

## NOTES ON MAGIC & MAGIC ITEMS

- OILS & POTIONS:
1. IT TAKES ONE SEGMENT TO OPEN AND APPLY/CONSUME. THIS DOES NOT INCLUDE REMOVING FROM PACK, ETC..
  2. IT TAKES 2-5 SEGMENTS FOR AN OIL/POTION TO TAKE EFFECT

RINGS: WORK AT 12<sup>TH</sup> LEVEL OF ABILITY.\*

RODS: WORK AT 10<sup>TH</sup> LEVEL OF ABILITY.\*

STAVES: WORK AT 8<sup>TH</sup> LEVEL OF ABILITY.\*

WANDS: WORK AT 6<sup>TH</sup> LEVEL OF ABILITY.\*

\* IN REFERENCE TO DAMAGE, RANGE, DURATION, AREA OF EFFECT, ETC... UNLESS OTHERWISE NOTED.

REGAINING SPELLS: IT TAKES FIFTEEN MINUTES OF STUDY/PRAYER PER LEVEL OF SPELL TO MEMORIZE/ACQUIRE A SPELL. THUS A 5<sup>TH</sup> LEVEL SPELL WOULD TAKE 1½ HOUR OF GAME TIME TO OBTAIN. BEFORE SUCH STUDY/PRAYER A MAGIC USER/CLERIC WOULD NEED TO BE WELL RESTED. THIS IS DONE ONLY BY SLEEP\*. THE AMMOUNT OF SLEEP REQUIRED WOULD DEPEND ON THE LEVEL OF THE SPELL TO BE OBTAINED. IF MORE THAN ONE SPELL IS GOING TO BE OBTAINED, THE AMMOUNT OF SLEEP REQUIRED IS BASED ON THE HIGHEST SPELL TO BE OBTAINED.

<u>SPELL LEVEL</u>	1-2	3-4	5-6	7-8	9
<u>REST TIME</u>	4 HRS	6 HRS	8 HRS	10 HRS	12 HRS

\*SLEEP CAN SOMETIMES BE SUBSTITUTED WITH ALMOST ANY TYPE OF RELAXATION.

EXAMPLE: 8 HRS SLEEP AND 4 HRS SMOKING A PIPE IN FRONT OF A WARM FIREPLACE BEFORE OBTAINING A 9<sup>TH</sup> LEVEL SPELL. FOLLOWED BY 2½ HOURS OF STUDY/PRAYER.

## COMMON NOTES AND RULES

MONEY: BASIC MONETARY UNIT IS THE GOLD PIECE.

<u>UNIT NAME</u>	<u>UNIT WORTH</u>	<u>REAL WORLD EQUIVALENT</u>
IRON TIK	1 / 2000	\$ .01
BRASS BIT*	1 / 400	\$ .05
BRONZE BIT*	1 / 400	\$ .05
COPPER COMMON	1 / 200	\$ .10
SILVER NOBLE	1 / 20	\$ 1.00
ELECTRUM LUCKIE	1 / 2	\$ 10.00
GOLD ORB	1	\$ 20.00
PLATINUIM PLATE	5	\$ 100.00

\*BRASS IS AN ALLOY OF COPPER & ZINC,  
BRONZE IS AN ALLOY OF COPPER AND TIN, THEY ARE WORTH THE SAME.

GEM COINS: GEM APPRAISAL IS NOT A COMMON ABILITY FOR MANY PEOPLE. SOMEONE (PROBABLY A DWARF) EVENTUALLY CAME UP WITH THE IDEA OF PLACING A GEM IN A COIN TO SHOW THE VALUE OF THE GEM. THIS VALUE IS ALWAYS ONE HUNDRED TIMES THE FACE VALUE OF THE COIN.

<u>UNIT NAME</u>	<u>UNIT WORTH</u>	<u>R. W. EQUIVALENT</u>
SILVER GEM COIN	5	\$ 100.00
ELECTRUM GEM COIN	50	\$ 1,000.00
GOLD GEM COIN	100	\$ 2,000.00
PLATINUM GEM COIN	500	\$ 10,000.00

TIME: DAY = 24 HOURS  
TURN = 10 MINUTES  
MELEE = 1 MINUTE  
SEGMENT = 6 SECONDS

MOVEMENT RATES:  
GNOME...6" 6" = SIX MILES TRAVEL PER HALF DAY (4 HOURS).  
DWARF...6" 6" = 60 YARDS TRAVEL PER MELEE (ABOVE GROUND).  
½ ORC...9" 6" = 60 FEET TRAVEL PER MELEE (BELOW GROUND OR  
IN BUILDINGS OR IN A CITY).  
½ ELF...12" 6" = 6 FEET OF TRAVEL PER SEGMENT (USUALLY  
HUMAN...12" USED WHILE IN COMBAT).

