

FOR ANY NUMBER OF PLAYERS, AGES 10 AND UP

DUNGEONS & DRAGONS®

PLAYERS COMPANION: Book One



THE ORIGINAL FANTASY ROLE-PLAYING GAME



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PREFACE



Throughout the revisions of the BASIC and Expert Sets, and now in creating this one, my work has been guided by three simple rules. First, the game must be *fun*—else why play the game? Second, it must be *playable*. Many historically accurate details of medieval times are complex and disorganized—generally all too human to use in a game.

Third, and perhaps most important of all, it must be *true*—true to the spirit of the Original D&D® game. That unique combination of fantasy wargaming and role playing spawned a new *type* of game, not merely new rules—a precious thing indeed.

Few of today's players can remember the excitement of a decade ago, when "Tactical Studies Rules" was just a new name on a new game. The amazing ideas in those little brown boxes took the gaming world by surprise—and by storm.

This box is larger, and is the third of a series. Comparing these to the Original, you might ask—why is all this necessary? And where did all this come from?

The original ideas were both simple and complex. They were simple, giving the briefest instructions for various new concepts, but complex in their implications. To grab just one: if a cleric can create food and water, what does that do to famine...to siege warfare...indeed, to a whole fantasy world? Lacking time, space, and experience with the new game system, the designers left much for future development—and their future has now become our present. It's time...so here's the Companion Set.

The names of the creators of the game are on these booklets; I'm proud that they also bear mine. Herein are many of the details found in the Original set and its Supplements; many others, now needed, are also included. I'm delighted to have the opportunity to add to the game.

Many thanks to Garry Spiegle, Doug Niles, Mark Acres, and Carl Smith for development of the "War Machine" mass combat system included in this set. They merged years of experience in wargames with the current range of fantasy role playing styles. The resulting system can handle the clash of armies *without* miniatures or boardgames—and thus, the very roots of the D&D game surface once again.

Thanks to Garry Spiegle for his development work on the Dominion system, and for his work on the previous two sets. His contributions have been numerous.

This game is like a huge tree, grown from the seeds planted in 1972 and even earlier. But as a plant needs water and sun, so does a game need proper "backing"—a company to make it. As the saying goes, "for want of a nail, the war was lost"; and for want of a company, the D&D game might have been lost amidst the lean and turbulent years of the last decade. This set is therefore dedicated to an oft-neglected leader of TSR, Inc; who, with Gary Gygax, founded this company and made it grow. The D&D Companion Set is dedicated to

BRIAN BLUME.

All details for character levels 1-14 are given in the D&D Expert Set. The Companion Set covers levels 15-25; the Master Set covers levels 26-36. The following topics are discussed in this section.

New Armor and Weapons
Unarmed Combat
Strongholds
Character Knowledge
Class Descriptions

New Armor and Weapons

The following items are optional. Your DM will tell you which (if any) are available. The weapons involve new options for combat, and several special effects.

All classes able to use normal swords may use the bastard sword and the heavy crossbow as well as all other new weapons, except for thieves.

Note: Weapons available to characters are also available to humanoid monsters!

Armor Add two new types of armor, **Scale mail** and **Banded mail**, to the existing list. All Armor Classes from 7 to 3 (not counting shield, magic, or dexterity) are now possible.

Weapons:

Name	Cost	Enc.	Damage	Ranges
*Bastard Sword	15 gp	80 cn	2-7 (1d6+1) one-handed 2-9 (1d8+1) two-handed	
Blowgun	3 gp (a)	6 cn	Poison	10'/20'/30'
Bola	5 gp	5 cn	1-2 plus Entangle	20'/40'/60'
*Heavy Crossbow	50 gp	80 cn	2-8	80'/160'/240'
Blackjack	5 gp	5 cn	1-2 plus Special	
Net	1 sp (b)	1 cn	Entangle only	10'/20'/30'
Trident	5 gp	25 cn	1-6	10'/20'/30'
Whip	1 gp(c)	10 cn	1-2 or Entangle	As length (5-30')

(a) Includes blowgun and 5 darts. Add cost of poison (if available)

(b) Cost and encumbrance per square foot of net

(c) Cost and encumbrance per foot of whip (5-30' length)

* This weapon requires two hands for use. Attacker may not use a shield and always loses initiative.

Special Effects:

Victim's Level or Hit Dice	Bonus to Saving Throw	Failed Saving Throw Results*		
		Blackjack	Bola, Net, or Whip	Blowgun
Up to 1	None	Knockout	Entangle	Death
1+1 to 3	+1	Knockout	Entangle	75% hp +Paralysis
3+1 to 6	+2	Stun	Slow	50% hp +Paralysis
6+1 to 9	+3	Stun	Slow	50% hp
9+1 to 12	+4	Delay	Delay	25% hp
12+ or more	+5	Delay	Delay	25% hp

* Saves are explained in weapon descriptions.



AC	Type	Encumbrance
7	Leather Armor	200 cn
6	Scale Mail	300 cn
5	Chain Mail	400 cn
4	Banded Mail	450 cn
3	Plate Mail	500 cn
(-1)	Shield	100 cn

BLACKJACK:

Knockout: The victim is immediately unconscious, and remains helpless for 1-100 (d%) rounds.

Stun: The victim may move at 1/3 normal rate, but cannot attack or cast a spell until another Saving Throw is made successfully. A new Saving Throw can be attempted each round, at the end of the Hand-to-Hand Combat phase of the round. While stunned, the victim suffers a -2 penalty to all Saving Throws, and a +2 penalty to Armor Class.

Delay: The victim loses Initiative on the next round.

BLOWGUN:

Death: The victim is reduced to 0 hit points immediately.

Paralysis: The victim is helpless for 1-6 turns (as normal paralysis).

Percentage of hit points: The victim loses this percentage of original (fully healed) hit points. This may cause death if the victim is already damaged.

BOLA, NET, and WHIP:

Entangle: The victim cannot attack, cast spells, or move until a Saving Throw is successful.

Slow: The victim is slowed, moving and attacking at 1/2 normal rate. No spells can be cast.

Delay: The victim automatically loses initiative for the next round.



1. Swords

Bastard Sword: This popular weapon is similar to a normal sword, but with a long hilt (handle). It may be wielded either one- or two-handed. Unlike other two-handed weapons, it does *not* cause the loss of Initiative because of its smaller size; however, a shield cannot be used with any two-handed weapon, including this one.

2. Missile Weapons and Devices

Blowgun: This weapon is a tube, 6 inches to 4 feet long. The user places a small dart or thorn into it, aims the tube at a target, and blows air into it, forcing the dart to fly toward the target.

The darts can cause no damage themselves. They are usually treated with a poison of some sort. The victim must make a Saving Throw vs. Poison or suffer the effects if hit. Depending on the size of the victim, he may gain a bonus to the Saving Throw (see chart).

Bola: This weapon is a cord with weighted balls on the ends. It is whirled around and thrown at a victim. It causes very little damage itself (1-2 points), but may entangle, slow, or delay the victim.

If the Hit roll is a 20 (not counting any modifiers whatsoever), the victim must make a Saving Throw vs. Death Ray or be immediately paralyzed, and die in 3-8 (1d6+2) rounds from strangling unless rescued. If freed, the victim remains effectively paralyzed for 2-12 rounds.

If the hit roll is successful but not a 20, the victim must make a Saving Throw vs. Death Ray, possibly with a bonus (see chart). If successful, the attack has no effect except damage. If the victim fails the Saving Throw, the result varies by the victim's size (see chart). A new Saving Throw must be made during the *Hand-to-Hand Combat* phase of each round, until one is successful; this indicates that the Bola has been removed.

Heavy Crossbow: This is very similar to a light crossbow, and it fires the same missiles (quarrels). Light crossbows are made of wood, but a heavy crossbow has metal limbs, increasing its strength for better range and damage. However, it is heavy, takes 2 hands to use and is slower; a character with 18 strength can fire every round, but any weaker character can only fire it once every 2 rounds, because of the time needed to string it.



3. Miscellaneous Weapons

Blackjack: This weapon is a small leather sack, 4-8 inches long, filled with sand or metal shot, and with a looped strap attached. It is often used to strike a victim's head or neck, causing little damage (1-2 points) but possibly causing unconsciousness, or stunning.

The user of a blackjack can swing at the head of the intended victim (DM's judgment required) if he can reach it. If the victim is taller than the attacker, he can only inflict normal damage.

If the head or neck is the target, and if a hit is scored against the normal Armor Class of the victim, the victim must make a Saving Throw vs. Death Ray (possibly with a bonus; see chart) or suffer additional effects, determined by its Hit Dice (see chart).

Net: A Net is an open mesh of rope or cord. A small net (up to 10' square) is commonly used in hunting and adventuring, and can be used as either a hand-to-hand or missile weapon. The encumbrance varies by the size.

A net inflicts no damage on the victim, but may entangle, slow, or delay. A normal Hit roll must be made; if successful, the victim must make a Saving Throw vs. Death Ray, possibly with a bonus (see chart). If the Saving Throw succeeds, the victim has avoided the Net, and it has no effect. If the Saving Throw is failed, the result varies by the victim's size (see chart). A new Saving Throw must be made during the *Hand-to-Hand Combat* phase of each round, until one is successful; this indicates that the Net has been torn apart, and becomes useless.

A magical net cannot be damaged except by fire or acid. An entangled victim can only remove the net, not normally damaging it.

Trident: This is a light spear with three barbed prongs on the end, designed for underwater use. Any very small creature (1'

long or less, such as a normal fish) hit by a trident becomes stuck on the spiked prongs.

Whip: This weapon is a long braided leather strap with a handle. It may be from 5'-30' long. It is a hand-to-hand weapon, and may be used either to cause damage (1-2 points) or to entangle. During the *Intentions* phase of the combat round, the user must declare which option is being used. Whichever is used, a normal Hit roll is made.

If a hit is scored, the Whip either inflicts 1-2 points of damage, or (if entangling is attempted) forces the victim to make a Saving Throw vs. Death Ray, possibly with a bonus (see chart).

Unarmed Combat

Unarmed combat occurs when a character attacks an opponent without using a weapon. All classes and levels of characters may use unarmed combat to stop or capture an opponent while inflicting little or no damage or when no weapons are available. Note that if an unlisted weapon is used, normal weapon combat systems apply (such as, in brawls, throwing mugs, tables, and chairs; these are all unlisted weapons).

In Unarmed combat, the attacker either strikes an opponent (with a fist, kick, etc.), or tries to grab an opponent (jump on, tackle, etc.). Thus, two systems are used; one for "Striking," including all unarmed blows, and one for "Wrestling," for all other forms of unarmed combat.

If desired, the DM may award a 10% bonus to Experience Points earned for defeating monsters if the monsters are not slain but conquered by using Unarmed combat.

Striking

Restrictions

Although any creature may attempt to Strike an opponent, few can do it well. A Strike normally results in either a Stun or a Knockout. However, if the attacker has less than 4 Hit Dice, a Stun is the only possible result.

Effects

Stun: The victim cannot attack or concentrate (and thus cannot cast spells, use magic items, etc.). Movement is possible, but at 1/3 normal rate. In addition, a +4 penalty to Armor Class applies while Stunned.

Knockout: This is simply a short sleep. The victim is unconscious and completely helpless.

A Strike has no effect if the defender is twice the size of the attacker (or larger). A halfling cannot Strike a human with effect, but any other combination of characters (halfling vs. elf, dwarf vs. human, etc.) is possible. The DM's judgment is required in determining the exact size of monsters.

Creatures whose weapons are parts of their bodies (such as claws) do not normally Strike. Creatures with multiple heads may suffer few or no results until all of the heads suffer Stun or Knockout results.

Several types of creatures should be immune to some or all of the effects of Striking. The following guidelines should be used:

Undead, constructs, and all oozes, jellies, and molds are completely immune to the

effects of Striking.

If a creature can be hit only by magical weapons, Striking should have no effect unless a piece of magical apparel is worn by the attacker (a magical glove or gauntlet for fist Strikes, magical boot for kicks, etc.).

Lycanthropes and other creatures immune to normal weapons, but not requiring magic to hit them, cannot suffer damage from Strikes (unless magical apparel is used, as described above), but may suffer Stun or Knockout results.

Striking Procedure

1. During the *Intentions* phase of the combat round, the player announces the intent to Strike. If a fist is used, the character must be empty-handed, or may drop or put away an item in hand.
2. Normal Initiative and Hit rolls are made.
3. If the Strike hits, the base damage inflicted is 0 (zero); if a fist is used to Strike, Strength bonuses (if any) may be added. (Ignore any Strength penalties to damage.)
4. A victim hit by a Strike must roll 1d20, and subtract his Constitution* score from the result. If the total is 1 or more, the victim is Stunned for 1 round. The victim must also make a Saving Throw vs. Death Ray with a +4 bonus to the roll, or suffer a Knockout. The duration of the Knockout is simply the result of the previous roll of 1d20 minus Constitution*, in rounds.

* If the victim is an NPC with an unknown Constitution score, roll or select one. For monsters, use *double* the Hit Dice (ignoring "plusses").

Optional Rules for Striking

Some, all, or none of the following optional rules may be added to the Striking system, as desired.

