

Miscellaneous Index

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N.B.: The use of the male pronoun in the text that follows is only used to minimize the amount of typing on my part. It was not my intent to offend or limit the reader in any way. I try my utmost to use the male and female pronoun throughout my text interchangeably.

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Ability Score Improvement Option

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Standard rules for AD&D doesn't allow for the improvement of a character's ability scores except by magical means. However, after hearing a few comments & reading a number of ideas on the subject, it has begun to seem a little odd to me. Certainly, a person can become stronger by working out & they can improve their mind by study. Why not allow this in AD&D? Well, it is a matter of balance. If left unchecked, every character would be a mix of Merlin & Conan... not a good thing. Still, a rule allowing improvement of abilities should exist. This is what I've come up with after having read how other DMs have handled the issue in their respective games.

A player can raise his PC's physical ability scores (Strength, Dexterity, Constitution) by 1 point, up to their racial maximum, by spending a WP slot. The player cannot use initial slots, only earned slots for by doing so; the PC forfeits the use of those slots for weapon proficiencies. Should the player decide that they would like their PC to improve their physical abilities by more than 1 point, the cost to improve them will double each time, up until their racial maximum. I.e. the 2nd increase will cost 2 WPs; the 3rd increase will cost 4 WPs, and so on. Magical means must be used to attain ability scores greater than the racial maximum.

The same ruling will hold for the PC's non-physical ability scores (Intelligence, Wisdom, Charisma), except that these may be raised by using NWP.

A PC's Will & Perception scores cannot be improved by using this method. Magical means, of course, can be used to affect these attributes positively or negatively.

The moment a player decides to make this fundamental change to his or her PC, though, he/she will lose any experience bonus they may have enjoyed up until that point. A player who, through this change, suddenly becomes eligible for the experience bonus for high ability scores will *not* receive this bonus as that bonus was originally designed to reward players who rolled the high scores at character creation. As well, should the player not work (through various "in character" activities) to maintain this elevated score, the ability will begin to revert back to the original score after a level of experience has been gained.

This last addendum & clarification is not an effort on my part to punish or make the option unappealing to players who wish to modify their PCs in this way, but to help promote active roleplay.

Adventuring Company Reputation

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Similar to a bard's reputation, an adventuring company has a reputation. This reputation can & will follow a party and have effects, sometimes good, sometimes bad, upon the party's actions.

A party's initial reputation is based in part on the general alignment of the party (Good, Neutral, or Evil). To determine a party's initial reputation consult Table 1, below.

Table 1: Initial Reputation

Party Alignment	Modifier to Roll	2d4 Roll	Beginning Reputation	2d4 Roll	Beginning Reputation	2d4 Roll	Beginning Reputation
Good	+1	1	0	4	3	7	6
Neutral	0	2	1	5	4	8	7
Evil	-1	3	2	6	5	9	8

Reputations range from a low of 0 to a high of 20 (as seen on table 2). Thus all parties begin below the middle of the ladder. Where they go from there is determined by their actions.

Table 2: Reputation Ladder

Reputation	Title	Reputation	Title	Reputation	Title
0	Unsung	7	Admired	14	Illustrious
1	Accepted	8	Prominent	15	Eminent
2	Known	9	Distinguished	16	Acclaimed
3	Noted	10	Popular	17	Prestigious
4	Good standing	11	Reputable	18	Famous
5	Liked	12	Honoured	19	Renowned
6	Well-known	13	Celebrated	20	Revered

Reputation can be raised & lowered based on the party's actions. For modifiers to party reputation consult Table 3, below.

Table 3: Modifiers to Reputation

Action	Modifier	Action	Modifier
Completed a local adventure	+1	Party's general alignment changes	
Made a hostile person look foolish	+1	from Good to Neutral	-1
Upheld a good person's reputation	+1	Party's general alignment changes	
Upheld what's right vs. adversaries	+1	from Good to Evil	-3
Fulfilled a local quest	+2	Party's general alignment changes	
Calmed a violent situation	+2	from Neutral to Good	+1
Prevented a crime from occurring	+2	Party's general alignment changes	
Blamed for a non-violent crime	-1	from Neutral to Evil	-2
Convicted of a non-violent crime	-2	Party's general alignment changes	
Blamed for a violent crime	-2	from Evil to Neutral	+1
Avoided imprisonment	-2	Party's general alignment changes	
Convicted of a violent crime	-3	from Evil to Good	+2
Escaped imprisonment	-3	DM's discretion	+/- 1-5

The reputation of the party is also dependent on the area the party adventures in. When they leave the region to go elsewhere there reputation will decrease for their next area (though it remains the same for the previous areas, subject to actions modifiers). Consult Table 4 for a party's preceding reputation.

Table 4: Preceding Reputation

Distance from starting base	Reputation modifier
1 town or 25 miles	-2
2 towns or 50 miles	-4
3 towns or 100 miles	-6
4 towns or 150 miles	-8
5 towns or 200 miles	-10
Farther	No reputation

Of course, should a party stay in a new area & raise their reputation there, which is the new base used whenever they move on to new locations. For example: The Followers of the Bat begin in Iriaebor with a reputation of 4. They complete several adventures in the city & their reputation rises to 8. At this point the party decides to leave the big city & head north to Asbravn, one town away. Upon arriving in Asbravn they find their reputation precedes them, but that it is only a 6 (reduced by 2 for one town away). The party makes Asbravn their new base & completes several adventures, raising their reputation in Asbravn to an 11 (meanwhile, their reputation of 8 in Iriaebor could possibly rise as well, if word of their actions in Asbravn is carried to that city). Finally, the party decides to head out again, continuing north. When they leave they will use their base reputation of 11 in Asbravn as the basis for their next stop, Corm Orp. Corm Orp is 2 towns north of Asbravn; thus there is a -4 penalty to the party reputation. Meaning upon arrival in Corm Orp they find they have a reputation of 7, not as good as the 11 they left in Asbravn, but better than the 6 they began with in Asbravn.

There is one more way that a party can increase its reputation. By donating or tithing at local temples a party's reputation can increase by 1 point, provided the tithe is adequate. Consult Table 5 for upgrading reputation in a temple. This can only be achieved once per temple, per city/town, per year.

Table 5: Upgrading Reputation in a Temple

Tithe Required	Current Reputation	Tithe Required	Current Reputation	Tithe Required	Current Reputation
2500gp	0	200gp	7	1500gp	14
1500gp	1	300gp	8	2000gp	15
1200gp	2	400gp	9	2500gp	16
1000gp	3	500gp	10	5000gp	17
1000gp	4	700gp	11	15000gp	18
500gp	5	900gp	12	30000gp	19
400gp	6	1200gp	13	--	20

Of course, this would all be pointless without effects of reputation. There are 2 effects of reputation, one on cost of items purchased & another on reaction adjustments. See Table 6 & Table 7 for these effects.

Table 6: Reputation Effect on Item Cost

Reputation	% Cost of Item from Base Cost
20	-50%
19	-40%
18	-30%
17	-20%
16-15	-10%
14-10	Base
9	+10%
8-7	+20%
6	+30%
5	+40%
4	+50%
3	+100%
2-0	No Sale

Table 7: Reputation Effect on Reaction Adjustment

Reputation	Effect
20	+4 to Reaction Adjustment
19-16	+3 to Reaction Adjustment
15-12	+2 to Reaction Adjustment
11-10	+1 to Reaction Adjustment
9-7	No adjustment
6	-1 to Reaction Adjustment
5	-2 to Reaction Adjustment
4	-3 to Reaction Adjustment
3	-4 to Reaction Adjustment
2	-5 to Reaction Adjustment & bounties for party's arrest are posted in civilized areas
1	-6 to Reaction Adjustment & soldiers in civilized areas begin actively looking for party
0	-8 to Reaction Adjustment & party has 3 in 6 chance of encountering soldiers or bounty hunters daily

Bend Bars/Lift Grates

Too many people assume that every PC in the party could try, in turn, their BB/LG roll until, perhaps, one succeeds. Bear in mind that if the first roll fails, this is an indication that PCs with a lower BB/LG roll will have already been shown they are **not** strong enough for this particular set of bars or this particular grate. Thus, only someone with a higher ability would have a chance after the initial failure. Furthermore, if the DM rules more than one PC may get around the object in question & get hold of it, they should take the highest roll, add ½ the next highest, ¼ the next highest, 1/8 the next highest, etc., until all around the bars or grate are ready. Then this “combined roll” should be rolled once. Failure means that’s it for all of them until someone whose BB/LG roll is even higher than that total comes along or other means are employed (such as a *knock* spell, levers, or pulleys, etc.).

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Death

A PC has a death point that is equal to the negative of his Constitution. Thus, a PC with an 11 Constitution would have a death point of -11. If, for any reason, a PC's HPs goes below his death point, the character dies. When a PC has negative HPs (i.e. below 0), then he must make a system shock each round until he dies or his HPs are restored to 0 or above. If it's successful, then the PC still has a chance for survival. If the system shock roll fails then the PC's Constitution permanently lowers by 1. Because of this, the PC's death point raises by 1. Thus the PC with 11 CON who failed his system shock now has a 10 CON & a death point of -10. Note that if a PC's HPs goes below his death point because of the loss of Constitution, then he is dead. Also, if a PC's Constitution becomes 0, the PC dies as well. Such loss & death is caused from bleeding, shock, convulsions, non-respiration, and similar causes.

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Divine Favour & Intervention

Any PC who displays piety or shows devout worship of a chosen faith, god, or higher power shall have the favour of the gods. The piety or worship must be more than a token saying of prayers & must include some type of daily ritual, i.e. attending mass every morning, etc. The daily ritual should be left up to the PC but if a chosen faith has a prescribed ritual it must be followed to receive the divine favour. This favour will manifest by giving the PC a +1 to any roll of any single die on any given day. The +1 shall be declared before the die is rolled. There will be no stacking or stockpiling of divine favours, if it is not used during a “day” then it is lost.

