

DELVER'S QUEST

Rules for Fantastic Miniature Boardgames Based on
Dungeon Exploration and Conquest

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Main Rulebook

Version 0.4

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Introduction

Delver's Quest is a fantasy board game inspired by several other games that were created in the early 1970s. These other games of course went on to spawn a revolution in the game industry. The rule system Delver's Quest uses is designed to be fast paced and easy to resolve. It also presupposes that the players are heroic and should be afforded every opportunity to survive in the dangerous dungeons that they seek to explore. What follows in this book should be considered a toolbox to create exciting scenarios for the players.

Game Play

Playing the game requires a few simple items. They include:

- 1) Map/Game Board
- 2) 2 or 4 6-sided die
- 3) Miniature figures up to 28 mm scale or normal game board pieces
- 4) The Monster and Treasure Charts or Scenario Guide
- 5) Scratch paper and pencil

To begin the players should look over the scenario guide for the game they wish to play or agree on a set of Monster and Treasure charts to use. Then each player should choose the character type he/she wishes to play. Each character type has different abilities and can require different goals to win. These goals are detailed specifically in the Scenario Guide as well as any special rules for play.

Game play follows this simple structure:

- A) Start Turn
- B) Cast Spell or Use Magic Item. May End Turn.
- C) Move Piece. May End Turn.
- D) Start Combat/Cast Combat Spell
- E) Monster's Combat Rolls
- F) End Turn

Turns - Each player can move and/or engage in combat once per turn. Certain activities like using magic items, casting certain spells, or resting to get spells require the player do nothing else. This will be further explained in the spell list and magic item list. Movement is generally determined by the scenario, that is depending on the map size, an appropriate movement rate should be set. This could be 1d6 squares, or a set number like 5 squares per turn. Check the scenario you are using for more details.

Combat - The heart of the game is for players to overcome fantastical monsters as a way to complete their quest or objective. When a monster is encountered, the player always gets to attack first. There is a *Master Combat Table* included to provide the target numbers for combat resolution, but simply put, if the player is attacking, a roll of 2d6 is compared to a target number for the creature's defense. If the number rolled is equal to or greater than the target number then the player has killed the monster and may collect whatever treasure that monster may have been guarding. Some players will also have magic spells at their disposal. These are handled much like attacks with a target number to affect the monster (see below for more details). If the player does not kill the monster during his or her attack then the monster gets a chance to return the attack. Again, the *Master Combat Table* provides a target number against the player and the monster tries to bet that number. However,

because the players are the heroes, there are a few additional factors to consider. First, the monster must roll greater than the target number to have a chance to kill the player. If the monster rolls equal to the number then the player is automatically driven from the encounter, retreating 1 square, losing the next turn while they recover. The combat is ended. If the monster rolls greater than the target number then the player has the option of dropping treasure in a desperate attempt to bribe or distract the attacking monster. For each treasure dropped, the die roll is decreased by 1 until the die roll is equal to the target number and the player is forced to retreat. Finally if the player is unable or unwilling to drop treasure, they must make a *Dodge* saving throw. Check the character type for the dodge value, then 2d6 are rolled, and the total must be equal to or greater than the Dodge value. Success means the character was able to flee the encounter, retreat 1 square; failure means the character was killed.

Magic - As mentioned above, some characters have access to magic spells. There can also be monsters with magic spells. On the Master Combat Table, there is a category for Magic. This is to be used for spells that are attempting to kill or control the monster: fireball, lightning bolt, charm spells for example. If the caster rolls equal to or greater than the target number, the spell succeeds. For damage spells that means the monster is dead; for control spells that means the monster is under the control of the caster for as long as the spell lasts. Both these conditions assume the target can be affected by the spell, some monsters have special immunities. You cannot affect a Fire Elemental with a fireball for instance nor can you use a charm spell against any undead or spirit creature. Check the spell details and the target monster for further information.

Death - If by ill luck the player is killed in combat then there must be some consequences. The specifics of these should be defined in the scenario but at minimum the player should be allowed to restart after losing at least 2 Turns. Remember all treasure and magic would have been dropped in the room the player was killed. These lose of turns should allow other players a good jump on claiming those items.

Character Types

Cleric - The Cleric is a holy warrior who takes his/her faith onto the battlefield to confront the forces of opposition. The Cleric is well trained and is able to draw upon divine powers to give direct shape to his/her faith. These powers are detailed under the section on *Cleric Spells*.

Combat: Warrior

Bonuses:

Magic Saves: 8

Dodge: 8

Special: The Cleric has 10 spell points to spend at the start of the game. See *Magic Spells* and *Cleric Spells*.

