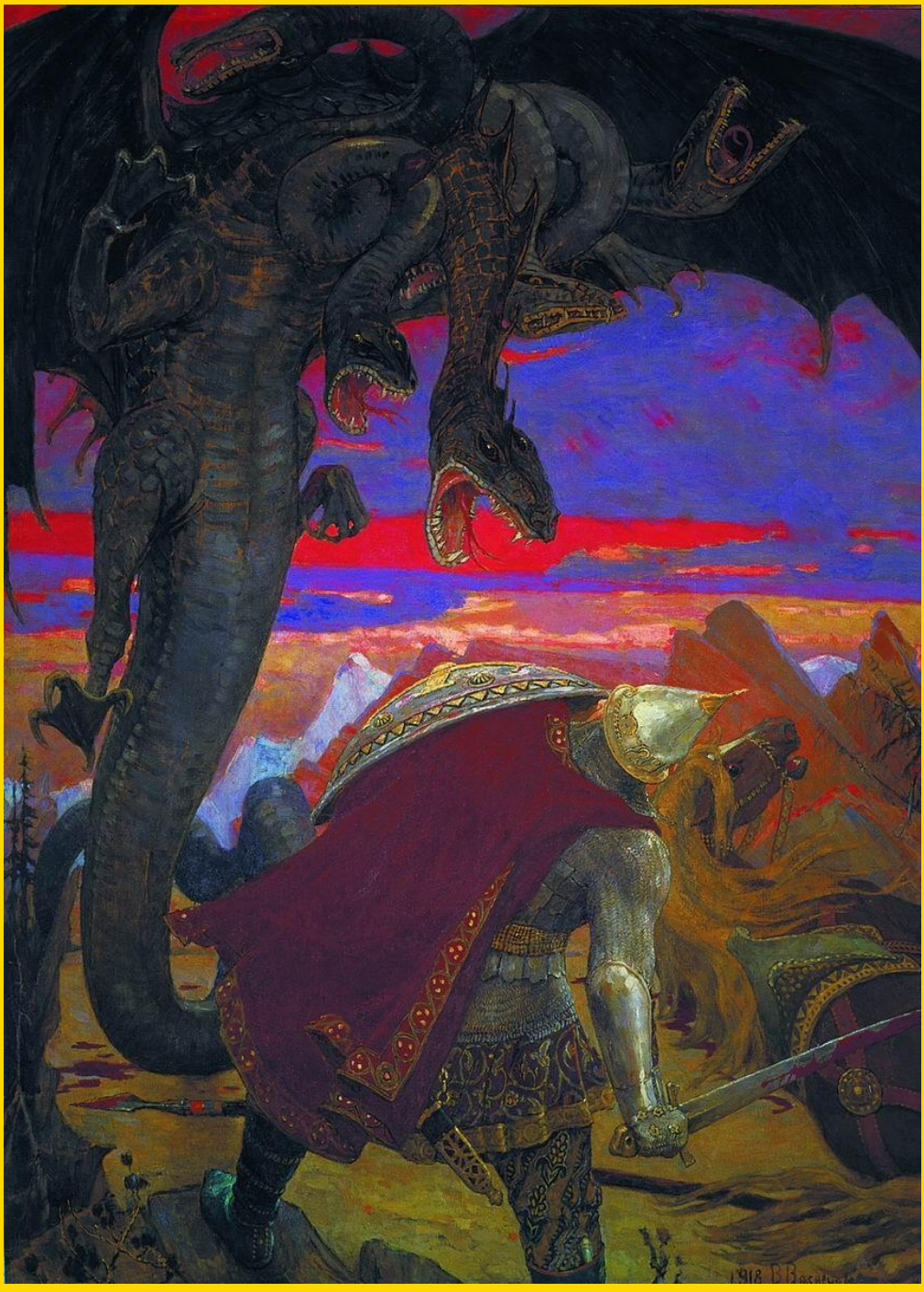
BX Advanced

First Edition Through a B/X Lens

Gold Edition

OGL20 Guidelines for Tabletop Fantasy Roleplaying Campaigns with Old School Flair



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Gold Edition (February 7, 2018)
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SECTION 1: INTRODUCTION

Katrina the Swordswoman lashes out with her sword again, but the orcs keep getting closer. The dark gulf looms behind her, the crevice that had only moments earlier consumed her companion. She turns and makes a desperate leap over the crevice, hoping to land safely on the other side…

You are about to enter an entirely new world. Unlike board or card games that have highly structured play options and little flexibility, most of the action in *BX Advanced* takes place in your imagination. There are no limits!

BX Advanced is a roleplaying game. When you play a role playing game it is like acting in a play. You take on the role of an alter ego, and progress through an interactive story. But in a role playing game, there is no script or predetermined ending. You get to determine your fate, while seeking fame, wealth, and power by conquering foes, gathering treasure, and accumulating levels of experience!

You've taken the first step on your adventure, but you are still a 0 level human. Don't despair, because you become 1st level when you create your first character, and progress from there. Gaining a level is a special occasion, because it incrementally marks your success as your alter ego. Each time a character gains a level, he becomes more powerful and capable of taking on the dangers of deeper and more exciting dungeon levels.

…Katrina fails to clear the , crevice and plummets within! She feels the cold, slimy walls of stone slide against her, and begins to tumble and glide along the curved wall as she slips into the darkness. She falls a great distance before coming to a sudden, squishy halt. A gasp escapes her as she realizes the slide is stopped by the corpse of her companion, Blowfin the halfling . He is impaled on a wall of spikes with his mouth still open, as if to scream a warning or produce a shriek of surprise. His leather armor, so typical of thieves, was no protection.

How to Play

Although all of the people who sit down to play *BX Advanced* are "players" in the traditional sense, they are not all referred to as "players" in this game's terminology. One game participant is referred to as the "Gamemaster," for which this game is named. This person is the moderator of the game, and is the person who should understand the rules better than any other participant. The other participants are called "players," and they take on the role of a character (or, rarely, more than one character). Characters played by players are referred to as player characters (PCs). The players act in the role of their characters in the setting or world designed and presented by the Gamemaster. Characters each have a class, which might be thought of as a profession, and the class will dictate what sorts of capabilities characters have.

The Gamemaster is the final arbitrator of rules and rules decisions. He guides the progress of the game, and plays the roles of monsters and non-player characters (NPCs). Non-player characters are characters that share many similarities with the characters played by the players, but the Gamemaster decides on their actions, personalities, and motivations.

No one in this game "wins." Characters do sometimes die; this is a fact of the game, but it does not indicate failure or "losing" in the sense that someone loses at, say, a card game. One can measure "success" in this game in many ways, such as achieving treasure, levels of experience, or powerful magical items. However, the one common measure of success that everyone should strive for is to have fun. Everyone can win at this game, because everyone can have fun playing it. So while a character may die, or riches may

be lost, it is the game play itself that matters. Winning is in being able to suspend disbelief long enough to be immersed in a fantasy world.

Adventuring

Many adventures the characters undertake will take place in monster-filled dungeons, in the wilderness, or in a town. Dungeons may be large or small, but they are usually underground locations that are mapped and have the contents determined and described by the Gamemaster. While the Gamemaster may design these areas, published pre-made dungeons or other areas might be used. The Gamemaster has the hardest job of all, because he must be prepared ahead of time to inform the players of what lies ahead and how the results of their choices unfold.

Dice

BX Advanced primarily uses six different kinds of dice to determine the results of actions and situations, but these same dice might be used to generate numbers of varying ranges. These different dice and the terms employed to use and describe them are detailed below.

Dice and Notation

Dice rolls are described with expressions such as "3d4+3," which means "roll three four-sided dice, sum them, and add 3" (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the "d" tells you the type of die to use (sometimes this is not a "real" die, see below). Any number after that indicates a quantity that is added, subtracted, or multiplied with the result. *BX Advanced* uses the following die notations:

Notation	Meaning
d2	A result of 1 to 2 is obtained by rolling 1d6. A result of 1-3 = 1, and 4-6 = 2.
d3	A result of 1 to 3 is obtained by rolling 1d6. A result of 1-2 = 1, 3-4 = 2, and 5-6 = 3.
d4	Four sided die
d6	Six sided die
d8	Eight sided die
d10	Ten sided die, a "0" indicates a result of 10
d12	Twelve sided die
d20	Twenty sided die
d% or d00	Percentile dice (a number between 1 and 100 is generated by rolling two different ten-sided dice. One (designated before rolling) is the tens digit. The other is the ones digit. Two 0s represent 100.)

Terms

Some important terms have been described already, and more will be described later, but to avoid confusion a few more clarifications are in order. An important concept is to understand different usage of the term *levels.* There are four instances when the term levels might be used. One instance is when we are discussing levels of experience for characters, or class level. Characters begin at 1st level in a particular class. As they accumulate experience points through fighting monsters and gaining wealth, they will reach higher levels (2nd level, 3rd level, and so on). With each level comes more hit points and additional class capabilities (discussed later). While we are talking about characters, another term that might be used is *spell level.* Characters who can cast spells will have access to more spells and spells referred to as being of a higher level as the characters increase in class level. For instance, some spells are 1st level spells, and some are 2nd level, and so on. Spell levels *do not* directly correspond to class levels; they are only a relative measure of the power of spells.

Another way in which the term "level" is used is when discussing the *level of a monster*. This corresponds directly with how many hit dice monsters have. For instance, a 2 hit die (2 HD) monster might be thought of as a 2nd level monster. This is a direct measure of how many hit points a monster will have, and how challenging an opponent it is. Finally, the term "level" will be used in the context of *dungeon level.* The primary adventuring locations in *BX Advanced* are dungeons, or underground mazes, that are filled with many monsters, treasures, and treacherous secrets. A dungeon level could be thought of as a floor of a building. When characters travel into the top-most level of a dungeon, they are in the level closest to the surface of the earth. If the dungeon has multiple levels, the next level down is the second level, then the third, and so on. The deeper the dungeon level, the greater the dangers that await the characters.

One term that is frequently used is *adventure.* An adventure is often used to describe one play session. It may also be used in reference to a full scenario that may take several play sessions to finish. Many published adventures will use the term adventure and *module* interchangeably. When many adventures are strung together, often with most of the same characters in play, this is referred to as a *campaign*.

Experience points (XP) are used to measure the progress of characters. These points are assigned based on how powerful monsters that have been defeated are, and on how much treasure is found. As more experience points are gained, characters go up in level. As characters go up in level, one thing that changes is their number of *hit points* (hp). Characters gain more hp as they advance in levels, and this allows them to suffer greater damage and survive. Characters most often take damage from monsters while engaged in an *encounter*. An encounter is a situation in which the PCs and monsters or NPCs are interacting. Time and movement are measured differently during encounters, and this will be covered in depth later.

If you are confused about what some of the terms used so far mean, many terms are explained as they are presented in later sections of this book.

Common Abbreviations

Below are some of the most common abbreviations that will be found in this book or *BX Advanced* supplemental books.

Abbreviation	Meaning
Abilities	
STR	Strength
DEX	Dexterity
CON	Constitution
INT	Intelligence
WIS	Wisdom
CHA	Charisma
Other	
AV	Attack Value
hp	Hit points
shp	Structural hit points
HD	Hit dice (or hit die)
AC	Armor class
XP	Experience points
PC	Player character
NPC	Non-player character
cp	Copper pieces
sp	Silver pieces
ep	Electrum pieces
gp	Gold pieces
pp	Platinum pieces
THC	Treasure Hoard Class
GM	Gamemaster

Old School Gaming

BX Advanced is an "old School" game. It is designed for a completely different style of play than many players who started to play in the last 20 years or so may be used to. This sub-section will give a brief overview of "old school" play.

What is "Old School" Play?

There are two major styles of roleplaying games. The first (and older) style says "Here is the situation. Pretend you are there as your character, what do you want to do?" This style has been superseded over the years with a style that says "Here is the situation. Based on your character's stats, abilities, skills, etc. as listed on his character sheet and your knowledge of the many detailed rules of the game, what is the best way to use your character's skills and abilities and the rules to solve the situation?" Old school play strongly favors the first style and frowns on too much of the second.

Here are some major points where old school play is often different:

Heroic, not Superheroic: Old school play, especially at low to mid-levels, is about fairly normal people put in situations where they can be heroes, not about extraordinary people doing things that would make a four-color comic book superhero proud – and at first level yet. Just like in the real world, the more a character improves his abilities, the harder it is to improve them further, while new characters may advance rapidly, the higher their level the more effort and time (and XP) it takes to advance to the next level.

Achievement, not Advancement. Many modern games are often all about what special feats, extra classes and special game mechanics the players wish to obtain for their characters as they increase in level. In old school games, a character's abilities are generally predetermined by his character class, so old school games focus on the things that the characters wish to accomplish in the game world rather than on what game mechanics they want to acquire. Level advancement is often much slower than in modern fantasy RPGs which makes in campaign achievements even more important as a measure of character success.

No Skills: Unlike in most modern RPGs, there aren't any skills in the standard rules for *BX Advanced*. Players are intended to have their characters act like adventurers. So don't search your character sheet or the rules for the perfect solution in *BX Advanced*. Instead, you just tell the Gamemaster what your character is trying to do. Note that you are assumed to be competent with all common activities associated with your class and background. If you need to keep a door open or shut, you might tell the Gamemaster your character is using a spike to keep the door open or closed. A ten foot pole is your friend for checking for traps. Searching a room means looking in and under objects, not rolling a skill check. While this may seem strange at first, you will quickly learn to appreciate the freedom it gives you. No longer are you limited to the skills and feats on your character sheet, you can try anything your character should be capable of trying. You might not succeed, but the rules generally will not stop you from trying.

Limited Magic Items: Modern fantasy RPGs often assume that magic items are easy to buy and/or to create. In most old school campaigns, magic items are relatively rare and hard to create. Only potions and scrolls are generally relatively easy to create or purchase. Other magic items are seldom found for sale (and are very high priced when they are found for sale) and are usually very expensive in money and time to try to create – often requiring rare ingredients that the characters must quest to find. Therefore characters are generally limited to the magic items they find in treasures or take from defeated enemies on adventures.

No Assumption of "Game Balance": Old style game sessions aren't about carefully balanced characters (who are all able to shine equally at all times) who only run into situations carefully designed by the Gamemaster to be beatable by the characters presently in the party and to provide treasure that fits their current level. Instead, part of player skill is learning to evaluate situations so situations well over the party's current abilities or which will waste the party's resources for little gain can be avoided. Don't assume that you can beat every monster that you encounter, running away from monsters too tough to handle can mean the difference between character survival and character death. You can also get creative in how you defeat monsters. Perhaps those goblins you bypassed could be talked into (or tricked into) attacking that giant you know you can't beat, perhaps killing it for you or at least softening it up so your party has a chance of defeating it and living to tell the tale. Also remember that treasure can be turned into XP, even if you can't kill the monsters, perhaps you can still acquire some of their treasure. Part of the skill of playing "old school" style is coming up with creative solutions when a direct attack is likely to fail.