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There will also come a time when all looks bleak for your PC & the threshold of Death's Door will merely be a fuzzy landmark as you speed on through to oblivion. During those times every PC has the option of calling upon Divine Intervention (hence referred to as D. I.). When asking for D. I., your PC asks the god of your choice to come down & rescue you from certain doom. Sometimes this can be in the form of a giant hand coming out of an altar to smite your foe or an instant teleportation to a safe location. D. I. is a miracle given to your PC by his or her god. However, some deities do not like to be disturbed for trivial matters, and may ignore requests when it is obvious the PC hasn't even tried to help himself. The base chance of success is 5%, but only if your PC actively worships a god. If your PC does not worship a god, there is no chance of success. There is no critical success or fumble on a D. I. roll. There might be additional bonuses & penalties depending on whether one is on the specific holy ground of that god, or on a holy quest, or just in the favor of that god. Likewise there might be penalties for having recently insulted the god or being on the holy ground of an opposing god. The player should make this roll & it can only be attempted once per game session. As a very selfless act, a player can spend their D. I. roll to help a comrade in need instead. Use this table when your PC actually succeeds at D. I.

d100	Deity's Action
01-04	Chastises PC for daring to call upon him/her & leaves without doing anything
05-07	Multiplies number of enemies by a factor of (1d3+1)
08	Angered at being summoned, disintegrates PC
09	Blinds PC
10-11	Inflicts 6d6 points of damage to all within a 5d10 radius around PC (PC included)
12	Inflicts 6d6 points of damage to just PC
13	Destroys all of PC's magic items
14	Extremely angry, all life within 5d10 yards of PC (PC included) is destroyed
15-16	Inky 'Darkness' covers land for 1d4 hours. Can't be dispelled. Infravision can't pierce it
17-19	Area around PC is suddenly swarmed with locusts
20-22	Ignores PC & watches from the sidelines
23-24	It rains toads all over the land, storm lasts 1d4 hours
25-26	Earthquake strikes the region
27-28	Laughs for a moment then disappears
29-30	The ground opens & swallows everything within a (1d100 + 50') radius
31-33	Severe lightning storm is conjured up, enemies scatter
34-37	Large crevasse opens up between PC & the enemies
38-39	Arrives in midst of Ice Storm doing 3d6 points to everything in (1d6 x 100 yards) radius
40	Giant hand materializes and crushes PC's opponent into pulp
41-44	One of PC's opponents suffers 6d6 damage
45	PC is suddenly Invulnerable for 3d6 minutes. He takes no damage.
46-48	PC is scooped up by Divine Hand and carried away to safety
49-50	PC & party teleported 1d6 miles away

d100	Deity's Action
51-52	Will aid the PC, if PC can answer a riddle
53-55	Gale-force wind sends opponents tumbling away
56-58	Stands & fights with PC
59-60	One of the PC's opponents explodes
61-62	Triples PC's hit points for the duration of the battle
63-64	1d4 Divine followers (arch-angels or arch-fiends) are sent to fight for PC
65-66	PC is granted a Wish
67-68	All of PC's opponent's are blinded for 2d6 minutes
69-71	+5 version of PC's favoured weapon appears in hand (disappears at combat end).
72-73	All of opponent's magic items & spell effects are destroyed
74-75	If PC dies, he is fully resurrected
76	All of PC's opponents are turned to stone
77-78	If killed, the PC may “Curse” his opponents
79-80	2d6 Skeletons come out of the ground & fight for the PC
81-82	Opponents are transformed into small harmless animals
83-84	1d4 of PC's opponents wither to dust
85-88	PC's body & possessions are enlarged by a factor of (1d4+1) for 2d10 minutes
89-90	All of PC's opponents bleed through the skin for 1 point of damage per round
91-92	PC's opponents are driven insane (catatonia) for 3d6 minutes (save allowed)
93-94	Opponent's weapons heated to searing red-hot
95-98	PC gains a magical +6 protection barrier
99-00	Opponent's weapons shatter like glass.

Doors

With a roll handy to open doors, there is a tendency to think one may always have to roll such a thing every time one came to a new, untried door. Truth is, most doors (unless disused, in damp dungeons, locked, or otherwise with good reason to think differently) are easily opened, and a PC need not roll to open such a door. This is especially true if the doors are being used (such as in a dungeon where creatures normally use these doors). However, swelling due to moisture, a poorly hung door, a faulty latch, a bad hinge, or a variety of other things may make the first attempt fail (perhaps alerting creatures on the other side). In these circumstances, the second roll needn't be made as the first roll revealed the door's problem. Yet, a few doors will still require simple brute force & subsequent rolls may be required after all. If the door is locked, naturally, this is another matter entirely.

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Experience

I reserve the right to adjust any experience as I see fit & due. It's the player's responsibility to keep track of any bonus awards he or she may get. This is to minimize DM workload. For HD-based awards, the player is responsible for keeping track of the creature(s) defeated, so the DM can provide the player with a HD total. I can only hope that you will enjoy the introduction of these improved XP award tables, mostly because now players have a definitive list of what XP rewards are for role-playing.

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Note: Where the term “kill” is used, it means to kill, banish, defeat, or otherwise overcome an animate opponent.

Miscellaneous

Capturing Opponent: XP Value of opponent

PCs capture enemy; this is the same as defeating him. No extra award if PCs kill opponent while he's still captured. If opponent escapes & is captured again later or killed by the party, they get the XP for him all over again. Award will get reduced with repetitious captures of same opponent.

Challenges - Accepting: 100XP

Character challenged by NPC who can inflict real harm on PC & accepts. PC must stand the chance of losing something valuable. I.e. Thief accepting challenge by Vecna.

Challenges - Winning: 250XP

See Challenges-Accepting.

Combat Experience

This experience is divided equally amongst those who participated in the combat and defeated/chased/subdued the opponent. PCs who fall unconscious in battle receive only ½ the experience, the remainder not being redistributed. Opponents who withdraw from a fight in an orderly manner while still possessing half their total HP are only worth 1/10 experience. Bonus experience for high prime requisite scores applies to combat experience.

Creativity: 100XP

Any creative plan or creative use of spells, special abilities, or non-weapon proficiencies is definitely worth an XP bonus.

Fulfill Vow: 250XP

PC makes a vow to accomplish a task, slay an enemy, destroy an item, etc. and fulfills it. Vow must have difficulty attached, more dangerous than a Challenge. Example: Paladin vowing to destroy Lolth, and succeeds.

Goal Experience

This is awarded when a PC or the party successfully completes a long-term goal that they have been working towards. Goals are more personal than quest experience and generally are awarded to PCs who successfully achieve their aspirations. Goal experience is subject to the 10% experience bonus.

Good Idea: 50-200XP

Any tactically sound, brilliantly inspired, or otherwise unusually good idea will be rewarded.

Humour: 25-75XP

In-character humour is worth an extra bonus, especially if you can get everybody laughing.

Journals: 100XP/session maximum

A session journal written first person from your character's point of view gets an XP bonus.

Making correct connection in plot: 20XP

Making major connection in plot (without DM's help): 20-100XP

Move of Daring: +20% XP value

This is also known as the "sheer guts" award, which is any action that takes unusually high risks. For example, instead of backstabbing an opponent, the thief uses his pick pockets ability to snatch away the bad guy's sword or letting the giant purple worm swallow you so that you can hack your way out from the inside.

Personal Experience

This includes 10% bonus experience for high prime requisites (16+) and experience for using skills like thief abilities & casting spells. The 10% bonus does not apply to other personal experience types.

Class Award Experience

Barbarians

Acquire or use magical items not associated with homeland or made from material not available in homeland (optional): 0XP

Destroy outworld magical item instead of keeping it (optional): XP value

Per HD creature defeated: 10XP/HD

Player role-plays barbarian as very superstitious & distrustful of magic: 200XP

Slay an evil wizard or priest (optional): 150% XP value

Bards

Per gold piece value of treasure obtained: 1XP

Per HD creature defeated: 5XP/HD

Per major performance of the bard's entertaining talents: 100XP

Per significant performance of the bard's entertaining talents: 100XP

Per spell cast vs. foes/problems: 25XP/spell level

Per successful use of a special benefit: 150XP

Bards gain XP per successful & useful (i.e. beneficial to the PC or party) use of any class related special abilities they may have.

Per successful use of thief ability: 100XP

Fighters

Per castle built: 5000XP

Per HD of creature defeated: 50XP/HD

Per military group formed/trained: total levels of group

Style Kill: +10% XP value

These awards are for any kill made with style, for example, disarming an opponent of all weapons before finishing him off, cutting all the armour off of an opponent to force him to surrender (which also gets the Capturing Opponent award).

Quest Experience

This is experience earned through completing a quest given to the PCs. This is also experience awarded for PCs accomplishing of various story goals. PCs are not made aware if the tasks they are doing is worth quest experience until they have completed it, although some things are very obvious as to their nature of being a "quest" or not. Quest experience is divided equally amongst all party members who participated and is subject to 10% personal experience bonuses for high prime requisites.

Role Playing

This is the most important in my opinion. I like to award characters for playing their character especially well, for taking chances, for solving puzzles, and for innovative ideas. This experience is kept track of by me, the DM, and awarded at the end of each playing session. The 10% bonus for high prime requisite scores does not apply.

Role-Playing - Dramatic Moment: 150XP

Example: Tearful expression of grief, vociferous exhalation of frustration, long-lost lovers' scene, etc. It must have drama.

Role-Playing - Got in trouble, knew better: 200XP

PC went ahead & did something consistent with his character, which the player knew full well, would cause him grief. Must put PC in danger, ruin love interest, etc.

Role-Playing - Information Gained from NPC: variable

Amount of XP is directly proportional to what kind of information is gained: Trivial - 50XP, Useful - 100XP, Lifesaving - 200XP.