Elf Swordsman - The Elf is a trained swordsman with an innately magical heritage. They are not as powerful as the Dwarven Warrior or the Knight in combat but when pitted against certain ancient foes they excel.

Combat: Warrior -1

Bonuses: +2 Versus Marauders and Undead

Magic Saves: 9 (+4 Versus Charm)

Dodge: 6

Special: Elf Swordsman has 5 spell points to spend. But can only choose 1 and 2 point spells, See *Magic Spells* and *Wizard Spells*. See *Magic Spells* and *Wizard Spells*.

Dwarven Warrior - Bearded and grizzled the Dwarven Warrior has years of experience in battle. Enemies fear the approach of this veteran. The Dwarven warrior has extra resistance to magic as well as combat bonuses versus Ogres, Trolls and Giants.

Combat: Warrior

Bonuses: +3 Versus Ogres, Trolls, and all Giants. +2 Saves vs magic.

Magic Saves: 6

Dodge: 8

Halfling Adventurer - Halflings are diminutive in stature, foolhardy in undertaking and surprisingly deadly in action. They are not highly trained Warriors like the other classes, but they excel and moving silently and remaining hidden. They also are highly accurate with slings, rocks, and other small projectiles taking full advantage of their foes surprise.

Combat: Warrior -2

Bonuses: +1 Attack first turn of combat versus any openent. +2 Saves vs Magic

Magic Saves: 8

Dodge: 6

Special: Halfling Adventurers move as if Invisible until entering Combat. See Wizard spell Invisibility.

Knight Champion - The Knight is the paramount of fighting prowess. Heavily armored and highly trained, the Knight fears nothing and will stop at nothing once a quest has begun. Of all the character types the Knight is the most powerful in terms of attack and defense.

Combat: Warrior +2
Bonuses: None
Magic Saves: 6
Dodge: 7

Wizard - Years of study have made the Wizard a dangerous foe. Armed with mystical enchantments and powerful spells the Wizard can go where many others would never dream. Physically the Wizard is not as powerful in combat as the Warrior or Knight but years of study and natural cunning makes the Wizard dangerous nonetheless. Combine these combat skills with the vast array of magic spells at the Wizard's disposal makes this character deadly.

Combat: Warrior -1
Bonuses: +4 Saves Magic
Magic Saves: 5
Dodge: 8
Special: Wizard has 30 spell points to spend at the start of the game. See *Magic Spells* and *Wizard Spells*.

Magic Spells

Magic spells are divided into point categories. Characters who can wield spells are allowed to select a maximum point total of spells at the beginning of the game. Once a spell is cast it is forgotten from the character's memory and can only be recovered by returning to designated areas where the character can rest and recover at a rate of 1 spell point per turn. Generally the starting square is considered the rest area, but some maps may have special library rooms or other areas where spells can be recovered. See the specific scenario rules for details.

Wizard Spells

[1 point]

Charm Person - The caster attempts to take control of the target. Only humanoids can be affected by this spell. This generally includes Bandits, Brigands, Evil Character types, Goblins/Orcs, Hobgoblins, Necromancers, Witches. Roll 2d6 to overcome the defense of the target. If it succeeds the target is under the caster's control for 10 turns. Charmed creature will fight along side of the caster and protect them from attackers. This means that in combat the charmed creature is always the first to die, giving the caster time to escape if need be. When the spell wears off the charmed creature leaves quietly. The caster does not collect the treasure of the charmed creature.

Light - The caster summons forth bright light that follows him/her. This light grants a +2 combat bonus versus all Undead. The spell lasts 10 turns.

Protection from Evil - This spell has 2 functions. First it grants a +2 Defense bonus versus all Undead. Second it prevents all Elementals and Spirits from attacking the caster. It lasts 10 turns.

Shield - This spell protects the caster with an unseen force. It grants a +2 Defense bonus for 10 turns.

[2 point]

Invisibility - This spell renders the caster invisible until the caster makes an attack. Certain monsters can see through this invisibility. They include Dragons, Guardians, and Spirits.

ESP - This spell allows the caster to know what type of monster is in an adjacent room without entering it. The spell lasts 10 turns.

[3 point]

Fly - This spell allows the caster to fly. The effect of this is to grant +2 vs Winged monsters and make the wearer Immune to Pit Traps. The spell lasts 10 turns.

Fireball - With this spell the caster attempts to incinerate the target in a massive ball of fire. If the caster succeeds the monster will surely perish, unless for some reason the target is immune to fire.

Lightningbolt - With this spell the caster attempts to electrocute the target with a powerful stroke of lightning. If the caster succeeds the monster will surely die, unless for some reason the target is immune to electricity.