1. **Punching:** Only a fist Strike can cause a Knockout. All other Strikes result in Stuns at most, but for a duration determined by the roll of 1d20 minus Constitution score.
2. **Results:** A Knockout is not possible if the victim has more Hit Dice than the attacker.
3. **Using Strength:** A character may decide not to use all of his or her Strength, "pulling the punch" so that no damage is inflicted. The character may either use the entire Strength bonus, or no Strength bonus (as if having a Strength of 12), but may not choose a number in between.
4. **Saving Throws:** If an adjustment applies to the attacker's Strike because of a high or low Strength score, the victim's Saving Throw is modified, using the reverse of the Strength adjustment. For example, a Strike from a character with 17 Strength (+2 bonus)

would cause the Saving Throw to be made with a -2 penalty (added to the +4 bonus already given, for a total adjustment of only +2. With 7 Strength (-1 penalty), a +1 bonus would be added, for a total of +5.

5. Objects in Hand: A small, heavy object may be held while Striking. If the defender is hit, a -2 penalty applies to the Saving Throw.

6. Regenerating Victims: If the victim has a power of regeneration (wearing a ring, for example), the duration of a Knockout is much less. Each point of regeneration ability is treated as 1 round of Knockout used. For example, a troll (regenerating at 3 hp/round) suffering a Knockout of 8 rounds would awaken after only 2 rounds.

7. Fighter Options: The additional combat options for fighters and demi-humans may be applied to all forms of Striking.

Parry: Instead of attacking, the character may gain a -5 bonus to Armor Class by blocking with a weapon.

Multiple Attacks: High level characters and demi-humans may make multiple attacks (2 per round at level 12, 3 per round at level 24, 4 per round at level 36). In addition, attack forms may be mixed; the character making two attacks may, if desired, attack once with a weapon (or spell or magic item) and once with an unarmed Strike.

"Haymaker": When Striking with a fist, the character may accept a -5 penalty to the Hit roll, and give up Initiative. If the Hit roll succeeds, a -4 penalty applies to the Saving Throw, negating the +4 bonus given. In addition, any creature can be affected; creatures of twice the size of the attacker are *not* immune to a "Haymaker."

Wrestling

Restrictions

Any level character, and most humanoid monsters may use Wrestling. The Wrestling option must be stated in the *Intentions* phase of the combat round.

When attempting to Wrestle armed opponents, those armed always gain Initiative automatically. Unintelligent monsters will always choose to attack instead of Wrestling, unless controlled.

Several types of creatures should be immune to some or all of the effects of Wrestling. The following guidelines should be used:

Non-corporeal Undead (wraith, spectre, etc.), oozes, jellies, slimes, and similar creatures cannot be Wrestled. Ethereal or Elemental creatures can be Wrestled only by opponents in the same form.

Special "touch" abilities (Energy Drain, Turn to Stone, etc.) function normally during

Wrestling. For example, a character wrestling a cockatrice must make a Saving Throw vs. Turn to Stone every round while in contact with the monster.

Preparing for Wrestling

Before the game, find each character's Wrestling Rating (WR) as follows:

- a. Divide the character's level by 2, rounding up.
- b. Add the bonuses (or subtract the penalties) for high (or low) Strength and Dexterity scores.
- c. Find the character's Armor Class without magic or Dexterity bonuses, and add the result to the total. For monsters, the DM should calculate the WR as follows:
 - a. Multiply the monster's Hit Dice by 2.
 - b. If the monster is not wearing armor, add 9. If the monster is wearing armor (orc, kobold, giant, ogre, and other humanoids), add its Armor Class number *instead* of 9.

Wrestling Procedure

Each opponent involved in Wrestling (whether attacking or defending) makes a simple roll of 1d20+WR each round. The first Wrestler to win 3 rolls in a row Pins the opponent:

1. In the first round of Wrestling, each opponent rolls 1d20 and adds his or her WR. The higher total wins, a tie indicates no result. The opponent with the higher roll Grabs, (or may choose to Hit or Strike).
2. In round 2, if a Grab has been made, roll again (WR+1d20 for each) and if the same Wrestler wins again, the victim Falls. Otherwise, the victim breaks the Grab; return to step 1.
3. In round 3, if a victim Falls, roll again and if the same Wrestler wins again (3 consecutive rolls), the opponent is Pinned. Otherwise the victim gets up from the Fall; return to step 1.

Effects

A Pinned victim can do nothing. His opponent may inflict 1-6 points of damage each round (plus Strength bonus), if desired. This is not required, and the intent to inflict damage must be stated during the *Intentions* phase of the round.

The victim may make a Saving Throw vs. Death Ray to avoid all damage. In addition, if the result is a "natural" 20 (the actual roll), the victim escapes from the Pin (stands up).

If a group has Pinned a single opponent, all the attackers can inflict damage, but the defender only makes one Saving Throw.

Multiple Wrestlers

Whenever 3 or more opponents all decide to Wrestle, find the single Wrestler with the

highest WR (called the "leader"). That score is used for the entire group, modified as follows:

1. For each group member with 1/2 the Hit Dice of the leader (or less), add 1 to the group WR.
2. For each group member with more than 1/2 the Hit Dice of the leader, add 5 to the group WR.

When a creature has Pinned a Wrestler and is then attacked by another, the defender may either release the Pinned victim and defend normally, or hold the Pinned victim and try to defend against the new attack with a -4 penalty to his WR. While holding a Pinned victim, no other Grabs can be made. Each roll he wins merely indicates he successfully avoids the new attack, while holding the previously Pinned victim.

A maximum of four attackers can Wrestle an opponent of equal size. Up to 8 attackers can Wrestle an opponent of twice their size, 12 against an opponent of triple their size, and so forth.

Optional Rules for Wrestling

Some, all, or none of the following optional rules may be added to the Wrestling system, as desired.

1. **Instant Pin:** When comparing the die rolls (WR+1d20), if one opponent's total is 20 or more than the other, the loser is instantly Pinned.
2. **Class Adjustments:** When calculating a character's WR, adjustments are made due to class: -1 penalty to magic-users; +1 bonus to fighter, dwarf, and thief; no adjustment for other classes.
3. **Opponents with Multiple Attacks:** If a creature has multiple attacks and is Pinned, one attack is negated by each Pinning opponent. For example, two attackers Pinning a troll would negate its bite and one claw, but the troll would be able to use its second claw attack each round.
4. **Simplified Rolls:** When comparing die rolls (WR+1d20), subtract the lower WR from the higher; the opponent with the higher WR adds the 1d20 roll to that total to find the net difference.

Summary

By using Unarmed combat rules, characters are free to perform acts of heroic fantasy—wrestling huge opponents to the ground, or escaping from imprisonment when no weapons are available. Unarmed combat is actually the most common of all forms, and can now be used as often as desired.

These systems may be applied to any Unarmed attack. A giant may attempt to kick a halfling; a character may attempt to use a shield to "bash" an opponent. (Both attacks are Strikes.) If a purple worm attacks a town, the guards may all try to pile onto the creature, rather than risking normal combat and being swallowed (though dozens would be needed to stop the monster).

The DM and players should try the systems, and decide whether to use them. However, if the DM does not allow Unarmed combat, the DM must also decide what to do when characters attempt something of this sort. For example, if a party member is enchanted in some way and attacks other characters, the others will probably want to stop the victim without inflicting damage. This is quite reasonable, but only Unarmed combat systems (or magic) can handle the resulting situation.

Strongholds

Human Strongholds

Any character of Name level or greater may have a stronghold. It may be purchased, built (if there is land available), or seized. A character can ask a ruler for a territory or stronghold, or may find a remote area and settle it. However, a character who owns a stronghold is not automatically a ruler. Your DM will tell you what must be done to become a ruler.

Demi-human Strongholds

Any demi-human character may build a stronghold when he reaches maximum level. If the character's clan has a smaller stronghold than the new one, the clan will want to move in. Otherwise, they will still support the new stronghold by moving up to 40% of their clan into the new location.

The political leader of a clan is called the *Clanmaster*; the spiritual is the *Keeper of the Relic*. A player character does *not* normally gain any of these titles; they require great amounts of work and time, leaving none for adventuring. The highest rank normally achieved by a PC demi-human is that of *Clanholder*. A Clanholder serves the clan, and may indeed own the structure of the clan stronghold, but does *not* control the clan members.

The demi-human races care little for human politics, and Clanmasters and Keepers do not seek human dominion titles. But a PC Clanholder *may* seek and achieve a title (Baron, Count, etc.) by representing the clan in its dealings with humans. Permission must first be obtained from the Clanmaster and Keeper, but this is a common practice (especially if the PC owns the stronghold).

More information on the clan Relic is given in each demi-human class description (pages 29-31). Your Dungeon Master will tell you what your character can do in your own campaign.

Wilderness...

Life is hard in the wilderness, but can be simpler than in "civilized" areas. The wilderness settler faces problems of survival, fighting off marauding monsters and barbaric hordes while trying to attract new settlers. Years may pass before the newly created community can thrive in peace.

...or Civilization?

"Civilized" lands have owners, who either live on the land or merely claim and rule it from afar. Many established rulers have problems keeping order; many areas of a realm are "Borderlands," where aspects of civilized and wilderness life mix freely, and where some may not even believe that their ruler exists! The rulers of large territories

often seek others who might be willing to help, offering land and titles in exchange for loyalty and service. If your character settles in a civilized area, there will be fewer problems with survival, but more problems with other people.

The following "background information" is not needed for normal play, but is provided for more details for campaign play.

Staff

Every stronghold is maintained through the work of many people—the "staff." A staff's size can vary widely, depending on the title of the ruler, the size of the stronghold, and so forth. The following details apply to an "average" human stronghold.

The staff is all the same race as the PC. Any mixed staff will eventually cause problems. Troops may be kept in a stronghold ("garrisoned"), but again, problems (fighting among themselves, taking orders) will arise if they are of a different race.

The ruler is directly served by *Retainers* and *Servitors*. A Retainer is a noble-born person, or an unusually loyal follower. A Servitor is a faithful servant, often gaining the job through inheritance. The many types of common Servitors include Armorer, Barber, Carpenter, Cellarman (Wine Steward), Cooks, Dairyman, Falconer, Forester, Gardener, Grooms, Kennelman, Miller, Portalman, Potter, Poultryman, Stonemason, and Weavers.

Peasant Workers

Most of the normal work in a stronghold is done by peasants without pay; it is their duty. Household servants, herdsmen, and others are trained and given food, but nothing else is provided—not even a bed.

The number of peasants available is determined by the population. As an average, each peasant family consists of 5 persons; 5% of the peasants are available to serve the ruler. For example, in a Barony of 100 families (500 persons), the Baron has 25 peasant servants. The total habitants of a stronghold is the number of servants plus servitors, retainers, and family. When visitors come, another 5% of the peasants can be used as servants, if needed. In large dominions, even the original 5% may not be needed to serve all at once, except for tournaments.

Advisors and Officials

Most rulers have Advisors to handle the many details of the dominion and stronghold, and to advise the ruler as needed. The most common Advisors are the Artillerist, Castellan, Chaplain, Engineer, Guard Captain,

Herald, Magist, Chief Magistrate, Reeve, Sage, Seneschal, and Steward.

Other Officials may be needed for the proper handling of a stronghold or dominion, including a Bailiff, Chamberlain, Equerry, Magistrates, Marshals, Provosts, Sheriffs, and Wardens.

When costs are not noted below, the Official is paid the same amount as a Mercenary soldier (Expert Set, page 24).

An **Artillerist** (750 gp/month) is a Retainer whose specialty is siege weapons (see Catapult and Ram, Expert Set, page 44). This person also advises the ruler on some military details. An artillerist is usually a fighter, level 3-5.

A **Bailiff** is a minor official in charge of one area of the stronghold (dungeon, walls, tower, etc.)

A **Castellan** (2,000 gp/month) is an important Retainer who is responsible for all military aspects of the stronghold, both offensive and defensive. The Castellan is usually a fighter, level 5-9.

The **Chamberlain** oversees the cleaning/food serving staff.

The **Chaplain** (500+ gp/month) is the chief Cleric of the stronghold, and possibly of the dominion. This title is added to the cleric's normal title. The relatively low cost is because 10% of all dominion income must be paid to the Theocracy. If this tithe is not paid, the Chaplain will not serve.

An **Engineer** (750 gp/month) is a Hireling experienced at construction—of a road, moat, building, wall, and so forth. (Expert Set, page 26.)

An **Equerry** is in charge of the care and feeding of horses and other animals.

The **Guard Captain** (4,000+ gp/month) commands all the ruler's personal guards, posts watches within the stronghold, and is responsible for the safety of the ruler—and the treasury. The Guard Captain is usually a 9th or higher level fighter.

A **Herald** (300-500 gp/month) is a Retainer who knows the signs, symbols, and seals of most or all dominions near and far. ("Heraldry" is a topic too vast to discuss here; consult your local library.) The Herald also makes announcements, both in Courts and around the stronghold. The Herald is also familiar with the requirements of honor and chivalry, and advises the ruler as needed.

A **Magist** (3,000+ gp/month) is a 9th or higher level magic-user who is responsible for all the magic needed in the stronghold, including its defense. The Magist may have a Tower elsewhere, serving as needed, or may simply be a hired NPC (or PC). A Magist

may cost 10,000 gp/month or more, depending on his level.

The Chief **Magistrate** (2,000 gp/month) is a judge of law, acting for the ruler. The Magistrate also learns the laws of the greater dominion (if any), and advises the ruler of them. The Magistrate oversees the Sheriffs and lesser Magistrates.

A normal **Magistrate** travels among the towns and cities of a dominion, acting as judge for the peasants.

A **Marshal** is an aging fighter hired to train troops and guards.

A **Provost** is a tax collector.