Role-Playing - Influencing NPCs: variable

Amount of XP is proportional to influence used: Trivial (haggled over a meal) - 75XP, Useful (learned about a back door) - 150XP, Lifesaving (got a pardon) - 300XP.

Role-Playing - Keeping in Character: 100XP

Player runs his character according to description. I.e. Hates magic & constantly reviles spellcasters, has weak will when being seduced by women, annoys the heck out of the local priest with philosophical discussions, etc.

Role-Playing - Socialized with NPCs: variable

Amount of XP is proportional to type of socialization: Trivial (simple greetings) - 25XP, Useful (a small chat) - 50XP, Lifesaving (a big discussion) - 100XP.

Save Party (single-handedly): 250-750XP

PC must, without assistance by any allies (familiar are an exception), rescue another PC (or the entire party) from certain doom. This doom can be a Role-Playing - Got in trouble but knew better, a Challenge, etc.

Set Up Bad Guy: 2x XP value of creature

PC(s) arrange for an enemy to be taken out by another enemy or by his own side (3 times the award for this).

Single Combat Award: 2x XP value of creature

PC challenges/is challenged by powerful opponent (must be at least equal or greater power to PC) to single combat. Non-cumulative with the regular single combat award of 50XP/HD. PC must win without any outside assistance (I.e., no prep time to cast protective spells (unless the bad guy gets the same), any summoning monsters to help with the fight, etc.)

Successful use of NWP for major gain: 75-350XP

Any use of a NWP that result in significant gain towards PC's or party's goals. Example: Using the gem cutter proficiency to create a replacement stone for the Crown of Ages.

Tactics Use: 100XP

Being a warrior isn't only about crushing opponents. Warriors are also supposed to be clever tacticians and masters of strategy. Warrior characters that take charge of potential combat situations and make good preparations or plans get an XP bonus.

Priests

Make new spell: 500XP/spell level

Make permanent magic item: XP value listed

Make potion/scroll: XP value listed

Per greater undead (vampire, lich, lower planar creature) destroyed: 300XP

Per HD of undead destroyed: 10XP/HD

Per spell cast to further ethos: 50XP/spell level

Priests gain XP for the spells which, when cast, support the beliefs & attitudes of their mythos. Thus a priest of a woodland deity would not gain experience for using an *entangle* spell to trap a group of orcs who were attacking his party, since this has little to do with the woodlands. If the priest were to use the same spell to trap the same orcs just as they were attempting to set fire to the forest, the PC would gain the bonus. As well, this doesn't include casting healing or protective spells outside of adventure. You get nothing for healing everyone up after adventure when you are safe at home. You do get XP for doing this during a fight, in between combats while enemies have withdrawn, or casting any divination spell during the adventure that has relevance towards adventure goals, immediate goals, or PC goals.

Per successful turning attempt: 150XP

Per successful use of any other granted power: 100XP

Priests get an XP bonus when they use a granted power in a manner that furthers their ethos or coincides strongly with their religion and beliefs.

Repair magic item: ½ XP value listed

Rangers & Paladins

Per HD of creature defeated: 40XP/HD

Per spell cast vs. foes/problems: 25XP/spell level

Experience for casting spells is given out only when the spell is used in a manner that is clever, well planned, or innovative. This doesn't include casting protective spells outside of adventure. You do get XP for doing this during a fight, in between combats while enemies have withdrawn, or casting any divination spell during the adventure that has relevance towards adventure goals, immediate goals, or PC goals.

Per successful use of special abilities: 50XP

Rangers & Paladins gain XP per successful & useful (i.e. beneficial to the PC or party) use of any class related special abilities they may have.

Rogues

Per gold piece value of treasure obtained: 2XP

Per successful use of special abilities: 100XP

Rogues gain XP per successful & useful (i.e. beneficial to the PC or party) use of any class related special abilities they may have, not including backstabbing.

Treasure

Return valuables to rightful owner: 50% GP value

Characters who are not currently being roleplayed earn 1000 XP/year (game time).

Special bonuses are given out when the player does something (i.e. non-roleplayed contributions) for the gaming group that requires extra work or dedication. This includes things like bringing food or drink, providing writing or artwork, painting figures, drawing maps, writing stories about PCs or getting to the game on time. Value: 100XP/session maximum. Occasionally players don't show up, I discourage this for many obvious reasons. An absent PC can only receive goal & quest experience. Absent PCs are played as NPCs unless prior arrangements have been made between the player & DM.

Health

The recovery rate of 1HP per day - regardless of Constitution & not including bed rest - as stated in the PHB is simple, but undesirable. Besides determining the HP adjustment, Constitution, plays a greater role in determining a PC's healing rate. Because of their sickly nature, those with lower Constitutions actually have a chance for degradation in health once in a while, while better Constitutions may heal increasingly faster until a 20 CON (or other racially determined score) enables regeneration.

Upon reaching 0HPs, a PC can remain conscious but helpless for a number of rounds equal to their level (or highest level for dual or multi-class), **if** they make a system shock roll. The only actions available to a helpless PC are: 1) whisper 10 words or less; 2) move 1' in any direction; 3) write 5 words or less; 4) DM call about small bodily movements (e.g. lift a small object, push a light object, etc.). If the PC fails the system shock roll, then he becomes unconscious. This unconscious state is accompanied by shallow breathing, faint heart beat, etc. If a PC loses 1HP each round & they are left unattended, when reaching negative hit points, they can remain conscious but helpless until they have a negative hit point rating equal to their current level (or highest level for dual or multi-class).

Mortal Wounds

PCs who receive enough damage in 1 round to be reduced to 0 or less hit points are immediately unconscious, suffering from massive bleeding, convulsions, shock, etc. All memorized spells are immediately lost. These mortally wounded PCs continue to lose HPs at a rate of 1 per round, until the death point (see above) is reached & the PC dies. Note that incapacitated PCs may be hit automatically by opponents; in the midst of melee such blows do normal damage, but if no other fighting is going on the PC is automatically killed. If PCs at 0 or less hit points receive prompt attention (which requires at least 1 round of care) their condition is temporarily stabilized, & they do not continue to lose HPs - but they gain none, either. This attention represents only the crudest of temporary care - staunching the worst bleeding, throwing a blanket over the body, providing respiration, etc. The PC remains comatose. If no further medical treatment is forthcoming, the wounded PC's condition will continue to degrade due to shock, internal bleeding, infection, etc. How long a PC can survive at 0 or less hit points is a function of time & Constitution. A PC who has been stabilized at less than 0HPs can survive for a number of hours equal to the PC's Constitution score. After this period, the PC dies without further treatment. Thus, if Geoffrey of Kent, with a 15 Constitution, were mortally wounded - but given immediate attention - he could survive for 15 hours without any additional treatment. Note that depending upon the situation, moving gravely wounded PCs could possibly cause them further harm. If a *cure* spell is cast upon a mortally wounded PC, a healing potion administered, or if someone with skill at healing successfully rolls a proficiency check, the wounded PC is brought to 1 hit point. However, the PC is still weak & delirious, unable to speak coherently for any length of time, move beyond an agonized crawl, memorize or cast spells, etc. No further cure spells or healing is useful until the PC has spent a full week of complete bed rest. After this week, the PC is still at 1HP, but may then begin to regain lost HPs normally - by further rest, by seeing a healer or herbalist, or by clerical magic. A heal spell immediately brings a PC at death's door to full health - although any spells which had been memorized remain lost. PCs who recover after being brought to -6 or lower have suffered substantial permanent damage - excessive scarring, a loss of a limb, brain damage, etc. For each point below -5 that the PC dropped, 1 point from an ability score is lost, determined randomly (1d8, 1: Strength 2: Dexterity 3: Constitution 4: Intelligence 5: Wisdom 6: Charisma 7: Will 8: Perception). Points may be lost from different ability scores. Only powerful magic, such as *heal* or *regeneration* may reverse this loss.

Herbalism

Herbalism is a NWP that allows a character to prepare "non-magical potions, poultices, powders, balms, salves, ointments, infusions, and plasters of medical and pseudo-medical purposes". Herbalism is the skill of working with herbs & plants create those effects. It is the precursor of alchemy (which, in turn, is the precursor to chemistry). It is particularly useful when combined with the Healing proficiency, allowing characters to heal 3HPs per day. The creative use of this skill is endless: city apothecaries creating herbs to heal the sick, alchemists making salves for the simple townsfolk, primitive shamans tending to the needs of their tribe, and hedge wizards creating unusual potions for would-be adventurers. A vast multitude of botanical creations can accomplish identical effects, with only the forms of the application differing. A plant may have to be dried, crushed & finally mixed with water & quaffed. With a second plant, the leaves are applied directly to a wound. Another plant might require that its leaves be smoked in a pipe in order to gain their effects. All three might produce the same effect. A simple system can be used for handling the wide variety of herbal effects, adding depth to the game without slowing game play in a myriad of botanical names, uses, and formulas. The herbalist gathers wild herbs during his spare time. During those times that fighters are assumed to be polishing their weapons & armour, mages are gathering what spell components they can, or even while waiting for the camp cook to finish making dinner. The DM doesn't need to be knowledgeable in botany, or have massive lists of various plants & their effects, rather, a DM assumes that the PC (not the player) knows what plant leaves, roots, grass, or even berries are appropriate. At the end of each game week (as opposed to real week) a skill check is made determining the success of the herbalist's knowledge & hence his gatherings for that week. The gatherings take place regardless of the location of the herbalist, since it is assumed that the herbalist is routinely gathering whatever he can find to make whatever he can. To simplify what is gathered, its means of application & even the location of the gathering, the gatherer may process one of these successful collections into any one of many herbs. That choice is left to the player, as well as the form it will take like a potion, powder, balm, salve, or even an ointment. To determine whether the herbalist was successful in processing the herb, another successful check is necessary. Failure means the herb is ruined. Success indicates that the PC created any one of many herbal concoctions (his choice). Listed below is each of the various herbal remedy types with its fabrication time, and its price for PCs who may wish to purchase them from apothecaries, druids, and alchemists.