It's Not All About Combat: Many modern fantasy RPGs have made combat the star of the system, combats in these systems are time-consuming and very crunchy with rules for everything. *BX Advanced* avoids this by having a fast-playing abstract combat system very similar to those in the early versions of the game. And like those early versions of the game, combat isn't intended to be the main source of fun in *BX Advanced*. The game is as much about exploration and treasuring finding as it is about combat. Sure, you are going to have to fight things to explore and find treasure, but always remember that combat may not be the best or safest way to handle every situation. Think before you rush into combat. After all, it's not the only way to earn a good pile of experience – and monsters don't have to be killed to be defeated (and get XP for them).

Reality/Common Sense Trumps Rules: Old-school games use loose and simple rules that cover average cases and the GM and players are supposed to apply common sense and their knowledge of how reality works to cover the unusual and edge cases. "Reality/Common Sense" as interpreted by the Gamemaster always trumps the written rules if they conflict. For example, a character has a magic weapon and the rules for that weapon say it always causes its target to fall prone if hit. The character hits a gelatinous cube moving down the corridor toward them with the weapon. The rules say that the target should fall and be in a prone position. Reality, however, says otherwise. Gelatinous cubes don't have a top and bottom (so prone penalties make no sense) and a 10 foot cube can't fall when it is moving through a 10 foot corridor. In some modern games, the rules would be applied anyway and the cube would suffer the effects of falling prone no matter how little sense that makes. In an old school game, the GM ignores the rule because it makes no sense in the specific situation.

Forget "Rules Mastery": As some of the above differences have hinted, player skill in "old school" style games isn't about mastering the game rules so you can solve any problem by knowing the right combination of rules from 20 different rule books. *BX Advanced* is designed to be rules light and strongly encourages GMs to make rulings on the spot taking into account specific circumstances instead of trying to hunt up special cases in a stack of rule books. This is faster and helps players immerse themselves in their character and the game world instead of in rule books. Gamemaster rulings will be based on specific circumstances and common sense, not just on the written rules and prior rulings. Just because it requires a certain roll to jump one 10 foot pit does not mean all 10 foot wide pits will require the same roll. After all, all sorts of variables can affect the roll

(terrain, weather, lighting, pressure to jump quickly, etc.). Players need to remember that these rules are merely a tool for the Gamemaster. They are just guidelines for the Gamemaster, not something written in stone that the Gamemaster must obey. If something herein does not work right in your campaign (or the Gamemaster just does not like a rule), the Gamemaster is well within his right to change it. *BX Advanced* is not a game for rules lawyers or for those who believe that the game designer always knows what is best.

No Script Immunity: In most old school games, player characters do not have any form of script immunity. Player characters can die, lose equipment, suffer strange magical effects and other often unpleasant consequences if they are not careful or are just very unlucky. On the other hand, there are no rules limiting their success. If they take on an adult red dragon as first level characters and miraculously manage to win, there are no rules about level appropriate wealth or level appropriate magic items to interfere with their becoming rich and probably flush with magic items from the dragon's hoard.

Not Mentioned does not mean Prohibited: Many people seem to read RPG rules and come away with the idea that anything not specifically mentioned in the rules as allowed is prohibited. While this really doesn't make much sense given that no set of rules could ever cover everything that characters might attempt to do in an adventure, it seems to be a very common way to view RPG rules. In an old school game like *BX Advanced*, this is specifically not true: the millions of possible activities not mentioned in the rules are not prohibited, they are up to the Gamemaster to allow or disallow based on his knowledge of how reality works and how his specific campaign world differs from reality. Unless the rules specifically prohibit some action, players should ask their Gamemaster instead of simply assuming it is prohibited because the rules do not mention it.

Styles of "Old School" Play

If you read some "old school" blogs, forums, and web sites, you might get the impression that there is only one "old school'" style of play: a style with expendable player characters who spend all their time in dungeons designed in the style of the old "Tomb of Horrors" module where an adventuring party is only one slipup away from death. This style of play is often shown in early modules.

What most people forget is that these early modules were designed for tournament play where the party that lasted longest and make it deepest into the dungeon was the winner. While a few gaming groups did run their regular campaigns like this and enjoy it, most people did not enjoy such games and the GMs who ran them were often referred to as "Killer GMs" (who often found themselves without players). Instead most home campaigns were a mixture of the following four styles – some campaigns stressing one or two styles over the others.

Power-Gaming: Many players start out playing in this style. Most soon get bored with it and add more and more of other styles. A power-gaming campaign is all about character power. Characters are known by their class, level, special items, and amazing powers and deeds. ("I killed the Demon King with my 15th Level Fighter/Magic-User/Druid. It only took two hits from Thor's Hammer to knock him out. Then I cut off his head with my vorpal blade.") There is often a lot of player competition for the most powerful character in campaigns that stress power-gaming. A lot of people look down on this style, but it can be a lot of fun to play a pure power-game in a group of players who all like the style.

War Gaming: This is probably the style old school rules were originally written for. The war gaming style of play is a competition between the player group and the Gamemaster. The Gamemaster sets up tactical battles, puzzles, and the like and the players solve them for treasure and experience. Fudging die rolls and ignoring rules (either for or against the players) is frowned upon as it detracts from the challenge and fun of the adventure.

Characters in pure war gaming campaigns often were expendable and had little personality or goals (beyond staying live and getting rich) as a character with such might be tempted to do things dysfunctional to survival. Published tournament dungeons like Tomb of Horrors could be considered examples of extreme forms of this style. Once the RPG hobby became known outside of the minis and board war gaming community, pure forms of the war gaming style quickly became uncommon.

Role-Playing: A pure role-playing campaign is almost the opposite of a pure war gaming campaign. Player skill, tactics, and rules aren't really important. What is important is the player's character and that character's life in the game. In a pure role-playing campaign, players create the personality of their characters in great detail and players generally have a large emotional investments made in them and do not consider their characters expendable. Players tend to have their characters act within their personalities and within the beliefs they're supposed to hold – even when doing so is not the best thing to do at the time within the game. The object is to live your character's life in the campaign world. You "win" be having your character achieve his goals, goals which may or may not have anything to do with the game's goals of exploring and accumulating treasure and experience points. The modern computer game *The Sims* is an example of this style of play.

Story-Telling: While all campaigns tell a story after-the-fact (that is, you can tell a story based on the characters actions in the game), in a story-telling campaign, the Gamemaster has worked out a story in advance and the player characters are the protagonists. The campaign world usually has a detailed background and back story behind it. Knowing this background may be more important than knowing the rules. Some pure story telling campaigns are little more that single-line railroads where the characters play their almost pre-scripted parts in the story. In other cases, things are more free-form with story flow and events created by interactions between the Gamemaster's basic outline of story events and the actions of individual characters during the campaign. Some people consider the more pure forms of story-telling campaigns boring straight-jackets while others love the idea of being a major part of a real story.

These four major styles of play appeared early in the history of role-playing games. They were first mentioned in a general circulation publication in Glenn Blacow's article "Aspects of Adventure Gaming" in *Different Worlds* #10 (the October 1980 issue).

The important thing to take from this sub-section isn't the four styles or their labels (as there are other systems for describing this with their own labels), but the idea that there were many different styles of "old school" play back in the "old school" days – not just the single style stressed in some "old school" blogs, forums, and web sites. Don't let those sites make you believe that you aren't playing old school right if your campaign isn't strongly in the war gaming camp. Most successful campaigns back in "old school" days were a mixture of all four major styles – and a heaping helping of minor styles.



SECTION 2: CHARACTERS

Creating a Character: An Overview

To create a character, start with a blank sheet of paper. A 5x8 notecard works even better as it will hold up to erasures and modifications better. Fancy characters sheets designed for B/X or 1e will work with minor changes. The next step is to roll 3d6 for each ability, in the same order that they are listed in these rules (or as listed on the character sheet if you are using fancy ones). There are a few other optional methods for this step that are provided at the Gamemaster's discretion. One method is to roll 4d6 for each ability, discarding the lowest roll and adding up the three remaining dice normally. Another method is to roll five separate sets of abilities as if rolling up five separate characters, and then choose the set of abilities that most closely matches the kind of character you want to play.

Next, choose a class. Notice that there are prime requisites for each class, since some classes will require minimum scores for some abilities. If abilities are not quite high enough for the class you would like to play, see Choosing a Class for some options. Roll hit points using the appropriate die for your class, and record the value on your character sheet. Fill in and make a note on your sheet of any additional abilities provided by your class.

All characters start with 3d8x10 gold pieces (gp). Consult the weapon and equipment lists, and use your starting money to purchase all armor, weapons and gear appropriate for your character class. Be sure to record your Armor Class (AC) on the character sheet based on the type of armor you choose. Record your Attack Values (AV) (page 60) and Saving Throws (page 55) appropriate to your class and level.

Finally, don't forget to give your character a name! Also, create a little description of what your character looks like, his or her personality, and maybe even a brief note about the character's background.

Character Abilities

Character Abilities must be determined by rolling randomly. Roll 3d6 for each of the abilities. The Gamemaster may allow you to roll abilities in any order, or in order as listed here.

Strength (STR) measures a character's muscle and physical power. This ability is especially important for fighters, dwarves, elves, and halflings because it helps them prevail in combat. High or low STR affects a character's ability to hit and cause damage in combat, and the chances of a character forcing open a door.

Strength Table

Score	Modifier to hit, damage, and forcing doors*
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3
19	+3 (+4 damage)**

*All hits will do a minimum of 1 hit point of damage. **The +4 is to damage only, with +3 to hit.

Dexterity (DEX) measures hand-eye coordination, agility, reflexes, and balance. This ability is the most important one for thieves. High scores may grant bonuses to thief abilities and adjustments to AC, initiative, and to attack with missile weapons.

Dexterity Table

Score	Armor Class Modifier	Missile Attack Modifier*	Optional Initiative Modifier**	Thief Skill Adjustment†
3	+3	-3	-2	-60%
4-5	+2	-2	-1	-30%
6-8	+1	-1	-1	-15%
9-12	0	0	0	0
13-15	-1	+1	+1	0
16-17	-2	+2	+1	+5%
18	-3	+3	+2	+10%
19	-4	+3	+2	+15%

*These modifiers only apply to hit, not to damage.
**These adjustments are applied if the optional individual initiative rules are used.
†This adjustment applies to all skills except *hear noise*. No thief skill may go below 1%.

Constitution (CON) represents a character's health and stamina. A Constitution bonus increases a character's hit points, so the ability is important for all classes. In addition, CON can influence the survivability of powerful magic that alters a character's body. These effects include magical restoration from death and other magic that transforms the body from one form to another.

Constitution Table I

Score	Hit Point Modifier per Hit Die*	Poison Saving Throw Adjustment
3	-3	-2
4-5	-2	-1
6-8	-1	0
9-12	0	0
13-15	+1	0
16-17	+2	0
18	+3	0
19	+3 (+4)**	+1

*A character will receive a minimum of 1 hit point per level regardless of the modifier to hit dice. **For fighters only.

Constitution Table II

Score	Survive Resurrection	Survive Transformative Shock
3	40%	35%
4	45%	40%
5	50%	45%
6	55%	50%
7	60%	55%
8	65%	60%
9	70%	65%
10	75%	70%
11	80%	75%
12	85%	80%
13	90%	85%
14	92%	90%
15	94%	93%
16	96%	95%
17	98%	97%
18	100%	99%
19	100%	99%

Constitution Table Explanations
Survive Resurrection: Whenever an attempt is made to bring a dead character back to life with the spell *raise dead* or *resurrection*, this percentage chance or lower must be rolled on d% or the attempt fails. If the attempt fails, the character remains dead and no further attempts may be made to bring the character back to life. If the attempt succeeds against *raise dead*, the character is revived but loses one point of CON permanently.

Survive Transformative Shock: Whenever a character's form is changed with spells or effects that petrify or polymorph (but not the spell *polymorph self*), a character must roll this percentage or lower on d% or the transformative shock overwhelms the character and he dies. Note that this roll must be made when a being is turned to stone *and* when a character or creature is restored to flesh.

Intelligence (INT) determines how well a character learns, remembers, and reasons. In addition, INT may be used to influence the minimum and maximum spell level potential of magic-users and illusionists.

Intelligence Table I

Score	Additional Languages	Language Proficiency
3	0	Unable to read or write, broken speech
4-5	0	Unable to read or write
6-8	0	Partial ability to write
9-12	0	Able to read and write
13-15	+1	Able to read and write
16-17	+2	Able to read and write
18	+3	Able to read and write
19	+4	Able to read and write

Intelligence Table II

Score	Spell Learning Probability	Minimum Spells per Level	Maximum Spells per Level
3	20%	2	3
4-5	30%	2	4
6-7	35%	2	5
8-9	40%	3	6
10-12	50%	4	7
13-14	70%	5	9
15-16	75%	6	11
17	85%	7	Unlimited
18	90%	8	Unlimited
19	95%	9	Unlimited

Intelligence Table Explanations
Spell Learning Probability: Any time a magic-user or illusionist discovers a new spell and wishes to be able to memorize it, the player must roll to see if the character is capable of understanding the spell. The probability is determined based on the INT score. For example, if a character with INT 9 rolls 41 on d%, he does not understand the spell and cannot memorize it. Once a roll is failed for any particular spell, that spell may never be understood by the character, with only one exception detailed below. It is assumed that characters have already learned the two beginning 1st level spells in their spell books.

Minimum Spells per Level: This number reflects the minimum number of spells any character with the equivalent INT should be able to learn per spell level. Normally, once a character has rolled and failed to learn a spell that character may never learn the spell. However, if a character has rolled to learn all spells in the spell listings (or rolled for all spells for that level that are available in the campaign) the character may roll again to try to learn a spell that was previously failed. The player may choose which spell to roll for again, but that spell may be rolled for again only once unless all other spells in that spell level have been rolled for again. Then if the minimum is still not met, the player may choose again

and roll again and this process continues until the minimum number of spells is acquired.
Maximum Spells per Level: This number reflects the maximum number of spells any character with the equivalent INT should be able to learn per spell level. A character may have this maximum number available for memorization, and it should be noted that once the maximum number of spells are learned no other spells may be rolled for. This is true even if not all of the spells in the spell level have been rolled for.

Wisdom (WIS) describes a character's willpower, common sense, perception, and intuition. While INT represents one's ability to analyze information, WIS represents being in tune with and aware of one's surroundings. Wisdom is the most important ability for clerics and druids; it affects the number of spells available to these characters and the chance that a spell casting may fail.

Wisdom Table I

Score	Saving Throw Modifier (to all magic effects*)
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3
19	+4

*This modifier applies to all effects of a magical origin, but excludes breath weapons. All magical devices are included (wands, staves, etc., but not swords or other weapons)

Wisdom Table II

		Additional Spells by Spell Level			
Score	Spell Failure	1	2	3	4
9	20%	-	-	-	-
10	15%	-	-	-	-
11	10%	-	-	-	-
12	5%	-	-	-	-
13	0%	1	-	-	-
14	0%	2	-	-	-
15	0%	2	1	-	-
16	0%	2	2	-	-
17	0%	2	2	1	-
18	0%	2	2	1	1
19	0%	3	2	1	1

Wisdom Table Explanations
Spell Failure: When a cleric or druid with a low WIS score casts a spell, a roll of this probability or lower on d% results in the spell being used but failing to produce an effect.

Additional Spells: These spells are available to cleric or druid characters (not magic-users, illusionists, or the elf class) with high WIS when they are capable of casting spells at these levels. These spells are added to the normally available spells indicated on the spell progression table.

