

Regeneration

Range: Touch

Duration: Permanent

Area Of Effect: Creature touched

Effect: If they're not dead yet, this will repair all damage. Includes wounds, and the renewing of severed limbs. Restores all hit points, with the exception of damage resulting from loss of life levels. Unlike the magic user's version(s) of this, this will regenerate damage from fire and acid, whether magickally or technologically induced.

Remove Traps

Range: Personal

Duration: 1 round/level

Area Of Effect: 1" w x 3" long path

Effect: This enables the cleric to neutralize traps. Causes all traps, whether magickal, technological, or other, to be safely disengaged.

Restoration

Range: Touch

Duration: Permanent

Area Of Effect: Creature touched

Effect: Mixed it up with a wraith, or some other form of bad news? Through the use of Restoration, the stolen levels of life energy can be restored, at the rate of one level per casting. This spell must be applied to the victim within one day of the problem per level of caster. As an example, a fourteenth level cleric can restore 1 level of lost life energy up to 14 days after the loss. Reversible, to drain 1 level/casting. This is usually only done by Chaotic clerics. Clerics of other alignments should approach this sort of thing with extreme caution, and had best have an awfully good reason for doing it.

Sanctorum

Range: N/A

Duration: Permanent

Area Of Effect: 100 yds2/ level

Effect: This allows a cleric to secure a consecrated area, such as a grave, church, etc. Any person of alignment equal to the caster must know the password, or save vs. spells, or access will be prevented. A person removed 1 step in alignment will take 2 d6/level of caster in damage (save vs. spells), and be denied access, unless they make their saving throw, in which case they can get in, but still take damage. A person 2 steps removed in alignment will receive 4 d6/level of caster in damage (successful save is half damage), and be denied access to the area. For each of the 3 alignments, there exists 3 Staffs of Passage, which will negate the protection field for a limited time. See your church for further information. Note that areas so protected give off a distinct glow, white for a lawful field, purple for chaotic, and grey for neutral.

The above spells, while sixth level, are restricted in use to clerics of 20th level or greater.

Fred's World

Proprietary Knowledge for the Cleric

Know Thy Enemy

There are many creatures populating Fred's World. Some of these, a cleric may be reasonably expected to have some passing familiarity with. Here is a list of these, with occasional suggestions concerning what to do about them.

<u>Type</u>	<u>A.C.</u>	<u>Speed</u>	<u>Hit Dice</u>	<u>Damage</u>
Death Knight	0	12	9d10	by weapon

The Death Knight is an extremely unpleasant fellow, usually employed by Chaotic types. Immune to Charm, Hold (Person or Monster), Cold, and Death spells, including Finger of Death. He uses magic as a 20th level mage, and generally prefers enchanted weapons of the sort that knights usually use. They are created from fallen Paladins. The best defense is an Exorcism spell. Avoid bodily contact, as they can remove one life level with each hit.

Demon, Type 1	0	12/18	8d8	1d20+10
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Not a big worry. Their primary attribute is that they can gate in more of their kind at will, one at a time. Realize that several of these fellows can easily split their duties, some kicking your fanny, and others gating in more to join the party. Hit them hard, and first. Exorcism again is suggested.

Demon, Type 2	-2	6/12	9d8	3d8
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As above. Slower, but better protected and with more hit points.

Demon, Type 3	-4	9	10d8	4d8
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A little wrinkle here. This chap can gate in not only Type 3's, but 2's, and 1's as well.

Demon, Type 4	-1	9/12	11d8	2d8
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This is where it starts to get interesting. He can only be hit by +1 or silver weapons, and that is only the beginning! They also use magic, albeit to a limited ability. You can bet he won't cast Sleepytime Comfort on you, even if you ask politely. Finger of Death, Exorcism, and Flamestrike come to mind, or you can let the fighters worry about it.

<u>Type</u>	<u>A.C.</u>	<u>Speed</u>	<u>Hit Dice</u>	<u>Damage</u>
Demon, Type 5	-5	12	8d8	7d6

You should have stayed home to-day. Silver or +2 is the minimum to hit, and this one is a better magic user than Type 4's, think of him as at least a fifth level mage; with poorer manners.

Demon, Type 6	-2	6/15	10d8	5d10
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Guess what! Only silver or +3 weapons for this one. While he cannot gate in a few buddies, he doesn't have to. Additionally, he employs magic (surprised?), that can also be clerical (how about now?).

Ghost	0	9	10d8	special (!)
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Only responsive to silver or magical weapons, Ghosts are among the least of your professional concerns. This is not to suggest that they be taken lightly, however, as their touch ages the touchee by 10 years/touch. Utilize your natural ability as a cleric to send them packing.

Ghoul	6	9	10d8	3d4
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Immune to sleep and Charm spells, ghouls are capable of paralyzing by a mere touch. The paralysis lasts until dispelled, either by the ghoul, or someone else. This can be tricky. Whomp him good. The first time. Hint: they cannot touch you if they got no hands! A Protection from Evil or Sanctuary are adequate defenses.

Hellhound	4	12	7d8	1d10
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Judging from the name, one might guess that the Hellhound is immune to fire-based attacks. Since fire doesn't hurt them, they are fond of a fire based breath weapon that does 1d10/use, lest you save vs. Dragon Breath, in which case the victim is unharmed. By the breath weapon. Think of them as a rabid dog, and hit them accordingly. They generally appear in groups of less than 10.

Lich	0	6	11d8	1d10/special
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An undead mage, the Lich can only be hit by magical weaponry, and they cast magick at least as a 20th level mage. The 1d10 is what they do bare handed. They get nastier when armed, and carry the usual magick user weapons, dagger, staff, and whatnot.

Fred's World

The Clerical Companion

Type **A.C.** **Speed** **Hit Dice** **Damage**
Mummy **3** **6** **6d8** **1d12**

Everyone's favorite, Mummies are immune to Cold, Hold, Sleep, Charm, and Slow spells. They can only be hit by magickal weaponry (no silver here), they automatically exude a Fear spell. Persons in the vicinity (3" r) must save vs. Staves and Wands, each turn, or pay the consequences. The touch of a mummy causes a rotting disease, that can be nailed with your trusty Cure Disease spell. Fire based attacks will spoil his day.

Shadow Demon **1** **12** **7d8** **2d10**

Magic users hate these things, as they are immune to Fire, Cold, and Lightning based spells. They are +2 on their attacks after sunset. Normal demon zapping procedures here.

Skeleton **7** **12** **6 points** **1d6**

Yet another favorite, they are not affected by Charm, Cold, Hold, Sleep, or Death spells. Additionally, bladed weapons do half damage unless specifically used with the flat of the blade. Let the fighters worry about this minor annoyance, and magic users enjoy Magic Missile. If pressed, use your staff or mace, and try not to hurt yourself or your comrades.

Spectre **2** **15/30** **7d8** **1d8**

Sure, he doesn't seem to hit very hard. But they do move very briskly, and are immune to Charm, Cold, Hold, Sleep, or Death spells. They drain 2 life levels per touch (plus 1d8), and can only be hit by silver or magical weapons. Run away. Failing that, pray. As a last resort, engage them. Exorcism works.

Vampire **1** **12/18** **8d8** **1d10**

Immune to the same things as a Spectre, the vampire is very rare. Cold and Lightning based spells only do half damage. Magical weapons of at least +1 are needed to even get their attention, and they also drain 2 life levels/touch, along with that pesky 1d10. Keep a holy symbol between it and you, and you are reasonably safe. Protection from Evil might not be a bad idea, as it prevents unwelcome contact, and an Exorcism wouldn't hurt, either.

Wraith **4** **12/24** **5d8** **1d6**

Silver or magical weapons again. In addition to their 1d6, they drain 1 life level/touch. Treat as a wimp Spectre.

Zombie **8** **6** **2d8** **1d8**

Another task for the fighters, Zombies are a low grade annoyance. Skeletons with smelly skin. Treat as skeletons, but the blades work on these guys.

Type **A.C.** **Speed** **Hit Dice** **Damage**
Black Riders **-4** **24** **10d10** **10d10**

Take a look at that speed, armor class, and damage, and ask yourself "Why the hell am I here?". Immunities abound. Try Cold, Fire, Lightning, Sleep, Charm, Hold, and Death spells. Sorry yet? Okay, weapons must be at least +5, and they cast as a 24th level mage. Hot line to the High Lord of Chaos (and he always answers on the second ring, with a smile on his face). If possible, run, run, run. Holy hand grenades will snuff them, albeit at enormous cost. What do you value more, hm? 911 calls come to mind, as does Finger of Death. Run, run, RUN!

Purple Riders **-6** **24** **20d20** **10d10**

These make Black Riders look like a basket of kittens. RUN RUN RUN. Failing such wiser alternatives, try the same things you did with Black Riders. WHY ARE YOU WITHIN RANGE OF THOSE TECHNIQUES??? LEAVE!! Feed them the Fighters while you go for "help". Careful the magic users don't beat you to this fine, lifesaving idea. Fighters aren't smart, but they aren't that dumb.



Gregory XII
 High Patriarch of Law

Fred's World

Proprietary Knowledge for the Cleric

Information That Clerics Often Know:

Here are a few general tips, and bits of information of varying degrees of usefulness. Use them as you see fit, or ignore them at your peril. Your choice.

The three gods are George Law, Lester Hohum, and Quasimodo Qhaos. They control, respectively, the powers of Law, Neutrality, and Chaos.

Each of the three gods has a sort of alter ego. George Law is also Zeus, Lester is Odin, and Quasi is Seth. The gods will not tolerate the worshipping of false gods, but they don't mind at all if someone wishes to worship one of the alter egos. Zeus is playful (though absolutely lawful) and is favored by mages, Odin favors fighters, and the Thieves are fond of Seth.

Your individual god requires you to tithe 10% of your holdings to the church. A little extra can't hurt. Don't think for a second that you can save money by skipping from god to god, and welching. This is one of the few areas that the gods are constantly in total agreement with one another.

Clerics get their best experience points by killing the creatures on the above list. They are also rewarded for using their clerical powers to help others, at the rate of 1 Experience Point/spell point expended. Additionally, each GP donated to your church above the 10% minimum results in 1 XP.

Anything with a little numeric keypad is best left to the Thieves.

Let the magic users refer to Swenson as "Swenney". You can pick up a few XP by healing them. Or Resurrecting them! But don't tell the uppity weasels about that.

Speaking of Swenson! He isn't terribly fond of magic users, but he will offer instruction to clerics in the use of the staff and mace. Usually at a slight increase in cost, but it is worth it.

And speaking of healing and resurrection! You have 10 minutes for each level of your experience to apply healing magick to someone that is dead (-1 hit points or less). If you do not beat that time limit, only a Resurrection or similar spell will do the trick. You only have to get them to zero hit points with this technique, so use the lowest spell you can, there may be several people who need it. In the case of poisoning, a person can be sustained, but not cured, through this technique. The poison must be neutralized, magickally or chemically, to fully cure the afflicted party.

When your back is against the wall, any cleric, regardless of level, may cast Finger of Death. It must be the only answer to the problem. Attempting frivolous use of this is not looked kindly upon. Remember the little cleric who called 911 too many times.

To call 911, tell the referee that you are placing the call. He or she will guide you from there. Don't abuse it. It isn't 100% reliable, and don't ever hang up on a god. Remember that Odin likes to see people get it in combat, so you may wish to try Someone else.

If Valkyrie show up on winged horses (Pegasai), it means that someone is going to have one hell of a fight, and there will be casualties. Not necessarily the bad guys, either.

Remember that Ethelbert has no business in church affairs. Return the courtesy, and let him run his fiefdom as he sees fit.

A relationship with Ethelbert, however, is something to be cultivated, as he and Lester Hohum are on a first name basis.

Holy hand grenades can be found at The Magic Shoppe, but the church's are usually a better value, and the instructions are clearly written.

Ted and Avatar sell the best cloaks money can buy.

Treat the puppies well, but remember that they are spies for Ethelbert. It is something of a secret. Using Speak with Animals may help you get rid of them if need be, by coming up with a good story to make them want to go away. If for some reason you must kill the puppies, make sure that it is non traceable, and non resurrectable. Do not kill them (or anything else) without a powerfully good reason. Financial gain is not, generally, one of the good reasons.

Your clerical garb may ensure your safe passage through Peasantowne, but don't bet your tithe. Carry a stout mace (or a silenced submachine gun) to show the proper respect. And a few fighters for cannon fodder, too.

Don't go around capriciously making trouble for the other churches. We all have to share the same planet.

You can get more and better results with a wineskin of holy water than you can with just the holy water.

You can get free lodging for yourself (not your party) at your church.

Fred's World

Unseen in Broad Daylight

a practical guide to surviving Ethelbertville for friends of Mr. Greenstreet

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Fred's World
Proprietary Knowledge for the Friends of Mr. Greenstreet

Thief Basic Skills Chart

<u>Level</u>	<u>THACO</u>	<u>PPD</u>	<u>PP</u>	<u>SW</u>	<u>DB</u>	<u>SPELLS</u>
1	20	13	12	14	16	16
2	20	13	12	14	16	16
3	20	13	12	14	16	16
4	20	13	12	14	16	16
5	19	12	11	13	15	16
6	19	12	11	13	15	16
7	19	12	11	13	15	16
8	19	12	11	13	15	16
9	16	11	10	12	14	15
10	16	11	10	12	14	15
11	16	11	10	12	14	15
12	16	11	10	12	14	15
13	15	10	9	11	13	14
14	15	10	9	11	13	14
15	15	10	9	11	13	14
16	15	10	9	11	13	14
17	14	9	8	10	12	13
18	14	9	8	10	12	13
19	14	9	8	10	12	13
20	14	9	8	10	12	13
21	13	8	7	9	11	12
22	13	8	7	9	11	12
23	13	8	7	9	11	12
24	13	8	7	9	11	12

Notes: Here is an explanation of the above terms, and how to use this table

Level: Your current level

THACO: This is an acronym for the words To Hit Armor Class zero. Simply put, your THACO is a way around all those wonderful tables and matrices. A function of your level and class, THACO gives you only one “to hit” number to deal with in combat situations. By subtracting the armor class you are attacking from your THACO, you determine your “to hit” roll on d20. As an example, Macduff is duking it out with a creature of AC 4 His THACO, on this table, would be 20 (he is 3rd level). $20-4=16$, the minimum number he would need to hit the enemy. A negative armor class works the same way, simply subtract a negative number: $20-(AC-5)=20+5=25$.

PPD: Your saving throw vs. Poison, Paralyzation, and Death.

PP: Your saving throw vs. Petrification and Possession

SW: Your saving throw vs. spells cast via Staves and Wands

DB: Your saving throw vs. Dragon Breath

SPELLS: Your saving throw vs. Spells cast by a Magic User

ALL SAVING THROWS ARE 1d20

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Thieves' Abilities and Adjustment Tables

Thieves have the following inherent base chances to perform the various listed Thievish things:

Pick Pockets:	30%
Open Locks:	25%
Find or remove Traps:	20%
Move Silently:	15%
Hide in Shadows:	10%
Hear a useful or important Noise:	10%
Climb Walls:	60%
Read Languages, beginning at fourth level:	20%

Add five percent to each of these traits, for each level that you gain.

