

IRONHEDGE®

GAME- Ironhedge® is a quantum role playing game of fighting, magic, power, and treasure. It can be played in a world the Referee designs (see Worlds), in the world included in this game (Ironworld®), or in any suitable world. To play you need wargaming dice (4, 6, 8, and 10-sided), paper, pencils, and erasers. Wargaming dice can be purchased at your local hobby shop. A Referee and 1-10 players are also needed.

The best
game ever!

Play-The players control a party of characters known as Adventurers in a world moderated by Referee. Each player controls his own characters, 1 if there are several players, 2 or more if there are few players, but 6-12 is a good number to divide among the players. The player's goal is to have their characters gain experience, power, and wealth without being killed (easier said than done). The Referee's job then using the rules/procedures/formulas in this rulebook is to moderate the player's characters continual status in the game. These rules are general and occasionally situations will arise that aren't covered by these rules; if so the Referee must logically and fairly determine what will happen (his decisions are final).

Translated from the
ancient tablets of Torth

Dice-To condense these rules, abbreviations are used throughout this book. Take note of dice especially. **D4, D6, D8, D10,** and **%D** mean 4-sided, 6-sided, 8-sided, 10-sided, and percent dice respectively. More than one die (n) is denoted by putting the #of how many in front (for n%D multiply the %D roll times n), for instance: 2D6 means two 6-sided dice, 3%D means a %D * 3. When used in the text it infers that those dice must be rolled to find a random number. To find D3/D5/D7/D9 use the next larger die, then reroll irrelevant rolls (4's on D3, 6's on D5, etc).

Experience Points (EP) - Immediately after any given event or battle occurs, the Referee will award EP's (cumulative) to each character, including those killed, for what each did and/or in proportion to how much damage each inflicted on the enemies killed (KP's). Each character starts with zero EP's in each occupational field and may progress in any field he wishes as long as he meets the MPA's of that field. He can only earn EP's in one EL field at a time, but may use all of his abilities of other fields while on that adventure. Magicians get 10% of the KP's that animations under their control kill. Each year characters earn 1 EP longevity. Characters who do nothing for 1 month retire and cease to earn EP's or (mp's).

Generals get 5% of the KP's
that those under their
command kill;
Commanders get 3%

Kill Points (KP) - This is the #of EP's the Referee will award a character for killing a specific enemy. KP's are listed in the Spec Tables for each character/creature. The Referee may, at his description, award up to twice this amount if he feels exceptional courage and bravery was exhibited.

General concept to
remember:
No pain, No gain...

Experience Level (EL) - When a character accumulates the required #of EP's to advance to a next higher EL (listed on page i4), and if that character has the MPA for that EL, then the Referee will promote him to that new EL, and award him all the abilities of that EL.

Attack Level (AL)- This is the EL that a given character will fight at in individual combat and in brawls. If he holds 2 or more EL's in different occupational fields, he may use his highest AL of those for all combat/brawl purposes.

AL Bonuses-Mounted riders and dwarfs attacking with axes get 1 extra AL (plus the horse/camel may also attack). Chariot riders, those on high ground (stairs/rocks), those invisible (or pitch dark), and those defending but not attacking (parry) get 2 extra AL's. Those defending from battlements/walls get 4 extra AL's.

Life Points (LP)-This is the amount of endurance a character has in combat. Men have 7 LP, dwarfs 6 LP, and elves 5 LP. Females have 1 less LP than the males of their race. Characters with high strength get extra LP's; 10-12 Str get 1 extra LP, 13-14 Str gets 2 extra LP's, and 15 Str gets 3 extra LP's. The Spec Tables list what other creatures have. As a character/creature receives damage the Referee will deduct points from this score. When the LP tally reaches zero that creature falls unconscious, if it becomes negative he will die that melee. In D6 hours those falling unconscious must save vs shock or revive/die. Healing lost LP's/broken bones takes:

LP's left-	0	1	2	3	4	5	6
Time to heal:	4 mo	3 mo	2 mo	1 mo	3 wk	2 wk	1 wk

Decrement Damage to Each Limb at 1 LP/melee til taken in full or treated by a medic (minimum damage = finger/toe: -0 LP, hand/foot: -1 LP, & arm/leg: -2 LP; severs must be tournequeted, broken bones set). Executioner sword hits to subdued victim's neck/limbs always do max damage (red hot bladed weapons will cauterize: limbs lose no LP's).

Minimum Prime Attributes (MPA)- To advance in EL's a character must have at least the MPA of that type character field EL (see page i4). If he doesn't have the required MPA he may continue earning EP's, but he may not advance to the next EL until he meets the required MPA. They are:

Minimum Strength (MS) - For Fighters.

Minimum Intelligence (MI) - For Magicians, Alchemists, Priests.

Minimum Dexterity (MD) - For Thieves.

Inherent Abilities- Each magician, alchemist, or priest has a quota of how many spells/potions/blessings he may cast/concoct/give each week, depending on his EL. There are 4 different levels of spells/potions/blessings. SW, PW, and BW quotas are listed according to EL by spell/potion/blessing level on page i4. Higher level quotas may be used for lower ones:

Spells per Week (SW) - For a magician's spell quotas.

Potions per Week (PW) - For an alchemist's potion quotas.

Blessings per Week (BW) - For a priest's blessing quotas.

Magic Points (mp) - Magicians accumulate 1mp per month for each 1000 EP they have. They can be stored on scrolls, in storing items, mentally (must have at least 11 Int), given away, or sold (1mp = 1e = 30s). They are used to cast spells in lieu of SW quotas or to manufacture enchanted/magical items.

Ingredients (iη) - Alchemists with a lab using PW quotas need these to concoct potions. They can be purchased from any chemist's guild or herbalist (1 in costs 3s). Flasks hold ½ pint (8 doses for most potions); for oil: 1 gallon (1 dose) costs 1s.

Aqua Regia	Coca Leaf	Mandrake	Newt Eye	Reagents	Snakeroot
Arsenic	Ginseng	Mercury	Nightshade	Sage	Spidersilk
Charcoal	Glycerin	Naphtha	Palm Oil	Salt peter	Sulfur

Shackled: lose 6 AL's
Under Net: lose 4 AL's
Land creatures underwater: lose 2 AL's

Severs/Major Wounds (any max damage hit):
 Roll D6 for each:
 1=bad infection
 if not treated or cauterized, symptoms appear in D6 days (see disease page i21).

Prorate:
 This means an enchanter with 20 EP will earn 1 mp in 20 months

Chemist Guilds:
 Sell in's to members for 2s
Potions:
 see page i39

Thief Functions -Each time a thief wishes to attempt any given task, the player controlling him must roll the %D. If the #listed in %notation on page i4 according to that character's EL plus all %bonuses or lower is rolled, then the thief will successfully complete that specified task on that particular occasion (takes 1 melee). Special %bonuses are listed:

Certain books if studied give bonuses see page i41

Climb Walls (CW)-To climb walls, cliffs, and steep surfaces without a rope (check every 50^{ft}), or to jump. Failure means falling %D percent of the distance, see Falls. **Elfs +2%**

Pick Locks (PL)-To pick any type of lock; or untie ropes. **Dwarfs +3%**

Notice/Neutralize/Set Traps (NT) - To notice any obscurity (tracks or hidden thing), or to defuse or set any trap (failure may mean setting off the trap, see Catastrophic Failure). Those with LC's can also notice traps & secret doors, (see page i20). **Dwarfs +3%, Elfs +1%**

After first NT failure, characters must state their intent to continue searching.

Those with helmets off can Notice; non-thief NT=18%.

Pickpocket/Steal (PS) - Ability to successfully get the object the thief was after. Victims must save vs thief or they will not detect the thief, see Saving Rolls. **Men +4%, Dwarfs +2%**

Move Quietly (MQ)- To move about and not be heard. When in the marketplace, roll %D for background noise: a MQ roll 10% less than this also indicates success. **Elfs +3%**

This %D roll = sound level in decibels

Move Unnoticed (MU)- To elude; or move about and not be seen, provided it is dark, or there are shadows/places to hide. **Elfs +3%**

Hear Noises (HN)- To hear & discern faint noises that others cant, or to awake from sleep (overrides MQ, Referee must check this). **Elfs +3%**

Wizzards - can see the aura color of special items:
Brown=misc special items
Red= +1xx
Orange= +2xx
Yellow= +3xx
Green= mxx

DM/IP/DI Functions - Each time a magician nears/passes some enchanted/magical/cursed item or area, or an alchemist finds a potion/metal/ore, or a priest asks for help from above/below in making major decisions, the Referee will roll the %D. If the #listed in %notation on page i4 according to that character's EL plus all %bonuses or lower is rolled (success), then the Referee will tell that character that he senses something enchanted/magical/cursed nearby, or what type potion/metal/ore it is, or briefly what he would do if he were the priest:

Mythhedge:
Aqua= +4xx
Blue= +5xx
Violet= +7xx

Detect Magic (DM)-Magician's ability to sense energy auras.

Identify Potion (IP)-Alchemist's ability to assay any substance.

Divine Inspiration (DI)-Priest's ability to commune divinely with the Referee at any time (%chance of being answered).