Charisma (CHA) measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability is important for how other characters or monsters will respond to a character in an encounter, and affects the morale of hirelings and the number of retainers a character may have.

Charisma Table

Score	Reaction Adjustment	Retainers	Retainer Morale
3	+2	1	4
4-5	+1	2	5
6-8	+1	3	6
9-12	0	4	7
13-15	-1	5	8
16-17	-1	6	9
18	-2	7	10
19	-2	8	11

Ability Prime Requisites
Classes have ability prime requisites. Prime requisites are abilities that are most important for a class, and having a high score in these grants experience benefits. The table below details the effect a score in a prime requisite has on experience points earned by characters.

Ability Prime Requisite Table

Score	Experience Adjustment
3-5	-10%
6-8	-5%
9-12	0
13-15	+5%
16-19	+10%



Choosing a Class

Once abilities have been determined, each player must choose a class. Each class will have a prime requisite, and some classes have a requirement of a minimum ability score. If the prime requisite ability is high enough, the character will receive a bonus to experience. Sometimes, a player will choose a certain class and the character does not have a prime requisite high enough to receive the experience bonus. In these cases, two ability points may be sacrificed from one ability to raise one prime requisite ability one point. This may be done more than once, but no ability can be lowered below 9. There are certain restrictions on how to raise or lower abilities. No ability may be lowered if it is also a prime requisite for the class, even if there are a few points to spare above the minimum required score. Dexterity can only be raised, never lowered. Constitution and Charisma are the only abilities that may not be modified in any way.

Hit Points

Hit points (hp) are a measure of a character's ability to take damage before death occurs. When a character, or any other being, reaches 0 or fewer hit points, he dies. Each character class rolls a different kind of die to determine hit points, as noted in the Character Classes sub-section. One die is rolled at first level, and further dice are rolled and cumulatively added to the total hp for each level of experience, unless otherwise noted. One optional rule, to allow first level characters to be hardier, is for The Gamemaster to allow all hp rolls for first level characters to be re-rolled when results of 1 or 2 occur.

Character Races

There are two racial groups, humans and demi-humans. Demi-humans are races that are in many ways similar to humans, but have slightly different talents and appearances. Races may have ability requirements, and if so, a player must meet these requirements in order to choose the race. Note that if a player chooses a demi-human class from *BX Advanced* instead of the options presented here, none of the race details provided here are relevant to the character and the character should be created using only the core *BX Advanced* book. One exception to this rule is in regard to multiclassed characters, which is discussed later. Demi-humans using classes presented here will have saving throws, attack values, and all class abilities equal to the class chosen, not the core race class. The possible exception to this rule is when multiclassing.

When choosing a race, "Requirements" is used if a simpler approach is desired, similar to Requirements for race-classes in the LL core book. Otherwise, Requirements is ignored and the advanced Ability Min/Max listing is used *instead*. The rolled abilities must meet or exceed minimum abilities indicated for each race. If an ability is greater than the maximum allowed, it must be lowered to match the maximum. Maximum numbers in parenthesis indicate female maximums. Ability racial modifiers may be applied to raise an ability to meet the minimum.

Dwarves

Requirements: CON 9
Ability Modifiers: CON +1, CHA -1
Ability Min/Max: STR 8/18 (17), DEX 3/17, CON 12/19, INT 3/18, WIS 3/18, CHA 3/16

Dwarves have a reputation for having surly attitudes, and are particularly gruff with elves. Dwarves are stout, short, bearded demi-humans who average a height of approximately 4 feet and weigh about 150 pounds. Dwarves value precious metals and stones, and live underground. Perhaps not surprisingly, they have skin, hair and eye colors in earth tones. Due to their short height, dwarves cannot use two-handed weapons or longbows. However, they can use any other weapons or armor allowed by their class.

Due to their habit of living underground in great mines, dwarves have the ability to see in the dark with infravision up to 60 feet. From their experience underground, dwarves have a 2 in 6 (1-2 on 1d6) chance of detecting traps, false walls, hidden construction, or noticing if passages are sloped. Dwarves must be actively searching for these abilities to function. In addition to these abilities, dwarves are particularly hardy people, and have a strong resistance to magic, as reflected in their saving throws. Further, a dwarf character will speak the common tongue, dwarvish, and his own alignment language. Because of their frequent interaction underground with these creatures, dwarves will also speak goblin, gnome, and kobold.

Dwarves receive the following saving throw bonuses:

- +2 save versus breath attacks
- +4 save versus poison
- +4 save versus petrify or paralyze
- +3 save versus wands
- +4 save versus spells or spell-like devices

Dwarves are hardy beings, resistant to magic and poison, and as such they receive bonuses to defend against these effects. In addition, their small size grants them a bonus to finding cover and avoiding breath attacks.

Dwarves may select from the following classes, with the indicated level limits.

Dwarf Classes Available

Class	Level Limit
Assassin	9
Cleric	8
Fighter*	9
Thief	12

*Note that dwarf fighters receive the benefit of faster fighter level progression when compared to dwarf-as-class progression, but they can only achieve level 9 as fighters.

Dwarven thieves receive the following bonuses and penalties to thief abilities:

Dwarf Thief Skill Adjustments

Skill	Adjustment
Pick Locks	+7%
Find and Remove Traps	+10%
Climb Walls	-10%

Elves

Requirements: INT 9
Ability Modifiers: DEX +1, CON -1
Ability Min/Max: STR 3/18 (16), DEX 7/19, CON 6/18 INT 8/18, WIS 3/18, CHA 3/18

Elves have pointed ears, and are thin, fey beings. They are very diverse in appearance, much like humans, and there are said to be different kinds of elves in distant locations. They typically weigh about 120 pounds and are between 5 and 5 ½ feet tall. Though very peaceful people who enjoy good, light food and play, elves are very talented fighters and users of magic.

Elves have infravision of 60 feet, and have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a roll of 1-2 on 1d6. Because of their connection to nature, elves are completely unaffected by the paralysis ghouls can inflict. Elves can speak their alignment language, common, elvish, gnoll, hobgoblin, and orc.

Elves may select from the following classes, with the indicated level limits.

Elf Classes Available

Class	Level Limit
Assassin	10
Bard	12
Cleric	7
Fighter	10
Magic-User	11
Thief	12

Elven thieves receive the following bonuses and penalties to thief abilities:

Elf Thief Skill Adjustments

Skill	Adjustment
Pick Locks	-5%
Pick Pockets	+5%
Move Silently	+7%
Hide in Shadows	+10%
Hear Noise	+1*

*Elves receive a better dice range for hearing noises. For example, 1st level elven thieves hear noises on a 1-3, and at 9th level it is 1-5. Hear noise may never be better than 1-5.

Gnomes

Requirements: DEX 8, CON 9
Ability Modifiers: None
Ability Min/Max: STR 6/18 (15), DEX 3/18, CON 8/18
INT 7/18, WIS 3/18, CHA 8/18

Gnomes are cousins to dwarves, and share many of their idiosyncrasies. They have a wide range of appearances, and average about 4 feet tall like dwarves; they tend to be much more slender, averaging 100 pounds. Gnomes generally dwell in hills or on mountainsides, dividing their time equally above and below ground. Their habitations often overlap with halflings, and these two races are typically very friendly, if not familial, to each other. Gnomes may not use large and two-handed weapons, but they may use weapon and armor as indicated by class.

Gnomes can see in the dark with infravision up to 60 feet. They have a 2 in 6 (1-2 on 1d6) chance of detecting decrepit or unsafe structures above or below ground (walls, floors, ceilings, etc.), knowing current depth underground, knowing direction while underground, or noticing if passages are sloped. Gnomes must be actively searching for these abilities to function. In addition to these abilities, gnomes are like dwarves in being hardy people, and have a strong resistance to magic, as reflected in their saving throws. Gnomes speak the common tongue, gnomish, dwarvish, halfling, orc, goblin, kobold, and their alignment language.

Gnomes receive the following saving throw bonuses:

- +2 save versus breath attacks
- +4 save versus poison
- +4 save versus petrify or paralyze
- +1 save versus wands
- +2 save versus spells or spell-like devices

Gnomes are hardy beings, resistant to magic and poison, and as such they receive bonuses to defend against these effects. In addition, their small size grants them a bonus to finding cover and avoiding breath attacks.

Gnomes may select from the following classes, with the indicated level limits.

Gnome Classes Available

Class	Level Limit
Assassin	8
Cleric	7
Fighter	6
Illusionist	7
Thief	12

Gnome thieves receive the following bonuses and penalties to thief abilities:

Gnome Thief Skill Adjustments

Skill	Adjustment
Pick Locks	+5%
Find and Remove Traps	+7%
Move Silently	+5%
Climb Walls	-15%
Hide in Shadows	+5%

Halflings

Requirements: DEX 9, CON 9
Ability Modifiers: STR -1, DEX +1
Ability Min/Max: STR 6/17 (14), DEX 8/18, CON 10/19
INT 6/18, WIS 3/17, CHA 3/18

Halflings are even smaller than dwarves, being about 60 pounds and only attaining a height of around 3 feet. They are as diverse in appearance as humans, but have furry feet and curly hair. Halflings have a gentle nature, and value free time, good food, and good drink. They will engage in playful activities when not on an adventure. They love comfort, and will spend their riches on the most extravagant items.

Like dwarves, halflings may not use large and two-handed weapons, but may use any other weapon and armor as indicated by class.

Halflings have an uncanny ability to disappear in the wilderness. In bushes or other outdoor cover, halflings can hide with 90% ability. They can also hide in shadows or behind other forms of cover when underground in dungeons or caverns on a roll of 1-2 on 1d6, but they must be silent and motionless. Halflings are dexterous folk who get a bonus of +1 to initiative rolls when alone or in a party composed only of halflings. They have keen coordination that grants them +1 on any missile attacks. Because they are so small, halflings have a lower armor class (-2) when attacked by creatures greater than human sized.

Halflings receive the following saving throw bonuses:

- +2 save versus breath attacks
- +4 save versus poison
- +4 save versus petrify or paralyze
- +3 save versus wands
- +4 save versus spells or spell-like devices

Like dwarves, halflings are hardy beings, resistant to magic and poison, and as such they receive bonuses to defend against these effects. Their diminutive stature grants them a bonus to finding cover and avoiding breath attacks.

Halflings may select the following classes, with the indicated level limits:

Halfling Classes Available

Class	Level Limit
Fighter	6
Thief	14

Halfling thieves receive the following bonuses and penalties to thief abilities:

Halfling Thief Skill Adjustments

Skill	Adjustment
Pick Locks	+5%
Find and Remove Traps	+5%
Pick Pockets	+5%
Move Silently	+10%
Climb Walls	-15%
Hide in Shadows	+10%

Half-Elves

Requirements: None
Ability Modifiers: None
Ability Min/Max: STR 3/18 (17), DEX 6/18, CON 6/18
INT 4/18, WIS 3/18, CHA 3/18

Half-elves are the result of the union of human and elf, and as such they seldom fit into either society. They are slight of build, averaging 150 pounds with an average height of 5 ½ feet. They have pointed ears, and have inherited a love of nature from their elven parent.

Half-elves have 60' infravision. If actively searching, they can detect hidden and secret doors with a roll of 1-2 on 1d6. They have inherited a resistance to the paralyzing effect of ghouls, receiving a +4 to saving throws against this effect. Half-elves may speak their alignment language, common, elvish, gnoll, hobgoblin, and orc.
Half-elves may select from the following classes, with the indicated level limits.

Half-Elf Classes Available

Class	Level Limit
Assassin	11
Bard	12
Cleric	5
Fighter	12
Magic-User	10
Ranger	8
Thief	12

Half-elf thieves receive the following bonuses to thief abilities:

Half-Elf Thief Skill Adjustments

Skill	Adjustment
Pick Pockets	+10%
Hide in Shadows	+5%

Half-Orcs

Requirements: CON 9
Ability Modifiers: STR +1, CON +1, CHA -2
Ability Min/Max: STR 6/18, DEX 3/17, CON 13/19
INT 3/17, WIS 3/14, CHA 3/12

Half-orcs result from orc and human matings. Orcs will breed with nearly any humanoid, and are fertile beings. The majority of orcish cross-breeds are nearly indistinguishable from orcs in appearance and behavior. Player character half-orcs are assumed to be within the rare 10% of orc hybrids that can pass as ugly humans.

Half-orcs have 60' infravision, and if actively searching, they can detect hidden and secret doors with a roll of 1-2 on 1d6. Half-orcs may speak their alignment language, common, and orc.

Half-orcs may select from the following classes, with the indicated level limits.

Half-Orc Classes Available

Class	Level Limit
Assassin	Unlimited (15)
Barbarian	12
Cleric	4
Fighter	12
Thief	12

Half-orc thieves receive the following bonuses and penalties to thief abilities:

Half-Orc Thief Skill Adjustments

Skill	Adjustment
Pick Locks	+5%
Find and Remove Traps	+5%
Pick Pockets	-5%
Climb Walls	+5%

Humans

Requirements: None
Ability Modifiers: None
Ability Min/Max: All 3/18

Humans come in a wide range of appearances, and are versatile beings. This very versatility grants them the ability to choose any class, with no level restrictions. Humans are generally the most common race in a fantasy world, and they serve as the baseline from which all of the demi-human races are compared.

Human Classes Available

Class	Level Limit
Assassin	Unlimited (15)
Barbarian	Unlimited
Bard	Unlimited
Cleric	Unlimited
Druid	Unlimited
Fighter	Unlimited
Illusionist	Unlimited
Magic-User	Unlimited
Monk	Unlimited
Paladin	Unlimited
Ranger	Unlimited
Thief	Unlimited



Character Classes

High or low prime requisite abilities affect all experience earned for each class (see the Ability Prime Requisite table). A character must have the minimum required ability, if one is indicated, in order to choose a particular class.

Assassins

Requirements: STR 12, DEX 12, INT 12
Prime Requisite: None
Hit Dice: 1d4
Experience Rank: 5
Maximum Level: 15

The assassin class is a specialized variation of the thief class, with the primary objective of killing for hire. Assassins may also be hired as spies. An assassin will usually belong to an assassin's guild from the character's local town. The guild provides protection and may offer jobs to an assassin in good standing. At Gamemaster's discretion, an assassin may have to forfeit a portion of his earnings to the guild in exchange for these services. Assassin guilds can be much more territorial than thieves' guilds, and a character may face penalties, including death, if he is not a member of a local guild and he has decided to practice his trade in their domain. Assassins, like thieves, cannot wear armor heavier than leather; however, assassins may use shields and any kind of weapon. An assassin may backstab as a thief, in addition to having all other thief skills, but thief skills function as a thief of two levels lower. As a result, no thief skills are available until 3rd level. To backstab, an assassin must catch an opponent unaware of his presence (achieve surprise), usually by using *move silently* and *hide in shadows*. Assassins may also roll to instantly kill a victim of a backstab (discussed later). When backstabbing, an assassin will receive an attack bonus of +4 and will multiply all damage by 2. The damage multiplier applies even if the instant assassination roll fails. Assassins attack using the thief attack values, and use thief saving throw values. Assassins are restricted to the chaotic and neutral alignments, because no lawful character can be a hired killer.

Assassins are restricted in when they may have hirelings. Beginning at 4th level, assassins may have hirelings, but they only may be assassins of an equal or lower level to the character's. Starting at 8th level an assassin may also hire thieves, and at 12th level an assassin may hire members of any class.