Dispel Magic - The caster of this spell can remove all other spells currently cast on a target. Spells which can be dispelled are Charm, Light, Protection from Evil, Shield, Invisibility, ESP, Fly, Charm Monster. The caster must make a successful Magic attack to dispel.

[4 point]

Wizards Eye - With this spell the caster is able to send his or her mind out revealing unknown rooms. For each full turn that the caster concentrates on the spell the caster can reveal the contents, monster and treasure, of any 1 room on the map. This spell lasts up to 10 turns.

Charm Monster - A more powerful version of Charm Person, this spell can affect most monsters. The Undead and Spirit groups are the blanket exceptions as they are immune to control. The spell lasts 10 turns as per Charm Person.

[5 point]

Teleport - This spell allows the caster to instantly move across the map to any square the caster has physically been on before that is also not occupied. The caster can not teleport directly into combat.

Conjure Elemental - This powerful spell allows the caster to summon an Elemental, Fire, Water, Air or Earth to serve for 10 turns. During this time the caster must concentrate to control the Elemental so they can not cast any other spells nor engage directly in combat. But since the Elemental is a powerful foe in combat this is hardly a problem.

Cleric Spells

[1 Point]

Cure Light Wounds - By casting this spell the Cleric is healing a small amount of damage suffered by the target. The game effect of this is to modify an attack roll versus the target on the same round as the spell is cast. The modifier for Cure Light Wounds is +2, it can only affect 1 attack roll against the enspelled. Note that the power is not used until the attack roll would exceed the target roll needed which is useful if attacked multiple times during a turn.

Light - The caster summons forth bright light that follows him/her. This light grants a +2 Combat bonus versus all Undead. The spell lasts 10 turns.

Protection from Evil - This spell has 2 functions. First it grants a +2 Defense bonus versus all Undead. Second it prevents all Elementals and Spirits from attacking the caster. It lasts 10 turns.

[2 Point]

Bless - The caster grants his/her blessing upon a target. This spell grants a +1 Combat bonus for 5 Turns.

Silence - With the this spell the Cleric can magically silence a single target. This prevents the target from casting any for of magic if they are affected. This lasts for 5 Turns.

[3 Point]

Hold Person - By means of the spell the Cleric can hold any humanoid rigid and unable to move. This generally includes Bandits, Brigands, Evil Charater types, Goblins/Orcs, Hobgoblins, Necromancers, Witches.

Prayer - The caster grants his/her blessing upon a their side. This spell grants a +1 Combat bonus for 10 Turns to the Cleric and any allies he/she might have.

[4 Point]

Cure Serious Wounds - By casting this spell the Cleric is healing a small amount of damage suffered by the target. The game effect of this is to modify an attack roll versus the target on the same round as the spell is cast. The modifier for Cure Serious Wounds is +4, it can only affect 1 attack roll against the enspelled. Note that the power is not used until the attack roll would exceed the target roll needed which is useful if attacked multiple times during a turn.

Sticks to Snakes - With this spell the Cleric can enchant his/her staff, rod or even discarded tree limb into a full grown Giant Snake (Vermin) which will obey the cleric for up to 10 Turns.

Master Combat Table

Combat Tables	C A N I N E	D R A G O N	E L E M E N T A L	G I A N T	G O L E M	G U A R D I A N	M A R A U D E R	S P I R I T	U N D E A D	V E R M I N	W A R R I O R	W E R E B E A S T	W I N G E D
CANINE	8	14	12	13	12	14	11	13	8	9	9	10	12
DRAGON	2	8	10	9	10	6	5	7	2	3	5	4	8
ELEMENTAL	2	10	11	9	11	7	7	10	2	3	4	4	7
GIANT	4	9	10	9	10	7	6	10	4	4	6	5	7
GOLEM	4	9	10	9	8	7	6	8	4	4	6	5	7
GUARDIAN	3	12	12	8	12	7	7	10	3	3	4	4	11
MARAUDER	8	12	11	9	11	10	7	12	10	7	8	8	9
SPIRIT	6	12	7	12	9	12	9	7	11	6	8	9	10
UNDEAD	6	12	12	11	12	12	9	7	8	6	9	8	11
VERMIN	10	13	13	10	13	13	9	14	10	8	8	10	11
WARRIOR	6	12	10	11	10	12	9	11	6	7	7	8	10
WEREBEAST	6	12	12	10	12	12	8	12	6	8	7	9	10
WINGED	5	12	12	10	12	9	6	9	5	5	5	6	9
MAGIC	6	9	7	8	9	9	7	5	5	6	8	7	8