Save vs:
 Spell, Thief,
 Poison, Exposure

SAVING ROLLS - Each time a spell is cast against someone, or a thief attempts to pickpocket or steal from someone, or someone is poisoned, or someone risks exposure from shock, exhaustion, heat stroke, or hypothermia, that someone must make a saving roll (use D10) to see how it affects him: affected or not, full or half damage, whether or not he detects a thief trying to rip him off, or alive or dead in D6 melees (poison) or D6 hours (exposure). A successful roll for the victim is greater than or equal to the listed#'s: cross reference victim's EL with Int (vs spell/thief) or Str (vs poison/exposure). For distractions add 1 vs thieves; drunks add 2 vs thieves. Whoever saves vs poison 4 times is thereafter immune.

Massive Poisoning:
 Each extra poison dose raises victim's save by 1.

Saving Rolls:

Victim's:	EL					
Str-Int	1	2	3	4-5	6+	
1	10	9	9	8	8	
2-3	9	8	8	7	7	
4-5	8	7	7	6	6	
6-8	7	7	6	6	5	
9-10	7	6	6	5	4	
11-12	6	6	5	4	3	
13-15	6	5	4	3	2	
16+	5	4	3	2	1	

For Save vs Falling see page i19

For other Saving rolls: see pages
g1 vs Habit, **Overdose**
s1 vs Control, Maneuver, **Blackout**
n1 vs Radiation
m1 vs Impending Doom

IRONHEDGE® CHARACTERS-These can be men, dwarfs, or elves. Each has 3 attributes: Strength (**Str**), Intelligence (**Int**), and Dexterity (**Dex**), each is denoted by a number found by rolling 2D6. If max (12) is rolled for any attribute, roll D6: each time 5 or 6 is rolled, increment that attribute by 1 (to a max of 15), until 5 or 6 is not obtained. Females have beauty (**Bea**), not Str (female Str = 2D4). High Int does not help a character's ability to think under pressure, that's left up to the players.

For Alternate System, see Starhedge page s18.
Archers- Use Spec Tables for Gunner (page s2) or Gunslinger (page w2)
Anyone is a 1st level fighter.

FIGHTERS	EL	AL	EP	MS	ENC	KP	#AT
Warrior	F1	1	0	2	01-30	6	1
Master Warrior	F2	2	20	4	31-60	7	1
Gladiator	F3	3	60	6	61-80	9	1
Master Gladiator	F4	4	200	8	81-90	14	2
Centurion	F5	5	1200	10	91-97	20	2
Commander	F6	6	4000	12	98-99	35	3
General	F7	7	10000	13	100	50	3



See page i40 for insignia.

Anyone with at least a 4 Dex is a 1st level thief.

THIEFS	EL	AL	EP	MD	ENC	KP	CW	PL	NT	PS	MQ	MU	HN
Shoplifter	T1	1	0	4	01-40	4	30	25	20	15	17	25	15
Robber	T2	2	30	7	41-70	5	45	40	36	30	33	38	25
Burglar	T3	3	100	9	71-90	7	60	52	49	45	50	50	45
Thief	T4	4	500	11	91-97	10	70	64	62	60	67	62	65
Master Thief	T5	5	1800	12	98-99	15	79	76	75	73	78	74	80
Expert Thief	T6	6	7500	13	100	25	87	87	87	85	86	85	90

Must research at least one spell to become a magician.

Insignia:
 #
 ##
 ###
 ####

MAGICIANS	EL	AL	EP	MI	ENC	KP	DM	SW-	1st	2nd	3rd	4th
Conjurer	M1	1	1	11	01-40	3	10		1	-	-	-
Enchanter	M2	1	20	11	41-80	6	30		2	-	-	-
Sorcerer	M3	2	70	11	81-90	10	50		3	1	-	-
Necromancer	M4	2	250	11	91-95	20	70		4	2	-	-
Wizzard	M5	3	1400	12	96-97	50	85		5	3	1	-
Wizzard II	M6	3	5000	13	98	100	90		6	4	2	-
Wizzard III	M7	3	15000	14	99	250	93		6	5	3	1
Wizzard IV	M8	3	30000	15	100	500	95		6	5	4	2

Must research at least 1 potion to become an Alchemist

Insignia:
 ⊙
 <⊙>
 ⊙⊙

ALCHEMISTS	EL	AL	EP	MI	ENC	KP	IP	PW-	1st	2nd	3rd	4th
Mixer	A1	1	1	10	01-30	4	10		1	-	-	-
Potioner	A2	1	20	10	31-70	5	30		2	-	-	-
Concocter	A3	2	50	10	71-90	7	50		3	1	-	-
Chemist	A4	2	200	11	91-97	10	70		4	2	-	-
Chemist II	A5	3	1300	12	98-99	13	90		5	3	1	-
Chemist III	A6	3	6500	13	100	20	95		6	4	2	-

Must do at least one good/evil deed to become a priest.
 See page i40 for insignia.

PRIESTS	EL	AL	EP	MI	ENC	KP	DI	BW-	1st	2nd	3rd	4th
Follower	P1	1	0	2	01-40	-3	10		1	-	-	-
Disciple	P2	1	20	4	41-70	-5	25		2	-	-	-
Monk	P3	1	100	6	71-90	-7	40		3	1	-	-
Elder Monk	P4	1	400	8	91-95	-10	60		4	2	-	-
Priest	P5	1	1500	10	96-98	-40	80		5	3	1	-
Chief Priest	P6	1	7000	12	99	-100	90		6	4	2	-
High Priest	P7	1	20000	13	100	-250	95		6	5	3	1

Fighters-Characters with high Str make good fighters. They can use all weapons, shields, and armor. They make up the bulk of a party, since most battles are hand to hand; the highest ranking fighter is in charge of such battles. Fighters earn 5 EP for each mortal and 2 EP for each nasty blow they deal.

Thiefs - Characters with high Dex make good thieves. They can use all weapons, shields, and leather armor. They are good for climbing walls, picking locks, neutralizing/setting traps, tracking, pickpocketing, stealing, moving quietly & unnoticed, and hearing faint noises. Thiefs receive for these functions the below listed %bonuses. Each time a thief successfully steals or pickpockets and is not detected he earns 5 EP, plus 1 EP for each trap he sets/neutralizes or lock he picks.

<u>Dexterity:</u>	<u>9</u>	<u>10</u>	<u>11</u>	<u>12</u>	<u>13</u>	<u>14</u>	<u>15+</u>
%Bonus=	+1%	+2%	-3%	+4%	+5%	+6%	+7%

Magicians - Characters with very high Int make good Magicians. They can use all weapons, shields, and mythril armor. If he sets his weapons down, he can cast 1 spell per melee, but only spells he has a spellbook listing of, up to his SW quota. He earns 2 EP for each new spell he researches the incantation for his spellbook and 1 EP for each time he successfully dispells/charms. Wizzards don't age. When magicians die, all their accumulated unused SW's and mp's disappear. The below chart shows the time needed and cost to research 1 spell of any given level and each spell's market value (if sold).

Dead animal skin & Metal screws-up mental auras.

These spell incantations can be memorized.

Alchemists- Characters with high Int make good Alchemists. They can use all weapons, shields, and leather armor. They are good for concocting potions. Each one encountered has D6 potions. With ingredients (iη) he can concoct potions he has a potionbook listing of, up to his PW quota. He earns 3 EP for each new potion he researches the formula for his potionbook. The below chart shows the time needed and cost to research 1 potion of any given level, plus its ingredient cost per potion and that potion's market value (if sold).

Priests - Characters with some Int make good priests. They lose half of their EP's if they use weapons, since they're pacifists, but they may wear leather armor. Priests can be good (self denial for the good of others) or evil (persecute others for their sins). They receive a 10% tithe on all found money. His knowledge of blessings/cursings (1 per melee, up to his BW quota) comes from his holybook, which he must carry in order to give them. He earns 2 EP for each listener he converts or martyr killed, and 1 EP for each successful bless/curse and/or good/evil deed he does. Priests are not affected by blessings/cursings.

#Of	Months	Level	<u>Research Cost:</u>		<u>Market Value:</u>		<u>Ingredients:</u>	
			Scrolls	Potion	Scrolls	Potion	Blessings	Potion
1	1	100s	25iη	10s	10s	10s	3iη	
2	2	200s	50iη	20s	20s	20s	6iη	
3	3	500s	100iη	50s	50	500s	15iη	
4	4	1000s	-	100s	-	10000s	-	

The scrolls are used for note paper in deriving the incantation

The iη's are use for experimental mixtures in deriving the formula.

ADVENTURE SETUP - The Referee should first determine how many characters each player gets; those from previous adventures should be used if alive. Each player must then roll up each new character's attributes, decide each's occupation (Fighter/Thief/Magician/Alchemist/Priest), race (Man/Dwarf/Elf), and fill out all relevant blanks on each new character's card, also thinking up names for each. Start them out in a town where the common language is spoken (E-English, this way literate characters can read inscriptions), otherwise start where the old characters left off. New characters may be rolled up to replace dead ones whenever the party is in town.

Cutthroat- Player's characters may not attack nor steal from each other, unless such a game is agreed upon beforehand.

Time - For game purposes assume each month to be exactly 28 days (4 weeks). Game time passes as fast as events permit.

Hometowns- Characters generally share a house with family or friends, who act as caretakers while in their absence.