Dexterity Modifications

<u>Score</u>	<u>PP</u>	<u>OL</u>	<u>FT</u>	<u>MS</u>	<u>HS</u>	<u>HN</u>	<u>CW</u>
1	-40	-45	-40	-40	-40	-	-40
2	-35	-40	-35	-35	-35	-	-35
3	-30	-35	-30	-30	-30	-	-30
4	-25	-30	-25	-25	-25	-	-25
5	-20	-25	-20	-20	-20	-	-20
6	-15	-20	-15	-15	-15	-	-15
7	-10	-15	-10	-10	-10	-	-10
8	-5	-10	-5	-5	-5	-	-5
9	-	-5	-	-	-	-	-
10	-	-	-	-	-	-	-
11	-	-	-	-	-	-	-
12	-	-	-	-	-	-	-
13	-	-	-	-	-	-	-
14	-	-	-	-	-	-	-
15	-	-	-	-	-	-	-
16	-	+5	-	-	-	-	-
17	+5	+10	+5	-	+5	-	+5
18	+10	+15	+10	+5	+10	-	+10
19	+15	+20	+15	+10	+15	-	+15
20	+20	+25	+20	+15	+20	-	+20
21	+25	+30	+25	+20	+25	-	+25
22	+30	+35	+30	+25	+30	-	+30
23	+35	+40	+35	+30	+35	-	+35
24	+40	+45	+40	+35	+40	-	+40

all modifications are in percentage points

Racial Adjustments

- Humans receive no modifications
- Dwarves receive no modifications
- Elves +5% to all items above
- Hobbits +25% to all items above
- Gnomes +50% to Pick Pockets only

Thief proficiencies, non weapon

Like other classes, Thieves also have a variety of skills common to their profession, which other classes may lack. Herewith is a brief list of these abilities. For every 2 levels of experience, you may add ONE of these proficiencies, or add a plus to one of your current proficiencies. As a starting character, you will have 2 of these proficiencies. All proficiencies are based on the roll of d6. You must roll 1d6 to an equal or lesser amount than your given proficiency, for the attempt to be successful. For example, a character with a proficiency of 3 in Direction Sense must roll a 3 or less in order to successfully travel without becoming lost.

T-1 Alertness: Simply, how difficult is it for you to be surprised? Conversely, how easy is it for you to surprise someone else? Unlike the normal progression, if you have no proficiency ("0") in this department, you have a base chance of 1 in 6 to avoid being surprised. With a proficiency of "1", this increases to 2 in 6. A "2" would give you 3 in 6, and so on.



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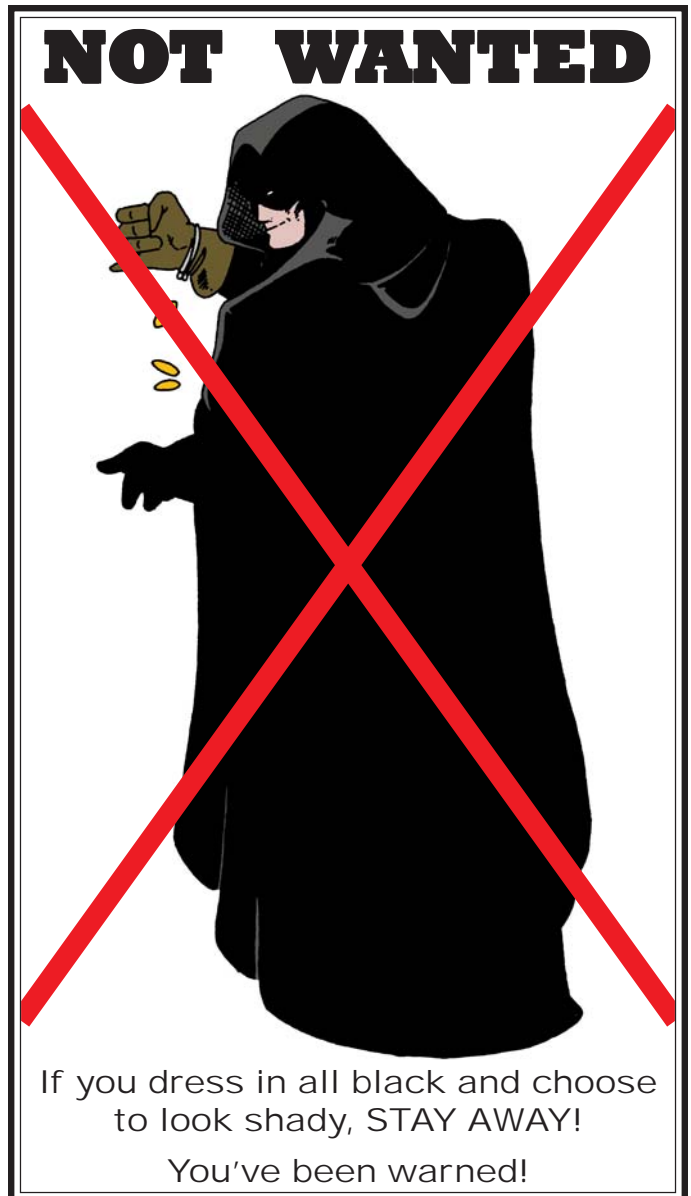
T-2 Appraisal: Thieves learn quickly to distinguish valuable loot from the merely gaudy and relatively worthless. A successful appraisal check indicates that unique items and artifacts will catch their eye before others in the vicinity. This skill does not help determine the value of the item itself, but separates the wheat from the chaff so to speak.

T-3 Convince: At times one must bluff, cajole, intimidate, persuade or even beg from NPCs to get them to accommodate your needs or plans. A successful effort to convince an NPC will get them on your side. Beware however, that prior knowledge of and a set disposition towards your character will negate any chance of convincing; nor can one be convinced of taking actions that are against their best interest. For example, an Ethelbertian Guard cannot be convinced to look the other way. There must at least be a chance of success for any attempt to be made.

T-4 Copy: Some of our more artistically inclined members earn their keep by assisting the world at large with their copying services. Depending on one's interests for example, they may assist in copying a particular painting, historical document, treasure map, official missive, personal letter or possibly even the current currency. Your materials are often a key component to the success or failure of the, "copy".

T-5 Direction Sense: Working above or below ground, this makes it a good deal more difficult to become lost. The standard progression applies. For total darkness (a cave or starless night), add 3 to your roll. If you have been teleported, dimension doored, or magically transported in any fashion, you will be totally disoriented until you come across something familiar to get a bearing from.

T-6 Disguise: The entrepreneurial friend of Mr. Greenstreet may occasionally have a need to pass as someone other than themselves. Through the use of a proper disguise kit (available at several locations in Peasantowne) and time to prepare, one may walk unseen in broad daylight; or at least unrecognized. Each disguise kit is generally useful for a single disguise and contains the necessary clothing, make-up and props to sell the character. Don't be cheap on your disguises



if you want them to work. Properly applied (meaning using a quality kit and ample time to prepare) no skill check is needed to avoid the casual observer. Rushing, using a poor kit, making up a disguise as you go, or avoiding a trained observer will require a proficiency check.

T-7 Endurance: A person with this proficiency can last longer, physically, than someone who doesn't have this, in the performance of physical tasks. You can run or sprint twice as long as someone else, without a longer recovery period. **NOTE:** A character either has this proficiency, or does not have it, there is no progression.

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T-8 Etiquette and Protocol:

Always useful at court, or any other time that the Fighters are likely to get you into trouble with their boorish behavior. For each level of this skill, add 10% to your reaction adjustment (see Charisma Modifiers), when specifically called for. Failed attempts subtract one half that amount from your base. Also, for each level, add 10 points to your Phur Phactor.

T-9 Inconspicuous Consumption: Characters with this proficiency can pass themselves off as inebriated, appearing to be unable to hold their liquor when in truth through sleight of hand and misdirection they drink very little. Unlike the normal progression, if you have no proficiency ("0") in this department, you have a base chance of 1 in 6 to appear inebriated. With a proficiency of "1", this increases to 2 in 6. A "2" would give you 3 in 6, and so on.

T-10 Mixologist: It is a well hidden fact that Thieves are among the most formidable Bartenders this side of the Empire. This proficiency is why. And you know, if you know how drinks are supposed to taste, might you not be a little better equipped to make it taste exactly as expected even when an additional something something has been added. This proficiency is a prerequisite for those thieves who choose to create their own poisons and potions.

T-11 Rope Work: More than simple noose-making, although they do have their uses, this enables the proficient person to escape being tied up when successful. One may additionally build rope bridges, construct charming potholders and attractive placemats for your church rummage sales. In the case of escape artistry, you roll your proficiency check at plus 3.

T-12 Running: Useful for running away. Can be added to Endurance to allow you to run four times longer than an untrained person. Or, by itself, it allows you to run or sprint (at your normal rate) for twice as long, with the normal rest period. **NOTE:** A character either has this proficiency, or does not have it, there is no progression.

Arcane Guild Lore:

Thieves are privy to some of the tightest secrets in this world. Here are a few of them. Remember that your fellow party members may be your partners. They may be your friends. They may even be your family. **BUT THEY ARE NOT YOUR GUILD BROTHERS AND THEY WILL PROBABLY NOT KILL YOU IF YOU TELL THEM ANY OF THIS. BUT YOU CAN BELIEVE THAT WE WILL.**

Never ever let Ethelbert catch you. The Guild does not officially exist in Ethelbertville, and will not do a bloody thing to help you if you are caught.

If you steal from Ethelbert, be prepared to glow purple. And die.

If you can escape the city alive, whilst glowing purple, the spell is exhausted, and you could re-enter the city in relative safety at a later time.

When the city is closed, i.e., curfew, there are ways for Guild brothers to pass between the city and Peasantowne.

It is always a good idea to have a reasonable, believable cover story/occupation, rather than tell your friends/colleagues (other than Guild brothers) that you are a thief. Even the best intentioned fellow PC's will give you up with very little provocation, especially to save their own worthless hides. Popular cover occupations include merchants dealing in rare and previously owned merchandise, mercenary soldiers, and street entertainers.

Do not try to purchase your traditional thief's needs (garrotes, blowguns, snake person daggers, etc.) in Ethelbertville proper; there is a good chance that the law tracks these purchases.

Don't try any funny business with Mad Madame Mim or any of her employees, especially within her walls. Do not follow quarry into Mim's with the idea of bagging them inside. No, no, NO! When they come out again is a different story. The Guild

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can direct you to cooperative local business people who may let you keep an eye on Mim's for a small consideration.

Ditto The Inn of the Blue Dragon. Although Ethelbert may not be called in to quell mischief there (our intelligence indicates that MacNamara would not deign to call upon Ethelbert. He can take care of it himself.), you don't want the wrath of MacNamara upon your head.

The Gang of Four is a prime contract. But they are difficult targets. The last 237 Guild brothers that have tried have come back in eyedroppers, (when there was any trace at all) and the Gang has had the temerity to bill us 2,000,000 GP "training fees" for each one.

Do not kill the puppies unnecessarily. If you do, make absolutely sure that the body(ies) will never be found. Much better to feed them Morpheus[®] brand Puppy Biscuits.

There is a Black Market Magic Shoppe in Peasantowne, where many unusual items are to be had. The Guild office sometimes knows where it is; it moves from time to time.

The Elven Opera House is best avoided by Guild brothers, particularly those of the Gnomish persuasion. Guild intelligence has sketchy information that seems to indicate that the Opera House is a listening post for the High Lord of (Spit!) Law.

The Pot Luck Inn is the Ethelbertville safe house. See Ralph Rookya, and tell him that you are an "old family friend of Mr. Greenstreet." Do not go here if you are glowing purple; they will kill you, no matter whose old family friend you are.

The banks are well guarded.

Many, many things can be had at the Open Air Market in Peasantowne, if you are a smart shopper. Beware of pickpockets and more dangerous persons, and be advised that the Market is regarded

by Peasantowne as a free fire zone within a free fire zone. Think about it.

"Bee's knees, I order you to freeze!" means that the riot squad is about to paralyze you. The Black Market Magic Shoppe occasionally has anti-Riot Squad equipment in stock.

"Sog, Sog, Sargoth!" is the casting phrase for Cloudkill. If you are of sufficiently low level to be taken by this (less than 6+1 hit dice) hold your breath and run like hell.

Watch out for Firetrap spells on pouches and purses. Ditto Explosive Runes on magic user books and toys. Get a fighter to test this.

Alcohol makes spidersilk go up in a ball of flame, if it is untreated.

Anything with a little numeric keypad is dangerous. Let the "smart" members of your party fiddle with it while you remain nearest to the exit.

In the wilderness, spiders and the Guild maintain an uneasy truce.

Thieves do not steal from other Thieves. Unless the price and/or profit is right. Not easy to do twice, and word does get around.

Say what you will, the Gang of Four does pay well, and they make the best cloaks in the business. But they rarely have voluntary dealings with Thieves. Amazingly enough, our interests often lie in similar areas. While they tend to stay bought, they are known to go to extreme lengths to annoy the Guild, and they never abandon one of their own.

The Snake People are allies, of a sort, and supply many useful artifacts to us, but do not trust them.

Carry a suicide kit when operating in Ethelbertian territory, including city offices, the Island, and so on. It is possible to be resurrected from a suicide kit. If Ethelbert bags you, it is somewhat more difficult.

Remember: This is SECRET information!!!!

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The Ethelbertville Shopper's Guide

being a compendium of goods and services for the weary traveler, and other suckers

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Here is a representative list of goods and services to be found in the city of Ethelbertville. It is by no means all inclusive, but should meet the needs of most adventurers. Don't see something? Ask your referee. Note that this list does not include magical artifacts, those are available at the Magick Shoppe. With very few exceptions, you will find very little in the way of haggling in Ethelbertville; the price is the price.

Defensive Paraphernalia

Armor:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>
Padded Armor, AC 8	4 GP	100
Leather Armor, AC 8	5 GP	150
Studded Leather, AC 7	15 GP	200
Ring Mail, AC 7	30 GP	250
Scale Mail, AC 6	45 GP	400
Chain Mail, AC 5	75 GP	300
Splint Mail, AC 4	80 GP	400
Banded Mail, AC 4	90 GP	350
Plate Mail, AC 3	400 GP	450
Plate Armor, AC 2	2000 GP	250
Full Plate Armor, AC 1	4000 GP	225

(Expect a 1 d 6 x weeks delay for production and fitting of Plate or Full Plate Armor. This price and weight does not include a helmet.)

Dragon Armor

<u>Type</u>	<u>Cost</u>	<u>Weight</u>
White, AC 3	10,000 GP	150
Green, AC 2	20,000 GP	150
Red, AC -1	50,000 GP	150

Dragon Armor Notes:

1.) For most dragon armor, expect a 1 d 6 x month(s) for delivery, although this is not always the case, and rush orders are usually possible, albeit for a price.
 2.) Dragon and non-studded leather armors are the ONLY armors available to magic users. HINT: Dragon armor has some intriguing characteristics—do not purchase it casually; you may wish to make discreet inquiries regarding Uncle ...