Monster Index

Ancient Dragon (Dragon +2)
Bandits/Guardsmen (Warrior -3)
Basilisk (Guardian -1)
Brigands/Soldiers (Warrior -2)
Bugbear (Marauder -1)
Demon, Greater (Spirit +4)*
Demon, Lesser (Spirit +3)
Dire Wolf (Canine +1)
Djinn (Elemental -2)*
Dragon (Dragon)
Efreeti (Elemental -1)*
Elemental, All (Elemental)
Evil Champion (Warrior +2)
Evil Swordsman (Warrior -1)
Evil Warrior (Warrior)
Evil Wizard (Warrior -1)*
Gargoyle (Golem -3)
Ghost (Spirit +2)
Ghouls (Undead)
Giant, Fire (Giant +1)
Giant, Frost (Giant)
Giant, Hill (Giant -2)
Giant, Stone (Giant -1)
Giant, Storm (Giant +2)
Giant Eagle (Winged -2)
Giant Lizard (Vermin -2)
Giant Rats (Vermin -3)
Giant Spider (Vermin -1)
Giant Snake (Vermin)
Goblins/Orcs (Marauder -3)
Golem, Clay (Golem)
Golem, Flesh (Golem -1)
Golem, Iron (Golem +2)
Golem, Stone (Golem +1)
Great Dragon (Dragon +1)*
Griffon (Winged -1)
Harpy (Winged -3)
Hellhound (Canine +2)
Hobgoblins (Marauder -2)
Hydra (Guardian +1)
Manticore (Winged)
Mummy (Undead +3)
Naga (Guardian -2)
Necromancer (Warrior -3)*
Ogre (Marauder)
Purple Worm (Dragon -1)
Roc (Winged +1)
Shadow (Spirit -1)
Skeleton (Undead -2)
Spectre (Spirit +1)
Stone Guardian (Golem -2)
Titan (Giant +3)*
Treant (Guardian)
Troll (Marauder +1)
Vampire (Undead +4)*
Werebear (Werebeast +1)
Wererat (Werebeast -1)
Werewolf (Werebeast)
Wight (Undead +2)
Witch (Warrior -2)*
Wolf (Canine -1)
Worg (Canine)
Wraith (Spirit)
Wyvern (Dragon -2)
Young Dragon (Dragon -1)
Zombie (Undead -1)

* Denotes Magic Abilities, See Monsters with Magic section for details

Monsters by Level

Level 1

Bandits/Guardsmen
(Warrior -3)
Giant Lizard (Vermin -2)
Giant Rats (Vermin -3)
Goblins/Orcs (Marauder -3)
Hobgoblins (Marauder -2)
Skeleton (Undead -2)
Wolf (Canine -1)
Zombie (Undead -1)

Level 4

Djinn (Elemental -2)*
Evil Champion (Warrior +2)
Giant Eagle (Winged -2)
Giant, Hill (Giant -2)
Giant, Stone (Giant -1)
Golem, Flesh (Golem -1)
Griffon (Winged -1)
Hellhound (Canine +2)
Necromancer (Warrior -3)*
Ogre (Marauder)
Shadow (Spirit -1)
Stone Guardian (Golem -2)
Troll (Marauder +1)
Werebear (Werebeast +1)
Werewolf (Werebeast)
Wight (Undead +2)
Wraith (Spirit)

Level 7+

Demon, Greater (Spirit +4)*
Demon, Lesser (Spirit +3)*
Ancient Dragon (Dragon +2)*
Giant, Storm (Giant +2)*
Golem, Iron (Golem +2)
Hydra (Guardian +1)
Titan (Giant +3)*

Level 2

Brigands/Soldiers
(Warrior -2)
Bugbear (Marauder -1)
Evil Swordsman (Warrior -1)
Ghouls (Undead)
Giant Spider (Vermin -1)
Worg (Canine)

Level 5

Young Dragon (Dragon -1)
Efreeti (Elemental -1)*
Giant, Frost (Giant)
Golem, Clay (Golem)
Manticore (Winged)
Mummy (Undead +3)
Naga (Guardian -2)
Purple Worm (Dragon -1)
Spectre (Spirit +1)
Vampire (Undead +4)*
Witch (Warrior -2)*
Wyvern (Dragon -2)

Level 3

Dire Wolf (Canine +1)
Evil Warrior (Warrior)
Gargoyle (Golem -3)
Giant Snake (Vermin)
Harpy (Winged -3)
Wererat (Werebeast -1)

Level 6

Basilisk (Guardian -1)
Dragon (Dragon)
Great Dragon (Dragon +1)*
Elemental, All (Elemental)
Evil Wizard (Warrior -1)*
Ghost (Spirit +2)
Giant, Fire (Giant +1)
Golem, Stone (Golem +1)
Roc (Winged +1)
Treant (Guardian)

