

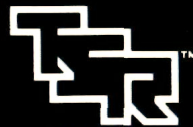
FOR ANY NUMBER OF PLAYERS, AGES 12 AND UP

DUNGEONS & DRAGONS[®]

MASTER PLAYERS' BOOK



THE FANTASY ROLE-PLAYING GAME



TSR, Inc.
PRODUCTS OF YOUR IMAGINATION™

DUNGEONS & DRAGONS, D&D, PRODUCTS OF YOUR IMAGINATION, and the TSR logo are trademarks owned by TSR, Inc.

Preface

I sit back and happily sigh for a fourth time. My work on D&D® Set 4 is now complete—and as I stretch, I remember. While I relax, many people start their long and hard work turning my manuscript into a published product. They plan, edit, set type, illustrate, lay out pages, photograph, print, sell.... The tasks are many, and the time is late.

My ending is their beginning, and yours—and your characters'. In Basic play, your young adventurers began their careers, intent on the pursuit of fame and fortune. The *Expert Rulebook* led them out of the dungeon and into the wider world. They ended their childhood and began a campaign, the saga of the world in which they live. In the *Companion Set*, they had a choice of paths—to become rulers, amassing power and wealth, or travel, gathering knowledge and fame. Either path led to new adventures, and new beginnings.

Your characters will soon go beyond the 25th level, looking for new challenges and perhaps even new worlds to explore. The D&D® *Master Set* takes the characters from levels 26 to 36 (the maximum level for humans). The day-to-day fear of death has faded as your characters have grown in fighting prowess and magical power. Great plans and greater goals are now possible with little fear of defeat. Personal skill, strategy, and experience are the most important variables in this quest for greatness.

A game's development is a group effort, much the same as playing a D&D® game. I, like a DM, provide ideas

and structure, but I cannot play alone. The many people who have contributed to this game's publication and development should not be forgotten. This set is dedicated to everyone who has helped in the development of the DUNGEONS & DRAGONS® game during the last decade. They are credited hereafter in fairly chronological order.

Two groups of gamers of the early 1970's, the Lake Geneva Tactical Studies Association and the Castle & Crusade Society, contributed greatly to the rise of fantasy gaming. Their members include the creators of this game, Gary Gygax and Dave Arneson, and (among many others) H. Axel Krigsman Jr., Rob and Terry Kuntz, William Linden, Chris Schleicher, and Russell Tulp.

Don Kaye, who passed away in 1972, was a co-founder (with Gary Gygax and Brian Blume) of TSR Hobbies.

Jeff Perren was co-author (with Gary Gygax) of the Chainmail rules for miniatures, a hobby standard for fantasy gaming.

The Gygax family hand-assembled the first boxed rule sets. Ernie and Luke, Gary's sons, have made frequent and noteworthy contributions to the game.

The supplements to the original set offered thanks to Alan Lucien, Jeff Key, Steve Marsh, Mike Mornard, Dennis Sustare, and Jim Ward. Tim Kask, editor of the supplements and other game materials, also deserves our warm thanks.

The first revised version of the D&D Basic rulebook was edited by J. Eric

Holmes. His work was continued, a few years later, by Tom Moldvay, editor of the 1981 edition. The 1983 revision of the Basic rules, as well as the Expert and Companion sets, were edited by Anne C. Gray. Anne was joined by Mike Breault and Barbara Deer in editing this Master set.

Others who contributed ideas and material to the game system over the years include Brian Blume, Dave Cook, Allen Hammack, Kevin Hendryx, Harold Johnson, Jon Pickens, Brian Pitzer, Michael Price, Patrick Price, Paul Reiche, Evan Robinson, Gordon Schick, Lawrence Schick, Edward G. Sollers, Donald C. Snow, Ralph Wagner, Jean Wells, Bill Wilkerson, and Ralph "Skip" Williams.

Finally, no published game can succeed without the proper artwork. The many depictions of monsters and magic have added immeasurably to our concepts of the game world. The artists of the many earlier versions of the game include Greg Bell, C. Corey, Jeff Dee, Jeff Easley, Larry Elmore, Wade Hampton, Tom Keogh, Gary Kwapisz, Dave LaForce, Deborah Larson, Tracy Lesch, Erol Otus, Keenan Powell, Jim Roslof, Stephen D. Sullivan, and Dave Sutherland.

Many thanks to all contributors, and to any others accidentally omitted from the lists above. And a special thanks to *you*—today's hobby gamer, our valued customer. The future of the game rests in your hands; help it to prosper and thrive for many years to come.

May you make all your Saving Throws!

Frank Mentzer
Spring 1985

DUNGEONS & DRAGONS®

Fantasy Adventure Game
by Gary Gygax

Master Players' Book

Compiled by Frank Mentzer

Editing: Barbara Green Deer
Development: Harold Johnson
Cover Art: Larry Elmore
Illustrations: Jeff Easley,
Roger Raupp
Graphic Design: Ruth Hoyer
Typesetting: Betty Elmore

©1985 TSR, Inc. All Rights Reserved.

WARNING: This book has been designed for use with the **DUNGEONS & DRAGONS®** Basic, Expert, and Companion Sets. It does not explain how to play the game. You must have the Basic, Expert, and Companion rules before you can use this set.

DUNGEONS & DRAGONS® and **D&D®** are registered trademarks owned by TSR, Inc. ©1985 TSR, Inc. All Rights Reserved.

This book is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written consent of TSR, Inc.

Distributed to the book trade in the United States by Random House, Inc., and in Canada by Random House of Canada, Ltd. Distributed to the toy and hobby trade by regional distributors.

Printed in the U.S.A. First Printing — June, 1985

TSR, Inc.
PO Box 756
Lake Geneva WI
53147

TSR UK, Ltd.
The Mill, Rathmore Road
Cambridge, UK
CB14AD



TABLE OF CONTENTS

INTRODUCTION	2
The Masters Game	
CHARACTERS	2
Human Character Classes	3
Cleric	3
Cleric Spells: Seventh Level	3
Druid	4
Druid Spells: First to Seventh Level	4
Fighter	6
Magic-user	6
Magic-user Spells: Eighth and Ninth Level	6
Thief	11
Demi-human Character Classes	12
Dwarf	12
Elf	12
Halfling	12
Hit Roll Charts	14
NEW ARMOR AND WEAPONS	15
Personal Armor and Weapons	15
Weapon Mastery	15
Weapon Descriptions	17
Weapon Mastery Tables	20
Special Effects	22
SIEGES	23
Siege Equipment	23
Siege Equipment Tables	28
The <i>Siege Machine</i>	29
Expanded <i>War Machine</i> Rules for Assaults on Fortifications	

Introduction

This is the fourth set of rules for the DUNGEONS & DRAGONS® game series. It can only be used with the rules from the previous three sets.

What started in the *Basic Set* (Levels 1-3), and continued through the *Expert* (Levels 4-14) and *Companion Sets* (Levels 15-25) has finally been brought to a conclusion as the characters reach for the ultimate level of might and glory (Levels 26-36).

A section has also been provided so that you can experience the grandeur and might of a high-level character even if your favorite character has not yet grown this far. Set forth on epic quests and challenge the might of the Immortals on a journey into legend!

The Ultimate Game

At last the cycle is complete. Players and Dungeon Masters alike may experience the wonder of reaching for the ultimate levels of mortal might with the D&D® Master Set.

In the *Basic Set* you learned to crawl through dungeons and defeat the minions of evil. In the *Expert Set* you set out on wanderings through the wilderness, exploring the vast world and becoming the heroes you were destined to be. Then, in the *Companion Set*, you climbed to the pinnacle of success and founded kingdoms, conquering the wild lands and battling barbarian hordes. Now, in the *Master Set*, you can soar across the sky and into the pages of legend.

These books are written for the experienced D&D® player. Begin by reading the *Master Players' Book*, which expands on the known abilities of characters, before turning to the *Dungeon Master's Book*. These rules are written to maintain balanced play at high level. If you discover a contradiction between this set and previous sets, the rules given here should be used. Several optional rules are offered to add variety to your game, but it is your choice whether or not to use them.

Master-level characters are those who have risen to the 26th experience level or higher. They must now face challenges and adventures of epic proportions and become players in the games of the Immortals. Now you will face twisted intrigues, unearthly challenges, and world-shaking catastrophes.

Games with Master-level characters require much more thinking on the part of

player and DM alike. You will have to call on your skills of diplomacy and problem solving to handle the complex situations you will face while playing the part of your character and developing creative solutions to insurmountable odds. There will still be glorious battles and treasures to win, but now you must face the puzzles of the gods.

What Is Found Herein

The *Master Players' Book* completes the listing of skills and abilities for all character classes. Especially noteworthy are the many new high-level spells, including the most potent spell known to man, the *wish*.

Then there are several new optional systems offered, including Weapon Mastery and Siege Warfare. In Weapon Mastery, characters may specialize in the use of certain weapons and become more skilled with them, causing more damage, gaining defense bonuses and the skill to perform special maneuvers. The polearm weapon category has been subdivided into several new weapons. The section on Siege Warfare gives you details of weapons used to attack castles and fortifications, as well as a supplement to the *War Machine* rules called *Siege Machine*.

The *Dungeon Master's Book* features the three sections that have become a standard for each rules set: New Procedures, Monsters, and Magical Treasures. Many new and Master-challenging monsters have been provided to overwhelm even the brashiest braggart. Magical Treasures now takes a step toward the unearthly, with the introduction of artifacts. These magic items are so power-

ful they can only be created by the Immortals themselves, and mere mortals will find it a real challenge to control their otherworldly might.

The Procedures section covers many important new topics. Anti-magic is a sort of permanent *dispel magic*. A new, more powerful form of that spell is introduced that can negate even the effect of permanent magic items for a time. Clarifications on dominion income are given as well as several suggestions to help a DM with his record keeping. The section on modifying encounters and monsters to meet the DM's goals includes a short method for determining the balance and challenge of an encounter. Expanded experience awards are provided for use with higher-level monsters. Also introduced are rules for non-human spell casters and undead command to make the monsters more of a challenge. Suggestions are given for converting a new monster, the mystic, into a character class if the DM desires. And finally, the awesome Immortals are introduced, with information for how characters may set out on the paths to immortality.

Now that DM and players have reached a high degree of experience, guidelines and optional rules have been provided so that they can make choices about what they want in their game. Suggestions have been provided for adventures, but it has been left for the DM to design the challenges that best suit his players. Read books on folklore and the great sagas for inspiration.

Now, you are only limited by your imagination. Answer the clarion call to adventure; the lands of legend await!

Character Class Descriptions

The information in this volume is compatible with the revised new edition of the D&D® *Expert Rulebook*. If your copy of the *Expert Rulebook* does not have a box at the top of the inside front cover stating it is the "New Edition!," use the updated combat, saving throw, spell acquisition, and thief abilities tables contained in this book.

Character Classes—Human

Details for character levels 26-36 are given here; details for lower-level characters are given in previous sets. The D&D® *Basic Set* covers levels 1-3; the *Expert Set*, levels 4-14; and the *Companion Set*, levels 15-25.

Cleric

All rules 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. Any reversible cleric spell may be reversed during the casting and need not be memorized in reversed form.

Each spell in the list below is followed by a reference to the full text of the spell. C = D&D® *Companion Set* Players Manual (page number for the 1984 edition).

CLERIC EXPERIENCE TABLE

Level	XP	Spells by Spell Level						
		1	2	3	4	5	6	7
26	1,900,000	8	7	7	6	6	5	5
27	2,000,000	8	8	7	6	6	6	5
28	2,100,000	8	8	7	7	7	6	5
29	2,200,000	8	8	7	7	7	6	6
30	2,300,000	8	8	8	7	7	7	6
31	2,400,000	8	8	8	8	8	7	6
32	2,500,000	9	8	8	8	8	7	7
33	2,600,000	9	9	8	8	8	8	7
34	2,700,000	9	9	9	8	8	8	8
35	2,800,000	9	9	9	9	9	8	8
36	2,900,000	9	9	9	9	9	9	9

Hit points: +1 per level, with no Constitution effect.

CLERIC SAVING THROW TABLE

Level:	25-28	29-32	33-36
Death Ray or Poison	3	2	2
Magic Wands	4	3	2
Paralysis or Turn to Stone	4	3	2
Dragon Breath	4	3	2
Rod, Staff, or Spell	4	3	2

CLERIC TURNING UNDEAD TABLE

Undead	Cleric's Level		
	25-28	29-32	33-36
Skeleton	D#	D#	D#
Zombie	D+	D#	D#
Ghoul	D+	D+	D#
Wight	D+	D+	D+
Wraith	D+	D+	D+
Mummy	D+	D+	D+
Spectre	D	D+	D+
Vampire	D	D	D+
Phantom	D	D	D
Haunt	D	D	D
Spirit	D	D	D
Nightshade	D	D	D
Lich	T	T	T
Special	T	T	T

T automatic Turn, 2d6 Hit Dice of undead

D automatic Destroy, 2d6 Hit Dice

D+ automatic Destroy, 3d6 Hit Dice

D# automatic Destroy, 4d6 Hit Dice

SEVENTH-LEVEL CLERIC SPELLS

1. Earthquake (C13)
2. Holy Word (C13)
3. Raise Dead Fully* (C13)
4. Restore* (C13)
5. Survival (described below)
6. Travel (described below)
7. Wish (page 4)
8. Wizardry (page 4)

Seventh-Level Cleric Spells

Survival

Range: Touch

Duration: One hour per level of the caster

Effect: Protects one creature against all non-magical damage from the environment

This spell protects the recipient from adverse conditions of all types, including normal heat or cold, lack of air, and so forth. While the spell is in effect, the caster needs no air, food, water, or sleep. The spell does not protect against magical damage of any type, breath weapons, or blows from creatures. It does protect against all damage caused by natural conditions on other planes of existence. Examples: A cleric might use this spell in a desert or blizzard, preventing any damage from the natural conditions; underground or underwater, enabling survival without air; or in space, to magically survive in vacuum.

Travel

Range: 0

Duration: One turn per level of the caster

Effect: Allows aerial or gaseous travel

This spell allows the cleric to move quickly and freely, even between the planes of existence. The caster (only) may fly in the same manner as given by the magic-user spell, with a movement rate of 360 feet (120 feet).

The cleric can also enter a nearby plane of existence, simply by concentrating for one round. A maximum of one plane per turn may be entered. If desired, the cleric may bring one other creature for each five levels of experience (rounded down; for example, a 29th-level cleric could bring five other creatures on the journey). All others to be affected must be touching or touched by the cleric while the spell is cast and the shift is made. Any unwilling creature may make a Saving Throw vs. Spells to avoid the effect. The cleric must take the others, and cannot send them while remaining behind.

While this spell is in effect, the caster (only) may assume *gaseous form* by concentrating for one full round. (If interrupted, no change occurs.) Unlike the potion effect, all equipment carried also becomes part of the same *gaseous* cloud. In this form, the caster may travel at double the normal flying rate: 720 feet per turn (240 feet per round). While *gaseous*, the cleric cannot use items or cast spells, but also cannot be damaged except by magic (weapons or certain spells). Also, a *gaseous* being cannot pass through a *protection from evil* spell effect or an *anti-magic shell*.



Wish

Range: Special
Duration: Special
Effect: Special

A *wish* spell is usable only by a cleric of 36th- (maximum) level with 18 (or greater) Wisdom.

A *wish* is the single most powerful spell a cleric can have. It is never found on a scroll, but may be placed elsewhere (in a ring, for example) in rare cases.

Extensive guidelines for *wishes* are given on page 10, with the magic-user spell description.

Wizardry

Range: 0 (cleric only)
Duration: One turn
Effect: Allows the use of one magic-user scroll spell or one device

By using this spell, the cleric gains the power to use one item normally restricted to magic-users: either a device (such as a wand) or a scroll containing a 1st- or 2nd-level magic-user spell. (Spells of 3rd or higher level cannot be cast, though they may be present on the scroll.) This ability lasts for one turn, or until the scroll or device is used. The cleric magically gains knowledge of the proper use of the item, as if the character were a magic-user. For the duration and effect of the magic-user spell, the level of caster is treated as the minimum necessary for the casting of the spell.

Druid

FIRST-LEVEL DRUID SPELLS

1. Detect Danger (described below)
2. Faerie Fire (C14)
3. Locate (C15)
4. Predict Weather (C15)

SECOND-LEVEL DRUID SPELLS

1. Heat Metal (described below)
2. Obscure (C15)
3. Produce Fire (C15)
4. Warp Wood (C15)

THIRD-LEVEL DRUID SPELLS

1. Call Lightning (C15)
2. Hold Animal (C15)
3. Protection from Poison (page 5)
4. Water Breathing (C15)

FOURTH-LEVEL DRUID SPELLS

1. Control Temperature 10' radius (C15)
2. Plant Door (C15)
3. Protection from Lightning (C15)
4. Summon Animals (page 5)

FIFTH-LEVEL DRUID SPELLS

1. Anti-Plant Shell (C16)
2. Control Winds (C16)
3. Dissolve (page 5)
4. Pass Plant (C16)

SIXTH-LEVEL DRUID SPELLS

1. Anti-Animal Shell (C16)
2. Summon Weather (C16)
3. Transport Through Plants (C16)
4. Turn Wood (page 5)

SEVENTH-LEVEL DRUID SPELLS

1. Creeping Doom (C16)
2. Metal to Wood (C16)
3. Summon Elemental (page 5)
4. Weather Control (C16)

First-Level Druid Spell

Detect Danger

Range: 5 feet per level of the caster
Duration: One hour
Effect: Reveals hazards

This spell combines some effects of *detect evil* and *find traps*. While it is functioning, the druid can concentrate on places, objects, or creatures within range. A full round of concentration is needed to examine one square foot of area, one creature, or one small object (a chest, weapon, or smaller item). Larger objects require more time. After examining the thing, the druid will know whether it is immediately dangerous, poten-

tially dangerous, or benign (all strictly from the druid's point of view). Note that most creatures are potentially dangerous. This spell will detect poisons, while other spells may not. The spell duration is a full hour when used in natural outdoor settings on the Prime Plane; elsewhere, the duration is half normal (three turns).

Second-Level Druid Spell

Heat Metal

Range: 30 feet
Duration: 7 rounds
Effect: Warms one metal object

This spell causes one object to slowly heat and then cool. It will affect one metal item weighing up to 5 cn per level of the caster. A 12th-level druid, for example, can heat a normal sword, but a 20th-level druid can heat a two-handed sword, and a 36th-level druid, a lance.

The heat causes no damage to magical items. Normal weapons or other items may be severely damaged, especially if made of wood and metal (as a normal lance), as the wood will burn away.

If the object is held, the heat causes damage to the holder: one point during the first round, 2 in the second, 4 in the third, 8 in the fourth, and then decreasing at the same rate (for a total of 22 points of heat damage over seven rounds.) No saving throw is allowed, but fire resistance negates all damage. The item may be dropped at any time, of course, and creatures of low intelligence are 80% likely to do so (check each round). In the fourth round, the searing heat will cause leather, wood, paper, and other flammable objects in contact with the metal to catch fire.

Once the spell has been cast, no concentration is needed; the heating and cooling proceed automatically. A *dispel magic* can stop the effect, but normal means (immersion in water, etc.) will not.

If used on an item imbedded in an opponent (such as an arrow or dagger), the creature may remove the item but loses initiative for that round (and takes the appropriate heat damage as well). Note that heat damage disrupts concentration; the victim cannot cast spells during any round in which damage is inflicted by this spell.

Third-Level Druid Spell

Protection from Poison

Range: Touch
 Duration: One turn per level of the caster
 Effect: Gives one creature immunity to all poison

For the duration of this spell, the recipient is completely immune to the effects of poisons of all types, including gas traps and *cloudkill* spells. This protection extends to items carried (thus protecting against a spirit's poisonous presence, for example). Furthermore, the recipient gains a +4 bonus on Saving Throws vs. Poisonous Breath weapons (such as green dragon breath) but not petrification breath (such as a gorgon's).

Fourth-Level Druid Spell

Summon Animals

Range: 360 feet
 Duration: 3 turns
 Effect: Calls and befriends normal animals

With this spell, the druid can summon any or all normal animals within range. Only normal, non-magical creatures of animal intelligence are affected, excluding insects, arthropods, humans, and demi-humans but including mammals, reptiles, amphibians, etc. The druid may choose one or more known animals, may call for specific types, or may summon everything within range. The total Hit Dice of the animals responding will equal the level of the druid. Treat normal small creatures (frogs, mice, squirrels, small birds, etc.) as 1/10 Hit Die each.

Animals affected will come at their fastest movement rate, and will understand the druid's speech while the spell is in effect. They will be friends of and will help the druid, to the limit of their abilities. If harmed in any way, a summoned animal will normally flee, the spell broken for that animal. However, if the druid is being attacked when a summoned animal arrives, the animal will immediately attack the opponent, fleeing only if a Morale Check is failed.

This spell may be used to calm hostile animals encountered while adventuring.