A **Reeve** is a bookkeeper, responsible for the records of taxes, tithes, gifts, and so forth. The Reeve costs 500 gp per month.

A **Sage** (2,000 gp/month) is a specialist in lore and obscure knowledge. (See Expert Set, page 26.)

A **Seneschal** is the most important person in a stronghold, except for the ruler. The Sen-

eschal is appointed by the ruler, and is responsible for anything with which the ruler does not choose to bother. The Seneschal is the ruler when the ruler is not there.

A **Sheriff** is a policeman, responsible for law enforcement, arrests and investigations. (Cases are brought before a Magistrate for judging.)

The Chief **Steward** (1,000 gp/month) is responsible for all the day-to-day affairs of the stronghold, including food preparation, housekeeping, and so forth.

A **Warden** is a person charged with the protection of some part of the dominion (game warden, town warden, etc.).

Special Positions

When a ruler is the liege of other rulers (Count and higher), the lesser rulers may send their sons and daughters to the liege as servants and for training.

A **Squire** is the son of a Noble, who acts as a servant while being trained as a fighter.

When the title of Count is acquired, a PC is offered 1-6 Squires by the lesser rulers of the dominion. Squires become 1st level fighters after 6 months of training, and then gain at least 1 level of experience per year. A Squire's training is finished when he reaches level 5; the Squire then returns home, and is usually replaced by another (beginner) Squire. Knights are usually have 1-3 Squires, assigned to them for training by the Noble involved.

A **Lady-in-Waiting** is the daughter of a Noble within the ruler's realm, acting as a servant but actually in search of a husband. From 1-4 Ladies-in-Waiting will be sent to a PC Count *only* if the PC is female or is married. Ladies-in-Waiting are trained and closely watched by the matron of the stronghold.

Other Character Activity



When playing the role of a fantasy character, many things are ignored, and rarely or never mentioned in the game. For example, an adventurer must clean and oil his weapons and armor; *someone* cooks breakfast; and someone probably snores in their sleep. But these things do not affect the adventure or the game.

A character with a high Charisma score could be a "smooth talker" in negotiations—whether or not the player could do the same. Thus, you only need to remind the DM of the adjustment to the reaction roll; the DM considers the actions and abilities of the character, *not* those of the player.

The DM may apply the same principle to many game situations. One game mechanic often used is an **ability check**—rolling one or more dice and comparing the result to one ability score to determine success or failure. A roll of the Ability score or less on 1d20 means success (3d6, 4d6 or 5d6 for difficult tasks may be used). For example, if a character tries to move a huge boulder, the DM could make a check against the character's Strength score.

If the DM wants to include riddles and puzzles in games, they need not all be presented to the players; a character might solve a puzzle by making a check against Intelligence. Some of the puzzles may provide entertainment for the players, and may be discussed in detail—but the players should not be required to *be* the characters in this way. A character with 18 Intelligence should be much smarter than most players!

After reaching "Name" level, characters know their professions, and would not make major errors. Though the player of a thief might forget to mention some detail of examining a treasure chest, the character would not make a fatal mistake—and the DM may prompt the player for the "right action." A spell caster would be aware of the proper use of the spells known; if the player makes a minor error, the DM may correct the player

(depending on the situation). The DM and players should discuss this, and decide how much should be played, and how much should be assumed. Be careful not to make things too easy for the players—nor too hard.

This principle of Character knowledge is used often in Companion level play. For example, a character with a stronghold would handle routine details of administration, inspections, and so forth; so these are considered to happen without playing in the Dominion rules.

There are still plenty of things to discover and explore in the D&D world; but it is time to shift your perspective from minor details to greater things. Avoid getting "bogged down" in minor details, and concentrate on having fun!



Character Class Descriptions

Character Classes — Human

Cleric

A 15th-25th level cleric is called a Patriarch (if male) or Matriarch (female). The following XP, Spells and Saving Throw Tables apply to clerics of all types, and should be combined with the charts given in the D&D Expert Set. 11, 9, or 7 = total dice roll (2d6) needed for successful Turn.

T = automatic Turn, 2d6 Hit Dice of Undead

D = automatic Destroy, 2d6 Hit Dice of Undead

D+ = automatic Destroy, 3d6 Hit Dice of Undead

D# = automatic Destroy, 4d6 Hit Dice of Undead

CLERIC EXPERIENCE TABLE

Level	XP	Spells by spell level						
		1	2	3	4	5	6	7
15	800,000	6	5	5	3	3	3	-
16	900,000	6	5	5	4	4	3	-
17	1,000,000	6	6	5	4	4	3	1
18	1,100,000	6	6	5	4	4	3	2
19	1,200,000	7	6	5	4	4	4	2
20	1,300,000	7	6	5	4	4	4	3
21	1,400,000	7	6	5	5	5	4	3
22	1,500,000	7	6	5	5	5	4	4
23	1,600,000	7	7	6	6	5	4	4
24	1,700,000	8	7	6	6	5	5	4
25	1,800,000	8	7	6	6	5	5	5

Becoming a Land Owner

Before building a stronghold, a cleric who decides not to travel must report to a superior of some type, either a church official or a political ruler, to ask for land. Some land is usually granted, unless the cleric has had problems with his superior in the past; if so, some service may be required (such as a *quest*) before the land is granted.

(The Dungeon Master must decide whether the cleric's church has the power to make such grants, according to the civilization and politics of the campaign world.)

A land-owning cleric gains the ability to rise in power among the Theocracy (the government of the church). More lands can be gained, more "Normal Men" will settle the area around the cleric's stronghold, and more income will result from the settlements.

CLERIC TURNING UNDEAD TABLE

Undead	Cleric's Level								
	7	8	9-10	11-12	13-14	15-16	17-20	21-24	25
Skeleton	D	D	D	D+	D+	D+	D+	D+	D#
Zombie	D	D	D	D	D+	D+	D+	D+	D+
Ghoul	D	D	D	D	D	D+	D+	D+	D+
Wight	D	D	D	D	D	D	D+	D+	D+
Wraith	T	D	D	D	D	D	D	D+	D+
Mummy	T	T	D	D	D	D	D	D	D+
Spectre	7	T	T	D	D	D	D	D	D
Vampire	9	7	T	T	D	D	D	D	D
Phantom	11	9	7	T	T	D	D	D	D
Haunt	—	11	9	7	T	T	D	D	D
Spirit	—	—	11	9	7	T	T	D	D
Nightshade*	—	—	—	11	9	7	T	T	D
Lich*	—	—	—	—	11	9	7	T	T
Special*	—	—	—	—	—	11	9	7	T

* The nightshade, lich, and "special" Undead will be described in the D&D Master Set.

CLERIC SAVING THROW TABLE

Level:	13-16	17-20	21-24	25
Death Ray or Poison	6	5	4	3
Magic Wands	7	6	5	4
Paralysis or Turn to Stone	8	6	5	4
Dragon Breath	10	8	6	4
Rod, Staff, or Spell	9	7	5	4

Choosing to Travel

A cleric who decides to travel may follow one of two routes: in civilized lands, or in wilderness.

A cleric who travels within the boundaries of the civilized world usually looks for ways to help those of the same Alignment (whatever that may be). The cleric may travel alone, with hirelings, or with other clerics. The following details exist for a cleric who doesn't own land.

1. The cleric cannot rise in authority in the Theocracy (the rulership of the church).
2. The cleric should gain experience points for helping those of the same Alignment.
3. Special adventures are frequent, as the problems encountered in other lands often require a great leader (the cleric) for a successful solution.

4. The cleric often visits local rulers, and may gain special knowledge (rumors, maps, etc.) from them. However, conflicts with powerful land-owning clerics may arise, and they might banish, exile, or imprison the travelling cleric if their disagreements cannot be resolved.
5. The cleric gains fame, for better or worse. Tales of the cleric's deeds will remain after the cleric leaves, and these tales may attract other powerful characters—and monsters to the cleric.

A cleric who travels to the wilderness usually searches for enemies of the church, to convert or destroy. This cleric normally travels with other characters as an adventuring party (though the others may all be NPCs). The benefits and problems are similar to those of clerics travelling within civilized areas, with

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Druid

A Neutral cleric of 9th level or greater may choose to study nature instead of remaining among “civilized” areas. This type of cleric is called a druid. The cleric must find and live in a woodland home, meditating for 1-4 months. During that time, the cleric is found, tested, and taught by a higher level druid (usually 25th level or greater), and then joins the realm of the druids.

A druid is pure Neutral, never Lawful or Chaotic. The druid’s way of life is devoted to the balance of all things, and the study of nature. Any change of alignment results in the loss of all druid benefits (given below) until Neutral alignment is restored.

The main differences between a druid and a normal cleric are:

1. A druid cannot cast any spell that affects good or evil (personal or ranged *protection from evil* or *dispel evil*).
2. New spells only for druids may be cast. The total number of spells that may be cast in one day does not change, but a druid may select from *both* the cleric and druid lists.
3. A druid must live in a woodland home, rather than in a town or city.
4. A druid may not wear metal armor of any type, nor use metal items. Leather is the only possible armor for druids, and while a shield may be used, it must be made entirely of wood. The standard weapon restrictions for clerics apply to druids, and they may only use wooden weapons (a specially made wooden hammer, wooden staff, etc.).
5. There are only nine* druids of 30th level, and lesser numbers of each higher level. When the character gains enough XP to reach 30th level, one of the Nine must be found and fought by unarmed combat. If the character loses, 30th level is *not* gained (but a new challenge may be issued every 3 months). Details on this combat, and the higher ranks of the druid realm, are given in the D&D Master Set.

*For large-scale campaigns, limits might

only apply per continent (DM’s choice).

Druid Philosophy

A druid character studies life itself—the balance of Nature and all living things. Druid items and equipment are all made of items that were once alive (leather, wood, etc.). “Dead” things that have never been alive are repulsive to the druid; the character simply *won’t want to use or touch them*. However, the character should not object if others use “dead” things. Thus, a druid can be a challenging character to play, but the role can be very entertaining.

The great enemies of all druids are the Undead. Druids have no power to “Turn Undead” and may contact town churches if Undead threaten their realms.

Every druid lives in, protects, and tends a section of woodlands. Druids do not think of themselves as owners, but rather as caretakers. Nearly every tree in every woodland is cared for by a druid. Although minor damage to the woods is a fact of life, deliberate evil destruction of trees or nature is often punished by druids. Even Chaotic monsters know this, and avoid harming things of the woods lest they incur the wrath of the local druid.

The DM and players should be sure not to abuse this role; druids are not all-powerful, and believe in the balance of all things. For example, a party foraging for food would not be attacked by a druid unless they killed more animals than they could eat.

The battles of Law and Chaos are not the affairs of the druids, and they may simply watch such encounters from afar, helping neither side. When characters perform good deeds in the woodlands, such as curing wounded animals, this does *not* make the druid automatically friendly. However, assistance in fighting a huge disaster—such as a magical storm or major forest fire—could earn the gratitude and help of a druid.

Spells

The following druid spells may be learned and cast along with normal cleric spells. The total number of spells usable in one day does not change from those of a cleric; the character may select freely from both lists, except for spells that affect Good or Evil.

Druid spells are not reversible.

FIRST LEVEL DRUID SPELLS

1. Faerie Fire
2. Locate
3. Predict Weather

SECOND LEVEL DRUID SPELLS

1. Obscure
2. Produce Fire
3. Warp Wood

THIRD LEVEL DRUID SPELLS

1. Call Lightning
2. Hold Animal
3. Water Breathing

FOURTH LEVEL DRUID SPELLS

1. Control Temperature 10’ radius
2. Plant Door
3. Protection from Lightning

FIFTH LEVEL DRUID SPELLS

1. Anti-Plant Shell
2. Control Winds
3. Pass Plant

SIXTH LEVEL DRUID SPELLS

1. Anti-Animal Shell
2. Transport Through Plants
3. Summon Weather

SEVENTH LEVEL DRUID SPELLS

1. Creeping Doom
2. Metal to Wood
3. Weather Control

First Level Druid Spells

Faerie Fire

Range: 60’

Duration: 1 round per level of caster

Effect: Illuminates creatures or objects

With this spell, the druid can outline one or more creatures or objects with a pale, flickering greenish fire. The fire does not inflict any damage. The objects or creatures need only be detected in some way (such as by *detect magic*) to be the object of this spell.

All attacks against the outlined creature or object gain a +2 bonus to Hit rolls, as it is more easily seen.

The druid can outline 1 man-sized creature (about 12 feet of fire) for each 5 levels of



experience. Thus, at 20th level, 48' of fire can be produced (outlining one dragon-sized creature, 2 horse-sized, or 4 man-sized creatures).

Locate

Range: 0 (druid only)
Duration: 6 turns
Effect: Detects 1 animal or plant within 120 feet

This spell allows the druid to sense the direction of one known normal animal or plant. The druid can locate (similar to the *locate object* spell) any normal or giant-sized animal, but not fantastic creatures, plant monsters, nor any intelligent creature or plant. He must name the exact type of animal or plant, but does not need to see the specific one he wishes to locate. The animal or plant gets no Saving Throw. (This spell is most often used to find special plants.)

Predict Weather

Range: 0 (druid only)
Duration: 12 hours
Effect: Gives knowledge of coming weather

This spell enables the druid to learn the accurate weather to come for the next 12 hours. It affects an area 1 mile in diameter per level of the druid; for example, a 20th level druid would learn the weather within a 10 mile radius. The spell does not give any control over the weather, merely predicting what is to come.