Shields:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>
Small wood, subtract 1 AC	1 GP	30
Small Viking, subtract 1 AC	10 GP	50
Roman, subtract 2 AC	15 GP	100

Helmets:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>
Small, subtract 1 AC ONLY on attacks from above	10 GP	45
Visored, subtract 1 AC	100 GP	100

Weapons, non magical:

NOTE: All damage is calculated vs. a human-size target.

Edged Weapons:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>	<u>Damage</u>
Dagger	2 GP	10	1 d 4
Dagger, throwing	4 GP	10	1 d 4
Dagger, snake person's	P.O.R.	15	1 d 4
<i>NOTE: Victim must save vs. poison or die in 1 d 6 rounds. The weapon is single use only.</i>			
Sword, short Roman	8 GP	35	1 d 8
Sword, short	8 GP	35	1 d 8
Sword, long	10 GP	60	1 d 8
Sword, broad	15 GP	75	1 d 6 + 2
Sword, bastard	25 GP	100	1 d 6 + 2
Sword, two handed	30 GP	250	1 d 10

Non-Edged Weapons:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>	<u>Damage</u>
Mace	8 GP	100	1 d 6 + 1
Quarterstaff (6 ft.)	2 GP	40	1 d 6
War Hammer	10 GP	50	2 d 4
Blowgun	100 GP	10	—

Bows:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>	<u>Damage</u>
Bow, standard	60 GP	80	—
Bow, long	100 GP	100	—
Bow, Wood Xanadu	10,000+ GP	100	—

NOTE: A Wood Xanadu bow functions as a normal long bow when used with normal (Non Wood Xanadu) arrows.

Bow, Klid	400 GP	400	—
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NOTE: A Klid bow requires a minimum strength of 20 to use, is limited to one shot per round, and will only fire Klid bow arrows.

Crossbow, light	12 GP	50	—
Crossbow, heavy	20 GP	80	—

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Missile Weapons:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>	<u>Damage</u>
Arrow, normal	1 GP/12	1 ea.	1 d 6
Arrow, silver	12 GP/12	1 ea.	1 d 6
Arrow, Wood Xanadu	100 GP/12	1 ea.	1 d 6 + 1
Arrow, Klid	2 GP ea.	10 ea.	1 d 20
Arrow, Klid, silver	5GP ea.	10 ea.	1 d 20

NOTE: Klid arrows are only useable in Klid bows.

<u>Type</u>	<u>Cost</u>	<u>Weight</u>	<u>Damage</u>
Bolt, light crossbow	2 GP/12	2 ea.	1 d 4
Bolt, heavy crossbow	2 GP/12	2 ea.	1 d 6 + 1
Bolt, heavy crossbow, silver	1GP ea.	2 ea.	1 d 6 + 1

NOTE: each bolt can only be used with its' respective crossbow

<u>Type</u>	<u>Cost</u>	<u>Weight</u>	<u>Damage</u>
Dart, blowgun or thrown	1 SP/ea.	1ea.	1point/dart

Miscellaneous:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>	<u>Damage</u>
Firebomb	5 GP	20	1 d 12
Axe, Hand	8 GP	50	1 d 6
Axe, Battle	12 GP	75	1 d 8
Lance, light	10 GP	50	1 d 6
Lance, medium	15 GP	100	1 d 8
Lance, heavy	20 GP	150	1 d 10

NOTE: double these damage figures for lances used while mounted and charging an opponent

Everyday Needs, non-magical

Clothing:

<u>Item</u>	<u>Cost</u>	<u>Weight</u>
Basic fighter	5GP	110
Basic ranger	5GP	110
Basic thief	4GP	80
Basic wizard	40GP	115
Basic cleric	40GP	115

NOTE: These costs are for replacement of your starting wardrobe, should this be desirable or necessary.

<u>Item</u>	<u>Cost</u>	<u>Weight</u>
Formal tunic & pants	10GP	30
Formal cloak	5GP	15
Formal hooded robe	25GP	25
Formal high hard boots	10GP	60

NOTE: Higher grades of clothing do exist, at higher costs. See your referee.

<u>Item</u>	<u>Cost</u>	<u>Weight</u>
Foul weather gear Mk I <i>Waterproof poncho</i>	5GP	50
Foul weather gear Mk II <i>Waterproof full body suit</i>	10GP	100
Foul weather gear Mk III <i>as above, but insulated</i>	30GP	250
Foul weather gear Mk IV <i>same protection, but lighter</i>	100GP	100
Elven cloak <i>80% chance of not being seen, if you are trying to hide. Effective in woodlands. Effective in urban environments only after dark.</i>	10,000GP	10
Elven boots <i>Permit totally silent movement, anywhere.</i>	10,000GP	10
Ted & Avatar's Famous Cloaks <i>Totally non-magical. Their basic rating of AC 2 is only the first of many intriguing features. Visit the shop...</i>	3,000,000GP	100

Utility Items:

<u>Item</u>	<u>Cost</u>	<u>Weight</u>
Fire kit Mk I <i>Tinder box, flint, and steel</i>	1GP	2
Fire kit Mk II <i>0 strike-anywhere matches</i>	10GP	2
Fire kit Mk III <i>As above but in a waterproof silver box.</i>	15GP	5

Lighting:

<u>Item</u>	<u>Cost</u>	<u>Weight</u>
Candle, Wax, burns 4 hours	1SP	5
Torch, burns 1 hour	1CP	25
Hooded Lantern, candle <i>burns 4 hours, requires 2 candles</i>	7GP	40
Hooded Lantern, Oil <i>burns 4 hours per fueling, 12ft. r of light</i>	7GP	60
Bullseye Lantern <i>burns 4 hours per fueling, throws a beam 60ft.</i>	12GP	60

Load Management:

<u>Item</u>	<u>Cost</u>	<u>Weight</u>	<u>Capacity</u>
Backpack, Small Leather	2GP	20	300GP
Backpack, Large Leather	5GP	60	800GP
Sack, Small Cloth	1SP	1	500GP
Sack, Large Cloth	2SP	2	1500GP
Pouch, Small Leather	10CP	2	20GP
Pouch, Large Leather	1SP	4	100GP
Quick Release Money Belt	50GP	30	2,000GP
Map Case, Small <i>Holds 10 small map sheets, page size</i>	15SP	15	
Map Case, Large <i>Holds 10 large map sheets, continent size</i>	5GP	250	
Waterproof above items	25GP		

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Food and Beverage Management:

Containers and Processors:

<u>Item</u>	<u>Cost</u>	<u>Weight</u>	<u>Capacity</u>
Wineskin, Leather	15CP	30(full)	1 qt.
Flask, Metal	3SP	60(full)	1 qt.
Bottle, Glass	1SP	100(full)	2 qt.
Canteen, Metal	10SP	80(full)	2 qt.
Bag, Water, Leather	1GP	300(full)	3 gal.
Whiffleberry Press <i>Sterling silver</i>	100GP	10	~
Berry Box <i>For whiffleberries and press</i>	12GP	40(full)	~

Foods and Beverages:

<u>Item</u>	<u>Cost</u>	<u>Weight</u>
Iron Rations <i>6 day food supply, 1 human, Inexpensive, keeps forever</i>	6GP	60
Standard Rations <i>As above, but palatable; 6 day shelf life</i>	18GP	300
Crunchberries, Ripened <i>Supplies 1 day of nutrition. Keeps forever.</i>	5GP ea.	1ea.
Beef Jerky	5CP/strip	1ea.
Morpheus© Brand Puppy Biscuits <i>12 to a box</i>	1GP/box	15

Restaurant Meals:

<u>Grade</u>	<u>Cost</u>	<u>Notes</u>
*	1SP	1 bad meal - human size
**	10SP	1 okay meal
***	1GP	1 pretty good meal
****	10GP(and up)	1 exceptional meal
*****	100GP(and very up)	1 glorious meal

NOTE: Tipping is not required, but these prices do not include service. You get what you pay for, and the player is urged to remember this.

Refreshments, Liquid:

<u>Type</u>	<u>Cost</u>
Ale, Pint	1SP
Beer, Pint	5CP
Mead, Pint	5SP
Wine, Pint	10SP
Brandy, Ppint	1GP
Dragon Syrup, Shot <i>Low grade domestic syrup</i>	450GP
Champagne, bottle <i>Cheap domestic bubbly</i>	5GP

Lodging (per person per night):

<u>Grade</u>	<u>Cost</u>	<u>Notes</u>
*	1SP	Pot Luck Inn - 2 persons/bed, no meals, no stabling at this price.
**	5SP	As above, including 2 poor meals/day. One of those can be your horse.
***	10GP	Inn of Blue Dragon , 3 meals for guest, 2 for their horse, shared rooms. Double this for a private room.
****	100GP	Inn of Moderate Fairness , 3 meals for guest, stabling and horse feeding, private rooms with bath.
*****	1000GP	Mad Madame Mim's , 3 meals for guest, private room with bath, stabling included. Wenchers are extra. Klids extra.
*****	P.O.R.	Inn of Extreme Fairness. No Klids. <i>NOTE: Your individual professional guilds also offer lodging, to members only, with rates and facilities comparable to the Inn of the Blue Dragon. These prices are a reference guide to approximate levels of cost and luxury.</i>

HINT: Security and safety of lodging is a function of price. False economies may or may not be final economies.

Adventuring Needs

General Equipment:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>
Rope and grapnel <i>50' of rope, iron grapnel with 4 prongs. These prongs may be broken off and used as door wedges.</i>	4GP	175
Spidersilk <i>50' of super strong rope.</i>	5,000GP	10
Iron door spikes	2SP ea.	5
Glow in the dark chalk	2SP/stick	5
Dungeon mapping kit <i>Pen, paper, ink</i>	5SP	10
Lycanthrope repellent <i>1 dose/person/hour - this is no substitute for a protection from Lycanthrope scroll.</i>	25GP/dose	25
Spider repellent <i>1 dose/person/hour - the best stuff available.</i>	25GP/dose	25
Holy water (<i>pint in glass flask</i>)	25GP	50
Holy symbol, silver <i>1d6 when used as weapon.</i>	50GP	50
Lamp oil, flask <i>4 hour supply. Metal flask.</i>	1GP	25
Folding boat <i>Carries 4 human sized creatures. Set up time, 10 min. sustains 2d20 damage.</i>	50,000GP	600
Tent, 2 person	25GP	200
Tent, 4 person	50GP	500
Bedroll	2GP	50
Compass	10SP	1

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Eating Equipment:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>
Cooking kit, 2 person	5GP	40
Cooking kit, 4 person	10GP	60
Cooking kit, 10 person	50GP	300
Mess kit, personal	2GP	20

Emergency Equipment:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>
First Aid kit	1,000GP	400
10, 10 point healing potions, assorted medical supplies.		
DeLuxe First Aid kit	150,000GP	100

Contains 10 100 point healing potions, 4 cure serious wounds scrolls, 4 nullify poison scrolls, 1 stone to flesh scroll, 1 preset teleport scroll, 1 whiffleberry spray, instruction book.

Transportation:

<u>Type</u>	<u>Cost</u>	<u>Speed</u>	<u>Damage</u>	<u>Enc.</u>
War Horse, Light	150GP	24"/turn	2d4	3400
War Horse, Heavy	300GP	15"/turn	2d10	5200
Horse, Draft	30GP	12"/turn	1d4	5200
Horse, Riding	25GP	24"/turn	1d4	3600
Pony	15GP	12"/turn	2pts.	1700
Mule	20GP	12"/turn	2 pts.	5000

Mount Armor:

<u>Type</u>	<u>Cost</u>	<u>Enc.</u>
Horse/Pony Tack & Harness	16GP	250
Barding, Chain <i>heavy war horse only</i>	250GP	1000
Barding, Leather <i>light war horse only</i>	100GP	250
Barding, Plate <i>heavy war horse only</i>	500GP	1000

NOTE: Don't forget, horses need to eat, too.

Boat Transport:

<u>Accommodation</u>	<u>Cost</u>	<u>Ammenities</u>
3rd class	1SP/day	no meals
2nd class	5SP/day	w/meals
1st class	10GP/day	w/meals
DeLuxe class	100GP/day	w/meals

Overland Transport

<u>Accommodation</u>	<u>Cost</u>
Steerage class <i>no meals or lodging</i>	1SP/day
Business class <i>w/meals, lodging, and riding inside the coach.</i>	5GP/day
Teleportation <i>groups of five or less per spell</i>	50,000GP

Rental Transportation, Ground:

<u>Type</u>	<u>Cost</u>
Cab, independent <i>Maximum 6 persons/cab. Goes anywhere in the city.</i>	1SP/person
Cab, municipal <i>As above, however, these cabs will not enter Peasantowne.</i>	5SP/person.

Rental Transportation, Ground (con't):

<u>Type</u>	<u>Cost</u>
Horses, per horse	1SP-10GP/day

Check around. Various inns, and professional stables exist. You might try the firm of Tobias & Pony, Inc.

Rental Transportation, Air:

<u>Type</u>	<u>Cost</u>
Dragons: Bronze, Copper, or Brass	P.O.R.
<i>Price varies due to availability. Inquire at the Inn of the Blue Dragon. Average speed: 24"</i>	
Pegasai	100GP/day
<i>Faster and more agile than dragons. Speed, ground: 24", Speed, flying: 48" Limit of 1 rider, no klids.</i>	
Griffons	25-50GP/day
<i>As above, but may accept klids. Speed, ground: 12", Speed, air: 30"</i>	
Carpet	P.O.R.
<i>Speeds and capacities vary widely, from 18"-48" and 1 to 6 persons and normal personal equipment.</i>	
Broom	25GP/day
<i>Limit of 1 rider, speed: 24"</i>	
Broom, DeLuxe	50GP/day
<i>2 riders, speed 30"</i>	

Communication:

<u>Type</u>	<u>Cost</u>
Newspaper (read all about it)	1CP
Newspaper classified ad <i>50 word maximum</i>	1SP/week
Newspaper classified ad <i>As above, weekend edition. Only the weekend edition is circulated beyond Ethelbertville.</i>	1SP/week
Mailing a letter - standard rate <i>Takes 1-7 days, anywhere in neutrality.</i>	5CP
Express Mail Rate <i>Overnight delivery anywhere in neutrality.</i>	12SP
Foreign Rate <i>Takes 1-7 days, anywhere on the continent</i>	1GP
Foreign Express Mail <i>Overnight, anywhere on the continent.</i>	5GP
Wizard Express <i>When it absolutely, positively has to get there yesterday, up to 7 days.</i>	100GP/day

Voice and Data:

<u>Type</u>	<u>Cost</u>
MCI <i>Two way voice/visual communications. Offices in most major cities.</i>	1GP/minute
MCI private <i>As above, but link is secure from unauthorized listeners.</i>	2GP/minute
MCI telegram <i>Standard telegram, destination city delivery only.</i>	10GP/50 words

Fred's World

The Ethelbertville Magick Shoppe

our 2,710th year of quality products and services at outlandish prices

CATALOG NUMBER ONE

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Fred's World

The Ethelbertville Magick Shoppe

The Ethelbertville Magick Shoppe is the flagship store of a chain of like institutions, operating throughout the Lands of Neutrality. Everything they sell is absolutely guaranteed to be magickal. There are three areas of the magick shoppe:

Bargain Basement: New characters, and new characters only, are permitted one and only one visit to Bargain Basement. Here, the only guarantee is that things are magickal. How they may or may not work is up to the purchaser to decide. But the price is usually right; every cent you have.

