

Priscus Venatus Campaign

Welcome to PRISCUS VENATUS, an ADVANCED DUNGEONS & DRAGONS® campaign!

Introduction

Since 1977, ADVANCED DUNGEONS & DRAGONS® has captured gamers' imaginations around the world. It took time to get both the **PLAYERS HANDBOOK** and **DUNGEON MASTERS GUIDE** published and on the shelves. Between them, game designer Gary Gygax wrote tournament modules such as **G1: STEADING OF THE HILL GIANT CHIEF** published in 1978.

This classic adventure was followed by **G2: THE GLACIAL RIFT OF THE FROST GIANT JARL** and **G3: HALL OF THE FIRE GIANT KING**. The three were later packaged together in the legendary **G1-2-3: AGAINST THE GIANTS** module. The adventure continued with the infamous "drow" series, **D1: DESCENT INTO THE DEPTHS OF THE EARTH**, **D2: SHRINE OF THE KUO-TOA**, and **D3: VAULT OF THE DROW**, which introduced the Underdark. The series concluded with **Q1: QUEEN OF THE DEMONWEB PITS** wherein the characters face off against Lolth, Demon Queen of Spiders. In 1986, all were brought together into one super module called **GDQ1-7: QUEEN OF THE SPIDERS** which was ranked as the single greatest adventure of all time by a panel of game industry veterans in *Dungeon* magazine in 2004.

During all of this, another adventure entitled **S2: WHITE PLUME MOUNTAIN** hit the shelves in 1979. This classic (ranked 9th greatest of all time in *Dungeon*) used an "amusement park" dungeon approach, pitting the characters against a variety of bizarre monsters, challenging puzzles, and tricky terrain. It eventually became famous for two things. The first was an illustration and casual reference on the map that led to the legend of Dragotha the dracolich. The second were the artifact-power weapons hidden within the dungeon!



You stand on the verge of a historic journey. We will roll characters using this document and the **PLAYERS HANDBOOK** and take on the White Plume mountain dungeon of S2 followed by the hill giants of module G1. Depending on how things go, we may continue on to the frozen glacial halls of the frost giants. Regardless, you will share in adventures treasured by gamers for over thirty years!

Adventure Hook

You are a member of a successful adventuring party who has made a bit of fame, but dwindling fortune, in the Flanaess region of the continent of Oerik on planet Oerth. Your adventures have carried you from the famous city of Greyhawk, to the Pomarj, and through the Kingdom of Keoland. Now, you find yourself down on your luck and in search of adventure in the March of Sterich, ruled by Marquess Resbin Dren Emondav.

Rumors in the town of Cryllor are trouble has come to the capital of Istivin and men with a strong swordarm and stronger mettle may find employment. Driven by a desire for coin and an innate curiosity and inability to stay out of trouble, you are en route. On the way you encountered a group of bandits who had an interesting set of letters that have you seeking some ancient weapons of tremendous power.

Roll Ability Scores

Your ability scores are very important in defining the character in your mind as well as determining bonuses and penalties. Each player can choose one of four methods for rolling ability scores.

Refer to the Determine Age section below for some critical information regarding ability scores! Also, demi-human races may get modifiers to ability scores, applied after the roll, as seen on page 14 of the **PLAYERS HANDBOOK**.

Ability scores may also be affected by minimums and maximums based on race and gender as seen on Table III on page 15 of the **PLAYERS HANDBOOK**. If your scores are too low, you may not select that race option. If too high, your scores must be reduced to conform to the limit.

Method I

All scores are recorded and arranged in the order the player desires. 4d6 are rolled, and the lowest die (or one of the lower) is discarded.

Method II

All scores are recorded and arranged as in Method I. 3d6 are rolled 12 times and the highest 6 scores are retained.

Method III

Scores rolled are according to each ability category, in order, STRENGTH, INTELLIGENCE, WISDOM, DEXTERITY, CONSTITUTION, CHARISMA. 3d6 are rolled 6 times for each ability, and the highest score in each category is retained for that category.

Method IV

3d6 are rolled sufficient times to generate the 6 ability scores, in order, for 12 characters. The player then selects the single set of scores which he or she finds most desirable and these scores are noted on the character record sheet.