Second Level Druid Spells

Obscure

Range: 0 (druid only)
Duration: 1 turn per level of the caster
Effect: Creates a huge misty cloud

This spell causes a misty vapor to arise from the ground around the druid, forming a huge cloud. The cloud is 1' high per level of the druid, and is 10' across for each level. For example, a 20th level druid would cast an *obscure* 20' tall and 100' radius. The cloud has no ill effects except to block vision. The caster, and all creatures able to see invisible things, will be able to dimly see through the cloud. All other creatures within the cloud will be delayed and confused by the effect.

Produce Fire

Range: 0 (druid only)
Duration: 2 turns per level
Effect: Creates fire in hand

This spell causes a small flame to appear in the druid's hand. It does not harm the caster in any way, and sheds light as if a normal torch. The flame can be used to ignite combustible materials touched (lantern, torch,

oil, etc.) without harming the magical flame. While holding the flame, the caster can cause it to disappear and reappear by concentration once per round, until the duration ends. Other items may be held and used in the hand while the fire is out. If desired, the fire may be dropped or thrown to 30' range, but disappears 1 round after leaving the druid's hand.

Warp Wood

Range: 240'
Duration: Permanent
Effect: Causes wooden weapons to bend

This spell causes one or more wooden weapons to bend and (probably) become useless. The spell will affect one arrow for each level of the caster; a spear, javelin, or magic wand is treated as two arrows' worth, and any club or staff (magical or otherwise) as four. The spell will not affect any wooden items other than weapons. If a magical wooden item is the target (such as a staff), the wielder may make a Saving Throw vs. Spells to avoid the effect. Items carried but not held get no Saving Throw; magical items with "plusses" might not be affected, at a 10% chance per "plus." (For example, an *arrow +1* would have a 10% chance of being unaffected.)

Third Level Druid Spells

Call Lightning

Range: 360'
Duration: 1 turn per level of the caster
Effect: Calls lightning bolts from a storm

This spell cannot be used unless a storm of some (any) type is within range of the druid. If a storm is present, the druid may call 1 lightning bolt per turn (10 minutes) to strike at any point within range. The *lightning bolt* descends from the sky, hitting an area 20' across. Each victim within that area takes 8-48 (8d6) points of electrical damage, but may make a Saving Throw vs. Spells to take 1/2 damage. The druid need not call the lightning every turn unless desired; it remains available until the spell duration (or the storm) ends.

Hold Animal

Range: 180'
Duration: 1 turn per level of the caster
Effect: Paralyzes several animals

This spell will affect any normal or giant-sized animal, but will not affect any fantastic creature, nor one of greater than animal intelligence. Each victim must make a Saving Throw vs. Spells or be paralyzed for 6 turns. The druid can affect 1 Hit Die of animals for each level of experience, ignoring "plusses"

to Hit Dice. For example, a 20th level druid could cast the spell at 10 giant toads (2+2 Hit Dice each). Note that the spell *can* affect summoned, conjured, or controlled animals.

Water Breathing

Range: 30'
Duration: 1 day
Effect: One air-breathing creature

This spell allows the recipient to breathe while under water (at any depth). It does not affect movement in any way, nor does it interfere with the breathing of air.

Fourth Level Druid Spells

Control Temperature 10' radius

Range: 0 (druid only)
Duration: 1 turn per level of the caster
Effect: Cools or warms air within 10'

This spell allows the druid to alter the temperature within an area 20' across. The maximum change is 50 degrees (Fahrenheit), either warmer or cooler. The change occurs immediately, and the effect moves with the druid. The temperature may be changed by mere concentration for 1 round, as long as the spell lasts.

The spell is useful for resisting cold or heat so the caster may survive any temperature extremes.

Plant Door

Range: 0 (druid only)
Duration: 1 turn per level of the caster
Effect: Opens a path through growth

For the duration of this spell, no plants can prevent the druid's passage, no matter how dense. Even trees will bend or magically open to allow the druid to pass. All equipment carried can also be moved through such barriers, but no other creature can use the passage.

Note that a druid can hide inside a large tree after casting this spell. The druid cannot see what is happening while he is in the tree.

Protection from Lightning

Range: Touch
Duration: 1 turn per level of the caster
Effect: Protects against electrical attack

Any recipient of this spell is immune to a given amount of electrical damage. The exact amount is determined by the level of the druid: for each level of experience, one Die of damage is negated. Thus, a 20th level druid could be protected against 2 full *call lightning* attacks (of 8 dice each), plus half of a third. Any electrical attacks partially negated are handled normally for the remaining damage; in the example above, the druid would take 4-24 points of damage, or 2-12 points if the Saving Throw were made.

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Fifth Level Druid Spells

Anti-Plant Shell

Range: 0 (druid only)

Duration: 1 round per level of the druid

Effect: Personal barrier which blocks plants

This spell creates an invisible barrier around the druid's body (less than an inch away). The barrier stops all attacks by plants and plant-like monsters, so that they can inflict no damage. If the caster pushes through normal but dense growth while protected, an opening will result, passable by others. While protected, the druid cannot attack plants except by magic spells; the plants are protected from the druid's physical attacks, just as the druid is protected from theirs.

Control Winds

Range: 10' radius per level of the caster

Duration: 1 turn per level of the caster

Effect: Calms or increases winds

With this spell, the druid can cause all the air within range to behave as desired, either increasing to gale force or slowing to a dead calm. One full turn of concentration (can't move or attack) is needed to change the wind completely (calm to gale, for example). The effect can be countered easily by any higher level caster using the same spell. The effect moves with the caster.

If used against an air creature (such as an elemental), the victim may make a Saving Throw vs. Spells. If this is failed, the druid may slay or control the air creature by proper use of the wind force. The creature will only obey as long as concentration is maintained; if concentration is broken, the creature will attack (in a manner identical to elemental control).

Pass Plant

Range: 0 (druid only)

Duration: Instantaneous

Effect: Short-range teleportation

With this spell, the druid can enter one tree, teleport, and immediately step out of another tree of the same type. The trees must be large enough to enclose the druid. The range a druid can teleport varies by the type of tree, as follows.

Oak	600 yards
Ash, Elm, Linden, Yew	360 yards
Evergreen trees	240 yards
Other trees	300 yards

Sixth Level Druid Spells

Anti-Animal Shell

Range: 0 (druid only)

Duration: 1 turn per level of the caster

Effect: Personal barrier which blocks animals

This spell creates an invisible barrier around the druid's body (less than an inch away). The barrier stops all attacks by animals, both normal and giant-sized, as well as insects and all other non-fantastic creatures of animal intelligence or less. The druid cannot attack animals while protected except by use of magical spells; the animals are protected from the druid's physical attacks, just as the druid is protected from theirs.

Transport Through Plants

Range: Infinite

Duration: Instantaneous

Effect: Long-range teleportation

This spell may be used once per day at most. The druid must be near a plant (of any size), and must choose either a general location or a specific known plant elsewhere. After casting the spell, the druid magically enters the nearby plant and steps out of a plant at the destination (the exact plant determined randomly if not specified). There is no limit to the range, but the plants must both be living for the spell to work, and must both be on the same Plane of Existence. If either plant is dead, the spell fails. Otherwise, the caster immediately reappears at the new location.

The caster can transport 2 additional, willing creatures.

Summon Weather

Range: 5 miles or more

Duration: 6 turns per level

Effect: Brings weather to druid's area

When this spell is cast, some known nearby weather is pulled to the druid's location. The druid does *not* have control of the weather, but merely summons it.



Severe weather (hurricane, severe heat wave, etc.) may only be summoned by a druid of 25th level or greater. The range of summoning is 5 miles at levels 12 to 15, adding 1 mile for each level of the caster above 15th. (For example, a 20th level druid could *summon weather* from up to 10 miles away.)

Seventh Level Druid Spells

Creeping Doom

Range: 120'

Duration: 1 round per level of the caster

Effect: Creates a 20' x 20' insect horde

This spell magically creates a huge swarm of 1,000 creeping insects, appearing anywhere within 120' of the druid (as chosen by the caster). They fill an area 20' x 20' at least, and can be ordered to fill any area up to 60' x 60' (at most).

The *creeping doom* can move at up to 60' / turn (20' / round) if the caster remains within 120' of any part of the swarm. They vanish after the duration ends, or whenever the druid is more than 120' from them.

The insects always attack everyone and everything in their path, inflicting 1 point of damage per 10 insects—a total of 100 points per round per creature—to all within it (no Saving Throw). Normal attacks (such as fire) can damage the horde slightly, but even a *fireball* spell will only slay 100 of them (reducing the damage accordingly). The *creeping doom* can be destroyed by a *dispel magic* spell (at normal chances for success), but it can penetrate a *protection from evil* effect, and can move over most obstacles at the normal movement rate.

Metal to Wood

Range: 120'

Duration: Permanent

Effect: Changes metal into dead wood

This spell can be used to change any metal item or items into wood. The amount that can be transmuted is 50 cn per level of the caster. Any magical metal item is 90% resistant to the magic. The effect is permanent, and cannot be changed back with a *dispel magic* spell.

Any armor changed to wood falls off the wearer and any weapons affected turn to non-magical wooden clubs.

Weather Control

Range: 0 (druid only)

Duration: Concentration

Effect: All weather within 240 yards

This effect is identical to the 6th level *magic-user* spell (see page 21).

Characters

service; a gift must be granted by the ruler issuing the Call to Arms, *if* the Knight demands it (although this is not required of the Knight).

There are two notable exceptions to this custom. In lands where "civilization" is unknown, this custom might not be used. More commonly, if the Knight is within a territory that has declared itself hostile to the Knight's liege, the Knight need not respond. The Knight may, in fact, be a known enemy, and may be in great danger when the Call to Arms sounds.

A CHAOTIC wandering fighter may become an *Avenger* if he meets the following requirements. Otherwise, a Chaotic wandering fighter may become a *Knight*.

1. The fighter must make an alliance with a Chaotic church. This is *not* a swearing an oath of fealty, but a loose agreement of loyalty and support; the church may decline the offer. If the church accepts, the church's leaders may summon the Avenger at any time, and he must do as they command. If they are disobeyed, all benefits of the Avenger are lost. Even then, the fighter may regain Avenger status by negotiating with a different church.
2. An Avenger can *detect evil* (as the cleric spell) up to once per round, simply by concentrating (Range: 120').
3. If the Avenger's Wisdom score is 13 or greater, the Avenger can learn to cast cleric spells as if a cleric of one-third the level of the fighter (rounded down). If the Wisdom score is 12 or less, the fighter can still be an Avenger, but cannot cast spells. *For example*, a 20th level Avenger can cast spells as if a 6th level cleric.
4. An Avenger may *Turn Undead* as if a cleric of one-third the fighter's level, but with an important difference. If the result is "Turn" or "Destroy," the Avenger may choose to control them instead of gaining the usual result. If control is chosen, it lasts for 1 turn per level of the Avenger. Undead thus controlled behave as if *charmed*, obeying the Avenger as if friends.

However, if the Undead are Turned or Destroyed by a cleric during the duration of the control, the control is dispelled immediately, and cannot be renewed. If the duration of the control ends without incident, the Undead will flee (as if Turned).

5. An Avenger may not have human or demi-human hirelings. However, the Avenger may try to *persuade* monsters of Chaotic alignment. If a Chaotic creature is not immediately hostile, the Avenger may offer food or treasure, indicating (through word or gestures) friendship. If this fails, threats or combat resulting in surrender may accomplish nearly the same result. If the creature's Reaction roll indicates friendship, the creature is *persuaded* to follow and obey the Avenger. The effect lasts for a duration identical to a *charm* magic-user spell; once it ends, it cannot be renewed.
6. An Avenger may visit any castle, ruin, or dungeon known to be ruled by an intelligent Chaotic monster or character and, using his alignment tongue, demand Sanctuary (see Knight, above). An Avenger may speak normally to rulers of other alignments and check for normal reactions. The Ruler may be deceived, believing the Avenger to be a Knight (unless forewarning or some magical means reveals the Avenger's true status); if deceived, the Ruler will give normal Sanctuary.

Fighter Combat Options

The following characters may use the optional combat maneuvers:

1. Any wandering fighter who gains Paladin, Knight, or Avenger status;
2. Any land owning fighter who swears fealty to a ruler;
3. Any demi-human character who achieves Knight status, either within or outside of the clan.

Other human classes may *not* use these maneuvers (including fighters who do not achieve any special status) because they require special study of the art of hand-to-hand combat, taught only by Knights, Paladins, and Avengers.

Multiple Attacks: The character gains this ability at 12th level. Demi-humans gain this ability at certain XP levels, as given in the class descriptions. If the character can hit an opponent with a Hit roll of 2 (calculated including all adjustments), he may make 2 attacks each combat round. At level 24 and higher, he may make 3 attacks; at level 36, he may make 4 attacks each round. This applies to ideal circumstances, and the character may use movement or some other action instead of an extra swing.

Smash: The character using a Smash automatically loses initiative, and accepts a -5 penalty to his Hit roll. If the attack hits, add the character's entire Strength score to the

normal damage inflicted (based on the weapon used), plus magic *and* Strength bonuses if applicable.

Parry: The character does not attack at all, but spends the round blocking attacks with his weapon. All who attack hand-to-hand against a Parrying character suffer a -4 penalty to their Hit rolls. This does *not* apply to any device-hurled missile, but *does* apply to hand-hurled missiles.