Healing	Cost	Make	Effect	No Skill
Heal Patch I	50	1 day	+1 effect roll	25% 1 HP
Heal Patch II	100	2 days	+2 effect roll	50% 1 HP
Heal Patch III	150	3 days	+3 effect roll, +1 HP	50% 2 HP
Heal Patch IV	300	4 days	+4 effect roll, +2 HP	50% 3 HP

Natural Healing Progression

CON	Amount Healed	CON	Amount Healed
1	1d1 (60% chance health regression, 1d3 HP)	6	1d2 (10% chance health regression, 1d1 HP)
2	1d1 (50% chance health regression, 1d2 HP)	7-9	1d3 HP
3	1d2 (40% chance health regression, 1d2 HP)	10-18	1d4 HP
4	1d2 (30% chance health regression, 1d1 HP)	19	1d6 HP
5	1d2 (20% chance health regression, 1d1 HP)	20	1d6 HP/ Regeneration

Healing herbs represent the most common herbs PCs are likely to use, and they come in vast array of forms. Healing broth made from special dried leaves, bandages made from boiling cloth with certain roots, or even large lush leaves applied directly to wounds, once again the choice being left to the PC. There are 4 types of healing effects. Each one provides a bonus to the healing check & some give a bonus to the amount of HPs gained. PCs without the healing skill can use herbs to heal wounds though not as easily as PCs with healing.

Wizards

Make new spell: 500XP/spell level

Make permanent magic item: XP value of item

Make potion/scroll: XP value of item

Per spell cast vs. foes/problems: 50XP/spell level

Experience for casting wizard spells is given out only when the spell is used in a manner that is clever, well planned, or innovative. For example, just using *magic missile* to blast away at zombies won't get you this bonus, while using *ventriloquism* to fool an enemy will. As well, this doesn't include casting protective spells outside of adventure. You get nothing for restoring *stoneskin* at the end of the trip. You do get XP for doing this during a fight, in between combats while enemies have withdrawn, or casting any divination spell during the adventure that has relevance towards adventure goals, immediate goals, or character goals.

Per spells successfully researched (not cumulative with make spell): 500XP/spell level

Style Kill: +10%XP value

These awards are for any kill made with style, for example, throwing a *lightning bolt* at the ceiling to crush enemies with falling debris.

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Stimulant	Cost	Make	Effect	Duration
Stim I	100	1 day	+d4 HP	1 hour
Stim II	150	2 days	+d4+2 HP	1 hour
Stim III	300	3 days	+d4+4 HP	1 hour
Stim IV	600	4 days	+d4+6 HP	1 hour

Stimulants increase the metabolic rate; this increase manifests itself within the scope of the game as extra hit points. Any damage incurred while under the effects of a stimulant is first taken off the bonus HPs. At the end of one hour any remaining hit points fade away. Unlike real hit points these cannot be healed once lost. Stimulants can also allow characters to perform as if they had the skill Endurance for number of hours equal to the number of points gained (even if the HPs do fade in an hour, the effect remains).

Stimulant	Cost	Make	Effect	Duration
STR	500	4 days	+d3 (not over racial)	1 hour
CON	600	5 days	+d3 (not over racial)	1 hour
DEX	700	5 days	+d3 (not over racial)	1 hour

Herbalism can even create non-magical potions of a limited nature. If stimulants can increase metabolic rate then other bodily functions could also be affected, providing an adrenaline surge, or improve synaptic response time. These potions take the effect of increasing ability scores (Strength, Constitution, and Dexterity). In no case should ability scores be raised above racial maximums.

Odd Stuff	Cost	Make	Effect	Duration
Smoked weed	500	2 days	+d4 WIS/-d4 INT	1 hour
Rainbow dust	1000	3 days	+1 level	1 hour

Just as certain plants in our own world can create pleasant euphoric effects, so would plants in the fantasy world. After smoking rainbow weed (a favourite of halflings & shamans), it imparts 1-4 points of Wisdom, while at the same time taking away the same from Intelligence. Unlike other herbs, rainbow can exceed racial maximum. Its duration of 1 hour is too short for priests to gain the bonus spells for high wisdom. It will bestow the spell immunities for high wisdom, however, as well as the magical defence adjustment.

Like its counterpart, Rainbow Dust's duration is too short to affect spell memorization. The HPs gained from the Rainbow dust level also fade after one hour. Characters who find themselves massively wounded might just die at the herb's duration. Fighters gain extra attacks for being high level (if appropriate), thieves gain the extra skill points for their thieving skills & spells that have effects based upon level are affected by the temporary level bestowed after taking rainbow dust. The temporary level has no effect against level drain. The PC still loses a level. As with stimulants & ability score herbs, rainbow herbs fade after 1 hour. Since herbs are pseudo-potions, a PC who takes an herb (other than healing) while another herb is in effect must check for compatibility. PCs who take herbs & potions must also check for compatibility.

Herbalists can also make natural plant poisons by using one herb collection to create one of the poison types listed in the DMG; however, only types A through C can be made using Herbalism. The time to make such poison is 3 days for each single dose (a dose being 1 melee weapon, 3 daggers, 6 darts, or 6 arrows).

Herbalists using the optional poison rules above can use one of their gatherings to make Type I, Type II, & Type III poisons. The choice of poisons (sleep, paralysis, or death) is left up to the herbalist. For other types of poison, the DM should only allow the herbalist to make them when they're able to harvest them from monsters that use such poisons.

When such poisons are acquired they can only be duplicated into the same poison that the monster used. It's possible to "water down" the poison. For each level dropped, the herbalist gains an extra dose. If the herbalist also wishes to drop the poison from death to paralysis, or even to sleep, he gains one extra dose for each level dropped as well; however, the time does not change. Each dose will also require a separate Herbalism roll. Listed on this table are the costs of poisons as well as the time to make each of the poisons.

Example: Cly (faithful adventurer) has just defeated a Wyvern & wishes to harvest its poison sack. His Herbalism skill is 14. He rolls a 13 & manages to successfully remove the beast's poison sack intact. In 20 days he will have a Type VI death poison. Wishing to provide his comrades with large amounts of poison he elects to water it down as far as it will go. He can make 7 doses of Type I sleep poison. In 20 days he can make enough to give his entire adventuring party poison.

Poisons	Cost	Make	Effect	Duration	Minus
P I	100	1 day	-d4	5 rounds	- 1
P II	250	2 days	-d6	4 rounds	- 2
P III	500	3 days	-2d6	3 rounds	- 4
P IV	750	6 days	-2d8	3 rounds	- 4
P V	1000	8 days	-d20	4 rounds	- 6
P VI	2500	20 days	-2d10	4 rounds	- 8

Hirelings & Henchmen (Christopher Pryce, R. Dorman, and PHB)

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(Note: Within this section are tables that refer to henchmen alone. The tables can work equally well with hirelings & followers. As always, if there are any questions, please refer to the DM.)

In the course of their adventures, PCs will be most concerned with 3 groups of NPCs: hirelings, followers, and henchmen. It is their aid that helps PCs vanquish deadly monsters & accomplish mighty deeds. As their names imply, these NPCs can be persuaded in various ways to join the PCs in their adventures. The most common methods of persuasion are money & loyalty.

Hirelings: The most frequently employed NPC is the *hireling*. A hireling is a person who works for money. Most hirelings have fairly ordinary skills, while others are masters of a craft or art, and a few are experts of specialized adventuring skills. Typical hirelings include the following:

Archer	Baker	Jeweller	Sage
Architect	Bladesmith	Labourer	Sailor
Armorer	Blacksmith	Messenger	Spy
Assassin	Foot Soldier	Minstrel	Thief

Hirelings are always employed for a stated term of service or for the performance of a specific task. Thus, a mercenary contracts to serve for 1 season. A thief can be hired to steal a named item. A sage works to answer a single question. A blacksmith may indenture for a term of years. A sailor works for a single voyage. Quite often these contracts can be renewed without difficulty, but the only thing that binds a hireling to the PC is regular pay & good treatment. Hirelings do not serve a PC out of any great loyalty.

Thus there are some things hirelings will not do. Most hirelings do not foolishly risk their lives. There are soldiers willing to take their chances on the field of battle, but even these courageous (or foolish) few do not willingly undertake the greater hazards of adventuring. They man castle walls, guard caravans, collect taxes, and charge the massed foe well enough, but they often refuse to accompany a PC on an adventure. Even a hireling who regularly undertakes dangerous missions (a thief or an assassin, for example) normally refuses to join PC parties. These hirelings are loners. They contract to do a job & get it done in their own way, without interference from anyone else.

Hirelings are no more loyal than human nature allows. For the most part, if paid & treated well, with opportunities to realize their ambitions, working for a charismatic leader, hirelings can be relied on to do their jobs faithfully. But poor pay, injustice, discrimination, threats, abuse, and humiliation at the hands of their masters make them somewhat less than reliable. A smart leader sees to the comfort & morale of his men before his own concerns. With less savoury characters - those hired to perform dark deeds - the PC takes even greater chances, especially given the questionable morals of such characters.

Whatever their personalities, hirelings generally need to make morale checks whenever they are faced with a particularly dangerous situation or are offered a bribe or other temptation.

Finding hirelings is not difficult. People need jobs. It is simply a matter of advertising. Under normal circumstances, applicants respond to ads. Only when trying to employ vast numbers or hire those with unusual specialties (such as spies) does the process become complicated. Just what needs to be done in this situation depends entirely upon the DM's campaign. Your character may have to skulk through the unsavoury bars of the waterfront, rely on questionable go-betweens, or pay a visit to the thieves' guild (if there is one). Just employing one of these characters can be a small adventure in itself.