Choose Gender, Race, and Class

Refer to the **PLAYERS HANDBOOK** for maximum and minimum ability scores for races, classes, and genders. You must meet all requirements to select a class, and some are more restrictive than others. For example, to be a fighter, you must have a minimum 9 Strength and 7 Constitution. A paladin, however, requires a minimum of 12 Strength, 9 Intelligence, 13 Wisdom, 9 Constitution, and 17 Charisma!

Characters may choose either a single class, or demi-humans may choose multi-classes. Not every race is eligible for every class, and there is a maximum class level for many race and class combinations. Not every class is eligible for inclusion in a multi-class combination. See the below tables for additional information.



Demi-human level limits may be exceeded by +2 levels when the following two conditions are met. First, the demi-human must be single-classed. Second, the class must be a possible multi-class choice for the character. For example, a single-classed dwarf fighter with a sufficient Strength score could reach level 11 instead of stopping at 9 because the fighter class can be a multi-class option (fighter/thief). However, a single-classed dwarf cleric would max out at level 8 because cleric cannot be part of a dwarven multi-class.

After viewing some of the strict level restrictions, you may wonder why you would choose demi-human multiclass characters if a level limit is very low. However, an important benefit of

multiclassing, especially with illusionist and magic-user classes, is that full armor may be worn while casting spells. Thief abilities are impacted by heavier armor, however.

Each character begins with 100,000 experience points, which results in various starting levels depending on your chosen class. Multi-class characters must divide the experience points evenly between all classes, even if the racial maximum prevents the accumulation of additional levels. Humans may be dual-classed but should speak to the Dungeon Master and read **The Character With Two Classes** section of the **PLAYERS HANDBOOK**, page 33.

If you are having difficulty choosing a class, you may wish to roll randomly on the Social and Economic Class table to determine your upbringing. This table indicates what a typical member of that social class would have access to as far as resources, training, and opportunity. However, there are always exceptions.

Table: RACE AND CLASS COMBINATIONS - AD&D 1ST EDITION

| Race | Single Classes | Multi-Classes |
|----------|---|--|
| Dwarf | Assassin, Cleric, Fighter, Thief | Fighter/Thief |
| Elf | Assassin, Cleric, Fighter, Magic-User, Thief | Fighter/Magic-User, Fighter/Thief, Magic-User/Thief, Fighter/Magic-User/Thief |
| Gnome | Assassin, Cleric, Fighter, Illusionist, Thief | Fighter/Illusionist, Fighter/Thief, Illusionist/Thief |
| Half-Elf | Assassin, Bard, Cleric, Druid, Fighter, Magic-User, Ranger, Thief | Cleric/Fighter, Cleric/Ranger, Cleric/Magic-User, Fighter/Magic-User, Fighter/Thief, Magic-User/Thief, Cleric/Fighter/Magic-User, Fighter/Magic-User/Thief |
| Halfling | Druid, Fighter, Thief | Fighter/Thief |
| Half-Orc | Assassin, Cleric, Fighter, Thief | Cleric/Fighter, Cleric/Thief, Cleric/Assassin, Fighter/Thief, Fighter/Assassin |
| Human | Assassin, Bard, Cleric, Druid, Fighter, Illusionist, Magic-User, Monk, Paladin, Ranger, Thief | None |

* Any Thief character, even multi-class, of any race meeting the minimum requirements may become a Thief-Acrobat at level 6.

Table: CLASS LEVEL LIMITATIONS - AD&D 1ST EDITION

| Class | Dwarf | Elf | Gnome | Half-Elf | Halfling | Half-Orc | Human |
|-------------|-------|-----|-------|----------|----------|----------|-------|
| CLERIC | 8 | 7 | 7 | 5 | no | 4 | U |
| Druid | no | no | no | U | 6 | no | U |
| FIGHTER | 9* | 7* | 6* | 8* | 6* | 10 | U |
| Paladin | no | no | no | no | no | no | U |
| Ranger | no | no | no | 8* | no | no | U |
| MAGIC-USER | no | 11* | no | 8* | no | no | U |
| Illusionist | no | no | 7* | no | no | no | U |
| THIEF | U | U | U | U | U | 8* | U |
| Acrobat | U | U | U | U | U | 8* | U |
| Assassin | 9 | 10 | 8 | 11 | no | U | U |
| MONK | no | no | no | no | no | no | U |
| BARD | no | no | no | U | no | no | U |

* See **PLAYERS HANDBOOK**, page 14, for limitations based upon ability scores.