* Denotes the Monster has Magic Abilities

Monsters by Category

Canines

Wolf (Canine -1)
Worg (Canine)
Dire Wolf (Canine +1)
Hellhound (Canine +2)

Dragons

Wyvern (Dragon -2)
Young Dragon (Dragon -1)
Purple Worm (Dragon -1)
Dragon (Dragon)
Great Dragon (Dragon +1)*
Ancient Dragon (Dragon +2)*

Elementals

Djinn (Elemental -2)*
Efreeti (Elemental -1)*
Elemental, All (Elemental)

Giants

Giant, Hill (Giant -2)
Giant, Stone (Giant -1)
Giant, Frost (Giant)
Giant, Fire (Giant +1)
Giant, Storm (Giant +2)*
Titan (Giant +3)*

Golems

Gargoyle (Golem -3)
Stone Guardian (Golem -2)
Golem, Flesh (Golem -1)
Golem, Clay (Golem)
Golem, Stone (Golem +1)
Golem, Iron (Golem +2)

Guardians

Naga (Guardian -2)
Basilisk (Guardian -1)
Treant (Guardian)
Hydra (Guardian +1)

Marauders

Goblins/Orcs (Marauder -3)
Hobgoblins (Marauder -2)
Bugbear (Marauder -1)
Ogre (Marauder)
Troll (Marauder +1)

Spirits

Shadow (Spirit -1)
Wraith (Spirit)
Spectre (Spirit +1)
Ghost (Spirit +2)
Demon, Lesser (Spirit +3)*
Demon, Greater (Spirit +4)*

Undead

Skeleton (Undead -2)
Zombie (Undead -1)
Ghouls (Undead)
Wight (Undead +2)
Mummy (Undead +3)
Vampire (Undead +4)*

Vermin

Giant Rats (Vermin -3)
Giant Lizard (Vermin -2)
Giant Spider (Vermin -1)
Giant Snake (Vermin)

Warriors

Bandits/Guardsmen (Warrior -3)
Necromancer (Warrior -3)*
Brigands/Soldiers (Warrior -2)
Witch (Warrior -2)*
Evil Swordsman (Warrior -1)
Evil Wizard (Warrior -1)*
Evil Warrior (Warrior)
Evil Champion (Warrior +2)

Werebeasts

Wererat (Werebeast -1)
Werewolf (Werebeast)
Werebear (Werebeast +1)

Winged

Harpy (Winged -3)
Giant Eagle (Winged -2)
Griffon (Winged -1)
Manticore (Winged)
Roc (Winged +1)

Monsters Alphabetically

Monster	Category	Modifier	Attack/Defense vs Warrior	Level
Ancient Dragon (Dragon +2)*	Dragon	+2	3/14	7
Bandits/Guardsmen (Warrior -3)	Warrior	-3	10/4	1
Basilisk (Guardian -1)	Guardian	-1	5/11	6
Brigands/Soldiers (Warrior -2)	Warrior	-2	9/5	2
Bugbear (Marauder -1)	Marauder	-1	9/8	2
Demon, Greater (Spirit +4)*	Spirit	+4	4/15	7
Demon, Lesser (Spirit +3)*	Spirit	+3	5/14	7
Dire Wolf (Canine +1)	Canine	+1	8/7	3
Djinn (Elemental -2)*	Elemental	-2	6/8	4
Dragon (Dragon)	Dragon	0	5/12	6
Efreeti (Elemental -1)*	Elemental	-1	5/9	5
Elemental, All (Elemental)	Elemental	0	4/10	6
Evil Champion (Warrior +2)	Warrior	+2	5/9	4
Evil Swordsman (Warrior -1)	Warrior	-1	8/6	2
Evil Warrior (Warrior)	Warrior	0	7/7	3
Evil Wizard (Warrior -1)*	Warrior	-1	8/6	6
Gargoyle (Golem -3)	Golem	-3	9/7	3
Ghost (Spirit +2)	Spirit	+2	6/13	6
Ghouls (Undead)	Undead	0	9/6	2
Giant Eagle (Winged -2)	Winged	-2	7/8	4
Giant Lizard (Vermin -2)	Vermin	-2	10/5	1
Giant Rats (Vermin -3)	Vermin	-3	11/4	1
Giant Snake (Vermin)	Vermin	0	8/7	3
Giant Spider (Vermin -1)	Vermin	-1	9/6	2
Giant, Fire (Giant +1)	Giant	+1	5/12	6

