



**A FEW WORDS
FROM
THE COVER
ARTIST**

I met Dave Hargrave in the late 70s at his shop in Concord, CA, and he saw something in an 18 year old kid's work that compelled him to hire me to do the art for the Arduin Grimoire III: The Runes of Doom. It was a successful collaboration that led to me redoing the covers for the original Arduin book, later the game modules (Caliban and The Howling Tower), and the Arduin Adventure box set. Since that time, I've worked freelance for more than 20 years in the comics industry and animation, and I'm currently drawing a graphic novel for Image Comics. I'm grateful to David Bukata and George De Rosa for giving me the opportunity to reconnect with the world of Arduin more than 30 years later. A special thanks to Jimmie Robinson for his invaluable help, and to my lovely wife, Karen, and her endless patience and support.

GREG ESPINOZA

THE ADVENTURER



I have traveled through the Ebon Gates on the Plateau of Forever, seen the highest peaks of the Misty Mountains, and looked down into the dark swirling mists of The Devils Footprint.

I have delved deep within foul Skull Tower, wintered on the northern border of far Gborfar where the Blue Barbarian Amazons wield their deadly skills and felt the oppressive heat rising from the jungles of Green Hell far to the south.

I have ridden the trails with brave men and craven, mad men and priests; I have known warriors, thieves, mages, treasure seekers, glory hounds, fools, and wise men. I call Deodanths my blood enemies, Dwarves stout hearted, Elves fools, and Centaurs gallant foes. I have seen true honor and nobility in the bug folk called Phraints and courage unheard of from Halfling bakers.

I know the terrors of the Night of the Black Solstice, the fear that grips men when Amazons close to battle screaming like Furies from legend and the sweet thrill of victory when the last foe dies or flees the field.

I've seen the deadly ballet of combat between TIE fighter and Dragon played out with lethal finality over the Mountains of Madness. I've fought in the blood games of Melnibone, traded skins with a Marmachandian merchant and walked the streets of Talismondé side by side with Vampyr and Paladin companions.

I've searched for the Yabander stone, and found the Blood of Sorkebar. And once...once...I saw Stormbringer unsheathed, and lived to tell the tale!

I welcome home those who've been there, and to those who've just begun the trip...Hang on folks; you're in for the ride of your lives!

THE ARDUIN
GRIMOIRE
VOL I

THE ARDUIN
GRIMOIRE
VOL II

ARDUIN
TRILOGY

THE ARDUIN
GRIMOIRE
VOL III

Sample file

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DEDICATIONS

DEDICATION
DEDICATION
SPECIAL DEDICATION

From Arduin Grimoire I
From Arduin Grimoire II
From Arduin Grimoire III



David A. "Dave" Hargrave, c.1986

DEDICATIONS

FEBRUARY 1977

I am deeply indebted to many people, without whom many of the ideas on these pages would have died stillborn. It has been a long, long year of trial and trouble, but made easier by friends both old and new. This supplement is dedicated to them certainly and with heartfelt gratitude, but it is also to those characters that lived, loved, and died in pursuit of loot and glory that my true dedication goes.

Koryu, leader of the forty-seven Ronin; Elric the Hell-Lost; Daniel the True Defender of the Dreaming Isles; Jothar, Champion of the House of the Rising Sun and Baron of the Realm; Kazamon, the Ring Bearer, Hobbitt and changeling; Benk the Benighted; Hamal Assad's Twelfth Lancers; Mithrom, bandit turned demon; Mogadore, the drunken Dwarf; Zorella, Amazon leader of the doomed Hell Raid; Lasuli, Elven and unafraid; Fredrick the Bold, slayer of Smaug and Sauron; Bolo Mark Nine, destroyer of a dungeon and near slayer of an entire world; the Seven Spartans and their never broken shield wall; Talso the grim Mage; all of you are forever graven in the iron legends that will forever follow your steps through Alternity. To you and the shades of near four hundred dead, I lift a tankard of Rumble Tummy's ale in respectful salute.

Without all of you I could never have dreamed my dreams of glory, nor beheld the beauty of the Misty Mountains of Arduin.

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

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

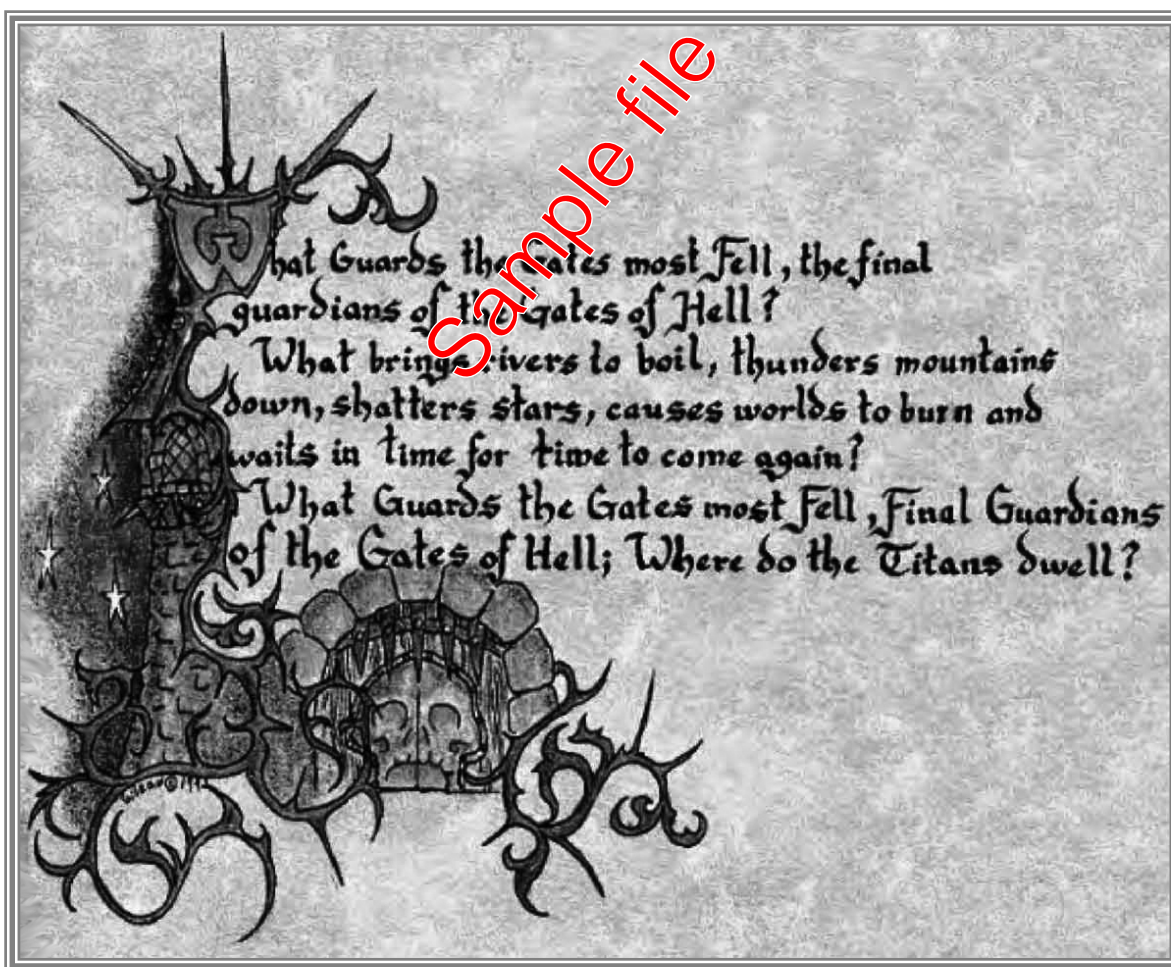
I'd like to thank Michelle McAvoy, the typist, for many long hours of hard and grueling work; Russell Roe for all his long and tedious "gopher" help; and Jim Mathis for having faith, funds, and friendship. To them and several others (yes Theresa, you too!) who also helped in various capacities, I give my heart-felt thanks.

DAVID A. HARGRAVE

A.K.A. ELRIC, BARON AND LORD OF THE HOUSE OF THE DRAGON TOWER

FORWARDS

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FORWARD	From Arduin Grimoire II
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SPECIAL MESSAGE TO FANS OF ARDUIN	From Arduin Grimoire III



FORWARDS

About a year ago, this book first saw the light of day. Since then, a lot of water has passed under the bridge of time. During that time a lot of things both good and bad have happened in the fantasy gaming field. Throughout it all, I have endeavored to maintain the high standard of honesty, truthfulness, and friendliness that I laid down for myself and that you came to expect of me. The high acceptance that my book (and myself personally) have received has shown the wisdom of these standards. I promise to continue on in this way for so long as you, the readers, desire me to. Thank you for a good year, and I hope we will be sharing many more together as friends.

This book is offered in the spirit of sharing, and I hope you will share it with others. For in the sharing of fun and hobbies, the true meaning of friendship most often manifests itself.

This book is solely a product of my imagination, although many friends helped in its painful birthing. Therefore I would like to thank Greg Stafford of the Chaosium, Peter Savoy, and Bill Voorhees who believed enough to put up money when it was needed, and a really hardworking Francesca The Bemused for typing the entire thing in one truly fantastic week. To all of the others, players all, I too give a hearty round of applause, for it was in the play and the testing that the ideas became concrete and real.