Table: SOCIAL AND ECONOMIC CLASS - AD&D 1ST EDITION

| d% | Social Economic Class | Typical Members |
|-------|-----------------------|---|
| 01-04 | Lower Lower Class | freed slaves, peasants, tinkers, vagabonds, beggars, criminals, low-level thieves, low-level and mid-level assassins |
| 05-10 | Middle Lower Class | herdsmen, laborers, peddlers, actors, jugglers, men-at-arms, low-level barbarians, mid-level thieves, high-level assassins, low-level bards |
| 11-20 | Upper Lower Class | freemen, tradesmen, petty officers, money-changers, fences, low-level fighters, high-level thieves |
| 21-35 | Lower Middle Class | artisans, craftsmen, petty merchants, junior officers, bankers, landless knights, druids, rangers |
| 36-55 | Middle Middle Class | landed gentry, merchants, petty officials, senior officers, landless petty nobles, mid-level fighters, low-level magic-users, low-level illusionists |
| 56-87 | Upper Middle Class | guild masters, great merchants, military commanders, officials, landless nobles, lesser clerics, high-level fighters, mid-level magic-users, mid-level illusionists |
| 88-96 | Lower Upper Class | great landed gentry, generals and marshals, greater officials, knights, mid-level clerics, cavaliers, paladins, high-level magic-users, high-level illusionists |
| 97-99 | Middle Upper Class | knights, commanders, great clerics, nobles, high-level paladins, very high level magic-users and illusionists |
| 00 | Upper Upper Class | great nobles, sovereign nobility, royalty |

Determine Age

Table: STARTING AGE - AD&D 1ST EDITION

| Class | Dwarf | Elf | Gnome | Half-Elf | Halfling | Half-Orc | Human |
|-------------|------------|-------------|------------|----------|----------|----------|----------|
| CLERIC | 250 + 2d10 | 500 + 10d10 | 300 + 3d12 | 40 + 2d4 | — | 20 + 1d4 | 18 + 1d4 |
| Druid | — | — | — | 40 + 2d4 | 30 + 2d4 | — | 18 + 1d4 |
| FIGHTER | 40 + 5d4 | 130 + 5d6 | 60 + 5d4 | 22 + 3d4 | 20 + 3d4 | 13 + 1d4 | 15 + 1d4 |
| Paladin | — | — | — | — | — | — | 17 + 1d4 |
| Ranger | — | — | — | 22 + 3d4 | — | — | 20 + 1d4 |
| MAGIC-USER | — | 150 + 5d6 | — | 30 + 2d8 | — | — | 24 + 2d8 |
| Illusionist | — | — | 100 + 2d12 | 30 + 2d8 | — | — | 30 + 1d6 |
| THIEF | 75 + 3d6 | 100 + 5d6 | 80 + 5d4 | 22 + 3d8 | 40 + 2d4 | 20 + 2d4 | 18 + 1d4 |
| Acrobat | 75 + 3d6 | 100 + 5d6 | 80 + 5d4 | 22 + 3d8 | 40 + 2d4 | 20 + 2d4 | 18 + 1d4 |
| Assassin | 75 + 3d6 | 100 + 5d6 | 80 + 5d4 | 22 + 3d8 | — | 20 + 2d4 | 20 + 1d4 |
| MONK | — | — | — | — | — | — | 21 + 1d4 |
| BARD | — | — | — | 22 + 3d8 | — | — | 18 + 1d4 |

For multi-class characters choose the result with the highest possible, and maximize dice roll.

Table: AGE CATEGORIES - AD&D 1ST EDITION

| Race | Young Adult | Mature | Middle Age | Old | Venerable |
|---|-------------|---------|------------|----------|-----------|
| Dwarf | 35-50 | 51-150 | 151-250 | 251-350 | 351-450 |
| Elf | 100-175 | 176-550 | 551-875 | 876-1200 | 1201-1600 |
| Gnome | 50-90 | 91-300 | 301-450 | 451-600 | 601-750 |
| Half-Elf | 24-40 | 41-100 | 101-175 | 176-250 | 251-325 |
| Halfling | 22-33 | 34-68 | 69-101 | 102-144 | 145-199 |
| Half-Orc | 12-15 | 16-30 | 31-45 | 46-60 | 61-80 |
| Human | 14-20 | 21-40 | 41-60 | 61-90 | 91-120 |
| Young Adult: -1 Wisdom, +1 Constitution | | | | | |
| Mature: +1 Strength, +1 Wisdom | | | | | |
| Middle Age: -1 Strength, -1 Constitution, +1 Intelligence, +1 Wisdom | | | | | |
| Old: -2 Strength, -2 Dexterity, -1 Constitution, +1 Wisdom | | | | | |
| Venerable: -1 Strength, -1 Dexterity, -1 Constitution, +1 Intelligence, +1 Wisdom | | | | | |

All age modifiers are cumulative, meaning if you rolled a dwarf aged 152 years (middle age), he would adjust ability scores with +1 Intelligence and +1 Wisdom.

Choose a Name

Once you have a gender, race, and class, you should be able to create a character name.

Choose Alignment

You may select one of the nine alignments: *lawful good, lawful neutral, lawful evil, neutral good, neutral, neutral evil, chaotic good, chaotic neutral, or chaotic evil*. Your class selection may limit your choices. Although you may play evil characters, it must be done in a way that does not disrupt the party dynamic. An evil lone wolf has no place in a group role-playing game.

Choose Languages

You may know languages from your race or from high Intelligence. All characters are fluent in the Common tongue as well as an alignment tongue. Certain classes also possess special languages. Other starting languages available include: *Brownie, Bugbear, Centaur, Draconic, Dryad, Dwarvish, Elvish, Giantish, Gnome, Goblin, Halfling, Hobgoblin, Kobold, Lizardman, Medusian, Ogrish, Orcish, Satyr, Sprite, Sylph, and Troll*.

Demi-humans often have a maximum number of additional languages regardless of very high Intelligence. See race descriptions in the **PLAYERS HANDBOOK** for details.

Roll for Hit Points

Your hit points at level 1 are considered at maximum adjusted by your Constitution modifier. This campaign is particularly challenging, so hit points for each additional level are determined as such: roll your Hit Die and note the result. If it is less than the average (i.e. 2.5 on 1d4, 3.5 on 1d6, 4.5 on 1d8, or 5.5 on 1d10) then you are considered to have rolled the average. Then, adjust for Constitution modifier. Note that many

classes reach a point where they no longer roll a die and instead gain a set number of hit points (unmodified by Constitution).

Multiclass characters gain hit points averaged for the Hit Dice of their classes. For example, a cleric (d8 Hit Dice) and magic-user (d4 Hit Dice) combination results in $(4.5 + 2.5)/2 = 3.5$ hit points per full level (i.e. both cleric and magic-user increases). When only one class increases, this average is divided by half (or third, for triple-class combinations).

Choose Weapon and Non-Weapon Proficiencies

Each character gains a number of weapon and non-weapon proficiencies based upon his class. In the case of multi-class characters, use the most favorable progression until such time that you reach a racial level maximum.

Table: CLASS PROFICIENCY PROGRESSION - AD&D 1ST EDITION

| Class | Initial # Weapon Proficiencies | Additional Weapon Proficiencies | Weapon Non-proficiency Penalty | Initial # Nonweapon Proficiencies* | Additional Nonweapon Proficiencies |
|-------------|--------------------------------|---------------------------------|--------------------------------|------------------------------------|------------------------------------|
| CLERIC | 2 | 1 per 4 levels | -3 | 3 | 1 per 4 levels |
| Druid | 2 | 1 per 5 levels | -4 | 3 | 1 per 5 levels |
| FIGHTER | 4 | 1 per 3 levels | -2 | 2 | 1 per 3 levels |
| Paladin | 3 | 1 per 2 levels | -2 | 2 | 1 per 2 levels |
| Ranger | 3 | 1 per 3 levels | -2 | 2 | 1 per 3 levels |
| MAGIC-USER | 1 | 1 per 6 levels | -5 | 3 | 1 per 3 levels |
| Illusionist | 1 | 1 per 6 levels | -5 | 3 | 1 per 3 levels |
| THIEF | 2 | 1 per 4 levels | -3 | 3 | 1 per 4 levels |
| Acrobat | 2 | 1 per 4 levels | -3 | 3 | 1 per 4 levels |
| Assassin | 3 | 1 per 4 levels | -2 | 2 | 1 per 4 levels |
| MONK | 1 | 1 per 2 levels | -3 | 1 | 1 per 2 levels |
| BARD | As Other Class | 1 per 4 levels | -2 | As Other Class | 1 per 4 levels |

* If the "Expanding Proficiency Slots" rule from **WILDERNESS SURVIVAL GUIDE**, page 12, is used increase initial nonweapon proficiencies by 1.

You may only select proficiency in a weapon allowed by your class. One class's weapon prohibitions may affect your allowable choices in another for multi-class characters. Multiclass fighter clerics may use edged weapons.

Choose a Religion

The world of Greyhawk has a plethora of deities, some of which have overlapping portfolios.

- ◆ Beory – Neutral – Goddess of Oerth, nature, and rain
- ◆ Boccob – Neutral – God of magic, arcane knowledge, balance, and foresight
- ◆ Celestian – Neutral Good – God of stars, space, and wanderers
- ◆ Corellon Larethian – Chaotic Good – Chief god of elves
- ◆ Ehlonna – Neutral Good – Goddess of forests, woodlands, flora, fauna, and fertility
- ◆ Fharlangn – Neutral – God of horizons, distance, travel, and roads
- ◆ Garl Glittergold – Neutral Good – Chief god of gnomes
- ◆ Heironeous – Lawful Good – God of chivalry, justice, honor, war, daring, and valor
- ◆ Incabulos – Neutral Evil – God of plagues, sickness, famine, nightmares, drought, and disasters
- ◆ Istus – Neutral – Goddess of fate, destiny, divination, future, and honesty
- ◆ Iuz – Chaotic Evil – Demi-god of deceit, evil, pain, and wickedness
- ◆ Kord – Chaotic Good – God of athletics, sport, storms, brawling, strength, and courage
- ◆ Kurell – Chaotic Neutral – God of jealousy, revenge, and thievery

- ◆ Lirr – Chaotic Good – Goddess of prose, poetry, literature, and art
- ◆ Moradin – Lawful Good – Chief god of dwarves
- ◆ Nerull – Neutral Evil – God of death, darkness, murder, and the underworld
- ◆ Norebo – Chaotic Neutral – God of luck, gambling, and risk
- ◆ Obad-Hai – Neutral – God of nature, woodlands, hunting, and beasts
- ◆ Olidammara – Chaotic Neutral – God of music, revels, wine, rogues, humor, and tricks
- ◆ Osprem – Lawful Neutral – Goddess of sea voyages, ships, and sailors
- ◆ Pholtus – Lawful Good – God of light, resolution, law, order, inflexibility, sun, and the moon
- ◆ Pelor – Neutral Good – God of sun, light, strength, and healing
- ◆ Ralishaz – Chaotic Neutral – God of chance, ill luck, misfortune, and insanity
- ◆ Saint Cuthbert – Lawful Neutral – God of wisdom, dedication, and zeal
- ◆ Thrithereon – Chaotic Good – God of individuality, liberty, retribution, and self-defense
- ◆ Ulaa – Lawful Good – Goddess of hills, mountains, and gemstones
- ◆ Wee Jas – Lawful Neutral – Goddess of magic, death, vanity, and law
- ◆ Yondalla – Lawful Good – Chief goddess of Halflings
- ◆ Zilchus – Lawful Neutral – God of power, prestige, money, business, and influence

Create Biographical Details

Determine Height, Weight, Age, Hair Color, Eye Color, Skin Color, and Homeland.

Table: HEIGHT AND WEIGHT - MALES

| Race | Height in Inches | | | Weight in Pounds | | |
|----------|------------------|-------|------|------------------|-------|------|
| | Average | Minus | Plus | Average | Minus | Plus |
| Dwarf | 48 | 1-4 | 1-6 | 150 | 2-16 | 2-24 |
| Elf | 60 | 1-4 | 1-6 | 100 | 1-10 | 1-20 |
| Gnome | 42 | 1-3 | 1-3 | 80 | 2-8 | 2-12 |
| Half-Elf | 66 | 1-6 | 1-6 | 130 | 1-20 | 1-20 |
| Halfling | 36 | 1-6 | 1-6 | 60 | 2-8 | 2-12 |
| Half-Orc | 66 | 1-4 | 1-4 | 150 | 2-16 | 4-40 |
| Human | 72 | 1-12 | 1-12 | 175 | 3-36 | 5-60 |

Table: HEIGHT AND WEIGHT - FEMALES

| Race | Height in Inches | | | Weight in Pounds | | |
|----------|------------------|-------|------|------------------|-------|------|
| | Average | Minus | Plus | Average | Minus | Plus |
| Dwarf | 46 | 1-4 | 1-4 | 120 | 2-16 | 2-20 |
| Elf | 54 | 1-4 | 1-6 | 80 | 1-10 | 2-12 |
| Gnome | 39 | 1-3 | 1-3 | 75 | 1-8 | 1-8 |
| Half-Elf | 62 | 1-6 | 1-6 | 100 | 1-12 | 2-16 |
| Halfling | 33 | 1-3 | 1-3 | 50 | 2-8 | 2-8 |
| Half-Orc | 62 | 1-3 | 1-3 | 120 | 3-18 | 4-32 |
| Human | 66 | 1-6 | 1-8 | 130 | 3-30 | 4-48 |

| Table: HEIGHT AND WEIGHT DETERMINATION | | | | | | |
|---|--------|----------|-------|--------|-----------|-------|
| | Height | | | Weight | | |
| Race | Under | Average* | Over | Under | Average** | Over |
| Dwarf | 01-15 | 16-80 | 81-00 | 01-20 | 21-65 | 66-00 |
| Elf | 01-10 | 11-80 | 81-00 | 01-15 | 16-90 | 91-00 |
| Gnome | 01-20 | 21-85 | 86-00 | 01-20 | 21-75 | 76-00 |
| Half-Elf | 01-35 | 36-90 | 91-00 | 01-20 | 21-85 | 86-00 |
| Halfling | 01-10 | 11-90 | 91-00 | 01-10 | 11-50 | 51-00 |
| Half-Orc | 01-45 | 46-75 | 76-00 | 01-30 | 31-55 | 56-00 |
| Human | 01-20 | 21-80 | 81-00 | 01-25 | 26-75 | 76-00 |

* Roll d%: 01-30 = shorter by 1 - 4.5", 71-00 = taller by 1 - 4.5" (1 - 3.5" for races un
 ** As above, adjust by 1 - 8 lbs. (1 - 4 lbs. for races 100 lbs. or less)

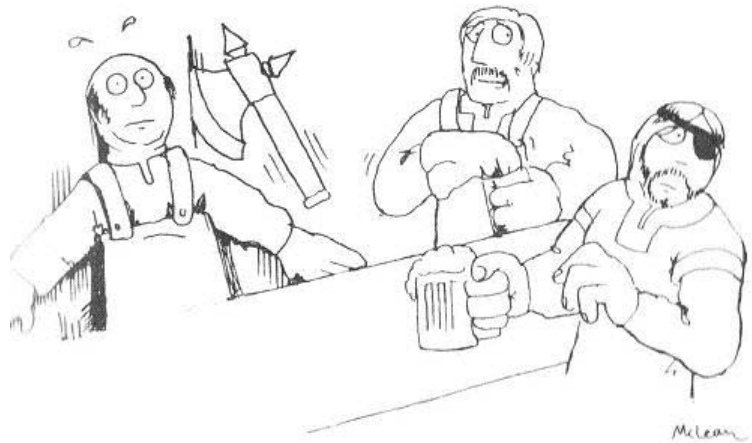
Homeland

In the World of Greyhawk, humans and demihumans often live in the same areas and are less segregated than in many campaign worlds. The following are nations the characters may hail from: Celene, city of Greyhawk, Duchy of Urnst, Geoff, Kingdom of Furyondy, Kingdom of Keoland, Sterich, Veluna, or Wild Coast.

Roll for Magical Equipment

When creating high level characters in **ADVANCED DUNGEONS & DRAGONS®**, you do not buy or select your magical equipment. Instead, you have a percentage chance of having already found various items.

To determine magical protective gear and weapons, use the following procedure. Multiply level by percentage chance to determine odds; then roll percentile dice, and if the score is equal to or less than the percentage change, the character has the item. There is a 1% chance per level of experience of the character that any item will be above average -- bracers of AC 5 or +2, for example. If the chance for having the item was greater than 90%, add the percentage above 90% to the chance for the item to be above average. If the resulting roll indicates an above-average item, then see if it goes up to +3, or bracers of AC 4, on a straight 1% per level of experience chance.



"Dave, get the barbarian in the corner another drink, quick!"

Example: A 10th level fighter has a 90% chance of owning a +1 shield; if successful, he can roll a 20% chance of it being a +2 shield. If that roll is successful, he can roll a 10% chance of it being a +3 shield.

Table: PER LEVEL CHANCE OF STARTING MAGICAL PROTECTIVE GEAR

| Class | Shield | Plate | Banded | Chain | Leather | Ring of Protection | Bracers* |
|-------------|--------|-------|--------|-------|---------|--------------------|----------|
| CLERIC | 10% | 5%** | 6%** | 8%** | — | 2% | — |
| Druid | — | — | — | — | 8%** | 5% | — |
| FIGHTER | 10% | 6%** | 8%** | 10%** | — | — | — |
| Paladin | 10% | 6%** | 8%** | 10%** | — | — | — |
| Ranger | 8% | 5%** | 7%** | 15%** | — | — | — |
| MAGIC-USER | — | — | — | — | — | 15% | 4% |
| Illusionist | — | — | — | — | — | 15% | 4% |
| THIEF | — | — | — | — | 10%** | 4% | — |
| Acrobat | — | — | — | — | 10%** | 3% | — |
| Assassin | 8% | — | — | — | 10%** | 3% | — |
| MONK | — | — | — | — | — | — | — |
| BARD | — | — | — | 8%** | 10%** | 5% | — |

* Bracers of AC 6 value.
 ** Only one type of armor may be tried for.

Table: PER LEVEL CHANCE OF STARTING MAGICAL WEAPONS

| Class | Dagger | Sword* | Mace | Battle Axe | Spear** | Bow | 15 Bolts +2 |
|-------------|--------|--------|------|------------|---------|-----|-------------|
| CLERIC | — | — | 12% | — | — | — | — |
| Druid | 10% | 7% | — | — | 10% | — | — |
| FIGHTER | 10% | 10% | — | 7% | 8% | 1% | 10% |
| Paladin | 10% | 10% | — | 10% | 10% | — | — |
| Ranger | 10% | 9% | — | 9% | 8% | 5% | 10% |
| MAGIC-USER | 15% | — | — | — | — | — | — |
| Illusionist | 15% | — | — | — | — | — | — |
| THIEF | 12% | 11% | — | — | — | — | — |
| Acrobat | 12% | 11% | — | — | — | — | — |
| Assassin | 10% | 5% | 5% | 5% | 5% | — | 1% |
| MONK | 5% | — | — | — | 2% | — | — |
| BARD | 12% | 10% | — | — | 10% | — | — |

* Scimitar for druids; short swords for characters under 5' tall; long swords for others, except if opting for short sword.
 ** Spear or other non-sword, mace, battle axe, or bow.

Table: SCROLLS

| Class | Per Level Chance of Having Scroll | Protection | 1 Spell* | 3 Spells** |
|-------------|-----------------------------------|------------|----------|------------|
| CLERIC | 8% | no | 1-3 | 1-4 |
| Druid | 7% | yes | 1-3 | 1-4 |
| FIGHTER | 6% | yes | — | — |
| Paladin | 4% | yes | — | — |
| Ranger | 5% | yes | — | — |
| MAGIC-USER | 15% | no | 1-4 | 1-6 |
| Illusionist | 12% | no | 1-3 | 1-4 |
| THIEF | 6% | yes | 1-3 | 1-4 |
| Acrobat | 6% | yes | 1-3 | 1-4 |
| Assassin | 3% | yes | 1-3 | — |
| MONK | 3% | yes | — | — |
| BARD | 7% | yes | 1-3 | 1-4 |

* Determine randomly, but only normally useful spells for the sort of adventure undertaken.
 ** Normally given if no other scroll types are in the possession of the character, otherwise as above.
 *** Only one scroll type available. If spell scroll, they will be magic-user spells; otherwise as above.

| Table: POTIONS | | | |
|-----------------------|-----------------------------------|------------------------|-----------------------|
| Class | Per Level Chance of Having Potion | Maximum No. of Potions | Possible Potion Types |
| CLERIC | 6% | 1 | 1. Climbing |
| Druid | 11% | 2 | 2. Diminution |
| FIGHTER | 8% | 1 | 3. Extra-Healing |
| Paladin | 6% | 1 | 4. Fire Resistance |
| Ranger | 7% | 1 | 5. Flying |
| MAGIC-USER | 10% | 3 | 6. Gaseous Form |
| Illusionist | 10% | 2 | 7. Growth |
| THIEF | 9% | 2 | 8. Healing |
| Acrobat | 9% | 2 | 9. Invisibility |
| Assassin | 5% | 1 | 10. Polymorph Self |
| MONK | 5% | 1 | |
| BARD | 11% | 2 | |

| Table: MISCELLANEOUS ITEMS | | | |
|--|---|--|--|
| 1. | <i>Feather falling ring</i> | | |
| 2. | <i>Warmth ring</i> | | |
| 3. | <i>Water walking ring</i> | | |
| 4. | <i>Wand of negation</i> | | |
| 5. | <i>Wand of wonder</i> | | |
| 6. | <i>Bag of holding (500 lbs. capacity)</i> | | |
| 7. | <i>Boat, folding (small rowboat)</i> | | |
| 8. | <i>Broach of shielding</i> | | |
| 9. | <i>Cloak and boots of elvenkind</i> | | |
| 10. | <i>Javelin of lightning, pair</i> | | |
| 11. | <i>Javelin of piercing, pair</i> | | |
| 12. | <i>Necklace of adaptation</i> | | |
| 13. | <i>Robe of useful items (see below)</i> | | |
| 14. | <i>Rope of climbing</i> | | |
| 15. | <i>Trident of warning</i> | | |
| 16. | <i>Wings of flying or boots of levitation</i> | | |
| Each character rolls 1d4-1 to determine number of items possessed. | | | |

| Table: ITEMS ON A ROBE OF USEFUL ITEMS | | | |
|---|--|--|--|
| | | | |
| | | | |
| Bonfire, small | | | |
| Cask, 1-3 = water, 4-5 = wine, 6 = brandy (3 gallons) | | | |
| Caltrops, six | | | |
| Crowbar, 4' tempered iron | | | |
| Dagger, silver | | | |
| Dog, war | | | |
| Door, standard size, oak with iron bindings and bard | | | |
| Gem, 100 gp value | | | |
| Ladder, 12' long | | | |
| Lantern, bullseye | | | |
| Mallet and stakes | | | |
| Meat, haunch of roast mutton, venison, etc. | | | |
| Money, stack of 50 silver coins | | | |
| Mule, pack | | | |
| Oak Tree, 30' high, large | | | |
| Owl, Giant | | | |
| Pick, standard digging | | | |
| Pole, 10' | | | |
| Rooster | | | |
| Rope, 50' coil | | | |
| Shovel | | | |
| Torch, flaming | | | |
| Wasp Nest, normal, about 200 wasps | | | |
| | | | |

A character owning a *robe of useful items* selects 1d6+6 items from this list

Select Mundane Equipment

Each character has 10 pp, 10 gp, 10 ep, 10 sp, and 10 cp in petty cash.

You may select a reasonable amount of mundane equipment from the **Basic Equipment and Supplies Cost** chart from the **PLAYERS HANDBOOK** pages 35-36. You may select a mount but not transport (boats, wagons, and so on).

For convenience, here are some quick kits you may select.

Basic Clothing Kit (23 sp): belt (3 sp), cap (1 sp), cloak (5 sp), low soft boots (8 sp), robe (6 sp)

Basic Clergy Kit (58 gp): 5 incense sticks (5 gp), iron holy symbol (2 gp), prayer beads (1 gp), 2 vials of holy water (25 gp each)

Basic Adventure Kit (21 gp, 14 sp, 10 cp): crowbar (3 gp), hammer (3 gp), iron rations (14 days) (10 gp), 5 iron spikes (1 cp each), leather backpack (2 gp), leather scroll case (15 sp), rope (50') (4 sp), small belt pouch (15 sp), 2 small sacks (10 cp each), 15 tallow candles (1 cp each), tinder box (1 gp), 5 torches (1 cp each), waterskin (15 sp), whistle (1 sp)

Basic Steed Kit (41 gp, 4 sp): bit and bridle (15 sp), harness (12 sp), horse meal grain (14 days) (14 sp), large saddle bags (4 gp), riding horse (25 gp), saddle (10 gp), saddle blanket (3 sp)

Select Spells

Many classes at this level have casting ability. For divine casters, simply choose the spells you have prepared normally. Arcane spellcasters need to fill their spellbooks with spells. Start with three spells of 1st level and an additional spell each caster level gained thereafter. On levels where a new spell level becomes available, you must select a spell of the new highest level available. Player's may select spells from the **PLAYERS HANDBOOK**, **UNEARTHED ARCANA**, and **GREYHAWK ADVENTURES**. Players must roll, based on Intelligence, the chance to learn a given spell. If failed, you cannot select that spell. Magic-users automatically have *read magic* as one of their three spells.