Fifth-Level Druid Spell

Dissolve*

Range: 240 feet
 Duration: 3-18 days
 Effect: Liquefies 3,000 square feet

Nearly identical to the magic-user spell, this effect changes a volume of soil or rock (but not a construction) to a morass of mud. An area up to 10 feet deep or thick is affected, and may have up to 3,000 square feet of surface area. The druid may choose the exact width and length (20' x 150', 30' x 100', etc.), but the entire area of effect must be within 240 feet of the caster. Creatures moving through the mud are slowed to 10% of their normal movement rate at best, and may become stuck.

The reverse of this spell, *harden*, changes 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.

Sixth-Level Druid Spell

Turn Wood

Range: 30 feet
 Duration: One turn per level of the druid
 Effect: Pushes all wooden items away

This spell creates an invisible wave of force, 120 feet long and 60 feet tall. Its midpoint can be created anywhere within 30 feet of the caster. This wave of force then immediately moves in one horizontal direction, as specified by the caster, at the rate of 10 feet per round. If desired, the force wall can be stopped at any time, but cannot thereafter be moved.

All wooden objects contacting or contacted by the wave of force become stuck to it and move with it. The wave of force continues moving until the maximum range (360 feet) is reached, and stops there for the remainder of the spell duration. The items caught are not harmed by the effect, but wooden weapons (bows, crossbows, most spears and javelins, etc.) and magic items (wands, staves, etc.) cannot be used while trapped in the effect.

Once created, the wave of force does not require concentration. However, the caster may cause it to vanish before the duration ends by concentrating for one round.

This spell has many useful applications during mass combat (against a group of



archers) and waterborne adventures (to move a ship). However, it will not move permanent constructions (such as buildings) or other secured objects (such as trees).

Seventh-Level Druid Spell

Summon Elemental

Range: 240 feet
 Duration: 6 turns
 Effect: Summons one 16 HD elemental

This spell allows the caster to summon any one elemental per spell (see *D&D® Expert Rulebook*, page 49). Only one of each type of elemental (air, earth, fire, water) may be summoned in one day. The elemental will understand the druid's spoken commands and will perform any tasks within its power (carrying, attacking, etc.) as directed by the caster. Unlike the magic-user spell, no concentration is needed to control the creature. It may be sent back to its own plane on command of the caster, or by the use of a *dispel magic* or *dispel evil* spell.

Fighter



FIGHTER EXPERIENCE TABLE

Level	XP
26	2,280,000
27	2,400,000
28	2,520,000
29	2,640,000
30	2,760,000
31	2,880,000
32	3,000,000
33	3,120,000
34	3,240,000
35	3,360,000
36	3,480,000

Hit points: + 2 per level, with no Constitution effect.

FIGHTER SAVING THROW TABLE

Level:	25-27	28-30	31-33	34-36
Death Ray or Poison	4	3	3	2
Magic Wands	4	4	3	2
Paralysis or Turn to Stone	5	4	3	2
Dragon Breath	4	3	2	2
Rod, Staff, or Spell	5	4	3	2

Special Note: See the *Companion Set Players Book*, page 18, for fighter combat options: Smash, Parry, Disarm, and Multiple Attacks.

Magic-user

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.

C = D&D® *Companion Set Players Manual* (page number for the 1984 edition).

MAGIC-USER SAVING THROW TABLE

Level:	25-28	29-32	33-36
Death Ray or Poison	4	3	2
Magic Wands	4	3	2
Paralysis or Stone	4	3	2
Dragon Breath	6	4	2
Rod, Staff or Spell	3	2	2

Spells

Any damage-causing spell can produce a maximum of 20 dice (of whatever type is applicable) of damage.

EIGHTH-LEVEL MAGIC-USER SPELLS

- 1.Clone (described below)
- 2.Create Magical Monsters (page 7)
- 3.Dance (C24)
- 4.Explosive Cloud (C24)
- 5.Force Field (page 8)

- 6.Mass Charm* (C24)
- 7.Mind Barrier* (C24)
- 8.Permanence (C25)
- 9.Polymorph Any Object (C25)
- 10.Power Word Blind (C25)
- 11.Symbol (C25)
- 12.Travel (page 8)

NINTH-LEVEL MAGIC-USER SPELLS

- 1.Contingency (page 8)
- 2.Create Any Monster (page 8)
- 3.Gate* (C26)
- 4.Heal (page 9)
- 5.Immunity (page 9)
- 6.Maze (C26)
- 7.Meteor Swarm (C26)
- 8.Power Word Kill (C26)
- 9.Prismatic Wall (page 9)
- 10.Shapechange (page 9)
- 11.Timestop (page 10)
- 12.Wish (page 10)

Eighth-Level Magic-User Spells

Clone

Range: 10 feet

Duration: Permanent

Effect: Grows one duplicate creature from a piece of the original creature

A clone is an exact duplicate of another living creature, grown from a piece of the original by using this spell. The piece need not be alive at the time the spell is cast.

MAGIC-USER EXPERIENCE TABLE

Level	XP	Spells by Spell Level								
		1	2	3	4	5	6	7	8	9
26	2,850,000	7	7	7	6	6	5	5	4	3
27	3,000,000	7	7	7	6	6	5	5	5	4
28	3,150,000	8	8	7	6	6	6	6	5	4
29	3,300,000	8	8	7	7	7	6	6	5	5
30	3,450,000	8	8	8	7	7	7	6	6	5
31	3,600,000	8	8	8	7	7	7	7	6	6
32	3,750,000	9	8	8	8	8	7	7	7	6
33	3,900,000	9	9	9	8	8	8	7	7	7
34	4,050,000	9	9	9	9	8	8	8	8	7
35	4,200,000	9	9	9	9	9	9	8	8	8
36	4,350,000	9	9	9	9	9	9	9	9	9

Hit points: + 1 per level, with no Constitution effect.

A human or demi-human clone is rare and may be very dangerous. A clone of any other living creature is a more common thing called a simulacrum. A character can have only one clone at a time; attempts at making multiple clones of a single character automatically fail. Undead and constructs cannot be *cloned*, because they are not living creatures.

Human and demi-human clones: To create a human or demi-human clone, this spell must be cast on one pound of the original's flesh. The cost of other materials used in making the clone is 5,000 gp per Hit Die of the original. The clone awakens only when fully grown; this takes one week per Hit Die of the original. When completed, the clone is not magical and cannot be *dispelled*.

If the human or demi-human original is not alive when the clone awakens, the clone has all the features, statistics (abilities), and memories possessed by the original at the time the flesh was taken. This is a very important point. For example, a 20th-level magic-user might leave a pound of flesh with a scroll of this spell, so that he might be restored if lost; but if the character gains another ten levels of experience and then dies, the clone will be the younger, less-experienced, 20th-level form.

If a clone duplicates a living person, or if the dead original regains life, a very hazardous situation develops. Each form instantly becomes aware of the other's existence. A partial mind-link exists between them; each can feel the other's emotions (but no other thoughts). If either form is damaged, the other takes the same damage (but may make a Saving Throw vs. Spells to take half damage). This effect does not apply to *charm*, *sleep*, *cures*, or other effects that do not cause damage. The clone is immediately obsessed with the need to destroy its original and will do anything to accomplish this. From the time a clone becomes aware of its original, it has one day per level of its creator (the caster of the *clone* spell) to succeed. If it succeeds, it lives in peace; but if it fails, it becomes insane.

When a clone goes insane, the original creature permanently loses one point of Intelligence and one point of Wisdom. The original may also thereafter become insane (5% chance per day, not cumulative). If this occurs, the victim and the clone die one week later, both forever dead and unrecoverable even with a *wish*.

Special Note: If the original and the clone are kept on different planes of existence, no mind-link occurs, and the two preceding paragraphs do not apply. No ill effects occur, and the two remain completely unaware of their

situation. If they ever occupy the same plane, the mind-link occurs and cannot be broken thereafter except by the destruction of the clone or its original.

Other clones: A clone of any other living creature (not a human or demi-human) is called a simulacrum. One percent of the original's flesh is needed, and the cost of other materials is 500 gp per hit point of the original. As with a normal clone, the time required to grow a simulacrum is one week per Hit Die of the original.

A simulacrum always obeys its creator (the spell caster). It understands all the languages spoken by the caster. Within a range of 10 feet per level of the caster, it can receive mental commands if the creator concentrates on sending them. A simulacrum is an enchanted monster. It can be blocked by a *protection from evil* spell and is magical; a *dispel magic* spell can (subject to chances of failure) cause it to vanish without a trace.

The simulacrum's alignment is the same as that of the spell caster, regardless of the original's alignment. Its Armor Class, movement rate, morale, and number of attacks are the same as the original's.

A simulacrum has only 50% of the original's Hit Dice, hit points, and damage per attack. The DM rolls d100 for each special ability; it is present in the simulacrum if the result is 01-50. However, a freshly grown simulacrum never has any of the spells or spell-like abilities of the original.

If the original creature is alive, the simulacrum does not grow beyond this point. If the original creature dies (or is already dead), the simulacrum continues to increase in abilities, gaining an additional 5% per week to a maximum of 90% of the original's statistics. When complete, the DM rolls again to see which special abilities previously missing are gained, including spells and spell-like abilities (using the 90% chance for each; all may be present).

Create Magical Monsters

Range: 60 feet

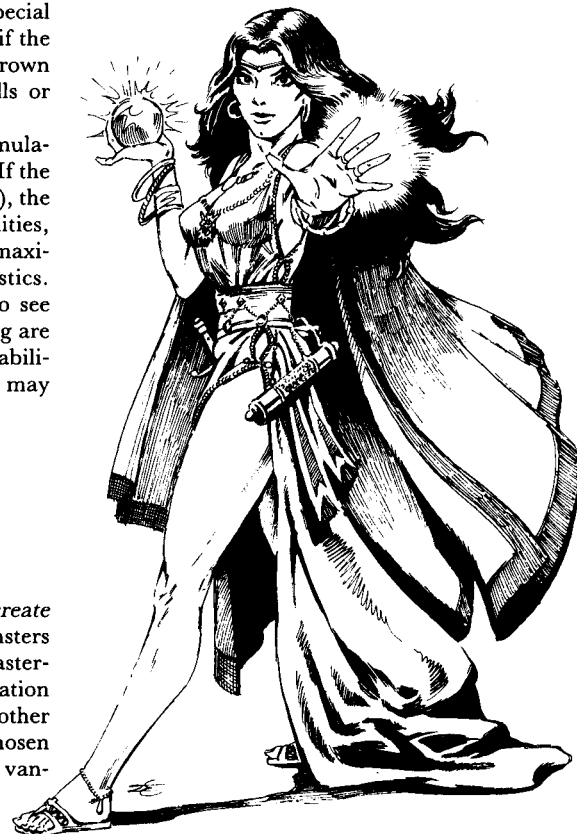
Duration: 2 turns

Effect: Creates one or more monsters

This spell is similar to the 7th-level *create normal monsters* spell, except that monsters with some special abilities (up to two asterisks) can be created. The range and duration are double those of the lesser spell. All other details are the same: the creatures are chosen by the caster, appear out of thin air, and vanish at the end of the spell duration.

The total number of Hit Dice of monsters appearing is equal to the level of the magic-user casting the spell. Humans and demi-humans may not be created by this spell, but undead are permitted. Creatures of 1-1 Hit Die are counted as 1 Hit Die; creatures of 1/2 Hit Die or less are counted as 1/2 Hit Die each.

Special Note: To create a construct (as defined in the *Companion Set DM's Book*, page 21), the proper materials must be used with this spell. Only one construct will appear, regardless of the caster's Hit Dice; but it is permanent, and does not vanish at the end of the spell duration. The construct, however, may have only two asterisks (special abilities) or less. The cost of materials is a minimum of 5,000 gp per asterisk (or more, depending on your campaign).



Force Field

Range: 120 feet

Duration: 6 turns

Effect: Creates an invisible barrier

This spell creates an invisible, immovable barrier or object of pure force. It has almost no thickness, but cannot be broken or destroyed by any means except a *disintegrate* spell or a *wish*; even a *dispel magic* cannot affect it. A *force field's* shape is limited to a sphere, part of a sphere, a flat surface, a cylinder, a square or rectangular box with flat sides, or part of such a box. The sphere's radius can be a maximum of 20 feet. The flat surface or combinations thereof may be up to 5,000 square feet in total area. The *force field* cannot be irregular in shape, and its surface must be perfectly smooth. There is no minimum size.

The *force field* will not appear within any solid or creature. Any part of it that would do so will not appear, leaving a hole in the *force field*. Furthermore, the edges of the field are blunt and cannot cause damage in any way. The *force field* will stay where it is put until it disappears, and cannot be moved by any means but a *wish*.

Any creature(s) completely enclosed by a sealed *force field* will not starve, suffer from lack of air, or otherwise be harmed by the encasement. A sealed *force field* magically preserves any within it from natural death. This does not prevent damage or death from attacks by others within the *force field*.

Nothing can pass through a *force field*. Spells, missiles, blows, breath weapons, and all other attack forms will merely bounce off when contacting it. However, a *teleport* or *dimension door* spell effect can bypass it; these spells allow the caster to step out of normal existence, re-entering elsewhere. The *force field* exists only on one plane of existence. Thus, planar travel (via *gate* or other means) can also bypass it.

Though most often used as a barrier or cage, a *force field* can easily be used to create an invisible floor, stairway, chair, or other object. A *force field* can be made permanent, but the *permanence* spell effect is still subject to *dispel magic*, and if removed, the *force field* disappears immediately. Despite *permanence*, a *force field* will always vanish if struck by a *disintegrate* spell effect or *wished* away.

Travel

Range: 0 (caster only)

Duration: One turn per level of the caster

Effect: Allows aerial or gaseous travel

This spell allows the magic-user to move quickly and freely, even between the planes of existence.

The caster (only) may *fly* in the same manner as given by the magic-user spell, with a movement rate of 360 feet (120 feet), and may also enter a nearby plane of existence by concentrating for one round. A maximum of one plane per turn may be entered. The caster may bring one other creature for each five levels of experience. See the cleric *travel* spell.

While this spell is in effect, the caster may assume *gaseous form* by concentrating for one full round. (If interrupted, no change occurs.) Unlike the potion effect, all equipment carried also becomes part of the same *gaseous* cloud. In this form, the caster may travel at double the normal flying rate: 720 feet per turn (240 feet per round).

While *gaseous*, the magic-user cannot use items or cast spells, but also cannot be damaged except by magic (weapons or certain spells). Also, a *gaseous* being cannot pass through a *protection from evil* spell effect or an *anti-magic shell*.

Ninth-Level Magic-User Spells

Contingency

Range: Touch

Duration: Indefinite (see below)

Effect: Prepares one other spell

This powerful spell acts as a trigger for one stated magic-user spell of 4th level or less that does not normally cause damage. While casting a *contingency* spell, the magic-user must describe one situation. When that situation next occurs, the second spell effect stated appears automatically and immediately, as if cast at that time.

Examples of proper use:

"When I am touched or struck by any living creature that is not a Lawful or Neutral cleric, except for my friends Charlie McGonigle and Sally Silvernose (contingency), then *charm monster* on the creature touching or striking me (spell effect)."

"When I have eight hit points or less and am in a dungeon about to be damaged (contingency), then *dimension door* on myself to a destination 1 inch above ground level directly upward or, if that is greater than 360

feet away, to the farthest unoccupied area within range that I have seen within the 12 hour period prior to the existence of this contingency (spell effect)."

Any item or creature can have one *contingency* spell at most; not even a *wish* can allow multiple applications. The *contingency* described can be as detailed or as simple as desired, but is somewhat limited in effect: it must relate to something within 120 feet of the trigger occurrence. A contingency based on a far-off occurrence is beyond the spell's capacity. The target and effect of the secondary spell must always be specified, and if any needed details are lacking, the secondary spell does not occur.

A *contingency* spell effect has no maximum duration. It may remain for centuries before the situation described comes to pass.

Create Any Monster

Range: 90 feet

Duration: 3 turns

Effect: Creates one or more monsters

This spell is similar to the 7th-level spell *create normal monsters* and the 8th-level spell *create magical monsters*, but with fewer limitations on the types of creatures appearing. The range and duration are triple those of the 7th-level version. Humans and demihumans cannot be created, but any other creature is possible, regardless of the number of special abilities (asterisks). However, if a creature with three or more asterisks is desired, the caster must have carefully studied one (either alive or dead) for at least one hour to be able to create another with this spell. As with the lesser spells, the maximum number of Hit Dice of creatures is equal to the level of the caster.

Special Note: To create a construct (as described in the *Companion Set*, DM's Book, page 21), the proper materials must be used with this spell. Only one construct will appear, regardless of the caster's Hit Dice; but it is permanent, and does not vanish at the end of the spell duration. As with the 8th-level spell, the cost of materials is a minimum of 5,000 gp per asterisk (or more, depending on your campaign). If the construct has four or more asterisks (such as a drollem), the cost is doubled (or more; ask your DM).

Created monsters of all types can be blocked by a *protection from evil* or *anti-magic shell* spell effect.

Heal*

Range: Touch (one creature)
Duration: Permanent
Effect: Cures anything

This spell's effect is identical to that of the 6th-level cleric spell *cureall*. When used to cure wounds, it cures nearly all of the damage, leaving only 1-6 points of damage remaining. It will remove a *curse*, neutralize a poison, cure a disease, cure blindness, or even remove a *feeblemind* effect.

Immunity

Range: Touch (one creature)
Duration: One turn per level of the caster
Effect: Bestows immunity or resistance to some spells and weapons

This spell gives the creature touched total immunity to all 1st-, 2nd-, and 3rd-level spells. Furthermore, 4th- and 5th-level spells have only half normal effect, or one-quarter normal if a saving throw applies and is successful. Any effect that is quantifiable can be reduced in this manner. These effects include duration, bonuses, penalties, damage, etc. If necessary, round numbers off in the recipient's favor. For example, if the recipient were the victim of a *cause critical wounds* cleric spell, only 3-10 points of damage would result.

The recipient is also completely immune to all missiles (normal or magical), normal and silver weapons, and takes half damage from magical hand-held weapons. This applies only to weapons; claws, bites, breath weapons, and other natural attack forms are not blocked.

By concentrating, the recipient can drop the protection, allowing spells (such as *cure wounds*) to have normal effects for that round. If dropped, the *immunity* is totally absent for that round (including the protection from weapons), but returns automatically at the end of the round.

A carefully worded *wish* spell may extend this protection, giving immunity to 4th level spells and +1 weapons, and half normal effect from 5th- and 6th- level spells. No further improvement is possible.

Prismatic Wall

Range: 60 feet
Duration: 6 turns
Effect: Creates a multi-colored barrier

This spell creates a barrier of many colors with a glittering appearance as if from light through a prism. This wall is 2 inches thick, with 1/8 inch between the colors. The effect must be either a sphere with a radius of 10 feet, centered on the caster, or a flat surface (vertical or horizontal) of up to 500 square feet in area. Whatever its form, the *prismatic wall* cannot be moved (even by a *wish*). The caster may pass through it freely and unharmed, with any items desired. All other creatures and objects contacting or passing through the *prismatic wall* are affected by the magic, starting with the first color contacted. A *wish* or rod of cancellation can remove three colors, but no more. Any person with an *anti-magic shell* (including the caster of the *prismatic wall*) cannot pass through the wall, but the attempt will not damage either spell effect.

To break through a *prismatic wall*, the magic remedies given (see below) must be applied in the correct order. When successful, each causes the appropriate color to disappear from the effect. If a creature merely charges into the *prismatic wall*, it takes 84 points of damage from the first three colors (no saving throw), and then must make the four saving throws required for the next four colors. If it survives, the creature may have to exit by passing through the colors again, in reverse order.

The *prismatic wall* extends into the nearest plane of existence (the Ether if cast on the Prime Plane), appearing there as an indestructible solid wall. It thus cannot be bypassed by planar or dimensional travel.

The colors and effects of a *prismatic wall* are always the same; when created, the violet side is always closest to the caster.

Red: Blocks all magical missiles; inflicts 12 points of damage. Negated by any magical cold.

Orange: Blocks all non-magical missiles; inflicts 24 points of damage. Negated by any magical lightning.

Yellow: Blocks all breath weapons; inflicts 48 points of damage. Negated by *magic missile* spell.

Green: Blocks all detection spell effects (including crystal balls, ESP, etc.). Anyone touching it must make a Saving Throw vs. Poison or die. Negated by *pass-wall* spell.

Blue: Blocks all poisons, gases, and gaze attacks. Anyone touching it must make a Saving Throw vs. Turn to Stone or be petrified. Negated by *disintegrate* spell.

Indigo: Blocks all matter, living or otherwise. Anyone touching it must make a Saving Throw vs. Spells or be *gated* to a random location in an Outer Plane, and possibly (50%) forever lost. Negated by *dispel magic* spell.

Violet: Blocks magic of all types. Anyone touching it must make a Saving Throw vs. Wands or be struck unconscious and insane (curable only by a *cureall* spell or a *wish*). Negated by *continual light* spell.

