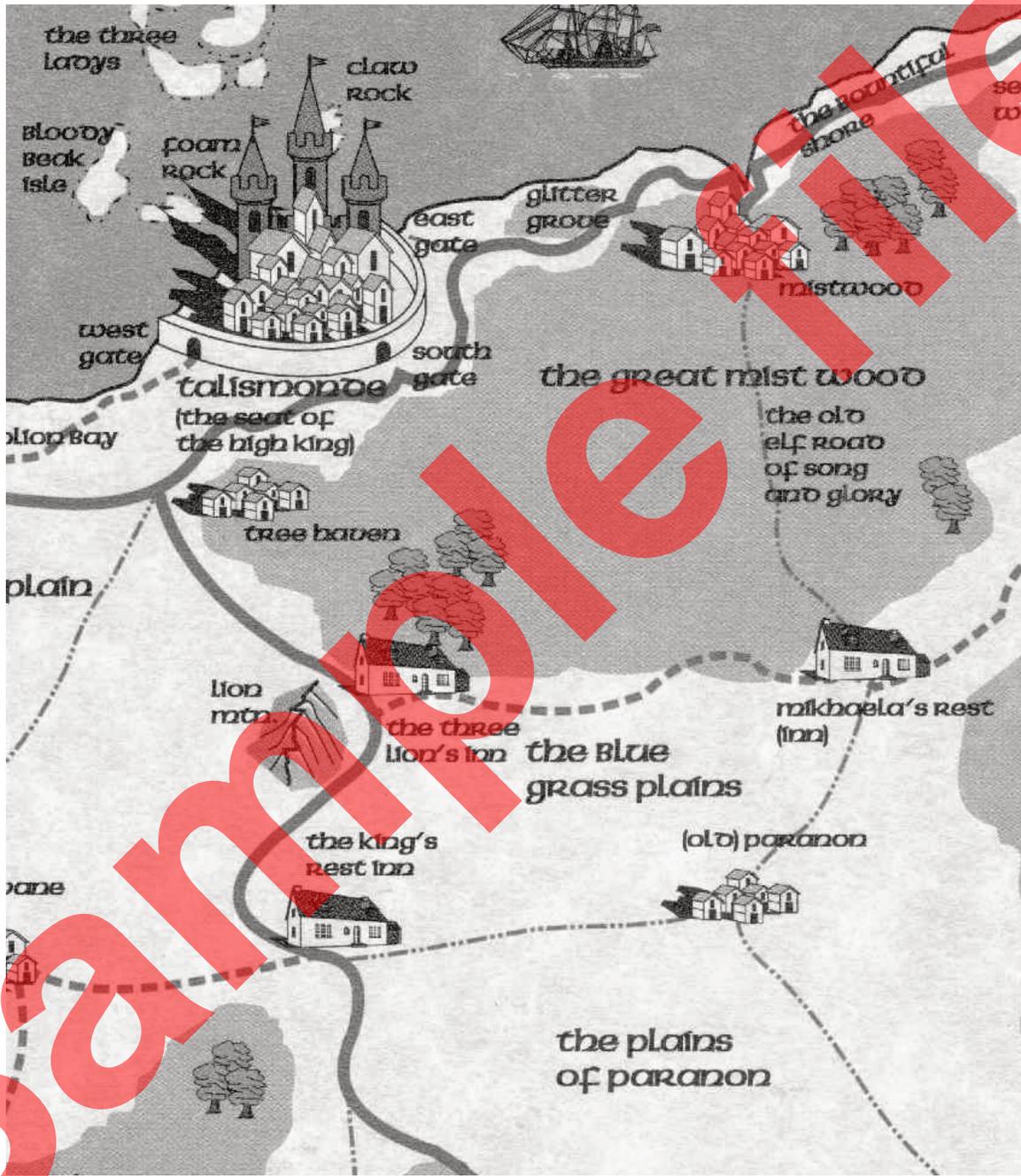


**ARDUIN**

**BLOODY**

**ARDUIN**

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**Arduin® Trilogy**

**ARDUIN® GRIMOIRE VOLUME 1: THE ARDUIN GRIMOIRE**

**ARDUIN® GRIMOIRE VOLUME 2: WELCOME TO SKULL TOWER**

**ARDUIN® GRIMOIRE VOLUME 3: THE RUNES OF DOOM**

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## COMPANY NOTES ON THE ARDUIN TRILOGY

The Arduin Trilogy has been an underground fan favorite, has had a cult like following since I've known it from the era of the 80's, and I am quite sure it has been like that since its inception. I am pleased to bring the last redo installment of the original Arduin Grimoire material in a newer and cleaner format just beyond its original 30<sup>th</sup> year of coming into being. This book represents a lot of things for Arduin and Emperors Choice Games & Miniatures Corp. Mostly for Arduin, it marks a milestone in its existence and longevity; it has survived the test of time. For Emperors Choice Games & Miniatures Corp., this book mostly represents the end of the old era and the beginning of a new era with the Arduin Eternal (our 3<sup>rd</sup> edition set of rules) due out in less than a year from the publication of this book. We would like to state first and foremost that David Hargrave has brought us Arduin, and that Arduin and Dave has probably influenced everyone who is reading this in some way no matter how small. He will be deeply missed in the gaming community and for many their personal lives as well. Thanks Dave for giving us this gift called Arduin!