STANDARD EQUIPMENT (SEQ)- If unsure what to equip a character with, give each 14 day's food, 2 canteens, plus the following are recommended as a minimum (SEQ costs 100s). Be mindful of weight limits (overloaded characters trudge) and MS/MD requirements (assign alternate weapons as required or desired); priests may use torches as weapons without penalty if used when/where it's dark. Give each elf or character with a high Dex a bow or crossbow. In cold climates assume each new character owns a fur coat. Other equipment such as grapnels, rope, torches, oil, matches, backpacks, tents, sacks, etc; should be distributed among the party. (*AF=Axe if dwarf)

<u>SEQ-</u>	<u>Fighter</u>	<u>Thief</u>	<u>Magician</u>	<u>Alchemist</u>	<u>Priest</u>
Combat*:	Sw-Sh-PA	Sw-Sh-LA	Sw-Sh-He	Sw-Sh-LA	To-Sh-LA
Missiles:	2 Sp	Bw-Q-12a	---	2 Fl-6iη	---
Research	(prior to Adenture):		1 spell	1 potion	Holybook
Optional:	Bpk-Te	Xbw-Q-12q	---	Port. Lab	Ma-Oil
	Gr-50' Rp	---	Scrolls	Fl's - iη's	Sil.Cross

Character Cards- These simplify play and are a convenient way of listing all relevant attributes, possessions, abilities, and scores of each player's characters. Use pencil only on these.

Encounter Cards-A convenient way of having encounters. Before an adventure starts, the Referee would roll up several different encounters for each terrain type and underworld DR. Then each time the players have an encounter, the Referee only need pull out the appropriate encounter card instead of rolling it up, which can be lengthy, Adventurers especially. This is also beneficial in that the Referee can tell the players if they hear them or vice-versa before they meet them face to face.

Retail Prices- Listed per pound. Raw materials cost a third, wholesale costs two-thirds this (25 coins=1lb, 1 coin= ¼oz):

Granite/Marble	2c	Iron/Tin/lead	10c	Wool/Cotton	10c
Pine	3c	Copper	25c	Leather/Fur	20c
Hardwood	5c	Glass/Pottery	15c	Silk/Finery	75c

MONEY- Each new character starts with 200 tithing exempt silver coins to buy equipment for the adventure. Additional equipment may be bought from any appropriate merchant.

Exchange Rate: 1 Silver Coin (1s) = 10 Copper Coins (10c)
 1 Gold Coin (1g) = 10 Silver Coins (10s)
 1 Mythril Coin (1m) = 3 Gold Coins (3g/30s)

For really small Change:
 1 Copper = 10 Iron Coins

Barter:
 4pigs = 1cow
 3bu wheat = 1 bolt cloth

Weapons:	Cost/Weight	Armor Sets:	Cost/Weight
Giant Sword	15s 15 _{lb}	Plate Armor	60s 60 _{lb}
Battle Axe	15s 15 _{lb}	Leather Armor	40s 25 _{lb}
Sword/Axe	10s 10 _{lb}	Shield	10s 10 _{lb}
Short Sword/Saber	7s 7 _{lb}		

	Cost/Weight	Individual Armor:	Cost/Weight
Morning Star/Mace	20s 20 _{lb}	Helmet (PA)	10s 10 _{lb}
Whip (metal barbed)	6s 3 _{lb}	Brest Plate (PA)	20s 20 _{lb}
Club	4s 10 _{lb}	Shoulder Plate (PA)	15s 15 _{lb}
Halberd (2 handed)	10s 10 _{lb}	Arm Bracers (PA)	5s 10 _{lb}
Spear (7 ^{ft} long)	5s 5 _{lb}	Leg Bracers (PA)	10s 10 _{lb}
Pike (12 ^{ft} long)	7s 7 _{lb}	Leather Shirt (LA)	20s 10 _{lb}
Harpoon (6 ^{ft} x 3 ⁱⁿ dia)	10s 15 _{lb}	Leather Kilt (LA)	10s 5 _{lb}
Knife	2s 2 _{lb}		

	Cost/Weight	Other Items:	Cost/Weight
Dagger	3s 3 _{lb}	Fur Coat	30s 15 _{lb}
Hatchet	5s 5 _{lb}	Silk Robe	40s 5 _{lb}
Throwing Knife	4s 2 _{lb}	Peasant Robe/Cloak	5s 5 _{lb}
Sling	3s 2 _{lb}	Horse/Camel	100s -
Lead Pellet	1s 1 _{lb}	Cow/Ox/Buffalo	50s -
Bow	10s 5 _{lb}	Sheep/Goat/Pig	10s -
Longbow	15s 8 _{lb}	Dog Sled (2 Man/8 Dogs)	50s 125 _{lb}
Crossbow	20s 10 _{lb}	Ox Cart (500 lb load)	75s 1/3 ton
Arrow/Quarrel	1s 1/2 _{lb}	Wagon (1000 lb load)	150s 1/4 ton
Quiver	2s 1 _{lb}	Chariot	250s 1/2 ton

Equipment:	Cost/Weight		Cost/Weight
Backpack (100 lb load)	20s 10 _{lb}	Catapult	125s 1/2 ton
Sack (20 lb load)	2s 2 _{lb}	Scorpion	200s 1/4 ton
Tent (2-Man)	20s 15 _{lb}	Onager	350s 1/2 ton
Canteen (1 Gallon/full)	4s 10 _{lb}	Ballista	600s 1 ton
Rope (hemp-per 50 ^{ft})	15s 10 _{lb}	2-Man Canoe	50s 125 _{lb}
Grapnel (scaling)	5s 5 _{lb}	10-Man Boat	300s 1/2 ton
Iron Spike	1s 1 _{lb}	30-Man Galley	3000s 4 ton
Torch (need oil)	3s 2 _{lb}	60-Man Galley	8000s 10 ton
Lantern (need oil)	5s 3 _{lb}	Small Merchant Ship	5000s 6 ton
Matches (25)	2s 1 _{lb}	Large Merchant Ship	10000s 12 ton
Hammer	5s 5 _{lb}	Portable Lab	100s 20 _{lb}
Nails (25)	1s 1 _{lb}	Flask/Scroll (blank)	2s 1 _{lb}
Anvil	70s 100 _{lb}		

Meal Prices:
 Breakfast = 1c
 Lunch = 2c
 Dinner = 2c

	Cost/Weight	Misc:	Cost/Weight
Chain & Shackles	15s 15 _{lb}	Day's Food	1/2s 3 _{lb}
Silver Cross	25s 1 _{lb}	Night's Rent at Inn	1/2s -
Wooden Stake	1s 2 _{lb}	Stables (per day)	1s -
Mirror	2s 1 _{lb}	Ship Fare (per 20 miles)	1/2s -
Shovel	6s 6 _{lb}	House (per room)	100s -
Mattock	10s 10 _{lb}	Land (per acre/lot)	25s -
Pickaxe/Prybar	5s 5 _{lb}	Oil (one gallon kegs)	1s 10 _{lb}
Chest (200 _{lb} load)	20s 20 _{lb}		
Lock w/key	5s 1 _{lb}		

Food Prices:
 Dozen Eggs = 1c
 Loaf of Bread = 1c
 Fish = 1c
 Chicken = 1c
 Shank of ham = 5c
 Sack of Potatoes = 1c
 Shot of Whiskey = 1c
 Bushel of Wheat = 5c
 Bolt of Cloth = 15c

Chariots- to run over an opponent, roll HTH: Hitting does D8 crushing damage; if knives are affixed to wheel-spokes: **ALSO TAKE** D6 Knife hits of damage

HAND TO HAND COMBAT-Each melee of combat, roll a D10 for each character/creature's attack in combat. If his roll is greater than or equal to his To Hit# plus/minus adjustments, then he successfully hits that opponent. For each hit, roll an appropriate die to calculate the damage that the weapon (listed below) or creature (listed in the Spec Tables) does and deduct it from the LP's of whoever is hit, adjusting for armor absorption. Weapon hits (except torches/whips) to the head/neck/chest/ribs/back, claw/bite hits to the neck, and horn/tusk/spike hits to the chest/ribs/back doing max damage (8 on D8, etc) or 11pts or more of damage (2D6/2D8) inflicting damage all deal mortal blows (kills instantly that melee). Max damage bites to limbs (arms: if>D7; legs: if>D9) amputate. Giant swords/battle axes require at least 12 Str to wield with one hand. If an attacker dont meet the MS/MD requirements to utilize a weapon, he will be penalized 1 AL for each pt he is shy.

Defense Factor (DF)- There are four DF's of combat: Shields (**Sh**), Major Weapons (**Mj**), Minor Weapons (**Mn**), or No Weapons (**No**).

	ATTACK	DAMAGE	RADIUS			NASTY BLOWS	
FACTOR (AF):	DOES	MS	MD	TO USE	MAX DAMAGE TO:	WILL:	
Mj- Giant Sword	D10	9	7	5-6ft	Arm/Leg	*Sever	
Battle Axe	D10	9	8	5-7ft	Arm/Leg	*Sever	
Morning Star	D9	8	10	5-7ft	Arm	Break	
Sword/Axe	D8	6	4	2-4ft	Arm	*Sever	
Sht Sword/Saber	D7	4	3	2-3ft	Arm	*Sever	
Whip (barbed)	D7	5	10	6-10ft	-	-	
Club/Hammer	D6	2	2	1-3ft	-	-	
Mattock	D7	5	2	2-4ft	-	-	
Torch (lit)	D6	2	3	1-3ft	Head (1 eye)	*Blind	
Mace	D8	7	4	2-4ft	Arm	Break	
Halberd	D8	4	7	4-6ft	Arm	*Sever	
Spear/Pike	D7	2	3	1-6ft	-	-	
Mn- Knife/Dagger	D6	2	2	1-3ft			
Hatchet	D6	2	3	1-3ft		*Permanent Wound	

To Hit# (HTH)- Each attacker's AL plus each opponent's DF determines the base# needed to hit any given opponent. The below chart lists these To Hit#'s vs Shields; subtract 1 vs Major, 2 vs Minor, and 3 vs No Weapons. Subtract 1 on charges with spears/pikes, subtract 2 vs retreaters (no counterattack allowed), add 2 if trying to hit a specific Critical Hit. Surprise attacks and To Hit rolls of 10 (luckshots) always hit. For wand/staff attacks: DF= Mn; for SW/BW/ring attacks: DF= No.