Thief Abilities: Assassins have all thief skills at two levels lower.

Assassin Abilities
In addition to thief abilities, assassins have the following special abilities.

Additional Languages: An assassin with INT 16 may learn another alignment language other than his own. An assassin with INT 18 may know three alignment languages.

Assassination: Assassins may attempt to kill a target instantly. The assassin must attempt and succeed in a backstab and achieve *surprise* on his opponent. The base chance of success is 50% against a victim of equal level or monster HD to the assassin. This probability is raised or lowered by 5% for each level or HD the target is above or below the assassin. For example, if a 5th level assassin attempts to assassinate a 7th level character, the probability of success goes down to 40%. If that same 5th level assassin attempts to assassinate a 3 HD monster, the probability goes up to 60%.

Disguise: Assassins frequently employ disguises in their trade, in order to better deceive their targets, conceal their identities, and pass without notice. Assassins may disguise themselves to appear as another class, race, or sex, but they may not convincingly alter their height by more than 3" shorter or 5" taller. The base probability of successfully disguising oneself is 95%. A 5% penalty is applied for disguising as another race or as the opposite sex. This probability is further modified in the following way: add the INT and WIS of a victim to be deceived. For every point below 20, add 1% to the probability of success for the assassin. For every point above 24, subtract 1% from the chances of success. For example, if a victim has a combined INT and WIS of 19, and the assassin is disguised as a different class and appearance but the same race and sex, his probability of success goes up to 96%. Finally, this disguise becomes less convincing the longer people are exposed to it. There is a cumulative 2% penalty to the success roll for each day after the first that the same disguise is maintained around the same people. This penalty is doubled if the assassin is imitating a different race or sex, but the maximum penalty is 8%.

Poison Use: Assassins are trained in the safe use and handling of poisons. They may adulterate a victim's food or drink with poison, using stealth and/or disguise, or use poison on their weapons. However, when using poisoned weapons there is a cumulative 10% probability each round that anyone within 10' will notice that the weapons are poisoned. Those who notice the poison will either attack the assassin or call out for the city guard, or both. Roll on the table below.

Noticing Poison Reaction Table

Roll 1d10	Reaction
1-5	Calls for guards
6-8	Calls for guards and attacks
9-10	Attacks

Assassination and Experience
When an assassin successfully assassinates a victim, he receives XP equal to 90% of the gp fee. In addition, the assassin receives XP based on the character level of the victim, treating the character level as an equivalent HD level from the Monster Experience Points table in *BX Advanced*. Experience is awarded just as it is from a monster of the same HD, and special abilities are accounted for as well. For example, if a 3rd level cleric were assassinated, he would grant a base of 50 XP +15 per ability. A cleric has two special abilities, spell casting and *turn undead*, so the total XP is 80.

Assassination Fees
The typical fee an assassin may charge is dependent on his level and the level of the victim. The base fee is listed in the Assassination Fees table. This base is for a 0 level victim, and the fee increases depending on the victim's level. Note that these fees may apply to NPC assassins as well, and the fees may be raised if the target is a person of importance, such as a city mayor or a prince.

Reaching the 13th level: When an assassin reaches 13th level he may no longer advance in levels until he is able to take over an existing assassin's guild. This can be done through a direct challenge or through duplicity. The rival guild master will be a 14th level assassin. A typical guild will have 4d6+3 members, but there is a 75% probability per member that they leave when the guild is taken over by a new guild master. Any new members recruited will be 1st level assassins, and The Gamemaster will determine the maximum possible number of guild members. Note that a guild master must be powerful, cunning, and strong, else the guild members revolt or commit treachery. In order to achieve 15th level, an assassin must seek out a legendary grandmaster assassin of 15th level. Only by defeating a grandmaster may an assassin reach 15th level. These rare killers have reached near perfection in the art of death, and live secluded lives where they may deal treachery from a distance by fear and manipulation. Assassins do not advance beyond 15th level.

Assassin Level Progression

Experience	Level	Hit Dice (1d4)
0	1	1
1,500	2	2
3,000	3	3
6,000	4	4
12,000	5	5
24,000	6	6
48,000	7	7
96,000	8	8
192,000	9	9
288,000	10	10
384,000	11	11*
480.000	12	12*
576,000	13	13*
672,000	14	14*
768,000	15	15*

*Hit point modifiers from constitution are ignored.

NPC Assassins

There may be times when assassin NPCs are hired by the PCs or against the PCs. When an assassin is hired to assassinate a PC, the encounter should always be played out in the game. However, if an assassin is hired to kill an NPC, The Gamemaster may wish to assign a probability of its success, taking into account the approximate difficulty of the task. Alternatively, the encounter can be set up and played out, having a player play the assassin.

Other times, NPC assassins may be hired as spies. In these cases a simple system may be used to determine if the spy gathers the information sought. This system should not be used for PC assassins. If a PC is hired as a spy, these situations should always be played out in the game. Any spying mission's difficulty should be classified as either easy, moderate, or hard. Guidelines for defining these categories follow.

Easy: These missions require little in the employment of specialized assassin skills, and generally only require the assassin to look around in public places, or observe conditions in an environment where concealing his presence or identity will be easy and virtually

unchallenged. Examples of easy missions might include making note of a building's external defenses, or scouting ahead to look for dangers in a given region. Easy missions have a base 50% chance of success, +5% per assassin level beginning at level 2. An easy mission takes 1d8 days to complete.

Moderate: Moderate missions require the assassin to enter areas he should not be, utilizing stealth, disguise, thief skills, or all of the above. Examples include tasks to steal an item or observe an item or activities in restricted or locked areas. These tasks could include breaking into areas or fooling guards through cunning and disguise. Moderate missions have a base 30% chance of success, +10 per 3 levels of the assassin beginning at level 3. A moderate mission takes 4d10 days to complete.

Hard: These missions may reflect similar activities as those in the moderate category, but could reflect breaking into tightly guarded, and/or trapped, areas. Hard missions may also reflect missions of a long term nature, where slow and careful subterfuge and long term infiltration of organizations is necessary. The base chance of success is 10%, +5% for every 2 assassin levels beginning at level 3. The time to complete a hard mission is determined by The Gamemaster on a case by case basis.

Note that all of these probabilities can be altered by The Gamemaster to take into account special circumstances. The probability of success can never be higher than 95%.

Assassin Spying Failure

There are various reasons why a spy may have failed at his task, and specific reasons are left to The Gamemaster should the success roll fail. The table below provides options as they pertain to the disposition of the mission and the assassin that was hired should the success roll fail. The overarching concerns are whether the mission and any possibility of its success have been compromised, and whether the spy has been captured, killed, and possibly given his captors information about who hired him. Consult the table below.

Spy Failure Outcome

Roll d%*	Outcome
01-05	The spy actually succeeds, but withholds the information and will only give it up if his price is tripled.
06-40	The spy fails due to circumstance, but may try again.
41-52	The spy fails, attracting suspicion; if attempted again there is only a 10% chance of success.
53-62	The spy is captured and imprisoned.
63-72	The spy is killed.
73-88	The spy is detected and fed false information.
89-93	The spy is captured and tortured, revealing everything he knows about his mission and who hired him. The spy is then killed.
94-98	The spy is captured and tortured, revealing everything he knows about his mission and who hired him. The spy escapes.
99-00	The spy is captured, and for twice the normal assassination fee is convinced to kill the person/s who hired him.

*moderate mission, add 7% to the roll, hard missions add 3%

Barbarians

Requirements: Str 12, Con 12
Prime Requisite: STR and CON
Hit Dice: 1d10
Experience Rank: 9
Maximum Level: None

Born in the wild and raised among savage nomads, Barbarians are warriors hardened by nature and able to survive in the wild with little more than a weapon and their own willpower. Their skill in battle comes not from training or discipline, but from sheer brutality and tenacity. The sheer unwillingness to fall in combat and drive a foe into the ground makes them fearsome opponents to even the hardiest of foes.

Though they are not often found in civilized lands, some find their way onto the path of adventure. Whether they are the last remnant of a dying tribe, cast out for an act of dishonor, or secretly scouting the civilized worlds for invasion, the occasional barbarian can be found adventuring in more civilized lands.

Barbarians are proficient in all melee weapons and may wear padded armor, leather armor, studded leather as well as use shields. Because of their savage nature Barbarians may only be Neutral or Chaotic alignment. Barbarians use the Attack Value and Saving Throws of a fighter.

Sense Danger: Barbarians have an almost supernatural ability to detect danger. This gives them a chance to avoid surprise and to avoid traps after they are triggered. If a Barbarian is with a party that is surprised and they successfully Sense Danger, they are not surprised. That is they may take their actions as normal during the surprise round even though the rest of their party may not act. If a trap which would affect the is activated and they successfully Sense Danger, they may avoid the trap effects completely (leaping out of the way, etc.) so long as there is any physical way to avoid

the trap. A successful Sense Danger roll will also negate any bonuses for attacking a Barbarian from behind (or from ambush, from invisibility, etc.)

Battle Rage: Barbarians can fly into a rage at the beginning their action in a combat round. This grants the Barbarian a bonus to attack and damage rolls equal to the Barbarian's level divided by 4, rounded up (e.g. +1 at levels 1 to 4, +2 at levels 5-8, etc.). The Barbarian gains temporary hit points equal to his level that go away at the end of Battle Rage – damage suffered during battle rage is taken first from these temporary hit points. Damage dice explode -- that is, if the natural die roll is the maximum possible for the die type (e.g. a 6 of a D6, an 8 on a D8), the die is rolled again and the damage added together. If the second natural die roll is also the maximum possible for the die type, a third roll is made (etc.). Damage bonuses, if any, are added to the final. Barbarians using a ranged weapon when they go into Battle Rage will toss it aside and draw a melee weapon as a free action.

Battle Rage lasts for 1d6 plus 1 per level combat rounds. A Barbarian may voluntarily end Battle Rage before the duration is up. When Battle Rage ends, the Barbarian immediately loses all Battle Rage modifiers and becomes fatigued for 10 minutes for every combat round the Battle Rage lasted. While fatigued, the Barbarian loses the benefits of Sense Danger, suffers a -2 penalty to hit and damage, and moves at 50% of their normal rate.

Superstitious: Barbarians are notoriously suspicious of magic from outside their experience (Barbarian clans will tolerate Clerics and Druids but Magic-Users and Illusionists will be driven out). If any Magic User or Illusionist casts a spell on a Barbarian and he successfully saves, he will fly into a frenzy and attack the spell-caster.

While superstitious, the Barbarian is still a pragmatist; his primitive nature just sometimes gets the better of him. With regard to magic items, this means that a Barbarian can use most magic weapons and armor, since they are just better versions of standard items. The Barbarian would not use a weapon if he knew it could throw a spell though.

The Barbarian is also pragmatic enough to suffer the use of such items or the presence of a Magic-User among his allies, unless a spell is cast upon *him*. In such a case the Barbarian will fly into a frenzy as discussed above and attack the source of the spell.

Horde Leadership: As a Barbarian advances in levels he may attempt to raise a barbarian horde for revenge against a traditional enemy or if substantial loot is promised as described below:

- **Clan Leader:** A Barbarian of 8th level and above has the respect of his clan, usually his family and some traditionally allied families who hail from the same area. The Barbarian can gather a small force of 1d6 1st level Barbarians times the Barbarian's level (so 8d6 at 8th level, 9d6 at 9th level and so on), along with a war leader (a 3rd level Barbarian) and a clan Shaman (a 3rd level Druid). This force will stay together for the Barbarian as long as the goal he promised them remains within their reach (this is at the discretion of the game master).

- **War Chief:** At 13th level the Barbarian has an even greater reputation among his people and can gather a larger force, equal to 1d8 1st level Barbarians per level. This force is accompanied by two war leaders (3rd level Barbarians), two clan shamans (3rd level Druids) and one clan leader (8th level Barbarian).

- **Warlord:** At 18th level and above the Barbarian can summon a great number (often the majority) of his people to aid him in revenge or for the prospect of gaining treasure. This force numbers 2d10 1st level Barbarians per level, along with one war leader and clan shaman per 10 Barbarians and one clan leader for every 30 Barbarians.

Barbarian Level Progression

Experience	Level	Hit Dice (1d10)	Sense Danger
0	1	1	14%
2,500	2	2	20%
5,000	3	3	26%
10,000	4	4	32%
20,000	5	5	38%
40,000	6	6	44%
80,000	7	7	50%
160,000	8	8	55%
320,000	9	9	60%
480,000	10	+3 hp only*	64%
640,000	11	+6 hp only*	68%
800,000	12	+9 hp only*	72%
960,000	13	+12 hp only*	76%
1,120,000	14	+15 hp only*	80%
1,280,000	15	+18 hp only*	84%
1,440,000	16	+21 hp only*	88%
1,600,000	17	+24 hp only*	92%
1,760,000	18	+27 hp only*	94%
1,920,000	19	+30 hp only*	96%
2,080,000	20	+33 hp only*	97%

*Hit point modifiers from constitution are ignored.

Bards

Requirements: CHA 15, STR 9, & INT 12
Prime Requisite: CHA
Hit Dice: 1d6
Experience Rank: 9
Maximum Level: None

The bard is a jack-of-all-trades—combining the skills of fighter, magic-user, historian, and sage—but master of none. Above all, bards are artists and entertainers. Some memorize and recite ancient tales of glory and defeat. Some are proficient thespians who act out folk tales and morality plays. Others become master musicians or singers. Whichever path or combination of paths a bard chooses, their artistic drive and ability will be a major part of their life. In addition, many bards are driven to a life of adventuring from a desire to discover ancient mysteries and experience a few epic tales themselves. Some bards train in bardic colleges while others choose to apprenticeship under master bards.



Bards may use any weapons and wear any armor up through chain mail, but may not use shields. They begin play with the standard 3d8x10 gold pieces (gp). Bards use the cleric Attack Table and the thief Saving Throw Table.

Bard Level Progression

Experience	Level	Hit Dice (1d6)
0	1	1
2,500	2	2
5,000	3	3
10,000	4	4
20,000	5	5
40,000	6	6
80,000	7	7
160,000	8	8
320,000	9	9
480,000	10	+2 hp only*
640,000	11	+4 hp only*
800,000	12	+6 hp only*
960,000	13	+8 hp only*
1,120,000	14	+10 hp only*
1,280,000	15	+12 hp only*
1,440,000	16	+14 hp only*
1,600,000	17	+16 hp only*
1,760,000	18	+18 hp only*
1,920,000	19	+20 hp only*
2,080,000	20	+22 hp only*

*Hit point modifiers from constitution are ignored.

Song Knowledge: Bards have the ability to gauge the emotion and general lyrics of a song, even if they do not understand the language it is sung in. For example, they can tell the difference between an orcish war chant and an orcish love song without knowing how to speak orcish.

Legend Lore: Through research and study of ancient tales and arcane lore, bards are sometimes able to recognize famous items, people, places, etc. This can be a handy ability when adventuring in lost ruins or when encountering ancient creatures or mysteries. At the Gamemaster's discretion most uses of this ability can be resolved quickly; while some may require hours, days, or even weeks of research on the part of the bard to discover detailed information.

