



WARBAND



INTRODUCTION

This is a game of spikey power armor wearing, bolt-gun shooting, chainsword waving Chaos worshipers. The characters are born into a distant world on the fringes of the warp. The world is ruled over by the Gods of Chaos, and chaos warbands roam the lands.

Recently a chaos warband stumbled upon the entrance to an ancient underground labyrinth. Most likely a buried colony ship from the lost days of Terra. Who knows what mysteries it holds, and not to mention ancient artifacts! A “gold rush” is forming, and a small “Deadwood”-like boomtown has cropped up near the site.

Your character is part of a newly organized warband that plans to reap the benefits of this newly discovered treasure trove.

This game is an homage to the early days of Warhammer 40K (the Rogue Trader days). The rules are very much a thing of the OSR as I have used bits from **Mutant Future**, **Labyrinth Lord**, **OD&D**, and the grindhouse edition of **The Lamentation of the Flame Princess**.



CHARACTER CREATION

To create a character for *WARBAND*, you roll 3d6 in order for the following stats: Strength, Dexterity, Constitution, Intelligence, Psychic Power, and Charisma.

ABILITY MODIFIERS

Score	Modifier
3	-3
4 - 5	-2
6 - 8	-1
9 - 12	+/-0
13 - 15	+1
16 - 17	+2
18	+3

STRENGTH (STR)

This is your brute force, this modifies your ability to hit and do damage in melee combat. This also modifies your ability to apply force (as in busting down doors, naturally).

DEXTERITY (DEX)

This is your agility, and hand-eye coordination. This modifies your chance to hit (in both melee and ranged combat) as well as modifying your armor class.

CONSTITUTION (CON)

This is your stamina, endurance, and health. This modifies your hit points each level. Remember to re-roll all hit dice each level, if the total is less than your current, keep your current and add 1.

INTELLIGENCE (INT)

Intelligence is used to determine how many additional languages a character can (negative numbers are ignored you always know your native tongue). Any score under 6 is illiterate as well.

PSYCHIC POWER (PSY)

This is your raw power and ability to tap into the warp. This modifies your starting spells and spells gained per level.

CHARISMA (CHA)

This is your charm and leadership. It modifies how others react to you (no one likes a 3 CHA loser).

ATTRIBUTE ADVANCEMENT

As each character advances to the next level (beginning at 2nd level), he must roll 1d20, if the result is 19 or 20, the character advances one (randomly determined) attribute by +1. (Each increase beyond 18 adds +1 to modifiers).

RANDOM ATTRIBUTE TABLE

d6 Roll	Attribute Increased
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Psychic Power
6	Charisma

PRIME ABILITY SCORES

Each class has a prime ability, as per below. Your prime ability score determines how fast you gain experience points.

- STR is Prime for Marauders
- DEX is Prime for Renegades
- PSY is Prime for Sorcerers

PRIME ABILITY ADJUSTMENTS

Score	Earned XP Adjustment
3 - 5	-10%
6 - 8	-5%
9 - 12	+/-0%
13 - 15	+5%
16 - 18	+10%



CHARACTER CLASSES

There are three character classes available in the *WARBAND* game, these are:

- Marauder (Fighting Men)
- Renegade (Specialists)
- Sorcerer (Magic-Users)

CHAOS REWARDS

As all of the classes are worshippers of Chaos and all that entails, each level (beginning even at 1st) the characters must roll on the Chaos Reward / Taint table to determine if / how many mutations have occurred due to their contact with “raw chaos”. The result can only be modified by your character’s level (up or down your total level number as the modifier).

CHAOS REWARD TABLE

d100 Roll	Reward / Taint
01 - 16	Class 3 Taint
17 - 32	Class 2 Taint
33 - 47	Class 1 Taint
48 - 66	No Reward
67 - 84	Class 1 Reward
85 - 92	Class 2 Reward
93 - 100	Class 3 Reward

For each *TAINT* generated, roll once on the table below to determine the type of taint.

TAINT DETERMINATION TABLE

d100	Result
01 - 75	Physical Taint
76 - 100	Mental Taint

For each *REWARD* generated, roll once on the table below to determine the type of reward generated.

REWARD DETERMINATION TABLE

d100	Result
01 - 50	Physical Reward
51 - 00	Mental Reward

All of the above *TAINTS* & *REWARDS* are Physical & Mental Mutations & Drawbacks to be taken from the *Mutant Future* rules (in the section describing their use with *Labyrinth Lord* rules – i.e. these mutations scale as the characters raise in levels starting at page 146).

MARAUDER CLASS

You are a slayer, born and bred for combat. Killing is your business, and business is fine. Sure, the others call you a mindless psychopath. But not to your face they don’t!

The Marauder is a killer plain and simple, each level you gain a +1 to your base attack roll (even at 1st level). So while the Renegade and Sorcerer are attacking with a +0 at 5th level, you are adding 5 to your rolls. You also have the highest hit dice.

MARAUDER ADVANCEMENT TABLE

Level	XP	HP	Paralyze	Poison	Energy	Device	Spells
0*	-	d6	16	14	16	15	18
1 st	0	1d8	14	12	15	13	16
2 nd	2K	2d8	14	12	15	13	16
3 rd	4K	3d8	14	12	15	13	16
4 th	8K	4d8	12	10	13	11	14
5 th	16K	5d8	12	10	13	11	14
6 th	32K	6d8	12	10	13	11	14
7 th	64K	7d8	10	8	9	9	12
8 th	128K	8d8	10	8	9	9	12
9 th	256K	9d8	10	8	9	9	12
10 th	384K	10d8	8	6	7	7	10

*NPC’s only, all player characters begin at 1st level.



RENEGADE CLASS

You are the most skilled character class. Nobody can do the things you do, well they can, but you are better at it. You are the boss of specialty skills. Need someone to slip that scroll off of the crazed Sorcerer? Well you are the man. Need someone to sneak past the guards to break your Maruader friend out of the brig? Again they look at you. Face it every time something dangerous needs to be done the warband is going to look at you. Is it that you are that skilled and valuable, or is it they don't like you and want to see you dead? Who knows, but someone has to do it.

The Renegade is a scout/specialist. They are skilled at stealth and subterfuge. Each level they assign skill points to their desired skills. All characters have a 1 in 6 chance of success with the below (except Ambush which is explained later). A Renegade gets points to spend on these skills to improve that chance, each point placed in a skill increases the chance by +1.