AL's DIFFERENCE-	0	1	2	3	4	5	6	7+
Higher AL to Hit#	7	6	6	5	5	4	4	3
Lower AL to Hit#	7	7	8	8	9	9	10	10

Multiple Attackers- When there is more than 1 attacker on any given defender the 2nd attackers on up get a hit bonus. The max #of attackers vs a man-sized creature is 5 each melee, 8 vs any giant/large creature, and 12 vs any very large creature.

#OF ATTACKERS-	2nd	3rd	4th	5th	6th
Subtract from to Hit#	1	1	2	2	3

Optionally: 1s always miss.

Charge Bonus:
Applies if charging or set against charging opponents.

Attack Positions:
Front = 1st
Flank = 2nd - 3rd
Rear = 4th - up

See Δ Hits pages: w4 & g4
Example: for DF=Sh if miss by Δ Hit:
-1 = hit shield
-2, -3 = hit weapon
-4+ = clean miss

Melee (1 minute) is the unit to which combat is divided into. When a battle commences the Referee and players will divide the characters and opposing party in a logical manner into individual battles. If any character/s kills his opponent/s, he/they may join other close battles the next melee.

#AT- The maximum #of attacks per melee that any character or creature is allowed in combat is listed in the Spec Tables (1 if not listed), but no more than 3 #AT against any given defender. If any opponents of a given individual battle both/each have more than 1 #AT, then the extra #AT's mutually cancel, until the #AT's of one/both side/s is reduced to 1, but no more than 4 #AT's may be canceled on any combatant.

Armor (AR)-If characters/creatures wear armor it will absorb some of the damage received in combat. Plate Armor absorbs 2pts and Leather Armor (LA) absorbs 1pt of normal (not magical) damage per hit. Treat helmets as PA (see below); hits to the head/neck absorb accordingly. Creatures are listed as to how much normal damage their skin absorbs per hit.

Enchanted Weapons-These do their normal damage plus 1 pt of magical damage per hit. Each has a hit bonus enchantment (+1xx, +2xx, +3xx, where xx = weapon type) which is subtracted (added for doublecursed) from the To Hit# of the user.

Magical Weapons-These weapons lower the To Hit# after all adjustments (excluding enchanted shields) to 1, hence they never miss their target. They do their normal damage plus 1pt of magical damage (mxx, where xx = weapon type).

Enchanted Shields-Each has a hit penalty enchantment (+1Sh, +2Sh, +3Sh) which is added (subtracted for doublecursed) to the To Hit# of any opponent attacking the bearer.

Enchanted Armor-This armor absorbs its LA/PA base of normal damage, plus its enchantment quota (+1LA, +2LA, +3LA, +1PA, +2PA, +3PA) of magical or normal damage. If just magical damage is received then it absorbs its enchantment quota only.

Mythril Armor (MA)-This armor absorbs only its enchantment quota (+1MA, +2MA, +3MA) of magical or normal damage, since it has no LA/PA base. Enchanted statuses, spirits, and some creatures have skin equivalent to MA, (+1, +2, +3, etc).

Optional Combat-For misses, calculate if a defender would have been hit if his shield then weapon was removed; if so then that item was hit. For max damage hits from major weapons to opponent's shields/weapons, roll D6: 1-2 = Broken/cut in two, 3-5 = Knocked out of opponent's hand, & 6=Knocked up into the air (if save vs Dex someone may attempt to catch it: make MTH).

Critical Hits-Magic/fire/radius damage aren't critical hits; for others roll D10 to determine where each hit is (this indicates where the majority of a hit's damage went):

Use	HIT IS TO:		WHAT MAN TYPE ARMOR ABSORBS IT:		
	Men-Type	Animal-Type	Leather	Plate	Mythril
D10					
1	Head	Head	Helmet	Helmet	Helmet
2	Neck	Neck	Helmet	Helmet	Helmet
3	Left Sholder	Left Side	Leather Shirt	Shoulder Plates	Mythril Robe
4	Right Sholder	Right Side	Leather Shirt	Shoulder Plates	Mythril Robe
5	Left Arm	Front Legs	Leather Shirt	Arm Bracers	Mythril Robe
6	Right Arm	Hind Legs	Leather Shirt	Arm Bracers	Mythril Robe
7	Chest	Ribcage	Leather Shirt	Breast Plate	Mythril Robe
8	Back	Back	Leather Shirt	Breast Plate	Mythril Robe
9	Left Leg	Tail	Leather Kilt	Leg Bracers	Mythril Robe
10	Right Leg	Wings	Leather Kilt	Leg Bracers	Mythril Robe

Missile Fire:

Roll D8 if obstruction blocks legs;
Roll D6 if only head to sholders are exposed (treat as small target)

Animals:

Roll D9 if non-winged

Optional:

If Miss by worse than -d5, see Catastrophic Failure page i21

MISSILES-Characters/creatures not charging, hiding (MQ/MU), using SW/BW/mp's, drinking potions, subduing, waking up, or engaged in combat may throw/fire/shoot missiles (max 1 if combat ensues the next melee) or grapnels. For each shot roll a D10; if his roll is greater than or equal to his To Hit# (listed by Dex/range) plus/minus adjustments, then he successfully hits his target. For each hit roll an appropriate die to calculate the damage that the missile does (listed below) and deduct it from the LP's of whoever is hit, adjusting for armor absorption. Rock/shot hits to the head and spear/pike/arrow/quarrel/harpoon/throwing knife hits to the head/neck/chest/back/ribs doing max damage inflicting damage deal mortal blows (kills instantly that melee). **To Hit# Adjusts**-Elfs subtract 1. Subtract 1 vs giant/large targets, 2 vs very large targets, and 3 vs troops/groups. Add 1 vs small, moving, or shielded targets; add 2 vs flying or tiny targets. Sharpshooters: add 2 if aiming for a Specific Critical Hit (missing by 1 hits something adjacent). Halve ranges if shooting up. **Time per Shot (TS)**-How long it takes to load, aim, and fire any given missile. Shot (rock/lead pellets) hits up to D6 creatures.

Groups/Shot- to allocate hits, see Random Hits page x??.

CLASS:	RANGE IN YARDS				TS	DOES
	CODE:	SHT	MED	LNG		
Rock (Grapnel/Flask)	X	5	15	30	15 _{sec}	D5
Throwing Knife	TKn	5	15	30	15 _{sec}	D6
Spear/Pike	Sp/Pk	5	15	30	15 _{sec}	D7
Sling + Rock	Sl	10	30	100	15 _{sec}	D5
Bow + Arrow	Bw	15	40	100	15 _{sec}	D6
Longbow + Arrow	LBw	20	60	200	30 _{sec}	D6
Crossbow + Quarrel	XBw	20	50	150	30 _{sec}	D7
Catapult + Shot	Xpt	50	120	350	3 _{min}	D5
Catapult + Pike	Xpt	50	150	450	3 _{min}	D7
Catapult + Harpoon	Xpt	50	100	150	3 _{min}	D10

To Hit#			
Dex	SHT	MED	LNG
2-3	10	-	-
4-5	9	10	-
6-8	8	9	10
9-10	7	8	9
11-12	5	7	8
13	4	6	7
14	3	5	6
15	2	4	5
16+	1	3	4

Go ahead and run, you'll just die tired!

Subdual- Anyone may attempt to subdue an opponent rather than attack, but only if they outstrength him by at least a 4:3 ratio (add up all the subduer's Str's and ratio it to the subduer's Str). Subdual rolls must be announced prior to each melee it is attempted; the subduer gets his attacks but the subduers may not counterattack. Each melee subdual is tried, roll the die listed at left: 1=Successful subdual, such creatures cant move/attack and may be bound. To break a subdual, roll the die listed at left each subsequent melee that the subduer is not adequately restrained by ropes, chains, shackles, encaged, or other means: 1=Subduer breaks free, he may attack or escape from his subduers that melee. Subduer's DF=Mn. Halve Str for creatures wearing bridles/harnesses in ratio calculations.

Routing-Characters/units may push/trip/deflect their enemies during battle while attacking. Calculate odds as in subdual. To route, roll the die listed above: 1=Successful route; router can direct the routee up to 10yds each melee thereafter (like off ledges or into a moat). To break a route, roll the above listed die: 1=Route broken, battle continues as normal.

Str Ratio	To Subdue /Route	To Break Subdual /Route
≤1:1	D10	D2
4:3	D8	D3
3:2	D6	D4
2:1	D4	D6
3:1	D3	D8
4:1	D2	D10

Chase Route: To pursue fleeing opponents, roll appropriate die on Route Table each melee route is attempted; use MPH ratios (see page i6). Success means gaining 50yards per melee until route broken ($2^{mph} = 1^{rd}/sec$); see page g15.