Employment costs of hirelings vary from a few gold pieces a month to thousands of gold pieces for an especially dangerous task. The skill & experience of a hireling has a great effect on his salary. A learned sage researching some obscure piece of lore can charge hefty sums. Costs can also be affected by the conditions of the campaign - the setting, the recent events of the world, and the reputations of the PCs (if any). Most hirelings sign on for what they think is fair. While few will turn down more money, most will drive the best bargain they can. Your DM has more information about employment costs, since he may need to alter these to fit his campaign.

Followers: More reliable than those who are motivated purely by money are those characters who, while they expect pay, were originally drawn into service by the reputation of the PC. These are *followers*, usually a unit of soldiers of one type or another. Followers serve only those of significant power & reputation. Thus the construction of a stronghold is necessary to attract followers.

Followers have the same needs & limitations of hirelings. Most must be paid & well treated. They also do not accompany the PCs on group adventures. They have some advantages over hirelings, however. Followers do not serve for a specific term of contract. They remain with the PC as long as their basic needs are met. They are more loyal than the average hireling & are treated as elite troops. Unlike most hirelings, followers can increase in level (although this occurs very slowly since they act only as soldiers). All followers in a unit advance to the next level at the same time. Finally, the PC need not seek out followers - they come to him, seeking out positions within his illustrious household.

Followers appear only once. Replacements do not arrive to fill the ranks of the fallen. (Massive losses of followers in combat only give the character a bad reputation, discouraging others from flocking to his banner.) PCs should take care of their followers, perhaps treating them as an elite bodyguard.

Some PCs attract unique followers such as animals or magical beings. Although termed followers, these creatures are more properly treated as henchmen in terms of loyalty & what they will & will not do. They do not count against the PC's limit on henchmen, however, since they are technically followers.

Henchmen: Henchmen are much that hirelings are not. They're adventurers who serve out of loyalty, willing to risk their lives for those they respect. They're also hard to find. Henchmen are powerful allies to a PC. Unlike hirelings, they have the nerve & ability to become powerful adventurers. Although they expect their share of treasure, they do not usually join a PC for money. They are attracted to the PC because of his reputation or other qualities he possesses. As such, henchmen cannot be expected to flock to the banner of a neophyte adventurer. He may gain himself 1 or 2 companions, but others come only when he has earned a greater reputation, met more people, and proven himself a true friend & ally to these NPCs.

Henchmen can come from any source. Most often they are at first mere hirelings or followers who, through distinctive actions, come to the attention of the PC. Some may be higher level, more skilled hirelings who develop a bond to the PC through long employment. Others may be followers who have sound advice for the PC.

A henchman is always of lower level than the PC. Should he ever equal or surpass the PC's level, the henchman leaves forever; it is time for him to try his luck in the real world. In some ways, the PC is the mentor & the henchman his student. When the student has learned as much as the teacher, it is time for him to go out on his own.

A henchman can be more than just a loyal follower; they can be both friends & allies. Naturally, they expect to be treated as such. They have little need for those who do not trust them or treat them coldly. Abusiveness or taking advantage of the friendship quickly ends the relationship. Just as players must with their own friends, PCs must be sensitive to the needs & feelings of their henchmen. Furthermore, henchmen attach themselves to a particular PC, not a group of PCs. Thus it is only under the direst of circumstances that a henchman accepts the orders of another PC. Should his friend (the player character) fall, the henchman sees to his needs. He doesn't abandon him & continue on with the other PCs unless this is clearly the only way to aid his friend.

A PC's Charisma determines the maximum number of henchmen he can have. This is a lifetime limit, not just a maximum possible at any given time. In a world where the fallen can be restored to life, it is expected that a man would make this effort for his dearest friends, both PCs & henchmen. For example, Rupert the half-elf has had 7 henchmen, but all have fallen for one reason or another. Rupert's Charisma is 15, so with the death of his latest henchman, no more come to join him. (Word has obviously gotten around that Rupert's friends tend to meet unpleasant ends, and he doesn't even have the decency to bring them back to life! Even if he had tried to raise his henchmen & failed, Rupert would still be viewed as a jinx, bad luck for those around him.)

Attracting a henchman is fairly difficult. One cannot advertise for friends with any great success. They grow & develop from other relationships. A henchman can be found by placing trust in a skilled hireling. Heroic deeds (saving the life of an NPC) can create a strong & instant bond. Love certainly can form this bond. The player & the DM must trust their own judgment to determine when an NPC becomes a henchman. There is no clear line an NPC must cross to make the transition from hireling to henchman. Instead, it is a slide from one status to the other.

Once an NPC becomes a henchman, the player gains a high degree of control over the character. He should be responsible for the record keeping for that character. It is almost, but not quite, like having a new PC for the player. If the DM allows it, the player can have all information regarding the abilities of the henchman, although the DM may choose not to reveal this information. The player is allowed to make nearly all decisions for the NPC, but the DM can overrule any action as being out of character.

There are certain things henchmen do not do. They do not give away or loan out magical items. They do not allow others free access to their spell books. They do not tolerate spell use that questions their loyalty (*detect lie* or *know alignment* cast upon them). They do not accept less than their due share. In general, within these limits, henchmen do what is desired of them. The DM can at any time dictate the actions of a henchman, since the character is still an NPC.

If the PC is not attentive to the wishes & needs of his henchmen, or if he abuses & humiliates them on a regular basis, then he can probably expect the worst. This is the stuff mutiny & rebellions are made of. Should an abusive PC fall at the hands of a once-loyal henchman, he has only himself to blame.

On the other hand, not all henchmen are paragons of loyalty. The PC must always be aware that henchmen are sometimes not what they seem. They can be a means to get at the PC. Throughout history, many a cruel & cunning villain has posed as a true companion, waiting for his chance to strike or spy on his friend.

Player Character Obligations

Whenever a PC takes on a hireling, follower, or henchman, he has committed himself to certain obligations & customs that surround such agreements. Some of these are obvious, having been worked out between the PC & the NPC in advance. Usually the wage & term of service are settled upon before any agreement is reached. For hirelings & followers, this is a set amount of money each day, week, or month, or a fee for a specific task. Henchmen commonly receive a portion (half a normal share) of all treasure & magic found on adventures. A PC is normally expected to contribute a little more from his own funds, however.

Other obligations of the PC are varied. Some must always be considered, while others almost never come into effect. A PC is expected to provide meals & boarding (unless the NPC has a home nearby). This is the most common obligation & applies to NPCs of all walks of life. For those engaged in more dangerous pursuits, however, additional concessions must be granted. Since horses are expensive, PCs should be ready to cover the cost of mounts lost in combat or on campaign. It is unreasonable to expect a mercenary to buy a new mount from his meagre savings. Likewise, other items of war (weapons & armour) must be replaced by the PC. All soldiers are expected to provide their own equipment when they are first employed, but the PC must replace all losses. Certainly all PCs are expected to pay the cost of special transport - securing passage on ships & arranging wagons for baggage. Of the grimmer duties, PCs are expected to pay for a decent (though hardly lavish) interment.

One of the more unusual obligations of a PC is to ransom his men. This is especially true of men lost during a campaign. The greater number of soldiers lost in a battle are not slain but captured. Common practice of the medieval period was to officially ransom these prisoners for well-established prices. A common yeoman footman might ransom for 2gp, a minor priest for 80gp, a knight's squire for 200gp, and a king's man for 500gp. The lord of the prisoner pays for this. A PC (as a lord & master) is expected to do the same. Of course, the PC can pass much of this cost on to his own subjects & the relatives of the prisoner. Thus men might languish for long periods in the hands of the enemy before their ransom was raised. Furthermore, should a PC ransom a hireling, follower, or henchman, he has every reason to expect loyal service from that man in the future. After all, he has demonstrated his willingness to save that NPC from hardship & death.

In a fantasy world, a PC is also expected to bear the cost of magical spells cast to the benefit of his men. He may arrange to have his men blessed before battle or healed after it. He shouldn't grumble about the expense, because the spells also make good tactical sense. A *bless* spell increases the success of his army in the field. Magical cures get his army back on its feet quicker. All these things can make him very successful while also making him popular with his hired men.

Finally, the PC is expected to make an effort to raise or restore slain henchmen. This is not a normal expectation of hirelings or followers (although it can happen in extreme cases). The effort should be honest & true. A PC shouldn't fool himself into thinking no one will notice if he doesn't do his utmost. The PC who returns from an adventure minus his henchman is automatically under a cloud of suspicion, despite his most vehement protests. A PC must take great care to maintain his reputation as a good & upright employer.

Total Number

Calculate the total population of the city, town or whatever. There will be on average 1 potential henchman per 1000 people. Thus a city of 5000 would have 5 potential henchmen at any given time.

Race

Roll 1d8. 1-6 means a given henchman is human. 7-8 means the character is non-human. Race is up to the population makeup of the locale & the DM's prerogative.

Class

d100	Class	d100	Class
1-4	Druid	73-79	Specialist (1=Abjurer, 2=Conjuror, 3=Diviner, 4=Enchanter, 5=Evoker, 6=Illusionist, 7=Necromancer, 8=Transmuter)
5-21	Priest		
22-26	Ranger	80-94	Rogue
27-31	Paladin	95-99	Bard
32-59	Fighter	100	Special (Monk, Samurai, Drow, or per DM's desires)
60-72	Wizard		

Level

The henchman is 1st level if the PC is 1st through to 6th level. The chance the henchman is 2nd level is 10% for every level of the PC over 6th level. At 11th level & there after there is a flat 25% chance the henchman will be 3rd level, a 25% chance the henchman will be 2nd level, and a 50% chance the henchman will be 1st level.