- Ambush
- Architecture
- Climb
- Languages
- Open Doors
- Search
- Sleight of Hand
- Stealth
- Survival (was Bushcraft)
- Tinker

Ambush is the ability to deal damage from hiding, each point put into this skill increases the damage multiplier of the ambush by 1. For example, if you have 2 points in Ambush, the damage from a surprise attack is x2 damage. For 3 points, it is 3x damage, etc.

For skills with a 6 in 6 chance, roll 2d6. If both are a "6", that is the only way a character can fail with that skill level.

RENEGADE ADVANCEMENT TABLE

Level	XP	HP	Paralyze	Poison	Energy	Device	Spells	Skill Pts
1	0	1d6	14	16	15	14	14	4
2	1.5K	2d6	14	16	15	14	14	+2
3	3K	3d6	14	16	15	14	14	+2
4	6K	4d6	14	16	15	14	14	+2
5	12K	5d6	11	12	14	13	12	+2
6	24K	6d6	11	12	14	13	12	+2
7	48K	7d6	11	12	14	13	12	+2
8	96K	8d6	11	12	14	13	12	+2
9	192K	9d6	9	10	12	11	10	+2
10	288K	10d6	9	10	12	11	10	+2

The Renegade can perform any action while armored. Specialist tools are required when performing Tinker.



SORCERER CLASS

Who is the most powerful in the warband? That's right, it's you. With your ability to gather power from the nether regions of the warp and sling about wild spells of wizardry and chaos, none can match your power!

Sure, you might have the ego the size of a battle frigate but you have the power to back up that ego (well, you will have it once you gain a few levels).

The Sorcerer is the magic-wielding class of the **WARBAND** game. They are able to use their Psychic Power to tap into the ethereal realms and cast spells. The starts with 3 random 1st level spells (plus any due to their Psychic Power modifier) and the spell *Illumination of the Mysteries of the Warp*.

Sorcerers are not restricted to by armor, in fact you would be crazy to go without armor in this game. They are restricted to one handed melee and ranged weapons however, as at least one hand must be free to gesticulate. They may wear helmets, but they must be able to speak in order to vocalize their spells.



SORCERER ADVANCEMENT TABLE

Level	XP	HP	Paralyze	Poison	Energy	Device	Spells	1	2	3	4	5
1	0	1d4	13	13	16	13	14	1	-			
2	2.25K	2d4	13	13	16	13	14	2	-			
3	4.5K	3d4	13	13	16	13	14	2	1			
4	9K	4d4	13	13	16	13	14	2	2			
5	18K	5d4	13	13	16	13	14	3	2	1		
6	36K	6d4	11	11	14	13	12	3	2	2		
7	72K	7d4	11	11	14	11	12	3	3	2	1	
8	144K	8d4	11	11	14	11	12	4	3	2	1	
9	288K	9d4	11	11	14	11	12	4	3	3	2	1
10	432K	10d4	11	11	14	11	12	4	4	3	2	2

CHAOS WARBAND DETERMINATION

The name of the game is **WARBAND**, and what kind of warband would you be if you didn't have a retinue? A sorry one I say. So of course each character gains followers as they gain in level. None of this waiting around until 9th or 10th level for you, you are on the fast track to damnation boy!

Beginning at 1st level, and at each new level following; roll on the table below. This roll is modified by your Level, CHA and PSY modifiers.

RETINUE TABLE

Mod+1d100	Retinue
-5 - 0	No follower this level.
01 - 05	1d3 Goblins (can't be trusted)
06 - 15	1d3 Black Dwarves
16 - 25	1d3 Beast Men
26 - 50	1d3 Chaos Devotees (0 level Humans)
51 - 75	1d6 Chaos Devotees (0 level Humans)
76 - 85	1d8 Chaos Devotees (0 level Humans)
86 - 90	1d3 Chaos Acolytes (1st level Sorcerers)
91 - 95	1d3 Chaos Thugs (1st level Renegades)
96 - 97	1d3 Chaos Warriors (1st level Marauders)
98 - 100	1d3 Chaos Renegades (d3 level each)
101 - 105	1d6 Chaos Marauders (d3 level each)
106 - 108	Chaos Sorcerer (d3+2 level)
109+	Minotaur

After determining your retinue, roll on the appropriate table below to determine their starting equipment (roll for each individually, not per group).

GOBLIN EQUIPMENT TABLE

1d6 Roll	Gear
1	No Armor, Hand Axe, (2) Torches
2	No Armor, Spear, 60' Rope
3	No Armor, Hand Axe, Crossbow w/ 10 bolts
4	No Armor, Spear, (1) 10' Pole
5	No Armor, 10' Pole, Bag of rocks
6	No Armor, Bow w/ 10 arrows, Dagger

BLACK DWARF EQUIPMENT TABLE

1d6 Roll	Gear
1	No Armor, (2) Smoke Bombs
2	Archaic Leather Armor, Auto-Pistol w/ 10 shots
3	Archaic Mail Armor, Autogun w/ 10 shots
4	Flak Armor, Laspistol w/ 10 shots
5	Flak Armor, Lasgun w/ 10 shots
6	Carapace Armor, Lasgun / 10 shots, Combat Knife

BEAST MAN EQUIPMENT TABLE

1d6 Roll	Gear
1	No Armor, Spear
2	No Armor, Axe, Bow w/ 10 arrows
3	Archaic Leather Armor, Spear
4	Archaic Leather Armor, Axe, 50' Rope
5	Archaic Leather Armor, Spear, (2) Torches
6	Archaic Leather Armor, Bow w/ 10 arrows, (1) Grenade

CHAOS DEVOTEE EQUIPMENT TABLE

1d6 Roll	Gear
1	No Armor, Auto-pistol w/ 10 shots
2	No Armor, Las Pistol w/ 10 shots
3	Flak Armor, Autogun w/ 10 shots
4	Flak Armor, Lasgun w/ 10 shots
5	Carapace Armor, Autogun w/ 10 shots
6	Carapace Armor, Lasgun w/ 10 shots

CHAOS ACOLYTE/SORCERER EQUIPMENT TABLE

1d6 Roll	Gear
1	No Armor, Dagger, d3 1st level spells
2	No Armor, Auto-pistol w/ 10 shots, d3 1st level spells
3	Flak Armor, Chainsword, d4 1st level spells
4	Flak Armor, Lasgun w/ 10 shots, d4 1st level spells
5	Carapace Armor, Chainsword, d6 1st level spells
6	Carapace Armor, Lasgun w/ 10 shots, d6 1st level spells