Monster	Category	Modifier	Attack/Defense vs Warrior	Level
Giant, Frost (Giant)	Giant	0	6/11	5
Giant, Hill (Giant -2)	Giant	-2	8/9	4
Giant, Stone (Giant -1)	Giant	-1	7/10	4
Giant, Storm (Giant +2)*	Giant	+2	4/13	7
Goblins/Orcs (Marauder -3)	Marauder	-3	11/6	1
Golem, Clay (Golem)	Golem	0	6/10	5
Golem, Flesh (Golem -1)	Golem	-1	7/9	4
Golem, Iron (Golem +2)	Golem	+2	4/12	7
Golem, Stone (Golem +1)	Golem	+1	5/11	6
Great Dragon (Dragon +1)*	Dragon	+1	4/13	6
Griffon (Winged -1)	Winged	-1	6/9	4
Harpy (Winged -3)	Winged	-3	8/7	3
Hellhound (Canine +2)	Canine	+2	7/8	4
Hobgoblins (Marauder -2)	Marauder	-2	10/7	1
Hydra (Guardian +1)	Guardian	+1	3/13	7
Manticore (Winged)	Winged	0	5/10	5
Mummy (Undead +3)	Undead	+3	6/9	5
Naga (Guardian -2)	Guardian	-2	6/10	5
Necromancer (Warrior -3)*	Warrior	-3	10/4	4
Ogre (Marauder)	Marauder	0	8/9	4
Purple Worm (Dragon -1)	Dragon	-1	6/11	5
Roc (Winged +1)	Winged	+1	4/11	6
Shadow (Spirit -1)	Spirit	-1	9/10	4
Skeleton (Undead -2)	Undead	-2	11/4	1
Spectre (Spirit +1)	Spirit	+1	7/12	5
Stone Guardian (Golem -2)	Golem	-2	8/8	4
Titan (Giant +3)*	Giant	+3	3/14	7

Monster	Category	Modifier	Attack/Defense vs Warrior	Level
Treant (Guardian)	Guardian	0	4/12	6
Troll (Marauder +1)	Marauder	+1	7/10	4
Vampire (Undead +4)*	Undead	+4	5/10	5
Werebear (Werebeast +1)	Werebeast	+1	6/9	4
Wererat (Werebeast -1)	Werebeast	-1	8/7	3
Werewolf (Werebeast)	Werebeast	0	7/8	4
Wight (Undead +2)	Undead	+2	7/8	4
Witch (Warrior -2)*	Warrior	-2	9/5	5
Wolf (Canine -1)	Canine	-1	10/5	1
Worg (Canine)	Canine	0	9/6	2
Wraith (Spirit)	Spirit	0	8/11	4
Wyvern (Dragon -2)	Dragon	-2	7/10	5
Young Dragon (Dragon -1)	Dragon	-1	6/11	5
Zombie (Undead -1)	Undead	-1	10/5	1

Monsters with Magic

Monsters listed in the previous pages with an * have magical abilities. This does not mean that they are required to use them but they are listed here as an option for scenario designers.

Great Dragon - Function as Wizards but only have 5 points to spend and are not able to select 4 or 5 point spells. [That is they are unable to cast Charm Monster, Wizard's Eye, Teleport or Conjure Elemental].

Ancient Dragon - Function as Wizards but have 10 points to spend and are not able to select 5 point spells. [That is they are unable to cast Teleport and Conjure Elemental].

Djinn - Djinn are able to cast the following spells as needed Light, Shield, Lightning Bolt, and Teleport. Up to 12 points of spells may be cast until needing to rest.

Efreeti - Efreeti are able to cast the following spells as needed Light, Shield, Fireball, and Teleport. Up to 12 points of spells may be cast until needing to rest.

Storm Giant - Storm Giants are able to cast Light and Lightning Bolt spells as needed. Up to 12 points worth of spells may be cast until needing to rest.

Titan - Titans are able to cast Light, Protection from Evil and Lightning Bolt spells as needed. Up to 15 points worth of spells may be cast until needing to rest.

Lesser Demon - Function as Wizards but only have 5 points worth of spells and can only choose 1 or 2 point spells.

Greater Demon Function as Wizards but only have 10 points worth of spells and can only choose 1, 2, or 3 point spells

Vampire - Vampires can cast the following spells Charm Person, Summon Giant Rat [2 points], Summon Worg [4 points], and Fly. They may cast up to 15 points worth of spells may be cast until needing to rest.

Necromancer - Function as Wizards but only have 10 points to spend and are not able to select 4 or 5 point spells. [That is they are unable to cast Charm Monster, Wizard's Eye, Teleport or Conjure Elemental].