Although we have upgraded each printing as best time and finances will allow, this book is still in semi-rough form. All questions regarding this book or any of the other products that I now produce will be answered personally by me, with no middleman or other barrier between myself and you the readers. I am a one-man operation, and I appreciate all constructive criticism as well as compliments.

If any person, organization, company or other entity either singularly or collectively is offended by any part of this book, I apologize for it now; SORRY!!!

The artwork contained within this book is the sole effort of a very talented young man named Erol Otus. Ten years hence, I'll be proud to say "I knew him when..."

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

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

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

OPENING COMMENTS

This, the third and final volume of the Arduin Trilogy, is truly the most information packed of them all. The 100 new spells bring a variety unheard of previously to Mages, Clerics, and other magik using types. The 100 new monsters are all tough, viable in play, and add enormous scope to the DM's monster range. The Greater Demons are intended to provide players with opponents more

terrifying than other publications' "gods", yet does not force them into unplayable "god-killing" situations. Mere mortals simply could not slay Odin or Cthulhu or Set. That is just too unbelievable to play, yet that "style" of play is needed. Thus are Arduin's very own "Named Demons" of terrible and bloody reputation. Use them sparingly and only to guard the most valuable of treasures. Speaking of which, the 37 new treasures in this volume reflect the best (and funniest) Arduin has to offer in a random sampling way. Enjoy!

The 6 new character classes and 5 new character race sketches add more player choice and depth of play. The "bad guys", "good guys", and other such lists help in this respect also, by making "encounter" or "local color" type characters readily available to hard-pressed DMs.

The wild tribes and lists of "dungeon" type areas provide wider scope for DMs to expand their "wilderness" or "overland" areas into, and the "solo determination" series of charts effectively maps out the political and random fate "wilderness" that most DMs are forced to wander through.

The rules additions and changes have all been well thought out, massively researched, and painstakingly play tested over hundreds of hours.

In short, this volume has enough new information and ideas to please even the hardest nosed DMs, no matter how jaded they are!

This book is dedicated to them. The hard-working, maniac-minded souls who make fantasy role-playing games the best damn games in the entire world!

You deserve the best, and I humbly hope this book is just that: *The Best*.

The imaginative and beautifully executed artwork in this volume is due to the efforts of the talented Greg Espinoza (again, except for two late entries by his original artist – Erol Otus).

SPECIAL MESSAGE TO FANS OF ARDUIN

OCTOBER 1978

These three volumes are in themselves a complete and playable game system. They represent four years of hard work, many tears, and hundreds of newfound friends.

The dreams and hopes of my life are poured into these pages, as well as the lifeblood of my soul. This trilogy represents, for me, my mountain, my insurmountable goal. Well I have climbed my mountain, and have seen the joyous vistas of new lands ahead!

So journey with me as I design new games (some of which I've been researching and play testing for nearly two years now), and go forward to new things, new times, and new worlds. Together, we will travel on.

I love all of you who have known me, either in person or through my work. I will never forget you or these years of my life. You have been *The Best*.

I will continue to run the Arduinian Multiverse for all who wish to venture there, and I look forward to decades of death and glory therein! Up Arduin!

Due to financial considerations, I have sold the rights to these three books (and only to someone I trust as a true friend). I hope you will give the new publisher all of the support you gave me. Rest assured, he will maintain the high standards I've set.

Look for my first new game sometime after March of 1979, with at least one other following shortly thereafter.

My best to you all, and may Our Lady of the Silver Moon watch over your every footstep.

DAVE HARGRAVE
MULTIVERSAL TRADING COMPANY

DAVID HARGRAVE'S WORDS OF WISDOM

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HOW TO PLAY THE GAME

It seems that most new players are uncertain as to the sequence of play in a fantasy game so here is a rundown of most play situations.

OVERLAND TRAVEL

If the route is off marked primary or secondary roads, it goes like this:

- Step 1. Move for one hour
- Step 2. Roll to see if you encounter random monsters
- Step 3. Move for an hour
- Step 4. Repeat the roll (see **Step 2**) for random monsters

During daylight, there should only be one chance in six (d6) of meeting monsters, unless you are in woods, marshes, or jungle, in which case it is two chances in six (2d3). At night, however, all chances are doubled.

At any rate, if a monster is encountered, then the sequence of events goes as follows. Please note that all these ranges are halved at night.

- Step 1. Determine the distance between you and the monster
 - from 20' – 240' (20d12) in open terrain
 - from 10' – 120' (10d12) in semi-covered or hilly terrain
 - from 10' – 60' (10d6) in thick forest or other vision restricted terrain
- Step 2. Decide who can see it and who can't (simple line of sight)
- Step 3. Determine the monster's reaction to seeing you (roll a twelve sided die (d12) using this scale of reactions
 - roll of 1 – 3, the monster is frightened off
 - roll of 4 – 6, the monster shies back a bit and appears hesitant and nervous
 - roll of 7 – 9, the monster warily approaches the party
 - roll of 10 – 12, the monster launches itself in a screaming attack upon your party without regard to its own safety.
- Step 4. For intelligent foes, the table is as follows:
 - roll of 1 – 4, they flee
 - roll of 5 – 8, they indecisively stand around and debate on what to do
 - roll of 9 – 12, there is an unhesitating attack upon the party

Once the distance to the monster and its initial reaction are determined, then it goes like this:

- Step 1. If the monster is charging and he is less than 30' away, this constitutes a surprise attack, and your party may not react until the monster has completed his movement and attack.
- Step 2. Thereafter it is a very simple matter of the fastest dexterity attacking first, and the next fastest next, and so on down the line.

This is covered more completely in the section on combat, but a short description would be all

attacks are made, all movement is made, and then the process repeats itself. Because it is dexterity that determines which attacks go first, it quite frequently happens that a warrior will strike his opponent just before he is struck in turn by a blast of magik, and his weapon is caught in the effects, or he himself is. Such is the stuff melees are made of.

After the battle is over, and all of the healing that is possible is done, then the movement process is repeated until the night camp is made. One point here: it is recommended that you have ten hours each of daylight and night, with two hours each of semi-light at dawn and dusk. This will be maintained year round unless you decide to do what I did and have a set of seasons and the like, at which point you're on your own brother!

So there you have it. Move an hour, roll for monsters, and move another hour and roll, ad infinitum. The only change you may wish to add into your game is a die roll once an hour to see if you are lost (one chance in six (d6) of this happening). However, I recommend that this rule only be used in extremely difficult or overgrown terrain, outside of the boundaries of the lands where all of your adventures take place, or in pursuit situations at night.

Expeditions inside dungeons are just the same, only it is always dark, so bring your own light.

It is also recommended that guards be posted at night and with the party's mounts while they are down in the dungeons. Always remember, a good umpire will always hit you when you least expect it.

If you are at a loss as to how you can decide just what type and how many monsters came up on the random monster roll, other similar role-playing games have a fair list, but you're better off compiling a list of your own, and then rolling percentile dice to see which kind pops up. Consider one to three people as a base unit for a dungeon run, and add more monsters for every three people on the run (if you have a party of three, then only one red dragon shows up, if you have 4 – 6, then it's two and so on). It's really very simple if you want it to be.



POINT SYSTEM

In the Arduin universe, the ability to advance to higher levels is based on earned merit and not on acquisition of treasure. Therefore, points are given for many reasons, but NOT for gold or other treasure. After all, it is the act of robbery, not the amount stolen, which gives the Thief his experience.

The following chart is a guideline, not a firm law, for each situation is different and merits individual adjudication.

POINTS GIVEN	REASON GIVEN
400	Death (with successful revival), reincarnation, changed into another type of entity via a curse, etc.
375	Being sole survivor of an expedition, acquiring the mightiest of artifacts (Satan's own pitchfork, nuclear weapons, phasers, etc.)
350	Defeating, in single combat, demi-gods or major Demons (above and beyond the normal points)
325	Defeating, in single combat, any creature that is four times your size or is 20 hit dice or larger (whichever is greater)
300	Acquiring a major artifact (machine guns, explosives, staves of Black Wizardry, wish rings with more than 5 wishes, etc.)
275	Casting spells of tremendous magikal import (the conjuring of a Major Demon, using a gate spell, raising the dead fully and the like)
250	Being cursed, acquiring a cursed item, dying but being regenerated back to life, using spells of major magikal import (astral body, teleporting, prismatic wall, etc.)
225	Acquiring most staves, major rods (lordly might) , using a single wish, acquiring +5 weapons or armor, and casting heavy magik spells (Wind Walk, Phase Door, Cure Disease, Raising The Dead, etc.), regenerate Mana points or limbs, etc.
200	Acquiring items that are +4, magikal items that are unusual (Wands Of Wizardry, Slaver's Lash, etc.), doing difficult spells (like Limited Wishes), all psychically draining ones (like ESP), and the like
175	Acquiring +3 items, wands, most rings and amulets, and doing spells such as Transmute Rock To Mud, Monster Summoning, and the like
150	Being point man *, acquiring +2 items, lesser rings, amulets, etc., doing spells like Dimension Door, Deactivate Traps, Polymorph Self, and the like.
125	Acquiring single or limited use items (single-shot, spell storing rings, etc.), +1 items, doing spells like Wizard Eye, or throwing a lightning bolt that kills the BEM just in time to save the party
100	Being expedition leader, coming within 1 point of dying, acquiring potions (100 points per dose,) scrolls (100 points per level per use), and for doing spells like Create Food And Water, Mass Invisibility, etc.
75	Being rear guard *, doing simple detection spells
50	Figuring out a trap, tripping one and taking damage, all lesser spell use (locks, knocks, winds), going over half damage, doing extra dangerous and uncalled-for acts (checking for secret places when you know there are traps, etc.)