CHAOS THUG/RENEGADE EQUIPMENT TABLE

1d6 Roll	Gear
1	No Armor, Las-pistol, 60' Rope
2	Flak Armor, Las Pistol, Specialist tools
3	Flak Armor, Lasgun w/ 10 shots, 10' Pole
4	Flak Armor, Autogun w/ 10 shots, specialist tools
5	Carapace Armor, Chainsword, specialist tools
6	Carapace Armor, Lasgun w/ 10 shots, specialist tools

CHAOS WARRIOR/MARAUDER EQUIPMENT TABLE

1d6 Roll	Gear
1	No Armor, Chainsword
2	Flak Armor, Bolt Pistol w/ 12 shots
3	Flak Armor, Bolt Gun w/ 12 shots
4	Carapace Armor, Chainsword, Bolt Pistol w/ 12 shots
5	Carapace Armor, Bolt Gun w/ 12 shots
6	Power Armor, Chainsword, Bolt Pistol w/ 12 shots



EQUIPMENT

Each character starts with 3d6x10 gold crowns (the standard gold piece in the “grim-dark” future – gold, setting the standard for millennial). Each character starts with a standard pack chosen from the 3 options below, and then they use their starting coins to determine what else they wish to carry.

Standard adventurer pack “A”

- Backpack
- (2) Canteens
- 100’ of Nylex Rope
- (1) Ceramite Grappling Hook
- (1) Glow Lamp
- (1) Week Freeze-Dried Rations

Standard Adventurer Pack “B”

- Backpack
- (2) Large Nylex Sacks
- (1) Dicto-Journal (Vox recorder)
- (1) Set of Binoculars (10x mag)
- (1) Note Book w/ (2) Pens
- (1) Canteen
- (1) Week Freeze-Dried Rations

Standard Adventurer Pack “C”

- Backpack
- (1) 10’ Ceramite Rod
- (2) Sets of Ceramite Manacles
- (2) Flasks of Liquid Fire
- (1) Canteen
- (1) Week Freeze-Dried Rations

GEAR

Item	Cost
10’ Ceramite Rod	2 gc
100’ Nylex Rope	5 gc
Backpack	1 gc
Binoculars (10x mag)	5 gc
Canteen	1 gc
Ceramite Grappling Hook	5 gc
Dicto-Journal	10 gc
Explosive Collar w/ Controller	20 gc
Flask of Liquid Fire	10 gc
Glow Lamp	5 gc
Large Nylex Sack	1 gc
Medi-Kit	10 gc
Note Book w/ 2 Pens	1 gc
Pict Recorder	5 gc
Set of Ceramite Manacles	2 gc
Specialists Tools	25 gc
Torture Tools	5 gc
Vox Communicator	20 gc
Week of Freeze Dried Rations	1 gc

Explosive Collar w/ Controller: This collar is typically used on prisoners to ensure they follow orders when on working parties. If triggered, the collar instantly kills the wearer; in addition 1d10 damage is inflicted on those within 10’ of the blast.

Flask of Liquid Fire: These flasks contain a very unstable napalm jelly mixture. If broken open they instantly ignite and burn hotly for 1d6 rounds. Any person or item doused with the mixture takes 1d8 damage each round they are in contact with the material.

Glow Lamp: These portable lights will illuminate a 60’ area and can remain lit for 8 hours before needing to be recharged.

Medi-Kit: These kits are used to treat serious wounds. Each kit can restore 1d8 hit points per use (maximum of 3 uses per kit).

ARMOR

ARMOR TABLE

Armor	Base AC	Cost	Enc. Points
Archaic Leather	13	5 gc	0
Archaic Mail	14	10 gc	0
Flak Armor	15	25 gc	1
Carapace Armor	16	50 gc	2
Power Armor	19	100 gc	3
Terminator Armor	21	1,000 gc	3
Helm	+1	10% of Armor	-
Shield	+1	10 gc	1

Powered Armor: This armor provides a bonus of +2 to a characters STR rolls as well as providing life support in toxic environments (if the helmet is worn). With the helmet worn the character receives a +4 to all Saves. In addition with the helmet worn the character receives a +2 to hit with ranged combat, and has night vision capabilities.

Terminator Armor: This heavy version of Powered Armor provides all of the benefits of powered armor with the additional +2 to STR (for a total of +4).



RANGED WEAPONS

RANGED WEAPONS TABLE

Weapon	Damage	Range	Cost	STR	Trigger	Ammo	Ammo Cost	Notes
Las Pistol	1d6	30'	20 gc	-	Normal	10 shots	5 gc	
Lasgun	1d8	300'	40 gc	-	Normal	10 shots	10 gc	
Las Cannon	1d12	600'	80 gc	13+	Normal	6 shots	20 gc	
Auto Pistol	1d6	60'	15 gc	-	Automatic	10 shots	3 gc	
Autogun	1d8	600'	30 gc	9+	Automatic	10 shots	6 gc	
Assault Shotgun	1d8	30'	40 gc	10+	Normal	10 shots	10 gc	
Bolt Pistol	1d6	60'	25 gc	12+	Rapid Fire	12 shots	4 gc	
Bolt Gun	1d8	600'	50 gc	13+	Rapid Fire	12 shots	10 gc	
Heavy Bolter	1d10	1,200'	100 gc	14+	Rapid Fire	30 shots	25 gc	
Melta Gun	1d12	30'	80 gc	12+	Normal	6 shots	20 gc	
Multi Melta	1d12	30'	160 gc	13+	Normal	6 shots	40 gc	
Plasma Pistol	1d12	30'	90 gc	12+	Normal	6 shots	20 gc	
Plasma Gun	1d12	60'	180 gc	13+	Normal	6 shots	50 gc	
Hand-Flamer	1d6	30'	50 gc	10+	Normal	2 shots	10 gc	+d4 each round
Flamer	1d8	60'	100 gc	11+	Normal	4 shots	20 gc	+d6 each round
Heavy Flamer	1d10	60'	200 gc	12+	Normal	4 shots	40 gc	+d8 each round

MELEE WEAPONS

MELEE WEAPONS TABLE

Weapon	Damage	Cost	STR	Notes
Combat Knife	1d4	10 gc	-	
Primitive Weapon	1d6	5 gc	-	
Chain Sword/Axe	1d8	20 gc	10+	
Power Fist	1d10	50 gc	-	only with Power / Term armor
Power Sword/Axe	1d10	120 gc	12+	
Lightning Claws	1d12	200 gc	-	only with Power / Term armor

CHARACTER NAMES

Coming up with the right name is hard, and let's face it, sometimes you just don't have the right inspiration. Well, worry no more, take a d10 and a d20 and roll 4 times on the table below and BLAMMO! A chaos name just for you! Any combination of names can be augmented by adding *-er*, *-ling*, or *-or*. Protect yourself from your enemies with a common name.