Disarm: This action may only be used against a weapon-using opponent. Creatures whose weapons are natural (claws, teeth, etc.) *cannot* be disarmed. To Disarm, the character makes a normal Hit roll. If the attack hits, no damage is inflicted. Instead, the victim must roll 1d20 minus any Dexterity bonuses of the victim plus those of the attacker. If the modified roll is greater than the victim's Dexterity* score, the victim is Disarmed. The victim may either switch weapons, using another weapon carried (suffering only the loss of initiative for the next round), or try to *retrieve* the weapon dropped (see below).

When retrieving a weapon, a victim must "Retreat" (as defined in the D&D Basic Set) to get it. *Note:* Many situations may make it impossible to retrieve the weapon (losing the weapon over a cliff, opponents nearby pick up weapon, etc.).

*DM: Roll or select a Dexterity score if the victim is an NPC. For monsters, assume a Dexterity score of 11. The DM may modify this, considering the creature's general characteristics (small and quick, large and clumsy, and so forth).



Magic-user

A 15th-25th level magic-user is called a Wizard (if male) or Maga (female). The following XP, Spells, Saving Throw and Hit roll charts apply to magic-users of all types, and should be added to the charts given in the D&D Expert Set.

Becoming a Land Owner

A magic-user who wants to settle down, rather than travel, may choose to remain independent or to live with an existing ruler.

Independent magic-users often ignore titles completely, which adds to their mysterious reputation. They are commonly referred to as "Wizards," whatever their actual names or titles may be. An independent magic-user may build or seize a tower. Permission from the local ruler need not be acquired beforehand; it will almost always be forthcoming once the magic-user moves into the tower. However, if permission is sought beforehand, the ruler will probably give the magic-user a gift (along with the dominion) to keep the favor of the character. (Only the most powerful of rulers would dare to offend a magic-user, whatever the alignment).

After the magic-user moves into the tower, a dungeon may be built beneath or near it. The dungeon is most often constructed by hiring specialists in mining, but can be created magically if the proper spells are known and used. When one or more levels of the dungeon are completed and thereafter left open, monsters will start to arrive and build lairs. Shortly thereafter, low-level adventurers may start arriving to seek their fortunes.

Most magic-users with dungeons visit them once each month (or more), gathering any magical treasures that remain. If too much treasure is taken from the monsters, they will probably move out. Occasionally, if done quietly and secretly, the magic-user may capture some of the monsters for use in magi-

MAGIC-USER EXPERIENCE TABLE

Level	XP	Spells by spell level								
		1	2	3	4	5	6	7	8	9
15	1,200,000	5	4	4	4	3	2	1	-	-
16	1,350,000	5	5	5	4	3	2	2	-	-
17	1,500,000	6	5	5	4	4	3	2	-	-
18	1,650,000	6	5	5	4	4	3	2	1	-
19	1,800,000	6	5	5	5	4	3	2	2	-
20	1,950,000	6	5	5	5	4	4	3	2	-
21	2,100,000	6	5	5	5	4	4	3	2	1
22	2,250,000	6	6	5	5	5	4	3	2	2
23	2,400,000	6	6	6	6	5	4	3	3	2
24	2,550,000	7	7	6	6	5	5	4	3	2
25	2,700,000	7	7	6	6	5	5	4	4	3

MAGIC-USER SAVING THROW TABLE

Level:	11-15	16-20	21-24	25
Death Ray or Poison	9	7	5	4
Magic Wands	10	8	6	4
Paralysis or Turn to Stone	9	7	5	4
Dragon Breath	12	10	8	6
Rod, Staff, or Spell	9	6	4	3

cal research and potion making. This must be done carefully, lest the remaining monsters be scared away.

Occasionally, wandering magic-users may come and offer to help with Magical Research (rules explained in D&D Expert). The offer may be accepted or ignored, as desired.

If a land owning magic-user cannot or does not want to maintain a Tower, the character may apply for a position as a **Magist** (MAY-jist) in any existing castle or stronghold. The Magist advises the ruler in matters involving magic, and handles the magical needs of the ruler and the stronghold.

To become a Magist, the magic-user must first find a ruler who is willing to hire and support him. He must negotiate payment and other benefits with the ruler. Finally, the character *must* swear an oath of service or fealty to that ruler to become a Magist.

When the agreements and terms are complete, the ruler supplies all the Magist's needs, including a place to stay in the stronghold (usually a suite of several rooms), guards and servants, and other agreed-upon benefits (such as magic items, either to use or as outright gifts). The ruler usually pays for Magical Research costs if the item or spell researched will benefit the stronghold. The Magist must serve the ruler as ordered in all respects, but is never required to fight or otherwise be placed in danger.

A Magist may go on normal adventures if the ruler gives permission. The ruler knows that more experience means a more powerful Magist, and will usually give permission if no immediate magical needs are pressing.

Travelling

A wandering magic-user is known as a Magus.

1. A Magus may visit any land owning magic-user to offer to help with Magical Research. If the offer is accepted, any items or spells researched will be completed in half the normal time, and with double the normal chances for success!
2. A Magus has a chance (checked by the DM) to find treasure maps, and to hear rare rumors of powerful magic items.
3. The Magus will attract powerful wandering fighters and clerics, who offer to travel with and help the Magus in return for pay. These followers are of levels much higher than normal (5th at minimum, no maximum).

Spells

All details on spell casting are given in the D&D Basic and Expert Sets. Any spell marked with an asterisk (*) may be reversed, as given in the spell description. All reversible magic-user spells *must* be memorized in reversed form to be used.

All spells of levels 5-7 are listed, with some of 8th and 9th levels. Most 5th and 6th level

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spells are explained in the Expert Set; additions are explained hereafter. More 8th and 9th level spells are given in the D&D Master Set.

IMPORTANT NOTE: The maximum damage produced by any single spell—including fire ball, lightning bolt, and delayed blast fire ball—is **20 dice**, of the type specified (usually 20d6). This is *very important* for game balance, and should not be disregarded. For example, without this maximum, a 36th level magic-user could instantly slay any other magic-user by surprise, *regardless of the results of the Saving Throw!*

FIFTH LEVEL MAGIC-USER SPELLS

1. Animate Dead
2. Cloudkill
3. Conjure Elemental
4. Contact Outer Plane
5. Dissolve*
6. Feeblemind
7. Hold Monster*
8. Magic Jar
9. Pass-Wall
10. Telekinesis
11. Teleport
12. Wall of Stone

SIXTH LEVEL MAGIC-USER SPELLS

1. Anti-Magic Shell
2. Death Spell
3. Disintegrate
4. Geas*
5. Invisible Stalker
6. Lower Water
7. Move Earth
8. Projected Image
9. Reincarnation
10. Stone to Flesh*
11. Wall of Iron
12. Weather Control

SEVENTH LEVEL MAGIC-USER SPELLS

1. Charm Plant
2. Create Normal Monsters
3. Delayed Blast Fire Ball
4. Lore
5. Magic Door*
6. Mass Invisibility*
7. Power Word Stun
8. Reverse Gravity
9. Statue
10. Summon Object
11. Sword
12. Teleport any Object

EIGHTH LEVEL MAGIC-USER SPELLS

1. Dance
2. Explosive Cloud
3. Mass Charm*
4. Mind Barrier*
5. Permanence
6. Polymorph any Object
7. Power Word Blind
8. Symbol

NINTH LEVEL MAGIC-USER SPELLS

1. Gate*
2. Maze
3. Meteor Swarm
4. Power Word Kill

Fifth Level Magic-user Spells

Contact Outer Plane

Range: 0 (magic-user only)

Duration: See below

Effect: 3-12 questions may be answered

This spell allows the magic-user to contact one of the Outer Planes of Existence to seek knowledge from an Immortal creature (played by the DM). The wisest and most powerful Immortals live on the most distant Outer Planes. However, mental contact with an Immortal may cause a mortal to go insane. The more distant the plane, the greater the chance of a correct answer—but the greater the chance of Insanity as well.

The number of questions the magic-user may ask is equal to the distance* to the Outer plane. The caster may choose the distance, up to the maximum allowed. The chance of insanity is checked once, when the Immortal is first contacted. If the caster is 21st level or greater, the chance of insanity is reduced by 5% per level of the caster above 20. If insanity does not result, the Immortal may still not know the answer, or may lie. The chances of knowing and lying are checked for each question.

Distance and Number of Questions	Chance of...		
	Insanity	Knowing	Lying
3	5%	25%	50%
4	10	30	45
5	15	35	40
6	20	40	35
7	25	50	30
8	30	60	25
9	35	70	20
10	40	80	15
11	45	90	10
12	50	95	5

This spell may be used once a month at most (or less often, at the DM's option). An insane character recovers with rest, after a number of weeks of game time equal to the number of the plane contacted.

* The "distance" to any other plane of existence is the number of planes that would be crossed if that plane were visited. The "distance" between the Prime Plane and the closest outer plane is 3, as the ethereal, elemental, and astral planes lie "between" them. There are many Outer Planes, but most are too far removed to be affected by this spell.

Dissolve*

Range: 120'

Duration: 3-18 days

Effect: Liquifies 3000 square feet

This spell changes a volume of rock to a morass of mud. An area 10' deep or thick is affected, and may be up to 3,000 square feet in surface area. The victim may get mired and become unable to move. The magic-user may choose the exact width and length (20' x 150', 30' x 100', etc.), but the entire area of effect must be within 120' of the caster. Creatures entering the mud are slowed to 10% of their normal movement rate at best, and may become stuck.

The reverse of this spell (*harden*) will change the same volume of mud to rock, but permanently. A victim in the mud may make a Saving Throw vs. Spells to avoid being trapped.

Feeblemind

Range: 240'

Duration: Permanent until dispelled

Effect: Lowers Intelligence score to 2

This spell will only affect a magic-user, elf, or spell-casting monster. It will make the victim helpless, unable to cast spells or think clearly (as if having an Intelligence score of 2). The victim may make a Saving Throw vs. Spells to avoid the effect, but with a -4 penalty to the roll. The *feeblemind* lasts until removed by a *dispel magic* spell (at normal chances for success) or by a cleric's *cureall* spell.

Telekinesis

Range: 120'

Duration: 6 rounds

Effect: 200 cn of weight per level of caster

This spell enables the magic-user to move a creature or object simply by concentrating. The item may weigh up to 200 cn per level of the caster (a 10th level elf could move an object weighing up to 2,000 cn). The caster may move the object in any direction, at a rate of up to 20' per round.

An unwilling victim may make a Saving

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and out, especially when used after a 4th level *growth of plants* spell, and possibly a *permanent spell* as well.)

Create Normal Monsters

Range: 30'

Duration: 1 turn

Effect: Creates 1 or more monsters

This spell causes monsters to appear out of thin air. All monsters appearing will understand and obey the caster's commands—fighting, carrying or fetching things, etc. They will faithfully obey all commands to the best of their abilities. Each monster will appear carrying its normal weapons and wearing its normal armor (if any), but otherwise unequipped. At the end of 1 turn, all the monsters created vanish back into thin air, along with all their equipment.

The total number of Hit Dice of monsters appearing is equal to the level of the magic-user casting the spell (with fractions dropped). The magic-user may choose the exact type of monsters created, selecting any monster with no special abilities (i.e., no asterisk next to the Hit Dice number in the monster explanation). Humans, demihumans, and Undead cannot be created by this spell. Creatures of 1-1 Hit Dice are counted as 1 Hit Die; creatures of 1/2 Hit Die or less are counted as 1/2 Hit Die each.

For example, with this spell, a 15th level caster could summon 30 giant bats, rats, or kobolds; or 15 goblins, orcs, or hobgoblins; or 7 rock baboons, gnolls, or lizard men; or 5 boars, draco lizards, or bugbears; or 3 black bears, panthers, or giant weasels; and so forth.

Delayed Blast Fire Ball

Range: 240'

Duration: 0 to 60 rounds

Effect: Delayed blast fireball, sphere of 20' radius

As the name implies, this is a *fire ball* spell whose blast can be delayed. The magic-user must state the exact number of rounds delay (from 0 to 60) when the spell is cast. A small rock, very similar in appearance to a valuable gem, then shoots out toward the desired location, and remains until the stated delay elapses. The "gem" may be picked up, carried, and so forth. When the stated duration ends, an effect identical to a normal *fire ball* is produced—a sudden instantaneous explosion inflicting 1-6 points of damage per level of the caster to all within the area of effect (a sphere of 20' radius). Each victim may make a Saving Throw vs. Spells to take 1/2 damage.

Once the spell has been cast, the explosion cannot be hurried nor further delayed, except

with a *wish*. The "gem" created is pure magic, not an actual object, and cannot be moved magically (by *telekinesis*, *teleport*, etc.), though it can be *dispelled*.

Lore

Range: 0 (magic-user only)

Duration: Permanent

Effect: Reveals details of 1 item, place, or person

By means of this spell, the magic-user may gain knowledge of one item, place, or person. If an item is held by the caster, the spell takes 1-4 turns to complete, and the magic-user learns the item's name, method of operation and command words (if any), and approximate number of charges (if any, within 5 of the correct number). If the item has more than one mode of operation, or more than one command word, only one function will be revealed for each *lore* spell used, without a clue to others.

If a place or person is being investigated or if the item is not held, the spell may take 1-100 days to complete, depending on the number of details already known. (The DM may reveal only general details if the place is large, or if the person is of great power.) A purely legendary topic should require large amounts of time, and the information gained may be in the form of a riddle or poem.