Shapechange

Range: 0 (caster only)
Duration: One turn per level of the caster
Effect: Caster may change form

This spell is similar to the 4th-level *polymorph self* spell, but is far more powerful. The caster actually becomes another creature or object in all respects except the mind, hit points, and saving throws. Armor class, Hit rolls, special attack forms, immunities, and all other details are those of the form taken.

A magic-user cannot cast spells in any form except that of a bipedal humanoid (demi-human, goblin, ogre, giant, etc.). The caster cannot take a unique form (such as that of a specific character, Elemental Ruler, or Immortal) and can gain the likeness but not the abilities of another character class. Any spells cast in other forms must come from the magic-user's own memory. Inanimate forms are limited in size to a maximum of 1 foot tall per level of the caster, and 100 cn weight per level.

Except for these limits, the caster can become any creature or object that he or she has ever seen. Imaginary or unfamiliar creatures cannot be used; a ten-armed troll, for example, is not allowed. Each change requires a full round of concentration, but the caster may change shape at will during the spell's duration.

Examples: The caster may become a huge red dragon, a boulder, a chair, an elemental, a gnat, a vampire, and so forth. The caster, however, has the flaws of the new form as well as its strengths. If, for example, the caster is struck by a *sword* +2, +5 vs. dragons while in dragon form, the +5 bonus applies.

This spell effect cannot be made permanent and is subject to *dispel magic*. During the spell duration, the caster cannot pass through any *protection from evil* or *anti-magic shell* spell effect.

Timestop

Range: 0 (caster only)

Duration: 2-5 rounds

Effect: Allows caster to act for 2-5 rounds while everything else “stops”

To the caster, this spell seems to stop time. It speeds the caster so greatly that all other creatures seem frozen at normal speed, in “normal time.” From the caster’s point of view, the effect lasts for 2-5 rounds. The caster may perform one action during each of these magical rounds.

Normal and magical fire, cold, gas, etc. can still harm the caster. While the *timestop* is in effect, however, other creatures are invulnerable to the caster’s attacks and spells. Spells with durations other than “instantaneous” may be created and left to take effect when time resumes. Note that **no time elapses** while this spell is in effect; durations of other spells cast start after the *timestop* ends.

Items held by those in normal time cannot be moved, but other items (including those worn or carried by others) are not “stuck.” The caster is completely undetectable by those in “normal time.” However, the magic-user cannot pass through a *protection from evil* or *anti-magic shell* while under this spell’s effect.

Wish

Range: Special

Duration: Special

Effect: Special

A *wish* spell is usable only by a magic-user of 33rd-36th level who has Intelligence of 18 or greater.

A *wish* is the single most powerful spell a magic-user can have. It is never found on a scroll, but may be placed elsewhere.

Wording the Wish: The player must say or write the exact *wish* made by the character. Wording of the *wish* is very important. The literal meaning will usually occur, whatever the intentions of the player.

The DM should try to maintain game balance, being neither too generous nor too stingy in deciding the effects of a *wish*. Remember that *wishes* should be able to do quite a bit. Even a badly phrased *wish*, made with good intentions, may have good results. However, if the *wish* is greedy, or made with malicious intent, every effort should be made to find differing interpretations. If necessary, the *wish* can even be disallowed, having no effect. Whenever a *wish* fails or is misinter-

preted, the DM should explain (after the game) the problem or flaw in the phrasing.

Here are some examples of faulty wishes:

“I wish that I knew everything about this dungeon” could result in the character knowing all for only a second, and then forgetting it.

“I wish for a million gold pieces” can be granted by having them land on the character and then vanish.

“I wish to immediately and permanently possess the gaze power of a basilisk while retaining all of my own abilities and items” is a carefully worded *wish* that’s out of balance. Characters are already quite powerful. This wish could result in the growth of a basilisk head in addition to the character’s own, or the growth of extra eyes—without eyelids—leaving the character extremely vulnerable to other gaze attacks.

A *wish* can never be used to gain either XP or levels of experience.

Possible Effects: If a *wish* is used to harm another creature in any way, the victim may make a Saving Throw vs. Spells. If the save is successful, the victim takes half the ill effects and the other half rebounds on the caster (who may also save to avoid it, but with a -4 penalty to the roll). A carefully worded wish can, however, move (i.e. *teleport*) another creature if no harm is done in the process, allowing no saving throw. The saving throw applies only to creatures, not their items carried or possessed.

A *wish* may be used to gain treasure, up to a maximum of 50,000 gp per *wish*. However, the caster loses 1 XP per gp value of treasure gained, and this loss cannot be magically restored.

A *wish* can be used, if the DM desires, to gain the use of a magic item for a short time. Generally, any magic item gained is borrowed from somewhere else, not created. Artifacts are beyond the power of *wishes*. The caster may usually produce any item up to +5 enchantment. The item will remain for only 1-6 turns.

A *wish* can be used to temporarily change any one ability score to a minimum of 3 or maximum of 18. This effect lasts for only six turns.

Wishes can also be used to permanently increase ability scores, but the cost is very high. You must use as many wishes as the number of the ability score desired. All the wishes must be cast within a one-week period. You may raise an ability score only one point at a time. To raise your Strength from 15 to 16 takes 16 wishes. To then raise it to 17 will take an additional 17 wishes. Wishes can-

not be used to permanently lower ability scores.

A *wish* cannot raise the maximum level for humans; 36th is absolute, enforced by Immortals. However, one *wish* can allow a demi-human to gain one additional Hit Die (for a new maximum of 9 for halflings, 11 for elves, and 13 for dwarves). This affects only hit points, and does not change any other scores (such as Hit rolls, elves’ number of spells, etc.).

A *wish* can change a demi-human to a human, or the reverse. Such a change is permanent, and the recipient does not become magical. Halflings and dwarves become fighters of the same level. Elves become magic-users or fighters (but not both), at the choice of the wisher. Levels of experience can then be gained normally as the human class. A human changes to the same level demi-human, but no higher than the normal racial maximum. If the *wish* is made by another, the victim may make a Saving Throw vs. Spells with a +5 bonus to avoid the change. Once a character’s race is changed, two *wishes* are needed to reverse the effect, and further changes each require double the previous number of *wishes* used (4, 8, 16, etc.).

A *wish* can be used to duplicate any magic-user spell effect of 8th level or less, or any cleric spell effect of 6th level or less. This common use of a *wish* is not subject to the same close scrutiny by the DM, and is likely to succeed with less chance of error than other types.

A *wish* can sometimes be used to change the results of a past occurrence. This is normally limited to events of the previous day. A lost battle may be won, or the losses may be made far less severe, but impossible odds cannot be overcome completely. A death in melee could be changed to a near-death survival; a permanent loss could be made temporary. The DM may advise players when *wishes* are near to exceeding the limit of the power.

Important Note: Whenever an effect is described as being unchangeable “even with a *wish*,” that statement supercedes all others here. However, multiple *wishes* may succeed (DM’s choice) where one *wish* would not.

Thief



THIEF EXPERIENCE TABLE

Level	XP
26	2,200,000
27	2,320,000
28	2,440,000
29	2,560,000
30	2,680,000
31	2,800,000
32	2,920,000
33	3,040,000
34	3,160,000
35	3,280,000
36	3,400,000

Hit points: +2 per level, with no Constitution effect.

THIEF SAVING THROW TABLE

Level:	25-28	29-32	33-36
Death Ray or Poison	3	2	2
Magic Wands	4	3	2
Paralysis or Turn to Stone	3	2	2
Dragon Breath	4	3	2
Rod, Staff, or Spell	4	3	2

THIEF SPECIAL ABILITIES TABLE

Level	Open Locks	Find Traps	Remove Traps	Climb Walls	Move Silently	Hide in Shadows	Pick* Pockets	Hear Noise
1	15	10	10	87	20	10	20	30
2	20	15	15	88	25	15	25	35
3	25	20	20	89	30	20	30	40
4	30	25	25	90	35	24	35	45
5	35	30	30	91	40	28	40	50
6	40	35	34	92	44	32	45	54
7	45	40	38	93	48	35	50	58
8	50	45	42	94	52	38	55	62
9	54	50	46	95	55	41	60	66
10	58	54	50	96	58	44	65	70
11	62	58	54	97	61	47	70	74
12	66	62	58	98	64	50	75	78
13	69	66	61	99	66	53	80	81
14	72	70	64	100	68	56	85	84
15	75	73	67	101	70	58	90	87
16	78	76	70	102	72	60	95	90
17	81	80	73	103	74	62	100	92
18	84	83	76	104	76	64	105	94
19	86	86	79	105	78	66	110	96
20	88	89	82	106	80	68	115	98
21	90	92	85	107	82	70	120	100
22	92	94	88	108	84	72	125	102
23	94	96	91	109	86	74	130	104
24	96	98	94	110	88	76	135	106
25	98	99	97	111	89	78	140	108
26	100	100	100	112	90	80	145	110
27	102	101	103	113	91	82	150	112
28	104	102	106	114	92	84	155	114
29	106	103	109	115	93	86	160	116
30	108	104	112	116	94	88	165	118
31	110	105	115	117	95	90	170	120
32	112	106	118	118	96	92	175	122
33	114	107	121	118	97	94	180	124
34	116	108	124	119	98	96	185	126
35	118	109	127	119	99	98	190	128
36	120	110	130	120	100	100	195	130
Lvl	OL	FT	RT	CW	MS	HS	PP*	HN

* Pick Pockets: subtract 5% per level or HD of victim. Example: a 32nd-level thief tries to pickpocket a 26th-level magic-user. The chance is 175 (normal) minus 130 (5 times 26), or 45%. The thief is caught if the DM rolls 91 or higher (or greater than twice the chance of success).

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.).

Character Classes — Demi Human

Dwarf

DWARF EXPERIENCE TABLE

Level	XP
1	0
2	2,200
3	4,400
4	8,800
5	17,000
6	35,000
7	70,000
8	140,000
9	270,000
10	400,000
11	530,000
12 *	660,000

* At 660,000 XP, fighter combat options can be used. (See the *Companion Set*, Players Book, page 18 for details.) For the Multiple Attack option, two attacks are possible at 660,000 XP, and three attacks at 2,200,000 XP.

Hit points: 1d8 per level through 9th level, modified by Constitution if applicable. Thereafter, add 3 hp per level, with no Constitution effect.

DWARF SAVING THROW TABLE

Level:	1-3	4-6	7-9	10-12
Death Ray or Poison				
Magic Wands	8	6	4	2
Paralysis or Turn to Stone	9	7	5	3
Dragon Breath	10	8	6	4
Rod, Staff, or Spell**	13	10	7	4
	12	9	6	3

** At 1,400,000 XP, dwarves take half damage from spells, or one-quarter damage if the saving throw is successful.

Elf

ELF EXPERIENCE TABLE

Level	XP	Spells				
		1	2	3	4	5
1	0	1	-	-	-	-
2	4,000	2	-	-	-	-
3	8,000	2	1	-	-	-
4	16,000	2	2	-	-	-
5	32,000	2	2	1	-	-
6	64,000	3	2	2	-	-
7	120,000	3	3	2	1	-
8	250,000	4	3	2	2	-
9	400,000	4	4	3	2	-
10 *	600,000	5	4	3	2	1

* At 850,000 XP, fighter combat options can be used. (See the *Companion Set*, Players Book, page 18, for details.) For the Multiple Attack option, two attacks are possible at 850,000 XP, and three attacks at 2,600,000 XP.

Hit points: 1d6 per level through 9th level, modified by Constitution if applicable. Add 1 hp at 10th level, with no Constitution effect.

ELF SAVING THROW TABLE

Level:	1-3	4-6	7-9	10
Death Ray or Poison				
Magic Wands	12	8	4	2
Paralysis or Turn to Stone	13	10	7	4
Dragon Breath	13	10	7	4
Rod, Staff, or Spell	15	11	7	3
	15	11	7	3

** At 1,600,000 XP, elves take half damage from breath weapons, or one-quarter damage if the saving throw is successful.

Halfling

HALFLING EXPERIENCE TABLE

Level	XP
1	0
2	2,000
3	4,000
4	8,000
5	16,000
6	32,000
7	64,000
8 *	128,000

* At 900,000 XP, fighter combat options can be used. (See the *Companion Set*, Players Book, page 18, for details.) For the Multiple Attack option, two attacks are possible at 900,000 XP, and three attacks at 3,000,000 XP.

Hit points: 1d6 per level throughout, modified by Constitution if applicable.

HALFLING SAVING THROW TABLE

Level:	1-3	4-6	7-8
Death Ray or Poison	8	5	2
Magic Wands	9	6	3
Paralysis or Turn to Stone	10	7	4
Dragon Breath**	13	9	5
Rod, Staff, or Spell***	12	8	4

** At 2,100,000 XP, halflings take half damage from breath weapons, or one-quarter damage if the saving throw is successful.

*** At 300,000 XP, halflings take half damage from spells, or one-quarter damage if the saving throw is successful.

DEMI-HUMAN ATTACK RANKS

	RANKS												
	A	B	C	D	E	F	G	H	I	J	K	L	M
DWARF			660,000*	800,000	1,000,000	1,200,000	1,400,000	1,600,000	1,800,000	2,000,000	2,200,000	2,400,000	2,600,000
ELF			600,000*	850,000	1,100,000	1,350,000	1,600,000	1,850,000	2,100,000	2,350,000	2,600,000	2,850,000	3,100,000
HALFLING	128,000*	300,000	600,000	900,000	1,200,000	1,500,000	1,800,000	2,100,000	2,400,000	2,700,000	3,000,000		

* XP when maximum level is reached



HIT ROLL CHARTS (All Characters)

(See DM's book, page 11, for detailed explanation)

M-U	Class & Level		Armor Class Hit																	0		
	C/T**	Ftr DH***	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3		2	1
Normal Man			2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1-5	1-4	1-3	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
6-10	5-8	4-6	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
11-15	9-12	7-9	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15
16-20	13-16	10-12	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14
21-25	17-20	13-15	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13
26-30	21-24	16-18	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12
31-35	25-28	19-21	*4	*3	*2	*1	*0	1	2	2	2	2	3	4	5	6	7	8	9	10	11	12
36	29-32	22-24	*5	*4	*3	*2	*1	*0	1	2	2	2	2	3	4	5	6	7	8	9	10	11
	33-35	25-27	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	3	4	5	6	7	8	9	10
	36	28-30	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	3	4	5	6	7	8	9
	31-33	28-30	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	3	4	5	6	7	8
	34-36	31-33	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	3	4	5	6	7
		34-36	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	3	4	5	6
		31-33	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	3	4	5	6
		34-36	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	3	4	5	6
		31-33	*11	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	3	4	5
		34-36	*12	*11	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	3	4	5
		31-33	*13	*12	*11	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	3	4	5
		34-36	*14	*13	*12	*11	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	3	4	5
		31-33	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Normal Man			20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30	30	31	32
1-5	1-4	1-3	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30	30	31
6-10	5-8	4-6	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30
11-15	9-12	7-9	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30
16-20	13-16	10-12	15	16	17	18	19	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30
21-25	17-20	13-15	14	15	16	17	18	19	20	20	20	20	21	22	23	24	25	26	27	28	29	30
26-30	21-24	16-18	13	14	15	16	17	18	19	20	20	20	20	21	22	23	24	25	26	27	28	29
31-35	25-28	19-21	12	13	14	15	16	17	18	19	20	20	20	20	21	22	23	24	25	26	27	28
36	29-32	22-24	11	12	13	14	15	16	17	18	19	20	20	20	20	21	22	23	24	25	26	27
	33-35	25-27	10	11	12	13	14	15	16	17	18	19	20	20	20	20	21	22	23	24	25	26
	36	28-30	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	21	22	23	24	25
	31-33	28-30	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	21	22	23	24
	34-36	31-33	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	21	22	23
		34-36	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	21	22
		31-33	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	21
		34-36	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	21
		31-33	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	21
		34-36	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
		31-33	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
		34-36	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

* Misses only on a natural 1. Add points (number given) to the total damage. ** Both clerics and thieves *** Demi-human attack ranks (see separate chart)
 NOTES: 1. Although 20 is the maximum unadjusted roll, bonuses may result in a total of 21 or more. 2. Armor classes worse than 9 are possible due to Dexterity and magical penalties.

At the Master level of play, your campaigns become more complicated and are played for higher stakes. If you began as a fighter, you now are a ruler, with a dominion or kingdom in your charge. You are better armed and better protected, with skill in a larger variety of weapons than when you first learned your profession. Someday, you may have need of protecting your castle from besieging invaders. Or perhaps you will find yourself outside a neighboring castle's walls, determined to get in.

Read on and learn the wealth of new armor and weapons at your disposal. Discover how you may study weapon mastery to increase your combat effectiveness. Become acquainted with the variety of siege engines you can use to storm an enemy's fortification...or that may be used against yours.

Personal Armor & Weapons

Suit Armor

Suit armor encloses the wearer completely in a sheath of steel, with chain-link joints to permit movement. It is often called plate armor (different from plate mail), gothic armor, or jousting armor.

Advantages

Suit armor alone is AC 0. It may be used with a shield for AC -1. It reduces the damage inflicted by most area effects (fire, cold, gas, acid) including breath weapons. The base damage is reduced by 1 per die of damage, and the wearer gains a +2 bonus to the applicable saving throw. The minimum base damage is always at least 1 point per die. For example, the damage from the breath of a small red dragon (HD 10, hp 57) is reduced by 1 per die of damage (-10) to 47; the fighter in suit armor may make the usual saving throw, but with a +2 bonus, to take half damage (24 points).

Magical suit armor can reduce such damage still further, by 1 per die of damage for each two plusses of enchantment (rounded down).

If a fighter in suit armor is mounted and has assistance from others, the disadvantages of encumbrance, slow movement, and surprise (see below) can be minimized.

Disadvantages

Suit armor is bulky and expensive. Its encumbrance is 750 cn. It must be specially made for one wearer, tailored exactly to fit; the cost is 250 gp. Magical forms are proportionately more valuable, averaging 50%

greater value than plate mail of identical enchantment.

Suit armor is awkward in some situations, especially getting up from a prone position and mounting a steed. If attempted alone, the chance of success is 1 in 6. In medieval times, the latter problem was solved by the use of a strap tied around the wearer, who was then hoisted into the air and lowered onto the mount. In the D&D® game, assume automatic success in getting up if any help is available.

Suit armor is noisy and slow. Its common creaks and clanks can be heard up to 120 feet away and negate chances for surprise. The wearer's movement rate is 30 feet per turn. An unarmored fighter needs three full turns to dress in suit armor.

Suit armor gives no additional protection against gaze attacks (such as a medusa's) or electricity (such as a blue dragon's lightning breath).

The wearer has a -5 penalty when using any missile device other than a crossbow. If alone, the wearer suffers a -1 penalty to be surprised.

HORSE ARMOR (BARDING)

Type	AC	Cost	Encumbrance
Joust	0	700 gp	5,000 cn
Field	2	600 gp	4,000 cn
Plate	3	500 gp	3,000 cn
Banded	4	400 gp	1,500 cn
Chain	5	150 gp	600 cn
Scale	6	75 gp	400 cn
Leather	7	40 gp	250 cn

* A horse may still charge, at reduced speed, even when encumbered.

Weapon Mastery

In the current combat system, each character automatically knows how to use all types of available weapons, within the restrictions of his or her class. The following weapon mastery system gives player characters the option to study one weapon intensively or a few weapons in depth, giving an advantage over others who have not studied these weapons.

The optional weapon mastery system may be applied easily to all characters who start at 1st level.

Skills and Limits

If weapon mastery is added to your game, the following rules *must* be used. For guidelines on adding the system to an ongoing campaign, see *Retroactive Application*.

Limited Weaponry: When a human character is started, the player is limited to selecting only two weapons for that character's use. Knowledge of one additional weapon can be attempted when each of the following levels is reached: 3, 6, 9, 11, 15, 23, 30, 36. One additional weapon may be added for each 200,000 XP gained after 36th level is reached. To add a new weapon, the character must be trained in its use; see *Details of Training* below.

Because of their longer lifespans and wilderness-oriented lifestyles, demi-humans start with Basic skill in all weapons not forbidden to them. Demi-humans may train to reach higher levels of weapon mastery by the same methods given for humans. Training is possible only at levels 4 and 8 (and, for dwarves, level 12) and each 200,000 XP after.

Weapon Mastery: A character may decide to train to become more skilled with one weapon currently used instead of learning a new weapon. The amount of skill is called the level of mastery.

A starting character can have only Basic knowledge of the starting weapon(s). The levels of mastery are: Basic, Skilled, Expert, Master, and Grand Master.

Use of Weapons not Studied: A character who is not trained in a weapon is Unskilled. If the character attempts to use a weapon he or she has not studied, the attack is figured at Basic skill level but does only half damage. Missile weapons also receive a -1 penalty to their hit rolls.

Weapon-Using Monsters

A monster may gain extra skill with a weapon only if it normally uses weapons to attack. It must find a trainer willing to teach it, and its maximum possible skill is determined by its Intelligence, as given in the *Limits for Weapon-Using Monsters Table*. (DM: See the *Procedure* section in *Book Two* for monster Intelligence scores.) Only humans and demi-humans can become Grand Masters.