CHAOS NAME GENERATOR

d20 Roll	d10 Roll									
	1	2	3	4	5	6	7	8	9	10
1	blue	dangle	dreg	fondle	grind	grunt	mad	pox	quiver	slash
2	suck	thigh	bane	carnal	fiddle	hot	mucus	sate	vex	bubo
3	chew	dog	gibber	gnaw	grope	maul	offal	pus	spasm	spittle
4	sword	wrack	cackle	fang	hammer	mildew	rot	toad	bile	blister
5	canker	eat	fester	flux	glut	hate	ichor	leper	mire	rend
6	rut	skull	spike	tremble	vomit	wind	brute	dung	glop	gut
7	mark	red	spider	thrash	bag	blade	cold	death	face	fist
8	grab	gristle	helm	loon	pest	puke	rip	sharp	spume	sweat
9	vile	whip	blunt	drink	gall	gross	maggot	rabid	sore	taint
10	worm	belch	bog	buttock	crush	fire	froth	gobble	grim	liver
11	maim	moulder	pinch	scratch	slobber	spew	stare	wart	wobble	blood
12	doom	foul	grin	loose	putrid	slob	sting	wither	axe	black
13	break	dread	eye	thrust	fury	grue	heart	loath	mange	quake
14	rheum	scum	smut	tear	twist	water	blast	cut	foam	green
15	lewd	plague	slake	squeeze	whine	ash	beast	chaos	crab	drool
16	fiend	gnash	grap	hack	lick	nibble	pierce	reap	scab	spite
17	spurt	throb	war	beetle	craze	flesh	gore	lip	pile	sin
18	spot	warp	bend	blight	bowel	clap	fat	flush	fume	gob
19	howl	lust	man	ooze	rotten	sinew	slug	spoor	venom	wight
20	bite	claw	filth	glutton	kill	pain	scrape	spine	wail	burble

For example, Mike rolls 4 times to get: *GRIND + BEETLE* and *ROTTEN + SLUG*, for his Marauder and has the spiffy new name of: *GRINDBEETLE ROTTENSLUG*.

0 HIT POINTS & OVERKILL

Your character is not dead at 0 (or less hit points). Whenever a character is reduced to 0 (or less), take the remaining damage (any damage that exceeds your current HP score) and add that total to a d10 roll. Any damage that takes you to 0 or less hit points is called **OVERKILL**. Consult the table below to find the results.

d10 + Overkill	Result
1	Blood for the Blood God! You are sent into a mouth-frothing fury at the sight of your own life-blood being spilt. Fight at +2 to hit but you must charge into melee if possible.
2	Unconscious no action until healed above 0 hp.
3	Strike to your shoulder, you are knocked backwards and must make a DEX roll (under 3d6) to keep your feet. If knocked down, must spend next turn gaining feet.
4	Strike to abdomen, you lose your breath and are stunned 1 round. Fight at -2 for remainder of fight.
5	Strike to your leg (d6 to determine leg), you are sent sprawling to the ground. Stunned for 1 round, fight at -3.
6	Strike to your arm, arm is broken and you drop your weapon (d6 to determine arm). You fight at -4.
7	Crippling strike to your hip, you are stunned for 3 rounds and fight at -5.
8	Your hand is removed from your arm (d6 to determine arm). You fight at -5 until healed, then -2 until you can find a replacement.
9	Your arm is removed from your shoulder (d6 to determine arm). You fight at -6 until healed, then -4 until you can find a replacement.
10	Dead. Not what you expected as you are sent to an eternal paradise, wherer you live in peace and harmony. The Lords of Chaos have lied to you!
11	Dead on this plane. You awake to find yourself in another plane, with your memories intact. Your body winks out of existence on this plane and you cannot be raised from the dead. You must find a way back!
12	A terrible strike to your carotid artery, sends a pool of blood gushing onto the floor. The area is now slippery and all must make a DEX roll (under 4d6) to maneuver for the remainder of the combat or fall prone.
13	Dead in a bloody gore-fest. Most spectacular as you are ripped asunder!
14+	Your head is separated from your body, blood sprays onto your nearest allies (if 0 level they must make a morale check to keep fighting).

For example, Chris' character DOOMFLUX! Takes a bolt gun shot for 6 points of damage, he has only 4 hit points. He rolls a d10 and gets a 4, plus 2 for his overkill points (6-4=2) for a total of 6. He gets a broken right arm and drops his weapon (he rolls a d6 and gets 3, 1-3 is right, 4-6 is left). He now has a -4 to hit in combat.

CRITICAL HITS & FUMBLES

Anytime your character rolls a natural 20 (critical) or a natural 1 (fumble) in a combat you must roll on the table below to determine what happens next.

CRITICAL HIT TABLE

2d10	Result
2 - 5	Maximum Damage
7 - 9	Damage rolled x2
10 - 12	Maximum damage + foe stunned 1 round
13 - 14	Damage rolled x2 + foe stunned 1 round
15 - 16	Damage rolled x3
17 - 19	Foe is knocked unconscious for duration of combat
20	Foe is killed by terrific strike + 1 to your to-hit roll

FUMBLE TABLE

2d10	Result
2 - 5	You are stunned at your own ineptitude. Can only defend next round.
7 - 9	What was that. You are sure someone is sneaking up on you. No attack next round as you look.
10 - 12	You drop your weapon, takes 1 round to recover or draw a new one
13 - 14	You lose your grip and weapon flies down the hall, d20 feet away. Hope you have a back up.
15 - 16	Your weapon slips and you hit yourself for normal damage.
17 - 19	Your attack misses badly, and you are maimed in the process. Normal damage +1.
20	Your attack misses wildly, hits random ally for maximum damage.