Magic Door*

Range: 10'

Duration: 7 uses

Effect: Creates one passage

This spell may be cast on any wall, floor, ceiling, or section of ground. It creates a magical, invisible doorway that only the spell caster may use. It also creates a passage through up to 10' of non-living solid material beyond the doorway itself. It cannot be created in a living object of any kind. The door is undetectable except by a *detect magic* spell, and cannot be destroyed except by a *dispel magic* spell (at normal chances for success).

The *magic door* lasts until dispelled, or until it has been used 7 times. Note that each passage through the door is a separate use.

The reverse of this spell (*magic lock*) is a powerful version of the 2nd level *wizard lock* spell, but cannot be affected by a *knock* spell, nor by the effects of any magic item. The *magic lock* causes any one portal to become totally impassable as long as the magic remains, usable only by the caster of the spell. The spell can affect an empty 10'x10' portal-like area (such as an empty doorway). The *locked* portal does not change in appearance. As with a *magic door*, the enchantment remains until the portal has been used 7 times or until removed by a *dispel magic* spell.

Mass Invisibility*

Range: 240'

Duration: Permanent until broken

Effect: Many creatures or objects

This bestows *invisibility* (as the 2nd level spell) on several creatures. All the recipients must be within an area 60' square within 240' of the magic-user. The spell will affect up to 6 dragon-sized creatures, or up to 300 man-sized creatures (treating one horse as 2 men). After the spell is cast, each creature becomes invisible, along with all equipment carried (as explained in the Basic Set Players Guide, page 41).

The reverse of this spell (*appear*), will cause all invisible creatures and objects in a 20'x 20'x 20' volume to become visible. Creatures on astral and ethereal Planes are *not* within the area of effect; the spell cannot reach across planar boundaries. All other forms of invisibility are affected, both magical and natural, and all victims of this spell cannot become invisible for 1 turn.

Power Word Stun

Range: 120'

Duration: 2-12 or 1-6 turns

Effect: Stuns 1 creature with 70 hit points or less

This spell enables the caster to *stun* one victim within 120' (no Saving Throw). A victim with 1-35 hit points is stunned for 2-12 rounds; one with 36-70 hit points is stunned for 1-6 rounds. Any creature with 71 or more hit points cannot be affected. A *stunned* victim is unable to attack or cast spells, and suffers a -4 penalty on all Saving Throws for the duration of the *stun*.

Reverse Gravity

Range: 90'

Duration: 1/5 round (2 seconds)

Effect: Causes victims in a 30' cubic volume to fall upward

This spell affects all creatures and objects within a cubic volume 30'x 30'x 30', causing them to "fall" in a direction opposite normal gravity. In 1/5 round, creatures and objects can fall about 65 feet. No Saving Throw is allowed, and all victims hitting a ceiling or other obstruction take 1-6 points of damage per 10 feet fallen. Note that after the 1/5 round duration ends, gravity returns to normal, and all victims will fall back to their original places, suffering more falling damage. A Morale check must be made for each victim of this spell. For example, a magic-user casts this spell at a group of approaching giants in a 40' tall room. The giants "fall" to the ceiling and then back to the floor, each taking a total of 8-48 points of damage in the process.

Statue

Range: 0 (magic-user only)

Duration: 2 turns per level of the caster

Effect: Allows the caster to turn to stone

This spell allows the magic-user to change into a statue, along with all non-living equipment carried, up to once per round (to or from statue form) for the duration of the spell. The caster can concentrate on other spells while in statue form. Although this spell does not give immunity to Turn to Stone effects (from the attack of a gorgon, for example), the caster may simply turn back to normal form one round after becoming petrified.

While in statue form, the magic-user is Armor Class -4, but cannot move. The statue cannot be damaged by cold or fire (whether normal or magical), or by normal weapons. The statue need not breathe, and is thus immune to all gas attacks, drowning, etc. Magical weapons and other spells (such as *lightning bolt*) can inflict normal damage. If a fire or cold spell is cast at the magic-user while in normal form, the character need only win the initiative (through the standard roll) to turn into a statue before the attacking spell strikes. The caster receives +2 to initiative when changing form.

Summon Object

Range: Infinite

Duration: Instantaneous

Effect: Retrieves 1 object from caster's home

By means of this spell, the magic-user can cause one non-living object to leave his or her home and appear in hand. The object must weigh no more than 500 cn, and may be no bigger than a staff or small chest. The caster must be very familiar with the item and its exact location, or the spell will not work. Each item must be prepared beforehand by sprinkling it with a special powder that costs 1,000 gp per item prepared; the powder becomes invisible, and does not interfere with the item in any way. Unprepared items cannot be summoned by this spell.

If another being possesses the item summoned, the item will not appear, but the caster will know approximately who and where the possessor is.

The magic-user may use this spell from any location, even if the item summoned is on another Plane of Existence.



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Sword

Range: 30'

Duration: 1 round per level of the caster

Effect: Creates a magical sword

When this spell is cast, a glowing sword made of magic, rather than metal, appears next to the caster. The magic-user may cause it to attack any creature within 30', simply by concentrating. If concentration is broken, the sword merely stops attacking; it remains in existence for 1 round per level of the magic-user. The sword moves very quickly, attacking twice per round, and Hit Rolls are made at the caster's level. Damage is the same as a *two-handed sword*, but this magical creation is capable of hitting any target (even those hit only by powerful magic weapons). The sword cannot be destroyed before the duration ends, except by a *dispel magic* spell effect (at normal chances for success).

Teleport any Object

Range: Touch

Duration: Instantaneous

Effect: Causes 1 object to teleport

This spell is similar to the 5th level *teleport* spell, but non-living objects can be affected. After casting this spell, the magic-user may touch one creature or object and cause it to teleport. The normal chances of error apply; an object appearing too high will fall (and probably break), and one appearing too low will disintegrate. The destination may not deliberately be one occupied by a solid object or above ground.

The maximum weight affected is 500 cn per level of the caster. If an object is a solid part of a greater whole (such as a section of wall), one 10' x 10' x 10' cube of material (at most) will be *teleported*. If another creature possesses the item touched, (whether held or merely carried), the creature may make a Saving Throw vs. Spells (with a -2 penalty); if successful, the *teleport* fails.

If the caster uses this spell to *teleport* himself, there is no chance of error. If the caster touches another creature, it may make a Saving Throw vs. Spells (if desired) to avoid being *teleported*, but with a -2 penalty to the roll.

Eighth Level Magic-user Spells

Dance

Range: Touch

Duration: 3 or more rounds

Effect: Causes 1 victim to dance

This spell causes one victim to prance madly about, performing a jig or other dance, for 3 or more rounds. The victim gets *no Saving Throw*, and cannot attack, use spells (or

spell-like abilities), or flee. While dancing, a -4 penalty applies to the victim's Saving Throws, and a +4 penalty to Armor Class as well.

The magic-user must touch the victim for the spell to take effect (a normal Hit Roll). The duration is 3 rounds for a caster of 18th-20th level; 4 rounds for levels 21-24, 5 rounds at levels 25-28, 6 rounds at levels 29-32, and 7 rounds at levels 33-36.

Explosive Cloud

Range: 1'

Duration: 6 turns

Effect: Creates a moving poisonous cloud

This spell creates an effect which appears the same as the 5th level *cloudkill* spell (a 20' tall cloud of greenish gas 30' in diameter appearing next to the caster). The cloud is only mildly poisonous; all victims within it must make a Saving Throw vs. Spells or be paralyzed that round. Each victim within the cloud makes a new Saving Throw each round.

The cloud is filled with sparkling lights (visible only to those within it), which are small explosions. Each round, all those within the cloud take damage from the explosions, with no Saving Throw allowed. This damage is 1 point for each 2 levels of experience of the magic-user, rounding down (9 points at 18th or 19th level, 10 points at 20th or 21st level, etc.). This explosive damage will affect any creature, including those immune to fire, gas, electricity, and other special attacks.

Mass Charm*

Range: 120'

Duration: Special (as *charm person* spell)

Effect: 30 Levels of creatures

This spell creates the same effect as a *charm person* or *charm monster* spell, except that 30 levels (or Hit Dice) of victims can be affected at once. Each victim may make a Saving Throw vs. Spells to avoid the *charm*, but with a -2 penalty to the roll. The spell will not affect a creature of 31 or more levels or Hit Dice.

The duration of each *charm* is determined by the victim's intelligence (see the D&D Basic DM Rulebook, page 14). If the magic-user attacks one of the *charmed* victims, only that creature's *charm* is automatically broken. Any other *charmed* creatures that see the attack may make another Saving Throw, but other creatures' *charms* are not affected.

The reverse of this spell, *remove charm*, will unfaillingly remove all *charm* effects within a 20' x 20' x 20' volume. It will also prevent any object in that area from creating *charm* effects for 1 turn.



Mind Barrier*

Range: 10'

Duration: 1 hour per level of the caster

Effect: Protects against mind-affecting spells and items

This spell affects one creature; an unwilling recipient may make a Saving Throw vs. Spells to avoid the effect.

The spell prevents any form of *ESP*, *Clairvoyance*, *Clairaudience*, *crystal ball gazing*, or any other form of mental influence or information gathering (such as by a *contact higher plane* or *summon object*) from working properly. The caster or recipient simply does not exist for the purposes of those and similar spell effects.

In addition, the recipient gains a bonus of +8 to Saving Throws against mind-influencing attacks, such as all forms of *charm*, *illusion and phantasms*, *feeblemind*, and the like. (However, a roll of 1 always fails the Saving Throw, regardless of adjustments.)

The reverse of this spell (*open mind*) will cause the victim touched to be vulnerable to the mind-influencing attacks given above. All the victim's Saving Throws against such effects are penalized by -8 for the duration of the spell. This reversed spell must be cast by touch, requiring a normal Hit Roll.

Permanence

Range: 10'

Duration: Permanent until dispelled

Effect: Causes 1 magical effect to become permanent

By means of this spell, the magic-user can cause one other magic-user spell effect of 7th level or less to become permanent. No spell with an "Instantaneous" or "Permanent" duration (such as *dispel magic*, *fire ball*, *lightning bolt*, etc.) can be made permanent. Cleric spells cannot be made permanent, nor can an 8th or 9th level magic-user spell.

The DM must carefully consider other spells, and may wish to restrict the use of the *permanence* spell for reasons of game balance. A *permanence* spell lasts until dispelled by a *dispel magic* spell from the caster or from some higher level spell caster (at normal chances for success). When the *permanence* spell is dispelled, the other spell effect vanishes immediately.

Except for weapons, an item can only receive one *permanence* spell, and a creature can receive two at most. If a *permanence* spell is cast on an item or area which already has one (or a creature which already has two), both *permanence* spells are immediately negated, along with the spells previously made permanent. A weapon may have up to 5 permanent effects, but a 25% chance of failure applies to each *permanence* after the first.

Furthermore, if the *permanence* fails, it destroys the weapon completely.

Some spells used on a creature that are commonly made permanent are: *detect magic*, *protection from evil*, *read languages*, *read magic*, *detect invisible*, and *fly*. Some spells commonly made permanent on areas are *light*, *phantasmal force*, *confusion*, and *cloudkill*.

A magic-user needs a *permanence* spell to make any permanent magic item (such as a sword, shield, or non-charged miscellaneous item). It is *not* needed for magic wands, potions, and other temporary magic items.

Polymorph any Object

Range: 240'

Duration: See below

Effect: Changes form of 1 object or creature

This spell is similar to the 4th level *polymorph other* spell, except that an object can be affected. If the object is part of a greater whole (such as a section of wall), up to a 10' x 10' x 10' volume can be polymorphed. A creature may avoid the effects if a Saving Throw vs. Spells is made, but with a -4 penalty to the roll.

The duration of the polymorph depends on the degree of the change. There are three basic "kingdoms" of all things—animal, vegetable, and mineral. If an object is polymorphed to one of a "nearby" kingdom

(animal-vegetable, vegetable-mineral) the duration is 1 hour per level of the caster. If the change is from animal to mineral (or the reverse), it lasts for 1 turn per level of the caster. If no change in kingdom occurs (for example, if a creature is polymorphed into some other creature), the change is permanent until removed by a *dispel magic* spell (at normal chances for success).

Note that creatures created by means of this spell are *not* automatically friendly. A *polymorph* cannot affect a creature's age or hit points. (See the 4th level *polymorph self* and *polymorph other* spells for other guidelines.)

Power Word Blind

Range: 120'

Duration: 1-4 days or 2-8 hours (see below)

Effect: Blinds 1 creature with 80 hit points or less

With this spell, the caster may *blind* one victim within 120' (no Saving Throw). A victim with 1-40 hit points is blinded for 1-4 days; one with 41-80 hit points is blinded for 2-8 hours. Any creature with 81 or more hit points cannot be affected. A *blinded* victim suffers penalties of -4 on all Saving Throws and .4 on Armor Class. A cleric's *cure blindness* or *cure all* spell will not remove this blindness unless the cleric is of a level equal to or higher than the caster of the *power word blind*.