* – Means up to 3rd level, 4th gets half the value, above 4th gets zero.

NOTES ON PLAYER CHARACTER TYPES

The classical fantasy game almost always uses a Tolkienian cast of characters to a greater or lesser extent. This is not in and of itself bad, but it does tend to limit the scope of a game if they are all that is available. The people who create other games put much more than that into the game, but it has been my experience that most players are highly reluctant to utilize unconventional characters. So to all of you who always seem to play Elven Mages or white Anglo-Saxon Paladins, this paragraph is dedicated to you. For you will never see your Phraint Warrior leap 15' over the heads of your more mundane comrades to get at the giant spider, nor will you ever thrill to the sight of your Centaur knight being followed through the passages of a dungeon by his Sancho Panza holding a whisk broom, dust pan, and large sack. Never will you hear the complaints of the Brownie infantry squad as they whine about that stupid Ogre's Cheshire Cat, who keeps looking at them and licking his chops. And 'never' is such a lonely word. Don't be lonely, take a Troll to lunch. The world is a smaller place, but is smaller still in relationship to the myriad worlds of the entire Alternity (alternate eternities). Do not be a small player from a small world. Embrace the whole Almanity, and give the different types a chance. I think you will find that the world your game is in will become a lot more fun if you do.

INDIVIDUALIZATION OF NEW PLAYER CHARACTERS

The following charts are used to bring individuality and reality to all new player characters. To utilize them, simply roll a d100 on the *Character Legacy Chart*, cross-indexing the number rolled along the column appropriate to your racial type. This will be your social status. Then roll a d12 on the *Character Wealth Table* to determine how much money you have. Finally, roll a d20 on the *Owned Equipment Chart* to see how you were outfitted for your venture into life. Remember, you may purchase more gear using the money you have and from the charts found in this book.

These new charts and tables will expand the individualization of each new character into all the areas previously ignored or ad libbed. With these final touches, your character will be truly unique.

NOTES ON CHARACTER

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

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

NEW CHARACTER HIT POINT SYSTEM

Up till now, there has been absolutely no satisfactory system for designating the hit points for characters. In Arduin, we have devised a way that we think will work not only well as a game system, but fairly for the characters. It is outlined below.

Each character will get 1 point per Constitution point that they have, plus a base amount of points according to their own type (see the chart). In addition, each person will get 1 point for each of the initial 3 levels in experience that they acquire (according to the class of the character and not including first level).

1. All Warriors, Barbarians, Thieves, Assassins, Paladins, Outlaws, Forresters, Martial Artists, Slavers, and Normals get 1 hit point added to their total for each and every level of experience that they acquire.
2. All Clerics, Druids, Medicine Men, Rune Singers, Bards, Rune Weavers, or “split **” characters get 1 hit point added to their total for each 2 levels of experience they acquire.
3. All Mages, Illusionists, Saints, Psychics, Courtesans, and others will acquire 1 hit point for each 3 levels of experience.
4. Star Powered Mages never acquire additional hit points for experience levels. This is due to the nature of their symbiosis with their “star crystals”.

* – Split characters are those with dual occupations (i.e. Wizard-Warrior Elves). Note also that dual types get the extra hit point for each class level they acquire.

BASE CHARACTER HIT POINTS

Race	Base HP	Race	Base HP	Race	Base HP
Amazons	16	Goblins	12	Kobolds	11
Cave Men	15	Haggrym	15	Mermaids	17
Centaur	22	Half Elves (f)	15	Mermen	18
Deodanth	20	Half Elves (m)	16	Nixies	10
Dwarves (f)	18	Half Orcs	13	Ogres	24
Dwarves (m)	19	Hobbitts (f)	11	Orcs	16
Elves (f)	20	Hobbitts (m)	12	Phraints	12
Elves (m)	21	Hobgoblins	13	Pixies	10
Gnolls	15	Humans (f)	15	Saurigs	18
Gnomes	16	Humans (m)	14	Throon	23
Gnorks	14	Kobbitts	13	Urukk Hai	18

Note: Warriors and the other types listed in point 1 above get +5 additional base points. This reflects their rigorous training and exercise. Elves and other “split” Warrior types get +3 base hit points. Clerics and the other types listed in point 2 above get +3 additional base points, and Mages and the like get none.

NEW CONSTITUTION NOTES

The Constitution bonus has been changed to better fit into the new hit point system. Characters now receive +1 extra hit point per Constitution point they have over 12. Thus, a character with a Constitution 18 would get +6 additional hit points one time only. That would increase or decrease according to the character’s Constitution, and never because of increased experience or for any other reason!

COMMENTS ON THE NEW HIT POINT SYSTEM

A few of the players (most notably those of the “Monty Hall” variety) with 150th level Paladins that carry blaster swords (after 2 weeks of play!) and have +100 armor have screamed “my high level characters will all die! They’ll go from 500 hit points to 55! Your system stinks!”

Well you can’t please everyone, nor do I try to do so any longer. The new hit point system makes physiological, as well as intellectual sense, but above all, it plays so very, very well (and the overall game is much better because of it).

People now have a chance to run a character or characters on any expedition they choose without regard to difference in levels of experience. They can have their 1st level Warrior stand shoulder to shoulder with a 10th level Lord and hold the gate together! Just as in real life, young and inexperienced Warriors accompanied older, more experienced fighters. They fought and died together.

Yet the higher levels have their own rewards, more (but not grossly so) hit points, better fighting ability, and the like.

Each now has a more secure place in game play, because each can now play each and every game. No more will there be “high level” and “low level” expeditions. A player can recruit from all available characters, not just a few! No one is left out. The danger of death is equalized for all, no matter how high level a character becomes.

No more will there be characters practically unkillable because of their hundreds of hit points (in some cases Warriors had triple the hit points of the Dragons they faced!), who were virtually demi-gods! Those days are over if you use the new hit point system. Game test it, I’m sure you’ll appreciate its fairness and playability. After all, it was over 3 years in the making!

NOTES ON NATURAL CHARACTER AC

Many racial types, due to their magikal or near-magikal nature, have skins with an AC other than 9. Sometimes this reflects its toughness, and sometimes it shows how hard to hit they are (as for Elves). Whatever the reason, they have AC’s better than “normal”.

NATURAL AC CHART

TYPE	AC
Elf	5
Half Elf	7
Great Orc	4
Orc	5
Half Orc	6
Kobold	7
Goblin	6
Hobgoblin	5
Dwarf / Gnome	4
Hobbitt	8

If you don’t see your character type listed, check the “monster” listings in herein.

Remember! If an Elf (with a natural AC of 5) wears chainmail, his AC is 3. That’s due to the adding of 2 to his own natural AC.

NOTES ON CHARACTER FUNCTIONS, CAPABILITIES, AND CHARACTERISTICS

Constitution plays an important part in determining the hit point value of a character. Essentially, the higher the Constitution, the higher the bonus possibility for players. The hit point bonus starts at 15. At that point, it is one extra hit point per level of the character. At a constitution of 16, the bonus is two per level; at 17, it is three per level; and at 18 it is four per level. Remember, however, at no time can the total Constitution point bonus exceed the actual rolled up hit dice according to level. All bonus points in excess of that normally rolled for by level is simply lost. So, if a Mage of the fourth level rolled his 4d4, and got 9 hit points, and if he had a Constitution of 18 which entitled him to 4 extra hit points per level, he could only take up to what he rolled on his hit dice (i.e. an additional 9 hit points, losing the other 7 he was entitled to), for a total hit dice of 18. Simple, and to the point.

Constitution has another function in the game that directly relates to a character's ability to survive. It works thus: for every Constitution point over 14, that person can travel, on foot, an additional mile each day, but only if he/she has a matching Strength point! Thus, a character with a Constitution of 17 and a Strength to match can go an additional 3 miles on foot each day. Additionally, for each Constitution point over 14 that a character is, a resuscitation try may be made (everyone gets one chance at least). This is for drowning victims and the like. The percent chance of success is based on multiplying the character's Constitution by 3% and then trying to match the results with a d100 roll. For instance, a character has a Constitution of 17, and he has just drowned. You would multiply his constitution (17) by 3%, and get a base chance of success of 51%. Because his Constitution was 3 points over 14, there would be 3 chances to revive him (the basic chance plus 1 for each point over 14). All that has to be done to succeed is to roll that 51% or less on the first try. For every try after the first, the base percentile chance is halved (to the nearest lower percentile)!

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

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

NOTES ON LANGUAGES

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

EXPERIENCE LEVEL CHART

These are the experience points needed to improve the character level. See the section on points to see some of the ways they're earned. Please note that Traders, Psychics, and Witch Hunters are covered on the sections pertaining to them.