Fighter Option

The DM may allow fighters to start with three or four weapons instead of two. As a further option, a fighter may be allowed to also add a weapon at levels 19, 27, and 33.

Weapon Mastery

Magic-User Option

The following option may be used with or without weapon mastery. The DM may, if desired, widen the number of weapons permitted to magic-users to include the following: blowgun, net, whip, and staff. However, many campaigns function perfectly well with magic-users restricted to dagger only.

Retroactive Application

These changes can be added to an ongoing campaign by carefully examining each character. Characters often have a few favorite weapons. Assume that knowledge of these weapons remains, but that knowledge of the proper use of other weapons has faded through lack of use. Review the limits on number of weapons permitted; most players will not be inconvenienced by them.

If problems do arise, the DM should try to find an acceptable solution. Refer to Reality Shift (in the Procedures section, Book Two) for additional suggestions.

If the DM desires, he may allow existing high-level characters to possess mastery greater than Basic level. An upper limit of Expert mastery is strongly suggested as a start.

To make changes of this type, calculate the number of weapon skills permitted to the existing character, and allow the player to divide the number as desired.

Details of Training

If the DM requires characters to train to gain levels of experience, character class training and weapon training cannot be combined. They must take place at separate locations, with weapon training requiring additional time.

To gain additional knowledge of the use of a weapon, a character must be trained by someone (found during adventures or through advertising) with equal or greater knowledge of that specific weapon.

After finding a trainer who will provide the necessary instruction, the student must pay all of the required costs before training begins. The costs and time required for weapon training vary by the level of mastery sought, as given in the Training Time and Costs Table.

A chance of success and failure applies to each training period. Failure may occur because the trainer has insufficient knowledge or lacks ability to train others, or because the student cannot fully absorb the new information. The chance of success varies by the mastery levels of the trainer and the student, as given in the Chance of Training Success Table.

The chance of success is checked halfway through the training period, and the student is immediately informed of the results. The

student may then either continue or stop the training. If the training will fail but is continued for its full period, the student may thereafter study again with a different trainer, and the chance of success is increased by 10%. If the student chooses to quit the training midway, no benefits are gained, but half the cost of training is normally refunded. (Chaotic trainers, however, might not offer refunds.)

TRAINING TIMES AND COSTS

Knowledge sought	Time	Cost
	Required	per week
Basic (new weapon)	1 week	100 gp
Becoming Skilled	2 weeks	250 gp
Becoming Expert	4 weeks	500 gp
Becoming a Master	8 weeks	750 gp
Becoming a Grand Master	12 weeks	1000 gp

CHANCE OF TRAINING SUCCESS

Student's Knowledge	Trainer's Knowledge				
	Basic	Skilled	Expert	Master	Grand Master
None	60	80	95	99	99
Basic	01	50	70	90	95
Skilled	—	01	40	60	80
Expert	—	—	01	30	50
Master	—	—	—	01	20

LIMITS FOR WEAPON-USING MONSTERS

Intelligence	Maximum weapon skill
Up to 11	Basic only
12-15	Skilled
16-17	Expert
18 +	Master

Benefits of Training

All bonuses and special uses for every weapon in the game system are given in the Weapon Mastery Table. Each weapon, when compared to others of similar use, has some features that are better and some which are worse. A weapon might be selected because of its better damage against weapon-using opponents, or for its special uses (such as parrying blows, or tripping an opponent). The DM may modify the benefits if desired. Any new weapons added to the game system should be assigned balanced benefits and weaknesses.

Applying Benefits

Weapon mastery benefits are applied before other modifiers. This can be impor-

tant; fighters and demi-humans might thereby gain enough bonuses to bring the Hit roll needed to 2 or less, activating the Multiple Attacks option (see *D&D® Companion Set, Players Book*, page 18). The greater damage available from extra weapon skill can be a crucial factor when doubled by a thief's Backstab ability.

Some benefits can occur only if the player announces that they are being used (such as deflecting, disarming, or other actions). The player must always tell the DM before he or she uses one of these options. It is too late to mention it after a blow has been struck.

Armor Class bonuses gained through weapon mastery should be applied automatically in all applicable situations. However, the DM may wish to be reminded.

Attack Benefits

Many damage ranges and Hit roll bonuses vary by the type of opponent. Opponents who attack with two-handed missile fire devices have similar defenses to those who attack with natural body weaponry (claws, teeth, etc.). This type of opponent is designated "M" (Missile/Monster). Opponents using weapons held in the hand and swung or thrown (including sling and bola, but excluding all other missile fire devices) must defend very differently. These opponents are designated "H" (Hand-held).

If an opponent could fit into both categories (such as a wererat carrying a sword, who could alternate bite and weapon attacks), the category most favorable to that opponent (not the attacking character) always applies. However, if this type of opponent drops the weapon held, it immediately becomes category M for all calculations.

Every weapon is better when attacking one or the other of these defense categories. Each weapon's listing shows a primary opponent (the category of defense for which the weapon is more effective) and a secondary opponent (the other category, for which it is less effective).

Hit Roll Bonuses

—Apply any Strength bonus or penalty to all hand-held and hand-hurled attacks.

—Apply any Dexterity bonus or penalty to all hand-hurled and device-hurled missile attacks.

The only weapon unaffected by ability score modifications is the lance, the use of which is completely dependent on a mount.

When training is successfully completed, note the new applicable Hit roll bonus (see table) as well as the other specific benefits given in the detailed weapon descriptions.

HIT ROLL BONUS TABLE

Unskilled	No Bonus
Basic	No Bonus
Skilled	+ 2
Expert	+ 4
Master	+ 6 vs. Primary + 4 vs. Secondary
Grand Master	+ 8 vs. Primary + 6 vs. Secondary

Ranged Attacks: Remember that the ranges for hand-hurled and device-hurled missiles are used as feet in indoor settings, and as yards in outdoor combat.

Defense Benefits

Most weapons may be used in both attack and defense maneuvers. In defense, these maneuvers give a bonus to the Armor Class of the defender.

The AC bonus applies only to a given number of attacks per round. The use of AC bonuses does not count as an action; the character may still move and attack at normal rates.

The basic defense maneuvers described in the D&D® *Basic Set* may still be used by all characters. These are briefly summarized here:

Fighting Withdrawal: Backing up at half speed, for no AC penalty.

Retreat: Backing away at more than half speed by forfeiting shield protection and giving the opponent a + 2 Hit roll bonus.

Despair Effect

The attack and defense bonuses for special training can cause despair and fear in some opponents. The number of creatures which can be affected by a special Morale check varies by the mastery of the weapon user, as follows:

Skilled	up to 4 Hit Dice or levels
Expert	up to 8 Hit Dice or levels
Master	up to 12 Hit Dice or levels
Grand	

Master up to 16 Hit Dice or levels
Opponents must be above animal intelligence to be affected.

The following situations can force a special Morale check:

- If the weapon user inflicts maximum possible damage.
- If the weapon user avoids all damage in a round due to deflecting the blows.
- If the weapon user disarms two or more opponents in the same round.

The DM may add other special situations if desired.

If a special Morale check is required, the DM applies the standard rules (see the D&D® *Basic Set* for details). If the check is failed, the victim tries to flee or surrender at the next opportunity. A victim who is a player character must make a Saving Throw vs. Death Ray or flee in fear for 1-6 rounds. Character levels should be used instead of Hit Dice to determine the maximum level of PC victim affected.

Detailed Weapon Notes

When choosing a character's weapons, keep the character in mind; select those which the character (not necessarily the player!) would find most useful. Be aware of standard weapon restrictions. Halflings must normally find small-sized versions of weapons, and only the DM can rule on their availability.

Weapons which do a wide range of damage are present in each category. Low damage is usually offset by special benefits. When you find a suitable weapon, review others within the category that offer comparable damage or special effects, and consider the weapon's potential (available with further training) as well. Be sure of your final selections; they cannot be changed.

Special Reminders:

1. The bonus or special effect applies only when using the weapon of mastery, not to other similar weapons.
2. The bonuses given are not cumulative. Apply only the information given for the level of mastery, ignoring bonuses for earlier levels of mastery.

Weapon Descriptions

Blackjack: This is a small leather sack filled with sand or metal shot. It inflicts only minor damage, but there is a chance some foes may be knocked out by it. Foes bigger than an attacker cannot be knocked out. If the attacker strikes the head or neck of his foe, the victim must make a Saving Throw vs. Death Ray or suffer the additional effects explained under Special Effects.

Bola: A length of cord with throwing weights on both ends, this weapon is used to entangle foes. If struck by a bola, the victim must make a Saving Throw vs. Death Ray or suffer the additional effects explained under Special Effects. If the target of a bola attack gains an Armor Class bonus for cover, the bonus also applies to the victim's saving throws against the bola's effects, making it easier to avoid them.

Bolas are awkward to carry and may become tangled. For each additional bola carried, the encumbrance of the bolas triples: first bola = 5 cn, second bola = 15 cn, third bola = 45 cn, etc.

Club (Torch): A torch is a flaming club, so mastery with a club is also mastery with a torch. However, anyone Unskilled with a torch does not halve damage, but always inflicts 1-4 points.

Hammer, Throwing: This is a short-hafted, broad-headed hammer, capable of crushing blows and able to be thrown.

Lance: A lance may be used only from the back of a mount. This weapon inflicts double damage if it hits after a charge of at least 20 yards. A shield cannot be used with a lance at Basic mastery level. The optional Multiple Attack can be used, but only if each attack is against a different foe.

A lance may be used to gain a defense bonus, but each round a lance is used to defend, it causes only half damage. A lance used from the back of a flying mount is attached to the saddle and may not defend.

Missile Fire Devices: Missile fire weapons cannot be used to attack in melee (hand-to-hand combat) or against targets closer than 5 feet. Missile weapons automatically miss targets closer than 5 feet unless the target cannot move. These weapons also automatically miss all targets beyond long range. Any distance that is less than or equal to a range number but greater than a previous number is considered within that range.

The attacker's Hit rolls may be modified by Dexterity bonuses and penalties and magical bonuses. The range of the target also modifies the Hit roll:

All targets at short range	= + 1
All targets at medium range	= 0
All targets at long range	= - 1

Cover is anything that obscures a target. Cover that hides a target but can be penetrated, such as brush, drapes, or fog, is called *soft cover*. Solid cover that protects any part of the target's body is called *hard cover*. If the target has cover, the following penalties modify the Hit roll:

Target has:	Soft Cover	Hard Cover
1/4 cover	- 1	- 2
1/2 cover	- 2	- 4
3/4 cover	- 3	- 6
Full cover	- 4	Can't Hit

Weapon Mastery

Blowgun: This hollow tube can vary from 6 inches to 4 feet in length. The user blows a small envenomed thorn at his target through the tube. The thorn is usually coated with a deadly poison, though the DM may choose to use a drug that causes other effects (paralyzation, sleep, delirium). The victim must make a Saving Throw vs. Poison or suffer the additional effects noted in Special Effects.

Crossbow, Heavy: This weapon is large and heavy. If the user does not have a Strength of 18, this weapon can be fired only once every 2 rounds.

Crossbow, Light: This weapon requires two hands to load, but only one to fire.

Net: A net inflicts no damage. It is used to trap and capture an enemy. A victim must make a Saving Throw vs. Death Ray or suffer the additional effects noted in Special Effects. Nets come in a variety of sizes; if the target is too large for the net, he will gain bonuses to his saving throw to avoid the effects. Using the chart below, determine how many sizes the victim is larger than the net. For each size greater, the victim gains a +4 bonus. A roll of 1 is always a failure, unless the bonus is +20 or greater.

Victim's size		Net Size*
Very small	(up to 1')	2' x 2'
Small	(up to 3')	4' x 4'
Medium	(up to 6')	6' x 6'
Large	(up to 10')	9' x 9'
Very Large	(up to 15')	12' x 12'
Huge	(up to 20')	16' x 16'
Mammoth	(up to 30')	25' x 25'

* Or equivalent in square feet.

Nets 4' x 4' or smaller may be used one handed. Larger nets require two hands.

Pole Arms: Pole arms consist of various weapon blades mounted on long poles. Pole arms may be used only by fighters, dwarves and elves. Because of their length, pole arms may attack a foe from behind another character who is battling the same enemy.

A pole arm may be used with the optional fighter combat rules from the D&D® *Companion Set*. However, the optional disarm rule may only be used where noted with the weapon type.

The pole arm user's Hit rolls suffer penalties of -3 for each of the following cases:

- The user is a dwarf.
- Attacking from behind a larger ally.
- Ally in front is using a battle axe, bola, sling, sword, or whip.
- Ally in front is using a two-handed weapon.

Those trained in the use of these two-handed weapons can deflect some attacks with swift circular maneuvers.

Pole arms are generally grouped into three categories: thrusters, choppers, and combination weapons. Although each category is represented here by one weapon, there were many variations of pole arms.

Pole arm heads show slight variations adding special abilities. Hooks are added to catch a foe and pull him down. Curved blades can block attacks and disarm an enemy. The special effects of each weapon are assigned separately.

The types of pole arms available are:

Halbard: This weapon is both a thrusting and a chopping weapon. It has a broad axe head with a spike on the top and a hook on the back.

Pike: This thrusting weapon has a short, sharp spearhead on the end of a very long pole (12-18 feet).

Pole Axe: This chopping weapon has a small axe head attached to a pole of varying length (5-15 feet).

Other pole arms that might be used:

Bardiche: This weapon has a heavy axe blade with a long spike projecting forward. Use halbard statistics, but this weapon has the deflect abilities of the pike. The bardiche may be set vs. a charge.

Bill: A lightweight weapon, the bill has a long, narrow, single-edged blade (like a scythe). Use pole axe statistics and deflect scores. In addition, the bill has the hook ability of a halbard.

Gisarme: This weapon resembles a bill with a thin spike on the back of the blade, curving forward. Use pike statistics and deflect scores. The gisarme also has the hook ability.

Glaive: This weapon has a broad, knife-like blade. Use pole axe statistics and deflect scores. The glaive causes double damage like a dagger. This weapon may be set vs. a charge.

Lochaber Axe: This weapon has a long, heavy, single-bladed axe with a hook on the back, pointing forward. Use all of the halbard rules, but the lochaber axe may also stun at the highest two masteries.

Partizan: The partizan has a broad spearhead with two hooks at the base, pointing forward. Use all the pike rules, but this weapon may also disarm. This weapon may be set vs. a charge.

Ranseur: This weapon has a short, sharp spike flanked by two short, curved blades at its base. Use halbard statistics and deflect scores. The ranseur may also be used to dis-

arm at Skilled level and above. This weapon may be set vs. a charge.

Spetum: The spetum has a long spike with two sharp curved blades forming a trident shape. Use pike statistics and deflect scores. This weapon may also disarm at Skilled or greater mastery. The spetum may be set vs. a charge.

Spontoon: The spontoon has an elaborate blade, possibly wavy or with flanges. Use spear statistics, but this weapon may not be thrown. Use the deflect scores of a halbard. The spontoon does double damage like a dagger and may be set vs. a charge.

Voulge: The voulge has a large, heavy, broad blade like a cleaver. Use pole axe statistics, but this weapon causes +2 damage. Use the deflect scores for a halbard. The voulge may cause double damage like a dagger.

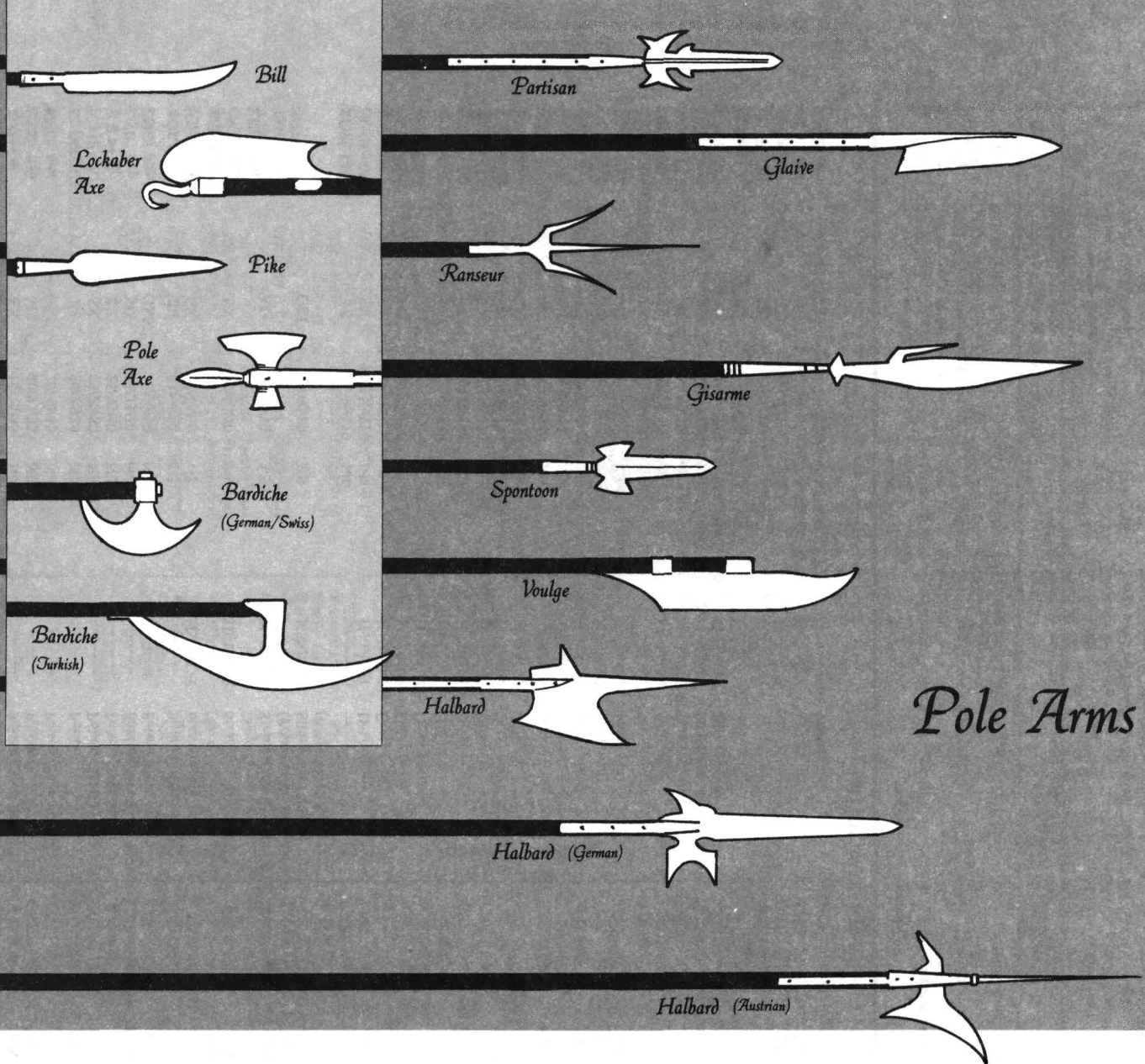
Rarely Thrown Weapons: These weapons are normally used in melee, but at high levels of mastery they may be thrown in desperate situations. To throw these weapons, the attacker must make a normal Hit roll modified by Strength. Since the maneuver is unexpected, the attacker first checks to see if his foe is surprised (a roll of 1 or 2 on 1d6). If the victim is not surprised, he may make a Saving Throw vs. Death Ray to reduce damage to half.

Shield Weapons: These weapons combine a shield with weapon blades. Though awkward and breakable, a shield weapon can provide a second attack when used with a one-handed weapon. Only fighters, thieves, and demi-humans may use these weapons. Monsters rarely use shield weapons.

The larger shield weapons may break during battle. Check for breakage whenever the attacker or defender rolls the exact Hit roll needed. (If a roll of 9 or better is needed to hit, and a 9 is rolled on the die, check for breakage.) Each time a breakage occurs, one of the shield weapon's blades becomes unusable.

The chance that a shield weapon will break is 5 or less on 1d10. Magical shield bonuses add to the die roll, and magical weapon bonuses of the foe subtract from it. Apply a penalty for a foe's attack of -1 per 10 points of maximum damage possible.

Horned Shield: This is a one-foot circular shield that is strapped to the arm rather than held. A single spike projects from its center. This shield is very durable and will not break.



Knife Shield: This is a small buckler equipped with one or two short blades protruding from its sides.

Sword Shield: This medium-sized shield has one or two sword or spear blades projecting from the sides (if round) or ends (if oblong).

Tusked Shield: This large shield has one to four short blades protruding from the sides. It may have a central spike. Due to its size, the tusked shield requires two hands to use and may not be used with another weapon.

Staff: This is a 2-inch thick staff, 4 to 6 feet long. A staff may be used by all classes.

Sword Bastard: This special weapon may be used either one or two handed. If used two handed, the wielder cannot use a shield and always loses initiative.

Thrown Weapons: These weapons may be used in melee or may be thrown at a target. Thrown weapons always add any

Strength modifications to the Hit roll and damage caused.