Hide in Crowds: Bards have the ability to disappear in a crowd. This ability has been gained from years of running away from unappreciative crowds and furious fathers. If there is a large crowd of people in an area (more than 5 people in the majority of 10' foot squares in the room/street/plaza/etc.), the Bard can slip away unnoticed from whomever happens to be chasing him. Alternatively, the Bard may just want to blend into the crowd, denying his normal flamboyant demeanor.

Busk: Bawdy or solemn, making the incorrect song choice from his repertoire can be dangerous for a Bard. If a Bard succeeds at busking, he has picked the right songs for the crowd and they happily tip him for his playing. Crowds tip 15% of their carried wealth to the Bard.

The size of the crowd depends on how much work the Bard has done in drumming up interest in his show, or where he has chosen to play. If the Bard fails his busking attempt, the crowd either happily ignores his poor choice of music or is incited into a murderous rage. The Gamemaster must roll 2d6 on the Reaction table to determine this. Busking attempts take approximately 30 minutes to an hour of game time.

Beguile: Regular folk can become enamored with a Bard, so much so that they may be willing to work for him for free (as long as their basic needs are taken care of). When attempting to hire a Retainer, if the Gamemaster rolls a 2 (including modifiers) on the Retainer Reaction to Hiring Offer table, the Retainer offers to work for free. The other benefits of +1 to Retainer morale also apply. If the Bard insists on mistreating the Retainer, they may end up demanding pay (probably at the most inopportune time for the Bard).

Reaching the 5th Level: A Bard can comprehend languages with 80% probability. The Bard cannot communicate in the languages he comprehends. If the roll does not succeed, the Bard cannot attempt to comprehend that language again until he reaches a higher level of experience. The Gamemaster may want to keep this roll result secret and not allow the Bard to know if he has succeeded or not. The Gamemaster may then tell the Bard character what he believes he is comprehending from the person that is speaking to him.

Reaching the 6th Level: A Bard can read and cast magic from Magic-User scrolls with 40% accuracy. A failed rolls means the spell does not function as expected, and can create horrible effects, at the Gamemaster's discretion.

Reaching the 8th Level: A Bard can read and cast magic from Magic-User scrolls with 80% accuracy. A failed rolls means the spell does not function as expected, and can create horrible effects, at the Gamemaster's discretion.

Reaching 9th Level: a Bard may buy or construct an Inn or Tavern in a suitably busy town or hamlet. The Inn or Tavern quickly attracts a reputation across the land for being a good source of wholesome entertainment, courtly intrigue, or dastardly villainy, depending on the Bard's alignment.

Travelers, adventurers, and pleasure seekers flock to the Inn or Tavern from far and wide and the Bard does not have to look far to find interesting people with even more interesting tales. These individuals can point the Bard and his party in the direction of adventure, as well as provide secret knowledge that only comes from loose lips receiving the VIP treatment.

Spell Songs

Bards have the ability to cast magic spells through their songs. To do so they are required to be playing a two-handed instrument (Lute, Flute, Bagpipes, Violin, Harmonica, Panpipes, etc.) when they cast the spell and to maintain the spell. Bards do not have the same explosive nature with magic as Magic-Users and need to continue playing their instrument in order to keep their magic power at play in the world. The instant the Bard stops playing, the spell he has cast fails, even if it has time remaining where it would still be in effect.

The Bard needs his party members to give suggestions and directions to people under the effect of spells like charm person and geas, because if the Bard speaks he must cease playing his instrument. Song Spells do not last longer than their listed duration, even if the Bard continues playing.

To learn new spells, a Bard needs to find another Bard who knows the Song Spell and is willing to teach it. Bards are not overly protective of their known Song Spells, but demand gold for their lessons (generally 1,000 gp per Song Spell level).

Bards have a limited choice of magic compared to Magic-Users.

Bard Abilities Progression

Level	Hide in Crowds	Busk	Spell Level 1	2	3	4	5	6	7	8
1	13%	20%	1	-	-	-	-	-	-	-
2	17%	25%	2	-	-	-	-	-	-	-
3	21%	30%	2	1	-	-	-	-	-	-
4	27%	35%	3	1	-	-	-	-	-	-
5	31%	40%	3	1	-	-	-	-	-	-
6	37%	46%	3	2	1	-	-	-	-	-
7	45%	52%	4	2	1	-	-	-	-	-
8	55%	60%	4	2	2	-	-	-	-	-
9	65%	70%	4	2	2	-	-	-	-	-
10	70%	80%	4	3	2	1	-	-	-	-
11	80%	90%	4	3	2	1	-	-	-	-
12	90%	95%	4	3	3	1	-	-	-	-
13	95%	99%	4	3	3	2	-	-	-	-
14	99%	105%*	4	3	3	2	1	-	-	-
15	105%*	110%*	5	4	3	2	2	-	-	-
16	110%*	115%*	5	4	4	2	2	1	-	-
17	115%	120%*	5	4	4	3	2	1	1	-
18	120%*	130%*	5	5	5	4	3	2	1	1
19	130%*	140%*	5	5	5	4	4	2	1	1
20	140%*	150%*1	6	5	5	5	5	3	2	2

*99% is the maximum (roll of 100 always fails)



Clerics

Requirements: None
Prime Requisite: WIS
Hit Dice: 1d6
Experience Rank: 5
Maximum Level: None

Clerics have pledged their lives to serve a deity. To this end, they conduct their lives in a way to further the desires and will of their gods or goddesses. Clerics may use divine energy in the form of spells, which are granted through prayer and worship. The power and number of cleric spells available to a character are determined by level. Clerics are also trained to fight, and they should be thought of not as passive priests but as fighting holy crusaders. If a cleric ever falls from favor, due to violating the beliefs of his god or breaking the rules of his clergy, the god may impose penalties upon the cleric. These penalties are entirely up to Gamemaster, but may include penalties to attack (-1) or even a reduction in spells available.

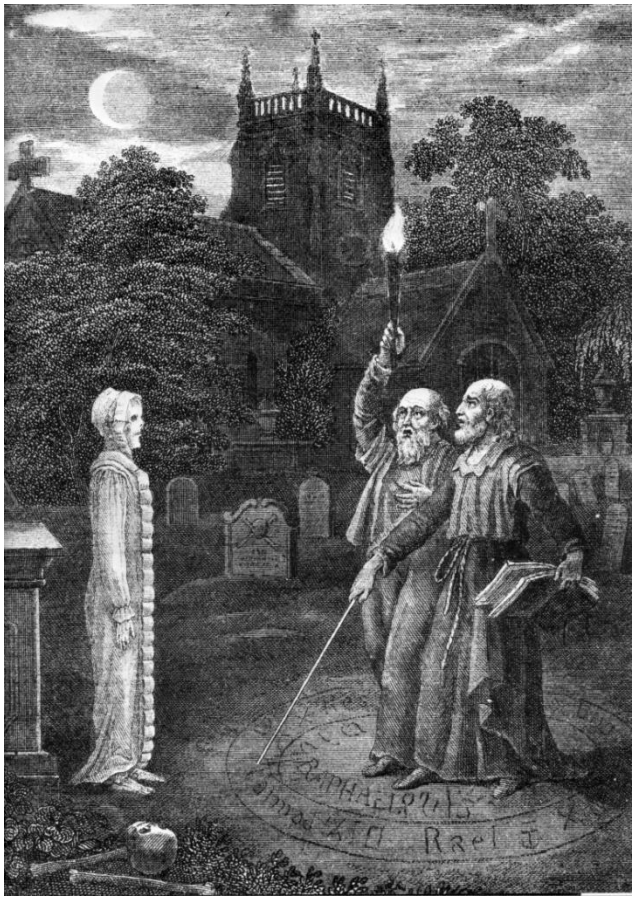
Clerics can use any form of armor and weapons except for weapons that have a sharp edge. This eliminates weapons such as swords, axes, and arrows, but not slings, maces, or other blunt items. Strict holy doctrine prevents clerics from using any cutting or impaling weapons.

Cleric Level Progression

Experience	Level	Hit Dice (1d6)
0	1	1
1500	2	2
3000	3	3
6000	4	4
12000	5	5
24000	6	6
48000	7	7
96000	8	8
192000	9	9
288000	10	+1 hp only*
384000	11	+2 hp only *
480000	12	+3 hp only *
576000	13	+4 hp only *
672000	14	+5 hp only *
768000	15	+6 hp only *
864000	16	+7 hp only *
960000	17	+8 hp only *
1056000	18	+9 hp only *
1152000	19	+10 hp only *
1248000	20	+11 hp only *

*Hit point modifiers from constitution are ignored.

Turning Undead: Clerics have the ability to **turn undead**. The potency of this ability is determined by level. The cleric is able to call upon the name and power of his deity to repel, and even destroy, undead. Turned undead will leave the area by any means they can, and will not attempt to harm or make contact with the cleric. On the Turning Undead table, there will be a dash, a "T", a "D", or a number corresponding to the HD of an undead creature and the level of the cleric. A dash means that the cleric has not attained high enough level to turn the undead type. A "T" means that the cleric automatically turns the undead, and a "D" means that the undead will be destroyed automatically. A number indicates that the player must roll that number or higher on 2d6 in order to turn the undead. If this roll is successful, or there is a "T" in the chart, the player rolls 2d6 again and the result equals the number of total hit dice of undead creatures turned. A "D" in the chart requires the same roll to determine how many HD of undead are destroyed. No matter what the dice roll result, at least one undead creature will always be turned or destroyed, as appropriate, on a successful use of *turn undead*.



EXAMPLE: Arthur the Holy, a level 1 cleric, attempts to turn 4 foul undead skeletons (1 HD each). When Arthur's player looks at the Turning Undead table, there is a 7 corresponding to his level and the entry for undead of 1 HD. He turns some undead on a roll of 7 or higher on 2d6. He rolls a result of 9, meaning some skeletons will be turned. To determine how many HD he turns, he rolls 2d6 and comes up with a 3. Since skeletons have 1 HD each, three of them flee, leaving one behind for Arthur the Holy to vanquish. If Arthur had been attempting to turn undead that have 2 HD each, he would only have turned one, since a roll of three only completely accounts for one 2 HD creature.

Reaching 9th level: Once attaining 9th level, a cleric may establish or build a stronghold. So long as the cleric is currently in favor with his god, he may buy or build a keep at half the normal price due to divine intervention. Once a stronghold is established, the cleric's reputation will spread and he will attract 1st and 2nd level followers of the fighter class (numbering 5d6 x10). They are completely loyal (never checking morale). The Gamemaster chooses which proportions of followers are bowman, infantry, etc.

Turning Undead Table

	Cleric Level						
Undead HD	**1**	**2**	**3**	**4**	**5**	**6**	**7**
1	7	5	3	T	T	D	D
2	9	7	5	3	T	T	D
3	11	9	7	5	3	T	T
4	-	11	9	7	5	3	T
5	-	-	11	9	7	5	3
6	-	-	-	11	9	7	5
7	-	-	-	-	11	9	7
8	-	-	-	-	-	11	9
9	-	-	-	-	-	-	11
Infernal*	-	-	-	-	-	-	-

	Cleric Level						
Undead HD	**8**	**9**	**10**	**11**	**12**	**13**	**14+**
1	D	D	D	D	D	D	D
2	D	D	D	D	D	D	D
3	D	D	D	D	D	D	D
4	T	D	D	D	D	D	D
5	T	T	D	D	D	D	D
6	3	T	T	D	D	D	D
7	5	3	T	T	D	D	D
8	7	5	3	T	T	D	D
9	9	7	5	3	T	T	D
Infernal*	11	9	7	5	3	T	T

***This category includes very powerful undead, or unholy beings such as demons.**

CLERIC SPELL PROGRESSION

Cleric	**Spell Level**						
Level	**1**	**2**	**3**	**4**	**5**	**6**	**7**
1	1	0	0	0	0	0	0
2	2	0	0	0	0	0	0
3	2	1	0	0	0	0	0
4	3	2	0	0	0	0	0
5	3	2	1	0	0	0	0
6	3	3	2	0	0	0	0
7	4	3	2	1	0	0	0
8	4	3	3	2	0	0	0
9	4	4	3	2	1	0	0
10	5	4	3	3	2	0	0
11	5	4	4	3	2	1	0
12	5	5	4	3	3	2	0
13	6	5	4	4	3	2	0
14	6	5	5	4	3	3	0
15	7	6	5	4	4	3	1
16	7	6	5	5	4	3	2
17	8	7	6	5	4	4	2
18	8	7	6	5	5	4	3
19	9	8	7	6	5	4	3
20	9	8	7	6	5	5	3

Druids

Requirements: WIS 12, CHA 15
Prime Requisite: WIS, CHA
Hit Dice: 1d6
Experience Rank: 7
Maximum Level: 14

Druids are a secretive subclass of clerics. Their ambitions and methods are often not understood, which makes them objects of both fascination and fear. Much like clerics, druids can be seen as "holy warriors," but their allegiance is not to a typical god. Rather, they pay homage to nature. The sun, the moon, the earth, the elements, and all things associated with these forces are their gods. As a consequence, druids are not bound by typical concepts of "good" or "evil," for nature does not exist to adhere to human moral concepts. Thus, all druids must be neutrally aligned. Druids are dedicated to protecting the balance of nature; sometimes protecting that balance requires acts others might view as "evil" or "good."

Because of their close ties to nature, druids may not use metal armor or shields, but may use leather or wood armor and shields. They may use most weapons, except crossbows and bows. Druids attack using the same table as clerics, as well as sharing their saving throw progression. However, druids receive a +2 bonus to saving throws against all fire or electrical based attacks. Druids may use magical items available to clerics, except spell scrolls since druids have access to different powers and spells. Druids have no power over undead.

Druid Level Progression

Experience	Level	Hit Dice (1d6)
0	1	1
2000	2	2
4000	3	3
8000	4	4
16000	5	5
32000	6	6
64000	7	7
128000	8	8
256000	9	9
384000	10	10
512000	11	11
640000	12	12
768000	13	13
896000	14*	14

*Maximum level attainable for druids.

Druid Spell Progression

Cleric Level	Spell Level 1	2	3	4	5	6	7
1	2	0	0	0	0	0	0
2	2	1	0	0	0	0	0
3	3	2	1	0	0	0	0
4	3	2	2	0	0	0	0
5	4	3	2	0	0	0	0
6	4	3	2	1	0	0	0
7	4	3	3	1	0	0	0
8	4	4	3	2	0	0	0
9	4	4	3	2	1	0	0
10	5	4	3	3	2	0	0
11	5	5	4	3	2	1	0
12	5	5	4	4	3	2	1
13	6	5	5	5	4	3	2
14	6	6	6	6	5	4	3

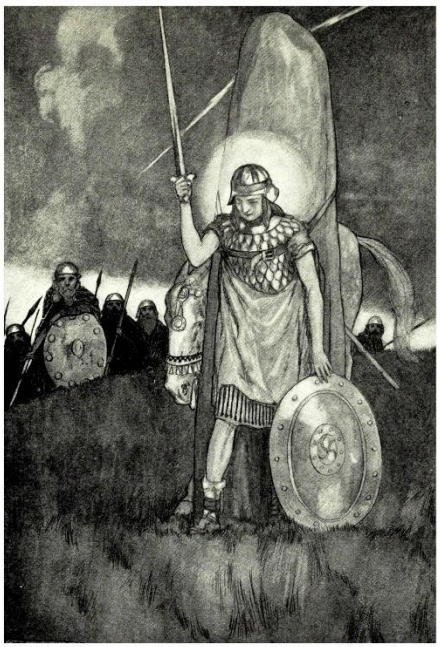
Druids speak their own secret druidic language, their alignment tongue, and common. Beginning at third level, for each level of experience druids may select an additional language from the following list: centaur, dragon (green), dryad, dwarven, elven, gnome, lizardfolk, manticore, nixie, pixie, sprite, or treant.