Witch/Warlock - Function as Wizards but only have 20 points to spend and are not able to select 5 point spells. [That is they are unable to cast Teleport and Conjure Elemental].

Evil Wizard - Function as the Wizard Character. With access to 30 points worth of spells.

Magic Items

This is a shortlist of magic items that can be used in the game. More items are easily added and should follow the general guidelines set forth here.

Magic Armor +1/+2 - Increases the defense of character by the given amount. Only 1 suit of armor may be worn at a time.

Magic Sword +1/+2 - Increases the attack of character by the given amount. Only 1 magic sword may be used at a time.

Potion of Invisibility - When used works like the Invisibility spell. The user will remain invisible until they attack. Like all potions it contains but a single use.

Potion of ESP - When used works like the ESP spell. The user is able to sense what is in any adjacent area before entering. Like all potions it contains but a single use.

Potion of Heroism - When used increases the fighting abilities, both attacking and defense, by +2 for 10 turns. Like all potions it contains but a single use.

Potion of Invulnerability - When used it makes the drinker invulnerable, thus un-killable, for 10 turns. Like all potions it contains but a single use.

Potion of Holy Water - This potion is used for a single attack roll, it provides a +2 bonus vs Undead and Spirit category monsters.

Ring of Protection +1/+2 - Increases the defense and magic saves of character by the given amount. Only 1 ring may be worn at a time.

Ring of Invisibility - Acts as permanent Invisibility spell when worn. The character will appear when they attack and remain visible until the end of combat. Once combat is over the character will turn invisible again. Only 1 ring may be worn at a time.

Ring of Regeneration - This powerful ring will actually prevent the character from dying in combat. However it requires 10 turns for the character to regenerate sufficiently to continue the game. Only 1 ring may be worn at a time.

Ring of Djinn Summoning - This ring allows the wearer to summon a Djinn [Elemental -2] to aid him/her in combat. As with all summoned or controlled creatures they enter combat first and fight until destroyed. If the Djinn is killed it can not be summoned again for 10 turns. Only 1 ring may be worn at a time.

Ring of Fire Resistance - This ring gives the wearer partial resistance to fire. The effect of this is to grant +2 to any save versus Fireball, as well as +2 Defense versus Fire Elementals.

Efreeti Bottle - This magic bottle allows the bearer to summon an Efreeti [Elemental -1] to aid him/her in combat. As with all summoned or controlled creatures they enter combat first and fight until destroyed. If the Efreeti is killed it can not be summoned again for 10 turns.

Crystal Ball - The crystal ball works like the Wizard's Eye spell. For full turn that the bearer concentrates on the ball he/she can reveal the contents, monster and treasure, of any 1 room on the map. The user can not move, cast spells, or recover spells while using the Crystal Ball.

Boots of Flying - These magic boots allow the user to Fly as the Fly spell. The effect of this is to grant +2 vs Winged monsters and make the wearer Immune to Pit Traps. Only 1 set of boots may be worn at a time.

Wand of Secret Door Detection [5 Charges] - The wand will automatically reveal Secret doors when passed. This is only useful on a game map that has secret doors. It has limited charges and once it is used up it becomes worthless.

Staff of Healing [5 Charges] - This staff allows a Cleric or Wizard to invoke the staff to cast a Cure Serious Wounds spell. For a complete description see *Cleric Spells*.

Gem of Seeing - This magic gem reveals all secret doors and invisible creatures. It has no set number of charges and is therefor considered more powerful then the Wand of Secret Door Detection.

Appendix: Combat Table/Character Sheets

Character: Cleric
Combat Rating: Warrior
Bonuses: None

Magic Save: 8
Dodge: 8

Special: Starts with 10 Spell Points to be used on Cleric Spells

Cure Light Wounds [1pt]
 Light [1pt]
 Protection from Evil [1pt]
 Bless [2pt]
 Silence [2pt]

Hold Person [3pt]
 Prayer [3pt]
 Cure Serious Wounds [4pt]
 Sticks to Snakes [4pt]

WARRIOR	C A N	D R A	E L E	G I A	G O L	G U A	M A R	S P I	U N D	V E R	W A R	W E R	W I N	M A G
ATTACK	6	12	10	11	10	12	9	11	6	7	7	8	10	--
DEFENSE	9	5	4	6	6	4	8	8	9	8	7	7	5	8

Treasure:

Magic Items:

Character Type: Elf Swordsman
Combat Rating: Warrior -1
Bonuses: +2 vs. Marauder/Undead

Magic Save: 9 (+4 vs Charm)
Dodge: 6

Special: Starts with 5 Spell Points to be used on Wizard Spells, 1 or 2 Point Spells Only