Symbol

Range: Touch

Duration: Permanent

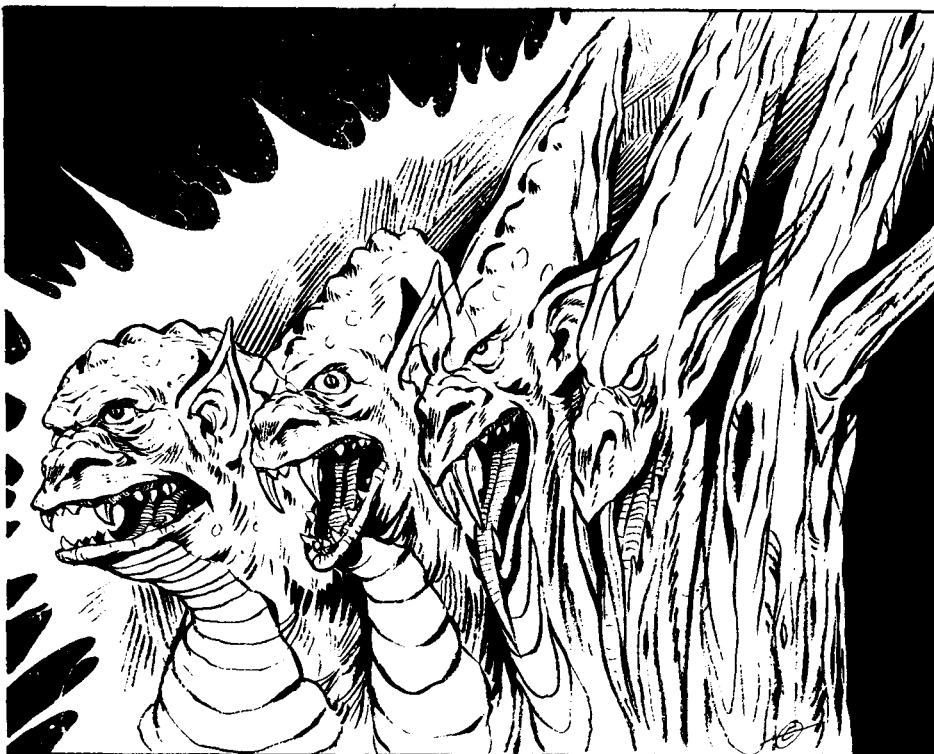
Effect: Creates 1 magical rune

This spell creates a written magical drawing (a "rune") of great power. There are 6 kinds of symbols; the caster must select one when the spell is memorized. The rune may be placed on an object (such as a door or wall) or placed in mid-air. The rune cannot move; if placed on a creature or moving object, it will remain at that point when the surface moves (possibly floating in mid-air).

When any living creature passes over or through the rune, or touches the object on which the rune is inscribed, or (foolishly) reads the rune, the rune's effect takes place immediately (no Saving Throw).

There is one exception: a magic-user, and any other creature which can cast magic-user spells, may make a Saving Throw vs. Spells if the symbol is merely read or touched (rather than passed). If the Saving Throw is successful, the *symbol* has no effect on that creature.

All *symbols* look similar to normal writings. Six *symbols* and their effects are given below; the DM may create others (such as *polymorph*, *teleport*, *charm*, *geas*, etc.).



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Death: Slays any creature with 75 hit points or less; does not affect a creature with 76 hit points or more.

Discord: The victim attacks allies (if any) or is otherwise *confused* (as the 4th level *confusion* spell). The effect is permanent until removed by a *dispel magic* spell (at normal chances for success) or by a cleric's *cureall* spell.

Fear: The victim immediately runs away from the symbol, at 3 times normal movement rate, for 30 rounds (as the wand).

Insanity: The victim becomes insane, and cannot attack, cast spells, or use special abilities or items. The victim may walk, but must be carefully tended or may run away. This effect is permanent until removed (see *Discord*, above).

Sleep: The victim falls asleep, and cannot be awakened. The victim will wake normally in 11-20 hours or if a *dispel magic* spell is used to negate it (at normal chances for success).

Stunning: Affects any creature with 150 hit points or less. The victim is stunned for 2-12 turns (as the *power word stun* spell).

Ninth Level Magic-user Spells

Gate*

Range: 30'

Duration: 1-100 turns or 1 turn

Effect: Opens a portal to another plane

When the magic-user casts this spell, he must name one target: the Ethereal Plane, the Astral Plane, one of the four Elemental Planes, or one Outer Plane (for which the name of a resident of the Plane must also be spoken, usually that of an Immortal, a ruler of the outer Planes). These Planes are explained in the *Dungeon Master's* book. The spell opens a direct connection to the other Plane of Existence.

A *gate* to an Outer Plane remains open for only 1 turn. Any other *gate* remains open for 1-100 random turns, and there is a 10% chance per turn that some other-planar creature will wander through the *gate*. A *gate* to an Elemental Plane actually creates a *vortex* and a *wormhole*, and a *wish* may be used to make them permanent.

Contact with an Outer Plane is dangerous, and the magic-user must know and speak the name of the Immortal he wishes to contact. The Immortal he calls will probably (95% chance) arrive in 1-6 rounds, but there is a 5% chance that some other being from the Outer Planes will respond. When the being arrives, it immediately looks for the spell

caster. If the caster does not have an excellent reason for opening the *gate*, the being will probably destroy the caster. Even if the caster gives an important reason, the being may merely leave immediately, showing no interest. Occasionally, if the reason is of supreme importance to the magic-user and of some interest to the being, it may actually help for a short time.

The reverse of this spell, *close gate*, will destroy the effect of the normal form of the spell (but cannot affect an Immortal). It can also be used to close a permanent *gate* to a nearby Plane (such as an elemental vortex).

Maze

Range: 60'

Duration: See below (1-6 turns, 2-40 rounds, 2-8 rounds, or 1-4 rounds)

Effect: Traps 1 creature

This spell creates a maze in the Astral plane and places one victim into the maze (no Saving Throw). The intelligence of the victim determines the time needed to escape the *maze*:

Animal or Low (1-8)	1-6 turns
Average (9-12)	2-40 rounds
High (13-17)	2-8 rounds
Genius (18+)	1-4 rounds

The victim returns to the point of disappearance when he escapes the *maze*.

Meteor Swarm

Range: 240'

Duration: Instantaneous

Effect: Creates 4 or 8 meteor-fireballs

This spell creates either 4 or 8 meteors (at the caster's choice). Each meteor can be aimed at a different target within range, but one and only one meteor can be aimed at any one creature. Each meteor slams into its target

and then explodes as if a *fire ball* (affecting all creatures within a 20' radius).

If 4 meteors are created, each strikes for 8-48 points of damage and then explodes for 8-48 points of fire damage (8d6). If 8 smaller meteors are used, each strikes for 4-24 points and explodes for the same amount (4d6). Note that if the meteors are thrown properly, one creature or area may be affected by multiple blasts.

The player rolls damage for each strike and blast separately, and makes a separate Saving Throw for each *fire ball* blast. A meteor never misses.

Any victim struck by a meteor takes full "strike" damage (no Saving Throw). Each victim within a blast may make a Saving Throw vs. Spells to take only 1/2 of the given "fire" damage. Even fire-resistant and fire-using creatures are fully affected by meteor strikes, although they might be resistant to the fiery explosions.

Power Word Kill

Range: 120'

Duration: Instantaneous

Effect: Slays or stuns 1 or more creatures

This spell enables the caster to affect one or more victims within 120' (no Saving Throw). Exception: a magic-user, and any creature which can cast magic-user spells, may make a Saving Throw vs. Spells to avoid this effect, but with a -4 penalty to the roll.

A single victim with 1-60 hit points is automatically slain; one with 61-100 hit points is *stunned* (as *power word stun*) and unable to act for 1-4 turns. Any creature with 101 or more hit points cannot be affected.

The spell can also be used to slay up to 5 victims if each has 20 hit points or less (again, no Saving Throw).



Thief

A thief of 15th-25th level is called a Master Thief (whether male or female). The following XP, Saving Throws, and Special Abilities Tables apply to thieves of all types, and should be added to the charts given in the D&D Expert Set.

THIEF EXPERIENCE TABLE

Level	XP
15	880,000
16	1,000,000
17	1,120,000
18	1,240,000
19	1,360,000
20	1,480,000
21	1,600,000
22	1,720,000
23	1,840,000
24	1,960,000
25	2,080,000

THIEF SAVING THROW TABLE

Level:	13-16	17-20	21-24	25
Death Ray or Poison	7	5	4	3
Magic Wands	8	6	5	4
Paralysis or Turn to Stone	7	5	4	3
Dragon Breath	10	8	6	4
Rod, Staff, or Spell	9	7	5	4

* *Pick Pockets*: Subtract 5% per level of the victim (or per Hit Die, for monsters). Example: A 30th level thief tries to pick-pocket a 30th level fighter. The chance is 165% (normal) minus 150% (5 times 30), or a total of 15%.

Percentages of 100 or more: A stuck or exceptionally difficult lock, carefully hidden trap, slippery wall, or very faint noise may cause a penalty to be applied to the normal chances (-5%, -10%, -20%, etc.). If, after applying such penalties, the chance of success remains 100% or greater, adjust it to 99%, allowing a 1% minimum chance of failure in all cases. However, do *not* modify "Move Silently" or "Hide in Shadows" chances unless the thief's specific actions warrant it (trying to move silently but quickly, hiding when very near to torchlight, etc.).



THIEVES' ABILITIES TABLE

Level	Open Locks	Find Traps	Remove Traps	Pick* Pockets	Move Silently	Climb Walls	Hide in Shadows	Hear Noise
15	75	73	67	90	70	101	58	87
16	78	76	70	95	72	102	60	90
17	81	80	73	100	74	103	62	92
18	84	83	76	105	76	104	64	94
19	86	86	79	110	78	105	66	96
20	88	89	82	115	80	106	68	98
21	90	92	85	120	82	107	70	100
22	92	94	88	125	84	108	72	102
23	94	96	91	130	86	109	74	104
24	96	98	94	135	88	110	76	106
25	98	99	97	140	89	111	78	108

Settling in a Town

A thief who wishes to settle must contact the Thieves' Guild. The Guild will help establish the thief as a **Guildmaster** for a new branch of the Guild (perhaps in a far town where no Guild currently exists), or may send the thief to an existing Guild to fill a vacancy.

Your Dungeon Master will tell you how many new thieves arrive at the new Guild, or the details of any existing Guild.

Income will be gained from the activities of the Guild members. The character can, at some point, ask for control of a larger branch of the Guild (and this is recommended when 18th level is reached), and may eventually become a powerful official in the Guild Headquarters.

Skilled (high level) thieves are always needed for difficult and unique adventures, and the Guildmaster thief is the person adventurers contact when such jobs are available. You may choose to take the jobs or allow one or more of the Guild members to have

them—but you have first choice, in any case.

Travelling

A wandering thief is known as a **Rogue**

1. A Rogue must remain a member of the Thieves' Guild, though the Guild need only be visited once a year.
2. Once a character becomes a Rogue, the character can never become a Guildmaster in an established branch of the Guild. However, a new branch may be started, if permitted by the Guildmaster General.
3. A Rogue has a chance (checked by the DM once per game week) of discovering treasure maps or rumors about the location of great treasures.
4. A Rogue may visit any branch of the Thieves' Guild to see the Guildmaster. Local information, tips, and rumors may thus be gained. If assistance is desired, the Guild will allow several low-level thieves to be hired on a temporary basis.
5. Rumors about the Rogue and the character's activities will arise, for better or worse.



Character Classes— Demi-Human Experience Points

All demi-human adventurers are very limited in levels of experience and hit points. Elves are simply incapable of learning the arts of powerful magic (above 5th level spells), and no demi-human can match human "staying power," as indicated by hit points.

Though their history is long, demi-humans never developed the art of combat to a high degree. However, humans *did* concentrate their talents in this area. Where demi-humans and humans interact, additional fighting skills can be gained by experienced demi-humans, who learn the advanced techniques from their human friends. Thus, the player of a demi-human character should keep track of XP earned after maximum level is reached, and combat ability improves accordingly (as given in each class description).

Clan Relics

Each demi-human clan has a sacred item, called a "Relic," which is kept in the center of the clan stronghold. The Relic is tended by a Keeper and 2-8 aides. The Relic in each dwarven clan is a Forge of Power; in each elven clan, a Tree of Life; and in each Half-ling clan, a Crucible of Blackflame.

The position of Keeper is hereditary; each Keeper passes the secret knowledge of the tending and use of the Relic to his or her son or daughter, *never* writing down any details, lest they be stolen. This secret knowledge includes details of constructing a special item, as given in each class description.

Each sacred item gives a *domination* power (as given in the *Dungeon Masters* book) to its Keeper. It also continually radiates an aura, which has a Turn Undead effect similar to a cleric's.

The Keeper may activate the following additional spell-like abilities.

- Cure Blindness*
- Cure Disease*
- Neutralize Poison*
- Cure Serious Wounds*
- Identify Magic Item*

Domination: The Keeper of a Relic enjoys great prestige among the clan; the powers of life and death are literally in the Keeper's hands (much as a human cleric's). Thus, the Keeper is held in awe by the entire clan.

In game mechanics, this is a *domination* ability—the Keeper can give orders, and the clan members will obey them. The only clan



member immune to this effect is the Clanmaster, the leader of the entire clan, who respects the Keeper's power but is not in awe of it, recognizing it as a service and a tool for the clan's survival.

The Keeper never abuses this power; it is always used for the best interests of the clan, not the Keeper. The Clanmaster is often consulted about important situations and orders, and kept advised about the current amount of power in the Relic (see "Spell-like powers," below).

If the rare situation occurs where the Keeper gives an order to a Clanmaster and the Clanmaster counters it immediately, the recipient of the order is *confused* (simply unable to act or think clearly) until the situation is resolved.

Turn Undead: The Relic constantly radiates a magical force which has the same Turn Undead effect as a 15th level cleric.

In many ways, this effect is more powerful than the cleric ability, for even if the Turn attempt fails (against Nightshade or larger), it is automatically repeated in the following round. In addition, Undead Turned will probably not return (check Morale, applying a -6 penalty).