Reaching 3rd level: Upon reaching the 3rd level, druids gain the ability to identify animals and plants. In addition, they may discern whether water or food is pure, safe, or poisoned. Druids gain the ability to pass through thick vegetation with neither a penalty to movement rate nor any evidence of their passing.

Reaching 7th level: Druids gain the ability to assume animal shapes upon reaching level 7, three times per day. Any normal animal form may be chosen, from as small as a bat or rat to as large as approximately twice human size, such as a bear. A specific animal shape may be taken only one time per day, for unlimited duration. However, while in the form of an animal the druid has all of the physical properties of that animal, while retaining his normal mental state. Transitioning from one form to another allows the druid to heal 1d6x10% of any damage that has been sustained to the previous form.

In addition to these abilities, at 7th level druids become immune to *charm* or *charm-like* effects from sylvan beings.

Reaching 9th level: Upon reaching the 9th level, a druid will attract 1d6 druidic apprentices, 50% of them are 1st level and 50% are 2nd level. Druids do not build permanent strongholds, but may have temporary, hidden homes within thick vegetation or the trunks of trees.



Fighters

Requirements: None
Prime Requisite: STR
Hit Dice: 1d8
Experience Rank: 7
Maximum Level: None

Fighters, as their name implies, are exclusively trained in the arts of combat and war. They are specialists at dealing physical blows. Unlike other classes, fighters are particularly burdened in a group of adventurers because they are tougher and must take the lead to defend others. Fighters can use any weapons and armor. Beginning at 15th level, a fighter gains one additional attack per round. One further attack is gained every 5 levels to a maximum of 4 attacks per round.

Reaching 9th Level: At level 9 a fighter may become a great leader, taking control of a parcel of land and a leadership rank in his society. A fighter will, assuming money is at hand, build a castle. He may ultimately control several villages and towns, but must be a good, strong leader and provide protection.

Fighter Level Progression

Experience	Level	Hit Dice (1d8)
0	1	1
2000	2	2
4000	3	3
8000	4	4
16000	5	5
32000	6	6
64000	7	7
128000	8	8
256000	9	9
384000	10	+2 hp only *
512000	11	+4 hp only *
640000	12	+6 hp only *
768000	13	+8 hp only *
896000	14	+10 hp only *
1024000	15	+12 hp only *
1152000	16	+14 hp only *
1280000	17	+16 hp only *
1408000	18	+18 hp only *
1536000	19	+20 hp only *
1664000	20	+22 hp only *

*Hit point modifiers from constitution are ignored.

Illusionists

Requirements: INT 15, DEX 16
Prime Requisite: None
Hit Dice: 1d4
Experience Rank: 8
Maximum Level: None

Illusionists are a specialized form of magic-user. They have access to some of the same spells, but also an array of specialist spells designed to confuse the senses and deceive the unwary. Although they share all of the same restrictions that apply to magic-users, illusionists do not gain bonus experience points and so they have no prime requisite. Illusionists may use many of the same magic items available to all characters. However, there are some differences compared to magic-users.

Illusionists may use the following items: magic weapons (allowed by class), *crystal ball* (without additional powers), *detection* wands, *staff of striking, rod of cancelation, wand of wonder, wand of fear, wand of illusion,* rings, and spell scrolls which contain illusionist spells.

Illusionist Level Progression

Experience	Level	Hit Dice (1d4)
0	1	1
2250	2	2
4500	3	3
9000	4	4
18000	5	5
36000	6	6
72000	7	7
144000	8	8
288000	9	9
432000	10	+1 hp only *
576000	11	+2 hp only *
720000	12	+3 hp only *
864000	13	+4 hp only *
1008000	14	+5 hp only *
1152000	15	+6 hp only *
1296000	16	+7 hp only *
1440000	17	+8 hp only *
1584000	18	+9 hp only *
1728000	19	+10 hp only *
1872000	20	+11 hp only *

*Hit point modifiers from constitution are ignored.

Illusionist Spell Progression

	Spell Level						
Level	**1**	**2**	**3**	**4**	**5**	**6**	**7**
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	2	2	-	-	-	-	-
5	2	2	1	-	-	-	-
6	2	2	2	-	-	-	-
7	3	2	2	-	-	-	-
8	3	3	2	1	-	-	-
9	3	3	3	2	-	-	-
10	3	3	3	2	1	-	-
11	4	3	3	3	2	-	-
12	4	4	3	3	2	1	-
13	4	4	4	3	3	2	-
14*	4	4	4	4	3	2	1
15	5	4	4	4	4	3	2
16	5	5	4	4	4	3	2
17	5	5	5	4	4	4	3
18	5	5	5	5	4	4	3
19	6	5	5	5	5	4	4
20	6	6	5	5	5	5	4

*At 14th level, illusionists gain the ability to memorize most 1st level magic-user spells. A total of four 1st level spells may be memorized in place of one 7th level spell. Only a maximum of two 7th level spell slots may be used for this purpose (8 first level spells would be possible). All ordinary rules for acquiring and learning spells apply. The following spells are *not available* to illusionists for this purpose: *detect magic, find familiar, identify, jump, light, jarring hand,* and *write*.



Magic-Users

Requirements: None
Prime Requisite: INT
Hit Dice: 1d4
Experience Rank: 9
Maximum Level: None

Sometimes called wizards, warlocks, or witches, magic-users study arcane secrets and cast spells. Magic-users are able to cast a greater number of increasingly more powerful spells as they advance in level. However, they are limited in their choice of weapons, as they are only able to use small weapons such as a dagger. They are unable to use shields or wear any kind of armor. For these reasons, magic-users are weak at low levels, and in an adventuring group they should be protected.

Magic-users carry spell books, which hold the formulae for spells written on their pages. A magic-user can have any number of spells in a spell book, but can only memorize a certain number of spells that he can know off hand to cast at any time. This number increases as a magic-user increases in class level.

Reaching 9th Level: When a magic-user reaches the 9th level, he is able to create spells and magic items. These rules are in the Magic Research portion of Section 9 in the core *BX Advanced* rules.

A magic-user may build a stronghold, often a great tower, when he reaches level 11. He will then attract magic-user apprentices (1d6), who will range from level 1-3.

Magic-User Level Progression

Experience	Level	Hit Dice (1d4)
0	1	1
2500	2	2
5000	3	3
10000	4	4
20000	5	5
40000	6	6
80000	7	7
160000	8	8
320000	9	9
480000	10	+1 hp only *
640000	11	+2 hp only *
800000	12	+3 hp only *
960000	13	+4 hp only *
1120000	14	+5 hp only *
1280000	15	+6 hp only *
1440000	16	+7 hp only *
1600000	17	+8 hp only *
1760000	18	+9 hp only *
1920000	19	+10 hp only *
2080000	20	+11 hp only *

*Hit point modifiers from constitution are ignored.

Magic-User Spell Progression

	Spell Level								
Level	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	2	2	-	-	-	-	-	-	-
5	2	2	1	-	-	-	-	-	-
6	2	2	2	-	-	-	-	-	-
7	3	2	2	1	-	-	-	-	-
8	3	3	2	2	-	-	-	-	-
9	3	3	3	2	1	-	-	-	-
10	3	3	3	3	2	-	-	-	-
11	4	3	3	3	2	1	-	-	-
12	4	4	3	3	3	2	-	-	-
13	4	4	4	3	3	2	1	-	-
14	4	4	4	4	3	3	2	-	-
15	5	4	4	4	4	3	2	1	-
16	5	5	4	4	4	4	3	2	-
17	5	5	5	4	4	4	4	3	1
18	5	5	5	5	4	4	4	4	2
19	6	5	5	5	5	4	4	4	3
20	6	6	5	5	5	5	4	4	4

Monks

Requirements: STR 12, DEX 15, WIS 15
Prime Requisite: None
Hit Dice: 1d4
Experience Rank: 8
Maximum Level: 16

Monks are a subclass of clerics; however, while clerics look outward for wisdom monks seek inner enlightenment. They do not learn or cast spells. Rather, they finely hone themselves to their full potential through training of both mind and body. As a result, they are able to perform feats unattainable by other classes. Monks may be of any alignment; the sphere they adhere to reveals the path they take toward inner perfection, whether it be through law, chaos, or a balance of forces in neutrality.

Monks may only have small amounts of money, like paladins. They may wear no armor. However, they may use any weapon and attack as thieves. Their study of the body grants them +1 hp damage when using weapons, per every 2 levels of experience. Monks do not benefit from bonuses to hit and damage from STR, or bonuses to AC from DEX. When fighting with bare hands, if a monk succeeds in an attack by 5 more than needed on a d20, the opponent is stunned for 1d6 rounds. Further, there is a base probability equal to the opponent's AC that the opponent is killed instantly. This probability increases by 1% per level above 7th. For example, an opponent with AC 4 attacked by a monk of 8th level would have a 5% chance of being killed instantly. If the AC were -2 and the monk were 10th level, there would be a 1% chance of instant death. When fighting bare-handed, monks gain additional attacks and higher damage. Further, natural AC improves each level. These are indicated on the table below.

Monk Level Progression

Experience	Level	Hit Dice (1d4)
0	1	2
2250	2	3
4500	3	4
9000	4	5
18000	5	6
36000	6	7
72000	7	8
144000	8	9
288000	9	10
432000	10	11
576000	11	12
720000	12	13
864000	13	14
1008000	14	15
1152000	15	16
1296000	16*	17

*Maximum level attainable for monks.

Monks save as clerics; they may dodge missiles of a non-magical nature with a successful saving throw versus breath attacks or dodge magic missiles with a successful save versus spell-like devices. When saving against other effects that deal damage, successful saving throws result in no damage even when damage would normally be half. At 9th level, even an unsuccessful save results in half damage.

Monks have the following additional special abilities:

They advance as thieves of an equal level in the following abilities, sometimes with bonuses as indicated: pick locks (+5%), find and remove traps (+10%), move silently (+10%), climb walls, hide in shadows (+10%), and hear noise.
Monks are surprised only with 1 in 6 on a d6.

Reaching 4th level: Monks gain the ability to *speak with plants*.

Reaching 5th level: At 5th level, monks may *feign death* for a number of turns equal to 1d6 x their level. Further, at this level a monk gains the ability to fall 20' and suffer no damage, so long as he is no further than 1' from a wall to help break the fall.

Reaching 6th level: At 6th level, *ESP* will only work on a monk 10% of the time, -1% per level above 6th. At 6th level a monk

gains the ability to fall 30' and suffer no damage, so long as he is no further than 4' from a wall to help break the fall.

Reaching 7th level: Monks may meditate for 1 turn, healing 1d6+1 hp of damage once per day. An additional point is added for each level above 7th.

Reaching 8th level: Monks gain the ability to *speak with animals*, and they become completely immune to hypnotizing effects and *suggestion*. They are 50% immune to *charm* related effects. A monk may attract 1d4+1 1st level monk followers, and one or two additional followers per level of experience beyond 8th.

Reaching 10th level: At 10th level monks become immune to the effects of *geas* and *quest*. In addition, they are immune to all poison.

Reaching 13th level: At 13th level a monk gains his much-feared "quivering palm" attack. The monk announces he has begun the vibrations in his palm, and he must succeed in an attack against an opponent within 3 rounds. If successful, the monk immediately decides when the transferred quivering sensation of death will cause instant fatality, which can be any time within 1 day per level of the monk. Note that this ability, once initiated and regardless of whether successful, can only be used once per week. In addition, this effect does not work against beings under the influence of *feign death*, any form of undead, or creatures with more HD or levels than the attacking monk. Finally, at this level a monk gains the ability to fall from an unlimited height and suffer no damage, so long as he is no further than 8' from a wall to help break the fall.

Monk Special Abilities

Class Level	AC Bonus	Unarmed Attack Damage	Unarmed Attacks per Round*	Movement Rate
1	0	1d4	1/1	120' (40')
2	-1	1d4+1	1/1	120' (40')
3	-2	1d6	1/1	150' (50')
4	-3	1d8	4/3	150' (50')
5	-4	1d10	4/3	180' (60')
6	-5	1d12	3/2	180' (60')
7	-6	2d8	3/2	210' (70')
8	-7	3d6	3/2	210' (70')
9	-7	2d10	2/1	240' (80')
10	-8	2d12	2/1	240' (80')
11	-8	3d8	5/2	270' (90')
12	-9	3d10	5/2	270' (90')
13	-9	5d6	3/1	300' (100')
14	-10	4d8	3/1	300' (100')
15	-11	3d12	4/1	330' (110')
16	-12	4d10	4/1	330' (110')

*The number before the slash is the number of attacks, after the slash is the interval in rounds. For example, 3/2 means 3 attacks every 2 rounds, with the extra attack occurring on the second round.

Paladins

Requirements: STR 12, INT 9, WIS 13, CHA 17
Prime Requisite: STR, WIS
Hit Dice: 1d8
Experience Rank: 10
Maximum Level: None

Paladins are a type of fighter that adheres to a strict moral code. They must always have a lawful alignment and never may commit morally questionable, or evil, acts. Should a paladin knowingly act in a chaotic way, only confession and paying penance to a cleric of 7th level or higher will remove the mark of the sin. However, committing an evil act is unforgivable, and a paladin immediately loses all special class abilities and becomes an ordinary fighter of equal level, with the lowest possible experience points. Paladins must meet the prime requisite requirements for all of the prime requisite abilities listed above in order to receive a bonus to experience.

Paladins may only have (1) magical suit of armor, (1) magical shield, (4) magical weapons (not counting magical arrows or quarrels), and (4) miscellaneous magical items. Paladins may only keep small amounts of money, and pay 10% of all earnings to a church. Any excess items or money found must be donated to the paladin's church or another worthy church of similar alignment and moral code. Note that paladins may only ever hire lawful henchman. They will adventure with chaotic characters, but they will cease to do so with characters who commit evil acts. Paladins have the following special abilities:

- They may *"Lay on Hands"* once per day to heal 2 hp per level to a wounded being.
- They may *cure disease* 1 time per day, per every 5 levels.
- Paladins are immune to disease.
- They may *detect evil* to 60', as the spell, when concentrating.
- They radiate *protection from evil* in a 10' radius at all times.
- Paladins receive +2 to all saving throws.

Reaching 3rd level: At 3rd level paladins are able to turn undead as a cleric 2 levels lower.

Reaching 4th level: A paladin may summon a special war horse, but only one time each 10 years. The horse has AC 5, HD 5+5, and movement of 180' (60').

Reaching 9th level: Paladins gain the ability to cast clerical spells. However, they may not use cleric spell scrolls. Paladins do not attract followers.