The Magick Shoppe: Here you may purchase magickal items of various and sundry descriptions. The benefit of paying their regular price is that the item not only works as you wish, most of the time, but, the clerk will also tell you how to use the bloody thing (also most of the time). HINT: when they haven't told you how to use it, it is because you are not tipping heavily enough.

Super Spiffy: Starting characters should not even waste the referee's time by suggesting a visit. Things here can (and do) cost into the billions. No fooling. The Magick Shoppe also offers a number of interesting services, among them credit, and magickal assaying. The standard assay fee is 90,000GP/item. Credit terms are steep. Very, very steep. Custom work is available, as are special orders. Just because it ain't on the list doesn't mean it isn't available; ask. But they are a bit pricey. You can also arrange for rush service. The standard rate starts at three times the normal price, and goes way the hell and gone farther up.

Prices listed are standard prices, subject to change due to any number of circumstances. Klids can expect to pay at least 300% of retail, for instance. An extraordinarily high Phur Phactor, on the other hand, may result in steep price reductions, perhaps as much as 60-70% off retail. And so on. Also, the price is the price. If you don't like it, we are sure that another shop can be found.

Potions:

All potions are an encumbrance of 25

<u>Type</u>	<u>Cost</u>
Potions of: Animal Control	800
<i>Enables control of animals of a specified type. Potion is labeled for animal type. 3d4 man sized is the average. Fewer larger animals, more small ones.</i>	
Clairaudience	800
<i>Works for 2 turns as the 3rd level Clairaudience spell.</i>	
Climbing	800
<i>Allows climbing as Spiderclimb spell, for 3 turns.</i>	
Comprehend Language	2400
<i>Works as first level Comprehend Language spell. Lasts for 6 hours.</i>	
Conan	10000
<i>Restricted to Fighters and Rangers only. For one turn, it provides a Strength of 25, fighting ability as 14th level, and complete protection from non-magickal weapons used by man-sized opponents. Using one of these potions more than once per month is not recommended.</i>	
Delusion	300
<i>Drinker believes potion to be whatever they believe it to be. But they gain no benefits/drawbacks whatsoever.</i>	
Diminution	1000
<i>Shrinks drinker 95%, for 6 turns. Be out from under that door when it dies.</i>	
Dragon Control	18000
<i>Purchased for a specific color and age category of dragon. Lasts 5d4 rounds.</i>	
ESP	1700
<i>Acts as 2nd level ESP spell, lasts 5d8 rounds.</i>	
Featherfall	800
<i>Acts as first level Featherfall spell. Lasts at least one turn.</i>	
Fire Resistance	800
<i>Confers full resistance to all normal(non-magickal, non-dragon) fire for 1 turn. Be quick.</i>	
Flying	1500
<i>As 3rd level Fly spell, for 1 turn.</i>	
Gaseous Form	800
<i>Turns drinker and equipment to gas. Move at 3"/rnd. Lasts 1 turn. Base chance of 20% it's flammable.</i>	
Giant Control	12000
<i>Affects one pre-specified type giant. Lasts 5d6 rnds.</i>	
Giant Strength	2800
<i>Restricted to Fighters or Rangers only. Gives strength of 23 for 1 turn.</i>	
Growth	800
<i>Same as 1st level Enlarge. Lasts 3 turns.</i>	
Healing	100
<i>Heals 10 points of any damage.</i>	
Extra Healing	800
<i>Heals 5d20 points of any damage.</i>	

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Potions, continued:

All potions are an encumbrance of 25

<u>Type</u>	<u>Cost (GP)</u>
Healing 100 <i>Heals 100 points of any damage.</i>	2000
Heroism <i>Restricted to Fighters and Rangers only. Increases the fighting ability of the drinker to the equivalent of a 10th level Fighter. Lasts for 1 turn.</i>	1000
Super Heroism <i>As above, but increases the ability of the drinker to 14th level.</i>	4000
Human Control <i>As the 1st level Charm Person spell. Lasts 5d6 rnds.</i>	1800
Invisibility <i>As the 2nd level Invisibility spell. Lasts 3 turns.</i>	1000
Invulnerability <i>Restricted to Fighters and Rangers only. Gives full protection from non-magickal weapons used by man-sized opponents.</i>	1000
Levitation <i>As the 2nd level Levitate. Lasts 1 turn.</i>	800
Longevity <i>Reduces the drinker's age by 1d12 yrs.</i>	25000
Monster Control Lite <i>Enables drinker to control up to 30 hit dice of monsters. The target(s) get a saving throw vs. spells. Lasts 24 hours.</i>	1600
Monster Control <i>As above, but lasts one week. What a deal.</i>	5000
Polymorph Self <i>As the 4th level Polymorph Self spell. Lasts 1 turn.</i>	800
Protection from Evil - Mk I <i>Acts as 1st level spell of the same name. (All protection potions last for 1 turn)</i>	1000
Protection from Evil - Mk Ia <i>Adds protection vs. magickal weaponry up to +1. (All protection potions last for 1 turn)</i>	3000
Protection from Evil - Mk II <i>Bonuses become 4 instead of 2. (All protection potions last for 1 turn)</i>	5000
Protection from Evil - Mk IIa <i>Boosts protection vs magickal weaponry up to +2. (All protection potions last for 1 turn)</i>	7000
Speed <i>As the 3rd level Haste spell. Lasts 1 turn.</i>	800
Spiderclimb <i>Effect as 1st level spell, Spiderclimb. Lasts five combat rounds.</i>	800
Strength <i>Boosts Strength to 18 for 1 turn.</i>	800
Treasure Finding <i>Informs drinker where to find treasure.</i>	800

<u>Type</u>	<u>Cost (GP)</u>
Undead Control <i>Provides drinker the ability to Charm a prespecified undead creature. Lasts 5d4 rnds.</i>	5000
Undo <i>Can't you read?</i>	1000000
Water Breathing <i>As the 3rd level Water Breathing spell. Lasts 6 turns.</i>	1800

Potion Notes:

The mixing of potions is hazardous at best; (probably fatal). Whilst under the effect of one potion, it is extremely unwise to drink another one. (Powie!). There is no such thing as a partial dose.

Potions are breakable. Perhaps there is a solution.

Potions sold by the Magick Shoppe will remain potent indefinitely, and have no shelf life, if unopened.

Potions listed as "effect as spell" will be explained by the shopkeeper, if required.

Potions are made to be consumed. Not poured. Not sprayed. Not ignited. Drunk.

Other Magical Artifacts

Wands:

For any given spell, you can bet that a wand is available. Wands not specifically mentioned below can be had, and cost 10,000 per level of spell. The basic wand can have up to 100 charges, but when purchased, will have 10 charges. These can be added to at the time of purchase, or later. At the time of purchase, each set of charges (they only come in sets of ten charges), is 50% the cost of the initial wand. For example, a wand of cold costs 30,000, and has ten charges. An additional ten charges, at time of purchase, would cost 15,000, for a total of 45,000 for 20 charges. At any other time, expect to pay 75% of full cost.

Wands can be refilled, if undamaged, at the Magick Shoppe, at 75% of full cost. If a wand has any charges remaining, it can only be refilled with like spells, in the usual set of 10 at a time.

A totally empty wand can be loaded with any spell, at 75% of full cost.

Wands, if broken, will final strike, as explained below. Multipurpose wands are available, and will still hold a maximum of 100 charges. These are referred to as

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Type II wands. The cost can be calculated by taking the base cost of whatever wand you start with, adding the straight cost of an additional wand for an additional ten charges of a different kind, plus 50% of this total. For example, a wand containing 10 Cold and 10 Death spells would cost 150,000 plus 75,000, for a grand total of 225,000. A Type II wand has a selector ring with 10 settings. By turning the ring, a set of 10 charges becomes activated. These can be used one at a time, or the wand can be used in emergency mode to deliver the entire remaining charges in the set in one burst. If such a trick is attempted more than once per day, there is a base chance of 85% that the wand would final strike, which increases 10% each time you do it.

Unless otherwise specified, assume that a wand will do 6d6 in damage/per use.

All wands are an encumbrance of 10, and are one foot long, and one inch thick. They are made of wood, and have a small counter detailing the number of remaining charges, as well as an operating button. For your shopping convenience, a few of the more common stock items are listed below.

Wands of:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>	<u>Damage</u>
Cold	30,000GP	10	6d6
Death	120,000GP	10	Save vs. death
Disintegration	120,000GP	10	Save vs. SW
Fireball	30,000GP	10	6d6
Flesh To Stone	60,000GP	10	Save vs. SW
Lightning	30,000GP	10	6d6
Magick missile	10,000GP	10	1d4+1
Paralyzation	50,000GP	10	Lasts until dispelled
Sleep	10,000GP	10	Works as sleep spell
Enemy Detection	15,000GP	10	10"r
Fear	30,000GP	10	24" as Fear spell
Negation	120,000GP	10	

Nullifies 36 points of a specific wand or staff, once per round. Referee must know target item prior to use.

Note: Breaking any wand, accidentally or intentionally, will invoke the final strike option. Remaining charges will detonate at a level of 6 times the remaining charges in hit points. Everything in a 3" radius is affected, and persons in the area must Save vs. Spells. Guess who is ground zero...

Staves:

Are pretty much like wands, except that they are better. A staff can hold up to 200 charges. Instead of 6d6 in damage, a staff does 12 d6/use. The base cost is 15,000/level of spell for a Type I staff, and the Type II surcharge is 75% for staves, vs. 50% for wands. A staff functions as a quarterstaff, in terms of durability and non-magickal impact damage. It has an encumbrance of 50. They are made of wood, six feet long, and an inch and a half thick, with metal caps of various colors on both ends.

Staves of:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>	<u>Damage</u>
Striking	30,000GP	50	12 d 6/hit
Power	750,000GP	50	

NOTE: A staff of Power combines the following spells: *Cold, Fireball, Lightning, Continual light, and Telekinesis.* In addition, it does 12d6 damage (as a staff of Striking), and has a final strike option.

Wizardry 1,000,000GP 50 NA
A staff of Wizardry has all the attributes of a staff of power, and the additional features listed here: +1 hit/damage, and the spells Paralyzation, Passwall, Invisibility, Wall of Fire, Wall of Stone, Web, and Conjure Elemental (1d4 to determine number and kind).

Note: Breaking any magickal staff, accidentally or intentionally, will invoke the final strike option. Remaining charges will detonate at a level of 12 times the remaining charges in hit points. Everything in a 3" radius is affected, and persons in the area must Save vs. Spells. Owie. Incidentally, you must have a minimum strength of 18 to intentionally break the staff with only physical strength (without benefit of leverage, hand grenades, etc.)

Remember! All Wands and Staves are restricted to the magick using community only!

Rings:

Another storage medium, rings are able to store up to 20 charges. Useable by any character class, they are sold with two charges for the base price. Additional charges cost 10,000/per level for a set of two, and can only be installed in sets of two. Unlike a wand, a ring can only be loaded with whatever is in it, even if it is empty; a ring is purpose-specific. (A ring of Lightning

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Bolts will only ever hold Lightning Bolts) Like a wand, it can be emergency-fired, releasing a set of two charges, and inflicting 1d4 in burn damage upon the wearer. Attempting this more than once per day gives you the base chance of 85% that the ring will final strike, releasing all remaining charges in one uncontrolled blast.

NOTE: A player character may not wear more than ONE ring per hand at a time, and they only work when worn upon a hand. Your hand.

All Rings are an encumbrance of 10. Here are a few rings to tempt your encumbrance.

Rings of:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>	<u>Damage</u>
Cold	60,000GP	10	13d6
Death	250,000GP	10	Save vs. death
Disintegration	250,000GP	10	Save vs. death
Fireball	60,000GP	10	13d6
Flesh to stone	60,000GP	10	Save vs. spell
Lightning	60,000GP	10	13d6
Magick Missile	30,000GP	10	7d4+7/use
Paralyzation	100,000GP	10	Lasts until dispelled
Sleep	20,000GP	10	Works as sleep spell

Specialty Rings; their effects and costs:

<u>Type</u>	<u>Cost</u>
Delusion	800
<i>Persuades the wearer that it is whatever the wearer imagines it to be. Put it on, and wonder what it is. The ring will ask, "What do you want me to be?", and behaves in accordance with the character's desires. Like the potion, the wearer gains and losses nothing from this. Permanent.</i>	
Djinni Summoning	50000
<i>A form of demon, the Djinni (pronounced "Gin") is a magic using demon, cousin to an Air Elemental. Very sturdy, they can carry large cargoes, and/or Teleport them, up to 150000 GP weight. Useful for transporting rare and previously owned merchandise, it moves at 9 on the ground, 24 flying, and has an armor class of 4. Expect 7d8 of hit dice, and it can hit for 2d8; and has high intelligence. They only hang around long enough to complete their instructions, and they serve out of compulsion, not loyalty. One Djinni/use, and the ring has 2</i>	
Elemental Command	50000
<i>Available in Air, Water, Earth, and Fire varieties. Controls one elemental. Permanent.</i>	

Featherfall	10000
<i>Slows descent of wearer to a comfortable rate. Permanent.</i>	
Keithness	1500
<i>Yet another cursed item, this unremovable ring subtracts d10 +10 from the wearer's TO HIT roll. There are two catches. First, the d10 roll is made for each combat encounter, whilst wearing the ring. Second, (this is the good one)when dealing with Klids of any color, this figure is ADDED, rather than subtracted.</i>	
Invisibility Mk I	15000
<i>Provides wearer with Invisibility Mk I spell, switchable. Permanent, but will be destroyed by attacking while using. And you'll take 1d4 in burn damage. Hahahaha.</i>	
Invisibility Mk II	70000
<i>As above, but is Invisibility Mk II. Impervious to normal Detect Invisibility techniques.</i>	
Lordly Might	250000
<i>Put this on. For each month of constant wearage, your strength and constitution scores will increase by one point each, to a permanent maximum of 18/18. At this time, the ring should be removed. It is of no further use now, without a recharge from The Magick Shoppe, at the rate of 180000 GP/recharge. Or, the owner may choose to resell to them for 25% of retail. (62500 GP)</i>	
Phur Phactor Mk I	50000
<i>Raises Phur Phactor by 50 points. Permanent.</i>	
Regeneration Mk I	80000
<i>Restores up to 10 HP of damage/day. All points restored promptly at midnight. Does not heal fire or acid damage. Permanent.</i>	
Regeneration Mk II	160000
<i>As above, for up to 25 HP/day.</i>	
Regeneration Mk III	320000
<i>As above, for up to 100 HP/day.</i>	
Regeneration Mk IV	640000
<i>As above, for 100% of your points, regardless of their amount.</i>	
Spell Storing	100000
<i>Stores up to five spells, character's choice, available at extra cost of 10000/level. Once loaded, this ring will only hold those types of spells in the future.</i>	
Spell Turning Mk I	500000
<i>Turns all known magick. Will not affect clerical spells, or indirect magick. 10 charges, automatically used.</i>	
Water Walking	25000
<i>Allows wearer to walk on water. Impress the locals! Permanent.</i>	
Weakness	1000
<i>Reduces wearer's strength to 3. Not removable, due to its cursed nature; use a Remove Curse.</i>	
Wish Ring	P.O.R.
<i>One charge. Careful what you wish for; wishes come true; not free.</i>	