LARGE SCALE COMBAT (LSC)-To simplify time consuming battles of large#s of men, divide each side into **10-50 equal sized units** (for this **1 chariot=2 men**) of similar armor and weapons (see below) and treat each unit as 1 man. The same must be done for archers and cavalry, treat each as 1 Bowman or 1 horseman. No unit should be larger than 100 men. For phalanxes, divide lengthwise in 6 to 10 equal matrices, each row in each matrix will be 1 unit; only units in the front line engage in combat; destroyed units are replaced by units behind it. Units (on either side) must contain the same #of men. Assign **EL, EP, AL, AR, AF, and DF** to each unit according to what the average man in that unit is. Units in phalanx formation receive a +1 DF bonus. Assign each unit 1 LP more than what the average man in that unit has. Damage Does is 1pt less than what their weapons would do in individual combat (**D8 becomes D7**, etc); ignore mortal blows. Execute the battle as normal, the Referee will prorate survivors according to the #of LP's remaining in each unit at battle's end. Characters in LSC units must do combat individually.

TROOP TYPES- All troops must have a Mj hand weapon.

Heavy Infantry (HInf)- Sh/PA plus pike (phalanx/shock troops)

Medium Infantry (MInf)- Sh/LA or Mj/PA (loose formation troops)

Light Infantry (LInf)- Sh/He or Mj/LA (loose order troops)

Archers (Arc) - LA plus bow/arrows

Light Archers (LArc)- No armor plus bow/arrows

Heavy Cavalry (Hcvi) - Sh/PA plus pike/spear (shock troops)

Medium Cavalry (MCvi)- Sh/LA or Mj/PA plus pike/spear (phalanx guard)

Horse Archers (LCvi) - LA or No armor plus bow/arrows

Chariot Unit (Cht)- PA or LA plus pikes/spears and bow/arrows

Siegecraft-There are 3 ways to capture a city: cut off its food supplies and starve it, blow it apart with stone throwers, or batter its gates/walls with rams then attack. Scaling ladders, siege towers, and undermining foundations by tunneling are effective ways to overcome walls (boiling oil deters these).

Stone Throwers- Flat trajectory stone throwers (catapults) resemble huge crossbows and are used for destroying small or wooden structures. Curved trajectory ones (scorpions, onagers, or ballist<MI>|<D>) operate by torsion of ropes or sinew and are used for destroying walls or large structures. Roll D10 to hit.

<u>Class:</u>	<u>Size</u>	<u>Stone Range in yards:</u>			<u>DAMAGE</u>	<u>To Hit #-</u>			<u>Crew</u>	<u>TS</u>
		<u>SHT</u>	<u>MED</u>	<u>LNG</u>		<u>DOES</u>	<u>SHT</u>	<u>MED</u>		
Catapult	20 _{lb}	100	250	500	2D6	4	6	8	3	5 _{min}
Scorpion	50 _{lb}	125	250	500	4D6	5	7	9	5	10 _{min}
Onager	100 _{lb}	125	250	500	6D6	5	7	9	7	12 _{min}
Ballista	250 _{lb}	150	300	600	10D6	5	7	9	10	15 _{min}

Rams- Ironheaded logs suspended from wooden frames swung back and forth or held and charged with to smash thru walls or gates are rams. They do D10pts of normal damage per 10^{ft} of ram length per melee and require 12 men to operate the same.

Boiling Oil- One barrel if poured/doused/splashed from battlement walls onto [up to %D] troops beneath, will delay scaling attempts for 2D6 melees; and does D6pts of normal damage. (1 Barrel = 4 Kegs = 32 Gallons; 1 Keg = 1 Bushel = 8 Gallons = 80 lbs)

NAVAL COMBAT- Each ship must have a captain who must use a sextant (100s) or the ship will randomly veer off course.

Boarding Ships- Faster/unseen ships (in fog) may sail alongside another ship and board after grapnels/moors are attached.

Ramming Ships- Once every 10 melees a ship may attempt to ram another; those without rams mounted will crack their hulls if they ram another. Roll D10 to hit, missing by 1pt (-A1) sheers the other ship's oars off. Large galleys do 8D8pts of normal damage per ram, small galleys/large merchants 6D6pts, and small merchants 5D6pts. Galleys have 4 inch thick hulls, merchants 3 inch.

See Hull Strength page s6

Drowning Victims lose consciousness in D6 melees. **Medics** may administer mouth to mouth on victims if retrieved within 2D6 melees of this; if so, victim must save vs shock or die anyways.

Shipwrecks- For ships nearing rocks/reefs/sandbars/shore roll D6: 1=Hit/Run aground; characters in such (or if rammed) take D6pts normal damage; those on deck must save vs falling overboard.

Drowning- Characters can hold their breath D6 melees; those at full load sink fast. Those swimming/treading water must save vs hypothermia/exhaustion or drown; triple **Water Temp:** 32° 40° 50° 60°+ times if wearing a fur coat. **Roll Save Every:** 2_{min} 5_{min} 15_{min} 30_{min}

To hit#	vs Rammer	vs Merchant	vs Galley
Galley	7	9	9
Merchant	9	10	10

SHIP SPEEDS- Sea currents are D4 MPH, roll D8 for direction. River currents are D6 MPH (2D6 in Spring). If using sails in strong/medium winds roll D8 for direction, then adjust all speeds relative to the ship's direction for current and crosswinds (below).

Ship:	Turning MPH	Radius	Adjusts	Strong Med		Direction:
				Wind	Wind	
(Fully Ored)						
10 Man Boat	4	25ft	Tailwind	+4	+2	1 North
Small Merchant	6	150ft	45°Tailwind	+2	+1	2 North East
Large Merchant	6	250ft	Sidewind	0	0	3 East
30 Man Galley	10	200ft	45°Headwind	-2	-1	4 South East
60 Man Galley	10	300ft	Headwind	-4	-2	5 South
						6 South West
						7 West
						8 North West

BUILDING STRUCTURES- Each man works 60hrs per week. It takes 5 man-weeks to build a 50ft long by 10ft high (or 60ft by 8ft) by 1ft thick stone or brick wall, including all doors, windows, corners, and curves it may have. Bridges and arches constructed from stone or brick take twice as long. 8ft wide bridges constructed from trees take 2 man-weeks for each 10ft of length multiplied times each 10ft of height, including river depth. 8ft wide roads take 400 man-weeks for each mile of length (12ft per man-week). It takes 4 man-weeks to build a 60ft long by 8ft high wood wall, including doors, windows, etc.

Destroying Structures- Each 10ft wall or ship hull section, door, or gate has a LP quota (HS), depending on its construction (listed below per inch of thickness). Wooden structures/ships burn at D6pts normal damage (damp wood: D3) per melee until extinguished, and spreads 10ft per D6 melees. Softer materials wont damage harder ones. Structures absorb no damage.

Titanium	22 ^{LP} /in	Granite	12 ^{LP} /in	Firebrick	6 ^{LP} /in	Ironwood	10 ^{LP} /in
Iron	20 ^{LP} /in	Marble	10 ^{LP} /in	Mudbrick	4 ^{LP} /in	Hardwood	7 ^{LP} /in
Copper	15 ^{LP} /in	Limestone	8 ^{LP} /in	Pottery	2 ^{LP} /in	Pine	5 ^{LP} /in
Tin/Lead	13 ^{LP} /in	Sandstone	3 ^{LP} /in	Glass	3 ^{LP} /in	Ice	2 ^{LP} /in

Route vs Current:
To navigate (via rowing) against the current make route roll (use MPH ratios). **Success** means gaining 50^{ds} per melee until route broken. (wind get route roll)

Minimum Crew:	
1 <	
4 <	
6-	

1ST LEVEL SPELLS-

Magic Lock (MLo)- Magically locks anything to anything, like doors, chests, & windows shut, feet to ground, etc. It can be removed by dispell, or broken by a combined Str greater than the caster's Int.

Lock Str equals Casters Int.

Enchant (Ech)- Prepares a scroll to store a spell/blessing on or an item to accept enchantment mp's in manufacturing thereof.

Dispell (Dis)- Undoes a magician's magic or a priest's curses except damage related ones. Permanent spells must be dispelled first. The %chance for successfully dispelling any given spell or item is:

$$\%chance = 100 * \frac{\text{Dispeller's EL}}{\text{Caster's EL}} \text{ or } \frac{\text{Dispeller's EL}}{\text{Item mp's}}$$

MDa = Magic Darts

Fire/Icedarts (FDa/IDa)- This 1^{ft} long missile explodes where the caster desires it, when it hits an object, or at its 30yd limit, whichever comes first, doing D6pts magical fire (*) or magical frost (**) damage to a 6ft radius. Victims must save vs spell, those who save take half damage.

FDa/IDa: if used on ice/water, will melt/freeze D6 inches of thickness for that radius.

Lightning/Thunderrods (Lrd/TRd)- This 5^{ft} long 40^{yd} range missile can be aimed in any direction the caster desires, doing D6pts magical lightning (⚡-electrocution) or magical thunder (⚡-invisible shock wave) damage on all in its path. Victims must save vs spell, those who save take half damage.

MRd = Magic Rods

2ND LEVEL SPELLS-

Mirage (Mir)- Creates a 24^{hr} illusion of any shape the caster desires. Each 100 EP the caster has can mirage a 6^{ft} cube. Physical contact with the mirage negates it.