It is a fitting release to have this book in hardcover format with the cover being done by none other than the original cover artist of the now infamous first Arduin Grimoire – Greg Espinoza. We are extremely pleased to have commissioned Greg to do this cover; his talents have meshed the old styles with the new styles of art, and have also shown just what happened next with our adventurers from the first Arduin Grimoire from so long ago. I would also like to thank Greg Espinoza for stepping in at the very last moment to make this cover so special – thanks!

This book has been a bleeding ulcer for the company to put together, and hopefully all of the credits due were given in the credit section. If we missed anyone, I am very sorry, I can only say thanks, and that the road we have traveled to get to this book compilation to this stage has been very rough indeed. We have worked laboriously on the Trilogy since we acquired it so many years ago. The original files were basically useless, and the myriad of charts and mixed information on all of the pages were an enormous undertaking to type, it makes one more envious of the tasks that Mark Schynert had to deal with on the creation of the "Compleat Arduin", or Arduin II as we have come to call it.

While the original Trilogy isn't exactly where we had hoped it to be with organization, etc., we really did try our best to bring it to light in a better format. Quite simply, this book probably would not have happened if we didn't set our deadline for this year of 2008. It was a difficult decision to compile it more into sections rather than placing the books in the order they were published in, but maybe, just maybe, you the fans will see it for the better (at least I'd like to think so). Much of the layout originally did not make sense and some of it seemed off. If we missed the mark, then we are sorry. Either way, the information is there and at least readable (in a normal font size).

We are so happy that Becky stepped in at the eleventh hour earlier this year with minimal support from us, and made the Trilogy happen. She is quite an amazing talent who has made herself available on very odd times of the day and night to help bring this to you. If it were not for her, this book may well have passed to another age for release. We think she did a great job on a project that no one in years has been able to even put a dent into, and our hats are off to her! You did Arduin good! Thanks!

A couple of very honorable mentions must be made to include Rick Brown (a.k.a. Beardfoot), the little Hobbitt still has lot of kick left in him – thanks for always being there! To Scott Clark and Mark Burton, I am not sure what we would have done without you guys – thanks! You have always been available to help out also at the oddest moments of the day or night! To Monty St. John and Josie St. John, I am never sure how they accomplish the feats they do – utterly amazing; they must be superheroes – thanks you guys ROCK! To all of the Arduin fans, ourselves included, – it has always been about the fans always – thanks! Special thanks to everyone that has offered any type of help, it has been much appreciated not only for us, but for all of the other Arduin fans that wanted to help but couldn't – Dave Hargrave would have been proud! And Adam Skipper – he got some of the

extra interior art done in record time – and I think it fits – he is up and coming I am sure – thanks! Also I would like to give special thanks to Paul Mosher – a tried and true champion of David Hargrave and Arduin for his vast amounts of help on this and all projects Arduin. He has given us many words and tales told for Arduin, many of which lend inspiration even in this very tomb. It's been a bumpy road at times for all of us, but he has delivered the artillery strikes whenever asked to do so – he steps up and is always available for Arduin, always.

We hope you enjoy this new format of **THE ARDUIN TRILOGY**, and trip down one of the most legendary sets of Adventure Gaming books the world has ever set its eyes upon, I hope everyone will sally forth now, and ride to Hell and back with us once again. Into Arduin we go – for adventure, for glory, for Dave!

**DAVID BUKATA**  
**EMPERORS CHOICE GAMES & MINIATURES CORP.**





IN MEMORIAM

DAVID ALLEN  
HARGRAVE

THE DREAM WEAVER

MAY 25, 1946 – AUGUST 29, 1988

On August 29, 1988, David A. Hargrave passed from this world to the next. He left behind many friends and thousands of gamers who sat at his table, either in his home or at the numerous conventions he attended as a GM and Entrepreneur.

He is not and simply cannot be forgotten. He touched lives with his presence, with his thoughts, with his games and with his being. He was not a perfect man; indeed none of us are. But he influenced people and taught a wide variety of life's lessons just as he had learned them.