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Wizardry Mk I	1000000
<i>Not usable by clerics, this ring doubles the Mage's personal supply of spell points. For example, a 15th level Mage receives 90 spell points/day. By wearing this ring, he or she would receive 180 spell points/day. That is all. No other increases. But, isn't that enough? Permanent.</i>	
Protection, 5' r.	30,000GP
<i>+1 to AC, (-1 for bad guys' to hit.)+1 to all saving throws.</i>	
Protection Mk I	100,000GP
<i>1"r on user for a total of 18 turns/day. Works as protection from normal weapons scroll, above.</i>	
Protection Mk II	150,000GP
<i>1"r on user for a total of 18 turns/day. Works as Protection from normal weapons Mk II</i>	
MProtection Mk I	160,000GP
<i>As Protection Mk I, with the added features of protection from Magick scroll, total 18 turns/day.</i>	
MProtection Mk Ia	200,000GP
<i>As Protection Mk II, with anti-magic features of Protection Mk I.</i>	
Comfort Control	40,000GP
<i>Protects wearer from temperature fluctuations from non-magical fire and cold.</i>	
MComfort Control	100,000GP
<i>Protects as above, plus protection from magical fire or cold, including dragons through age category 6.</i>	
Puppy Protection	100,000GP
<i>Makes wearer invisible to SBFRP's.</i>	
protection vs.:	
Crystal Balls & ESP	60,000GP
<i>Prevents the wearer from being detected by crystal balls or ESP'ing.</i>	
Finger of Death	60,000GP
<i>Absorbs up to 12 Finger of Deaths, determined by referee roll of d12. This will not even slow down 911 calls.</i>	

Scrolls:

Like rings and wands, it can be assumed that virtually any known spell is available as a scroll. All scrolls have an encumbrance of 30, and come in a case (which accounts for 20 of that encumbrance), which protects them, to a certain degree, from the elements. A scroll, unlike a wand, may be used by anyone. Unless otherwise noted or specified, all scrolls are single use devices. The cost of a scroll is equal to 10000GP/level of spell. Thus, a Fireball scroll would cost 30000GP. Scrolls that contain offensive magick can be assumed to inflict 13d6 of damage, with the exception of Magick Missile, which does 7d4+7. It is not necessary to keep the scroll in its relatively heavy case, but this is probably a very good idea. If a scroll tears accidentally,

and it hasn't been focused, it invokes the scroll's final strike. Powie! Once again, for your shopping convenience, here is a representative list.

<u>Type</u>	<u>Cost</u>	<u>Damage</u>
Cold	30,000GP	13d6
Death	120,000GP	Save vs. death
Disintegration	120,000GP	Save vs. death
Earthquake	120,000GP	Ask referee
Fireball	30,000GP	13d6
Flesh to stone	60,000GP	Save vs. spells
Lightning	30,000GP	13d6
Paralyzation	50,000GP	Paralyzed until dispelled
Sleep	10,000GP	Works as sleep spell

Protection Scrolls Vs. :

<u>Type</u>	<u>Cost</u>
- Elementals	60,000GP
<i>1"r on user for 4 turns from one elemental, which must be specified to referee prior to use.</i>	
- Lycanthropes	30,000GP
<i>1"r on user for 6 turns from 2 to 12 Lycanthropes.</i>	
- Magick	60,000GP
<i>1"r on user for 8 turns. Provides protection through 6th level magick.</i>	
- Undead	30,000GP
<i>1"r on user for 6 turns from a total of 12hd of undead.</i>	
- Normal missiles	30,000GP
<i>1"r on user for 6 turns. Stops normal missiles cold, 1lb. or less each.</i>	
- Evil	30,000GP
<i>1"r on user for 6 turns. +1 to all saving throws, -1 from bad guys' to hit. (NOTE: not cumulative with magic armor or rings.)</i>	
- Normal Weapons	40,000GP
<i>1"r on user for 6 turns. Provides full protection from non-magical weapons used by man-sized opponents.</i>	
- Normal Weapons Mk II	60,000GP
<i>1"r on user for 6 turns. As above, but weight limit goes up to 100 lbs.</i>	
- Mean Little Kid	1,000GP
<i>1"r on user for 6 turns. Provides anti-well insurance.</i>	
- Magical fire	60,000GP
<i>1"r on user for 6 turns. Provides full protection from magical and normal fires, including dragon fire, through age category 6.</i>	
- Urchins	1,000GP
<i>Protects user only from the street urchins, who might pick your pockets. Lasts 24 turns.</i>	
- Peasantowne	80,000GP
<i>As above, but guarantees full protection from all non-magical health hazards in Peasantown. Lasts 24 hrs or until user leaves Peasantown.</i>	

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Magickal Weaponry:

Probably nobody got into role play gaming so that they could fool about with ordinary, boring swords. They got into it so that they could have swords that launched lightning bolts, did the dishes, or were otherwise multitalented. Here are some of the basic magical weapons. Up to +5 is available at the standard rate of 10000 per plus, and that is plus to hit, and plus to damage. Don't see what you want? So ask, already.

NOTE: All damage calculated vs. a human-size target.

Weapons:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>	<u>Damage</u>
Edged Weapons			
Dagger, +1	10,000GP	10	1d4+1
Dagger, Flying (unenhanced)	25,000GP	10	1d4

NOTE: a flying dagger moves at 24"/turn, as long as owner is concentrating on making it move. When concentration is broken, dagger falls to ground.

Sword, Short +1	10,000GP	35	1d8+1
Sword, Long +1	10,000GP	60	1d8+1
Sword, Broad +1	10,000GP	75	1d6+3
Sword, Bastard +1	10,000GP	100	1d6+3
Sword, Two Handed +1	10,000GP	250	1d10+1
Sword, Conan	15,000GP	250	1d20
Sword, Flaming	15,000GP	250	1d20

NOTE: Flame option has 10 uses per day, non-additive. When not flaming, sword functions as a Sword, Two Handed +1

Non-Edged Weapons

Mace +1	10,000GP	100	1d6+2
Quarterstaff (6')+1	10,000GP	40	1d6+1
War Hammer +1	10,000GP	50	2d4+1

Bows:

Bow +1	10,000GP	80	+1 hit/dam.
Bow, Long +1	10,000GP	100	+1 hit/dam.
Crossbow, light +1	10,000GP	50	+1 hit/dam.
Crossbow, heavy +1	10,000GP	80	+1 hit/dam.
Bow, Wizard	7000 GP	100	8 points/bolt

NOTE: A wizard bow is the only bow a magick user may use. It fires up to three bolts per round, from a clip of 10. On an attack roll of "1" (d20), the weapon jams. The referee determines severity of the malfunction.

Bow, Wizard +1	17,000GP	100	+1 hit
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Arrows/Bolts:

Arrow, +1	10,000 GP/12	1 ea.	1 d 6+1
Arrow, silver +1	10,000 GP/12	1 ea.	1 d 6+1
Bolt, lt. +1	10,000 GP/12	2 ea.	1 d 4+1
Bolt, hvy +1	10,000 GP/12	2 ea.	1 d 6 + 1
Bolt, Wizard bow +1	15,000 GP/clip	100/clip	10 pts./hit

NOTE: each bolt can only be used with its' respective crossbow

Arrow of Slaying 10,000GP/ea. Guaranteed kill
NOTE: the arrow of slaying is not without its own peculiarities—if interested, the referee will fill you in.

Holy Hand Grenade P.O.R. 1000 1 snuffit
NOTE: These lists are in no way to be regarded as complete, as the state of the art is constantly in flux.
P.O.R.: Prices On Request from referee.

HINT: want a better weapon? Find someone who has what you want and reason with them. If that doesn't work, there's always force...

Armor:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>
Chain Mail+1, AC 4	10,000 GP	300
Splint Mail+1, AC 3	10,000 GP	400
Plate Mail+1, AC 2	15,000 GP	450
Plate Armor+1, AC 1	20,000 GP	300

(Expect a 1 d 6+1 x weeks delay for production and fitting of Plate Armor. This price/weight includes a helmet.)

Dragon Armor:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>
White+1, AC 2	20,000 GP	150
Green+1, AC 1	40,000 GP	150
Red+1, AC -2	60,000 GP	150

Dragon Armor Notes:

- 1.) For most dragon armor, expect a 1 d 6+1 x month(s) for delivery, although this is not always the case, and rush orders are usually possible, albeit for a price.
- 2.) Dragon and non-studded leather armors are pretty much the ONLY armors available to magic users.
- 3.) As always, additional plusses/capabilities are available, for an immodest sum.

Shields:

<u>Type</u>	<u>Cost</u>	<u>Weight</u>
Small Viking, subtract 2 AC	10,000 GP	50
Roman, subtract 3 AC	15,000 GP	100

Bracers

- Defense Mk. I, AC 5 Non enhanceable	1,000GP	50
- Defense Mk. II, AC 4 Can be upgraded to AC1	10,000GP	50

Miscellaneous Magickal Items and Artifacts

<u>Item</u>	<u>Cost/Encumbrance</u>
Amulet of ECM Mk I	20000/10

Protects the wearer totally from all Mk I grade detection of mental phenomena, such as ESP, Telepathy, Clairaudience, Crystal Balls, etc.

Fred's World

The Ethelbertville Magick Shoppe

<u>Item</u>	<u>Cost/Encumbrance</u>	<u>Item</u>	<u>Cost/Encumbrance</u>
Bag of All	100000/20	Crystal Ball Mk I	15000/100
<i>An interesting little item, the Bag of All will create things for the user. Things like stairs, weapons, boats, tools, walls, and so on. While magical, it does not create magical items, just normal, everyday nonliving stuff. Sort of a deluxe toolbox, you must speak to the bag to make it function. The phrase must somehow rhyme, for example, "Oh, bag of all, I wish to get from here to there. Provide for me a golden stair." The bag will then create a stairway from here to there. When finished, the phrase "That's all, folks!" will cause the item to dissolve back into golden dust and pop back into the bag. Only one item at a time may be created.</i>		<i>An inexpensive communication/surveillance device. Will find unprotected persons that are personally known to the owner 100% of the time. For persons about whom less is known, the base chance is 20%. Can transceive voice/visual communications with another Mk I. For known persons, there is a maximum of 3 hours/day of contact. For the 20% category, this becomes 20 minutes/day. Susceptible to ECM Mk I.</i>	
Boots of Levitation	30000/10	Talltower's Tankard	2000/20
<i>Pretty obvious, wouldn't you say? Lifts or lowers wearer and his/her equipment, up to 6000 GP weight total. Permanent.</i>		<i>This tankard supplies an endless supply of water. Drink all you want, it won't go dry. Disregard rumors of occasional productions of champagne, ale, cognac, dragon syrup, etc.</i>	
Boots of Speed	30000/10	Gauntlets of Dexterity Mk I	20000/20
<i>Enables wearer to run at speeds up to 24". For 8 hours maximum, without the wearer requiring rest. For each use, the wearer must rest for an amount of time equal to the use time.</i>		<i>Boosts wearer's Dexterity by 6 points, to a maximum of 18, with all that implies.</i>	
Horseshoes of Speed	30000	Gauntlets of Dexterity Mk II	40000/20
<i>Boosts speed of hooved creatures (horses, Centaurs) up to 48". Has limitations listed above.</i>		<i>As above, but boosts wearer to 18, period.</i>	
Broach of Shielding	1000/10	Gauntlets of Strength Mk I	20000/20
<i>Absorbs up to 100 points of Magick Missile damage. Return when exhausted for a recharge at 750 GP.</i>		<i>Boosts wearer's Strength to 18.</i>	
Broach of Shielding Mk II	5000/10	Gauntlets of Strength Mk II	30000/20
<i>As above, but absorbs up to 100 hit points of damage inflicted by spells cast normally, or through the use of devices. 3500 GP recharge fee. What a bargain!</i>		<i>Boosts wearer's Strength to 19.</i>	
Cookie Stones, Green	5,000GP/1	Gauntlets of Strength Mk III	40000/20
<i>Saves your life. Price increases 5,000GP each time you buy.</i>		<i>Boosts wearer's Strength to 20.</i>	
Cookie Stones, Blue	50,000GP/1	Gauntlets of Strength Mk IV	50000/20
<i>As above, with better effects. Price increases 50,000GP each time.</i>		<i>Boosts wearer's Strength to 21.</i>	
Cloak of Protection Mk I	1000/30	Gauntlets of Strength Mk V	60000/20
<i>Subtracts 1 from your AC, adds 1 to all saving throws. Not usable in layered defense applications.</i>		<i>Boosts wearer's Strength to 22.</i>	
Cloak of Protection Mk II	2000/30	Gauntlets of Klidkind	100000/20
<i>As above, but the numbers bump up 1 more. Up to Mk V is readily available, with the indicated price progression.</i>		<i>Boosts wearer's Strength and Dexterity to 21. Reduces Intelligence and Wisdom by 3 each. Shaves Phur Phactor by 50.</i>	
		Medallion of ESP Mk I	20000/10
		<i>Works as ESP spell, max range 9". Useable for 1 hour per day.</i>	

Note: Please don't try mixing gauntlet types, or Marks. All are permanent. If you lose one, the other is useless; but is good for a 10000 GP discount on your next pair of the same kind. Fingerless versions are available, and must be used if magical rings are to be successfully worn.

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Item	Cost/Encumbrance
-------------	-------------------------

Talltower's Wayside Rest 60000/100
This is fun. It is a little, self contained, magical campsite, for up to four people. It provides for total protection from the weather, looks after sleeping comfort, temperature control, and a cooking fire inside. Also in the tent, you will find a Talltower's Tankard (see above), and a four person cookset with mess gear. When the tent door is closed, the tent and all its contents become invisible and intangible. The device is permanently powered, and resembles a small green metal suitcase (like the old Coleman camp stoves, curiously enough). One minor caveat; if any of these items are ever removed from the magically created tent, they are permanently dispelled, although the rest of the system will remain undamaged. Before you rail endlessly about the cost and weight, realize that you are getting effectively 200000GP+ in spell value and 850+ in encumbrance for a very fair price.