LEVEL	WARRIOR	CLERIC	MONK	MAGE	ILLUSIONIST	DRUID	SINGER / BARD	RANGER	NORMAL	BARBARIAN
1st	0	0	0	0	0	0	0	0	0	0
2nd	2,000	1,500	3,100	2,500	2,250	2,100	2,250	2,400	1,000	1,850
3rd	4,000	3,000	6,000	5,000	4,500	4,200	4,500	4,800	2,000	3,700
4th	8,000	6,000	9,000	10,000	9,000	6,300	9,000	7,200	3,000	7,400
5th	12,000	9,000	12,000	15,000	13,500	8,400	13,500	9,600	4,000	9,250
6th	16,000	12,000	15,000	20,000	18,000	10,500	18,000	14,400	5,000	12,950
7th	20,000	15,000	18,000	25,000	22,500	14,600	22,500	19,200	7,000	16,650
8th	24,000	18,000	24,000	30,000	27,000	17,600	27,000	24,000	9,000	24,050
9th	28,000	21,000	30,000	35,000	31,500	21,000	31,500	28,800	11,000	31,450
10th	32,000	24,000	36,000	40,000	35,000	25,200	36,000	33,600	13,000	38,850
11th	40,000	30,000	42,000	45,000	44,000	33,600	40,500	43,600	15,000	46,250
12th	48,000	36,000	48,000	50,000	53,000	42,000	45,000	53,600	20,000	53,650
13th	56,000	42,000	54,000	55,000	62,000	50,400	49,500	63,600	25,000	61,050
14th	64,000	48,000	66,000	60,000	71,000	67,200	54,000	73,600	30,000	68,450
15th	72,000	54,000	78,000	65,000	80,000	84,000	59,500	83,600	35,000	75,850

EXPERIENCE LEVEL CHART (CONTINUED)

LEVEL	WARRIOR	CLERIC	MONK	MAGE	ILLUSIONIST	DRUID	SINGER / BARD	RANGER	NORMAL	BARBARIAN
16th	80,000	66,000	90,000	70,000	89,000	100,000	68,500	93,600	40,000	83,250
17th	88,000	78,000	102,000	80,000	98,000	117,600	77,500	103,600	45,000	90,650
18th	96,000	90,000	114,000	90,000	107,000	134,400	86,500	113,600	50,000	98,050
19th	104,000	102,000	126,000	100,000	116,000	151,200	95,500	123,600	60,000	105,450
20th	120,000	114,000	144,000	120,000	125,000	168,000	123,500	133,600	70,000	120,250
25th	200,000	204,000	234,000	220,000	180,000	252,000	213,500	233,600	120,000	194,250
30th	280,000	294,000	324,000	320,000	270,000	336,000	303,500	333,600	170,000	268,250
35th	360,000	384,000	414,000	420,000	383,000	420,000	393,500	433,600	245,000	342,250
45th	440,000	474,000	504,000	520,000	510,000	594,000	483,500	533,600	320,000	416,250
55th	520,000	564,000	594,000	620,000	635,000	588,000	573,500	633,600	395,000	490,250
65th	840,000	804,000	834,000	1,202,000	1,135,000	756,000	753,500	833,600	545,000	638,250
75th	1,160,000	1,044,000	1,074,000	1,420,000	1,635,000	944,000	1,113,500	10,336	695,000	786,250
85th	1,480,000	1,284,000	1,314,000	1,820,000	2,135,000	1,280,000	1,473,500	1,233,600	845,000	1,082,250
95th	1,800,000	1,644,000	1,554,000	2,220,000	2,635,000	1,616,000	1,883,500	1,633,600	995,000	1,378,250
105th	2,120,000	2,004,000	2,034,000	2,620,000	3,135,000	1,952,000	2,193,500	2,033,600	1,145,000	1,970,000
thereafter per level	64,000	72,000	100,000	100,000	65,000	67,200	72,000	60,000	25,000	60,000

EXPERIENCE LEVEL CHART (CONTINUED)

LEVEL	THIEF	SLAVER	TECHNO	COURTESAN	ASSASSIN	ALCHEMIST	RUNE WEAVER	SAINT	ALL OUTLAWS
1st	0	0	0	0	0	0	0	0	0
2nd	1,750	2,400	5,000	3,500	7,500	6,500	3,500	1,750	2,200
3rd	3,500	4,800	10,000	7,000	15,000	13,000	7,000	3,500	4,400
4th	7,000	7,200	15,000	10,500	22,500	19,500	10,500	7,000	6,600
5th	10,500	9,600	20,000	14,000	30,000	26,000	17,500	14,000	8,800
6th	14,000	12,000	25,000	17,500	37,500	32,500	24,500	21,000	11,000
7th	17,500	15,600	30,000	21,000	45,000	39,000	31,500	28,000	15,000
8th	21,000	19,200	35,000	28,000	52,500	45,500	38,500	35,000	19,000
9th	24,500	22,800	40,000	35,000	60,000	52,000	45,500	42,000	27,000
10th	28,000	26,400	45,000	42,000	67,500	58,500	52,500	49,000	35,000
11th	35,000	33,600	50,000	49,000	75,000	65,000	59,500	56,000	43,000
12th	42,000	40,800	55,000	56,000	82,500	71,500	66,500	63,000	51,000
13th	49,000	48,000	60,000	63,000	90,000	78,000	73,500	70,000	59,000
14th	56,000	55,200	65,000	70,000	97,500	84,500	80,000	77,000	75,000
15th	63,000	62,400	70,000	84,000	105,000	91,000	87,000	84,000	91,000
16th	77,000	69,600	75,000	98,000	122,500	104,000	94,000	91,000	107,000
17th	91,000	94,000	80,000	112,000	120,000	117,000	101,000	98,000	123,000

EXPERIENCE LEVEL CHART (CONTINUED)

LEVEL	THIEF	SLAVER	TECHNO	COURTESAN	ASSASSIN	ALCHEMIST	RUNE WEAVER	SAINT	ALL OUTLAWS
18th	105,000	108,400	85,000	126,000	127,500	130,000	108,000	105,000	139,000
19th	119,000	122,800	90,000	140,000	135,000	143,000	115,000	112,000	155,000
20th	133,000	137,200	100,000	154,000	150,000	156,000	122,000	126,000	171,000
25th	203,000	208,200	150,000	224,000	225,000	286,000	192,000	196,000	261,000
30th	273,000	279,200	200,000	294,000	300,000	416,000	262,000	266,000	351,000
35th	343,000	350,200	250,000	364,000	375,000	546,000	332,000	336,000	441,000
45th	413,000	421,200	350,000	504,000	525,000	806,000	402,000	476,000	621,000
55th	483,000	492,200	450,000	644,000	675,000	1,066,000	472,000	616,000	801,000
65th	763,000	634,000	550,000	784,000	825,000	1,326,000	612,000	756,000	981,000
75th	1,043,000	776,200	750,000	924,000	975,000	1,586,000	752,000	896,000	1,161,000
85th	1,323,000	1,060,200	950,000	1,064,000	1,275,000	1,846,000	892,000	1,036,000	1,341,000
95th	1,603,000	1,334,200	1,150,000	1,204,000	1,575,000	2,106,000	1,032,000	1,176,000	1,521,000
105th	1,883,000	1,618,200	1,350,000	1,344,000	1,875,000	2,366,000	1,172,000	1,456,000	1,701,000
thereafter per level	56,000	57,600	40,000	28,000	60,000	52,000	56,000	56,000	36,000

NOTES ON TREASURE

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

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

NOTES ON POTIONS AND THE LIKE

Another sore point with some players and umpires is the use of potions and other things that make the body perform unnaturally. The answer is simple, for if a person is hasted and moving at double his normal speed, then his body is working twice as hard, aging twice as fast, tiring twice as fast, and, well, you get the point. If a person has swallowed a giant strength potion, that's fine, but that same person's bone structure has not changed to compensate for the increased muscular power, and broken bones, weapons, and the like will result unless the user is damn careful.

GUILD FEES

CLASS	INITIATION COST	CLASS	INITIATION COST
Thieves	10/level, .5 GS/month	Traders	50/level, 1 GS/month
Mages / Alchemists	100/level, 1.5 GS/month	Assassins	100/level, .25 GS/month
Clerics / Sages	20/level, .5 GS/month	Technos	25/level, .5 GS/month

These fees are paid whenever adventurers come into Arduin from "elsewhere". The monthly cost is paid by all guild members. The monthly dues entitles the payee to Guild hall hospitality (room and board), legal counsel, library privileges, and the like.

Failure to pay results in legal inability to practice one's own profession. Practicing said profession without paying results in being outlawed by the Guild, with all attendant penalties.

DM'S VERSUS ANGRY PLAYERS

(OR WHAT DO YOU DO WHEN THE PLAYERS REFUSE TO FOLLOW THE RULES)

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

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

THE GOOD, THE BAD, AND THE UGLY

(OR THOUGHTS ON CHARACTER CLASSES)

Many people question the value of having many new and different (even esoteric) character classes to play.

For instance, in Arduin, we have not only the common Warrior, Cleric, Mage, and Thief, but some two dozen other types including such classes as Slavers, Witch Hunters, Barbarians, and Saints just to name a few.

The reason is quite simple: variety and game playability. Game playability you ask? Yes! The fact is that most players want individuality in their characters, so they do things like making them 'Conan' type Barbarians, Traders, Runic Bards, or the like. Until I play tested and codified (in the various Grimoires) the many varied classes, the DM or player could only ad lib the character's differences from the other more normal ones. With guidelines and basic rules ideas outlined in print, the individualization of characters was now easy and playable within the entire scope of the game rules. No one had to fake it, so the game became better, faster, easier, and definitely much more enjoyable!