SORCERER SPELLS

<i>1st Level</i>		<i>2nd Level</i>		<i>3rd Level</i>	
1	Detect Magic	1	Detect Invisible	1	Fly
2	Hold Portal	2	Levitate	2	Hold Person
-	Read Magic	3	Phantasmal Forces	3	Dispel Magic
3	Read Languages	4	Locate Object	4	Clairvoyance
4	Protection from Evil	5	Invisibility	5	Clairaudience
5	Light	6	Wizard Lock	6	Fire Ball
6	Charm Person	7	Detect Evil	7	Lightning Bolt
7	Sleep	8	ESP	8	Protection/Evil, 10' r.
8	Shield	9	Continual Light	9	Invisibility, 10' r.
9	Magic Missile	10	Knock	10	Infravision
10	Ventriloquism	11	Darkness, 5' Radius	11	Slow Spell
		12	Strength	12	Haste Spell
		13	Web	13	Protection/Normal Missiles
		14	Mirror Image	14	Water Breathing
		15	Magic Mouth	15	Explosive Runes
		16	Pyrotechnics	16	Rope Trick
				17	Suggestion
				18	Monster Summoning I
<i>4th Level</i>		<i>5th Level</i>			
1	Polymorph Self	1	Teleport		
2	Polymorph Others	2	Hold Monster		
3	Remove Curse	3	Conjure Elemental		
4	Wall of Fire	4	Telekinesis		
5	Wall of Ice	5	Transmute Rock-Mud		
6	Confusion	6	Wall of Stone		
7	Charm Monster	7	Wall of Iron		
8	Growth / Plant	8	Animate Dead		
9	Dimension Door	9	Magic Jar		
10	Wizard Eye	10	Contact Higher Plane		
11	Massmorph	11	Pass-Wall		
12	Halucinatory Terrain	12	Cloudkill		
13	Ice Storm	13	Feeblemind		
14	Fear	14	Growth/Animal		
15	Monster Summoning II	15	Monster Summoning III		
16	Extension I	16	Extension II		

1ST LEVEL

Detect Magic: A spell to determine if there has been some enchantment laid on a person, place or thing. It has a limited range and short duration. It is useful, for example, to discover if some item is magical, a door has been "held" or "wizard locked", etc. Range 6". Duration: 2 turns.

Hold Portal: A spell to hold a door, gate or the like. It is similar to a locking spell (see below) but it is not permanent. Roll two dice to determine the duration of the spell in turns. Dispel Magic (see below) will immediately negate it, a strong anti-magical creature will shatter it and a Knock (see below) will open it.

Read Magic: The means by which the incantations on an item or scroll are read. Without such a spell or similar device magic is unintelligible to even a Magic-User. The spell is of short duration (one or two readings being the usual limit).

Read Languages: The means by which directions and the like are read, particularly on treasure maps. It is otherwise like the Read Magic spell above.

Protection from Evil: This spell hedges the conjurer round with a magic circle to keep out attacks from enchanted monsters. It also serves as an "armor" from various evil attacks, adding a + 1 to all saving throws and taking a — 1 from hit dice of evil opponents. (Note that this spell is not cumulative in effect with magic armor and rings, although it will continue to keep out enchanted monsters.) Duration: 6 turns.

Light: A spell to cast light in a circle 3" in diameter, not equal to full daylight. It lasts for a number of turns equal to 6 + the number of levels of the user; thus, a 7th level Magic-User would cast the spell for 13 turns.

Charm Person: This spell applies to all two-legged, generally mammalian figures near to or less than man-size, excluding all monsters in the "Undead" class but including Sprites, Pixies, Nixies, Kobolds, Goblins, Orcs, Hobgoblins and Gnolls. If the spell is successful it will cause the charmed entity to come completely under the influence of the Magic-User until such time as the "charm" is Dispeled (Dispel Magic). Range: 12".

Intelligence allows the charmed person to eventually free itself from the charm. A check will be made on the following basis, and if a score equal to a save vs. magic is made the charm is broken. Charms do not affect the Undead.

<i>Intelligence</i>	<i>Check Every</i>
up to 6	month
7-9	three weeks
10-11	two weeks
12-15	week
16-17	two days
18 and above	day

Sleep: A Sleep spell affects from 2-16 1st level types (hit dice of up to 1 + 1), from 2-12 2nd level types (hit dice of up to 2 + 1), from 1-6, 3rd level types, and but 1 4th level type (up to 4 + 1 hit dice). The spell always affects up to the number of creatures determined by the dice. If more than the number rolled could be affected, determine which "sleep" by random selection. Range: 24"

There is no saving throw against this spell. Remember that a Sleep Spell affects but a single creature with 4 or 4 + 1 hit dice, and creatures above 4 + 1 hit dice are unaffected. Sleep does not affect undead.

Shield: By means of this spell the user imposes a self-moving magical barrier between himself and his enemies. It provides the equivalent of class 2 armor vs. missiles and class 4 armor vs. other attacks. Duration: 2 turns.

Magic Missile: This is a conjured missile equivalent to a magic arrow, and it does full damage (2-7 points) to any creature it strikes. For every five levels the magic-user has attained he may add an additional two missiles when employing this spell, so a 6th level magic-user may cast three magic missiles at his target, an 11th level magic-user casts five, and so on. Range 15".

Ventriloquism: As the name implies, this spell allows the user to make the sound of his voice issue from someplace else, including such places as a statue, animal, etc. Range: 6". Duration: 2 turns.

2ND LEVEL

Detect Invisible (Objects): A spell to find secreted treasure hidden by an Invisibility spell (see below). It will also locate invisible creatures. Durations: 6 turns. Range: 1" x the level of the Magic-User casting it, i.e. a "Wizard" would have a range of 11", more if he was above the base value.

Levitate: This spell lifts the caster, all motion being in the vertical plane; however, the user could, for example, levitate to the ceiling, and move horizontally by use of his hands. Duration: 6 turns + the level of the user. Range (of levitation): 2"/level of Magic-User, with upwards motion at 6"/turn.

Phantasmal Forces: The creation of vivid illusions of nearly anything the user envisions (a projected mental image so to speak). As long as the caster concentrates on the spell, the illusion will continue unless touched by some living creature, so there is no limit on duration, per se. Damage caused to viewers of a Phantasmal Force will be real if the illusion is believed to be real. Range: 24".