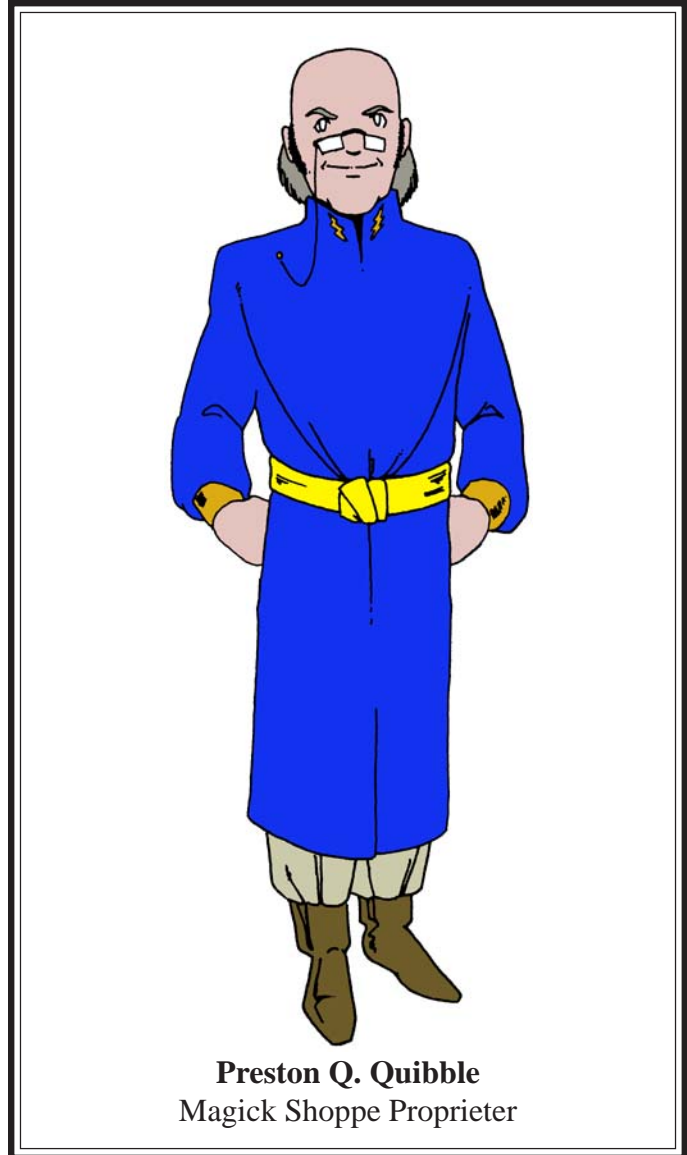
Talltower's Mirror 1500000/500
If you've always fancied travel, this is your baby. Looks like a small, Victorian hand mirror. By tugging at the edges of this four inch by ten inch artifact, a four foot by ten foot portal is created, that remains in effect until the mirror is collapsed to its normal dimensions once again. This device does not permit travel within your own present plane or dimension, but allows you to travel to points in other planes. If you can conceive of it, and it isn't on your current plane, this thing can probably get you there. Getting back may be another story.

Amulet of poisons 20000/10
While wearing this, the wearer will be notified if they are about to come into contact with a toxic substance.

Talltower's Katadyn 200000/10
As above, but will, if desired, nullify any and all poisons, no matter how you've encountered them, as long as they aren't incredibly esoteric, in which case, add four to your saving throw vs. poison. This can be expected to happen maybe 5% of the time, in case you are worried.

Lightstick 2,000/20
60' focused beam of light

DeLuxe Lightstick 5,000/20
as above, but 90' range



Armor-All Protectant:

All Armor-All products last 20 minutes, (120 combat rounds) and have an encumbrance of 25. Also, they require 1d4 rounds to apply. the clock starts running when you start spraying. ONE application /bottle. NOT FOR USE on metallic armors.

<u>Type</u>	<u>Cost</u>	<u>AC</u>
Mk I	100	AC 5
Mk II	200	AC 4
Mk III	400	AC 3
Mk IV	800	AC 2
Mk V	1600	AC 1

Fred's World

The Cartographer's Dream

being a collections of maps both public and private

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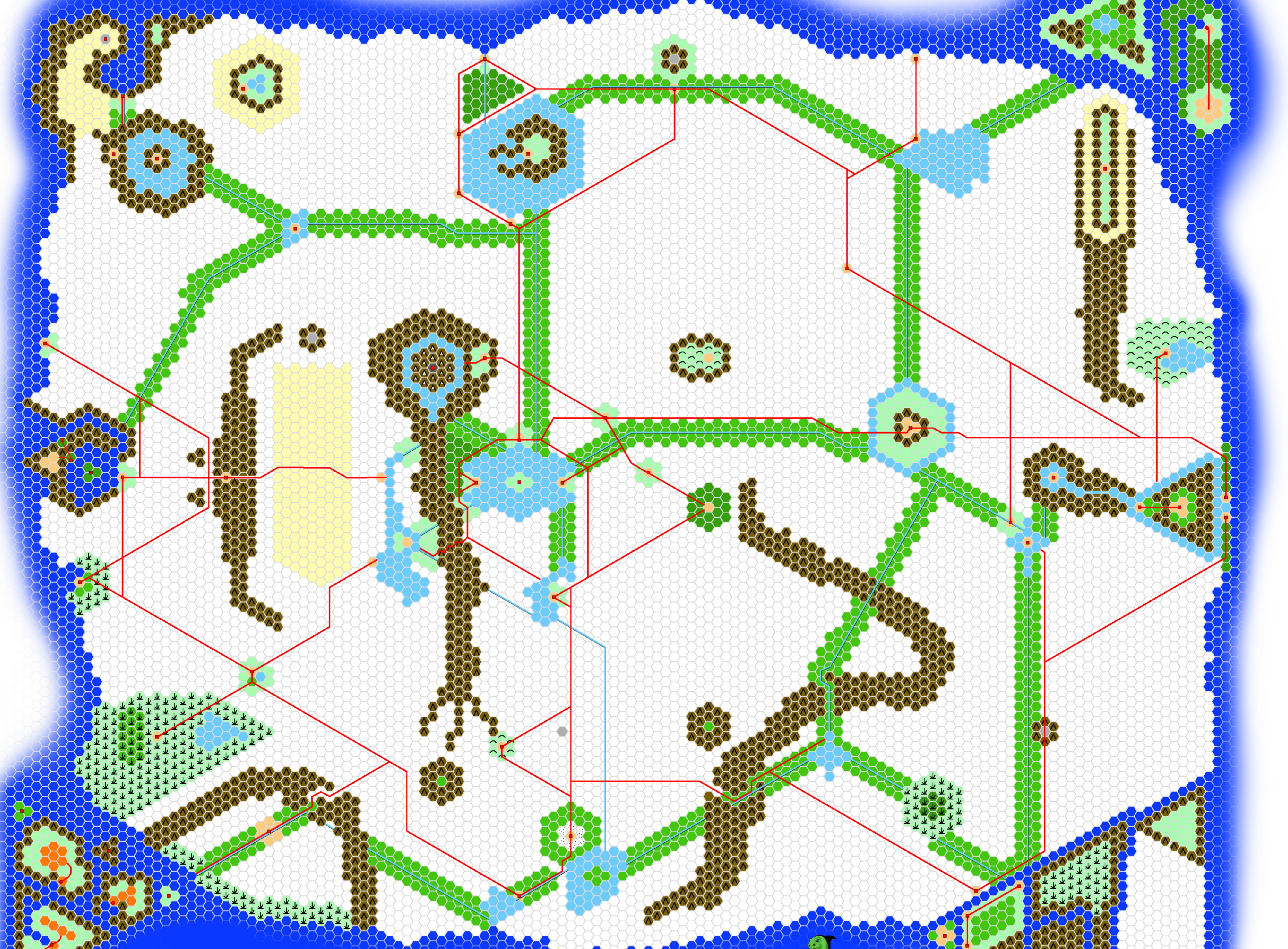
Cities, Pre 1989

Ethelbertville	2
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Cities 1989

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Fred's World Main Continent

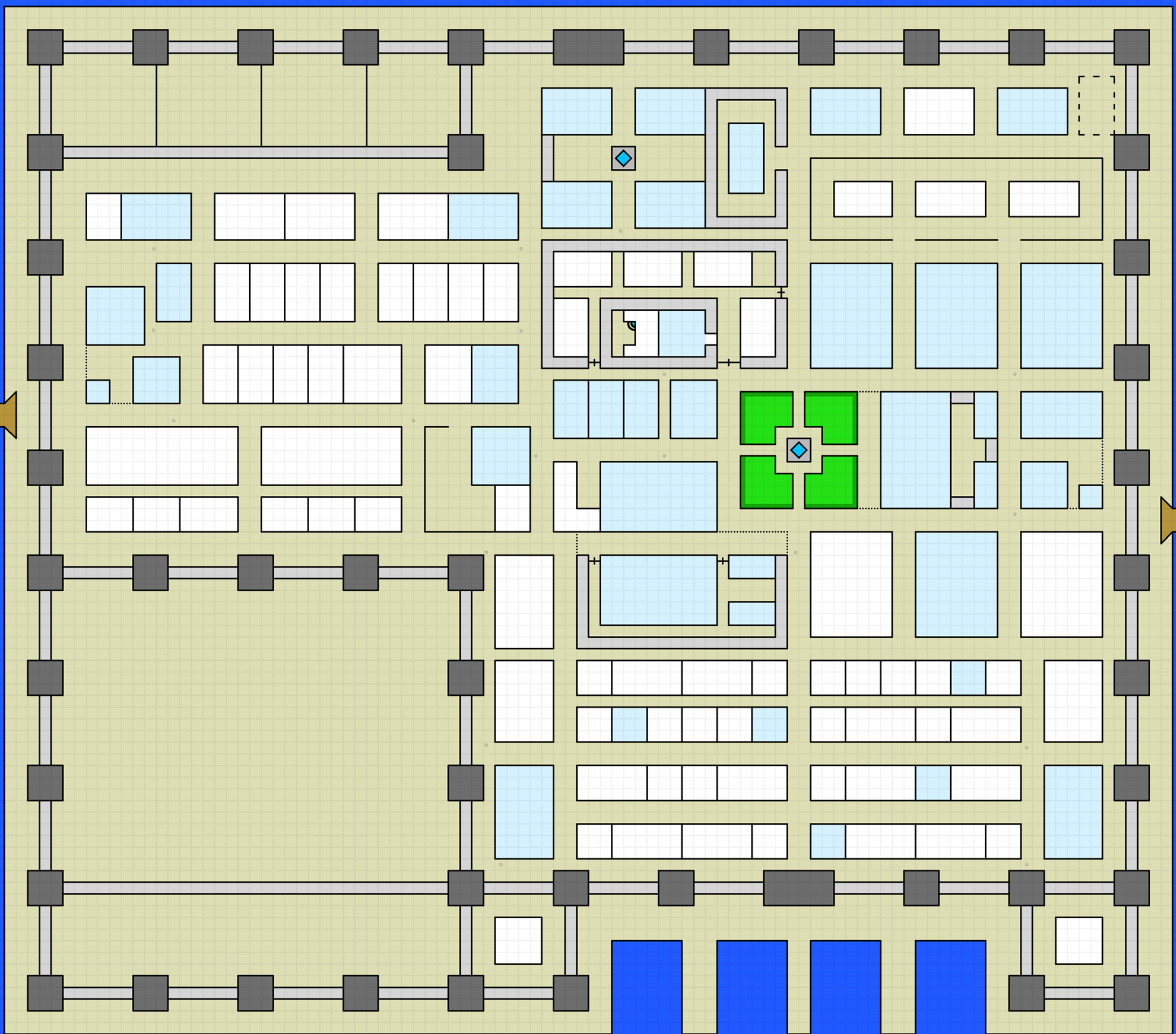


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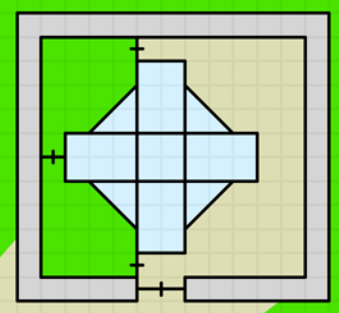
Plains	Forest	Old Growth Forest	Mountains	Ocean	River
Hills	Swamp	Deep Swamp	Volcano	Fresh Water	Road
Desert	Farmland	Irrigated Land	Poppy Fields	Crunchberries	City/Town



Ethelbertville



Peasantowne

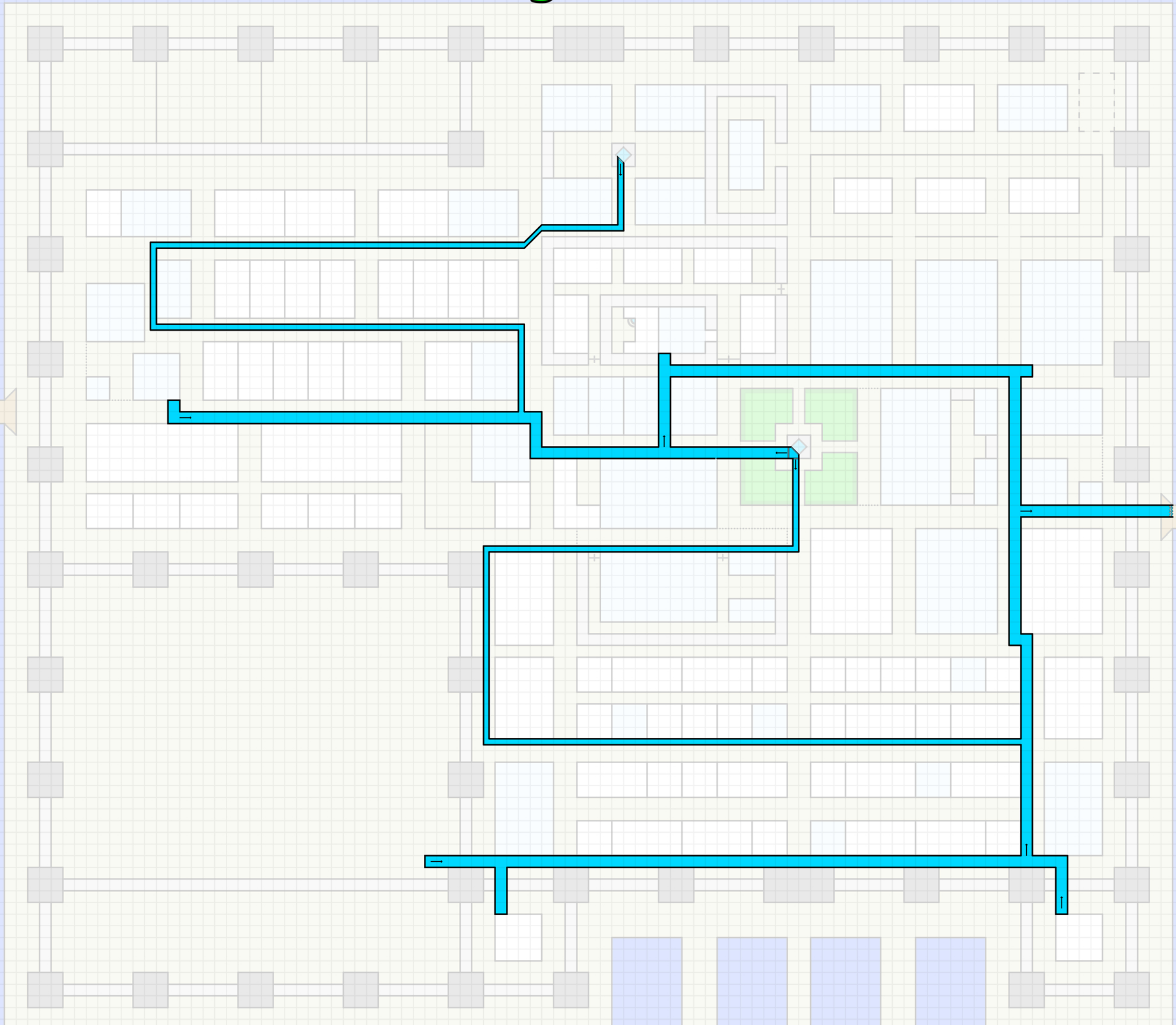


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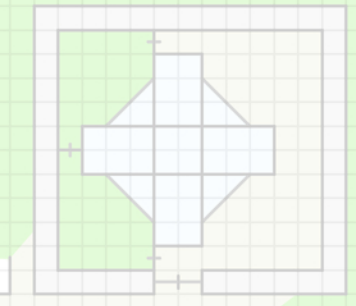
Peasantowne