It's our belief that the "next world" David passed to was his own creation of Arduin. He's there right now, beyond the Gates of the Plateau of Forever, living life to the hilt and scribing it all down in some great tome of knowledge that will one day be the source and cause of many an adventure and many a hoary legend of peril and woe.

He's walking the streets of 'Talismonde'; he's in Elric's Keep at the Tower of the Dragon giving advice to the Albino with the Black Sword; he's waving bon voyage, shouting "Bon Chance" to an expedition he's outfitted for a treasure hunt in Green Hell (Eh...No. He *wouldn't* be going there himself), or he's gazing again upon the Misty Mountains as the Spring sun reveals the snowy cloak that's settled upon the high, jagged peaks. He's living in Arduin just as Arduin lives in him.

Without you David, none of it would have ever been. But *with* you? OH! What Glories, What Wonders we've all lived!

We hoist a mug of Rumble Tummy's Ale in respectful salute to a man of extraordinary talent, a good friend and fond, fond memories of games Past, Present, and Future...

# A FEW WORDS FROM THE EDITOR



I am glad I'm given this chance to say a few words as to why the Arduin Trilogy became the way it is from the three original Arduin Grimoires. As a player, I thought that the best way to do Dave Hargrave the homage due him was to combine his three separate works into a single masterpiece.

Each section of the original works had relations to other sections, and I thought that to bring them together would make the final book more flowing. Some were obvious: all new classes should go together. Many, however, were not: where should that section about space aliens go. After much deliberation, I came up with the master section as they now are.

I want to give a special thanks to my gaming group (John Adamus, Mike Varga, and Paul Osiecki) for their help in filling in some of the blanks and getting stuff in order (because I couldn't think anymore around then) and Gabby, my pup, for making me take breaks to eat, sleep, play, etc.

I hope you enjoy reading and using this book as much as I enjoyed working on it.

**BECKY OSIECKI**

---

## CREDITS

**Author:** David A. Hargrave

**Art:** Greg Espinoza, Erol Otus, Brad Schenk (a.k.a. Morno), Michi Okumura, Adam Skipper, Jon Usiak, Roland Brown

**Cover Art:** Greg Espinoza

**Graphic Art:** Becky Osiecki, Lou Iannone, Josie St. John, Monty St. John

**Editing:** Becky Osiecki, Ben Pierce

**Typing:** Kim Kajdas, Ben Pierce, Becky Osiecki, David Bukata

**Book Layout:** Becky Osiecki

**Support:** The Arduin Fans, Becky Osiecki, Ben Pierce, Lou Iannone, Monty St. John, Josie St. John, George De Rosa, Paul Mosher, Mark Burton, Rick Brown (a.k.a. Beardfoot), Scott Clark, Matthew Skipper, John Adamus, Michael Varga, Paul Osiecki, Gabby Osiecki