Locate Object: In order for this spell to be effective it must be cast with certain knowledge of what is to be located. Thus, the exact nature, dimensions, coloring, etc. of some magical item would have to be known in order for the spell to work. Well known objects such as a flight of stairs leading upwards can be detected with this spell however. The spell gives the user the direction of the object desired but not the distance. The desired object must be within range. Range: 6" + 1 "/level of the Magic-User employing the spell, i.e. a "Necromancer" has a 16" range.

Invisibility: A spell which lasts until it is broken by the user or by some outside force (remember that as in CHAINMAIL, a character cannot remain invisible and attack). It affects only the person or thing upon whom or which it is cast. Range: 24"

Wizard Lock: Similar to a Hold Portal, this spell lasts indefinitely. It can be opened by a Knock without breaking the spell. A Wizard Lock can be passed through without a spell of any kind by a Magic-User three levels above the one who placed the spell.

Detect Evil: A spell to detect evil thought or intent in any creature or evilly enchanted object. Note that poison, for example, is neither good nor evil. Duration: 2 turns. Range: 6".

ESP: A spell which allows the user to detect the thoughts (if any) of whatever lurks behind doors or in the darkness. It can penetrate solid rock up to about 2' in thickness, but a thin coating of lead will prevent its penetration. Duration: 12 turns. Range: 6"

Continual Light: This spell creates a light wherever the caster desires. It sheds a circle of illumination 24" in diameter, but does not equal full daylight. It continues to shed light until Dispeled. Range: 12".

Knock: A spell which opens secret doors, held portals, doors locked by magic, barred or otherwise secured gates, etc. Range: 6".

Darkness, 5' Radius: A spell which causes total darkness within the indicated area making even infravision useless. It can be countered by either a Dispel Magic or a Light spell. Duration: 6 turns. Range 12".

Strength: This spell increases a fighter's strength by from 2-8 points (roll dice after spell is cast). It will also increase a cleric's strength by from 1-6 points and a thief's by from 1-4. When a fighter's strength reaches 18 or higher due to this spell an additional determination of strength is to be made as already specified for strength of 18. Duration: 8 game hours.

Web: This form of spell has already been explained in Volume 2 (MONSTERS & TREASURES), page 35. Duration: 8 game hours, Range 3".

Mirror Image: By means of this spell the user creates from 1-4 images of himself. These images are indistinguishable from the magic-user, and do exactly as he does. Any attack upon a mirror image dispels it, but it does not affect any others that might exist. Duration: 6 turns.

Magic Mouth: A spell which resembles ventriloquism in that the sound issues from a chosen object, but there are differences. A mouth appears, or the mouth of the object moves in accordance with what is being said. The Magic Mouth can be ordered to speak upon certain conditions, i.e. if anyone comes within 10' of it, if a neutral person comes within 10', if Flubbit the Wizard comes within 10', and so on. The spell lasts until the message is given. The message cannot exceed twenty-five words.

Pyrotechnics: A multi-purpose spell which requires some form of fire (torch, brazier, bonfire, etc.) to make it work. When employing this spell the Magic-User can create either a great display of flashing, fiery lights and colors which resemble fireworks; or he can cause a great amount of smoke which will cover an area of not less than 20 cubic feet. The overall effects of this spell depend on the size of the fire used to cause them, and when the spell is used the fire-source is extinguished. Duration: 6 turns. Range 24".

3RD LEVEL

Fly: By means of this spell the user is able to fly at a speed of up to 12"/turn. The spell lasts for the number of turns equal to the level of the Magic-User plus the number of pips on a six-sided die which is secretly determined by the referee.

Hold Person: A spell similar to a Charm Person but which is of both limited duration and greater effect. It will effect from 1-4 persons. If it is cast at only a single person it has the effect of reducing the target's saving throw against magic by -2. Duration: 6 turns + level of the caster. Range: 12".

Dispel Magic: Unless countered, this spell will be effective in Dispeling enchantments of most kinds (referee's option), except those on magical items and the like. This is modified by the following formula. The success of a Dispel Magic spell is a ratio of the Dispelers over the original spell caster, so if a 5th level Magic-User attempts to Dispel the spell of a 10th level Magic-User there is a 50% chance of success. Duration: 1 turn. Range: 12".

Clairvoyance: A spell which allows the user to see whatever lurks behind doors or in the darkness. It can penetrate solid rock up to about 2' in thickness, but a thin coating of lead will prevent its penetration. Same as ESP spell, except the spell user can visualize rather than merely pick up thoughts. Duration: 12 turns. Range: 6"

Clairaudience: Same as Clairvoyance except it allows hearing rather than visualization. This is one of the few spells which can be cast through a Crystal Ball (see Volume II).

Fire Ball: A missile which springs from the finger of the Magic-User. It explodes with a burst radius of 2" (slightly larger than specified in CHAINMAIL). In a confined space the Fire Ball will generally conform to the shape of the space (elongate or whatever). The damage caused by the missile will be in proportion to the level of its user. A 6th level Magic-User throws a 6-die missile, a 7th a 7-die missile, and so on. (Note that Fire Balls from Scrolls (see Volume II) and Wand are 6-die missiles and those from Staves are 8-die missiles. Duration: 1 turn. Range: 24"

Lightning Bolt: Utterance of this spell generates a lightning bolt 6" long and up to 3/4" wide. If the space is not long enough to allow its full extension, the missile will double back to attain 6", possibly striking its creator. It is otherwise similar to a Fire Ball, but as stated in CHAINMAIL the head of the missile may never extend beyond the 24" range.

Protection from Evil, 10' Radius: A Protection from Evil spell which extends to include a circle around the Magic-User and also lasts for 12 rather than 6 turns.

Invisibility, 10" Radius: An Invisibility spell with an extended projection but otherwise no different from the former spell.

Infravision: This spell allows the recipient to see infra-red light waves, thus enabling him to see in total darkness. Duration: 1 day. Range of infravision: 40-60'.

Slow Spell: A broad-area spell which effects up to 24 creatures in a maximum area of 6" x 12". Duration: 3 turns. Range: 24".

Haste Spell: This is exactly the opposite of a Slow Spell in effect, but otherwise like it. Note that it will counter its opposite and vice-versa.

Protection from Normal Missiles: The recipient of this charm becomes impervious to normal missiles. This implies only those missiles projected by normal (not above normal) men and/or weapons. Duration: 12 turns. Range: 3".