The new character classes, all of which I've seen in play, add color, life, real variety, and depth to a game. Play test a couple of the new classes, and I think you'll appreciate their challenge and the way they add more scope to your play.

RANDOM CHANCE CHART FOR MAGIK WEAPONS

(ROLL FOR EACH COLUMN AS REQUIRED)

DIE ROLL	TYPE OF WEAPON	ATTACK PLUS	DAMAGE PLUS	INT	EGO	NORMAL POWERS *	SPECIAL ATTRIBUTES **
01 – 03	Dagger	1	1	1	1	Detect Magik	100% cold proof
04 – 06	Shortsword	1	1	2	2	Detect Life	100% fire proof
07 – 10	Broadsword	1	1	3	3	Detect Alignment	100% lightning proof
11 – 13	Rapier	1	1	4	4	Detect Poison	100% disintegrate proof
14 – 16	Saber	1	1	5	5	Detect Distance	100% acid proof
17 – 20	Cutlass	2	1	6	6	Detect Mechanical Traps	Anti-cleric magik shell
21 – 23	Falchion	2	1	7	7	Detect Magikal Traps	9 Step life draining
24 – 26	Hand and a Half Broadsword	2	1	8	8	Detect Undead	Ability to function under water as in air
27 – 30	Two Handed Broadsword	2	2	9	9	+1 to Dexterity	100% stoning proof
31 – 33	Javelin (light or heavy)	2	2	9	10	+2 to Dexterity	100% dragon breath proof
34 – 36	Spear	3	2	9	11	+3 to Dexterity	Flaming weapon ***
37 – 39	Lance	3	2	10	12	+1 versus X	Cold weapon (as Flame)
40 – 42	Mace	3	2	10	13	+2 versus X	Paralyze all hit
43 – 46	Maul	3	2	10	14	+3 versus X	Treat all armor classes hit as AC 9
47 – 49	Morningstar	3	2	11	15	+4 versus X	Weapon becomes invisible (+5 to attack)
50	Bolo	4	2	12	15	Detect all Traps	Weapon can polymorph to any type
51 – 55	Halberd	3	3	13	16	Haste (20% its cursed)	Cursed Weapon
56 – 60	Battleaxe	3	3	14	16	Speed	Elemental conjuring power (roll/type)
61 – 65	Two Handed Battleaxe	2	3	15	16	Flight	Spell turning ability
66 – 70	Throwing Axe (light or heavy)	2	3	16	17	Levitation	Spell storing ability (d6 spells, any level, roll)

RANDOM CHANCE CHART FOR MAGIK WEAPONS (CONTINUED)

DIE ROLL	TYPE OF WEAPON	ATTACK PLUS	DAMAGE PLUS	INT	EGO	NORMAL POWERS *	SPECIAL ATTRIBUTES **
71 – 75	Longbow	1	3	17	17	ESP	Ogre strength
76 – 80	Shortbow	1	3	18	17	Mindblank	Stone Giant Strength
81 – 85	Composite Bow	1	3	18	18	Detect Enemies	Hill Giant Strength
86 – 90	Heavy Crossbow	4	3	18	18	Clairvoyance	Fire Giant Strength
91 – 92	Light Crossbow	3	4	18	18	Clairaudience	Frost Giant Strength
93 – 94	Sling	2	4	18	19	Invisibility	Storm Giant Strength
95 – 96	Staff Sling	1	4	19	20	Pass Wall	Drain 1 life level per hit
97	War Pick	2	4	20	21	Dimension Door	Anti-magik shell
98	War Hammer	3	5	21	22	Teleport	Etherealness
99	Bullwhip (12' – 24')	4	5	21	23	Dancing Weapon	All Djinn powers
100	Special Oddities (nun chunks and like exotic weaponry)	5	5	22	24	Vorpal Weapon	All Efreet powers

Roll another d100 to determine character and alignment of weapon.

01 – 10 = Amoral 11 – 25 = Chaotic 26 – 50 = Neutral 51 – 100 = Lawful
 01 – 25 = Good 26 – 76 = Average 76 – 100 = Evil

* – roll one per each two INT levels over 12

** – roll one per each three levels over 12 when both INT and EGO are 12 or more

*** – roll d4 to determine die for damage (1 = d6, 2 = d8, 3 = d10, 4 = d12)

X – Undead, Paralysis, and Life Drain attacks

Note – If the same value is rolled twice, that will result in the ability listed under **Normal Powers** being at double strength.

NOTES ON ALIGNMENT AND PLAYABILITY

For whatever reason, many people are afraid to use Chaotic characters in a game. This was almost too silly to think about, or so I thought until I saw so many people who never used anything but Lawful types.

Investigating, I found that the most frequently given reason was this: the old rule about what percent of the treasures was what alignment. Well, the simplest way to fix that was to make the treasures 30% Lawful, 30% Neutral, 30% Chaotic, and 10% Amoral and/or Unaligned. Still, I saw people literally afraid to venture on an expedition with a Chaotic party. So, for all of those people, here is a little “reality” concerning alignments:

- Law does not mean good, and Chaos does not mean bad, and Neutral certainly does not mean deliberately in between.

Law is a state of mind that has many meanings to many people, the only sure definition being that it is order. That is to say that Lawful beings adhere to a set of rules and regulations that are generally (but not always) laid down by a seat of power, either political or religious. As it is to the benefit of that power for there to be peace, order, and servitude among those whom they oversee, those rules generally prohibit murder, mayhem, rape, arson, muggings, and the like. In fact, those laws usually try to maintain equanimity among the people, either by strict equality for all as in socialist Sweden here on Earth, or by strict class distinction as in feudal England. One must also remember that in Nazi Germany there were strict laws, and that the German people as a whole were what you would have to call Lawful. So, too, were the Inquisitors of the holy Roman church during the reign of terror in Europe in the 16th century. So when you use a Lawful character in future, think about just what that means and in what context as far as the game is concerned.

By simple reversal, we then see that Chaos is merely a lack of order, and, as such, is not inherently bad. Imagine a truly democratic society, and you have the archetypical chaotics. As for Neutrals, well they have some rules but not a lot, and are open to suggestion and amenable to change. They adapt to all situations.

If, however, you insist on a hard and fast rule, go by this little story:

A party of three went into a dungeon. One was Chaotic, one was Neutral, and one was Lawful. During the course of the expedition, they caught a Troll, and were discussing what to do with him. The Lawful adventurer said, “Tie him up, and let’s move on”. The Neutral said, “No, let’s put a rope around his neck, let him be our point man and open all the doors and test for all the traps”. The Chaotic said, “Phooey! Let’s torture him, and see if he knows where there’s some treasure”. At this point, an Amoral spider came around the corner, and ate all of them.

Just remember, though, that things are never so cut and dried, as each character will have limiting factors which will probably change with dismaying rapidity during the course of a few expeditions.

Evil is a measurement not of how bad a person is, but of what the prevailing society says is bad. Societies change with time and geographical distances. If your government says that pornography is evil and you believe in what your government says, then to you, pornography is evil. Remember, too, that at one time it was evil for a person to be a Christian; at least, that’s what the Romans believed.

Besides, wouldn’t you really like to go on a run where, if you really get tired of that turkey cleric bad mouthing you for goosing the Amazon, you could step up behind him and pop his lights out with your family heirloom, a genuine nickel plated war hammer? Try it! Who knows? You may like it. The use of characters that are Chaotic or exotic is just another way to put life back into a game that could get boring if played too cautiously and similarly all the time. So be a little adventurous, and take a Troll to lunch today!

HARGRAVE'S DETECT ABILITY CHART

TYPE	MAGE	CLERIC	PSYCHIC	MEDICINE MAN	AMULET	RING	WAND	ROD	STAVE	OTHER ARTIFACTS
Poison	25	45	33	60	50	52	60	70	80	55
Evil	33	70	33	50	50	50	50	50	50	50
Magik	70 **	35 *	33	45	45	45	45	45	45	45
Masked Magik	50	15	15	25	25	25	25	25	25	25
Curses	40	65	10	66	66	66	66	66	66	66
Disease	20	66	45	70	70	70	70	70	70	70
Hidden Injury	20	66	55	60	60	60	60	60	60	60
Alignment	45	66	70	35	35	35	35	35	35	35
Weather	55	50	45	66	66	66	66	66	66	66
Enemies	50	33	70	66	66	66	66	66	66	66
Undead	66	70	33	60	60	60	60	60	60	60
Treasure	65	45	25	45	45	45	45	45	45	45
Mechanical Traps	45	60	50	55	55	55	55	55	55	55
Magikal Traps	66 **	33 *	35	45	45	45	45	45	45	45
Secret Doors	66	33	45	45	45	45	45	45	45	45
Invisible Objects	66	50	45	33	33	33	33	33	33	33
"Gates"	45	25	80	25	25	25	25	25	25	25
Actuality (True Sight)	70	70	33	33	33	33	33	33	33	33
All Other	33	25	25	30	30	30	30	30	30	30

* – Indicates that the percentage refers to clerical magik only.