Effectiveness of Search

Method	Cost	Effectiveness
Posting notices	50gp	10- 40%
Hiring a crier	10gp	1-10%
Hiring agents	500gp	20-50%
Frequenting an Inn or Tavern	0-50gp*	1-4%/10gp*

(*) = More than 1 inn or tavern can be visited, but for each visited, the effectiveness of the others is reduced by 1%. For example, Sir Harold visits the Bloody Bull Tavern & spends 50gp looking for a henchman. He has increased the effectiveness of his search by 5d4%, in this case by 13%. The next night he frequents the Green Ogre Inn, he spends another 40gp. Garnering another 4d4%, in this case by 9%, but has lessened the effectiveness of his first search by 1%, making his first search 12% effective. Overall he has spent 90gp & increased the effectiveness of his search to 21% (9%+12%) through frequenting the 2 establishments.

Acceptance of Terms

Pay/Benefits/Perks	Cost	Basic Level of Interest
Initial Payment	100gp +	+25%, and +10%/100gp until maximum of 55% (i.e. 400gp total)
Initial Equipment by class	-	Failure to promise yields -5%
Permanent Magic Item	-	+15%
Quarters/Food/Clothing	-	Promising yields +5% Failure to promise yields -25%
Extraordinary Circumstances	-	Examples : PC saved the life of NPC +50% PC agrees to help NPC's family +25%
Activity & Share	-	Failure to state yields -10%

Add the basic level of interest and, if the PC states a desire to accept the applicant as a henchman. Adding the PC's Charisma reaction adjustment to the interest level, and if the dice score does not exceed the interest level, the NPC accepts employment.

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Money (by Randy Bowers)

There is no electrum in my world. I hate electrum; the word sounds stupid. Currencies do matter between country to country. More cosmopolitan areas will accept any currency & instead base their prices on weight as well as the common currency of the area. Currency ratios are as follows:

10 copper = 1 silver Thus 1 silver = 10 copper.
10 silver = 1 gold Thus 1 gold = 10 silver or 100 copper
10 gold = 1 platinum Thus 1 platinum = 1 gold or 100 silver or 1000 copper.

A Crown is made of silver or gold and is worth 25 of its alloy type.

A "Royal" is a Crown of platinum. These are fairly rare, but are still only worth 25 platinum pieces, though that is a lot of money.

A Mark is made of either gold or platinum. A mark is valued at 100 coins of its alloy type. Platinum marks may occasionally be referred to as "Royal Marks".

A Trade Bar is made of gold or platinum. A bar is valued at 1000 coins of its alloy type. Thus a platinum trade bar, the most valuable item of currency is worth 1000 platinum coins, or 10,000 gold coins, or 100,000 silver coins, or 1,000,000 copper coins.

Bars & Marks are acceptable currency in most lands; others will usually go by weight. Crowns are usually not accepted from nation to nation. Most money that a PC will encounter is coins or marks & occasionally crowns.

Currency weights are as follows (these may change from country to country but are more or less standard):

1 coin = 1/50 of a pound Thus 50 coins weigh 1lb.
1 crown = 1/5 of a pound Thus 5 crowns weigh 1lb or 50 coins & 1 crown weighs about 10 coins.
1 mark = 1 pound Thus 1 mark weighs 5 crowns or 50 coins
1 trade bar = 10 pounds Thus 1 bar weighs 10 marks or 50 crowns or 500 coins.

Thus for currency of the same alloy, the values by pounds is:

1 coin = 1 coin
1 crown = 10 coins or 1 crown
1 mark = 50 coins or 5 crowns or 1 mark
1 trade bar = 500 coins or 50 crowns or 10 marks or 1 bar

As you can see, buying by weight will actually cost you more than buying by value in most cases, especially by bars since bars only weigh half as many coins as they are actually worth. However it is important to note that while a trade bar is solid gold (or whatever alloy), gold coins are frequently (usually) not just gold. Common practice is gold coins with an iron or lead core. Counterfeiting of coins is usually punished by such lenient practices as the cutting off of both hands to more drastic punishments such as death.

Counterfeiting itself is a slow & difficult task that requires much skill.

Stowage (by Randy Bowers)

For conventions sake here is a listing of how much of a particular currency you can fit in a given object. The weight of such a container full of the given currency is shown in parenthesis for convenience. I am not very picky with encumbrance or stowage & in most cases approximate whether it is fair to fit so much of something into a container.

Container	Coins	Crowns	Marks	Bars
Belt Pouch	100(2)	5(1)	2(2)	N/A
Small Sack	750(15)	100(20)	20(20)	2(20)
Large Sack	1500(30)	200(40)	30(30)	5(50)
Back Pack	2500(50)	350(70)	70(70)	10(100)
Small Saddle Bag	750(15)	100(25)	20(20)	2(20)
Large Saddle Bag	1500(30)	200(40)	40(40)	5(50)

Don't try to put reason to it too strongly, just accept it as fair.

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Time Necessary for Standard Events by Jim M. Pierce

Door		Room	
Search for mechanical traps	1 round	Map and casually search, 20' x 20' area	1 turn
Remove mechanical traps, varies by complexity	1-30 rounds	Same size, thorough search walls, floors, map furniture, etc.	+1 turn
Opening, push or pull	1 segment per attempt	Movement through a previously mapped area (not including opening any doors)	
Tie rope & pull open	1 round	Walking at a 9" rate takes	1 round per 90'
Secret door		Running at a 9" rate takes	5 segments per 90'
Check for by tapping the wall and listening for echoes per 10' x 10' wall section	1 round (regular search)	(roll vs. Dexterity once for each 5 game-minutes)	
Same but more thorough	1 turn (thorough search)		

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Potions & Their Drinking - Conscious vs. Unconscious

Potions, especially potions of healing & extra-healing, are useful for restoring life to your comrades. However, giving a potion to an unconscious PC is a risky thing at best. Several things could happen, as described on the table below. Of course, giving a potion to a conscious person is normal. No risks of death unless the potion is not what the PCs think it is.

d6	Effects
1-2	Potion goes down normally & takes effect.
3-4	Potion partially goes down, treat as half effect.
5	PC chokes on potion, roll system shock or die from drowning in the potion.
6	PC chokes on potion, roll system shock or die from drowning in the potion. In any case some of the potion reaches the PC's system & has half effect.

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Luck Points

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In the AD&D game, luck is what separates an adventurer from the masses. Luck is an unexplainable force that makes itself known at the most opportune times, often acting to save a PC's life or by allowing a PC to perform an otherwise impossible or heroic act. Luck Points are a way to reflect in AD&D game terms the effects of this special force that distinguishes a hero from the unwashed masses.

Starting Luck Points

A first-level human PC begins play with 1d4+2 Luck Points. All other PCs (demihuman & humanoid) begin with 1d4 Luck Points. In addition to these starting Luck Points, a multi-classed PC receives a bonus Luck Point for each class beyond the first. Thus a wizard/fighter/thief will receive 1d4+3 Luck Points at first level. One or more bonus Luck Points may also be received as a benefit of the kit selected by the PC. A PC may also receive bonus Luck Points at 1st level for a high Willpower ability score. Bonus Luck Points received for a high Willpower are a onetime benefit gained by the PC at 1st level.

Gaining additional Luck Points

A PC that survives beyond 1st level usually possesses a greater quotient of luck than the average peasant does. To reflect this, the PC receives an additional Luck Point every time he advances in level (a multi-classed or dual-classed PC gains a Luck Point for each level that he advances in all his classes). The DM may also award Luck Points at his discretion at the completion of an adventure or as a reward for good roleplaying.

Using Luck Points

Luck Points can be used for a variety of purposes; however, all uses of Luck Points are at the DM's discretion. In general, Luck Points are more powerful when used before a die roll is made. However, Luck Points can be used after a roll is made, but with lesser effect. In all cases, the use of a Luck Point(s) must be declared during the round in which the action to be affected takes place. Following are some examples of a how one or more Luck Points, declared before a die roll is made, can be used.

Use of single Luck Point before die roll:

- Automatically make a saving throw normally rolled without penalty
- Automatically hit or parry an opponent's attack
- Change a successful hit to a natural 20 (with a chance for a critical hit)
- Cause an opponent to suffer max damage from a successful hit by the PC or a spell which has fixed damage of 20HPs or less or uses only one die to determine damage
- Re-roll 1s & 2s for damage caused by a spell or special ability which uses more than 1 die to determine damage (for example, a wizard casting a 10d6 fireball could re-roll any one or two result when determining damage)
- Automatically win an initiative or attack one phase more quickly than normal
- Automatically make an ability or skill check
- Make an extra attack
- Avoid an automatic attack by an opponent
- Complete a heroic task without rolling for success, such as leaping a chasm, tearing a door of its hinges or lifting a heavy (man-sized) object.

Use of 2 Luck Points before a die roll:

- Automatically make any saving throw
- Receive a saving throw of 20 modified by special protections (such as a ring of protection) against an attack or effect which normally doesn't allow a saving throw (such as life draining attacks by undead)
- Automatically roll natural 20 (no roll necessary) with normal chance for critical hit
- Automatically make a called shot on an opponent
- Automatically cause an opponent(s) to suffer maximum damage from a spell or special ability which uses more than 1 die to determine damage
- Avoid a magical or mechanical trap that has already sprung
- Make two extra attacks in a round
- Attack two phases more quickly than normal
- Complete a heroic task without rolling for success, such as leaping a chasm while carrying a companion, lifting a large- or huge-size object or breaking through a thin stone or brick wall.

The only limit to the number of Luck Points that can be used in a round is the number of Luck Points the PC possesses. For example, a PC could use multiple Luck Points to repeatedly re-roll a saving throw or to repeatedly counter an opponent's Luck Points. However, a PC may never transfer a Luck Point to a companion or another creature. For example, a PC could not use a Luck Point to enable his comrade to automatically score a successful hit, but he could use a Luck Point to maximize the benefits of the cure light wounds spell he uses to heal his comrade. In addition, Luck Points may never be used during the character creation process (when rolling ability scores, hit points, etc.).

NPC and creature Luck Points

PCs are not the only ones who receive Luck Points. Powerful NPCs and monsters may also have Luck Points at their disposal at the DM's discretion.