Paladin Level Progression

Experience	Level	Hit Dice (1d8)
0	1	1
2750	2	2
5500	3	3
11000	4	4
22000	5	5
44000	6	6
88000	7	7
176000	8	8
352000	9	9
528000	10	+3 hp only *
704000	11	+6 hp only *
880000	12	+9 hp only *
1056000	13	+12 hp only *
1232000	14	+15 hp only *
1408000	15	+18 hp only *
1584000	16	+21 hp only *
1760000	17	+24 hp only *
1936000	18	+27 hp only *
2112000	19	+30 hp only *
2288000	20	+33 hp only *

*Hit point modifiers from constitution are ignored.

Paladin Spell Progression

Class	Cleric Spell Level			
Level	1	2	3	4
9	1	-	-	-
10	2	-	-	-
11	2	1	-	-
12	2	2	-	-
13	2	2	1	-
14	2	2	1	-
15	3	2	1	1
16	3	3	1	1
17	3	3	2	1
18	3	3	3	1
19	3	3	3	2
20*	3	3	3	3

*This is the maximum spell ability.

Rangers

Requirements: INT 12, WIS 12, CON 15
Prime Requisite: STR, INT, WIS
Hit Dice: 1d6
Experience Rank: 8
Maximum Level: None

This sub-class of the fighter is a specialist of wilderness survival, whether that wilderness be above or below ground. They adhere to their own sort of morals, such that they may be lawful, chaotic, or neutral with their larger world views, which may not reflect their disposition to other beings. In this regard, they have some similarity to the druids. Rangers must meet the prime requisite requirements for all of the prime requisite abilities listed above in order to receive a bonus to experience. Due to their vagabond lifestyles, rangers may only own what can be carried (on person and/or on a mount); any other items or treasure must be donated (but not to other PCs). Rangers cannot hire henchman until they reach 8th level. In addition, only three rangers can adventure together at a time, although there is no restriction of numbers of any other class in the adventuring party. Rangers have the following special abilities:

- Rangers receive +1 per level to damage against goblinoids and giants (bugbears, orcs, kobolds, goblins, hobgoblins, ogres, ettins, all giants, and trolls).
- Rangers are surprised only on 1 on 1d6; they may surprise others on 1-3 on 1d6.
- Rangers are able to track creatures in wilderness and underground environments. The base chance is 90% when in the wilderness, with +2% for every creature more than one in a party to be tracked. There is a cumulative penalty of -25% for every hour of rain, or -10% for every day that has passed since tracks were made. In underground environments, rangers must watch a creature to be tracked for 3 turns prior to tracking it, to observe its manner. The base chance in this case is 65% when underground, modified in the following manner:
    - -40% if the creature enters a secret door
    - -20% if the creature enters a concealed door or passage
    - -10% if the creature enters a normal door or otherwise takes a deviation from a path
    - No adjustment if the creature continues on a path without much deviation

Reaching 8th level: Rangers may use druid spells, as indicated below.

Reaching 9th level: Rangers may use magic-user spells, as indicated below.

Reaching 10th level: Rangers gain the ability to employ any magic item, excluding scrolls, which confers the ability to employ *clairaudience, clairvoyance, ESP,* or *telepathy*. Further, at this level rangers attain 3d6 followers of 1st or 2nd level from the ranger, fighter, cleric, or magic-user classes, to be determined randomly. Note that no more than two ranger followers may be attained.

Ranger Level Progression

Experience	Level	Hit Dice (1d6)
0	1	2
2250	2	3
4500	3	4
9000	4	5
18000	5	6
36000	6	7
72000	7	8
144000	8	9
288000	9	10
432000	10	+2 hp only *
576000	11	+4 hp only *
720000	12	+6 hp only *
864000	13	+8 hp only *
1008000	14	+10 hp only *
1152000	15	+12 hp only *
1296000	16	+14 hp only *
1440000	17	+16 hp only *
1584000	18	+18 hp only *
1728000	19	+20 hp only *
1872000	20	+22 hp only *

*Hit point modifiers from constitution are ignored

Ranger Spell Progression

	Spell Level				
Class	Druid Spells			Magic-User Spells	
Level	1	2	3	1	2
8	1	-	-	-	-
9	1	-	-	1	-
10	2	-	-	1	-
11	2	1	-	2	-
12	2	1	-	2	-
13	2	2	-	2	1
14	2	2	-	2	1
15	2	2	-	2	2
16	2	2	1	2	2
17*	2	2	2	2	2

*This is the maximum spell ability.

Thieves

Requirements: None
Prime Requisite: DEX
Hit Dice: 1d4
Experience Rank: 4
Maximum Level: None

Thieves have a range of unique skills associated with their profession that make them very handy companions in adventures. However, thieves can be a bit shady and they sometimes are not as trustworthy as other classes. A thief will usually belong to a Thieves Guild from the character's local town, where he can seek shelter and information between adventures. At Gamemaster's discretion, a thief may have to forfeit a portion of his earnings to the guild in exchange for protection. Because of their need of stealth and free movement, thieves cannot wear armor heavier than leather, and they cannot use shields. They have a need for using diverse weapons, and are able to use any kind. A thief has the ability to backstab. He must catch an opponent unaware of his presence, using *move silently* and *hide in shadows*. The thief will receive an attack bonus of +4 and will multiply all damage by 2.

Thief Abilities: Thieves have the following range of skills, which improve as the thief gains levels. See the Thief Skills table. Note

that usually The Gamemaster will make rolls for these abilities, because a thief is not always aware when he has failed!

Pick Locks: A thief is skilled in picking locks, but needs lock picks to do so. He can only try to pick a lock one time, and if he fails, he may not try the same lock again until he reaches a higher experience level. The referee might grant an additional try depending on the complexity of the lock.

Find and Remove Traps: A thief may only try one time to find or remove a trap in an area. Note that these are separate skills, for a thief must find a trap before he can remove it!

Pick Pockets: This skill is the bread and butter of non-adventuring thieves, for it is a quick source of income…but not without peril. A roll that equals twice or more of the skill percentage means the intended target notices the thieving attempt. The Gamemaster will then roll 2d6 on the reaction table to determine the intended victim's reaction.

ve Silently: When successful, others will not hear the movements of a thief. However, the thief always thinks he is successful in this skill, and will not know otherwise unless others react to his presence.

Climb Walls: Thieves are adept at scaling sheer surfaces, including walls or steep cliffs. They require a skill roll for each 100 feet they intend to climb. If the roll fails, they fall a distance equal to half the attempted distance, taking 1d6 points of damage per 10 feet.

Hide in Shadows: A thief will always think he is successful in this skill, and will not know otherwise until others react to his presence. He must remain motionless when hiding.

Hear Noise: Thieves can attempt to listen for noises, in a cave or hallway, and at a door or other locations but the thief must be quiet and in a quiet environment. Unlike the other thief abilities, this ability is rolled using 1d6.

Additional Abilities
Thieves gain the following abilities as they progress in levels:

Level 4: A thief can *read languages* (any) with 80% probability. This ability does not include magical writings. If the roll does not succeed, the thief may not try to read that particular piece of writing until he reaches a higher level of experience.

Level 9: When a thief attains level 9 he can establish a thief den, and 2d6 thief apprentices of 1st level will come to work with the character. These thieves will serve the character with some reliability; however, should any become arrested or killed the character will not be able to attract more followers of this type to replace them. A successful character might use these followers to start a Thieves' Guild.

Level 10: A thief can read and cast magic from magic-user (and elf) scrolls with 90% accuracy. A failed roll means the spell does not function as expected, and can create a horrible effect at Gamemaster's discretion.

Thief Abilities Table I

Level	Climb Walls	Hide in Shadows	Hear Noise
1	87	13	1-2
2	88	17	1-2
3	89	20	1-3
4	90	27	1-3
5	91	30	1-3
6	92	37	1-4
7	93	47	1-4
8	94	57	1-4
9	95	67	1-4
10	96	77	1-5
11	97	87	1-5
12	98	90	1-5
13	99	97	1-5
14	99	99	1-5

Thief Abilities Table II

Level	Pick Locks	Find and Remove Traps	Pick Pockets*	Move Silently
1	17	14	23	23
2	23	17	27	27
3	27	20	30	30
4	31	23	37	37
5	35	33	40	40
6	45	43	43	43
7	55	53	53	53
8	65	63	63	63
9	75	73	73	73
10	85	83	83	83
11	95	93	93	93
12	97	95	105	95
13	99	97	115	97
14	99	99	125	99

Thief Level Progression

Experience	Level	Hit Dice (1d4)
0	1	1
1250	2	2
2500	3	3
5000	4	4
10000	5	5
20000	6	6
40000	7	7
80000	8	8
160000	9	9
240000	10	+2 hp only *
320000	11	+4 hp only *
400000	12	+6 hp only *
480000	13	+8 hp only *
560000	14	+10 hp only *
640000	15	+12 hp only *
720000	16	+14 hp only *
800000	17	+16 hp only *
880000	18	+18 hp only *
960000	19	+20 hp only *
1040000	20	+22 hp only *

*Hit point modifiers from constitution are ignored.

Advanced HD (Optional)

If The Gamemaster allows this optional rule, some classes (not all) use higher HD instead of the ones listed previously. Traditionally, advanced games use this rule to increase survivability of the PCs. The Gamemaster must consider this implementation carefully because it can affect play significantly at lower levels, and to some degree at higher levels. It is also possible, although not recommended, to allow higher HD for some classes and not others. These decisions are at the sole discretion of Gamemaster. Refer to the table below for the advanced HD and for recommended adjustments to race-classes when this rule is used. If a class does not appear on this table, there is no advanced option for increasing HD for that class.

Class*	Advanced HD
Barbarian	D12
Bard, Cleric, Druid	d8
Fighter, Paladin	d10
Ranger	d8
Thief, Assassin	d6

*It is recommended that monks, magic-users, and illusionists retain d4 for HD.

Secondary Skills (Optional)

Character classes are considered full time occupations. The training necessary to achieve even 1st level required dedication to a trade, whether that be studying religion to be a cleric, arcane secrets to be a magic-user, or fighting, strategy, and war to be a fighter. However, at the option of The Gamemaster characters may have other occupational skills that represent training or knowledge in another profession. These skills may have been acquired as a child growing up around the family profession, or at some other point in the character's life. These are broad skill categories, and it is up to The Gamemaster to referee situations in which these skills might be useful, and to decide on chances of success in using them or chances of knowing something relevant to a situation. For example, training as a jeweler could give a character the ability to estimate the value of a gem, recognize types of gems in their raw state, and cut gems if proper tools are available, etc. Players may roll or pick from the table below, but if picking then only one skill may be chosen. The referee may require players to roll instead of choose. This is a small sample of possible skills, and more may be added.

Roll d00	Skill		Skill
01-03	Animal Trainer	56-59	Huntsman
04-05	Armorer	60-62	Lapidary/Jeweler
06-09	Baker	63-66	Lorimer
10-12	Blacksmith	67	Mapmaker
13	Bookbinder	68-69	Mason
14-16	Bowyer/Fletcher	70-73	Miner
17-20	Brewer	74-76	Potter
21-23	Butcher	77-78	Roper
24-26	Carpenter	79-81	Seafarer
27-28	Chandler	82-84	Shipwright
29-33	Cooper	85-87	Tailor
34-35	Coppersmith	88-90	Tanner
36-46	Farmer	91-93	Thatcher/Roofer
47-50	Fisher	94-96	Woodcutter
51-54	Furrier	97-98	Vintner
55	Glassblower	99-00	Roll for two skills

Background (Optional)

Characters should select, with the approval of the Gamemaster, a background that represents their race, culture, and their previous (non-adventuring) training/experience. The selection of a character's background is as important as the selection of a class as a character's background gives the character a broad base of skills and knowledge.

The Gamemaster will consider the character's background just as he would the character's class when deciding if a character will succeed with an action. For example, a character with an "Human (Holy Panamon Imperium) Engineer" background should have a much better chance of damming a creek or building a bridge over it than a character with a "Courtier" background – and an even better chance if that creek is in the territory of the Holy Panamon Imperium where the character knows more about the terrain and likely has contacts who could help.

Races and cultures are generally limited to those the Gamemaster has defined for the campaign.

For the prior training/experience part of a character's background, anything that fits the campaign setting may be selected. For example: A few possibilities include: acrobat, alchemist, animal trainer, architect, aristocratic noble, assassin, chef, con-woman, desert nomad, goblin exterminator, hunted outlaw, knight errant, priest, refugee, scout, shaman, shepherd, soldier, spy, temple acolyte, thief, torturer, traveling martial arts pupil, tribal healer, tunnel scout, wandering minstrel, poet, and so on. This part of a character's background need not be related to the PCs class, e.g. a player who creates a deeply religious fighter skilled in the arts of vision interpretation, divination and oration might pick 'Prophet' as a background. Backgrounds may not duplicate a class.

Players should discuss their background ideas with their Gamemaster to both to be sure it will be a good fit for both the campaign setting and the group's play style as well as to be sure the player and the Gamemaster are both on the same general page as to what skills and knowledge the background provides the character. For example, if a player picked a "knight" background, the Gamemaster might be thinking "knight of the round table" while the player is thinking "knight templar."

Gamemaster Note: In most cases, the optional Secondary Skills rule and the optional Background rule should be considered mutually exclusive. Only one of the these two optional rules should be added to the game

Choosing Alignment

In *BX Advanced*, all beings, whether characters or monsters, adhere to one of three philosophies or spheres of behavior. These spheres are Law, Neutrality, and Chaos. A player must choose one of these paths when his character is created. The different alignments are described below. Note that although players should do their best to adhere to one of these spheres, The Gamemaster will take note when behavior deviates too much from their chosen alignment and he may assign a new alignment more appropriate to actual character actions. All alignments have alignment languages. In addition to the common tongue and other languages known, as indicated by class, adherents of a particular alignment share an alignment language that only they understand.

Law: Lawful beings believe in truth and justice. To this end, they will follow laws and believe all things must adhere to order. Lawful beings also believe in sacrifice to a greater good, and will choose the good of a larger group over the good of an individual.

Neutrality: Neutral beings are more self-centered. They believe in a balance between the ideas of law and chaos, and in their actions they tend to do what will serve themselves. They might commit good or evil acts in order to further their own ends, and generally will not put others' needs ahead of their own.

Chaos: Chaotic beings are in direct opposition to law. These beings should be seldom trusted, for they tend to act in "evil" ways and will be much more selfish than a neutral being. Chaotic characters believe in chance and that there should be no innate order to life.

EXAMPLE: If an adventurer were in a situation where his companions were trapped and would meet certain death without his help, he would act in the following ways based on his alignment:

- The lawful character would sacrifice himself if necessary to rescue his companions. He would never leave them behind unless he had a better chance of saving them by doing so, or some truly greater cause could be achieved.
- The neutral character will attempt to rescue his friends only if he is not likely to be harmed. He will weigh the costs and benefits, and if he is at too much risk, he will leave them behind.
- The chaotic character will only help the group if he stands to profit from it and if he is not likely to get hurt. How he will act depends entirely on how he sees potential for personal gain or which way is most self-serving.

Good and Evil (Optional)
People familiar with other "advanced" games will notice that the standard alignment system does not account for "good" and "evil." This is because these concepts are left to interpretation. This is a philosophy more in line with classic pulp fantasy and science fiction. In this way of thinking, the "highest philosophy" is the conflict between law and chaos, with the balance of neutrality between. In this philosophical universe, concepts of good and evil are merely a means to attain the goals of any one of these greater spheres of thought. In this game, then, "evil" and "good" are much more situational than doctrines of behavior. Evil will often be associated with chaos, and good with law, but this need not always be the case. Nonetheless, what follows is a presentation of alignments that incorporates good and evil. This system may optionally be used for PCs or NPCs, and may be assigned to monsters as The Gamemaster sees fit.