Water Breathing: A spell whereby it is possible to breathe under water without harm or difficulty. Duration: 12 turns. Range 3".

Explosive Runes: These runes when placed upon a parchment (book, scroll, map, etc.) safeguard it from unauthorized reading. If the reader is not the person who placed the runes upon the parchment they explode, destroying the parchment, and deal 4-24 points of damage to the reader (no savings thrown). The runes may be removed by the magic-user whenever he desires, and a magic-user of two or more levels above the one who placed the runes may attempt to remove them (50% chance of detecting them, 75% chance of successfully removing them).

Rope Trick: This spell enables the user to cause a length of rope (6' to 24') to stand upright by itself, and when he (and up to three others) climbs to its summit, disappears into another dimension. The rope is simply tossed into the air and climbed. If undisturbed the rope remains in place for the duration of the spell, but it can be removed, and if it is the persons coming back from the other dimension will fall the distance they climbed to the top of the rope. Duration: 6 turns plus the level of the magic-user employing it.

Suggestion: A spell which works on the principle of hypnosis. If the creature which it is thrown at fails to make its saving throw vs. magic it will carry out the suggestion, immediately or deferred according to the wish of the magic-user. Self-destruction is 99% unlikely, but carefully worded suggestions can, at the referee's option, alter this probability. Suggestions must be simple and relatively short, i.e. a sentence or two. Duration: 1 game week.

Monster Summoning I: By employing this spell the magic-user calls to his aid a monster appearing on the MONSTER LEVEL TABLES, level 1, i.e. kobolds, goblins, skeletons, etc. If a relatively small monster is indicated by the die roll the referee will determine how many appear by rolling a six-sided die; otherwise from 1-3 appear. The monster or monsters so summoned will faithfully serve the magic-user until they depart when the spell ceases to function or until they are killed. Delay: 1 turn. Duration: 6 melee turns. Range: 1".

4TH LEVEL

Polymorph Self: A spell allowing the user to take the shape of anything he desires, but he will not thereby acquire the combat abilities of the thing he has polymorphed himself to resemble. That is, while the user may turn himself into a dragon of some type, he will not gain the ability to fight and breathe, but he will be able to fly. Duration: 6 turns + the level of the Magic-User employing it.

Polymorph Others: Unlike the spell to Polymorph Self, this spell lasts until it is Dispeled. The spell gives all characteristics of the form of the creature, so a creature polymorphed into a dragon acquires all of the dragon's ability — not necessarily mentality, however. Likewise, a troll polymorphed into a snail would have innate resistance to being stepped on and crushed by a normal man. Range: 6".

Remove Curse: A spell to remove any one curse or evil sending. Note that using this spell on a "cursed sword", for example, would make the weapon an ordinary sword, not some form of enchanted blade. Range: Adjacent to the object.

Wall of Fire: The spell will create a wall of fire which lasts until the Magic-User no longer concentrates to maintain it. The fire wall is opaque. It prevents creatures with under four hit dice from entering/passing through. Undead will take two dice of damage (2-12) and other creatures one die (1-6) when breaking through the fire. The shape of the wall can be either a plane of up to 6" width and 2" in height, or it can be cast in a circle of 3" diameter and 2" in height. Range: 6".

Wall of Ice: A spell to create a wall of ice six inches thick, in dimensions like that of a Wall of Fire. It negates the effects of creatures employing fire and/or fire spells. It may be broken through by creatures with four or more hit dice, with damage equal to one die (1-6) for non-fire employing creatures and double that for fire-users. Range: 12"

Confusion: This spell will immediately affect creatures with two or fewer hit-dice. For creatures above two hit dice the following formula is used to determine when the spell takes effect: score of a twelve-sided die roll less the level of the Magic-User casting the spell = delay in effect, i.e. a positive difference means a turn delay, while a zero or negative difference means immediate effect. Creatures with four or more hit dice will have saving throws against magic, and on those turns they make their saving throws they are not confused; but this check must be made each turn the spell lasts, and failure means they are confused. The spell will affect as many creatures as indicated by the score rolled on two six-sided dice with the addition of + 1 for each level above the 8th that the Magic-User casting the spell has attained. Confused creatures will attack the Magic-User's party (dice score 2-5), stand around doing nothing (6-8), or attack each other (9-12). Roll each turn. Duration: 12 turns. Range: 12".

Charm Monster: The counterpart of a Charm Person spell which is employable against all creatures. If animals or creatures with three or fewer hit dice are involved determine how many are effected by the spell by rolling three six-sided dice. It is otherwise identical to the Charm Person spell.

Growth of Plants: This spell causes normal brush or woods to become thickly overgrown and entangled with creepers, vines, thorns, briars and so on, so as to make the area virtually impassable. It will effect an area of up to 30 square inches, the dimensions decided by the caster of the spell. Duration: until the spell is negated by a Dispel Magic. Range: 12".

Dimension Door: A limited Teleport spell which allows the object to be instantaneously transported up to 36" in any direction (including up or down). There is no chance of misjudging when using a Dimension Door, so the user always arrives exactly where he calls, i.e. 12" upwards, 32" east, etc. Range: 1".

Wizard Eye: A spell which allows the user to send a visual sensor up to 24" away in order to observe the scene without himself moving. The "eye" is invisible. It moves 12"/turn. Duration: 6 turns.

Massmorph: This spell is used to conceal up to 100 men (or creatures of near man size) as a woods or orchards. The concealed figures may be moved through without being detected as anything other than trees, and it will not effect the spell. It will be negated by a command for the caster or by means of a Dispel Magic spell. Range: 24".

Hallucinatory Terrain: By means of this spell terrain features can either be hidden or created - an illusion which effects a large area. Thus a swamp, hill, ridge, woods, or the like can be concealed or made to appear. The spell is broken when the magicked area is contacted by an opponent. Range: 24".

Charm Monster: The number of hit dice possessed by the charmed monster allow it progressively greater possibilities of breaking free of the spell. A check must be made weekly.

<i>Hit Dice</i>	<i>Chance of Breaking Charm</i>
under 2	5%
2 - 4	10%
5 - 7	20%
8 - 10	40%
11 and up	80%

Ice Storm: When cast this spell creates a cubic storm area of 3" per side. Great hailstones descend causing 3-30 points of damage to those within its confines (saving throws are not possible). Duration: 1 turn. Range: 12".