MBa = Magic Balls

Fire/Iceballs (FBa/IBa)- Same as Darts except its range is 50^{yds} and it does 2D6^{pts} magical damage to a 10ft radius.

FBa/IBa: melts/freezes D6 inches of thickness for that radius.

Lightning/Thunderbolts (Lbo/TBo)- Same as Rods except range is 60^{yds} and it does 2D6^{pts} magical damage to all in its path.

MBo = Magic Bolts

Charm (Chm)- Charms any flesh humanoid creature that fails its save vs spell. Charmed creatures serve their charmer and will fight in battles, but wont hurt or kill themselves. Charmed creatures may break the charm as time passes:

TO BREAK CHARM - Int:	2-3	4-5	6-8	9-10	11-12	13+
Roll Save each:	Month	Week	4 Days	2 Days	Day	Hour

3RD LEVEL SPELLS-

Polymorph (Ply)- Changes any living animal, wood, or plant into another, but its relative size must not increase. If directed at an enemy, he must save vs spell or be polymorphed.

Invisible (Inv)- Makes anything indefinitely invisible (area or object). If cast on invisible objects they will turn visible. Each 100 EP the caster has will make a 6ft cube invisible.

Phase Door (PDR)- Creates a 6^{hr} transparent 2-way door to anywhere (must be ground level). The caster must be familiar with the terrain at the other end. Only those that the caster wishes may pass thru it, victims must want to go thru it.

A Phase Door (4th Level):
Needn't be at ground level.

Iron/Stone Wall (Iwa/Swa)- Makes one of iron (3^{inch} thick) or stone (12^{inch} thick) 50^{ft} long by 10^{ft} high from existing dirt/sand/rock. It must have a foundation, can be formed in any shape (building/tower/castle), and cant be dispelled/negated.

4TH LEVEL SPELLS-

Flesh/Stone (F/S)- Polymorphs any flesh to stone or vice-versa; if used on rocks/boulders they become giant blob-like amebas. Characters turned to stone (adamant) retain all attributes, abilities, & scores if it is dispelled. No saving roll is permitted.

Telekinesis (Tel)- The caster can move 1_{lb} of anything per EP he has indefinitely as long as he concentrates on it.

Firestorm (FSt)- Spontaneously combusts 1 acre per 1000 EP the magician has doing D10^{pts} normal fire damage to everything within that area, anything flammable will keep burning.

Permanent (Per)- Makes any temporary spell/curse last indefinitely.

MISC SPELLS- Wands cant counter nor negate.

Negate (Neg)- Any magician at any time can negate any non-damage oriented spell he has cast, without using a SW quota.

Counter (Cou)- Spells being cast can be countered by another magician by using one of his SW quotas of that spell level, thus rendering the original cast spell of no effect. Counter spells must be announced before damage or saving rolls are made.

1ST LEVEL POTIONS- Generally available (takes 1^{hr} to make).

Acid (Acid)- Eats thru anything except mythrill, glass, or clay. If drank/tossed at someone it does D6^{pts} normal damage. (Clear)

Poison (Poi)- If tasted, drank, or contacts a wound the recipient must save vs poison or die in D6 melees. One dose poison tips a sword/axe, 2 spears/knives, or 12 arrows for 1 battle/use. (Clear)

Flaming Oil- If doused on someone it does D6^{pts} normal fire damage for D6 melees. Fuels 1 torch/lantern for 1 week; see Boiling Oil page i11. (Clear)

Glue (Glu)- Roll D10 for bond Str; sets in D6 melees. Anyone with a combined Str greater than the bond may break it. (Yellow)

Explosive (Exp)- Explodes on impact, jolts (character carrying them), when shocked, or when contacts fire doing D8^{pts} normal damage to an 8^{ft} radius. They also chain react. (Black)

2ND LEVEL POTIONS- Somewhat available (takes 2^{hrs} to make).

Healing (Hlg)- Heals D6 LP's presently unhealed on any character/creature in D6 melees, but never more than his LP base. Healing used as **Antidote (Atd)** counteracts the effects of poison if the antidote effect occurs before the poison effect, if so then a save vs poison roll is not required; effect takes D6 melees. (Brown)

Gaseous Form (GFm)- Turns drinker into a yellow-green mist in D6 melees, returnable at will, useful for passing thru cracks. Equipment other than weapons/armor/special items fall off. The user will starve if he remains gaseous too long. (Green)

Strength (Str)- Increases the drinker's Str 1^{pt} for 1^{hr} giving the user any bonuses he'd rate. Takes D6 melees. (Orange)

Sleep (Slp)- Whoever drinks/tastes this will sleep for 20 years (or til kissed by a royal princess). Takes D6 melees. (Milky)

3RD LEVEL POTIONS- Scarce (takes 5^{hrs} to make).

Golden Secret (GSe)- Converts the right combination of earth, wind, fire, & rain into 3D6 gold nuggets, see page ω7. (Yellow)

Napalm (Npm)- Explodes in flame when contacts air and does 2D8^{pts} normal damage to all in a 15^{ft} radius. (Black)

Fountain of Youth (FYo)- Keeps the drinker from aging for the next year; each dose is cumulative. (Violet)

See TK page m??
Mythhedge not done yet

Can affect local weather
Brief gusts: 475°F with
80mph winds.

Characters may drink
1 potion per volley.
Unconscious characters
may not drink potions

Slow Poison (SPo):
Takes D6 days.

If die from poison first,
TOO BAD!

Movement is limited to
2mph or drifting with
the wind.

See Steroids page g7.

Philter (Ph): Love Potion

Greek Fire (GF): as Npm
except flames on if contacts
water.

1ST LEVEL BLESSINGS-

Preach (Pre)- A priest's EL is the %chance of him converting all listeners (for #of listeners: City=%D, Village=5D10, Town=2D10). If unsuccessful, he has a 2% chance of being stoned (1 rock per listener). Converts follow the priest's teaching. Max 1 preach per week allowed. A converted enemy wont attack.

Bless/Curse (B/C)- Increases/decreases any attribute 1st for one event/battle. Affects N creatures (see chart). A curse against an enchanted/magical item or terrain area negates that item's abilities (2 curses reverse) or negates the abilities of all enchanted/magical items within that area (min 1/10acre) until such time as that curse is dispelled or blessed. The %chance of successfully blessing/cursing an item or area is:

$$\%chance = 100 * \frac{\text{Priests EL} * 10}{\text{Item mp's}} \text{ or } \frac{\text{Priest's EP}}{\#of Acres * 1000}$$

See Worded Curse (WCu):
page mythhedge ??

Turn/Summon Undead (T/U)- The %chance for a priest holding a silver cross to successfully turn away/summon N (see chart) undead of any EL is:

$$\%Chance = 100 * \frac{\text{Priest's EL}}{\text{Undead's AL} * 1000}$$

2ND LEVEL BLESSINGS-

Create/Contaminate/Purify Food/Water/Air (CCP)- Creates and/or purifies N (see chart) day's food, water, and air if needed. Contaminates food or water (if eat/drink victim must save vs poison or die) or makes 1 room's air unbreathable for 1 day (victims must leave room or suffocate in 2D6 melees).

Cure Diseases (CDi)- Cures N creatures of any disease, such as: bubonic plague (fleas), malaria (swamps), leprosy (touch), etc.

Speak (not read) Languages (Slg)- The priest can converse with any type of creature for the duration of 1 conversation.

3RD LEVEL BLESSINGS-

Plague (Plg)- Summons a local 1 week long heat wave, drought, or insect/rodent plague. Each 100^{EP} will plague up to 1 square mile.

Heal/Inflict Wounds (H/I)- Heals/inflicts D6 LP's on up to N (see chart) characters/creatures presently unhealed/unlost on them. It can be used on unconscious ones to revive/kill them.

4TH LEVEL BLESSINGS- Staffs may not resurrect.

Resurrect/Deathbolt (R/D)- Raises one creature from the dead, provided his bodily remains are available. Characters other than priests may be resurrected once; Priests (P5-P7) buried with a Deathbook may be resurrected once. Characters who kill/rape any Monk/Nun or Priest/Priestess (P3-P7) may never be resurrected, plus their attributes will be permanently cursed (reduced 1st). Each resurrectee retains all prior attributes, abilities, and scores. Deathbolts instantly disintegrate one victim, plus all he is carrying, including his horse/camel, no saving roll permitted, into a dissipating dark vapor. Priests, **Powers that Be, jinn/demons**, and Titanium are immune to inflicts/deathbolts. Max 1 deathbolt allowed per week.

Or
Cause Disease (Cdi)-
Just the opposite.

For speaking in tongues.

Vitalize/Stun (V/S)-
Same as H/I except
affects BS.

$$\#AF: \frac{\text{Priest's EL:}}{\#Affected:} \quad N = \frac{1}{2} \quad \frac{2}{5} \quad \frac{3}{10} \quad \frac{4}{20} \quad \frac{5}{50} \quad \frac{6}{100} \quad \frac{7}{200}$$

Minor Diety:
(extra Priest levels)
EL9 EL10 EL11
1000 2000 5000
See Mythhedge for EPs
needed for these levels.

WEATHER- Each week the Referee will determine whether the local climate is temperate, tropical (use summer), or arctic (use winter) then roll a D6 to determine the temperature. Next determine whether the local climate is arid, temid, or humid then roll a D6 to determine the precipitation/sky cover. Roll a D6 each day to determine the wind speed. Snowstorms (cold) and rainstorms (cool/mild/warm/hot) with strong winds are blizzards/thunderstorms; for ships in such, roll D6: 1=Capsize/Shipwreck. Characters traveling in blizzards or on hot sunny days must find shelter (tent/cave), if not each must save vs hypothermia/heat stroke each day or die from it. Sandstorms are strong winds in the desert. (Fog: temid/humid climates only).