** – Indicates that the percentage refers to non-clerical magik only.

These are base figures only, and in the case of spoken spells, the percentages increase each level of experience gained in these amounts: Mages = 3%, Clerics = 4%, Psychics = 4%, Medicine Men = 4%, and Druids = 5%. A person can combine a spoken detect spell with the detect ability of an amulet or any other item to get the combined percentage, but in all cases where the totals exceed 100%, there is still a 10% chance for failure.

RANDOM TRAP MATRIX

DIE ROLL	FLOOR TRAPS	CEILING TRAPS
01	10' fall onto 7' steel spears	Sex Change Ray (no saves!)
02	10' drop to emerald ooze slime	Disintegrate Ray
03	3' fall into 7' deep acid	Magik Negation Ray (all magik must save!)
04	20' fall onto 10' steel spears	Teleport Ray to ?
05	10' long teleport shaft to ?	hydraulic roof smashes to floor
06	1,000' drop to underground river	buzz saw snaps down to 4' off floor
07	d20' deep unfinished shaft	10 cubic feet of dragon crap pours down
08	10' fall to mechanical grinder	stoning liquid pours down
09	10' fall to molten lava (100% fatal)	hot oatmeal drops down
10	10' fall to 5' deep grey ooze	red slime drops down
11	10' fall to boiling mud 20' deep	random monster drops down
12	30' greased chute to 30' deep water	black Slime drops down
13	20' drop to Moutharm	Polymorph Ray flashes down
14	3' drop into 17' deep quicklime	Heat Ray (2 dice damage per level)
15	magik floor over Ibathe's mouth	Cold Ray (2 dice damage per level)
16	hydraulic lift smashes floor to ceiling	Paralysis Ray (lasts d20 days)
17	20' drop to purple acid	10 cubic feet of plain mud pours down
18	10' drop into 20' room with monster	Life Draining Ray (-1 level / dungeon level)
19	5' drop into 5' deep dragon crap!	random monster teleports to spot
20	Umpire special! Anything goes!	Whimsy Ray! Anything goes!

NOTES

1. There is a 10% chance per level of dungeon that there is poison on the spear points. That means 10% chance on the 1st level or 50% on the 5th.
2. All poison or acid does d8 points of damage per level (i.e. 3 dice on the 3rd level, 7 dice on the 7th, etc.). For acid, that is per melee turn.
3. For every 10' of fall, there is a 33.3% chance of impalement (for double damage) and +2 on the spear "attack", as well as d6 points of damage just from said fall.
4. Roll a d6 to see if a trap has sprung. The number starts at one on the 1st level and increases 1 each two levels thereafter. So that on the 9th level only a roll of 5 or 6 fails to spring the trap.
5. All monster rooms have monster(s) commensurate with the level of dungeon it's on. Spider webs with tenants are real fun attention grabbers!
6. All magik floors disappear from d10 seconds after the first person steps on them. That way half the party can pass over it before it springs!
7. All rays, beams, etc. cover the exact size of the ceiling trap on the floor.

NOTES ON THE RANDOM EVENT CHARTS AND CAMPAIGN WORLD

The following charts are generally used for non-player characters in campaign style play, although all players (especially those in positions of power) may use them.

Practically speaking, a DM that runs a campaign type world, in which several different players run their own countries, etc., must have a chronological system that is common to all of those nations, as well as common rules. The easiest way is to use real (our earth) time on a 3 to 1 ratio. That is, for every real month that passes, 3 months pass in the game (or vice versa). That way characters who've been out of play for a while will still know the exact game time elapsed (and current date). This is important especially for religious holidays, politics, and other such "color" or "depth" for a world. It also puts players in the position of having to get off their chubby buns and do whatever is necessary, when it is necessary. No more procrastination and "Gee do I havta's"!

The urgency of time will add a new feel of reality to play, and will become, I think, very enjoyable to all as a part of their gaming.

ROPE BREAKAGE CHART

WEIGHT	1' – 10' DROP	11' – 20' DROP	21' – 30' DROP	31' – 40' DROP	41' – 50' DROP	51'+ DROP
500 pounds	50%	60%	70%	80%	90%	100%
450 pounds	40%	50%	60%	70%	80%	90%
400 pounds	30%	40%	50%	60%	70%	80%
350 pounds	25%	35%	45%	55%	65%	75%
300 pounds	20%	30%	40%	50%	60%	70%
250 pounds	15%	25%	35%	45%	55%	65%
200 pounds	10%	20%	30%	40%	50%	60%
150 pounds	7%	15%	25%	35%	45%	55%
100 pounds	4%	10%	20%	30%	40%	50%
50 pounds	1%	5%	15%	25%	35%	45%

Remember, this is for a common rope tied to a person/weight. There is a weight penalty for the various armor classes worn; see below:

- AC 2 or 3 is 75 pounds.
- AC 4 or 5 is 50 pounds.
- AC 6 or 7 is 30 pounds.

Other equipment, such as full back packs and the like, should also be considered on the breakage chart.

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

RESURRECTION AND OTHER NOTES

Resurrection may be attempted upon a character only up to and including 30 days after death. For each day's delay, there is a reduction of 3% in the probability of success. There may only be a maximum of three attempts (except for Elves who get only one try) during that time period. The first attempt has all listed percentages for success, but the second attempt has a 20% additional failure chance, and the third attempt has a 50% additional chance of not working. For example, a character (using the *Resurrection Tables*), with a base of 75% chance for success in being raised, has been slain. The party has no surviving Cleric, so they trek overland to a city where a patriarch is located. It took 18 days to arrive, so the character's base chance of resurrection has been reduced to 24% (on the first day of death, there is no penalty, thus 17 days times 3% is 51% subtracted from the 75% base). The patriarch tries and fails on the first attempt, but tries again. However, with the second attempt penalty of 20%, the hapless character's chances are now only 4%!

Remember also that each death subtracts -1 from the character's Constitution permanently. Thus, a character with a Constitution of 15 will have his Constitution lowered by -1 (to 14) if raised on the first attempt. Each and every attempt (to the maximum allowed) will also reduce the character's Constitution by -1 permanently. This is due to the tremendous shock and stress put upon a body by death and resurrection.

Every character that has been brought back to life (usually regardless as to how it was done) must take 20 days of full and complete rest afterwards. This is reduced by -1 day per Constitution point the character has, but multiplied by the number of resurrection attempts it took to revive him. Thus, the character with a Constitution of 15 is raised on the first attempt, so now has a Constitution of 14, and has a 6 day recuperation period ($20 - 14 = 6$).

A "raise the dead fully", limited wish, regeneration, or other similar operation reduces the resting time to 20 hours, less 1 hour per Constitution point. A full wish or godly grant will reduce that time to 20 minutes, less 1 minute per Constitution point.

Any death listed as "irrevocable", "permanent", or some other similar way (as in the *Critical Hit Tables*) can only be negated with a limited wish powered "raise dead fully", a full wish, or by a godly grant.

Any character that is disintegrated, or 100% destroyed (a character is 100% destroyed whenever he takes 200% damage from a tissue destroying means such as acid, fire, or the like), may be resurrected only by using a full wish to reunite the mind with the body, a second full wish to reunite the body with the soul, and a third full wish to gather the component atoms of the body, and then rebuild them into its old pattern. Thus three full wishes are required (or only one godly grant). However, the wishes must all be used within one hour of each other, and the DM must make sure that the way the wishes are worded is correct.

If the incorrect wording is used, then the gods (which grant those wishes), will be free to interpret the request as they see fit. That can be disastrous for a character.

Note also that any person that has been chewed up, chopped up, or similarly mangled is required to take a random roll on the *Spinal Hits Chart* in *Real Medicine And Fantasy Gaming* to see how much recuperation time is required. The quadriplegic penalties and such like do not apply, just the time required to get well. Thus, once again the massive effects upon a body's nervous system are taken into proper account (unlike other role playing names and rules).

Whenever an eye is destroyed, it takes a full 25 hours to restore the sight completely. How much vision each hour healing time brings may easily be prorated. Ditto for hearing, smelling, and tasting. However, speech (as in voice box ruined) takes twice as long.

NOTES ON TRAVEL

When reading the list for distances that various steeds may travel per day, remember the listed distances are for travel on good roads. On poor or secondary roads, the rate is reduced by 25%, and across open terrain, it is reduced by 33%. Travel through a forest cuts the distance by 50%, and travel through mountains cuts it by 75%. Travel on a regular road through a civilized country or area should have very little chance of danger. The DM should roll percentile, and a result of 10% or less in an encounter. Then to determine the nature of the encounter, the DM should roll a d12 with the following results: a roll of 9 – 12 means that some of the country's own troops or sheriff, etc., has been encountered; a roll of 5 – 8 means that some of the area's own population may have been met (a farmer on his way to the market or fellow travelers...); and a roll of 1 – 4 means the encounter is of an inimical nature. If this is rolled, the DM should roll one final time to determine what has been encountered, using any encounter chart or table desired.