Lake Opp

Ethelbertville Sewer System



Peasantowne

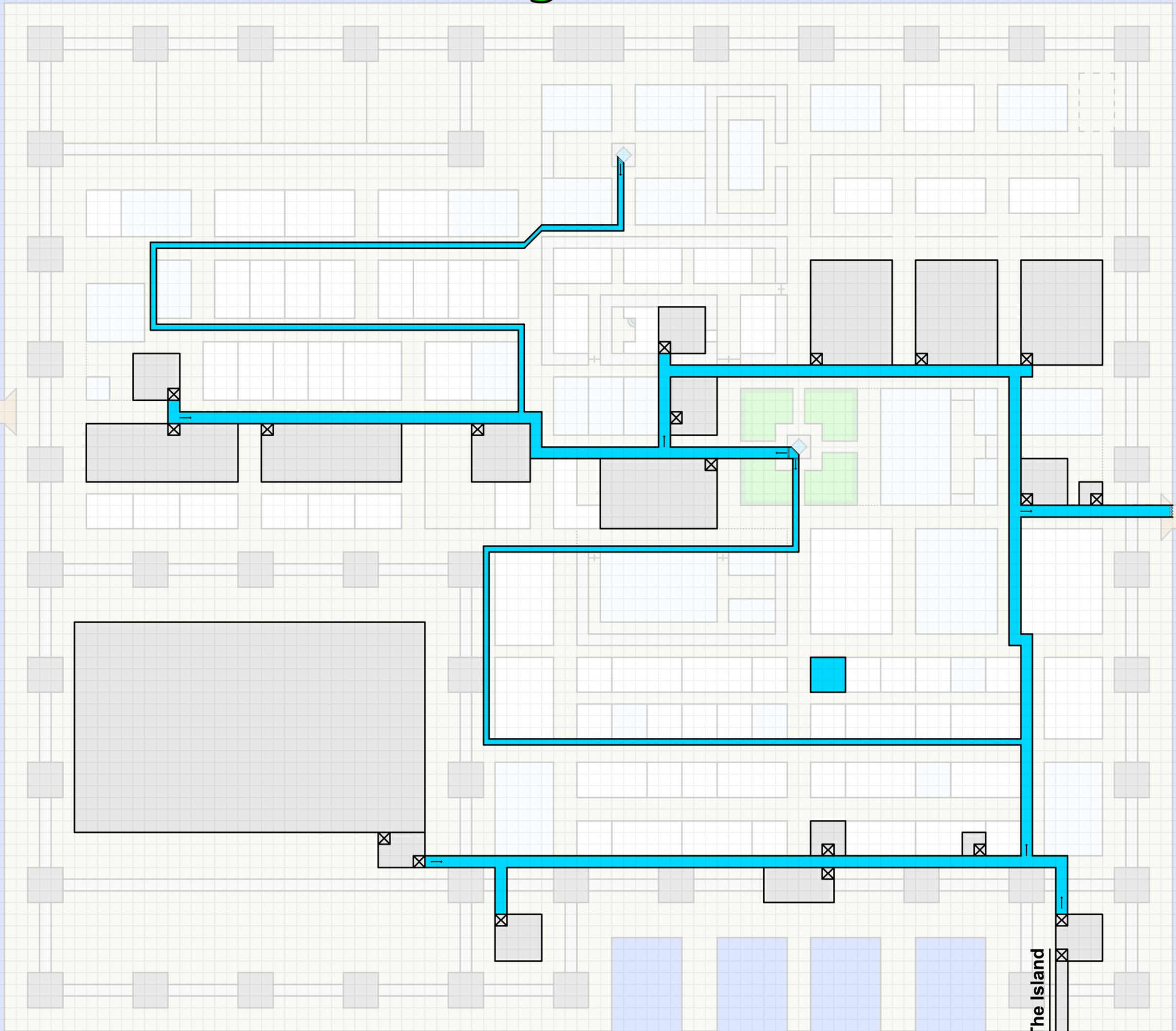


Road to
Elfdale

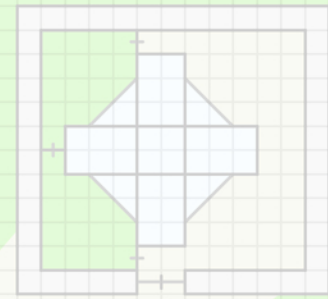
Peasantowne

Lake Opp

Ethelbertville Sewer System



Peasantowne



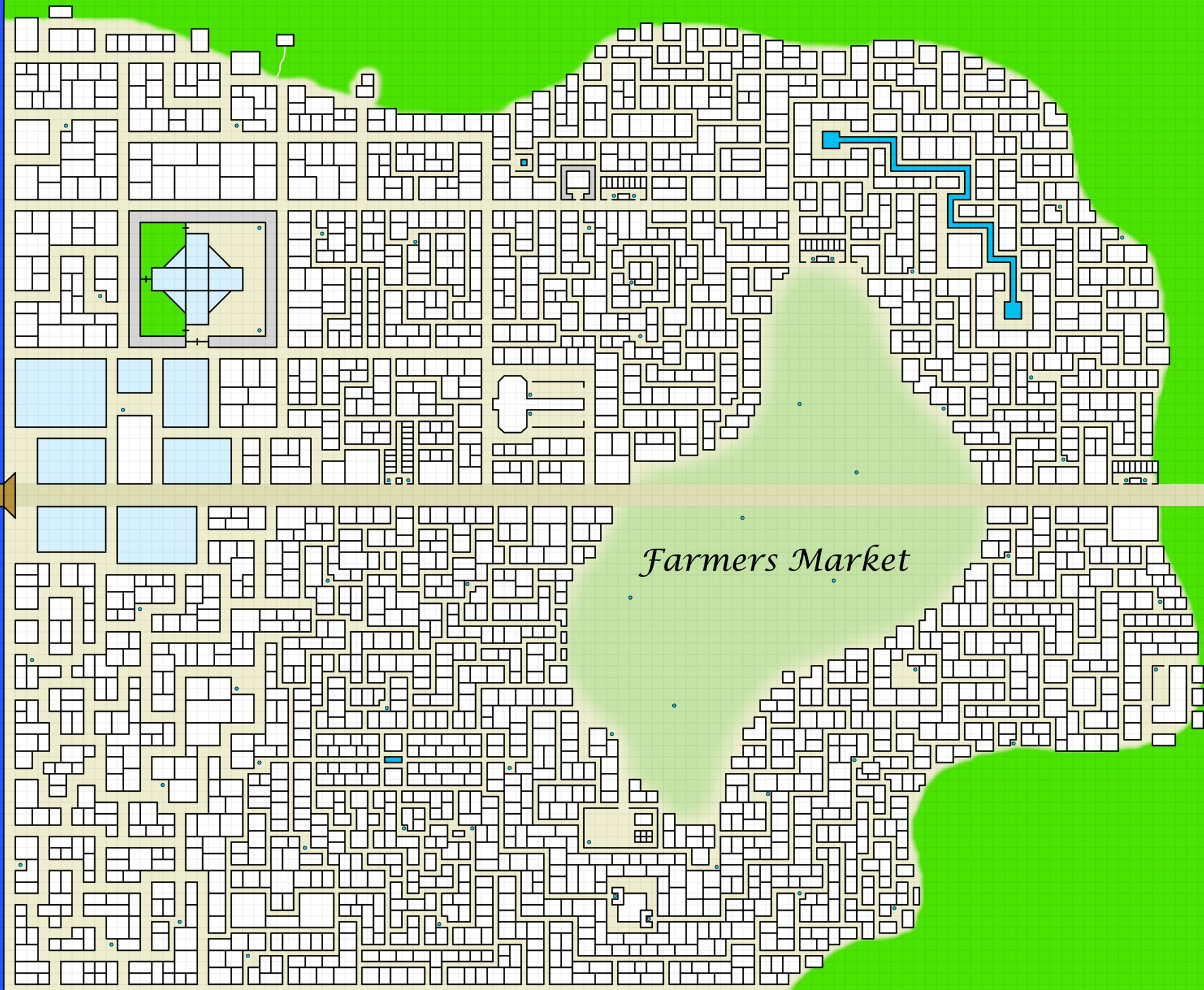
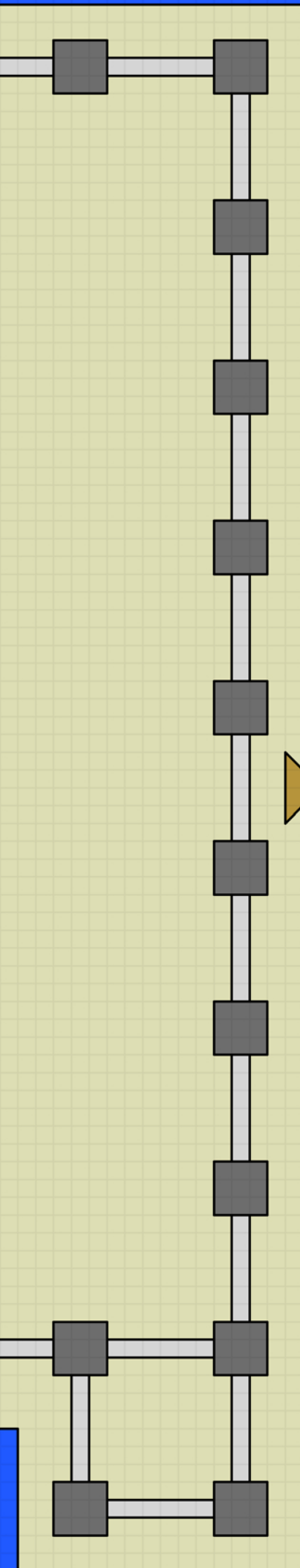
Road to
Elfdale