Tossed Items: These items are not normally weapons, but may be thrown at a target. When tossing these items, everyone has Basic mastery level without halving damage. The types of items typically thrown are:

Stone: This is a rock of fist size or smaller. When throwing any object that causes impact damage, treat it as if throwing a stone. Strength modifications apply to Hit rolls and damage.

Oil, Burning: Burning oil causes 1-8 points of damage each round a target is in the fire. Thrown oil will burn for only 2 rounds.

Holy Water: Holy water can damage only undead and evil enchanted creatures.

Two Weapons: The DM may optionally allow a character to attack with two weapons. The second attack should be treated as if at one mastery level lower than that possessed and at a -4 penalty to hit. If the character is

Unskilled with a weapon, it may not be used for a second attack.

Whip: A whip may be used to either entangle or cause damage. How it is to be used must always be declared before making an attack. If the attacker attempts to entangle, the victim must make a Saving Throw vs. Death Ray or suffer the additional effects noted in Special Effects.

Weapon Mastery Tables

How to Use the Weapon Mastery Tables

The Weapon Mastery Tables have been divided into four categories, based on the way weapons are used. Further explanations of the special qualities of weapon are provided in the Weapon Descriptions.

WEAPONS CHART

MISSILE WEAPONS

WEAPON	MSTR	RANGES	DMG	SPECIAL EFFECTS §	DEFENSE	SPECIAL EFFECTS §
BLOWGUN (up to 2')	BS	10/20/30	Nil	Poison	---	Poison
(C) [P = A]	SK	15/20/30	Nil	Poison (Save-1)	---	Poison (Save-1)
☛☛☛☛	EX	15/25/35	Nil	Poison (Save-2)	---	Poison (Save-2)
CST: 3gp	MS	20/25/35	Nil	Poison (Save-3)	---	Poison (Save-3)
ENC: 6cn	GM	25/30/40	Nil	Poison (Save-4)	---	Poison (Save-4)
BLOWGUN (2' + *)	BS	20/25/30	Nil	Poison	---	Poison
(C) [P = A]	SK	20/25/30	Nil	Poison (Save-1)	---	Poison (Save-1)
☛☛☛☛	EX	25/30/40	Nil	Poison (Save-2)	---	Poison (Save-2)
CST: 6gp	MS	30/35/40	Nil	Poison (Save-3)	---	Poison (Save-3)
ENC: 15cn	GM	30/40/50	Nil	Poison (Save-4)	---	Poison (Save-4)
BOLA *	BS	20/40/60	1-2	Strangle (20) + §	---	Strangle (20) + §
(C) [P = H]	SK	25/40/60	1-3	Strangle (20) + §	H:-1AC/1	Strangle (20) + §
☛☛☛☛	EX	30/50/70	2-4	Strangle (19-20) + §	H:-2AC/2	Strangle (19-20) + §
CST: 5gp	MS	35/50/70	3-5	Strangle (Save-2)	H:-3AC/3	Strangle (Save-2)
ENC: 5cn	GM	40/60/80	4-6	Strangle (18-20) + §	H:-4AC/3	Strangle (18-20) + §
BOW, LONG	BS	70/140/210	1d6	Delay (s/m)	---	Delay (s/m)
(B) [P = M]	SK	90/150/220	1d8 + 1	Delay (s/m)	H:-1AC/1	Delay (s/m)
☛☛☛☛	EX	110/170/230	1d10 + 2	Delay (s/m)	H:-2AC/2	Delay (s/m)
CST: 40gp	MS	130/180/240	P:3d6 S:d10 + 4	Delay (s/m)	H:-2AC/2	Delay (s/m)
ENC: 30cn	GM	150/200/250	P:4d4 + 2 S:d10 + 6	Delay (s/m)	H:-2AC/2	Delay (s/m)
BOW, SHORT	BS	50/100/150	1d6	---	---	---
(B) [P = M]	SK	60/110/160	d6 + 2	---	H:-1AC/1	---
☛☛☛☛	EX	80/130/170	d6 + 4	---	H:-1AC/2	---
CST: 25gp	MS	90/130/180	P:d8 + 6 S:d4 + 6	---	H:-2AC/2	---
ENC: 20cn	GM	110/140/190	P:d10 + 8 S:d6 + 7	---	H:-2AC/2	---
CROSSBOW, HEAVY *	BS	80/160/240	2d4	---	---	---
(C) [P = H]	SK	90/160/240	2d6	Stun (s/m)	M:-1AC/1	Stun (s/m)
☛☛☛☛	EX	100/170/240	2d6 + 2	Stun (s/m)	M:-2AC/2	Stun (s/m)
CST: 50gp	MS	110/170/240	P:3d6 + 2 S:d12 + 4	Stun (s/m)	M:-3AC/3	Stun (s/m)
ENC: 80cn	GM	120/180/240	P:4d4 + 4 S:d10 + 6	Stun (s/m)	M:-3AC/3	Stun (s/m)
CROSSBOW, LIGHT *	BS	60/120/180	1d6	---	---	---
(B) [P = H]	SK	60/120/180	d6 + 2	Stun (s)	M:-1AC/1	Stun (s)
☛☛☛☛	EX	75/130/180	d6 + 4	Stun (s)	M:-2AC/2	Stun (s)
CST: 30gp	MS	90/140/180	P:d8 + 6 S:d4 + 6	Stun (s)	M:-2AC/3	Stun (s)
ENC: 50cn	GM	110/140/180	P:d6 + 7 S:d4 + 5	Stun (s)	M:-3AC/3	Stun (s)
SLING	BS	40/80/160	1d4	---	---	---
(B) [P = H]	SK	40/80/160	1d6	Stun (s/m)	H:-1AC/2	Stun (s/m)
☛☛☛☛	EX	60/110/170	2d4	Stun (s/m)	H:-2AC/3	Stun (s/m)
CST: 2gp	MS	60/110/170	P:3d4 S:d8 + 2	Stun (s/m)	H:-3AC/3	Stun (s/m)
ENC: 20cn	GM	80/130/180	P:4d4 S:d10 + 2	Stun (s/m)	H:-4AC/4	Stun (s/m)

Abbreviations

Weapon first introduced in:

(B)	D&D® Basic Rules Set	☛☛	Two-handed weapon, always lose initiative	sp	Silver piece value
(X)	D&D® Expert Rules Set	☛	Shield may be used with weapon	CST	Cost
(C)	D&D® Companion Rules Set	☛☛	Missile fire device	ENC	Encumbrance
(M)	D&D® Master Rules Set	☛☛☛	Weapon may be thrown	gp	Gold piece value
(P)	Primary target type	☛☛☛☛	Melee weapon; rarely or never thrown	cn	Coin encumbrance equivalent
(S)	Secondary target type	☛☛☛☛☛	Weapon may only be used when charging	MSTR	Mastery
(H)	Creatures attacking with hand-held or thrown weapons	☛☛☛☛☛☛	Small weapon	BS	Basic level
(M)	Creatures attacking with missile-fire or natural weaponry	☛☛☛☛☛☛☛	Large weapon	SK	Skilled level
(A)	All types of targets, no distinctions	☛☛☛☛☛☛☛☛	Medium weapon	EX	Expert level
☛	One-handed weapon	☛☛☛☛☛☛☛☛☛	Large weapon, usually two-handed	GM	Master level
		☛☛☛☛☛☛☛☛☛☛	Special note, see Weapon Descriptions	Nil	Grand Master level
		☛☛☛☛☛☛☛☛☛☛☛		d	type of die to be rolled

HAND-HELD WEAPONS EASILY THROWN

WEAPON	MSTR	RANGES	DMG	SPECIAL EFFECTS §	DEFENSE	SPECIAL EFFECTS §
AXE, HAND	BS	10/20/30	1d6	---	---	---
(B) [P = M]	SK	15/25/35	d6 + 2	---	M:-1AC/1	---
☛☛☛☛	EX	25/35/45	d6 + 3	---	M:-2AC/2	---
CST: 4gp	MS	30/40/50	P:2d4 + 4 S:d6 + 4*	---	M:-3AC/3	---
ENC: 30cn	GM	40/50/60	P:2d4 + 7 S:d6 + 6*	---	M:-3AC/3	---
DAGGER	BS	10/20/30	1d4	---	---	---
(B) [P = H]	SK	15/25/35	1d6	Double Damage (20)	H:-1AC/1	Double Damage (20)
☛☛☛☛	EX	20/30/45	2d4	Double Damage (19-20)	H:-2AC/2	Double Damage (19-20)
CST: 3gp	MS	25/35/50	P:3d4 S:d4 + 2*	Double Damage (18-20)	H:-2AC/2	Double Damage (18-20)
ENC: 10cn	GM	30/50/60	P:4d4 S:d4 + 1*	Double Damage (17-20)	H:-3AC/3	Double Damage (17-20)
HAMMER, THROWING*	BS	10/20/30	1d4	---	---	---
(M) [P = M]	SK	10/20/30	d4 + 2	Stun (s/m)	M:-1AC/2	Stun (s/m)
☛☛☛☛	EX	20/30/45	d6 + 2	Stun (s/m)	M:-2AC/3	Stun (s/m)
CST: 4gp	MS	20/30/45	P:d6 + 4 S:d4 + 4*	Stun (s/m)	M:-3AC/4	Stun (s/m)
ENC: 25cn	GM	30/50/60	P:d6 + 6 S:d4 + 6*	Stun (s/m)	M:-4AC/5	Stun (s/m)
JAVELIN	BS	30/60/90	1d6	---	---	---
(X) [P = H]	SK	30/60/90	d6 + 2	---	---	---
☛☛☛☛	EX	40/80/120	d6 + 4	---	---	---
CST: 1gp	MS	40/80/120	P:d6 + 6 S:d4 + 6*	---	---	---
ENC: 20cn	GM	50/100/150	P:d6 + 9 S:d4 + 8*	---	---	---
NET*	BS	10/20/30	Nil	Entangle §	A:-2AC/1	Entangle § (Save-1)
(C) [P = M]	SK	15/25/35	Nil	Entangle §	A:-4AC/2	Entangle § (Save-2)
☛☛☛☛	EX	20/30/40	Nil	Entangle §	A:-6AC/3	Entangle § (Save-2)
CST: 1sp/ft ²	MS	25/35/45	Nil	Entangle §	A:-8AC/4	Entangle § (Save-3)
ENC: 1cn/ft ²	GM	30/40/50	Nil	Entangle §	---	---
SPEAR*	BS	20/40/60	1d6	---	---	---
(B) [P = A]	SK	20/40/60	d6 + 2	Set	---	Set
☛☛☛☛	EX	40/60/75	2d4 + 2	Set + Stun	---	Set + Stun
CST: 3gp	MS	40/60/75	2d4 + 4	Set + Stun	---	Set + Stun
ENC: 30cn	GM	60/75/90	2d4 + 6	Set + Stun	---	Set + Stun
TOSSED	BS	10/30/50	Stone:1-3*	Stun (s)	---	Stun (s)
OBJECT	(C) [P = M]	Oil, Burning:1d8*	Holy Water: 1d8*	Ignite	---	Ignite
☛☛☛☛	EX	10/30/30	1d6	---	---	---
(C) [P = M]	SK	10/20/30	d8 + 1	Skewer (up to 4HD)	---	Skewer (up to 4HD)
☛☛☛☛	EX	20/30/45	d8 + 4	Skewer (up to 7HD)	---	Skewer (up to 7HD)
CST: 5gp	MS	20/30/45	P:d8 + 6 S:d6 + 6*	Skewer (up to 10HD)	---	Skewer (up to 10HD)
ENC: 25cn	GM	30/45/60	P:d6 + 9 S:d4 + 8*	Skewer (up to 15HD)	---	Skewer (up to 15HD)

Not applicable
 Modifier for this weapon effect only
 Bonus to the character's Armor Class is used only against the number of attacks/number of rounds noted. In most cases, the AC bonus is limited to one target category.
 Hit Dice
 Weapon may be set vs. a charge
 Short/Medium/Long range
 See Special Effects for details

SAVE
 -1AC/1
 HD
 ✓
 s/m/1
 §

Weapon first introduced in:
 sp
 CST
 ENC
 gp
 cn
 MSTR
 BS
 SK
 EX
 GM
 Nil
 d

Two-handed weapon, always lose initiative
 Shield may be used with weapon
 Missile fire device
 Weapon may be thrown
 Melee weapon; rarely or never thrown
 Weapon may only be used when charging
 Small weapon
 Medium weapon
 Large weapon, usually two-handed
 Special note, see Weapon Descriptions

☛☛
 ☛
 ☛☛☛
 ☛☛☛☛
 ☛☛☛☛☛
 ☛☛☛☛☛☛
 ☛☛☛☛☛☛☛
 ☛☛☛☛☛☛☛☛
 ☛☛☛☛☛☛☛☛☛

D&D® Basic Rules Set
 D&D® Expert Rules Set
 D&D® Companion Rules Set
 D&D® Master Rules Set
 Primary target type
 Secondary target type
 Creatures attacking with hand-held or thrown weapons
 Creatures attacking with missile-fire or natural weaponry
 All types of targets, no distinctions
 One-handed weapon

WEAPONS CHARTS

WEAPONS FOR HAND HELD USE ONLY

WEAPON	MSTR	DMG	DEFENSE	SPECIAL \$
BLACKJACK* (C) [P-H] ☛☛☛ CST: 5gp ENC: 5cn	BS 1-2 SK 2-4 EX d4+1 MS P:d4+3 GM S:d6+1 P:d4+5 S:d6+2	---	---	Knockout \$ Knockout \$ (Save-1) Knockout \$ (Save-2) Knockout \$ (Save-3) Knockout \$ (Save-4)
HALBARD* (M) [P-H] ☛☛☛ CST: 7gp ENC: 150cn	BS 1d10 SK d10+2 EX d10+5 MS P:d8+10 S:d8+8 GM P:d6+15 S:6+12	H:-1AC/1 H:-2AC/1 H:-2AC/2 H:-3AC/2 H:-3AC/2 H:-3AC/2	---	Hook & Disarm Hook (Save-1) & Disarm Hook (Save-2) + Deflect (1) & Disarm Hook (Save-3) + Deflect (1) & Disarm Hook (Save-4) + Deflect (2) & Disarm
LANCE*✓ (M) [P-M] ☛☛☛ CST: 10gp ENC: 180cn	BS 1d10 SK d10+3 EX d10+7 MS P:d8+12 S:d8+10 GM P:d8+16 S:d6+12	M:-2AC/1 M:-3AC/1 M:-3AC/2 M:-4AC/2	---	Charge Charge Charge Charge
PIKE*✓ (M) [P-H] ☛☛☛ CST: 3gp ENC: 80cn	BS 1d10 SK d12+2 EX d12+5 MS P:d12+9 S:d10+8 GM P:d10+14 S:d8+10	H:-2AC/1 H:-2AC/2 H:-3AC/2 H:-3AC/3	---	Deflect (1) Deflect (1) Deflect (2) Deflect (2)
POLE AXE* (M) [P-H] ☛☛☛ CST: 5gp ENC: 120	BS 1d10 SK d10+3 EX d10+6 MS P:d10+10 S:d10+8 GM P:d8+16 S:d8+12	H:-1AC/1 H:-2AC/1 H:-2AC/2 H:-3AC/2	---	Deflect (1) Deflect (1) Deflect (1) Deflect (2)
HORNED SHIELD** (1 blade) (M) [P-A] ☛☛☛ CST: 15gp ENC: 20cn	BS 1-2 SK 2-4 EX d4+1 MS P:d4+3 P:d4+5 S:d6+2 GM S:d6+2	A:-1AC/1 A:-1AC/1 A:-1AC/4 A:-1AC/6	---	Second attack Second attack Second attack Second attack

HAND-HELD WEAPONS RARELY THROWN

WEAPON	MSTR	DMG	DEFENSE	SPECIAL \$
KNIFE SHIELD* (1-2 blades) (M) [P-A] ☛☛☛ CST: 65gp ENC: 70cn	BS d4+1 SK d6+1 EX 2d4+1 MS P:3d4 S:2d4+2 GM P:4d4 S:3d4+1	A:-1AC A:-1AC A:-2AC A:-2AC	---	Second attack + Breaks Second attack + Breaks Second attack + Breaks Second attack + Breaks
SHIELD*✓ (1-2 blades) (M) [P-A] ☛☛☛ CST: 200gp ENC: 185cn	BS d4+2 SK d6+3 EX d6+4 MS P:d6+7 S:d4+7 GM P:d6+9 S:d4+9	A:-1AC/2 A:-1AC/2 A:-2AC/3 A:-2AC/3 A:-3AC/4	---	Second attack + Breaks Second attack + Breaks Second attack + Breaks Second attack + Breaks Second attack + Breaks
TUSKED SHIELD* (1-5 blades) (M) [P-A] ☛☛☛ CST: 200gp ENC: 275cn	BS d4+1 SK d6+2 EX 2d4+2 MS P:2d4+4 S:2d4+5 GM P:2d4+6 S:d8+5	A:-1AC A:-2AC A:-2AC A:-3AC A:-3AC	---	Two attacks + Breaks Two attacks + Breaks Two attacks + Breaks Two attacks + Breaks Two attacks + Breaks
STAFF* (M) [P-A] ☛☛☛ CST: 5gp ENC: 40cn	BS 1d6 SK d6+2 EX d8+2 MS P:d8+5 S:d6+4 GM P:d8+7 S:d6+7	A:-1AC/2 A:-2AC/2 A:-3AC/3 A:-4AC/4	---	Deflect (1) Deflect (2) Deflect (3) Deflect (4)
SWORD, TWO HANDED* (B) [P-M] ☛☛☛ CST: 15gp ENC: 100cn	BS 1d10 SK 2d6+1 EX 2d8+2 MS P:3d6+3 S:2d8+3 GM P:3d6+6 S:3d6+2	---	---	Stun + Deflect (1) Stun + Deflect (2) Stun + Deflect (2) Stun + Deflect (3)
WHIP* (C) [P-M] ☛☛☛ CST: 1gp/ft ENC: 10cn/ft	BS 1-2 SK 1d4 EX d4+1 MS P:d4+3 S:3-5 GM P:d4+5 S:4-6	M:-2AC/2 M:-3AC/3 M:-4AC/3 M:-4AC/4	---	Entangle \$ Entangle (Save-1) \$ Entangle (Save-1) \$ Entangle (Save-3) \$ Entangle (Save-4) \$

WEAPON	MSTR	RANGES	DMG	DEFENSE	SPECIAL \$
AXE, BATTLE (B) [P-M] ☛☛☛ CST: 7gp ENC: 60cn	BS 1d8 SK d8+2 EX d8+4* MS P:d8+8 S:d8+6* GM P:d10+10 S:d8+8*	---	---	M:-2AC/2 M:-3AC/2 M:-3AC/3 M:-4AC/4	Delay Delay Delay + Stun Delay + Stun
CLUB (TORCH)* (B) [P-M] ☛☛☛ CST: 3gp ENC: 30cn	BS 1d4 SK d6+1 EX d6+3* MS P:d6+5 S:d4+5* GM 10/25/40 P:d6+6 S:d4+6*	---	---	A:-1AC/2 A:-2AC/2 A:-3AC/3 A:-4AC/4	Deflect (1) Deflect (1) Deflect (2) Deflect (2)
HAMMER, WAR (B) [P-H] ☛☛☛ CST: 5gp ENC: 50cn	BS 1d6 SK d6+2 EX d8+2* MS P:d8+5 S:d6+4* GM 10/20/30 P:d8+7 S:d6+7*	---	---	M:-2AC/2 M:-3AC/3 M:-4AC/3 M:-5AC/4	---
MAZE (B) [P-A] ☛☛☛ CST: 5gp ENC: 30cn	BS 1d6 SK 2d4 EX 2d4+2* MS 2d4+4* S:2d4+6* GM 10/20/30 P:d8+7 S:d6+7*	---	---	H:-1AC/1 H:-2AC/2 H:-3AC/3 H:-4AC/3	---
SWORD, BASTARD* (C) [P-H] ☛☛☛ CST: 15gp ENC: 80cn	BS d6+1 SK d6+3 EX d6+5 MS P:d8+8 S:d6+7 GM P:d8+10 S:d6+8	---	---	H:-1AC/1 H:-2AC/2 H:-3AC/2 H:-4AC/3	Deflect (1) Deflect (1) Deflect (1) Deflect (2)
SWORD, BASTARD* (C) [P-H] ☛☛☛ CST: 15gp ENC: 80cn	BS d8+1 SK d8+3 EX d8+5* MS P:d10+8 S:d8+7* GM P:d12+10 S:d10+8*	---	---	---	Deflect (1) Deflect (1) Deflect (1) Deflect (3)
SWORD, NORMAL (B) [P-H] ☛☛☛ CST: 10gp ENC: 60cn	BS 1d8 SK 1d12 EX 2d8* MS P:2d8+4 S:2d6+4* GM 5/10/15 P:2d8+8 S:2d4+8*	---	---	H:-2AC/2 H:-2AC/2 H:-3AC/3 H:-4AC/3	Deflect (1) Disarm Disarm (Save + 1) Disarm (Save + 2) Disarm (Save + 2) Disarm (Save + 4)
SWORD, SHORT (B) [P-H] ☛☛☛ CST: 7gp ENC: 30cn	BS 1d6 SK d6+2 EX d6+4* MS P:d6+7 S:d4+7* GM 10/20/30 P:d6+9 S:d4+9*	---	---	H:-1AC/1 H:-2AC/2 H:-2AC/3 H:-3AC/4	Disarm (Save) Disarm (Save) Disarm (Save + 2) Disarm (Save + 4) Disarm (Save + 4) Disarm (Save + 6)

Special Effects

Victim's Level or Hit Dice	Bonus to Saving Throw	BLOWGUN	NET	Results of Failed Saving Throw		
				Basic/Skilled	BLACKJACK Expert/Master	Grand Master
Up to 1	None	Death	Entangle	Knockout	Knockout	Knockout
1 + 1 to 3	+ 1	75% hp + Paralysis	Entangle	Knockout	Knockout	Knockout
3 + 1 to 6	+ 2	50% hp + Paralysis	Slow	Stun	Knockout	Knockout
6 + 1 to 9	+ 3	50% hp	Slow	Stun	Stun	Knockout
9 + 1 to 12	+ 4	25% hp	Delay	Delay	Stun	Stun
12 + 1 to 16	+ 5	25% hp	Delay	Delay	Delay	Stun
16 + 1 or more	+ 5	10% hp	Delay	Delay	Delay	Delay

Saving Throw Needed:

Poison

Death Ray

Death Ray

Victim's Level or Hit Dice	Bonus to Saving Throw	Results of Failed Saving Throw		
		Basic/Skilled	Expert/Master	Grand Master
Up to 1	None	Entangle	Entangle	Entangle
1 + 1 to 3	+ 1	Entangle	Entangle	Entangle
3 + 1 to 6	+ 2	Slow	Entangle	Entangle
6 + 1 to 9	+ 3	Slow	Slow	Entangle
9 + 1 to 12	+ 4	Delay	Slow	Slow
12 + 1 to 16	+ 5	Delay	Delay	Slow
16 + 1 or more	+ 5	Delay	Delay	Delay

Saving Throw Needed:

Death Ray

Breaks: Whenever the user or his foe rolls the exact number needed to hit, there is a chance that one of the shield weapon's blades will break. Roll 1d10. If the roll is 1-5, one blade breaks.