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

FOOT TRAVEL CHART

TYPE	DAILY DISTANCE	MAXIMUM DAYS TRAVEL ABILITY	DAILY RESTS
Male Humans	18 miles	three	three
Female Humans	16 miles	three	three
All Elves	25 miles	five	two
All Half Elves	20 miles	four	three
Dwarves, Etc.	24 miles	seven	one
All Orcs	25 miles	ten	one
Hobbitts, Etc.	15 miles	two	four
Phraints	28 miles	eight	none
Saurigs	15 miles	six	one
Goblins	20 miles	six	two
Hobgoblins	22 miles	seven	one
Trolls	28 miles	ten	none
Kobolds	16 miles	two	three
Ogres	33 miles	five	one
Lesser Giants	40 miles	seven	one
Greater Giants	55 miles	ten	one
Deodanth	30 miles	six	one
Amazons	20 miles	four	two

Notes – This chart must be used in all overland situations. However, the DM must make all allowances for terrain (see *Overland Escape And Evasion Chart* for details) and season (is snow on the ground? is it a hot desert? etc.) for each day traveled. After the listed maximum, reduce further travel by 20% and all attacks and defenses by two each. This is a guide; find the type closest to your character, and use those statistics. Remember, for every combined Strength and Constitution point over 30, add 1 mile per day to your travel, but adjudicate for terrain as steeds do above.

There is a way to travel in most civilized areas that most DM's and players overlook with great regularity. That is by regular coach service. Like most medieval areas, Arduin has an efficient and fairly inexpensive daily coach service between all major cities and less regular service to lesser populated areas. To a major city, coaches leave, in pairs, three times each morning. To lesser areas, it is usually but one coach each morning. To areas really small, they leave perhaps once or twice a week depending upon passenger demands. Each coach has room for six passengers inside and two on the top outside, but luggage is limited to whatever they can wear, carry, or put into a 2' square (each) travel box (which has a 50 pound load limit for each person). Coaches can travel up to 40 miles per day on good roads or up to 25 miles per day on lesser roads. Coaches never travel cross country if it can be helped, as they are not constructed for it. The cost of travelling via coach is usually one silver penny per each five miles travelled, plus any ferry, bridge, or other charges that may be necessary due to the route. Coaches usually travel in pairs five minutes apart, in order to thwart robbery attempts by outlaws and other bad guys.

NOTES ON STEEDS

Riding steeds have a variety of dependability and daily travel range. This is expressed in the *Multiversal Trading Company's Price List*. You pay for what you get.

STEEDS CHART

ANIMAL	BASE DAILY TRAVEL RANGE	EXCELLENT	VERY GOOD	GOOD	BELOW AVERAGE	POOR
Light Horse	40 miles	+10 miles	+8 miles	+6 miles	-10 miles	-20 miles
Medium Horse	30 miles	+8 miles	+6 miles	+4 miles	-7 miles	-15 miles
Heavy Horse	25 miles	+6 miles	+3 miles	+1 miles	-5 miles	-10 miles
Destrier	20 miles	+4 miles	+2 miles	+1 miles	-4 miles	-8 miles
Draft Horse	20 miles	+4 miles	+2 miles	+1 miles	-3 miles	-10 miles
Pony	20 miles	+6 miles	+4 miles	+2 miles	-4 miles	-8 miles
Mule	20 miles	+5 miles	+3 miles	+1 miles	-3 miles	-5 miles
Pack Horse	25 miles	+10 miles	+6 miles	+3 miles	-3 miles	-6 miles
Camel	25 miles	+15 miles	+10 miles	+5 miles	-5 miles	-10 miles
Ox	10 miles	+4 miles	+3 miles	+2 miles	-3 miles	-5 miles

MOVEMENT OF MEN AND MONSTERS

One of the big drawbacks of the most often used system of movement is its inaccuracy. If you take the listed movements as true speeds, you will find that dragons flying at 24" per turn are flying at about 0.56 mph! This figure is arrived at as follows: if your dungeon is drawn on ten squares to the inch graph paper, with each square representing 10', then you have a movement rate of 240' per turn as listed in their books. The first problem is that they never tell you if they mean one of their 10 minute or one of their 5 minute turns, both of which are used in the game. Taking the 5 minute turn as a base (which makes that 24" per turn twice as fast as if we used the 10 minute turn), we simply divide 240' by 5 and come up with 49' moved every minute. Therefore, multiplying that figure by 60 means we come up with 2,940' every hour! Now that's .56 miles by any arithmetic. So how fast is that poor man moving at 6" per turn? At 0.14 mph, that's how fast! It is obvious that a new system is needed to compute realistic movement in our fantasy game.

The simple way is to make each movement turn only one minute long. Thus, that dragon now moves at 240' per minute or (60 times 240') at 14,400' per hour. Now, that only comes out to 2.74 mph which is really not that fast. So once again we will have to upgrade the speed and say that as a rule movement rates are actually five times those listed. That will give our friendly dragon a speed of 13.70 mph in steady level flight, and taking the listed speed of 6" per turn for men, that works out to 3.43 mph – almost exactly the speed at which a man walks. So, using all of the preceding information, we find out that a man will move 300' per minute if he walks at a fast steady pace. This will be reduced if he is wearing armor at the following rate: AC 8 reduces movement by 15%, AC 7 a further 10%, AC 6 another 5%, AC 5 another 10%, AC 4 another 5%, AC 3 a full 20%, and AC 2 another 5%. So a man wearing full plate armor with a shield (AC 2) could only move at 30% of normal speed, or 90' per turn. These speeds are further reduced if you are tapping on the floor, mapping, and checking for traps as you move along, so that fully armored man would only cover 60' a minute if he did that. You can adjudicate your own party depending on the heaviest armor class in the group using this system.

Another factor is that in combat a person's (or monster's) body is running pumped full of adrenaline or its equivalent. To take that into account, just assume that all men or humanoid types can operate at five times full combat speed for ten full melee turns, at two-thirds that for another ten full melee turns, and then at normal full speed for an additional ten full melee turns, thereafter losing 10% efficiency each and every melee turn until he or she has to sit down and rest from exhaustion.

Monsters will fight at the same fast pace, but based on a full, three-quarter, half, quarter, then full normal pace, and then losing 15% each round thereafter.

Now this means that a man in full armor can travel the full 120' each and every full melee turn, as long as he is operating at his peak adrenaline induced efficiency.

So how long is a melee turn, you ask? Melee turns are six seconds long, ten to every one minute melee turn. That's very fast, but melees are just that rapid. Don't worry about people zipping out of sight during melees in dungeons, because I guarantee you that people neither think that fast during the game, nor can they get turned around and past their slower comrades fast enough to get away. They'll have to fight in most cases, or get gobbled up from the rear as they try to turn and run. Even if they do manage to get a running start, just remember that all of the monsters are just as proportionately fast as they are now, and can still run them down!

There will be further restrictions that will be illustrated on the *Melee Chart* (see *Fighting Tools*) showing the hex grid system of movement and the facing costs.

HARGRAVE'S MAGIKAL EQUIPMENT SAVING THROW MATRIX

ITEM	HEAT	COLD	ENERGY	DISINTEGRATE	NEGATION	TRIGGERS	ELECTRICITY	ACID	CRUSH	ALL OTHER
Swords [a]	10	11	12	13	14	N/E	9	9	7	10
Other Weapons [a]	11	12	13	12	13	N/E	9	8	8	11
Shields [a]	8	9	10	11	12	N/E	10	10	9	10
Other Armour [a]	9	10	11	12	13	N/E	8	10	12	9
Amulets [b]	13	14	15	16	17	17	17	16	15	14
Rings [b]	12	13	14	15	16	17	16	15	14	13
Wands [b]	12	13	16	16	15	15	17	17	15	14
Rods [c]	11	12	15	15	14	14	16	16	14	13
Staffs [c]	10	11	14	14	13	13	15	15	13	12
Robes [a]	18	12	18	17	16	N/E	15	14	4	12
Scrolls	20	16	19	18	17	17	16	19	6	12
Books	18	14	17	16	15	15	14	17	9	11
Potions [b]	16	20	17	18	16	N/E	18	20	20	12
Elemental Gear [b]	15	15	15	15	10	10	15	14	13	12
Mirrors/Balls [c]	15	15	5	16	6	N/E	20	15	20	15
Musical Gear [b]	14	14	15	15	16	N/E	17	18	19	12
Statues, etc.	7	12	11	12	N/E	N/E	16	10	9	10
All Other [d]	12	13	14	15	16	17	17	16	15	14

HARGRAVE'S MAGIKAL EQUIPMENT SAVING THROW MATRIX KEY

- [a] – reduce necessary saving throw by one for each “plus” the weapon has.
 - [b] – like attributes give reduced saves (as each indicates, +2 versus fire, etc) as above. If it saves 100% versus fire, then fire can never destroy it.
 - [c] – for each power related to an attack, it receives one point of the save necessary (if it can shoot thunder bolts and fire balls, then it gets one point of each of them, etc.)
 - [d] – this simply means that the umpire must use discretion and the above for a base
- N/E – No Effect

The item must make its saving roll whenever the host body is killed, or takes enough damage to put him down and out of the fight. However this last part holds true only for highly vulnerable items such as books, scrolls, and glass potion bottles.

Special Note: All frangible (breakable) items made of a very brittle or easily resonating substance (like glass mirrors or crystal balls), must roll a 20 to save versus all sonic or vibratory attacks. ALSO remember that even though the mage was totally carbonized by the fire ball, an item that he may have carried in his pack (which was under him when he fell) may have been protected enough to rate a lower saving roll than would ordinarily be the case.

SPACE CREATURES AND OTHER ALIENS IN FANTASY ROLE PLAYING GAMES

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

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

ENERGY WEAPONS IN FANTASY GAMES

For those of you who do use technology end technological weapons in your game, here is a simple chart to use.