DISTANCE:  
6" = 60 FEET BELOW GROUND OR IN BUILDINGS  
6" = 60 YARDS ABOVE GROUND  
6" = 60 FEET FOR SPELLS AREA OF EFFECT IN ANY SITUATION

WEIGHT: 10 COINS EQUAL ONE POUND. ALL COINS WEIGHT THE SAME (1.6 OZ.).  
...COMPARE WITH REAL MONEY:  
15 PENNIES = 1.6 OZ.  
3 ROLLS OF PENNIES = 1 POUND  
8 NICKELS = 1.6 OZ.  
FOR THE PURPOSE OF THE GAME ALL COINS ARE RELATIVELY THE SAME SIZE; ABOUT THAT OF AN EISENHOUR SILVER DOLLAR.

## CRITICAL HIT TABLE

			<u>NOTES</u>
01-06	MAX DAMAGE		
07-11	" " X 2		
12-16	" " + *1.	*1	ATTEMPT ANOTHER HIT
17-21	" " + *2.		WITH SAME WEAPON
22-51	DOUBLE DAMAGE		
52-57	" " + *1.	*2	OPPONET MUST ROLL
58-63	" " + *2.		ON FUMBLE TABLE.
64-69	" " MAX DAMAGE		
70-74	TRIPLE DAMAGE		
75-78	" " + *1.		
79-82	" " + *2.		
83-86	" " MAX DAMAGE		
87-89	QUADRUPLE DAMAGE		
90-91	" " + *1		
92-93	" " + *2		
94-95	" " MAX DAMAGE		
96-97	SEVER AN APPENDAGE (IF APP.) .		
	MAX DAMAGE + 1D20 PER MELEE.		
98-99	OPPONET STUNNED FOR 1D6 MELEE.		
00	INSTANT DEATH (IF APP.) .		

## FUMBLE TABLE

01-10	DROP WEAPON AT FEET.
11-18	" " 10' AWAY.
19-24	" " 20' " .
25-28	" " 30' " .
29-38	YOU FALL DOWN.
39-46	" " " AND DROP WEAPON AT FEET.
47-52	" " " " " 10' AWAY.
53-56	" " " " " 20' " .
57-58	" " " " " 30' " .
59-68	STUMBLE, LOSE INITIATIVE NEXT TURN.
69-76	STUMBLE, OPPONENT ATTEMPT ANOTHER HIT THIS MELEE.
77-78	STUMBLE, YOU HIT YOURSELF FOR REGULAR DAMAGE.
79-84	STUMBLE, OPPONENT GETS AUTOMATIC HIT ON NEXT ATTACK.
	ROLL 1D20 TO SEE IF IT IS A CRITICAL HIT.
85-88	STUMBLE, OPPONENT GETS AUTOMATIC ON ALL ATTACKS NEXT
	MELEE. ROLL 1D20 TO SEE IF THEY ARE CRIT. HITS.
89-94	STUMBLE, LOSE NEXT ATTACK.
95-98	STUMBLE, LOSE REMAINING ATTACKS THIS AND NEXT MELEE.
99	STUMBLE, OPPONENT IMMEDIATELY HITS YOU ON CRIT. HIT TABLE.
00	AUTOMATIC HIT ON CLOSEST ALLY WITHIN 10' OF YOU.
	ROLL 1D20 TO SEE IF IT IS A CRITICAL HIT.
	IF THIS IS NOT APPLICABLE, TREAT THIS ROLL AS A 99.

NOTES:

- \*IT TAKES 2 SEGMENTS TO GET UP.
- \*IT TAKES 2 SEGMENTS PER 10' TO RETRIEVE A WEAPON.
- \*IT TAKES 2 SEGMENTS TO DRAW ANOTHER WEAPON.
- \*IF ANY OF THE ABOVE APPLY, YOU LOSE INIT. NEXT MELEE.
- \*IF TWO OR MORE OF THE ABOVE APPLY YOU MAY LOSE ONE OR ALL OF YOUR ATTACKS NEXT MELEE.

### CARRYING CASH WORKSHEET

HOW IS MONEY BEING CARRIED (PURSE, POUCH, MONEYBELT, LARGE SACK, ETC.)?  
IT IS FOOL-HARDY TO CARRY ALL COINS IN THE SAME PLACE.

IRON TIKS:	
BRASS/BRONZE BITS:	
COPPER COMMONS:	
ELECTRUM LUCKIES:	
SILVER NOBLES:	
GOLD ORBS:	
PLATINUM PLATES:	
SILVER GEM COINS:	
ELECTRUM GEM COINS:	
GOLD GEM COINS:	
PLATINUM GEM COINS:	

GEMS, JEWELERY, OTHER SMALL VALUABLES: