

The Axe Lands

A Dungeon & Dragons Campaign
by Mike Davison



Men & Magic
Volume 1

The Axe Lands D&D Campaign

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CREATING A CHARACTER

To create a character for the Axe Lands Campaign, you must first determine your characters attribute scores. Each character is defined by six attributes (all familiar to players of the original role-playing game) these attributes are: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. To determine your scores, roll 3d6 for each ability score in order.

Each score will have a modifier based on that score as outlined in the table below.

ABILITY SCORE MODIFIERS

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

Strength: The Strength score modifies melee attack rolls (to-hit rolls) and damage rolls.

Intelligence: Your character's intelligence modifies your characters bonus languages. All characters start the game speaking their normal tongue (called the Common tongue). The modifier is for bonus languages, and scores below 9 should be treated as 0 bonus languages as well (you can't have negative languages).

Wisdom: Wisdom modifies a character's saving throws vs. magic.

Dexterity: Dexterity modifies a characters ability to hit with missile weapons (to-hit roll).

Constitution: Your Constitution modifies a the hit points received each level (this bonus is applied to each roll for new hit points – per die rolled).

Charisma: This modifier applies to reaction rolls when dealing with NPCs & monsters. Charisma also affects the number of hirelings you may have and their loyalty to your character.

CHARISMA TABLE

Score	Maximum # Hirelings	Base Loyalty
3-4	1	-2
5-6	2	-1
7-9	3	+/-0
10-12	4	+/-0
13-15	5	+1
16-17	6	+2
18	12	+4

Prime requisites: Each class has a prime requisite, a character earns bonus experience points (XP) if his score is high enough for his class based on the table below:

PRIME REQUISITE TABLE

Score	XP Modifier
3-8	-10%
9-12	+/-0%
13-15	+5%
16+	+10%

After determining your attributes, you pick a class, roll your hit dice, and then roll 3d6 x 10 for your starting gold pieces. You then buy any starting equipment you wish to have.

There are 4 classes in **THE AXE LANDS CAMPAIGN**. These are:

- Clerics
- Fighting-Men
- Magic-Users
- Thieves

Levels: Each class can advance only as far as 10th level in this campaign setting.

Experience Points: Experience points are awarded at the end of each session based upon the encounters overcome, treasure found (and spent).

Hit Dice: These are used to determine your characters hit points. Each level all dice are re-rolled. If the total is less than your current HP total, keep your total and add 1.

Spells per Level: Clerics & Magic-Users gain spell casting ability at each level, and these spells are automatically gained each level.

CLERICS

Clerics have the advantages of both Fighting-Men and Magic-Users in that they have the use of magic-armor and some magic weapons (blunt weapons only) and they have a number of their own spells. They may not use any missile weapon however. When Clerics reach 8th level (Patriarch) they may opt to build their own stronghold. This stronghold will only cost 50% of their normal cost due to their connections with their religious institution. When a stronghold is built, a number of “faithful” will flock to their standard and offer their service at no charge and will be fanatically loyal. The GM will determine the number and outfitting of these followers.

Clerics with a stronghold of their own will control a territory similar to that of a Fighting-Man and will receive “tithes” of 20gp per inhabitant per year.

Clerics are able to cast spells that they receive daily from their prayers. They must prepare these spells before adventuring and cannot change their spells once prepared for the day.

CLERIC ADVANCEMENT TABLE

Level	Title	XP	HD (d6)	Spells per Level				
				1	2	3	4	5
1	Acolyte	-	1	-	-	-	-	-
2	Adept	1,500	2	1	-	-	-	-
3	Village Priest	3,000	3	2	-	-	-	-
4	Vicar	6,000	4	2	1	-	-	-
5	Curate	12,000	4+1	2	2	-	-	-
6	Bishop	25,000	5	2	2	1	1	-
7	Lama	50,000	6	2	2	2	1	1
8	Patriarch	100,000	7	2	2	2	2	2
9	Patriarch	200,000	7+1	3	3	3	2	2
10	Patriarch	400,000	7+2	3	3	3	3	3

Clerics also have the ability to “turn” the undead, causing them either to flee the Cleric’s area or to destroy them outright. To turn the undead, consult the table below. The numbers are the target number (on 2d6) that must be rolled or higher to turn the undead.

A result of **N** means No Effect.

A result of **T** means the monster is automatically turned away (up to 2d6 in number).

A result of **D** means dissolved / destroyed (up to 2d6 in number).



CLERIC TURN UNDEAD TABLE

Undead Type	Cleric Level									
	1	2	3	4	5	6	7	8	9	10
Skeleton	7	T	T	D	D	D	D	D	D	D
Zombie	9	7	T	T	D	D	D	D	D	D
Ghoul	11	9	7	T	T	D	D	D	D	D
Wight	N	11	9	7	T	T	D	D	D	D
Wraith	N	N	11	9	7	T	T	T	D	D
Mummy	N	N	N	11	9	7	T	T	T	D
Spectre	N	N	N	N	11	9	7	7	T	D
Vampire	N	N	N	N	N	11	9	9	7	7

FIGHTING-MEN

Fighting-men are able to use all weapons and armor, and have more hit dice available than the other classes. Upon reaching 9th level (Lord), Fighting-Men are able to build their own castle and may call themselves "Baron". This territory will yield a tax of 10gp per inhabitant per year. They will also be able to attract a body of men-at-arms (determined by the GM) who will serve as long as they are paid fairly.

FIGHTING MAN ADVANCEMENT TABLE

Level	Title	XP	HD (d6)
1	Veteran	-	2
2	Warrior	2,000	3
3	Swordsman	4,000	4
4	Hero	8,000	5
5	Swashbuckler	16,000	6
6	Myrmidon	32,000	7
7	Champion	64,000	8+1
8	Super Hero	120,000	9+2
9	Lord	240,000	10+1
10	Lord	500,000	10+3



MAGIC-USERS

Magic-Users are able to cast spells as well as create certain magical items. They are restricted to the use of daggers, and may not wear any armor.

They gain access to powerful spells as they advance in level. Magic-users begin play with a spell book and the spell Read Magic. In addition they randomly determine 2 other 1st level spells that are in their spell book.

They can only cast those spells that they memorize during periods of rest, so they must prepare their spells ahead of time, and cannot change spells once they are memorized.

MAGIC-USER ADVANCEMENT TABLE

Level	Title	XP	HD (d6)	Spells per Level					
				1	2	3	4	5	6
1	Medium	-	1	1	-	-	-	-	-
2	Seer	2,500	1+1	2	-	-	-	-	-
3	Conjurer	5,000	2	3	1	-	-	-	-
4	Nercomancer	10,000	2+1	4	2	-	-	-	-
5	Thaumaturgist	20,000	3	4	2	1	-	-	-
6	Magician	40,000	3+1	4	2	2	1	-	-
7	Enchanter	80,000	4	4	3	2	2	1	-
8	Warlock	150,000	5	4	3	2	2	2	1
9	Sorcerer	300,000	6+1	4	4	3	2	2	1
10	Wizard	600,000	7	5	4	4	4	3	2

ENCHANTING & CREATING ITEMS

Item	Cost/Time
Scroll	100 gp per level (takes 1 week per level)
Potion	200 gp per level (takes 1 week per level)
Enchanting 20 arrows	1,000 gp per level (takes 4 weeks)
Enchanting Armor to +1	2,000 gp per level (takes 4 weeks)
Enchanting Weapon to +1	3,000 gp per level (takes 6 weeks)



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THIEVES

Thieves are able to use only one handed weapons and any missile weapon but may only wear Boiled Leather armor. They have special skills that only they may perform in game as follows:

- Open Locks
- Find & Remove Traps
- Pick Pocket
- Move Silently
- Climb Sheer Surfaces
- Hide in Shadows
- Hear Noise

THIEVES ADVANCEMENT TABLE

Level	Title	XP	HD (d6)
1	Apprentice	-	1
2	Footpad	1,200	2
3	Robber	2,400	2+1
4	Burglar	4,800	3
5	Cutpurse	10,000	3+1
6	Sharper	20,000	4
7	Pilferer	40,000	5
8	Thief	80,000	5+1
9	Master Thief	160,000	6
10	Master Thief	320,000	7

THIEF SKILL TABLE

Level	Open Lock	Find & Remove Trap	Pick Pocket	Move Silently	Climb Sheer	Hide in Shadows	Hear Noise
1	15%	10%	20%	20%	87%	10%	1-2
2	20%	15%	25%	25%	88%	15%	1-2
3	25%	20%	30%	30%	89%	20%	1-3
4	30%	25%	35%	35%	90%	25%	1-3
5	35%	30%	40%	40%	91%	30%	1-3
6	40%	35%	45%	45%	92%	35%	1-3
7	45%	40%	50%	50%	93%	40%	1-4
8	50%	45%	55%	55%	94%	45%	1-4
9	55%	50%	60%	60%	95%	50%	1-4
10	60%	55%	65%	65%	96%	55%	1-5

OTHER CHARACTER TYPES

Dwarves: Dwarves may opt only for the fighting class, and they may never progress beyond the 6th level (Myrmidon).

Their advantages are:

1. They have a high level of magic resistance, and they thus add four levels when rolling saving throws (a 6th level dwarf equals a 10th level human)
2. They note slanting passages, traps, shifting walls and new construction in underground settings (2 in 6 chance).

Elves: Elves can adventure as both Fighting Man and Magic-User (gaining the benefits of both classes), however they must combine the XP chart of both for each level (so at 1st level they need 4,500 to advance to 2nd level, etc.). They may not advance beyond 8th level.

Elves are able to note secret and hidden doors more often than other races (2 in 6 chance).

Hobbits: Should any player wish to be one, hobbits are limited to Fighting Man or Thief class, Hobbits cannot advance beyond 4th level as a fighter, or 6th level as a Thief. They have magic resistance equal to Dwarves (add 4 levels to their saving throws).

Note: None of the non-human classes are allowed to build strongholds in **THE AXE LANDS CAMPAIGN**. This is because they are “outsiders” and creatures of “fey”. They are in decline, and few (if any) are ever encountered in civilized realms.



EQUIPMENT & TRANSPORTATION

Item	Cost
Backpack	5 gp
Belladonna (bunch)	10 gp
Garlic (bud)	5 gp
Holy Symbol, Silver	25 gp
Holy Symbol, Wooden	2 gp
Holy Water (vial)	25 gp
Lantern	10 gp
Mirror, Small, Silver	15 gp
Mirror, Steel	5 gp
Oil, Flask	2 gp
Pole, 10'	1 gp
Rations, Iron (1 week)	15 gp
Rations, Standard (1 week)	5 gp
Rope, 50'	1 gp
Sack, Large	1 gp
Sack, Small	1 gp
Spikes, Iron (12)	1 gp
Stakes (3) & Mallet	3 gp
Torches (6)	1 gp
Wine (quart)	1 gp
Wineskin	1 gp
Wolvesbane (bunch)	10 gp

TRANSPORTATION

Item	Cost
Boat, Small	100 gp
Cart	50 gp
Galley, Large	30,000 gp
Galley, Small	10,000 gp
Horse, Heavy War	200 gp
Horse, Light War	75 gp
Horse, Medium War	125 gp
Horse, Riding	50 gp
Mule	20 gp
Raft	30 gp
Saddle	25 gp
Saddle Bags	10 gp
Wagon	200 gp

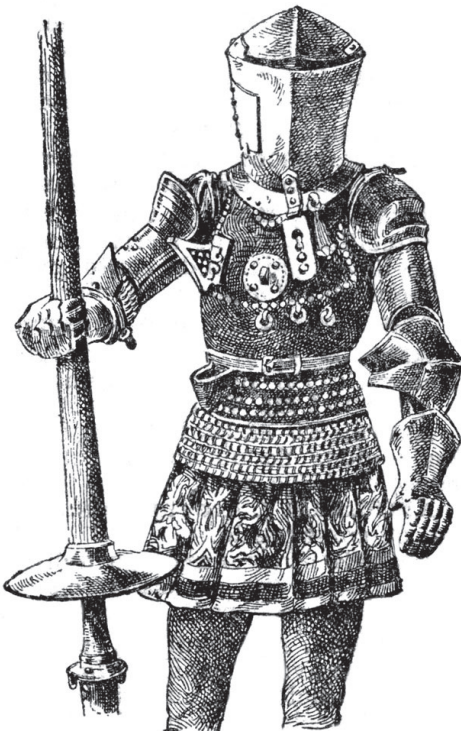


ARMOR

Armor	Cost
AC 3: Full Plate	350 gp
AC 4: Plate & Mail	200 gp
AC 5: Mail Hauberk	75 gp
AC 7: Boiled Leather	10 gp
Barding, Mail (AC 5)	125 gp
Barding, Plate (AC 3)	400 gp
Helm, Great	10 gp
Shield, Kite (-2 to AC)	10 gp
Shield, Round (-1 to AC)	5 gp

WEAPONS

Weapons	Cost
Arrow, Silver Tipped	5 gp
Arrows, Quiver 20	10 gp
Axe, Hand	3 gp
Axe, Long (2H)	7 gp
Bolts, 30 Crossbow	10 gp
Bow, Long	40 gp
Bow, Short	25 gp
Crossbow, Heavy	25 gp
Crossbow, Light	15 gp
Dagger	3 gp
Flail (2H)	8 gp
Lance	4 gp
Mace	5 gp
Morning Star	6 gp
Pike (2H)	5 gp
Spear (2H)	1 gp
Sword, Great (2H)	15 gp
Sword, Long	10 gp
Sword, Short	5 gp



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COMBAT & SAVING THROWS

This system is based upon the defensive and offensive capabilities of the combatants; such things as speed, ferocity, and weaponry of the monster attacking are subsumed in the matrixes. There are two charts, one for men versus men or monsters and one for monsters (including kobolds, goblins, orcs, etc.) versus men.

ATTACK MATRIX 1: MEN ATTACKING

AC	Description	C: 1-4	C: 5-8	C: 9+	
		MU: 1-5	MU: 6+		
		FM: 1-3	FM: 4-6	FM: 7-9	FM: 10+
1	Plate + Shield	18	16	11	9
2	Plate & Mail + Shield (or Plate)	17	15	10	8
3	Plate & Mail	16	14	9	7
4	Mail Hauberk + Round Shield	15	13	8	6
5	Mail Hauberk	14	12	7	5
6	Boiled Leather + Round Shield	13	11	6	4
7	Boiled Leather	12	10	5	3
8	Shield Only	11	9	4	2
9	No Armor	10	8	3	2

ATTACK MATRIX 2: MONSTERS ATTACKING

AC	Monster's HD							
	1	1+1	2 to 3	4 to 5	6 to 7	8 to 9	10 to 11	12+
1	18	17	16	14	13	12	10	8
2	17	16	15	13	12	11	9	7
3	16	15	14	12	11	10	8	6
4	15	14	13	11	10	9	7	5
5	14	13	12	10	9	8	6	4
6	13	12	11	9	8	7	5	3
7	12	11	10	8	7	6	4	2
8	11	10	9	7	6	5	3	1
9	10	9	8	6	5	4	2	1



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SAVING THROW MATRIX

Class & Level	Wands, Death Ray & Polymorph, Poison Paralyzation Stone Breath Staves & Spells				
	Cleric 1 to 4	11	12	14	16
Cleric 5 to 8	9	10	12	14	12
Cleric 9+	6	7	9	11	9
Magic-User 1 to 5	13	14	13	16	15
Magic-User 6+	11	12	11	14	12
Fighting Man 1 to 3	12	13	14	15	16
Fighting Man 4 to 6	10	11	12	13	14
Fighting Man 7 to 9	8	9	10	10	12
Fighting Man 10	6	7	8	8	10

CLERIC SPELL TABLE

1st Level	2nd Level	3rd Level
Cure Light Wounds*	Find Traps	Remove Curse
Purify Food & Water*	Hold Person	Cure Disease*
Detect Magic	Bless*	Locate Object
Detect Evil*	Speak with Animals	Continual Light*
Protection from Evil*		
Light*		
4th Level	5th Level	
Neutralize Poison	Dispel Evil*	
Cure Serious Wounds*	Raise Dead	
Protection from Evil 10' Radius*	Commune	
Turn Sticks to Snakes	Quest	
Speak with Plants	Insect Plague	
Create Water	Create Food	

MAGIC-USER SPELL TABLE

1st Level	2nd Level	3rd Level
Detect Magic	Detect Invisible	Fly
Hold Portal	Levitate	Hold Person
Read Magic	Phantasmal Forces	Dispel Magic
Read Languages	Locate Object	Clairvoyance
Protection/Evil	Invisibility	Clairaudience
Light	Wizard Lock	Fire Ball
Charm Person	Detect Evil	Lightning Bolt
Sleep	ESP	Protection/Evil, 10'
	Continual Light	Invisibility, 10' r.
	Knock	Infravision
		Slow Spell
		Haste Spell
		Protection/Normal Missiles
		Water Breathing
4th Level	5th Level	6th Level
Polymorph Self	Teleport	Stone-Flesh
Polymorph Others	Hold Monster	Reincarnation
Remove Curse	Conjure Elemental	Invisible Stalker
Wall of Fire	Telekinesis	Lower Water
Wall of Ice	Transmute Rock-Mud	Part Water
Confusion	Wall of Stone	Projected Image
Charm Monster	Wall of Iron	Anti-Magic Shell
Growth/Plant	Animate Dead	Death Spell
Dimension Door	Magic Jar	Geas
Wizard Eye	Contact Higher Plane	Disintegrate
Massmorph	Pass-Wall	Move Earth
Hallucinatory Terrain	Cloud kill	Control Weather
	Feeble mind	
	Growth/Animal	

EXPLANATION OF SPELLS

A full explanation of each spell follows. Note that under lined Clerical spells are reversed by evil Clerics. Also, note the Clerics versus Undead Monsters table, indicating the strong effect of the various clerical levels upon the undead; however, evil Clerics do not have this effect, the entire effect being lost.

Magic-Users 1st Level

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

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

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

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

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

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

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

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

Magic-Users 2nd Level

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

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

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

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

Invisibility: A spell which lasts until it is broken by the user or by some outside. It affects only the person or thing upon whom or which it is cast. Range: 24".

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

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

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

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

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

Magic-Users 3rd Level

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

Clairvoyance: Same as ESP spell except the spell user can visualize rather than merely pick up thoughts.

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

Fire Ball: A missile which springs from the finger of the Magic-User. It explodes with a burst radius of 2". In a confined space the Fire Ball will generally conform to the shape of the space (elongate or whatever). The damage caused by the missile will be in proportion to the level of its user. A 6th level Magic-User throws a 6-die missile, a

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7th a 7-die missile, and so on. (Note that Fire Balls from Scrolls (see Volume II) and Wand are 6-die missiles and those from Staves are 8-die missiles. Duration: 1 turn. Range: 24"

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

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

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

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

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

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

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

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

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

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

Magic-Users 4th Level

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

Confusion: This spell will immediately affect creatures with two or fewer hit-dice. For creatures above two hit dice the following formula is used to determine when the spell takes effect: score of a twelve-sided die roll less the level of the Magic-User casting the spell = delay in effect, i.e. a positive difference means a turn delay, while a zero or negative difference means immediate effect. Creatures with four or more hit dice will have saving throws against magic, and on those turns they make their saving throws they are not confused; but this check must be made each turn the spell lasts, and failure means they are confused. The spell will affect as many creatures as indicated by the score rolled on two six-sided dice with the addition of + 1 for each level

above the 8th that the Magic-User casting the spell has attained. Confused creatures will attack the Magic-User's party (dice score 2-5), stand around doing nothing (6-8), or attack each other (9-12). Roll each turn. Duration: 12 turns. Range: 12".

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

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

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

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

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

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

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

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

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

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

Magic-Users 5th Level

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

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

Contact Higher Plane: This spell allows the magical-type to seek advice and gain knowledge from creatures inhabiting higher planes of existence (the referee). Of course, the higher the plane contacted, the greater the number of questions that can be asked, the greater the chance that the information will be known, and the

higher the probability that the question will be answered truthfully. Use the table below to determine these factors, as well as the probability of the Magic-User going insane. Only questions which can be answered "yes" or "no" are permitted.

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

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

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

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

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

Hold Monster: Same as Hold Person but applicable to Monsters.

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

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

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

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

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

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

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

Magic-Users 6th Level

Anti-Magic Shell: A field which surrounds the Magic-User and makes him totally impervious to all spells. It also prevents any spells from being sent through the shell by the Magic-User who conjured it. Duration: 12 turns.

Control Weather: The Magic-User can perform any one of the following weather control operations with this spell: Rain, Stop Rain, Cold Wave, Heat Wave, Tornado, Stop Tornado, Deep Clouds, and Clear Sky.

Death Spell: An incantation which kills from 2-16 creatures with fewer than seven hit dice. The creatures must be within an area of 6" x 6" to come under the spell. Range: 24".

Disintegrate: This spell will cause material of any kind — other than that of a magical nature — to disintegrate. It will blast a tree, dragon (if it fails to make its saving throw against magic), wall section, or whatever. Range: 6"

Geas: A spell which forces the recipient to perform some task (as desired by the Magic-User casting the Geas). Any attempt to deviate from the performance of the task will result in weakness, and ignoring the Geas entirely brings death. The referee must carefully adjudicate the casting and subsequent performance of the geased individual when this spell is used. Duration: Until the task is completed. Range: 3".

Invisible Stalker: The conjuration of an extra-dimensional monster which can be controlled with merely a word from the Magic-User who conjured him. The Invisible Stalker will continue on its mission until it is accomplished, regardless of time or distance. They cannot be dispelled once conjured, except through attack. Details of the Invisible Stalker itself will be found in the next volume.

Lower Water: Utterance of this spell causes the water level in a river or similar body of liquid to drop 50% of its depth for ten turns. Range: 24".

Move Earth: When above ground the Magic-User may utilize this spell to move prominences such as hills or ridges. The spell takes one turn to go into effect. The terrain affected will move at the rate of 6" per turn. Duration: 6 turns. Range 24".

Part Water: A spell which will part water up to 10' deep for a maximum of six turns. Range: 12".

Projected Image: By means of this spell the Magic-User projects an image of him up to 24" away, and all spells and the like used thereafter appear to originate from the Projected Image. Duration: 6 turns. Range: 24".

Reincarnation: A spell to bring a dead character back to life in some other form. The form in which the character is Reincarnated is dependent upon his former alignment (Law, Neutrality or Chaos). Use a random determination on the Character Alignment table, and whatever the result is, the reincarnated character is that creature and must play as it. If he comes back as a man, determine which class, and roll a six-sided die to determine which level in that class, and similarly check level for reincarnation as an elf or dwarf.

Stone to Flesh: This spell turns stone to flesh, and it is reversible, so as to turn flesh to stone. It is particularly useful in reviving characters who have been “stoned” by some monster. It is permanent unless a reversed spell is used. Range: 12”.

Clerics 1st Level

Cure Light Wounds: During the course of one full turn this spell will remove hits from a wounded character (including elves, dwarves, etc.). A die is rolled, one pip added, and the resultant total subtracted from the hits points the character has taken. Thus from 2-7 hit points of damage can be removed.

Detect Evil: This spell is the same as that for Magic-Users except that it has duration of 6 turns and a range of 12”.

Detect Magic: This spell is the same as that for Magic-Users.

Light: This spell is the same as that for Magic-Users, except that it has a basic duration of 12 turns.

Purify Food & Water: This spell will make spoiled or poisoned food and water usable. The quantity subject to a single spell is approximately that which would serve a dozen people.

Protection from Evil: This spell is the same as that for Magic-Users except that it lasts for 12 turns.

Clerics 2nd Level

Bless: During any turn the prospective recipients of a Bless spell are not in combat the Cleric may give them this benison. A blessing raises morale by +1 and also adds +1 to attack dice. The spell lasts six turns.

Find Traps: By means of this spell the Cleric will locate any mechanical or magical traps within a radius of 3”. The spell lasts 2 turns.

Hold Person: This spell is the same as that for Magic-Users except that its duration is 9 turns and its range 18”.

Speak with Animals: This spell allows the Cleric to speak with any form of animal life, understanding what they say in reply. There is a possibility that the animal(s) spoken with will perform services for the Cleric, and they will never attack the party the Cleric is with. (The manner of handling the probabilities of action by animals is discussed in the next volume). Duration: 6 turns. Range: 3”.

Clerics 3rd Level

Continual Light: This spell is the same as that for Magic-Users, except that the light shed is equal to full daylight.

Locate Object: This spell is the same as that for Magic-Users, except that the base range is 9”.

Remove Curse: This spell is the same as that for Magic-Users.

Cure Disease: A spell which cures any form of disease. The spell is the only method to rid a character of a disease from a curse, for example.

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Clerics 4th Level

Create Water: By means of this spell the Cleric can create a supply of drinkable water sufficient for a party of a dozen men and horses for one day. The quantity doubles for every level above the 8th the Cleric has attained.

Cure Serious Wounds: This spell is like a Light Wound spell, but the effects are double, so two dice are rolled and one pip is added to each die. Therefore, from 4 to 14 hit points will be removed by this spell.

Neutralize Poison: A spell to counter the harmful effects of poison. Note that it will not aid a character killed by poison, however. It will affect only one object. Duration: 1 turn.

Protection from Evil, 10' radius: This spell is the same as that for Magic-Users.

Speak with Plants: This spell allows the Cleric to speak with all forms of plant life, understanding what they say in reply. Plants so spoken to will obey commands, of the Cleric, such as part to allow a passage and so on. This spell does not give the Cleric the power to command trees as Ents do. Duration: 6 turns. Range: 3".

Turn Sticks to Snakes: Anytime there are sticks nearby a Cleric can turn them into snakes, with a 50% chance that they will be poisonous. From 2-16 snakes can be conjured (roll two eight-sided dice). He can command these conjured snakes to perform as he orders. Duration: 6 turns. Range 12".

Clerics 5th Level

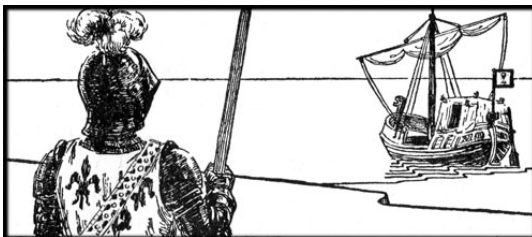
Commune: A spell which puts the Cleric in touch with the powers "above" and asks for help in the form of answers to three questions. Communing is allowed but once each week) maximum; referee's option as to making less frequent). Veracity and knowledge should be near total. Once per year a special communing should be allowed wherein the Cleric can ask double the number of questions.

Create Food: A spell with which the Cleric creates sustenance sufficient for a party of a dozen for one game day. The quantity doubles for every level above the 8th the Cleric has attained.

Dispel Evil: Similar to a Dispel Magic spell, this allows a Cleric to dispel any evil sending or spell within a 3" radius. It functions immediately. Duration: 1 turn.

Insect Plague: By means of this spell the Cleric calls to him a vast cloud of insects and sends them where he will, within the spell range. They will obscure vision and drive creatures with less than three hit dice off in rout. The dimensions of the Insect Plague are 36 square inches. Duration: 1 game day. Range: 48". (Note: This spell is effective only above ground.)

Quest: This is similar to the Geas, except that the character sent upon a Quest by the Cleric is not killed by failure to carry out the service. However, the Cleric may curse him with whatever he desires for failure, and the referee should decide if such a curse will take effect if the character ignores the



Quest, basing the effectiveness of the curse on the phrasing of it and the alignment and actions of the character so cursed.

Raise Dead: The Cleric simply points his finger, utters the incantation, and the dead person is raised. This spell works with men, elves, and dwarves only. For each level the Cleric has progressed beyond the 8th, the time limit for resurrection extends another four days. Thus, an 8th level Cleric can raise a body dead up to four days, a 9th level Cleric can raise a body dead up to eight days, and so on. Naturally, if the character's Constitution was weak, the spell will not bring him back to life. In any event raised characters must spend two game weeks' time recuperating from the ordeal.

Note: There are Anti-Clerics (listed below) who have similar powers to Clerics.

Those Clerical spells marked with an asterisk () on the table for Cleric Spells have a reverse effect, all others functioning as noted. The chief exception is the **Raise Dead** spell which becomes:*

The Finger of Death: Instead of raising the dead, this spell creates a "death ray" which will kill any creature unless a saving throw is made (where applicable). Range: 12". (A Cleric-type may use this spell in a life-or-death situation, but misuse will immediately turn him into an Anti-Cleric.)

Anti-Clerics: Evil Acolyte, Evil Adept, Shaman, Evil Priest, Evil Curate, Evil Bishop, Evil Lama, Evil High Priest.

MAGICAL RESEARCH

Both Magic-Users and Clerics may attempt to expand on the spells listed (as applicable by class). This is a matter of time and investment. The level of the magic required to operate the spell (determination by referee) dictates the initial investment. Investment for 1st level is 2,000 Gold Pieces, 2nd level is 4,000 Gold Pieces, 3rd level is 8,000 Gold Pieces, 4th level is 16,000 Gold Pieces, 5th level is 32,000 Gold Pieces, and 6th level is 64,000 Gold Pieces. The time required is one week per spell level. For every amount equal to the basic investment spent there is a 20% chance of success, cumulative. An investment of 10,000 Gold Pieces in order to develop new 1st level spell, for example, has a 100% chance of success after one game week.

The level of the spell researched must be consistent with the level of the Magic-User or Cleric involved, *i.e. the character must be able to use spells equal to or above the level of the one he desires to create.*

Once a new spell is created the researcher may include it in the list appropriate to its level. He may inform others of it, thus enabling them to utilize it, or he may keep it to himself.

BOOKS OF SPELLS

Characters that employ spells are assumed to acquire books containing the spells they can use, one book for each level. If a duplicate set of such books is desired, the cost will be the same as the initial investment for research as listed above, *i.e. 2,000, 4,000, 8,000, etc.* Loss of these books will require replacement at the above expense.

KNIGHTS & JOUSTING

This section contains the optional rules needed to create Knightly characters as well as rules for conducting jousting contests within the domains of the Axe Lands.

Creating A Knight

Each participant creating a Knight (Fighting Man or Cleric) for jousting in the Axe Lands, must roll 3d6 (in order for STR, INT, WIS, DEX, CON, and CHA) for your character's starting abilities. Fighting Men roll 2d6 hit points, and Clerics 1d6. Each Knight also rolls 3d6 x 10 for starting gold pieces.

Social Station

After determining your starting ability scores and class, you next roll on the character station table to determine your position in the ranks of the Nobility.

KNIGHT'S STATION TABLE

2d6 Roll	Social Station	Modifier	
		Armor	Mount
2	Imposter	-2	-2
3-4	Mercenary	+/-0	+/-0
5-9	Bachelor	+2	+1
10-11	Landed	+4	+2
12	Noble	+6	+3

Armor & Mount

After determining your station, use the modifiers from the Knight's Station Table above and roll on the Starting Armor and Starting Mount Tables below for your Knight's starting equipment.

STARTING ARMOR TABLE

1d8+Mods	Armor
0-4	Boiled Leather Armor (AC 7)
5-9	Mail Hauberk (AC 5)
10-11	Plate & Mail Armor (AC 3)
12+	Full Plate Armor (AC 2)

STARTING MOUNT TABLE

1d6+ Mods	Mount	Save Mod	Dmg Mod
0-2	Riding Horse	-2	+/-0
3-4	Light Warhorse	+/-0	+1
5-6	Medium Warhorse	+1	+2
7+	Heavy Warhorse	+2	+3

Your Knight's starting mount affects his Save vs. Unhorsing and his ability to damage an opponent when striking to Injure.



Squire & Retinue

The next step is to generate your Knight's squire and his starting retinue of henchmen. This is modified by your character's Station and Charisma score as seen on the tables below.

STARTING SQUIRE & RETINUE MODIFIERS

Station	Mod	Chasima	Mod
Imposter	-2	3-4	-4
Mercenary	+/-0	5-6	-1
Bachelor	+1	7-9	+/-0
Landed	+2	10-12	+1
Noble	+3	13-15	+2
		16-17	+3
		18	+4

STARTING SQUIRE TABLE

1d10+ Mods	Class & Level	HP	AC	Gear
0 or less	None	-	-	-
1	0 Level	3	9	Dagger
3	T/1	3	9	Silver Dagger
3	FM/1	5	7	Boiled Leather, Sword, Dagger
4	T/1	4	7	Long Bow, Boiled Leather, Sword, Dagger
5	C/1	3	7	Boiled Leather, Cudgel
6	FM/1	4	5	Mail Hauber, Round Shield, Sword, Dagger
7	T/1	4	9	Short Sword
8	T/1	3	9	Dagger
9	MU/1	3	9	Dagger, Spell Book w/ Sleep & Read Magic
10	T/1	3	7	Boiled Leather, Dagger
11	MU/1	4	9	Dagger, Spell Book w/ Sleep & Read Magic
12-14	FM/1	5	6	Boiled Leather, Round Shield, Sword, Dagger
15-18	FM/1	7	4	Mail Hauber, Round Shield, Sword, Dagger
19	FM/2	14	5	Mail Hauber, 2H Sword, Dagger
20	C/2	10	4	Mail Hauber, Kite Shield, Mace

STARTING RETINUE TABLE

Station + CHA Mods	Retinue
0 or less	None, you are alone in the world...
1-2	(2) Young orphans
3-6	(5) Men-at-Arms (0 Level) Armed with spears.
7-8	(5) Men-at-Arms (0 Level) Boiled Leather Armor, Spears & Axes
9	(1) Sergeant (FM/1) Mail Hauberk, Round Shield, Sword + (5) Men-at-Arms (0 Level) Boiled Leather, Spears & Axes
10	(1) Sergeant (FM/1) Mail Hauberk, Round Shield, Sword + (10) Men-at-Arms (0 Level) Boiled Leather, Spears & Axes

Jousting Rules

Each joust will consist of three passes, and during each pass both contestants must declare the Aiming Point (AP) and Defensive Posture (DP) for the pass.

AIMING POINT TABLE

AP	Code
Helm	H
Dexter Chief	DC
Chief Pale	CP
Sinister Chief	SC
Dexter Fess	DF
Fess Pale	FP
Sinister Fess	SF
Base	B

DEFENSIVE POSTURES TABLE

DP	Code
Lower Helm	1
Lean Right	2
Lean Left	3
Steady Seat	4
Shield High	5
Shield Low	6

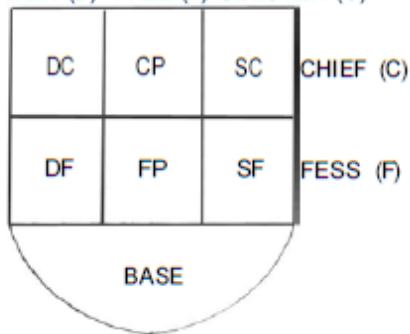
Certain DP are not allowed when some AP are used. Use the table below to determine if your DP and AP are compatible.

ALLOWED DP TABLE

AP	DP Allowed
Helm	4-6
Dexter Chief	3-6
Chief Pale	Any
Sinister Chief	2,4-6
Dexter Fess	4-6
Fess Pale	Any
Sinister Fess	4-6
Base	1,4-6

THE SHIELD:

DEXTER (D) PALE (P) SINISTER (S)



JOUSTING RESULT TABLE

Aiming Point	Defensive Posture of Foe					
	1	2	3	4	5	6
Helm	M	M	M	H	U	M
Dexter Chief	U	B	M	B	B	M
Chief Pale	B/U/I	U	G	B	B/U	U/I
Sinister Chief	G	M	B	G	G	U/I
Dexter Fess	B/U/I	B/U	M	B	M	B
Fess Pale	B/U	G	B	B/U	B/U/I	B
Sinister Fess	G	M	B/U	G	G	G
Base	B	G	U	B	B/U/I	B

RESULTS TABLE

Code	Result
B	Broken Lance*
G	Glances Off
H	Helm Knocked Off*
I	Injured
M	Miss
U	Unhorsed

* Any knight who breaks his lance or has his helm knocked off must assume a steady seat (4) next pass.

(U) Unhorsed

Results of Unhorsed will actually consist of a saving throw based on your STR or DEX score (whichever is best) roll equal to or under your ability score to succeed. A failed save means the knight has fallen from the saddle and lost the round (unless both Knights have been unhorse see below).

(B) Broken Lance

Results of Broken Lances scores 1 point for the Knight and requires him to use Steady Set (4) for his next Defensive Posture.

(I) Injured

A result of Injured will require a secret “to-hit” roll versus the defender’s AC based upon the attacker’s level and modifiers. If the Knight is hit for damage, he must also make a saving throw vs. Death to remain on the horse. Regardless of the saving throw, the Knight will take full damage from the hit with the lance. This can sometimes cause death, a risk all tourney Knights must face.

(H) Helm Knocked Off

A result of Helm Knocked Off will require a saving throw vs. Dragon Breath to prevent being unhorsed. A failed saving throw results in a loss (unless both Knights are unhorsed).

Scoring

The object of the joust is obviously to unhorse your opponent, and that results in an immediate win. However you only have 3 passes to attempt to unhorse the opponent. If neither side is able to unhorse the other (or they are both unhorsed on the same pass) then a score will be used to determine the winner. The table below shows the points scored for various hits in the joust. In the event of a draw, both Knights will advance to the next round.

JOUSTING SCORING TABLE

Result	Score
Opponent's Helm Knocked Off (not unhorsed)	+1
Opponent's Helm Knocked Off & Unhorsed	+4
Opponent Unhorsed	+3
Opponent Injured	+1
Your Lance is Broken	+1

Ransom

Each knight must pay a ransom after each loss in a joust or forfeit his armor and mount. The amount of ransom is equivalent to the cost of the armor type and horse based on the following table.

RANSOM TABLE

Mount	Ransom
Riding Horse	50 gp
Light Warhorse	75 gp
Medium Warhorse	125 gp
Heavy Warhorse	200 gp
Armor	Ransom
Boiled Leather	10 gp
Mail Hauberk	75 gp
Plate & Mail	200 gp
Full Plate	350 gp