Charge: If the user charges 20 yards or more and strikes his target, the victim takes double damage.

Death: The victim is reduced to 0 hit points.

Deflect: In addition to any attacks, the user of this weapon may attempt to deflect the number of melee and thrown weapon attacks indicated in one round. To deflect each attack, the character must make a Saving Throw vs. Death Ray.

Delay: The victim must make a saving throw or lose initiative the next round. If a saving throw is not specified, make a Saving Throw vs. Paralysis. For missile attacks, this effect occurs only at the indicated ranges.

Disarm: The user may attempt to disarm an opponent instead of making a normal attack. The attacker must roll to hit the target. The victim may save by rolling less than or equal to his Dexterity on 1d20. If the attacker is normally able to disarm as a fighter, the victim must save at a + 5 penalty. Dexterity scores for NPCs and monsters should be determined by the DM, or else treat as 11. For each level of mastery the attacker has gained beyond Basic, the victim suffers a penalty of + 1 to his saving throw vs. the effect.

Double Damage: On a natural roll of the numbers indicated, the weapon inflicts double damage.

Entangle: An entangled victim cannot attack, cast spells, or move. The victim may

make a Saving Throw vs. Death Ray each round to escape.

Hook: Instead of making a normal attack, the user of this weapon may attempt to hook and pull down a foe. The attacker must roll to hit. This causes minimum damage, and the victim must make a Saving Throw vs. Paralysis or fall down. A + 4 bonus to Hit rolls applies when attacking a fallen foe. A fallen foe also has a -4 penalty to all saving throws and a -2 penalty to Hit rolls while on the ground. It takes one round to stand up.

Ignite: Fire has a chance to ignite anything flammable equal to 5% per point of damage caused in each round. If an item ignites, it will burn for 1-6 rounds causing 1-4 points of damage each round.

Knockout: The victim is rendered unconscious for 1d100 rounds.

Paralyze: There are two forms of paralysis. The first type freezes a creature in place for 1-6 turns. A paralyzed creature is conscious and aware of what is happening but cannot move, attack, talk, or cast spells. The second type of paralysis results from a failed strangle attempt, leaving the victim too weak to move for 2-12 rounds. Attacks against a paralyzed creature automatically hit. Any *cure* spell may be used to negate the effects of paralysis but does not cure damage in addition to the paralysis.

Poison: See the chart for effects.

Second Attack: The user is able to make a second attack with the shield weapon while attacking with another one-handed weapon.

Set vs. Charge: If the user is aware of a charging enemy, the weapon may be set

against the charge. If the weapon hits the charging foe, it inflicts double damage.

Slow: The victim is slowed and can move and attack at only half the normal rate. No spells may be cast while slowed.

Skewer: The user of this weapon may decide to skewer a foe rather than making repeat attacks, if the foe has no more than the number of Hit Dice noted. The maximum possible Hit Dice for the purpose of this attack is 9. Once the weapon hits, it is stuck in the foe and cannot be removed for 5-8 (d4 + 4) rounds. For each round a victim is skewered, he will automatically take 1-6 points of damage.

Strangle: If the attacker makes a natural roll of the numbers indicated, the victim must make a Saving Throw vs. Death Ray or be immediately paralyzed and die in 3-8 (d6 + 2) rounds unless rescued. If the victim escapes, he remains paralyzed for 2-12 rounds.

Stun: If the victim is approximately the same size as the attacker or smaller, he is stunned if he fails a Saving Throw vs. Death Ray. A stunned creature moves at one-third speed and cannot attack or cast spells. The victim also suffers a + 2 penalty to his Armor Class and a -2 penalty to all saving throws while stunned. A Saving Throw vs. Death Ray may be made each round to recover from the stun effect. For missile weapons, this effect occurs only at the specified ranges.

Unskilled: If Unskilled with a weapon, a user attacks at Basic mastery level but inflicts only half damage. All missile weapons have a penalty of -1 to all Hit rolls.

% hp: The victim loses this percent of his original hit points.

The following notes are offered as historical information, to stimulate the imagination and establish a more detailed view of medieval siege warfare.

The siege section of the *War Machine* already reflects the assumption that some or all of the following weapons are being employed, and that some appropriate defenses are at hand and likewise used. For fast resolution of any assault on a fortification (whether walled town or huge fortress), you may still use that system.

However, not all attacks on fortresses will result in sieges. This is especially true if powerful magic-users are present, for magic can produce very fast results.

When both sides have powerful magic-users, the battle could be quickly resolved in either direction, depending on the tactics used. The *War Machine* rules are inadequate for such cases. A game session devoted entirely to this sort of battle is recommended.

If a long siege situation does arise, one important point should be emphasized: the costs of paying one's forces and maintaining supplies for their use should be strictly applied throughout any siege. Cost was historically (and should remain, in the game) the greatest obstacle to siege warfare.

The players of a siege battle must decide on the method of play. There are three methods:

1. Play a normal D&D® game based on the siege.
2. Use the *Siege Machine* (expanded *War Machine* rules for sieges).
3. Use the basic *War Machine* system.

1. **Normal game:** Each player should review siege equipment, ignoring any information specific to *War Machine*, and also read the special information on Damage (below).

2. **Siege Machine:** This section gives step-by-step instructions for using the *Siege Machine* system. Review the general descriptions of siege equipment, then skip to the *Siege Machine* rules.

3. **Basic War Machine:** See the D&D® *Companion Set* for details. In a siege situation, a +50 bonus applies to the defender's Battle Rating (BR). (See Step 4: Combat Results, D&D® *Companion Set*, Book 2, page 14, and note the minor modifications for sieges, page 15.)

Fortifications

General Note: Armor classes are used for missile fire only; use AC 6 if the attacker is

within melee range. Any item which is part of a wall or tower (such as a door, window, etc.) is in itself hard to hit by missile attack, but any such attack that hits AC -4 or better hits the structure's wall near the target.

The walls of the stone building are 1 foot thick; those of all other structures (barbican, gatehouse, tower, etc.) are 30 inches thick.

When using the *War Machine* mass combat rules, the BR bonuses apply only to the defending force, and only if that force remains within the fortifications. Note that these bonuses replace the standard +50 bonus for a fortification (and others; see *Siege Machine* for details).

Item and NPC Specialist Descriptions

Tactical Terms

In the following descriptions, mention is made of the following tactics available to the forces attacking a fortification:

Bombard: The troops of the attacking forces take a position distant from the fortification but within range of artillery. Artillery fire is the only form of combat; no melee or missile fire occurs.

Harass: The attacking forces are within range of missile fire. Combat is intermittent, in any form except melee.

Assault: The attacking forces actively try to penetrate the fortification by any means possible. Combat is primarily melee, with some missile fire but usually no artillery fire.

Siege Weapons

Three basic types of siege weapons are described here: artillery (catapult and trebuchet, also called indirect fire), direct fire (ballista), and breaching weapons (ram and bore). Artillery and direct fire machines are useful to both attackers and defenders in siege situations. Breaching weapons are useful only to attackers.

Artillery (Indirect Fire)

Artillery is used to inflict damage to constructions at long range. Equipment and creatures may also be affected. Artillery cannot be effectively aimed at moving targets.

One artillerist (see NPC Siege Specialists) is needed for each piece of artillery. Hit rolls are made using the level of the artillerist (as a fighter). All artillery crew members must be trained and practiced in their tasks.

Artillery may be used to barrage, firing at 150% of capacity for one week (with a corresponding increase in BR value, shots fired,

etc.) A barrage must be followed by a week of either complete rest or slow fire, the latter incurring a corresponding penalty (50% less BR, etc.)

Artillery Ammunition

Three types of ammunition can be used with artillery devices: normal shot, pitch and treated shot, and special loads.

Normal shot is simply rocks, usually from 6 inches to 2 feet in diameter. Normal shot can damage any type of target.

Pitch and treated shot are flammable, gooey materials, usually ignited just before firing. Treated shot is pitch with minerals added to cause fast burning that is hard to extinguish. An artillery device must be specially prepared for pitch shot by adding a metal lining or basket to avoid damage. Pitch and treated shot can set any target afire but inflict damage only to flammable targets and creatures.

Special shot includes unusual objects or creatures of any sort. In medieval times, artillery was used to hurl diseased animals into fortifications (though this is much less effective in the game, as clerics can cure diseases easily). Enemy bodies were also hurled back into their strongholds, to depress the morale of the survivors.

A catapult can be mounted on a ship, but a trebuchet cannot. Normal shot used for shipborne artillery is smaller than land shot but is more carefully crafted, carved with jagged edges to maximize damage while minimizing weight.

The damage per hit and weekly ammunition costs for each weapon (given on page 28) are based on the use of normal shot only. Deduct costs from the dominion treasury of the ruler employing the artillery. The costs represent far more time and effort than actual cash.

In siege warfare, most artillery shots miss. Spent artillery shots can be gathered and reused. Rocks can often be gathered at the site of the siege, and pieces of damaged constructions may also be used as normal shot.

Defenders can minimize ammunition cost by gathering shot from attacking artillery and rubble from damaged fortifications.

Siege Equipment

Catapults (Figure 1)

A catapult is a huge wooden spoon mounted in a wooden frame. Its lower end is fixed in twisted ropes, so that the tension on the ropes keeps it near upright. When the spoon is pulled down, the ropes become more taut. The spoon is secured in this position, loaded with shot, and released. It pivots quickly upward until it hits a horizontal crossbar and suddenly stops; the shot continues on its way, following an arched trajectory. The range varies by the amount of tension on the ropes. A trained artilleryist knows the proper amounts of tension for various ranges of fire.

Two types of catapults are common—light and heavy. Either may be mounted on a wheeled carriage for towing.

Light Catapult: The light catapult was introduced in the D&D® *Expert Rulebook*. These artillery rules replace that information. If a fortress is near a harbor or lake, or along a coast, ship-mounted catapults may be effectively used along with those on land.

Heavy Catapult: This weapon is nearly identical to the light catapult, but can fire heavier missiles and has a longer range.

Trebuchet (Figure 2)

Somewhat similar to the catapult, a trebuchet is a huge wooden bar with a sling at one end, mounted on a wooden frame in seesaw fashion. Instead of using ropes and tension to propel it, the bar is mounted on a pivot so that part of the bar projects towards the target. A large basket or net is hung from this end and is filled with weights. Ropes are used to pull the long sling arm down and hold it for loading.

When released, the weights pull the short arm downward, and the long arm pivots quickly upward. The sling slows naturally as the weights reach the bottom of the arc and flies open, causing the shot to fly off in a high, arched trajectory. The range of fire is determined by the amount of weight in the basket or net, and by the exact position of the basket on the short arm of the bar.

Direct Fire

A direct fire weapon is a missile weapon that fires directly at a target at high speed, instead of tossing a shot indirectly at relatively low speed. Bows, crossbows, and slings are direct fire weapons. One large direct fire weapon, the ballista (Figure 3), is commonly used in siege warfare.

A ballista is very similar to a normal crossbow, and was actually its forerunner. It is

much larger (often 5 to 10 feet long) and mounted on a platform or wheeled carriage. Only the largest form of ballista (wheeled) is described here for siege use; smaller forms are possible, having proportionately less range and damage. The medieval espringale was about half the size of the ballista given here.

Ballista ammunition resembles a spear, usually with a larger head. It is nearly useless against constructions, but can inflict some damage to equipment. It is designed, as the crossbow, as a weapon for use against creatures.

Hit rolls for a ballista are made as if the device were a fighter of a level equal to its number of crew. No specialists are needed for ballista operation, though some training is required.

Breaching Weapons

A breaching weapon is a device used to create a hole (breach) in a wall or other construction. This can be done by either of two methods: pounding until the wall gives way, or digging a hole through the wall. The weapons used for each of these methods (respectively) are the ram and the bore.

Breaching weapons are only usable in Assaults, and only by the attackers. No specialists are needed to operate breaching weapons, and little or no training is needed for their crews.

Breaching weapons are resistant to fire, taking half damage from it at all times (both when attacked by fire and when burning).

Ram (Figure 4)

A ram is a large, heavy log or similar device, usually with a metal end. This end is repeatedly slammed against a target, such as a door, using brute force to cause damage.

One man is needed for each foot of length when running with a ram to do damage to a target, although a ram can be transported by fewer men. The ram is more commonly used by fastening it securely to stout chains attached to a wheeled gallery shed ceiling or belfry (see Miscellaneous Equipment). The ram is then easily rolled up to and swung against the target. When a ram is used in this manner, only one man is needed for each 2 feet of the ram's length.

Bore (Figure 5)

A bore is similar to a suspended ram in some respects, being a long and heavy log-like device hung from chains. Its metal tip is similar to a corkscrew. Unlike the ram, it

rests within a cradle of chains rather than being firmly attached, so it can be freely rotated. Ropes are wrapped tightly around it, and pulled alternately from each side by two crews of four men each. The direction of the bore's rotation alternates. Two additional men are needed to hold the bore firmly against the target structure.

Miscellaneous Siege Equipment

The two basic types of miscellaneous siege equipment are (1) equipment used only in Assaults, and (2) equipment useful for both Assaulting and Harassing. Miscellaneous equipment is useful only to attackers, not to defenders.

Assault Equipment

Belfry (Figure 6)

A belfry (or siege tower) is a protected stairway. The standard belfry is a 30-foot tall building on wheels, made of a stout wood frame with thin walls. The walls are covered with uncured or wet animal hides and blankets to minimize fire damage. The interior of the building contains a well-built stairway. One or two doors lead into the building at the base. A drawbridge near the top of the belfry is controlled from inside. A final set of steps leads to the roof of the belfry, with access protected by a trap door, barred on the inside.

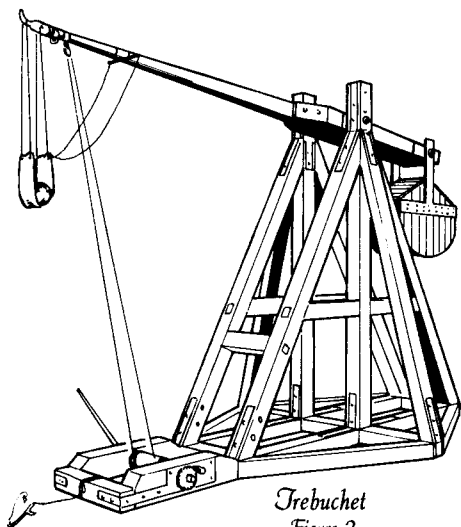
In use, the belfry is pushed or pulled up to a wall; then troops enter the doors and climb the stairway. When ready, they lower the drawbridge so that it gives access to the top of the wall, and charge across to melee. Some troops may take position atop the belfry, adding missile fire to the melee atop the wall.

If a belfry is subjected to fire attack, it takes full initial fire damage but might not be set afire (half the original chance).

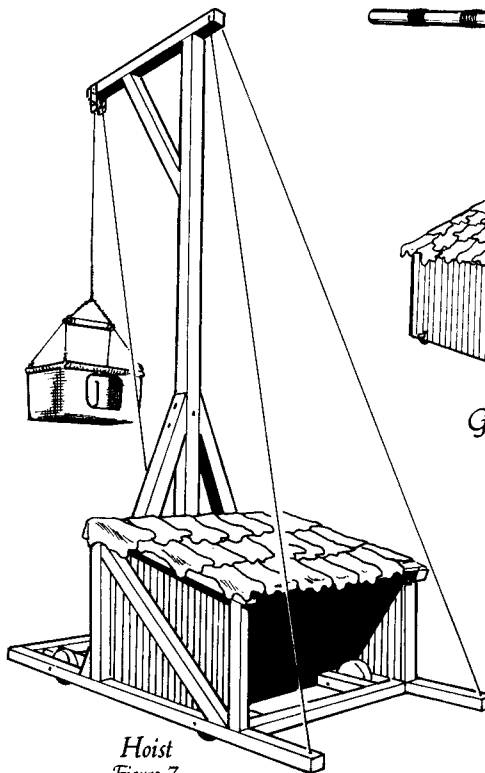
Hoist (Figure 7)

A hoist is a machine used to lift small numbers of troops over or to the top of a wall or other obstruction. It consists of a light frame, similar to a belfry's, with a long beam projecting from the top, and a pulley on the beam. A large basket, capable of carrying up to four men, is raised by ropes through the pulley and connected to a winch. The rate of ascent varies by the number of crewmen operating the hoist and by the number of troops raised in the basket.

A hoist is normally used to raise well-armed or higher-level troops to a wall (those who can withstand some missile fire before engaging in melee).