WEAPON TYPE		POINTS DAMAGE *	RANGE (IN METERS)	AC PENETRATION **	NOTES
Laser	Hand	12	500	2+2	Will reflect off highly polished metallic or glass surfaces.
	Rifle	20	1,500	2+4	
	Semi-Portable	30	4,500	2+6	
Sonic	Stunner	Special ***	50	N/A	Regardless of any Armor.
Sonic Disrupter	Hand	16	75	2	Metal Type armor takes very heavy damage due to vibration, etc.
	Rifle	24	375	2+2	
	Semi-Portable	36	975	2+2	
Blaster	Hand	18	575	2+3	All damage is as "disintegrate", and heals at 1 point per week only. All critical hits is per <i>Character Type Saving Throw List</i> rules (<i>Character Saving Rolls</i>) apply for the disintegrate.
	Rifle	30	1,575	2+5	
	Semi-Portable	48	4,725	2+7	
Needler	Hand	15	375	2+5	All damage is as "disintegrate", and heals at 1 point per week only. All critical hits is per <i>Character Type Saving Throw List</i> rules (<i>Character Saving Rolls</i>) apply for the disintegrate.
	Rifle	25	1,250	2+7	
	Semi-Portable	35	3,750	2+7	
Lightning Gun	Hand	20	85	N/A	Does electrical shock damage. Metal Armor just helps!
	Rifle	31	275	N/A	
	Semi-Portable	45	500	N/A	
Icer	Hand	10	55	N/A	Freezes the target. All who take 100% damage are frozen solid.
	Rifle	18	300	N/A	
	Semi-Portable	30	900	N/A	
Anti-Matter Projector (5,000 pound mount)		100	5,000	ALL	Anything that hits it causes it to detonate

Note: All energy weapons that "fail to penetrate", only do a third of their damage. However, all armor, shields, etc. is heavily damaged.

* – Decreases 10% in value per 10% in range (100% value at 10%, 90% at 20%, etc.)

** – Decreases by 1 per each 15% in range.

*** – A Mark I Stuns all up to 4d8+1, a Mark II all up to 6d8+1, and so on (rising 2d8 per "Mark" each time).

MISCELLANEOUS NOTES ON COMBAT

1. All “vorpal” weapons have a base 20% chance of causing a random critical hit each and every time that they hit. However, all hits on a roll of 20 are automatically “head severed”.
2. Weapons of “sharpness” also cause random critical hits each and every time that they hit, but only on a 10% base. A hit on a roll of 20 is random rolled normally.
3. Any armor (leather, chain mail, plate mail, etc.) that a player wears will take damage as the player does. Thus, for every 20 points in damage a player takes (unless the damage is taken on an area not covered by the armor), then it loses one of its magikal plusses until such time as it can be repaired (usually about 1,500 GS and one week time per “plus”, but only if a Dwarven (or other qualified) smith is available). There should be about a 5% chance of finding a smith capable of doing the job for every 100,000 population of the area the character’s in.
4. If a character is trying to hold a corridor or other area in a rearguard or other action requiring him to stand fast, and he is facing a creature more massive than he is, then he will have to give ground or be run over, trampled, crushed, or otherwise knocked flat! A man in full plate armor with a battle axe and shield just cannot stop a charging dragon, Manticore, bull, lion, bear, or other similarly larger opponent. He may get first strike in, but he’ll go down under the onslaught nonetheless. Players should try to exercise common sense when adjudicating knock downs and such in situations such as these, but adjudicate you must: the good old days of one lone thief holding the door for ten melee turns against the charging wyvern are over, and reality has reared its ugly (but so much more playable) head.
5. An alternate rule that may be used in melee concerns firing or striking when a character has not moved the preceding movement phase and his opponent has. It is short and simple. If your target moved and you didn’t, you get first strike. If he is slower, but has reach, or is faster with or without superior reach, then the melee is simultaneous. This reflects the fact that the non-mover has time to get set and line up his/her best shot.
6. Prior to any melee, all characters must state for the DM each and every magikal booster or item that they have prepared or activated (i.e. “haste”, “strength”, “I took my wand of cold, and put it in my left hand, and have drawn my magik sword with my right”). This is to insure that players cannot hindsight a situation, or DMs can’t disallow something that will eat their favorite ugly because he didn’t hear the player “declare it”.

SPECIAL NOTE ON COMBAT

All weaponry that leaves the hand of the firer (such as arrows, bullets, rays beams, etc.), and have a listed maximum AC penetration and range, will attack at +5 against all ACs it can penetrate.

Thus, a laser that can penetrate AC 2+5 at 100 meters is +5 to hit AC 2+5 at that range, If the range was more or the AC penetration less, then it would attack the AC at zero on. This holds true even for variable ranges and AC penetration devices.

SPECIAL NOTE ON MELEE MOVEMENT

To determine who moves first during a melee movement, simply add the character’s Agility and Dexterity to come up with an “impetus number”. The highest number moves first, the next highest moves second, and so on down the line.

Although in Arduin, I simply declare “melee phase one (three or whatever) is over, you have 40 seconds to move!” The above system is used to determine who got through the door first (after adjudicating for individual speed and distance to cover) and such like. It’s simple, handy, and realistically playable.

REAL MEDICINE AND FANTASY GAMING

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

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

SPINAL CRITICAL HITS

DIE ROLL	ACTUAL AREA OF IMPACT	SPECIAL EFFECTS	HEALING PROBLEMS
1	High Neck	Instant death.	After being "raised", the victim is quadriplegic for d6 months. With regeneration, it's d6 weeks.
2	Mid Neck	50/50 chance of instant death or stunned for d6 hours and quadriplegic thereafter.	Only a "full raise" or regeneration will heal this hit, and the victim is quadriplegic for d6 months.
3	Low Neck	As above, but only a 25% chance of instant death.	As above.
4	High Back	Stunned for d10 minutes and quadriplegic thereafter.	As above, but arm functions will return in half the time if regeneration is in effect.
5	Mid Back	Stunned for d6 melee turns, and paralyzed from the waist down.	As above, but regeneration cuts the time down to d6 weeks.
6	Low Back	Stunned for d6 melee turns, and paralyzed as above.	As above, but regeneration cuts the recuperation time to d3 weeks.

GENERAL CRITICAL HITS

CRITICAL HIT	HEALING PROBLEMS
Severed hand or wrist	A "Heal Critical Wounds" will reattach the dismembered appendage, but it will take d6 months to regain full functioning. Regeneration will cut the time to d6 weeks.
Cut artery in leg or arm	There is a 25% chance of a nerve being cut with the above problems and healing time; otherwise as stated in the <i>Critical Hit Table</i> .
Severed toes or fingers	A "Heal Critical Wounds" heals with full function, but they will be permanently numb (only for d6 weeks with regeneration).
Eyes torn out	Healable only by regeneration or full raise dead, but regeneration takes d6 months, and full raises take d2 months to regain full functioning.
Ear torn off	A 25% hearing loss in that ear regardless of healing efforts.
Loss of buttock(s)	Regardless of healing effort, a -6 loss in Agility, halving of speed and endurance for d6 months.
Punctured lung	25% chance of death in d6 melee turns, and -4 off all attack or defense until healed with regeneration (d6 weeks) or by a full raise dead (recuperation time is d3 months), but in any circumstance a permanent halving of Constitution.
Head severed or pulped or body split in twain	Regeneration takes d6+1 months, and with a raise dead fully, the recuperation is d4 years.

GENERAL CRITICAL HITS (CONTINUED)

CRITICAL HIT	HEALING PROBLEMS
All other head injuries	As in the <i>Critical Hit Table</i> , except there is a 25% chance of the victim developing epilepsy in d6 months (a “Cure Disease” will not heal this).
“No Result” head injury	There is a 50% chance of hemorrhage and death in d12 hours, a 40% chance for gradual mental and physical enfeeblement over a d6 month period that permanently halves all abilities, and a 10% chance of permanent memory damage where the victim can’t remember more than his own name, or his friends, for more than 10 minutes.

VARIOUS RULES CHANGES

CLONING

1. No person may have more than one clone at any given time. If more than one is in existence, they both will gradually go insane and attempt to slay the real person, as well as each other. This process takes 1 month per each level of the clone (e.g, a 10th level clone would take 10 months to go 100% insane). However, the insanity would have been steadily manifesting itself right along. If the clones are magikally “slept” or otherwise incapacitated, the process will still happen, but at half the normal rate.
2. Clones take 1 month per each year’s growth wanted to complete; thus a 30 year old man’s clone would take 30 months to grow to fruition. However, in the meantime, the man would have aged a further two years; thus the clone would be two years behind the owner. If the clone is “triggered” by the owner’s death before the full desired growth, the clone will activate at the age it is currently at, but because it was not as it was keyed for, a resurrection roll will be necessary. The unfortunate who died too soon is stuck with the body and mind of a much younger person. This is because the clone ages and matures as it is grown, and will not reach the full cloned potential until it has grown to the proper age. Absolutely no experience transfers to the clone from the original owner’s body upon transferral.
3. Clones will cost 20,000 GS for the initial investment and 1,000 GS per month thereafter until completion.

TIME STOPS

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

REGENERATION

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

RULE QUESTIONS

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