Fear: This spell operates as if the user were employing a Fear Wand. All those not saving vs. fear react as follows: They immediately attempt to flee, or get as far away from the user as possible, with a 50% chance that they will drop any weapons they had in hand when struck by the Fear spell. Duration: 6 turns (movement or melee as applicable). Range 24".

Monster Summoning II: This spell is identical to Monster Summoning I except that either 1 or 2 2nd Level monsters will appear.

Extension I: A spell to increase the Duration of 1st through 3rd level spells by 50%. Range: as spell to be extended.

5TH LEVEL

Teleport: Instantaneous transportation from place to place, regardless of the distance involved, provided the user knows where he is going (the topography of the arrival area). Without certain knowledge of the destination teleportation is 75% uncertain, so a score of less than 75% of the percentile dice results in death. If the user is aware of the general topography of his destination, but has not carefully studied it, there is an uncertainty factor of 10% low and 10% high. A low score (1-10%) means death if solid material is contacted. A high score (91-100%) indicates a fall of from 10 to 100 feet, also possibly resulting in death. If a careful study of the destination has been previously made, then the Magic-User has only a 1% chance of teleporting low and a 4% chance of coming in high (10-40 feet).

Hold Monster: Same as Hold Person but applicable to Monsters. A spell similar to a Charm Person but which is of both limited duration and greater effect. It will effect from 1-4 monsters. If it is cast at only a single monster it has the effect of reducing the target's saving throw against magic by -2. Duration: 6 turns + level of the caster. Range: 12".

Conjure Elemental: A spell to conjure an Air, Water, Fire or Earth Elemental. Only one of each type can be conjured by a Magic-User during any one day. The Elemental will remain until Dispeled, but the Magic-User must concentrate on control or the elemental will turn upon its conjurer and attack him (see CHAINMAIL). Conjured elementals are the strongest, with 16 hit dice as is explained in Volume II, MONSTERS & TREASURE. Range: 24".

Telekenesis: By means of this spell objects may be moved by mental force. Weight limits are calculated by multiplying the level of the Magic-User by 200 Gold Pieces weight. Thus, a "Necromancer" is able to move a weight equal to 2,000 Gold Pieces. Duration: 6 turns. Range 12".

Transmute Rock to Mud: The spell takes effect in one turn, turning earth, sand, and of course, rock to mud. The area affected is up to 30 square inches. Creatures moving into the mud will become mired, possibly sinking if heavy enough or losing 90% of movement otherwise, unless able to fly or levitate. The spell can only be countered by reversing the incantation (requiring a Transmute Rock to Mud spell) or by normal process of evaporation (3-18 days as determined by rolling three six-sided dice). Range: 12".

Wall of Stone: The creation of a stone wall two feet thick with a maximum length and height equalling 10 square inches. The wall will last until Dispeled, broken down or battered through as a usual stone wall. Range: 6".

Wall of Iron: Like a Wall of Stone, but the thickness of the wall is three inches and its maximum area 5 square inches. Duration: 12 turns. Range: 6".

Animate Dead: The creation of animated skeletons or zombies. It in no way brings a creature back to life. For the number of dead animated simply roll one die for every level above the 8th the Magic-User is, thus a "Sorcerer" gets one die or from 1 - 6 animated dead. Note that the skeletons or dead bodies must be available in order to animate them. The spell lasts until Dispeled or the animated dead are done away with.

Magic Jar: By means of this device the Magic-User houses his life force in some inanimate object (even a rock) and attempts to possess the body of any other creature within 12" of his Magic Jar. The container for his life force must be within 3" of his body at the time the spell is pronounced. Possession of another body takes place when the creature in question fails to make its saving throw against magic. If the possessed body is destroyed, the spirit of the Magic-User returns to the Magic Jar, and from thence it may attempt another possession or return to the Magic-Users body. The spirit of the Magic-User can return to the Magic Jar at any time he so desires. Note that if the body of the Magic-User is destroyed the life force must remain in a possessed body or the Magic Jar. If the Magic-Jar is destroyed the Magic-User is totally annihilated.

Contact Higher Plane: This spell allows the magical-type to seek advice and gain knowledge from creatures inhabiting higher planes of existence (the referee). Of course, the higher the plane contacted, the greater the number of questions that can be asked, the greater the chance that the information will be known, and the higher the probability that the question will be answered truthfully. Use the table below to determine these factors, as well as the probability of the Magic-User going insane. Only questions which can be answered "yes" or "no" are permitted.

Plane	# of Questions	Chance of Knowing	Veracity	Insanity
3rd	3	25%	30%	nil
4th	4	30%	40%	10%
5th	5	35%	50%	20%
6th	6	40%	60%	30%
7th	7	50%	70%	40%
8th	8	60%	75%	50%
9th	9	70%	80%	60%
10th	10	80%	85%	70%
11th	11	90%	90%	80%
12th	12	95%	100%	90%

If a Magic-User goes insane, he will remain so for a number of weeks equal to the number of the plane he was attempting to contact, the strain making him totally incapacitated until the time has elapsed. For each level above the 11th, Magic-Users should have a 5% better chance of retaining their sanity. The spell is usable only once every game week (referee's option).

Pass-Wall: A spell which opens a hole in a solid rock wall, man-sized and up to 10' in length. Duration: 3 turns. Range: 3".

Cloudkill: This spell creates a moving, poisonous cloud of vapor which is deadly to all creatures with less than five hit dice. Movement: 6"/turn according to wind direction, or directly away from the spell caster if there is no wind. Dimensions: 3" diameter. Duration: 6 turns, but the cloud is Dispeled by unusually strong winds or trees. Note that the cloud is heavier than air, so it will sink to the lowest possible level.

Feeblemind: A spell usable only against Magic-Users, it causes the recipient to become feeble-minded until the spell is countered with a Dispel Magic. Because of its specialized nature the Feeblemind spell has a 20% better chance of success, i.e. lowers the Magic-Users saving throw against magic by 4, so that if normally a 12 or better were required to save against magic, a 16 would be required against a Feeblemind. Range: 24".

Growth of Animals: A spell which will cause from 1-6 normal-sized animals (not merely mammals) to grow to giant-size with proportionate attack capabilities. Duration: 12 turns. Range 12".

Monster Summoning III: Same as Monster Summoning II except that 1 or 2 3rd Level monsters appear.

Extension II: Same as Extension I except it also applies to 4th level spells.