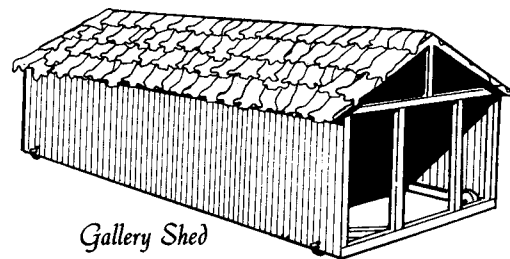
Trebuchet
Figure 2



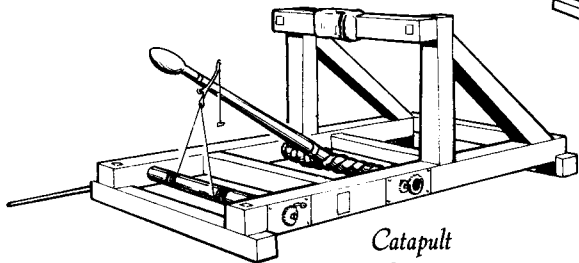
Hoist
Figure 7



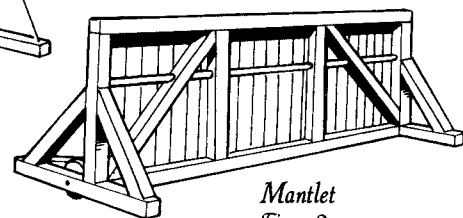
Ram
Figure 4



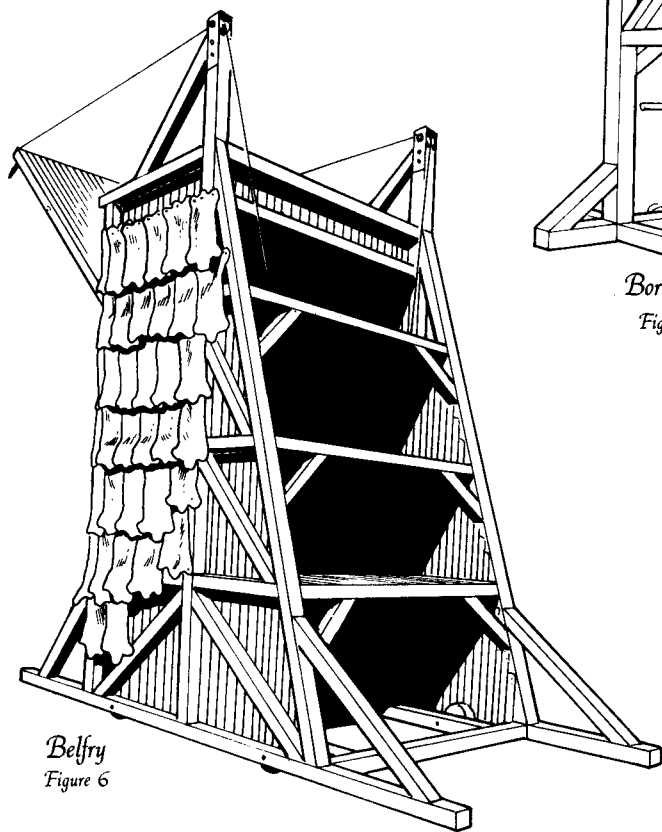
Gallery Shed
Figure 8



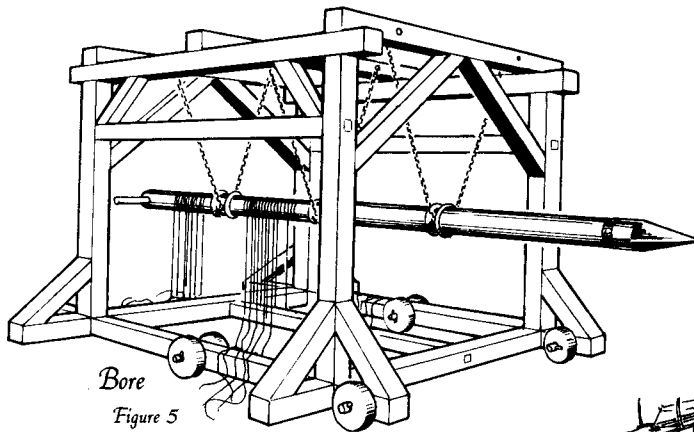
Catapult
Figure 1



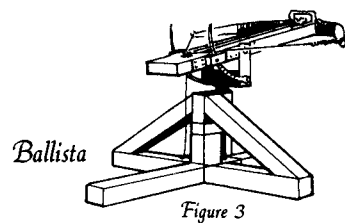
Mantlet
Figure 9a



Belfry
Figure 6



Bore
Figure 5



Ballista
Figure 3

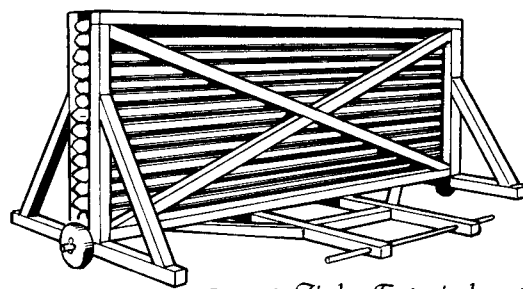


Figure 9b Timber Fort, single section

Siege Equipment

Ladder

The siege ladder is a large, sturdy version of the common ladder. It is most effective when used by surprise or against defenders already occupied by attackers from a belfry or hoist. Used alone, ladders are easily toppled or broken by defenders.

To topple a ladder, multiply the number of defenders (up to four) trying to topple the ladder by four. This is the saving throw number the attacker must roll each round or the ladder is toppled.

Other Equipment

The three items listed below, gallery shed, mantlet, and timber fort, are resistant to fire damage. Each takes half normal damage at all times, both from initial fire damage and from continued burning.

Gallery shed (Figure 8)

This protective device is a wooden building with a light frame construction. It has side walls but not end walls. The roof is normally covered with animal hides or wet blankets to minimize fire damage. The standard gallery shed is 20 feet long, 10 feet wide, and 10 feet tall. It can be carried by 20 men, and gives a -12 bonus to the Armor Class of those within it.

A gallery shed is most often used along with a ram or bore, which is suspended by chains from the ceiling of the shed before advancing on the enemy. It is also used by miners.

Mantlet (Figure 9a)

A mantlet is a wooden wall, built with wheels for easy movement. The standard mantlet is 8 feet long and 4 feet high, and can shield up to five men. Those protected by the mantlet gain a -4 bonus to Armor Class.

Mantlets are often used by troops who are pushing a belfry up to a wall, and by those operating or waiting for use of a hoist. They are also useful to troops who are Harassing.

Timber fort (Figure 9b)

A timber fort is a heavy wooden wall, built in sections. It is movable only with difficulty. Each section of the wall is 8 feet long and 4 or 5 feet high. Those protected by a timber fort gain a -8 bonus to Armor Class.

Timber forts are commonly used by attackers Harassing near the fortification.

Structural Damage

The damage ranges given for creatures, siege weapons, and magical effects are for

attacks against creatures. Siege weapons and buildings, however, are more resistant to damage. The following formulas are used to determine how much damage is caused when different structures are attacked. The categories of targets are defined as follows:

Creature includes all living and undead monsters, as well as characters. Use normal damage ranges.

Wooden structure includes all siege equipment, wooden sailing vessels, wagons, huts, and wooden parts of stone constructions.

Stone construction includes walls, buildings, and other structures made mostly of stone, and includes natural cover such as stony bluffs and hills.

Equipment and structures do not get a saving throw against special attacks.

Creature Attacks

Any creature may attack a wooden target, but wooden structures take only half damage from any physical attack. If the creature can eat wood, full damage is inflicted.

Only creatures equal to or larger than an ogre may inflict damage on stone constructions through a physical attack. Stone constructions take only 1 point of damage for every 5 points inflicted, rounding up. If the creature can burrow through stone, full damage is caused. Any creature who cannot burrow through stone and is not using a weapon takes 1-6 points of damage each time it attacks.

Missile attacks are effective against only wooden and stone structures when fired by a siege weapon or thrown by an ogre-size or larger creature.

Special Attacks

Special attacks include natural creature abilities, spells, and magical effects. Special attacks that cause physical damage work like this:

Against wooden structures:

- Half damage normally caused.
- If attack is a spell and no damage range is given (such as *disintegrate*), it causes 5 points per level of the spell.

Against stone constructions:

- Causes 1 point per six-sided die of damage,
- Or (if attack doesn't use d6) causes 1 point per 5 points of maximum possible damage, rounded up.
- If attack is a spell and no damage range is given, it causes 2 points per level of the spell.

Other special effects are defined below.

Acid: This attack causes full damage to wood but only the normal structural damage to stone.

Blackball: Treat this monster as if a *disintegrate* spell.

Constructs: These monsters cause damage at the normal reductions, but do not take any damage when attacking stone structures.

Creeping Doom: See Insect Plague.

Crystallize: This attack weakens both wood and stone structures. All subsequent physical attacks at the weakened point cause twice the normal structural damage, up to a total of 50 points, when the effect ceases.

Dissolve: This spell only works against uncrafted stone and will not affect a castle wall. If cast on the bedrock beneath a wall, there is a 10% chance per spell that a 10-foot wide section of the wall will collapse.

Elemental, Air: This category includes djinni, aerial servants, and invisible stalkers. Attacks from these creatures cause normal structural damage but have no effect on stone.

Elemental, Earth: This category includes kryst and horde creatures. Attacks against wood cause normal structural damage but attacks against stone cause twice the normal structural damage.

Elemental, Flame: This category includes efreeti and helions. Attacks cause normal structural damage as fire, but the fire cannot be extinguished as long as the creature remains within 30 feet of the fire.

Elemental, Water: This category includes hydrax and undines. Attacks against wood cause normal structural damage but attacks against stone cause only 1 point for every 10 points of damage inflicted, rounded up.

Falling: Wooden and stone structures take half normal falling damage.

Fire: Wooden structures can be damaged by fire, but take only 1 point per 6-sided die of damage or per 5 points of maximum possible damage, rounded up. Furthermore, wooden items attacked by fire can be set afire, causing further damage. The chance of being set afire is 5% per point of damage caused by each fire attack. Anything set afire will take 1 point of damage the first round, 3 more points by the end of the the first turn, 6 points the second turn, and 12 points for each turn thereafter, until destroyed. Any creature caught within a burning structure will take damage equal to 1d6 per point of structural damage at the same rate. Any flammable structures next to a structure that has been set afire may also catch fire with a chance of +10% for each turn the first structure burns.

If water or loose earth and workers are available, they may attempt to extinguish the fire. Each turn a fire is fought, the player should roll 1d6 per 10 workers. This is the number of points of structural fire damage extinguished that turn. If the number is greater than the fire damage for that turn, the fire is extinguished. Only 10 people may fight a fire for each 30 feet of structure frontage. Each fire fighter suffers 1 point of damage per point of structural damage caused that turn.

If the fire was caused by treated shot or a dragon, fire fighters can extinguish only half the normal number of points.

Stone will not burn, but wooden parts of stone constructions will burn (roofs, floors, doors, etc.). Fire damage is the same as for wooden structures, but only 10% of the total hit points of a stone building may be burned.

Flood: A flood is a forceful wave of water that crashes against a structure. Damage is subject to the normal structural reductions for physical damage. Damage is equal to 3-24 points per 10 foot height of the wave or depth of the mouth of a broken dam. If the flood is from a lake, it will last for 1 round per 100 square yards of surface area of the lake.

Ice: An ice attack works the same as *crystallize* but lasts for only 1-6 rounds.

Insect Plague: This attack causes full damage to wooden structures but no damage to stone constructions.

Lava: Lava works like fire when attacking both wood and stone but causes twice the amount of damage as fire. Lava causes 1d6 points of damage per square yard.

Lightning: This is treated as a physical attack against wood and stone, with a 5% chance to catch fire per each 2 points of damage.

Magic Weapons: When a magic weapon is used, the magical bonuses should be added only after making the noted reductions for physical structures.

Passwall: This spell has no effect against wood but will cause a breach in a stone structure.

Poison Gas: No effect.

Polymorph Object: There is a 10% chance that the spell will have no effect when cast on a wood or stone structure. *Polymorphing* may create a breach in a stone wall.

Reverse Gravity: Anything lifted by this spell suffers falling damage as if dropped from 20 feet. However, anything fastened or rooted to the ground is not affected.

Shrink: The nightcrawler may shrink something up to 50,000 cn actual weight. There is a 10% chance that the ability will have no effect on wood or stone structures. If affected, the structure shrinks to one-sixth size and functions at one-sixth effect.

Turn wood: This spell causes no damage but moves wooden objects to the extent of its range unless they are fastened down.

Warp wood: This has no effect on wooden siege equipment.

Web: If used on a siege weapon, this spell renders it useless for the duration of the spell.

Wizard Lock: This spell makes a siege weapon unusable for the duration of the spell.

Special Defenses:

Some spells may be cast on wooden and stone structures. Normal effects apply in all cases. In addition, magical walls, *web* and *growth of plants* may be used to close a breach for the duration of the spell.

NPC Siege Specialists

The following non-player characters are necessary for any operation involving siege equipment.

Artillerist (250 gp/level/month)

An artillerist is an NPC trained and experienced in the operation of siege artillery (catapult or trebuchet). One artillerist is needed for each piece of siege artillery. Artillerists have levels of experiences, just as character classes. First-level artillerists (250 gp/month) are relatively common, but second-level (500 gp/month) and more experienced artillerists are rare. Their levels increase at the same rate as fighters, but artillerists gain 50-100 XP per day of bombardment. They cannot gain XP in any other way (such as from treasure or monsters defeated).

Calculating shots fired: The approximate number of shots per week in a siege varies by the number of crew, size of the artillery, and available ammunition. The following formula may be used for a good approximation. Multiply the rate of attack (as a fraction: shots/rounds) by 10,000. The result is the number of shots per week. For example, a light catapult with full crew fires once every five rounds, so its rate of attack fraction is 1/5, and its number of shots per week is 2,000. This assumes normal operation for nine hours a day at half the maximum rate of fire.

Siege Engineer (1,000 gp/month)
A siege engineer designs siege equipment and assists the commander in their tactical use. A siege engineer must be employed if any special siege equipment (not including ladder or timber fort) is used. One siege engineer is needed for each 5 pieces of large equipment used. Large equipment includes all mantlets, belfrys and hoists, but not artillery. Engineers may supervise troops used as miners. One engineer is needed per excavation. In one day, one miner can dig out 20 cubic feet of hard rock, 40 cubic feet of soft rock, or 60 cubic feet of hard-packed earth. Up to 10 miners can work in one excavation.

Siege Engineer (1,000 gp/month)

A siege engineer designs siege equipment and assists the commander in their tactical use. A siege engineer must be employed if any special siege equipment (not including ladder or timber fort) is used. One siege engineer is needed for each 5 pieces of large equipment used. Large equipment includes all mantlets, belfrys and hoists, but not artillery.

Engineers may supervise troops used as miners. One engineer is needed per excavation. In one day, one miner can dig out 20 cubic feet of hard rock, 40 cubic feet of soft rock, or 60 cubic feet of hard-packed earth. Up to 10 miners can work in one excavation.

Abbreviations

Cost	gp value per length or height	A	Assault		
Size	Always given as height x width x length. This is a standard size; larger or smaller smaller equipment may be made by using a fraction of the height to determine additional cost.	AC	Armor Class		which some weapons can be fired due to the arc of fire is also given.
		AC +	Armor Class bonus gained by troops sheltered by the item	Damage	The amount of damage inflicted on creatures.
		H	Harass	Fire	
		HP	Equipment hit points	Rate	How fast the weapon can be fired, given as fire per round.
Enc	Encumbrance. The first number is for items carried; the second number is for items equipped with wheels and towed.	Crew	Number in a full crew	BR +	BR bonus for use with War Machine.
		Range	short (+ 1), medium, and long (-1) ranges. The minimum range at		

Siege Equipment

SIEGE WEAPONS

TYPE	COST	ENC.	AC	FULL		RANGE	DAMAGE	FIRE RATE	BR +	AMMO COST/WK.
				HP	CREW					
Ballista	75gp	6,000cn†	4	9	4	100/200/300 (Min:NA)	d10 + 6	1per2	+ 2	2,000
Catapult, Light	150gp	12,000cn†	4	18	6	200/250/300 (Min:150)	d8 + 8	1per5	+ 4	4,000
Catapult, Heavy	250gp	18,000cn†	0	27	8	250/325/400 (Min:175)	d10 + 10	1per6	+ 8	6,000
Trebuchet	400gp	24,000cn†	0	36	12	250/400/500 (Min:100)	d12 + 13	1per6	+ 12	8,000
Bore	150gp	3,000cn	-4	50	10	----	d6 + 14	1per2	+ 4	----
Ram (10')	100gp	3,000cn	-4	50	10	----	d6 + 8	1per2	+ 4	----

These weapons require a crew of at least one-quarter to be usable. If a crew is less than full, but greater than or equal to half the number: Ammo Cost, BR + and Rate of Fire are half normal. If a crew is reduced below half but not below one-fourth: Ammo cost, BR + and the Rate of Fire are divided by 4. Fractions are always rounded down.

MISCELLANEOUS SIEGE EQUIPMENT

TYPE	COST	STANDARD		ENC.†	AC	AC +	HP	WAR MACHINE	
		SIZE						BR +	
Belfry (A only)	25gp/ft height	30' tall		250,000cn†	0	-8	75	+ 10**	
Gallery Shed (A only)	15gp/ft length	10' × 10' × 20'		8,000cn†	4	-12	40	Doubles values of bore or ram	
Hoist* (A only)	5gp/ft height	30' tall		12,000cn†	4	0	15	+ 4** (+ 2 with Belfry)	
Ladder (A only)	1gp/10 ft height	30' tall		900cn	4	0	3	+ 2** (+ 2 with Belfry)	
Mantlet (A/H)	2gp/ft length	8' long		4,800cn†	0	-4	16	+ 2# (A) + 3# (H)	
Timber Fort (A/H)	4gp/ft length	8' long		7,200cn†	0	-8	32	+ 4# (A) + 6# (H)	

* The hoist's usefulness depends on the number of crew used. One man can be lifted 10 feet per round per crewman used. Up to six crewmen may be used to operate a device. For every additional man lifted, to a maximum of four men, subtract 10 feet per round.

** All bonuses require that there be 1 piece per 1,000 men in the force.

All bonuses require that there be 1 piece per 100 men in the force.

(Greater numbers can multiply the BR bonus up to 5 × maximum.)

† These pieces of equipment may have wheels attached and be towed. Towing encumbrance = 1/12 Enc.

FORTIFICATIONS

TYPE	COST	SIZE	AC	HP	WAR MACHINE	
					BR +	
Barbican	37,000gp	Two towers (30' × 20') + gatehouse, gate & drawbridge	-4(6)	700	+ 14	
Battlement	500gp	Crenellated parapet (100' long)	-4(6)	50	+ 1	
Building, Wood	1,500gp	Two-story (120' of walls, doors, stairs, floors & roof)	-4(6)	40	+ 2	
Building, Stone	3,000gp	Two-story (120' of wall, doors, stairs & roof of wood)	-4(6)	60	+ 6	
Door, Iron or Stone	100gp	Reinforced & barred (7' × 5')	-10(2)	35	----	
Drawbridge	250gp	Wooden reinforced (10' × 20')	-4(8)	50	----	
Gate, Wooden	1,000gp	Reinforced & barred (10' × 20')	-8(2)	100	----	
Gatehouse	6,500gp	Stone (20' × 20' × 30') includes gate & portcullis)	-4(6)	550*	+ 11	
Keep, Square	75,000gp	Stone (80' × 60' × 60')	-4(6)	2,500	+ 50	
Moat	400gp	Earthen ditch (10' × 20' × 100')	----	----	+ 16	
		double if filled w/water or mud	----	----	+ 32	
Tower, Bastion	9,000gp	Stone, half-round (30' × 30')	-4(6)	300	+ 6	
Tower, Round I	30,000gp	Wide tower, stone (30' × 30')	-4(6)	350	+ 7	
Tower, Round II	15,000gp	Narrow tower, stone (30' × 20')	-4(6)	250	+ 5	
Wall, Castle	5,000gp	Stone (20' × 5' × 100') with battlements & stairs up	-4(6)	500	+ 10	
		(BR + = + 1/per 10' section)				
(Breach in Wall)	----	(Attacker gains + 1BR/10 ft breach)				
Wall, Wood	1,000	Wooden Stockade (20' × 5' × 100') with walk & stairs	-4(6)	300	+ 5	
		(BR + = + 1 per 20' section)				
Window	10gp	Open or barred (3' × 1')	-12(0)	----	----	

* These hit points can be divided into the components of this fortification.

Expanded War Machine Rules for Assaults on Fortifications

Before starting, each player should have detailed information on the following subjects:

The *War Machine* system (D&D® *Companion Set* Book 2, pages 12-17)

The troops involved (including leaders, normal equipment, and other details needed for the *War Machine*)

The defenders' fortification (including thickness and length of walls, height of other constructions, etc.)

The siege equipment used by both sides, and the number of crewmen operating each, as applicable

The exact monthly cost of mercenary troops hired to fight with the force

The exact levels of all clerics in or with the force

The exact number of full rations available (see *Sustenance*, below)

Available Options

Attacker's Siege Options

1. *Depart*: The attacking forces leave the battle completely. No further combat occurs.

2. *Bombard*: The attackers maintain a position distant from the fortification but within range of the smallest Artillery used. Artillery and ballista fire are the only possible forms of combat.

3. *Harass*: The attacking force encamps near the fortification. Some siege equipment may be used, but not all (see *Siege Preparations*).

4. *Assault*: The attacking force uses all available siege equipment and attacks forcefully, trying to penetrate the fortification. The attacking force gains a bonus of +5% (not merely +5) to its BR, but the defenders' casualties are decreased by 5% (effects identical to the standard tactics). The combat turn is otherwise run normally.

Defender's Siege Options

The defender may at any time choose to leave the fortress to make an Assault. If an avenue of escape exists, the defenders may choose to Depart. If they remain within the fortification, the defenders Harass. Defenders may not Bombard.

If the defenders make an Assault, they lose all fortification bonuses but may choose the time of attack (day or night) and gain a +10% (not +10) bonus to their BR (rounded up), which represents a degree of surprise. Combat is otherwise run normally, using the Combat Results Table (not apply-

ing siege modifications). Standard modification for normal tactics are used, but the (former) attacker may choose a new tactic and is not bound by the siege tactic currently being used. (The number of defenders is no longer multiplied by 4.)

If the fortification has a secret exit (possibly underground), the defenders may depart unnoticed. If 10% of the defending force is left to maintain the appearance of strength, the departure of the main force may remain undiscovered for some time, varying by the attacker's current tactic. If the attackers are Harassing, the departure becomes apparent one to four hours after dawn. If the attackers are Bombarding, the departure will not be noticed. If the attackers are Assaulting, the departure is discovered after one siege turn. The defenders' smaller force may, however, be detected by special squads (see below).

If the defenders' fortification is not surrounded, the defending forces may Depart by normal means. If this takes place visibly and during daylight, the attackers gain immediate knowledge and may attack according to normal *War Machine* rules. If the departure takes place under cover of darkness or *invisibility*, the defenders may move up to one full terrain unit away from the attackers.

If the defenders depart, the attackers may pursue, occupy the fortification, or do both (by splitting their force). Artillery cannot be moved fast enough to pursue a fleeing force.