	<u>TROPICS:</u>	<u>TEMPERATE:</u>	<u>ARCTIC:</u>	<u>SKY/PRECIPITATION:</u>			<u>WIND</u>
<u>D6</u>	<u>Summer</u>	<u>Sprint/Fall</u>	<u>Winter</u>	<u>Arid</u>	<u>Temid</u>	<u>Humid</u>	<u>SPEED:</u>
1	Mild	Cold+Fog	Cold+Fog	Stormy	Stormy	Stormy	Strong
2	Warm	Cool	Cold	P.Cloudy	Stormy	Stormy	Medium
3	Warm	Mild	Cold	P.Cloudy	Cloudy	Stormy	Breeze
4	Warm	Mild	Cold	Clear	P.Cloudy	Cloudy	Breeze
5	Hot	Warm	Cold	Clear	Clear	P.Cloudy	Calm
6	Hot	Warm	Cool	Clear	Clear	Clear	Calm

Strong Winds: Roll D6	
1	Violent
2	Strong
3	Gale
4	Gale
5	Near Gale
6	Near Gale

MOVEMENT/LOADS- The speed (MPH) at which a given character can move depends on his strength and weight load. The below chart lists speeds for roads and clear terrain for no (No), half (Hf), and full (Fu) weight loads. Double these for short sprints and runs under one half mile. In forest/jungle divide all speeds by 2; in mountains/hills/desert/tundra/badlands divide by 3; in marsh divide by 4; and in stormy weather divide speeds by 2. Those hit [shot] in the leg limp at half speed; in both legs: crawl at 1mph. To convert MPH to yards per melee, multiply speeds by 30 (1mph=30yd/min). A party may travel 20mi/day fully loaded, 25mi half loaded, and 30mi unloaded; double these for mounted parties.

<u>MPH:</u>	<u>RUN</u>				<u>FULL</u>
<u>Str</u>	<u>No</u>	<u>Hf</u>	<u>Fu</u>	<u>Walk</u>	<u>lbs</u>
2-3	7	5	4	3	70
4-5	8	6	4	3	80
6-8	9	7	5	3	90
9-10	10	8	6	3	100
11-12	10	9	7	3	120
13+	9	8	7	3	150

Overloaded Characters
trudge.

LANGUAGES- All men, trolls, giants, dragons, vampires, grynches, and sprites speak the prevailing local language. All dwarfs speak dwarf, elves speak elf, orks speak ork, and gnomes speak gnome. Menlike beings and creatures with at least a 3 Int can speak. Characters below 10 Int are illiterate, but 75% of all merchants, 50% of all dwarfs/elves, and 25% of all peasants living on trade routes (sea coasts, rivers, main roads, cities) speak a 2nd language, scribes speak D6 languages; see each world's language table to determine these (the Referee must design his own language table if he is not using Ironworld®). When the party encounters speaking beings the Referee will determine by using the language table what language/s they speak. If a language barrier exists they must improvise to communicate. Learning a new language takes 2 years living where it is spoken. Ancient unspoken, possibly decipherable languages are excellent for inscriptions or certain writings.

PTB's and Royalty
speak D6 Languages.

DEBRIS- As a party explores they will find lost, discarded, or broken items (strewn about old campsites, alongside paths/roads, etc). For each possible wilderness daytime/traveling or underworld encounter, the Referee will roll a D6: 1 = the party finds D6 items of debris. Roll %D on the below table to determine what each found item is; for books use the table on page i41 to determine type. The Referee shouldn't tell the players if any found item is special except for DM checks. Roll any die: Odd=broken/rotting.

For effect:
Add D10 bodies strewn about the debris, especially if there are broken weapons/armor.

Item	%Dice	Item	%Dice	Item	%Dice
G.Sword (GSw)	01-02	Crossbow (XBw)	32	Helmet (He)	66-68
Battle Axe (BAx)	03	Arrow (a)	33-35	Breast Plate (BPI)	69
M.Star (MSt)	04	Quarrel (q)	36	Shdr. Plates (SPI)	70
Sword (Sw)	05-08	Quiver (Q)	37	Arm Bracers (ABr)	71
Axe (Ax)	09-10	Backpack (Bpk)	38-40	Leg Bracers (LBr)	72
Short Sword (SSw)	11	Sack (Sk)	41-43	Leather Shirt (LSH)	73
Saber (Sb)	12	Tent (Te)	44	Leather Kilt (Lkt)	74
Whip (Wh)	13	Canteen (Ca)	45-47	Shield (Sh)	75-78
Club (Cl)	14-15	%D ⁿ Rope (Rp)	48-51	Fur Coat (Fct)	79
Mace (Mc)	16	Grapnel (Gr)	52	Robe (Rb)	80-81
Halberd (Hb)	17	Torch (To)	53-56	Cloak (Ck)	82-83
Spear (Sp)	18-20	Lantern (La)	55-56	Ox Cart	84-85
Pike (Pk)	21	D8 Matches (Ma)	57	Scroll (Sc)	86
Knife (Kn)	22-23	Hammer (Hm)	58	Flask (Fl)	87
Dagger (Dg)	24	D8 Nails (Na)	59	Key (k--)	88
Hatchet (Ha)	25	Iron Spike (ISp)	60	Book	89
T. Knife (TKn)	26	Wooden Stake (Wst)	61	D10 Copper (c)	90-93
Sling (Sl)	27	Pickaxe (PAX)	62	D10 Silver (s)	94-96
Lead Pellet (x)	28	Prybar (Pbr)	63	D10 Gold (g)	97-98
Bow (Bw)	29-30	Shovel (Shv)	64	Jewel (--j)	99
Long Bow (LBw)	31	Mattock (Mtk)	65	Ref Decides	100

For chests see page i20

Scrolls (□) are blank
Flasks (Δ) are empty
or roll D6:
1=Not blank or empty
(see page i38 to determine contents)

For Ref Decides Option:

Roll D6:
1 = Find Special Item
(see tables pages i36-39 to determine its type)

Shares- When dividing treasures or found items use shares; each character gets as many shares as his highest EL. Everyone except priests gets his share of total shares, priests split tithe.

Keys/Locks- For each key/lock found, encountered, or bought the Referee will roll the %D; this will be its serial# (record these). If the serial#'s match, then the key will open the lock (for keys: kxx, for locks: Lkxx, where xx = its#).

Jewels- Each jewel has its own value. A jewel's base value is 10s. Roll any die: each time an even# is rolled increment its value 1 step on the below chart. Repeat the process until an odd# is rolled. The jewel will be worth its last determined value (xnnj>, where x is its type, and nn is its value). Jewelers buy at wholesale; treat uncut gems as raw materials.

D4	Type:	Code	No Evens-	10s	5 Evens -500s	10 Evens -5000s
1	Emerald	ennj	1 Even -	20s	6 Evens -1000s	11 Evens -7000s
2	Diamond	dnnj	2 Evens -	50s	7 Evens -1500s	12 Evens -10000s
3	Ruby	rnnj	3 Evens -	100s	8 Evens -2000s	13 Evens -15000s
4	Sapphire	snnj	4 Evens -	200s	9 Evens -3000s	14+Evens -20000s

For flying parties:
check Enc's each hour

ENCOUNTERS- Each day the party has 5 possible encounters, 1 in the morning, 1 in the afternoon, 1 in the evening, and 2 during the night. For each of these the Referee will locate the party's terrain type on the below table and roll the %D. An encounter occurs at that time if the Referee rolls the %ENC or less of that terrain type. If so, the Referee must again roll the %D and locate the class of the party encountered corresponding to the row beneath that terrain type. Then using the appropriate Amplified Encounter Table the Referee again must roll the %D and locate the corresponding character/creature type of that class/terrain. The #of columns list how many are encountered.

%ENC- (use %d)	10%	20%	30%	40%	10%	10%
	City	Meadow	Forest	Mountain	Desert	Sea
	Village	Valley	Jungle	Hilly	Tundra	Marsh
CLASS:	Town	Prairie	Wooded	Rocky	Badlands	River
Men	01-50	01-37	01-06	01-07	01-47	01-66
Dwarfs	51-75	38-40	07-13	08-31	48-54	67-73
Elfs	76-85	41-42	14-34	32-33	55-60	74-81
Menlike	86-89	43-59	35-57	34-61	61-68	82-85
Riding Animals	Usually	60-63	58-59	62-64	69-71	86
Wild Animals	90-92	64-69	60-68	65-72	72-74	87
Game Animals	Usually	70-83	69-80	73-82	75-76	88-89
Reptile	93	84-86	81-83	83-86	77	90-93
Giant Pests	94-95	87-91	84-87	87-89	78-80	---
Spirits	96	92-93	88-89	90-91	81-83	94-95
Undead	97	94-97	90-95	92-96	84-96	---
Sprites/Silicon	98	98	96-98	97-98	97-98	96-98
Ref's Choice	99-00	99-00	99-100	99-00	99-00	99-00

City/Village/Towns- Each has 1 inn per 500 inhabitants and 1 marketplace per 2000 inhabitants. Each has a temple, militia post, stables, wells, and medics who treat wounded. All cities and villages are walled (each gate is guarded by D6 Militia); most (especially hometowns) are considered safe; only check for encounters at such if the party is wealthy, disliked, at the inn, or wandering about the market (see Marketplaces).