Movement

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Humans & other mid-sized beings can run 60 yards (feet if indoors) a round & still attack. Human sized PCs can run at most 120 yards a round (120 feet if indoors). Dwarves & Halflings can run 30 yards (feet if indoors) a round & still attack. Dwarves & Halflings can at most run 60 yards in 1 round (feet if indoors).

In extremely general terms, a full day's travel on foot yields about 12-15 miles of travel. A full day's travel on horseback yields about 20 miles of travel a day (takes into account that the PCs are hauling their armour, weapons, & any equipment that they use as well). An unencumbered PC could easily travel more, but most of the time I go by this very general distance/day, however occasionally I modify it a little by the following approximations. I do take weather into account & will usually not modify unless severe weather is present.

Disastrous weather of any type makes travel impossible without special preparations. A forced march will increase these values by an additional +25%.

General Terrain	Modifier
Flat, open path or road without obstacle	+50%
Flat barrens or wastelands	+25%
Easy hills with little obstacle, light flat-land forest	+/- 0%
Moderate hills with slight obstacle, desert rock	-10%
Heavy forest, difficult hills, desert sand, light swamp	-30%
Mountainous with little obstacle, severe desert, heavy swamp	-50%
Difficult mountains (cliffs, ravines, etc) other severe terrain	-80%

General Weather	Modifier
Zero to mild precipitation, moderate temperatures of 32°F to 90°F	-0%
Moderate precipitation (steady rain), temperatures of 0-32°F, 90-110°F	-20%
Severe temperatures, heavy precipitation, moderate snow	-60%

Non-Combat Movement by Jim M. Pierce

Movement rate	Distance Traveled	
	in 1 round	in 1 segment
4"	40'	4'
6"	60'	6'
9"	90'	9'
12"	120'	12'

Outdoors 1" rate = 1 mile walking for 8 game-hours a PC can travel, subject to terrain, load carried, hostile forces, & the weather.

Mapping a town, if the locals allow it, takes 1 turn per 90'. This is the same as dungeon mapping.

Ranger Enmity

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The ranger class suffers/benefits from something called Ranger Enmity, which simply means that nearly every ranger you meet has an intense hatred of some particular race of creatures. This hatred is so potent that if the ranger encounters members of the hated race, he cannot help but be on edge & potentially hostile, even if the situation calls for tact & charm. It also means the ranger gets some hefty bonuses in combat with the objects of his hatred. In standard AD&D, if a ranger encounters the hated race & opts to interact with them in a fashion other than melee combat, a reaction check with a +4 penalty applied determines how the creatures react to the ranger. This is all well & good, but there's an additional factor for the ranger to contend with in such situations. Ranger enmity can cause a ranger to lose his self-control and the probability & degree of that loss is determined by a Willpower check at the start of the encounter. Any time a ranger encounters 1 or more creatures of the hated race, the ranger must first roll a Willpower check without modifiers. A successful check indicates that the ranger maintains his self-control & can behave in any way desired. It's the failed Will check that the ranger must fear. There are 6 degrees of self-control loss. Obviously, the higher a ranger's Will, the less likely they are to lose their self-control, and the less extreme such losses will be.

Fail a Will check by 1, Mild Loss of Self-Control. +5 to encounter reactions if ranger chooses to engage in activity other than combat with hated subjects. No combat penalty gained. Fail a Will check by 2, Moderate Loss of Self-Control. The ranger can choose whether or not to engage in melee. If melee is engaged, the ranger will disregard more dangerous foes rather than the hated subjects, unless those more dangerous foes immediately (in the current or immediately previous round) threaten the ranger or the ranger's companions. If melee is not engaged, the ranger suffers a +6 penalty to encounter reactions with the hated subjects.

Fail Will Check by 3, Serious Loss of Self-Control. The ranger can still choose whether or not to engage in melee. If melee is engaged, the ranger will disregard more dangerous foes rather than the hated subjects, unless those more dangerous foes immediately (in the current or immediately previous round) threaten the ranger specifically. If melee is not engaged, the ranger suffers a +7 penalty to encounter reactions with the hated subjects.

Fail Will Check by 4, Very Serious Loss of Self-Control: The ranger will engage in melee to attack the hated subjects. The ranger can disengage from combat only if he or his companions is badly hurt & threatened with death, or if the enmity subjects are subdued or slain. More dangerous foes are ignored until enmity subjects are subdued or slain.

Fail Will Check by 5, Extreme Loss of Self-Control: Ranger engages in melee to attack the hated subjects. Ranger can disengage from combat only if he specifically is badly hurt & threatened with death, or if the enmity subjects are subdued or slain. More dangerous foes are ignored until the enmity subjects are subdued or slain.

Fail Will Check by 6 = Total Loss of Self Control: The ranger will engage in melee to attack the hated subjects & will not disengage or change targets until he or the subjects of his enmity are slain.

Note that in those situations where the ranger succeeds in his Will check and chooses to engage in activities other than combat with the creatures, a standard reaction check is then rolled using the +4 penalty as per the PHB to determine how the hated creatures react to the ranger. Obviously, if the ranger chooses to engage in combat regardless of the Will roll, or if the ranger hates a creature of non- or animal-intelligence, then no reaction check is necessary for the hated subjects.

Rulings by Cob 37

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In any game there will be times when a player does not agree with something in the game, whether it is rules interpretation, how something turned out, or why things are the way they are. To keep the game flowing, the unhappy player will be given 2 minutes real time to explain their position. If the situation can not be resolved in 2 minutes the DM makes his decision & it stands the rest of the session. The players then have until the next game to discuss the situation in e-mail. If the DM was right, then the discussion ends & the ruling is noted for future reference. If the DM is proven wrong, the player receives a token that can be used once. It must be used before the PC currently being played goes up to their next level of experience. The token allows 1 re-roll of any roll by that PC. It can affect a missed saving throw, a failed proficiency check; even re-roll damage from a 10d6 fireball. Attempting to gain tokens by arguing every rule interpretation will result in that player being dismissed from the table.

Pregnancy

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One subject AD&D most definitely does *not* cover is sex & pregnancy, probably because it is aimed at young people as well as the older ones. However, every now & again the chance for a PC or NPC to get pregnant will develop. To this extent, these rules are designed to give a gist for how likely a pregnancy is, based on constitution & race.

Percentage chance of pregnancy = 2 x Female's CON + Male's CON. E.g.: A female with Con 12 & male with Con 10 have: $2 * (12) + 10 = 34\%$ chance of pregnancy per 'session'.

Due to the differences in longevity between the races, the following modifiers also apply:

Race of Female	Race of Male	Modifier	Race of Female	Race of Male	Modifier
Human	Human	0%	Dwarf	Human	-15%
Human	Elf	-5%	Dwarf	Elf	No conception
Human	Half-elf	0%	Dwarf	Half-elf	-30%
Human	Dwarf	-8%	Dwarf	Dwarf	-20%
Human	Halfling	-5%	Dwarf	Halfling	-40%
Elf	Human	-15%	Halfling	Human	-5%
Elf	Elf	-20%	Halfling	Elf	-10%
Elf	Half-elf	-15%	Halfling	Half-elf	-5%
Elf	Dwarf	No conception	Halfling	Dwarf	-40%
Elf	Halfling	-15%	Halfling	Halfling	-10%
Half-elf	Human	0%			
Half-elf	Elf	-5%			
Half-elf	Half-elf	0%			
Half-elf	Dwarf	-30%			
Half-elf	Halfling	-5%			

These modifiers are based upon the fact that all races have approximately the same number of children, but most live longer; therefore they must be less fertile than humans are. For other races, use approximate longevity to find equivalent modifier. For the above example, if the female is a half-elf & the male an elf, the chance becomes $(2 * 12) + (10 - 5) = 29\%$.

If protection is used (e.g. a sheepskin condom), the chance of pregnancy is halved.

Dangerous Effects on an Unborn Child

Spellcasting: A pregnant mage or cleric can cause weird things to happen to an unborn child if she casts spells after the 2nd stage of pregnancy. Magic is the ability to shape, control, harness, and utilize natural forces that infuse the world & surround the character. When a mage or cleric uses her magic ability, this force can influence the development of an unborn child. Every time a mage or cleric casts a spell after the 2nd stage of pregnancy, there is cumulative chance equal to the spell level that an effect has occurred.

For example, Roxanne the Mage is in her 3rd stage of pregnancy. She casts a 2nd level spell. There is a 2% that the unborn child is affected. The player rolls a 25 on the percentile dice & thus nothing happens to the unborn. Then, Roxanne casts a 3rd level spell. Now there is a 5% (2+3) chance of the unborn child to be affected. But the percentile dice show a 56 & the child is safe.

Psionics: A psionicist shapes, controls, harnesses, and utilizes natural forces that infuse her own being. The essence of a psionicist is mind & body. Since the unborn is in the body, psionic powers that are manifested can greatly affect the unborn child. For every psionic strength point (PSP) used by the psionicist after the 2nd stage of pregnancy, there is cumulative chance equal to the number of expended PSPs that an effect has occurred.

Extraplanar Travel: Each time a pregnant PC travels to another plane after the 2nd stage of pregnancy, there is cumulative chance that an effect has occurred.

Going to the elemental planes gives a cumulative 5% chance of an effect occurring.

Going to the ethereal plane gives a cumulative 25% chance that an effect has occurred.

Going to the astral plane gives a cumulative 50% chance that an effect has occurred because of the strain.

The effects of going to the outer planes are relative to alignment. For each difference in alignment there is a cumulative 2% chance that an effect has occurred. Thus, a lawful good PC visiting a chaotic evil outer plane will give the unborn child a 12% (lawful -> neutral -> chaotic = 3 or 6%, good -> neutral -> evil = 3 or 6% for a total of 12%) chance of an effect.

Level Draining: Every time the pregnant woman loses a level for whatever reason after the 2nd stage of pregnancy, there is cumulative chance equal to the number of levels drained multiplied by 10 that an effect has occurred. If an effect does occur, subtract 5 from the die roll on the Type of Effect Table for each level drained.