Siege Preparations

1. **Find costs for each side:** Three separate costs may be involved: payroll, food and water supplies (*sustenance*), and ammunition. All costs must be calculated per siege turn, a time unit of one week. Review the detailed notes given for each topic at the end of this section. Each player notes the amount of each (cash, rations, and ammunition) present at the start of the siege.

2. **Find BFR, Troop Class, and BR for each force:** Each player privately calculates these details, using the standard *War Machine* rules. (See the D&D® *Companion Set* Book 2, pages 12-17, for procedures.)

3. **List and compare siege details:** The defending player makes a list of the walls, buildings, moat, and other parts of his fortification, plus all unconcealed siege weapons in use. The attacker lists all the unconcealed siege equipment of the attacking force. (See *Concealed Information*, below, for further details.) The lists should not include BR values. When finished, the lists are traded, and both players may make notes if desired. At

the DM's option, reinforcements may arrive later to aid either the defenders or attackers. The player receiving reinforcements should make a secondary list and re-compute costs, BFR, Troop Class, and BR bonuses.

4. **Calculate total BR bonuses:** Both players take back their own lists and privately note the BR bonuses for each item (also correcting any false details allowed and adding concealed equipment). The BR bonuses for most siege weapons vary by the number of crew per weapon. The exact number of crew per machine should be noted, along with the BR bonus, to avoid errors.

5a. **Defender finds total BR score and siege weapon bonuses:** The defending player adds the total defense bonus to the original BR score of the force to find the total modified BR. (The score is not revealed at this time.) Additional bonuses for siege weapons will vary by the tactics used by the attacker, but may be calculated at this time as follows:

Attacker Bombards: Add all the bonuses for artillery (catapult and trebuchet), plus half the bonuses for ballistas.

Attacker Harasses: Add double the bonuses for artillery, and add the full bonuses for ballistas.

Attacker Assaults: Ignore artillery and add double the bonus for ballistas.

5b. **Attacker calculates BR bonus for each tactic:** The attacking player privately calculates the siege equipment bonuses which will apply to each tactic chosen, as follows:

Bombard: All artillery bonuses apply, plus half the ballista bonuses.

Harass: Bonuses for ballista, timber fort, and mantlet apply. Some or all artillery bonus may apply, if the attacker decides to use artillery despite possible casualties to the crew.

Assault: All miscellaneous equipment bonuses apply, plus double ballista bonuses. Artillery bonuses may apply, if the attacker decides to use artillery despite the possible casualties.

The Siege Machine

Resolving Siege Combat

1. **Deduct costs for the battle week:** Ignore this step for the first battle of the siege. Apply it to the second and subsequent battle rolls. If the defending force chooses to Harass, siege combat continues unless the attacker Departs. Each player deducts costs for the turn as follows:

a. **Payments:** Cash payments to mercenary troops (one week's payroll) are deducted from each side's total money.

b. **Sustenance:** Each side deducts one week's food and water from its current stores for all troops not fed by cleric spells.

c. **Ammunition:** Each side deducts one week's amount of ammunition from each siege weapon's total. Both sides may add ammunition gained by gathering (see Siege Accounting: Ammunition).

d. **Dominion Costs:** If the end of a month occurs at the end of a battle week, each side makes appropriate adjustments to their dominion treasuries, deducting normal costs and adding normal income. However, a ruler under siege cannot receive dominion income. If a secondary ruler has been previously designated, the dominion accounting continues normally.

2. **Modify BR for field of battle:** The battle modifications for troop ratio, morale, environment, immunities, and fatigue should be done openly (but without revealing the starting BR). Some bonuses for terrain also apply (but see Terrain, below). Remember that when calculating the troop ratio, the number of troops defending a fortification is multiplied by four. Fatigue automatically lasts for one week instead of 1-4 days.

For battles involving highly unequal odds, the Troop Ratio Table in *War Machine* (D&D® *Companion Set* Book Two, page 14) is inadequate. Replace the last line of the table (" + 100 if 8 to 1 or greater") with the following:

- + 100 if 8, 9, or 10 to 1
- + 110 if 11-15 to 1
- + 120 if 16-20 to 1
- + 130 if 21-30 to 1
- + 140 if 31-40 to 1
- + 150 if 41-50 to 1
- + 160 if 51-60 to 1, etc.

Terrain: In the *War Machine* (D&D® *Companion Set* Book 2, page 14, some terrain bonuses apply to the defender only. Ignore the following normal bonuses; they are replaced by the more detailed defense bonuses for the fortification, as calculated in the Preparations: defending in place, de-

fending behind a wall, force is in stronghold.

3. **Choose tactics:** Each player chooses one siege tactic (as detailed in #5 below). Possible tactics are Depart, Bombard, Harass, and Assault. Though optional in the *War Machine*, tactics are required for the *Siege Machine*. Defenders may not Bombard.

4. **Reveal tactics and modify BR for siege equipment:** The tactic used by the attacker is revealed first. If the Bombard tactic is used, the defender's tactic is not revealed and he uses the Bombard bonuses only. Each player finds the BR bonus which applies (based on the tactics used) and adds the bonus to the BR of the force.

5. **Find and apply results:** The details for this procedure vary by the attacker's tactic, as follows.

Bombard: The attacking player adds the BR bonus gained for artillery and ballista. He then rolls d10 to determine casualties inflicted on the defending forces. The resulting roll is read as a percentage (10%, 20%, 30%, etc.) of the BR rating equalling the Hit Dice of casualties inflicted on the defenders. The defender follows the same procedure, but rolls 2d10.

For example, the attacker has 85 BR points of artillery and the defender has 40. The attacker rolls a 5, causing 42½ Hit Dice of casualties (50% of 85). The defender rolls an 11, causing 44 Hit Dice of casualties (110% of 40).

Harass: Each player rolls d%, and adds the result to the BR of the force. The player with the higher total wins this round of the siege. Subtract the lower total from the higher, and refer to the Combat Results Table (D&D® *Companion Set* Book 2, page 15) to find the resulting casualties and fatigue. (Up to this point, the procedure is identical to that of the *War Machine*.) Modify the results as follows:

a. All casualties are only one-tenth of normal (drop the last zero in all cases).

b. Both attackers and defenders ignore location changes; a Rout or "—" result for Fatigue is treated as "S".

c. Defender casualties are half the final percent. If artillery is used, calculate casualties as for Bombard.

Assault: The procedure used for Assault is identical to that for Harass, but with the following modifications:

a. Casualties are half of normal.

b. A Rout or "—" result indicates that the losers are driven back. If the defenders lose, they are driven out of the fortification. If the attackers lose, they are forced back to a Bombarding position.

c. Defender casualties are half the final per-

cent. If artillery is used, follow the Bombard procedure.

Casualties

Casualties resulting from Harass or Assault tactics are applied normally. Casualties from artillery Bombardment are determined separately, as explained above under Bombard.

The casualties from the attacker's artillery may affect both sides, depending on the tactics used by the attacker:

Bombard	100% defenders	0% attackers
Harass	80% defenders	20% attackers
Assault	60% defenders	40% attackers

Divide the total Hit Dice of casualties by the average Hit Dice of the lowest level troops; the result is the actual number of casualties. As with normal casualties, consider half of them as dead and the other half as wounded. If the division is not even, do not round off; consider the fraction as one wounded casualty.

The exact troops to which casualties are applied may be designated for more realism, but this is not required. Special Note: If artillery is used in a *War Machine* battle involving no fortifications, double the number of casualties, and apply 100% to the enemy troops.

Other Details

Concealed and False Information

In step 3 of Siege Preparations, players make lists and compare siege details. Both players may conceal or exaggerate certain details.

Fortification details: The thickness and height of walls, towers, and bellies must be noted, but each player may claim a height or width up to 5 feet different from the actual amount.

Visible equipment: The attacker must reveal the exact and correct number of pieces of visible siege equipment used at the start of the battle. However, more equipment may be brought in later or may be concealed by large structures. The existence of such secret weapons is revealed as soon as they are used, when their bonuses to combat are applied.

Invisible Equipment: *Invisibility* used by either side counts towards concealing weapons only if the enemy has no method of detecting invisible objects. If the enemy spots a team of mules pulling invisible siege equipment but cannot detect invisible, the attacker may identify the invisible siege weapon incorrectly.

Siege Accounting and Costs

Ammunition: The missiles used by catapults, trebuchets, and ballistas must be accounted for in siege situations. Ammunition may be the largest single cost of the siege.

Before the battle, each player notes the amount of ammunition available for each siege weapon. The weekly costs are given for each such weapon in the equipment details. Costs should be recorded so that one unit equals a week's worth of ammunition. Note that the costs are subtracted from a dominion treasury and may be considered part cash, part services.

In step 1 of each battle week, both players deduct ammunition to be used in the following turn (week), subtracting 1 (one week's worth) from the total for each siege weapon. Each player then adds a number to reflect ammunition gathered.

Ballista ammunition may never be gathered or reused; all missed shots are broken and unusable.

Artillery ammunition may be gathered and reused by each side. The details vary for each side, as follows.

The defending force can only gather a small amount of spent ammunition. The attacker must first reveal the total number of artillery pieces that fired in the previous week. The defender divides that total by 4; the result is the number of weeks of ammunition that the defenders can gather.

The defenders may also choose to destroy stone buildings and use the stone for ammunition. This may be done quickly by few men. Each stone building yields a number of units (weeks' worth) of ammunition equal to its BR value. However, the BR bonus for the building must be immediately deducted from the defender's original total.

The attacking force can gather a much larger amount of spent artillery ammunition. Ammunition can only be collected from artillery used in the previous week. The amount varies by the tactic used in the current week:
Bombard: Three-quarters of the weapons fired.

Harass: One-half of the weapons fired

Assault: One-fourth of the weapons fired

These figures assume that all available troops are employed in gathering ammunition. Troops so employed do not rest enough to offset fatigue, but do not suffer additional fatigue. If a commander allows the troops to rest to offset fatigue, the amount of ammunition gathered is half as much.

If a missile weapon runs out of ammunition, it gives no further BR bonuses. If a weapon is left unused to save ammunition, its

BR bonus is not counted for that week.

Artillery shot can be used in any piece of artillery. For conversion, consider 6 units of light catapult ammunition as equal to 5 units of heavy catapult ammunition, or 4 units of trebuchet ammunition.

Payroll: The standard mercenary payroll (*D&D® Expert Rulebook*, page 24) is given in cost per month. Divide the total payroll by four to find the cost per week.

To be used for payroll, cash must be either kept at the siege site or delivered at regular intervals (either procedure requiring guards). Cash must be in a physical form suitable for individual payments; mercenaries cannot be expected to make change. Mercenaries may be given large sums as payment in advance of services, but this practice encourages desertion and often causes a drop in morale (due to gambling, theft, accidental loss, etc.).

Sustenance: A standard ration (5 gp) serves one person for one week, but spoils if kept longer than a week. An iron ration (15 gp) also serves one person for a week, but spoils only if kept for 8 weeks. One week's food and water for one person is called a full ration.

The limiting factor for cleric assistance is the 5th-level *create food* spell. Much more water than food can be produced, by the 4th-level *create water* spell. The following chart gives the number of men fed by one *create food* spell (the Men per Spell column) and the total number of men a cleric can sustain if all available spells are used to do so (the Max Men column). The cleric must provide food daily; none can be stored as the *created* food spoils within 24 hours.

CLERIC SUSTENANCE TABLE

Lvl of Cleric	Men/ spell	Max Men	Lvl of Cleric	Men/ spell	Max Men
10	36	36	24	540	2700
11	72	144	25	576	2880
12	108	216	26	612	3672
13	144	288	27	648	3888
14	180	540	28	684	4788
15	216	648	29	720	5040
16	252	1008	30	756	5292
17	288	1152	31	792	6336
18	324	1296	32	828	6624
19	360	1440	33	864	6912
20	396	1584	34	900	7200
21	432	2160	35	936	8424
22	468	2340	36	972	8748
23	504	2520			

Some forces have insufficient numbers or levels of clerics to sustain them, and some have no clerics at all. Anyone not receiving full rations becomes fatigued: moderate fatigue after one week of less than proper feeding, serious fatigue after another week, becoming weak (losing 50% of BR) after a third week. Morale drops 2 points for each week of less than normal feeding. Troops not fed at all will desert or rebel after only 1-3 days of such treatment.

Horses and other mounts of similar size require double normal (human) rations for survival. Underfeeding brings the same penalties as for troops; if not fed, the mounts may flee, attack their owners, or simply weaken and die (in 4-9 days).

Foraging and hunting are virtually useless for armies. Any force of 100 or more troops can quickly gather every available food source in an area in only a day, providing food for one week at most, and often less.

In step 1 of each week of siege combat, both players deduct the full rations to be used in the coming week. If less than full rations are issued, fatigue and morale changes are applied immediately. Rations are not deducted for troops supplied by clerics.

The Siege Machine

Special Squads

Either side may use special squads, which are groups of specialists with exceptional skills who work toward designated purposes. Typical purposes are *reconnaissance* (gathering information about the enemy), *demolition* (attempting to destroy one or more designated pieces of equipment), and *commando* (attempting to capture or destroy one or more persons valuable to the enemy).

Special squads usually involve magic. A reconnaissance squad might include persons able to fly invisibly, observing enemy forces at close range, and/or thieves who are able to sneak quietly. A demolition squad is usually formed to destroy siege weapons or a belfry. A commando squad is often formed to remove or capture enemy leaders or magic-users.

Special squads must be created and defined before the start of the siege. Their existence should not be revealed to the opposing player. The members of any special squad must be PCs or NPCs. *War Machine* procedures are not applied.

Special squads operate between siege battle weeks. Their activities are played using normal game rules. If the DM is also one of the players in the siege battle, he or she may run the adventure, but should take great care to keep DM knowledge and NPC knowledge separate. Whenever doubt exists, results should be decided in the player's favor.

A typical group of adventurers may become a special squad for a siege. This is an ideal way to play a normal D&D game within the siege system.

The results of a special squad's mission are applied immediately, before the next siege battle. For example, actions by a special squad that result in the loss of several siege weapons, leaders, clerics, etc., may require the recalculation of any or all combat details (from troop BR onwards).

Equipment Construction

Siege equipment can be constructed at the site of the siege. Each piece of equipment must be constructed under the supervision of a siege engineer. An artilleryist is also needed for any artillery under construction. One siege engineer can supervise up to four constructions at one time. One artilleryist can supervise only two constructions at once.

To construct equipment, hardware (metal materials and tools) must be brought to the siege site. The cost of hardware is 10% of the listed cost of the piece of equipment.

Wood must be in plentiful supply at or near

the siege site. If a forest resource is within 5 miles, 10 men can gather enough wood in one day to make 5 hp of equipment. If the wood is 5-10 miles away, double the time; if 10-15 miles away, triple the time; if 15-20 miles away, quadruple the time needed.

Nearby wooden buildings can be a source of some usable wood. Five feet of building wall can be converted into 1 hit point of equipment. (This assumes the use of rafters and beams as well as the walls themselves.) Stone buildings (with wooden roofs) can also yield usable beams, but only 5 hit points of equipment per standard stone building.

Once materials are at hand, any supervised but untrained person can construct 1/2 hit point of equipment per day. The maximum number of workers that may be used is equal to half the hit points of the finished equipment. For example, if six men work on a light catapult under proper supervision, they will finish 3 hp per day, taking six days to complete an 18 hp catapult. No more than nine men can work on it at once.

Ballista ammunition cannot be built in the field except by an armorer.

Post-Siege Adjustments

Determining Damage to Fortifications:

If siege missiles are used during a siege, fortifications suffer a certain amount of damage. To determine the state of the walls, towers, and other parts of the fortification, make a damage roll for each attacker siege weapon in use at the end of the siege (example: 1d8 + 8 for light catapult). Add all of these damage rolls together. Multiply the result by the number of weeks that the siege lasted. The defender then rolls d% and subtracts the result from the attacker's total. The result is the number of hit points of damage to the fortification.

If the total damage exceeds the original hit points, the fortification is completely reduced to rubble. Otherwise, first apply damage to 75% of the walls' hit points, and (if any damage needs further accounting) to the following structures, in the order given. Deduct 20% of each structure's original hit points each time. If further damage needs accounting, apply 20% more damage to the walls and each item on the following list, in order, going through the list as many times as necessary:

- gatehouses, gates, and drawbridges
- normal buildings
- towers
- barbicans
- keeps

Attacks Against a Part of a Fortification: If an attacker wishes to concentrate the assault against a small portion of a fortified position, apply the following conditions:

1. The attacker can use no more than 300 troops and four siege engines per 100 feet of attack frontage.
2. The defender gets the full BR benefit from the section of the fortification under attack. He also gets the full BR benefit for any towers with 200 feet of the area under attack. The defender then adds in one-quarter of the BR benefit for the remaining parts of the fortification.

We had so much detail to fit into Book Two (which has twice the number of pages as this book) that no room remains for my comments. The following notes to the DM are not secret, so players can feel free to continue reading.

The three main sections of the DM's book are Monsters, Artifacts, and Procedures. I hope I've included monsters enough to challenge your players and keep them guessing. Artifacts are unique magic items, their designs based on ancient myth and legend. Master-level adventures may involve quests for such items.

The Procedures section contains everything the DM needs to know to run Master-level adventures. The rules listed there (and throughout this set) supercede any different rules in earlier sets. But remember, you need all four sets to have complete information. Each set offers much for both DMs and players.

Dungeon adventures were the meat of Basic-level play. As the characters in your campaign grew in power, their fame and fortunes grew. Now they have reached the peak of their professions. They hold land, rule, and train followers. No longer homeless wanderers, Master-level characters require great adventures and the promise of great reward to lure them. Rarely will anything less than an epic quest, a confrontation with Immortals, the threat of war, or the search for an ancient Artifact mobilize these high-level characters.

No set of rules, however complete, can give you all the information you need in

a role-playing game. You know by now that additional reading can provide inspiration for your games. Historical and mythological research is suggested in several sections of this set. The combat and weapon details herein merely hint at the designs and uses of medieval weapons. The powerful Artifacts are all based firmly in ancient lore of many lands. Read further on the topics that interest you. It matters not whether you prefer fact to fancy, or modern to ancient themes. I started reading science fiction, myself, and shifted to fantasy. Ideas abound in works of all kinds and times. Using the bits gleaned from your reading, develop a campaign precisely suited to your taste and to that of your players.

Above all, keep in touch with your players. Discuss the game regularly to stay aware of their likes and dislikes. Most problems can be avoided or solved through simple discussion. The game encourages creativity for all, especially players. Listen to their ideas; it's their campaign, too.

As characters set forth on these final tasks of their mortal lives, you, as DM, control the great and powerful forces around them. As the neutral arbiter of all game details, encourage your characters' success even as you deploy their opposition. The tides of history can be turned by the actions of a single man; be ready for the assault.

And have fun!

Frank Mentzer
Spring 1985

Index for MASTER PLAYERS' BOOK

A

Armor, new	15
horse (barding)	15
Artillerist	27
Artillery	23
Ammunition	23

B

Ballista	24
Barding (horse armor)	15
Belfry	24
Blackjack	17
Blowgun	18
Bola	17
Bore	24

C

Catapult	24
Cleric	3
Spells	3
Club	17
Cover	17
Crossbow	18

D

Despair Effect	17
Druid	4
Spells	4
Dwarf	12

E

Elf	12
Engineer, siege	27

F

Fighter	6
Fighting Withdrawal	17
Fort, timber	26

G

Gallery shed	26
--------------------	----

H

Halfling	12
Hammer, throwing	17
Hit Roll Chart	14
Hoist	24
Holy Water	19

L

Ladder	26
Lance	17

M

Magic-User	6
Spells	6
Mantlet	26

N

Net	18
NPC Specialists	27

P

Pole Arms	18
-----------------	----

R

Ram	24
Retreat	17

S

Siege	23
Creature Attacks	26
Equipment, miscellaneous	24
Table	28
Fire	26
Fortifications	23
Table	28
Special Attacks	26
Specialists	27
Structural Damage	26,32
Terms, tactical	23
Weapons, siege	23
Table	28
Siege Machine	29
Attacker/Defender Options	29
Casualties	30
Constructing Siege Weapons	32
Costs	31
Limited Attacks	32
Preparations	29
Resolving Sieges	30
Special Squads	32
Structural Damage	26,32
Siege Weapons	23
Construction	32
Staff	19
Stone, thrown	19
Sword, Bastard	19

T

Thief	11
Training	16
Trebuchet	24
Turning Undead Chart	3

W

Weapon Mastery	15
Fighter option	15
Magic-User option	16
Monsters, weapon-using	15
Retroactive Application	16
Skills and Limits	15
Special Effects Table	22
Weapon Table	21
Weapons, new	17
Hammer, throwing	17
Pole Arms	18
Shield Weapons	18
Siege Weapons	23
Staff	19
Weapons, two	19
Weapon Training	16
Amazement Effect	17
Benefits	16
Success and Failure	16
Time and Cost	16
Whip	19
Wish	10