Peasantowne

Lake Opp

To The Island
↓

Peasantowne

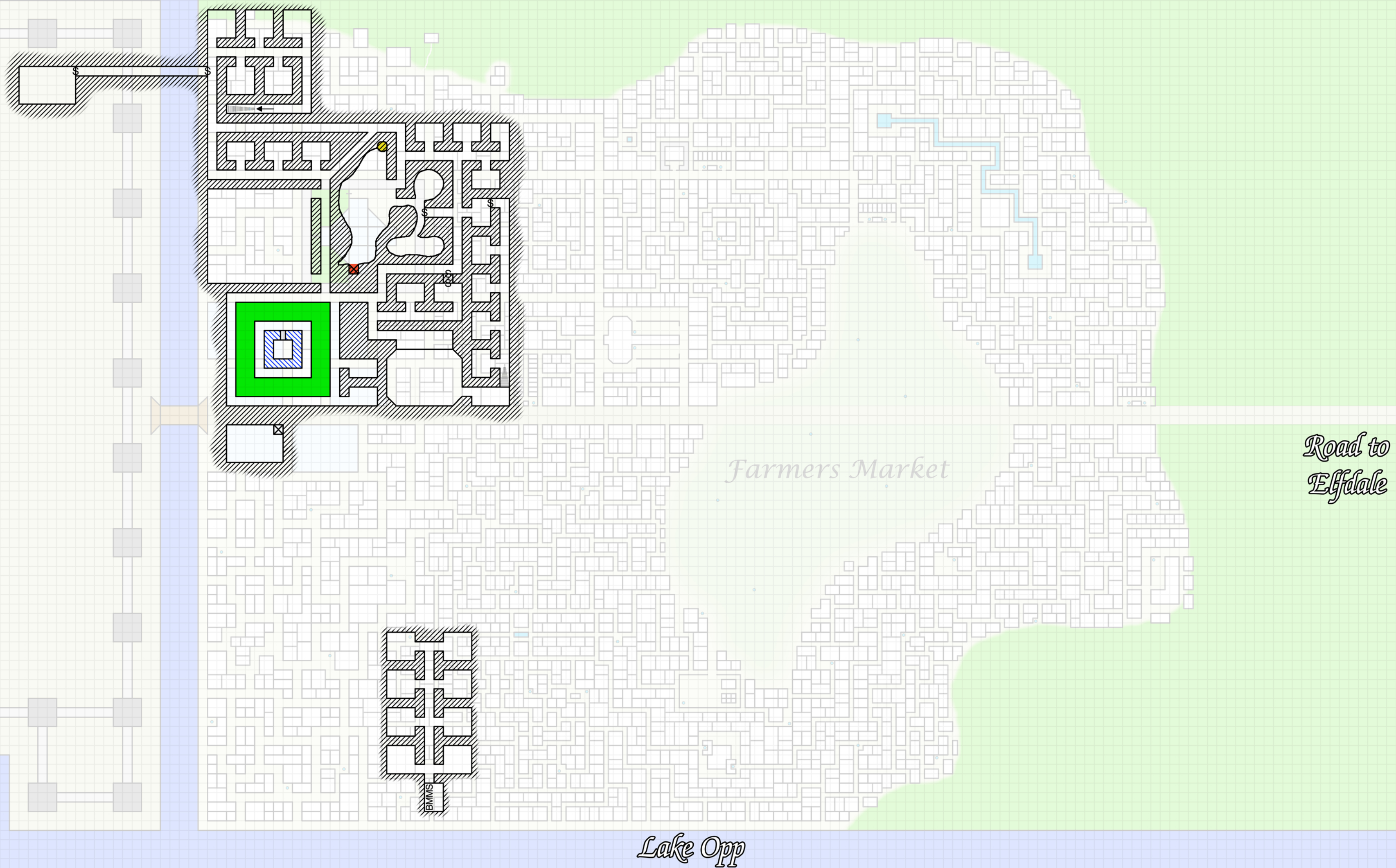


Farmers Market

Road to Elfdale

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Peasantowne Tunnel System

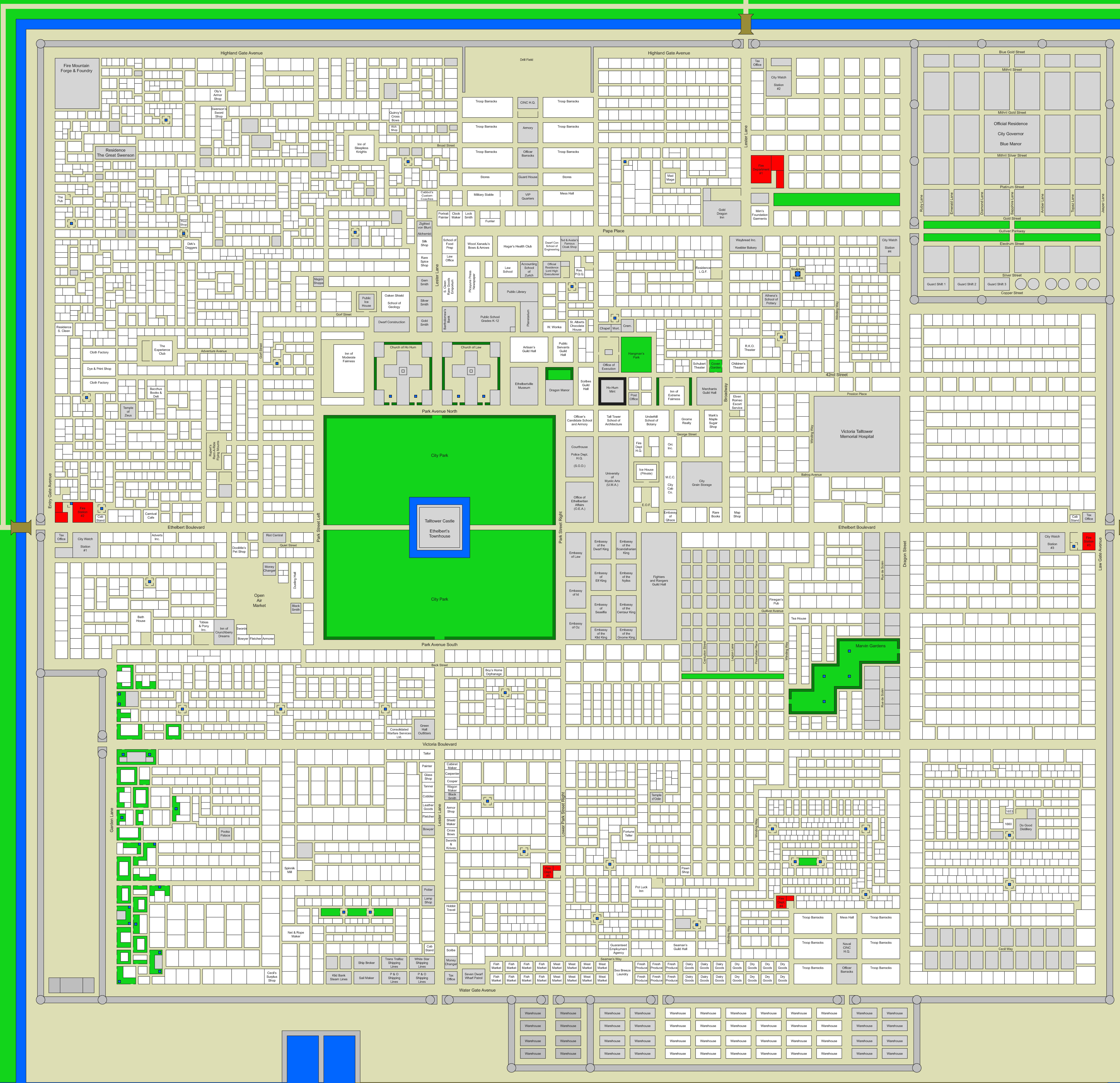


Road to
Elfdale

Farmers Market

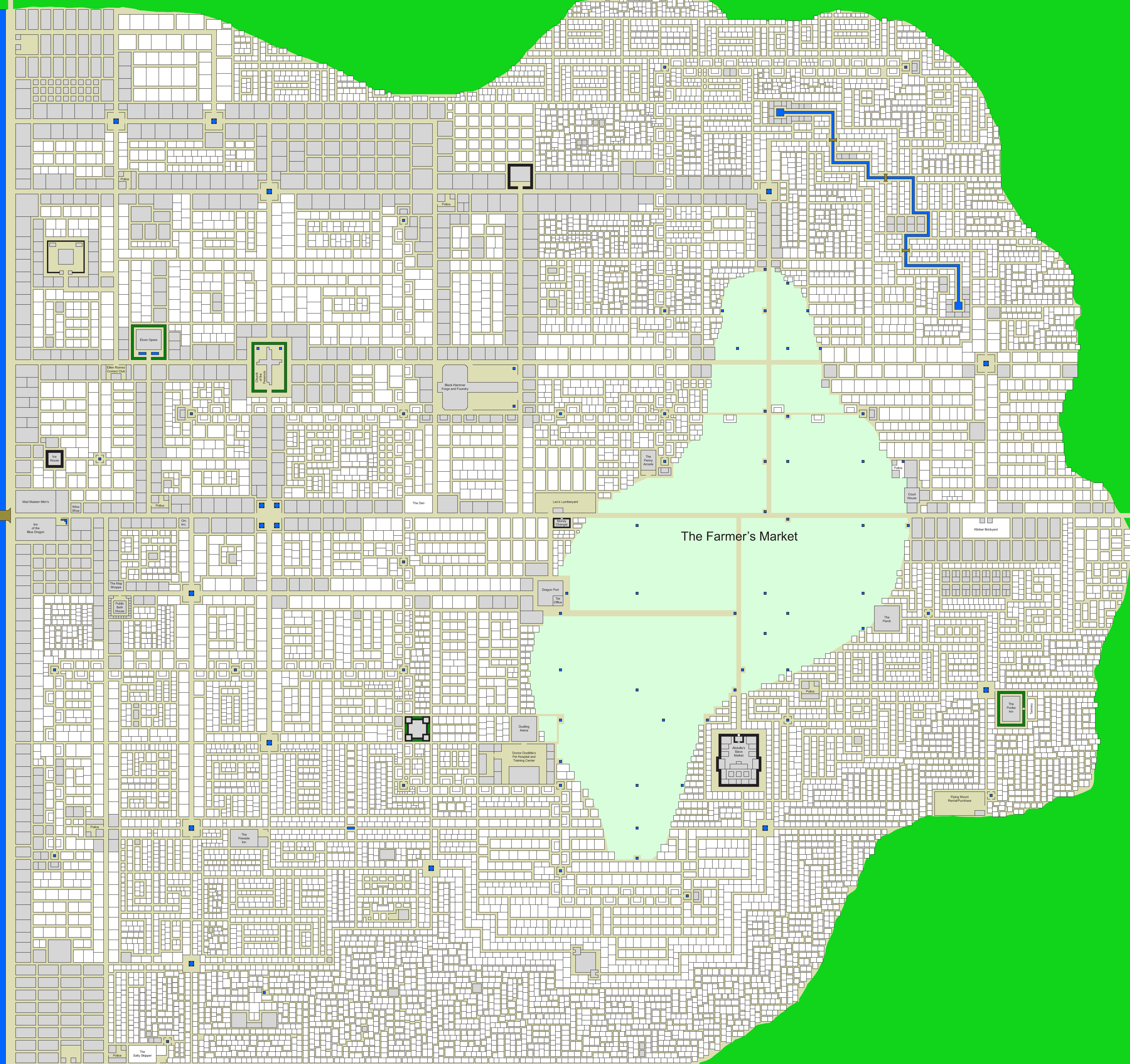
Lake Opp

Ethelbertville



Lake Opp

Peasantowne



To Eifdale

Lake Opp

Fred's World

Character Name: _____

Player Name: _____

Creation Date: _____

Experience:

_____	_____	_____	
_____	_____	_____	
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Needed For Next Level

Information

_____	Race
_____	Hit Points
_____	Class
_____	Level
_____	Alignment

_____	Age	_____	Height
_____	Handed	_____	Weight

Armor Class:

_____ / _____

Front / Back

Current Hit Points

_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Max . HP

Statistics

_____	Strength
_____	Intelligence
_____	Wisdom
_____	Dexterity
_____	Constitution
_____	Charisma

Likeability _____
Klutz Factor _____
Phur Phactor _____

THAC0

To Hit = THAC0 - Opponent's AC

Abilities / Liabilities

Base Move:

Saving Throws

_____	Verses Death
_____	Verses Petrification
_____	Verses Rods, Staves and Wands
_____	Verses Breath Weapon
_____	Verses Spells

Strength

_____ "To Hit"
 _____ "Damage"

 _____ Wht. Allow.
 _____ Open Doors
 _____ B.B.L.G.

Intelligence

_____ Number of Languages

Languages Spoken

Wisdom

_____ vs. Willpower Magick

Dexterity

_____ Initiative Adjustment
 _____ Missile Adjustment
 _____ A.C. Adjustment

Constitution

_____ Hit Point Adjustment
 _____ System Shock Survival
 _____ Ressurrection Survival
 _____ Poison Save

Charisma

_____ Maximum Henchmen
 _____ Loyalty Base
 _____ Reaction Adjustment

Non-Weapon Proficiencies

_____ Alertness
 _____ Animal Lore
 _____ Bow/Fletching
 _____ Direction Sense
 _____ Endurance
 _____ Firebuilding
 _____ Fishing
 _____ Healing
 _____ Hunting
 _____ Plant Lore
 _____ Rope Work
 _____ Running
 _____ Tracking
 _____ Trapping
 _____ Wine

NOTES

Strength

_____ "To Hit"
_____ "Damage"

_____ Wht. Allow.
_____ Open Doors
_____ B.B.L.G.

Intelligence

_____ Number of Languages

Languages Spoken

Wisdom

_____ vs. Willpower Magick

Dexterity

_____ Initiative Adjustment
_____ Missile Adjustment
_____ A.C. Adjustment

Constitution

_____ Hit Point Adjustment
_____ System Shock Survival
_____ Ressurrection Survival
_____ Poison Save

Charisma

_____ Maximum Henchmen
_____ Loyalty Base
_____ Reaction Adjustment

Master Spell Listing

FIRST LEVEL SPELLS

Bless
Create Water
Cure Light Wounds
Detect Evil,
Detect Magick
Light
Protection from Evil
Purify Food and Drink
Sanctuary

SECOND LEVEL SPELLS

Detect Charm
Find Traps
Hold Person
Speak with Animals

THIRD LEVEL SPELLS

Animate Dead
Continual Light
Create Food and Water
Cure Blindness
Paralysis
Cure Disease
Locate Object
Negate Poison
Remove Curse
Speak With Dead

FOURTH LEVEL SPELLS

Cure Serious Wounds
Detect Lie
Exorcism,
PRO/Evil 10' Radius
Tongues

FIFTH LEVEL SPELLS

Commune
Cure Critical Wounds
Dispel Evil
Flamestrike
Quest
Raise Dead
True Seeing

SIXTH LEVEL SPELLS

Going Home
Heal
Part Water
Pathfinder
Speak with Monsters
Finger of Death
Regeneration
Remove Traps
Restoration
Sanctorum

Non-Weapon Proficiencies

NOTES

Strength

_____ "To Hit"
 _____ "Damage"
 _____ Wht. Allow.
 _____ Open Doors
 _____ B.B.L.G.

Intelligence

_____ Number of Languages

Languages Spoken

_____ _____ _____ _____
 _____ _____ _____ _____
 _____ _____ _____ _____
 _____ _____ _____ _____

Wisdom

_____ vs. Willpower Magick

Dexterity

_____ Initiative Adjustment
 _____ Missile Adjustment
 _____ A.C. Adjustment

Constitution

_____ Hit Point Adjustment
 _____ System Shock Survival
 _____ Ressurrection Survival
 _____ Poison Save

Charisma

_____ Maximum Henchmen
 _____ Loyalty Base
 _____ Reaction Adjustment

Non-Weapon Proficiencies

_____ Alertness _____ Etiquette and Protocol
 _____ Animal Lore _____ FTR WPNS School
 _____ Cooking _____ Magick Recog.
 _____ Direction Sense _____ Plant Lore

Available Spells

CANTRIPS
 Blue Light
 Chill
 Clean
 Dry
 Flavor
 Exterminate
 Fire Finger
 Gather
 Shine
 Spice
 Stitch
 Sweeten
 Tie
 Warm
 Wrap

FIRST LEVEL SPELLS
 Alarm
 Bumbershoot
 Burning Hands
 Charm Person
 Comprehend Languages
 Detect Magick
 Enlarge
 Erase
 Feather Fall
 Hold Portal
 Light
 Magick Missile
 Mending
 Moo
 PRO/Evil MK-I
 Read Magick
 Reveille
 Rock
 Shield
 Shocking Grasp
 Sleep
 Spider Climb

Explosive Runes
 Fireball MK-I
 Fly
 Fumigate
 Haste
 Hold Person
 Iceball MK-I
 Infravision
 Invisibility 10' Rad.
 Lightning Bolt MK-I
 Miss Me
 PRO/Evil 10' Radius
 PRO/Normal Missiles
 Slow
 Teatime
 Tentint Tonight
 Thingamabob
 Tree
 Water Breathing

SECOND LEVEL SPELLS
 Alum
 Bush
 Continual Light
 Condense
 Copy
 Darkness MK-I
 Detect Evil
 Detect Invis. MK-I
 ESP
 Invisibility MK-I
 Knock
 Levitate
 Locate Object
 Neatness Counts
 Phantasmal Force
 Shatter
 Sleepytime Comfort
 Sou'wester
 Stinking Cloud
 Strength
 Web
 Wizard Lock

FOURTH LEVEL SPELLS
 Charm Monster
 Comfort Control
 Confusion
 Dig
 Dimension Door
 Fear
 Firetrap
 Fumble
 Hallucinatory Terrain
 Minor Globe of
 Invulnerability
 Polymorph Other
 Polymorph Self
 Protection from Normal
 Weapons Mk. II
 Remove Curse
 Wall of Fire
 Wall of Ice
 Wizard Eye

SIXTH LEVEL SPELLS
 Anti Magick Shell
 Cataclysm
 Control Weather
 Death
 Disintegration
 Enchant
 Fear Mk II
 Geas
 Invisible Stalker
 Project Image
 Stone to Flesh
 Vapor of Death

FIFTH LEVEL SPELLS
 Animate Dead
 Cloudkill
 Cone of Cold
 Conjure Elemental
 Contact Other Plane
 Feeblemind
 Halt!
 Hold Monster
 Passwall
 Telekinesis
 Teleport
 Rock to Mud
 Value
 Wall of Iron or Stone

Legend

<u>Symbol</u>	<u>Explanation</u>
_____	_____
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Player Name: _____

Character Name: _____

Encumbrance

Weight Allowance

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Potions and Scrolls

<u>Type</u>	<u>Wht.</u>	<u>Loc.</u>
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Weapons

<u>Type and Damage</u>	<u>Wht.</u>	<u>Loc.</u>
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Magick Items

<u>Type</u>	<u>Wht.</u>	<u>Loc.</u>
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Money

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STEEDS

Type _____ Base Move _____ AC _____ HD _____ HP _____

Equipment _____

Type _____ Base Move _____ AC _____ HD _____ HP _____

Equipment _____

Type _____ Base Move _____ AC _____ HD _____ HP _____

Equipment _____

Gems and Jewelry

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