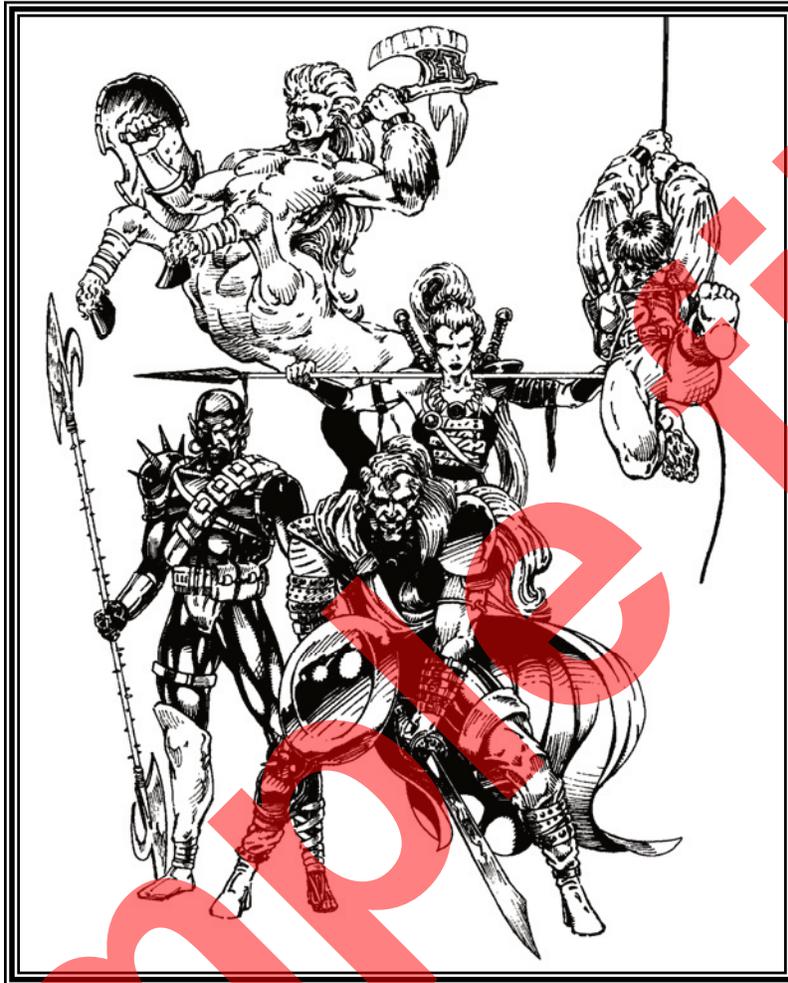


**A FEW WORDS  
FROM  
THE COVER  
ARTIST**

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 Ghorfar 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

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# DEDICATIONS

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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 Arduinian 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 Greylorn 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

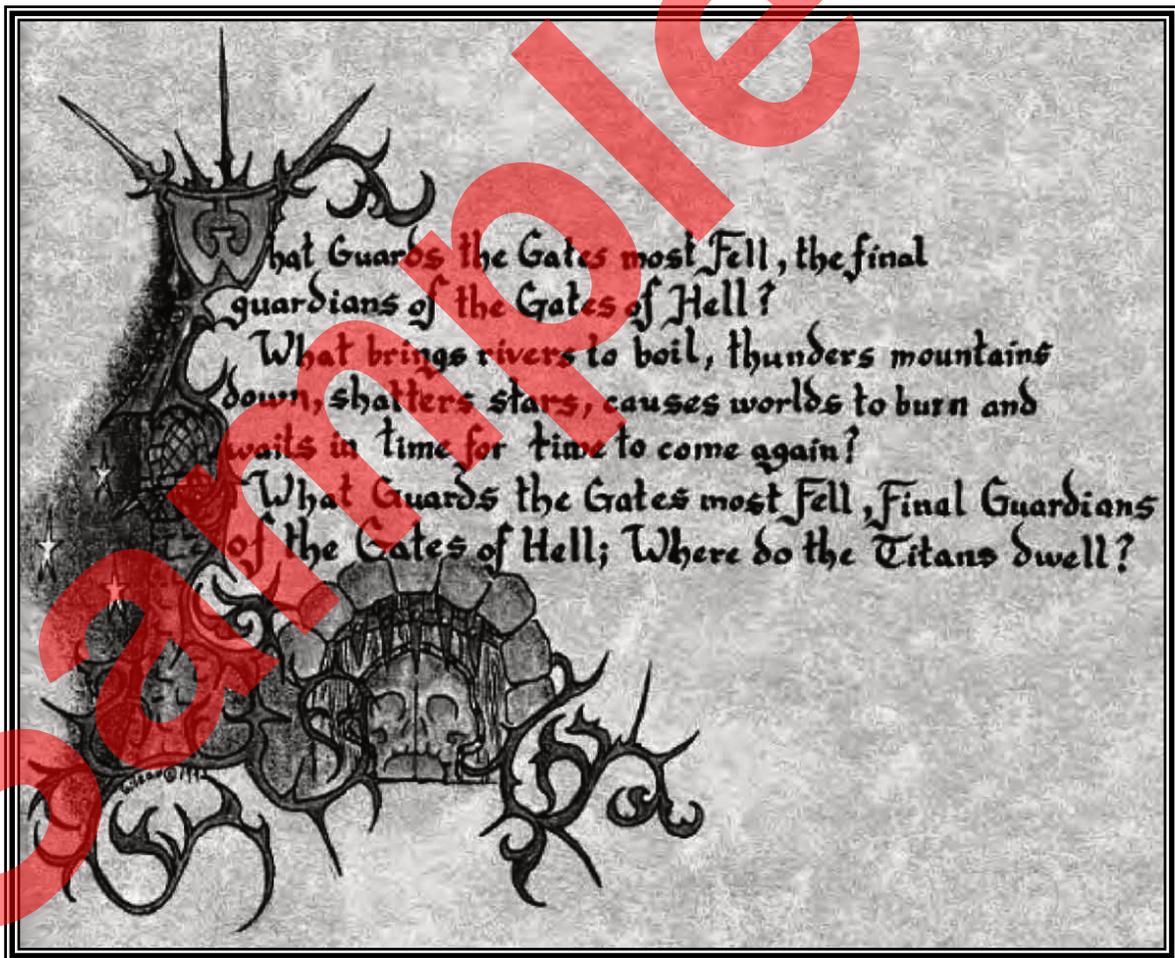
A.K.A. ELRIC, BARON AND LORD OF THE HOUSE OF THE DRAGON TOWER

# FORWARDS

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

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## 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 mixed bag 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 our original artist – Erol Otus).

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## 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.

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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.