Magical Aging: If any aging effect is inflicted upon the pregnant woman (such as a *haste* spell), the aging effect is split between the mother & child equally. This, of course, may cause immediate labour & birth of the child. Due to increased development rate, the child must make a system shock roll based on its mother's Constitution. Failure indicates that an effect occurs.

If there is an effect, roll on the following table to decide if the effect is positive or negative (use appropriate modifiers).

Type of Effect

01-25 Positive; roll on Positive Effects Table

26-00 Negative; roll on Negative Effects Table

Positive Effects (Roll 1d10)

- 1: Born with infravision that enables child to see up to 60' in the dark. If the child's race already has the benefit of infravision than add 20' to the range.
- 2: Born with a +1 bonus to all saves vs. paralyzation, poison, or death magic.
- 3: Born with a +1 bonus to all saves vs. rod, staff, or wand.
- 4: Born with a +1 bonus to all saves vs. petrification or polymorph.
- 5: Born with a +1 bonus to all saves vs. breath weapon.
- 6: Born with a +1 bonus to all saves vs. spell.
- 7: Born with 10d10 - 5 % magic resistance.
- 8: Born with lifetime regeneration ability. The child will be able to naturally (subconsciously) regenerate 1 hit point every turn.
- 9: Born with a natural (subconscious) ability to "turn" 1 Hit Die undead. There is a great potential for child to grow up to be an infamous cleric.
- 10: Born with psionic wild talent. If effect was created due to psionics then 2 wild talents develop.

Negative Effects (Roll 1d12)

- 1: Born with a -1 penalty to all saves vs. paralyzation, poison, or death magic.
- 2: Born with a -1 penalty to all saves vs. rod, staff, or wand.
- 3: Born with a -1 penalty to all saves vs. petrification or polymorph.
- 4: Born with a -1 penalty to all saves vs. breath weapon.
- 5: Born with a -1 penalty to all saves vs. spell.
- 6: Unborn is mutated into a demon. Possibly possessed by the evil intelligence of a demonic creature. The GM should decide what type of demon the child shall be.
- 7: Radically different coloration of skin. The color change can either be advantageous or disadvantageous to the child, depending on whether the new color will give him/her a camouflage appearance or make him/her a laughing stock. A child's color can change to any other color. The color change is left to the GM & is limited only by the imagination.
- 8: The child's eyes are much different than normal. Roll 1d6 to determine the types of eyes. 1 = huge & protruding. 2 = small & stalked like a crab's. 3 = large & turreted, move independently like a chameleon. 4 = appear normal but child has 1d4 additional eyes. 5 = multifaceted like an insect's. 6 = the child appears to have no eyes (any eye sockets are empty, but the child moves & reacts like one with normal vision).
- 9: The child's eyes appear & function normally except for their color: 1 = solid black; 2 = blank white; 3 = glowing red; 4 = glowing, venomous green; 5 = putrid pink; 6 = opalescent.
- 10: The skull or head of the child is adorned with unusual outgrowths, and while it is possible for a child to attack with these outgrowths (when he/she grows up), this mutation does not give the child an additional attack per round. Roll 1d4 to determine the type of adornment. 1 = antlers, as a small deer, that do 1-2HPs of slashing & rendering damage each. 2 = horns, as a small bull, doing 1-3HPs of stabbing damage each. 3 = single horn, like a small unicorn horn without magical properties, doing 1-4HPs of stabbing damage. 4 = curved horns, like a ram, that can be used to butt an opponent for 1-4HPs of damage.
- 11: The child has a tail. While it is possible to use the tail for attack, this does not give an additional attack per round. Roll 1d4 to determine the type of tail. 1 = short, useless, and non-functioning. 2 = long & prehensile, can be used to hold a shield or other object but cannot be used in attack. 3 = long & segmented, ending in a non-poisonous stinger that does 1-4HPs of damage. 4 = long & whip-like, can be used to inflict 1-2HPs of damage.
- 12: Re-roll

Vision & Light

There are two types of infravision, which work differently:

. Low-light vision enables the character to see in twilight conditions as if it were daylight. Thus characters with this type of infravision may fight without penalties under twilight conditions. This infravision is of no use unless there is a small amount of light available. It is useless in absolute darkness.

. Heat vision (also known as dark vision) enables the character to sense heat emitted from differing sources if there is no light present. If even the smallest amount of light is present, it is ineffective. This enables the character to fight with twilight penalties in total darkness.

Elves, half-elves, dwarves, & other races can see infrared light as well as visible light. This ability is referred to as 'infravision'. They can see a world completely alien to most humans, and so interpretations invariably err. Infravision among these races is limited in range, and therefore limited in resolution. At roughly 60 yards, the smallest heated object those with infravision can make out is man-sized (5-6 feet tall). At closer distances, infravision allows those races more detailed vision, up to the size of a rat, or thereabouts, at half of the 60 yard range. Even closer up, they can see the softer heat-trails of footprints, handprints, discarded clothing, used weapons, & the like. For ease of comparison to human vision, it might be best to look at infravision from the point of human vision. A near-sighted individual can only make out objects that are closer & a far-sight individual can only make out objects that are further away - unless those objects are very large, or very bright. There's no reason an elf with 6" infravision (60 yards outdoors, 60' indoors) could not see a giant lurking out at 12". On the other hand, the same elf might not see a dozing snake (cold-blooded & therefore only slightly warmer than background) until it was too late. Bright heat sources, of course, would overwhelm infravision, just as shining a Q-beam of one million candle power in a human's eyes would blind him. Infravision is thus useless with candles within 5' of the observer, torches within 15', small fires within 35', & other sources as the DM determines. Infravision is of so much less resolution than visible light that most creatures' eyes will switch to visible light, no matter how dim, if any visible light is available. There are exceptions, depending on the creature, and on the light source.

Ultravision simply means that a creature can see ultraviolet light. Ordinarily, this would be of little value to an individual; however, it is thought that certain magical energies 'leak' ultraviolet light. It would be understandable, then, that evolution or spells that brought about ultravision would be useful. Passive ultravision merely allows a creature to see ultraviolet light as it normally appears. Stars & even the sun, give off ultraviolet light. Broad daylight may or may not be bright enough to overwhelm a creature's ultravision capabilities. Bees & spiders are not blinded in the daylight by their ultravision, however, at night, their ultravision is useless. A creature with very sensitive UV capabilities might be able to see by starlight, but it would be blinded in daylight. Passive ultravision would also allow a creature to see magical items & spells or enchantments, at certain ranges, under certain conditions - daylight might overwhelm a magical item's aura. Also, not all enchantments or spells or magical items might give off ultraviolet light. It is also conceivable, that just as humans see red, yellow, and other colors in visible light, a creature might see other 'colors' in ultraviolet light, with just as varied & bright a contrast as visible colors. This might explain why some creatures can detect certain 'flavours', or spheres or schools of spells in effect, and avoid or prey upon them. Active ultravision is a bit different than passive ultravision; it means that a creature's eyes are generating ultraviolet light. This allows the creature to see in the dark, much as a human with a flashlight would. Since ultraviolet light is not a spectrum that humans can see, active ultravision gives uncanny vision capabilities to creatures, with humans or elves or dwarves none the wiser for it. A human would never know he is being 'painted' by active ultravision, unless he was paying very close attention to his clothes or articles. Ultraviolet light causes certain items, such as white cotton, to fluoresce a light violet color, in the visible spectrum. Active ultravision also means that the creature's eyes will glow throughout the spectrum, from infrared to visible to ultraviolet; the glow is a by-product of the energy required to generate ultraviolet light.

Supravision is the ability to see throughout a large range of the electromagnetic spectrum. It has all the advantages of infravision & passive ultravision, plus a few others. Beings with supravision could even see radar (which is often microwave radiation). Though they can *almost* see X-rays, they do not have 'X-ray vision'. The greatest advantage to supravision is that a creature with it cannot be blinded, except by nuclear detonations & a similarly powerful effect because their eyes would switch over to a different part of the spectrum. These creatures can also see the different flavours of magic, as well as heat sources, and are completely at home in broad daylight, at night, or in total (relative) darkness. One drawback to supravision is that it can cause 'information overload', supplying a creature's brain with too much information at once. The brain automatically filters out extraneous visual information - therefore, creatures with supravision are not 'all-seeing', though they are far more difficult to surprise than most other creatures.

There are 2 different forms of true-sight, sorcerous & deific. Both give nearly the same information or results even though they come from different sources. Sorcerous true-sight comes from supravision capabilities. Usually brought about by a spell, such true-sight allows the spell recipient to see a great deal, at once. The ultravision component of the true-sight allows the spell recipient to see magical effects, as well, cutting through a great deal of magical darkness, illusions, & the like. Range is usually 60'. Deific true-sight does not come from a spell's magical effects, per se. The caster's deity, or a servant to the deity, such as a solar, archon, or planetar, divulges the information to the spell recipient. Just as with sorcerous true-sight, secret doors can be seen, misplaced or displaced objects become apparent, & invisible creatures can be seen. Unlike sorcerous true-sight, deific true-sight lets the spell recipient know what the alignment of individuals is. Range is usually 120'. Creatures that are said to have 'true-sight' usually have supravision, although some such creatures may simply have a close contact with their deities.

Night vision allows a creature to see at night, even with very low light levels. Such a creature is still blind if there's no light, as within most cave systems; however, if there's even the smallest bit of light, the creature can see very well. Night vision does not confer the ability to see colors; creatures instead see very detailed shades of gray. Dim light, such as a candle, can temporarily blind the creature, and render the night vision unusable (candles within 5', torches within 15', small fires within 35') until the light is extinguished. Creatures with night vision usually have photo-reflective eyes (i.e. their eyes usually reflect green light, when viewed from the proper angle). Most animals that hunt in the darkness have night vision capabilities.

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