Spell-like powers: The power for each of these effects comes directly from the Relic. The Turn Undead effect has an initial range of 360 feet. Each use of a spell-like power

reduces this range by 5 feet. When it reaches 0, it can do nothing further. When properly tended by the Keeper, the Relic's power returns at the rate of 5' range per day (but never faster).

Cure blindness, cure disease, neutralize poison, cure serious wounds: These effects are identical to the cleric spells of the same names, treated as if cast by a 15th level cleric.

Identify Magic Item: To use this power, the Keeper places a magic item by the Relic, leaves it there for 24 hours, and then touches the item. Knowledge about the item then magically appears in the Keeper's mind. The name of the item and number of "plusses" are revealed, but *not* the number of charges (each as applicable). *Cursed* items will, unfortunately, be identified as normal ones. As with the use of cleric spell effects, this reduces the Relic's Turning range by 5 feet.

Crafts

When working with other demi-humans of maximum level, the Clanmaster and Keeper can create several unusual items. Each takes great amounts of time and effort. Your DM may reveal more details about these special demi-human crafts.

Characters

Dwarf

Special Attacks

Dwarven fighting ability can improve rapidly with human training, as indicated by the following Hit Rolls Table. In addition, when the character's XP total reaches 660,000, the Combat Options for Fighters (see DM book) are gained. For multiple attacks (if an attack hits with a Hit Roll of 2), two attacks are possible at 660,000 XP, and three attacks at 2,200,000 XP. Four attacks per round are *not* gained. Smash and Parry options are usable, but the Disarm option cannot be used successfully against a giant-sized opponent.

Special Defenses

Experienced dwarves become more resistant to magic. When the 1,400,000 XP mark is reached, a dwarf automatically takes only 1/2 damage from any damage-causing spell or spell-like effect (such as from a magic item). If the effect allows a Saving Throw, a successful roll indicates that only 1/4 damage is taken.

Dwarf XP	Attack Rank
660,000 (a)	C
800,000	D
1,000,000	E
1,200,000	F
1,400,000 (b)	G
1,600,000	H
1,800,000	I
2,000,000	J
2,200,000 (c)	K
2,400,000	L
2,600,000 (d)	M

- (a) Gain Combat Options for Fighters. Two attacks are possible at this level.
- (b) Automatically takes 1/2 damage from any damage-causing spell or spell-like effect.
- (c) Same as a Fighter of levels 22-24. Three attacks per round possible at this level.
- (d) Same as a Fighter of levels 25-27.

The Dwarven Relic

A Forge of Power rests at the heart of every dwarven clan stronghold, with powers as described on page 29. The Forge also may be used to create the fabulous *dwarven lens* and the extremely rare *oil of darkness* (explained in the Dungeon Masters book).

A Forge may only be left or found unattended if an entire clan is destroyed. If any non-dwarf possesses a Forge, most dwarven clans that hear of it will offer to buy the Forge, for 100,000 gp or more (depending on the clan's resources). If the "owner" refuses to sell it, the clans may employ Thieves to



steal it, or may even assemble an army to retake it, as a Forge is the property of dwarves and dwarves alone. However, if the "owner" sells it to dwarves for 50% of the amount offered (or less), the clan buying the Forge will award the title of honorary clan member to the person (or creature!) selling it unless he destroyed the owning clan.

Elf

Special Attacks

After reaching maximum level, elves may continue to improve in combat ability by studying with humans. This is a slow process, however, due to their additional interest in magic. Refer to the Hit Roll Table below for exact details. When the character's XP total reaches 850,000, the Combat Options for Fighters (see DM book) are gained. For multiple attacks (if an attack hits with a Hit Roll of 2), two attacks are possible at 850,000 XP, and three attacks at 2,600,000 XP. Four attacks per round are *not* gained. Smash, Parry, and Disarm options are usable, as described.

Special Defenses

Experienced elves become more resistant to dragon breath. When the 1,600,000 XP mark is reached, an elf automatically takes only 1/2 damage from any breath weapon (most notably dragon breath, but including all sorts of breath weapon attacks). If the breath allows a Saving Throw, a successful roll indicates that only 1/4 damage is taken.

Elf XP	Attack Rank
600,000 (a)	C
850,000 (b)	D
1,100,000	E
1,350,000	F
1,600,000 (c)	G
1,850,000	H
2,100,000	I
2,350,000	J
2,600,000 (d)	K
2,850,000	L
3,100,000	M

- (a) Same as a Fighter of levels 22-24.
- (b) Gain the Combat Options for Fighters. Two attacks per round possible at this level.
- (c) Automatically takes 1/2 damage from any breath weapon.
- (d) Same as a Fighter of levels 25-27. Three attacks per round possible at this level.

The Elven Relic

A Tree of Life stands at the center of every elven clan stronghold, with powers as described on page 29. It also may be used to create the fabulous elven *lightship* and *oil of sunlight* (explained in the Dungeon Masters book).

This large, intelligent tree may be mistaken for a treant. It cannot be moved, nor can it move itself, except by an elven Treekeeper. It can only be left or found unattended if an entire clan is destroyed. Most elven strongholds will pay 20,000 gp or more for accurate information about the location of a living clanless Tree.



Halfling

Special Attacks

The halfling bonus of +1 to all Hit rolls when using a missile weapon also applies to the bola and blowgun, new weapons introduced in this set.

Halfling fighting ability can improve rapidly with human training, as shown by the Hit Roll Table given below. In addition, when the character's XP total reaches 900,000, he gains the Combat Options for Fighters (see DM book). For multiple attacks (if an attack hits with a Hit Roll of 2), two attacks are possible at 900,000 XP, and three attacks at 3,000,000 XP. Four attacks per round are *not* gained. Smash and Parry options are usable, but the Disarm option cannot be used effectively against a giant-sized opponent.

Special Defenses

Experienced halflings become more resistant to *both* magic and breath weapons. When the halfling reaches the 300,000 XP mark, he automatically takes 1/2 damage from any damage-causing spell or spell-like effect (such as from a magic item). If the effect allows a Saving Throw, a successful roll indicates that only 1/4 damage is taken.

In addition, when the halfling reaches the 2,100,000 XP mark, he automatically takes 1/2 damage from any breath weapon (most notably dragon breath, but including all sorts of breath weapon attacks). If the breath attack allows a Saving Throw, a successful roll indicates that only 1/4 damage is taken.

Halfling XP	Attack Rank
120,000	A
300,000 (a)	B
600,000	C
900,000 (b)	D
1,200,000	E
1,500,000	F
1,800,000	G
2,100,000 (c)	H
2,400,000	I
2,700,000	J
3,000,000 (d)	K

(a) Automatically takes 1/2 damage from any damage-causing spell or spell-like effect

(b) Gains the Combat Options for Fighters. Two attacks per round possible at this level.

(c) Automatically takes 1/2 damage from any breath weapon

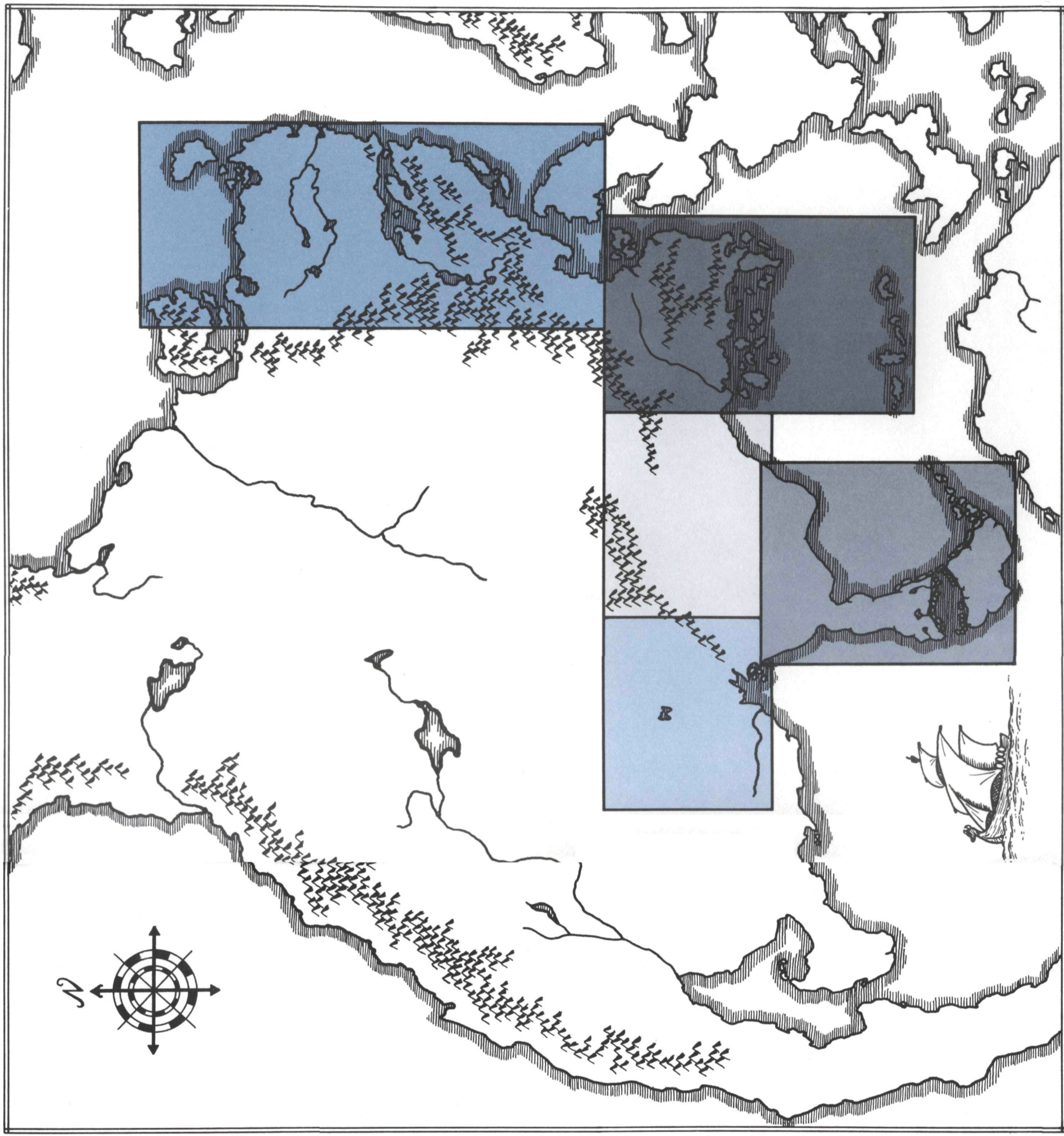
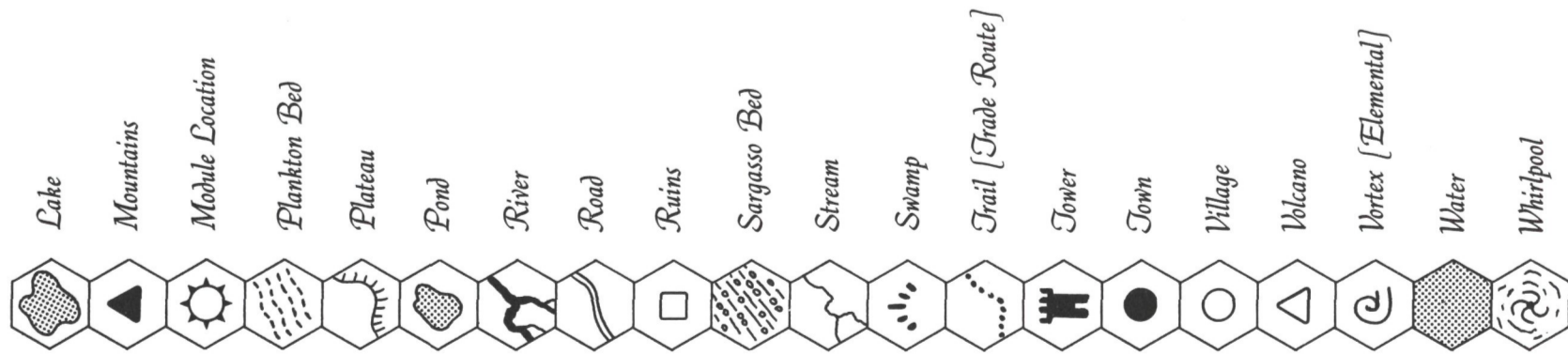
(d) Same as a Fighter of levels 22-24. Three attacks per round possible at this level.

The Halfling Relic

A Crucible of Blackflame rests at the heart of every halfling clan stronghold, with powers as described on page 29. Blackflame is simply normal flame in reverse, burning ashes and leaving whole items. The Crucible, a truncated pyramid-shaped wooden container, may be used (along with the Blackflame itself) to create the fabulous *web of shadows* and the extremely rare *oil of moonlight*.

A Crucible may only be left or found unattended if an entire halfling clan is destroyed. If any non-halfling possesses a Crucible, most halfling clans hearing of it will offer to buy the Crucible for 10,000 gp or more, or 100,000 gp or more if it contains Blackflame (depending on the clan's resources). If the "owner" refuses to sell it, the clan may employ thieves to steal it, or may even assemble or hire an army to retake it, as a Crucible is the property of halflings and halflings alone. However, if the "owner" sells it to halflings for 50% of the amount offered (or less), the clan buying the Crucible will award the title of honorary clan member to the person (or creature!) selling it if he did not destroy the original owners.

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