Inns/Stables- Meals/lodging for Adventurers, Merchants, and Travelers that costs 1s (with horse: 2s) per character per day. For those encountered during the evening at, roll D6: 1=Drunk.

Temples- Wounded/diseased characters may make offerings at in return for being healed/cured, those with a High Priest can also resurrect. Priests may stay at the temples.

Militia Posts- Each contains an armory, a jail (D6 guards per 25 inmates), a judge who hears disputes, a barracks to house active duty Militia, a mess hall, and stables for cavalry.

Laws- The Referee determines local law, which must relate to protection of life and property. Punishment is swift and sure: murderers are executed; rapists are castrated; thieves in order of offense: 1st=Finger cut off, 2nd=Hand cut off, 3rd=Head cut off. Other criminals are fined, put in stocks, flogged, jailed, etc. Of course only those dumb enough to get caught get punished, even then bribes usually work. Face it, only the poor go to jail.

Usually only political
prisoner are jailed for
any length of time.

Wilderness Encounters- Signs are posted at most crossroads in the prevailing local language, with distances to cities, villages, towns, geographic locations, and sometimes laws or warnings.

Roads/Rivers- Peasants, Farmers, ox carts, & wagons abound on roads/paths. Fishermen, Merchants, and rafts abound on trade route rivers/sea lanes. For each mile of a river roll D6: 1=Fordable. For debris found at rivers roll any die: Odd=On shore, Even=Submerged.

Ancient Milestones are worn.

Ref. decides what peons are met on roads/rivers.

Springs/Ponds/Waterholes- In temid/humid climes if the party is searching for water, roll D6 for each possible traveling encounter: 1=Find one. In arid climes, only check once per day. Waterfalls/torrents abound in non-Desert mountain ranges.

CAVES- In Mountain/Rocky terrain roll D6 for each possible daytime traveling encounter: 1=Find cave of D4 chambers. If so, roll D6: 1=Inhabited (encounter occurs), roll D10 for type: 1=Cavemen, 2=Cavedwarfs, 3=Caveelfs, 4=Trolls, 5=Kobolds, 6-7=Goblins, 8=Wildcats, 9=Bears, and 10=Ref's Choice.

CLIFFS- In Mountain terrain roll D6 for each possible traveling encounter: 1=10%D^{ft} Cliff to ascend/descend or party must detour or turn back. Scaling, rappelling, climbing (CW), and phase doors are effective ways to overcome cliffs.

Scaling/Rappelling- To scale with a grapnel/rope: throw to hook on ledge/rocks above as missile (max 25^{ft} up per throw), then climb up rope; secure at ledge or with piton, then repeat until up. For each 25^{ft} of cliff height, roll D6: 1=Nothing to grapple on, 2-5=Crevice, & 6=Ledge. To rappel with pitons/rope, drive piton in cliff (rock/ice only), double rope thru (must abandon rope if not), then descend (repeat process until down). For each 100^{ft} a character climbs via rope, or 500^{ft} he rappels, roll D6: 1=Close call, must save vs exhaustion or fall %D percent of the distance; subtract 2 from this saving roll for those who've studied Climbing, subtract 1 for high Dex (≥9), and add 1 for low Dex (≤4). Hemp rope will support 1000_{lbs}, old rope half.

FALLS- For each use appropriate dice to calculate the damage, and deduct it from the LP's of whoever fell, adjusting for armor absorption; landing in water absorbs 6^{pts}, in mud: 3^{pts}, on vegetation/sand: 2^{pts}, on grass/dirt: 1^{pt}. Falls doing max damage (at least D6 or 11) inflicting damage (roll Critical Hit) to the head: kills, neck/back: paralyzes, or arm/leg/shoulder: breaks. Roll D6: 1=Lands on own weapon if unsheathed.

Characters falling may only scream once. Those having to breathe, then scream again ruin the effect of a good fall
... splat!!!

Theory: Damage proportional to speed at impact, where h=height in feet, and g=coefficient of gravity in ft/sec².

$$\text{Speed}_{\text{imp}} = \sqrt{h * g / \text{sec}^{2.3}}$$

$$\text{Time}_{\text{imp}} = \sqrt{h / g} \text{ sec}$$

Impact Speed: ^{ft/sec} 15^{ft/s} 20^{ft/s} 30^{ft/s} 40^{ft/s} 50^{ft/s} 60^{ft/s} 80^{ft/s} 100^{ft/s} 150^{ft/s}
Damage Does: D3 D6 2D4 2D6 2D8 3D6 4D6 5D6 6D6

See Starhedge page s10 (impact speeds)

Height: Earth g= 32^{ft/sec²} 8^{ft} 15^{ft} 30^{ft} 50^{ft} 80^{ft} 120^{ft} 200^{ft} 300^{ft} 700^{ft}
 Ironworld® 10^{ft/sec²} 10^{ft} 25^{ft} 50^{ft} 80^{ft} 120^{ft} 200^{ft} 300^{ft} 500^{ft} 1000^{ft}
 Moonworld™ 20^{ft/sec²} 20^{ft} 50^{ft} 100^{ft} 150^{ft} 250^{ft} 400^{ft} 600^{ft} 1000^{ft} 2000^{ft}

Naval Encounters- For each ship encountered at sea, roll D6: 1=Shipwreck if near shore or a reef, 1=Derelict (ghost ship) if at sea. If so, roll D6: 1=Spirit Encounter (double #of if in fog or stormy), 2=D6 Survivors of type rolled up; normally they would abandon ship or die in it.

... go down with the ship ...

Also roll D6 every 4^{hrs} to check for Enc's for parties who stay still for more than 1 hour

Roll D6 for encountered underworld parties:
1-5 = Have torches/oil.
6 = Don't

Underworld Encounters- Underworlds consist of many levels/sectors, each assigned a Difficulty Rating (DR) I-VI. Large chambers/caverns may be assigned 2 or more DR areas. If the Referee uses an underworld other than Ironworld[®], he must assign each level/sector a DR. Generally, the further from the surface or entrance, the higher the DR. Each time the party enters any room, chamber, cave, cavern, shaft, hallway, stairway, passage, or new DR area the Referee must roll D6: 1=Underworld encounter occurs; if so the Referee must roll a D10 on the Underworld Table Chart to determine which Underworld Table A-F to use. Then roll a D10 on the appropriate Table A-F to determine the encountered party's type.

UNDERWORLD TABLE CHART

Use Table	Difficulty Rating					
	I	II	III	IV	V	VI
A	1-8	1-5	1-2	--	--	--
B	9-10	6-9	3-5	1-2	--	--
C	--	10	6-9	3-5	1-2	--
D	--	--	10	6-9	3-5	1-2
E	--	--	--	10	6-9	3-5
F	--	--	--	--	10	6-10

There are things that go bump in the night. I bump back!

UNDERWORLD ENCOUNTER TABLES

D10	A	B	C	D	E	F
1	Militia	Bandits	Bandits	Militia	Bandits	Ref.Choice
2	Nomads	Barbarians	Cavemen	Barbarians	Cavemen	Ref.Choice
3	--- Adventurers --- --- Adventurers --- --- Adventurers ---					
4	Kobolds	Goblins	Goblins	Hobgoblins	Ogres	Stone Giants
5	Wildcats	Gnomes	Trolls	Tigers	Lions	S.T. Tigers
6	G.Ants	Wild Dogs	Wolfs	Bears	Dire Wolfs	Griz. Bears
7	G.Spiders	G.Cockroaches	G.Rats	Wyverns	Dragon	F.B. Dragon
8	Skeletons	Zombies	Mummies	Ghouls	Werewolf	Vampire
9	Spooks	Shadows	Poltergeists	Spectres	Phantoms	Ghosts
10	G.Amebas	Pixies	Gremlins	Gargoyles	Stonemen	Ironmen

Torches/Lantern- Underworlds are generally dark unless near entrances/windows, so the party needs light or they cant see.

Chests- For each room/cave the party enters, roll D6: 1=Chest inside. Roll D6: 1=Locked, 2-5=Closed, 6=Open. If not open, roll D6: 1=Poison needle (does D4pts damage to opener), 2=Explosive trapped (blows up). Roll D6: 1=Contains D6 items debris. Roll D6: 1=Has false bottom, if so roll D6: 1=Special item within.

Doors- For each, roll D6: 1=Locked, 2-5=Closed, 6=Open. Roll D6: 1=Squeaky door hinges (oil frees them up). Normal noise can be heard thru wooden doors, so noisy creatures, including the player's characters (especially ones wearing PA) can be heard thru a shut door; if nothing is heard this is where a thief's ability to HN proves useful. Most doors open freely.

Secret Doors/Compartments/Traps- Those making a successful NT roll can notice/find these, see page i3. Roll D6 for each character with a Lucky Charm (LC): 1=Character finds it if he has at least 1 LC, 2=Finds if he has at least 2 different LC's, 3=Finds if he has 3 or 4 different LC's (max 1 check per hour). Secret doors/compartments once found need not be found again; some should require keys/chants/levers to open. Found traps must be avoided or neutralized (NT), or be set off by the lead man. For each found secret compartment roll D6: 1=Special item within; good places for them are in false bottom chests & statue pedestals.

Anyone can notice (NT);
Non-thief types NT = 18%.