Charm Person [1pt]
 Light [1pt]
 Protection from Evil [1pt]
 Shield [1pt]

Invisibility [2pt]
 ESP [2pt]

WARRIOR	C A N	D R A	E L E	G I A	G O L	G U A	M A R	S P I	U N D	V E R	W A R	W E R	W I N	M A G
ATTACK	7	13	11	12	11	13	8	12	5	8	8	9	11	--
DEFENSE	8	4	3	5	5	3	9	7	10	7	6	6	4	7

Treasure:

Magic Items:

Character: Dwarven Warrior
Combat Rating: Warrior
Bonuses: +3 vs Ogres, Trolls & Giants, +2 Vs Magic

Magic Save: 6
Dodge: 8

Special:

WARRIOR	C A N	D R A	E L E	G I A	G O L	G U A	M A R	S P I	U N D	V E R	W A R	W E R	W I N	M A G
ATTACK	6	12	10	8	10	12	9	11	6	7	7	8	10	--
DEFENSE	9	5	4	9	6	4	8	8	9	8	7	7	5	10

Treasure:

Magic Items:

Character: Halfling Adventurer
Combat Rating: Warrior -2
Bonuses: +1 first Attack, +2 vs Magic

Magic Save: 8
Dodge: 6

Special: Halfling Adventurers move as if Invisible until entering Combat

WARRIOR	C A N	D R A	E L E	G I A	G O L	G U A	M A R	S P I	U N D	V E R	W A R	W E R	W I N	M A G
ATTACK	8	14	12	13	12	14	11	13	8	9	9	10	12	--
DEFENSE	7	3	2	4	4	2	6	6	7	6	5	5	3	8

Treasure:

Magic Items:

Character: Knight
Combat Rating: Warrior +2
Bonuses:

Magic Save: 6
Dodge: 7

Special:

WARRIOR	C A N	D R A	E L E	G I A	G O L	G U A	M A R	S P I	U N D	V E R	W A R	W E R	W I N	M A G
ATTACK	8	10	8	9	8	10	7	9	4	5	5	6	8	--
DEFENSE	11	7	6	8	8	6	10	10	11	10	9	9	7	10

Treasure:

Magic Items:

Character: Wizard
Combat Rating: Warrior -1
Bonuses: +4 Saves vs Magic
Special: Starts with 30 Spell Points to be used on Wizard Spells

Magic Save: 5
Dodge: 8

Charm Person [1pt]
 Light [1pt]
 Protection from Evil [1pt]
 Shield [1pt]
 Invisibility [2pt]
 ESP [2pt]
 Fly [3pt]

Fireball [3pt]
 Lightning Bolt [3pt]
 Dispel Magic [3pt]
 Wizards Eye [4pt]
 Charm Monster [4pt]
 Teleport [5pt]
 Conjure Elemental [5pt]

WARRIOR	C A N	D R A	E L E	G I A	G O L	G U A	M A R	S P I	U N D	V E R	W A R	W E R	W I N	M A G
ATTACK	7	13	11	12	11	13	10	12	7	8	8	9	11	--
DEFENSE	8	4	3	5	5	3	7	7	8	7	6	6	4	11

Treasure:

Magic Items:

Combat Tables	C A N I N E	D R A G O N	E L E M E N T A L	G I A N T	G O L E M	G U A R D I A N	M A R A U D E R	S P I R I T	U N D E A D	V E R M I N	W A R R I O R	W E R E B E A S T	W I N G E D
CANINE	8	14	12	13	12	14	11	13	8	9	9	10	12
DRAGON	2	8	10	9	10	6	5	7	2	3	5	4	8
ELEMENTAL	2	10	11	9	11	7	7	10	2	3	4	4	7
GIANT	4	9	10	9	10	7	6	10	4	4	6	5	7
GOLEM	4	9	10	9	8	7	6	8	4	4	6	5	7
GUARDIAN	3	12	12	8	12	7	7	10	3	3	4	4	11
MARAUDER	8	12	11	9	11	10	7	12	10	7	8	8	9
SPIRIT	6	12	7	12	9	12	9	7	11	6	8	9	10
UNDEAD	6	12	12	11	12	12	9	7	8	6	9	8	11
VERMIN	10	13	13	10	13	13	9	14	10	8	8	10	11
WARRIOR	6	12	10	11	10	12	9	11	6	7	7	8	10
WEREBEAST	6	12	12	10	12	12	8	12	6	8	7	9	10
WINGED	5	12	12	10	12	9	6	9	5	5	5	6	9
MAGIC	6	9	7	8	9	9	7	5	5	6	8	7	8