Lawful Good: A lawful good character opposes evil and believes in maintaining order. He keeps his word and acts against injustice. A lawful good character hates to see the guilty go unpunished. He believes the best way to maintain the greater good is through tradition, discipline, and order.

Neutral Good: A neutral good character opposes evil, but no particular importance is placed on law or chaos. He believes the greater good can be achieved at times through both means, and a balance of the two.

Chaotic Good: A chaotic good character acts as his conscience directs him with little regard for what others expect of him. He believes in goodness and right but has little use for laws and regulations. He follows his own moral compass, which, although good, may not agree with that of society.

Lawful Neutral: A lawful neutral character acts in accordance with law, tradition, or a personal code. Order and organization are paramount. Good and evil are to be maintained in balance to achieve order.

Neutral: A neutral character commits himself philosophically to neutrality. He sees good, evil, law, and chaos as extremes that must be maintained entirely in balance, as nature intends. In nature these forces may fluctuate, but a neutral character would oppose any artificial imbalance imposed by others.

Chaotic Neutral: A chaotic neutral character believes in randomness. Further, the best way to maintain disorder is to keep good and evil in balance. These characters are often unpredictable, but not cruel.

Lawful Evil: A lawful evil character cares about tradition, loyalty, and order but not about freedom, dignity, or life. He plays by the rules but without mercy or compassion. Domination is attained through strict adherence to discipline.

Neutral Evil: A neutral evil character is selfish and cares nothing for life or others. Evil for the sake of evil is the main tenet with these characters, and law or chaos are unimportant or only a means to an end.

Chaotic Evil: A chaotic evil character does whatever his greed, hatred, and lust for destruction drive him to do. He may be vicious, arbitrarily violent, and unpredictable. He may be simply out for whatever he can get, or he may be committed to the spread of evil and chaos.

Allegiances (Optional)

Instead of using Alignment, GMs may opt to use Allegiances in their campaign. Technically, alignments still may exist if Allegiances are used, they become Ethical Philosophy and Moral Philosophy allegiances.

A character may have up to three allegiances, listed in order from most important to least important. These allegiances are indications of what the character values in life, and may encompass people, organizations, or ideals. A character may have no allegiances (being either a free spirit or a lone wolf) or may change allegiances as he or she goes through life. Also, just because the character fits into a certain category of people doesn't mean the character has to have that category as an allegiance.

If the character consistently acts in a way that is detrimental to his or her allegiance (or violates it in an extreme manner), the Gamemaster may choose to strip the character of that allegiance (and all its benefits) and assign an allegiance more suitable to those actions.

Pledging Allegiance: A character's allegiance can take the form of loyalty to a person, to an organization, to a belief system, to a nation, or to an ethical or moral philosophy. In general, a character can discard an allegiance at any time, but may only gain a new allegiance after attaining a new level.

Having an allegiance implies having sufficient intelligence and wisdom to make a moral or ethical choice. As a result, a character must have Intelligence and Wisdom scores of 3 or higher in order to select allegiances.

Allegiances include, but are not limited to, the following examples.

Person or Group: This includes a leader or superior, a family, a group of linked individuals (such as a band of adventurers or a cell of secret agents), or a discrete unit within a larger organization (such as members of the character's squad or platoon, or individuals whose safety the character is responsible for).

Organization: This may be a company or guild, a gathering of like-minded individuals, a fraternal brotherhood, a secret society, a branch of the guard or militia, a government, a school, an employer, or an otherwise established authority.

Nation: This may or may not be the country that the character currently resides in. It may be where the individual was born, or where the character resides after emigrating to a new home.

Belief System: This is usually a particular faith or religion, but can also be a specific philosophy or school of thought. Belief systems could also include political beliefs or philosophical outlooks.

Ethical Philosophy: This describes how one feels about order, as represented by law and chaos. An individual with a lawful outlook tends to tell the truth, keep his or her word, respect authority, and honor tradition, and he or she expects others to do likewise. An

individual with a chaotic outlook tends to follow his or her instincts and whims, favor new ideas and experiences, and behave in a subjective and open manner in dealings with others.

Moral Philosophy: This describes one's attitude toward others, as represented by good and evil. An individual with a good allegiance tends to protect innocent life. This belief implies altruism, respect for life, and a concern for the dignity of other creatures. An evil allegiance shows a willingness to hurt, oppress, and kill others, and to debase or destroy innocent life.

Allegiances and Influence: An allegiance can create an empathic bond with others of the same allegiance. With the Gamemaster's permission, the character gains a +2 circumstance bonus on Charisma-based skill checks when dealing with someone of the same allegiance-as long as the character has had some interaction with the other character to discover the connections and bring the bonus into play.

Virtues and Vices (Optional)

Players select six traits from the lists below, at least two virtues and two vices must be selected as no character is perfect. Players can select virtues and vices not on the list with Gamemaster approval.

Players are expected to role play their virtues and vices when they would come into play. However, while they should be apparent in the character's everyday personality, they need not dominate it to the extent the character becomes a caricature.

Virtues	Vices
Academic	Arrogant
Austere	Bigoted
Bold	Capricious
Cheerful	Cowardly
Compassionate	Egoistical
Courageous	Fearful
Daring	Hateful
Determined	Hidebound
Fair	Impulsive
Faithful	Insensitive
Friendly	Lazy
Generous	Manipulative
Gregarious	Miserly
Honest	Petty
Hopeful	Power Hungry
Industrious	Rude
Just	Self-Centered
Kind	Spendthrift
Patriotic	Stubborn
Thoughtful	Thoughtless
Thrifty	Vengeful

Character Tagline (Optional)

Each character should have one fairly unique feature in his personality or background that sets him or her apart from other characters and npcs in the campaign (and from other characters the player may play or have played in the campaign). This feature should not be something that would give a mechanical bonus in play, but something interesting and unique in the character's personality, background, or history. The Gamemaster should work with the player to ensure the character's tagline is appropriate to the campaign setting. A tagline can also be a "catch phrase" that sums up the character in some way.

Some examples of a simple character taglines from history and literature would be "never tells a lie" for George Washington, "the lionhearted" for Richard I of England, "demands his martinis be shaken not stirred" for James Bond, "cultivates a grandfather image but quietly manipulates others to achieve the greater good" for Dumbledore, and "I didn't do it, nobody saw me, you can't prove anything" for Bart Simpson.

Character Languages

All characters begin with the common tongue and their alignment language. Some classes grant further languages, and characters with high intelligence receive additional languages. Additional languages can be chosen at Gamemaster's discretion. In general, any races or monsters capable of language have their own language. Most monsters have at least a 20% probability of speaking their own language and the common tongue. When we refer to the common tongue, we are assuming this is a language common to all humans. However, The Gamemaster may rule that different humans have different languages, in which case a particular human language must be chosen rather than a common tongue.

Basic Adventuring Skills

Unless a player specifies otherwise about a character at character creation, all characters are assumed to have basic practical adventuring skills such as maintaining weapons and armor, riding a horse, setting up a camp, swimming, climbing, cooking, first aid, etc., and have a rough idea of the value of common coins, trade goods, gems, and jewels. Success should simply be assumed unless there are unusual conditions.

Height and Weight (Optional)

This table may be used for randomly generating the height and weight of PCs and/or NPCs. The dice roll given in the height and weight modifier columns determines how the character's height (in inches) or weight (in pounds) varies from the listed base. For dwarves, halflings, and gnomes roll d6. On 1-3 subtract the modifier, and on 4-6 add the modifier. For all other races roll d10 for both height and weight. On 1-2 the modifier is subtracted from the base, and on 8-10 it is added to the base. On 3-7 for height, modify the average by 1d4 inches, 50% chance higher or lower. For weight, modify the base by 1d8 pounds, 50% chance higher or lower.

Random Height and Weight Table

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Human, male	6' 0	2d6	175	4d10
Human, female	5' 6	2d4	130	3d10
Dwarf, male	4' 0	1d6	150	3d6
Dwarf, female	3' 10	1d6	120	3d6
Elf, male	5' 0	1d6	100	3d6
Elf, female	4' 6	1d6	80	2d6
Gnome, male	3' 6	1d4	80	3d4
Gnome, female	3' 3	1d4	75	2d4
Half-elf, male	5' 6	1d6	140	2d6
Half-elf, female	5' 3	1d6	110	2d6
Half-orc, male	5' 6	1d4	150	3d6
Half-orc, female	5' 3	1d4	120	3d6
Halfling, male	3' 0	1d4	60	3d4
Halfling, female	2' 9	1d4	50	2d4

Age (Optional)

The following sub-section is purely optional, as it adds some complexity to the character generation process. However, character age is an issue that comes up sometimes in play since some monsters or magical effects can alter age. Knowing how age affects characters can be useful. Character ages for races are rolled based on the table below. In the case of multiclassed characters, the higher age is used. Note that the referee rolls for maximum age and keeps this secret from the player.

Random Starting Ages

Race*	Assassin, Thief	Magic-User, Illusionist	Barbarian, Fighter, Ranger, Paladin	Cleric, Druid, Monk
Dwarf	75+3d6	-	40+4d6	230+3d20
Elf	100+4d8	150+4d8	125+5d8	510+8d8
Gnome	80+3d6	60+3d6	100+2d10	300+3d10
Half-Elf	20+5d4	35+3d4	20+4d4	30+3d4
Half-Orc	20+1d4	-	14+1d4	20+1d4
Halfling	40+1d6	-	20+2d6	-
Human	18+1d4	27+1d8	16+1d4	18+1d6

*Ages only apply to races eligible for the listed class.

The age stage of a character may influence his ability scores, reflecting the vigor of youth or the degeneration of decrepitude. Note that ability adjustments may not take an ability above or below racial or class maximums or minimums. However, age may bring WIS above racial maximums to a maximum of 19.

Age Stages

Dwarf	(A) 35-55; (Ad) 56-149; (M) 150-249; (E) 250-349; (V) 350-450
Elf	(A) 100-179; (Ad) 180-574; (M) 575-874; (E) 875-1199; (V) 1,200-1700
Gnome	(A) 55-89; (Ad) 90-299; (M) 300-449; (E) 450-599; (V) 600-760
Half-Elf	(A) 24-44; (Ad) 45-99; (M) 100-179; (E) 180-249; (V) 250-350
Half-Orc	(A) 12-16; (Ad) 17-31; (M) 32-46; (E) 47-61; (V) 62-80
Halfling	(A) 22-32; (Ad) 33-69; (M) 70-99; (E) 100-149; (V) 150-200
Human	(A) 14-19; (Ad) 20-40; (M) 41-60; (E) 61-85; (V) 86-100

*(A)Adolescent; (Ad) Adult; (M) Middle Age; (E) Elderly, (V) Venerable

Ability Adjustments Due to Age

The ability adjustments due to age listed below are cumulative. Thus, if a character were middle aged, one would apply adjustments beginning with adolescent.

Adolescent: WIS -1, CON +1
Adult: STR +1, WIS +1
Middle Age: STR -1, CON -1, INT +1, WIS +1
Elderly: STR -2, DEX -1, CON -1, WIS +1
Venerable: STR -1, DEX -1, CON -1, INT +1, WIS +1

Age At Death*

Roll 3d6	Age Category	Modifier (years)
3-4	(M) Lowest Range	+1d8
5-6	(M) Highest Range	-1d6
7-9	(E) Lowest Range	+1d8
10-12	(E) Highest Range	-1d6
13-15	(V) Lowest Range	+1d6
16-17	(V) Highest Range	-1d10
18	(V) Highest Range	+1d10

*This should be determined by the referee and kept secret. The age indicated is when the character will die of natural causes, i.e. heart attack, stroke, etc.

Aging from Magic

Casting certain spells or being under the effects of some magic can induce aging. The following magics age a character by 1 year: caster of *limited wish*; recipient of *haste*; quaffing a *potion of speed*. In addition, the caster of a *restoration* spell ages 2 years. The caster of a *resurrection* or *wish* spell ages 3 years. Finally, the caster of a *gate* spell ages 5 years.

Multiclassing

At Gamemaster's option, characters may multiclass. Traditionally, humans are not allowed to multiclass, but this is up to the discretion of Gamemaster. A maximum of three classes may be chosen.

Characters with multiple classes divide all experience points between the classes, and have a separate pool of experience for each class. Experience point bonuses granted due to class prime requisites are granted only to that class's experience pool. Levels are gained as normal, but hit points are halved (or divided by three if there are three classes) when a level is gained in a class. For instance, if a multiclassed fighter/thief gains a level as a thief, he rolls 1d4/2. Fractions are recorded, as they may add with fractions from other gains later. If this character receives 1.5 hp, then later gains a fighter level and rolls a 5 on 1d8, he receives 2.5 hp to add to the 1.5, for a total of 4 hp.

All of the character's saving throws and attack values are equal to the best values available for the character's classes and levels. Characters who multiclass sometimes gain class abilities that would otherwise conflict. Notes on specific class combinations follow. Some race-classes from core *BX Advanced* may multiclass, and notes are provided for those as well.

Cleric/Assassin, Cleric/Fighter, Cleric/Ranger, Cleric/Dwarf, or Cleric/Thief: These characters may use sharp weapons and melee projectiles.

Thief/Cleric, Thief/Fighter, Thief/Dwarf, or Thief/Halfling: Any class combining thieves may use any armor or weapons appropriate for the other class. However, the thief armor restriction still applies so that if a multiclassed thief uses armor heavier than leather or uses a shield, thief skills may not be employed.

Cleric/Magic-User, Fighter/Magic-User, Fighter/Illusionist: These characters may use sharp objects and any armor.

The following class combinations **are not** allowed:
Dwarf/Fighter, Halfling/Fighter, Elf/any class, Paladin/any class, Monk/any class

Character Inheritance

Characters die. The Gamemaster might allow players to create a will for their characters, to leave treasure behind for an heir. If this is done, the treasure must be stored with a reputable bank, which will charge a total of 10% of the treasure for their services. A player might try to leave money to an heir through less safe means, such as burying it and leaving a map behind, but this is more risky. A character's heir has to be a new 1st level character, and a player is only allowed to leave a character inheritance one time.



Section 3: Weapons and Equipment

Money and Coins

The most common coin is the gold piece (gp). A gold piece is worth 2 electrum pieces (ep), or 10 silver pieces (sp). Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, electrum, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp. The standard coin weighs about 1/10th of a pound (10 to the pound), and when a carrying device, such as a backpack, lists the weight it can carry this weight can be directly converted to coins to determine how many coins it can carry.

	Exchange Value				
Coins	**CP**	**SP**	**EP**	**GP**	**PP**
Copper Piece (cp) =	1	1/10	1/50	1/100	1/1,000
Silver Piece (sp) =	10	1	1/5	1/10	1/100
Electrum Piece (ep) =	50	5	1	1/2	1/20
Gold Piece (gp) =	100	10	2	1	1/10
Platinum Piece (pp) =	1,000	100	20	10	1

Equipment

Starting characters may purchase the following equipment. These lists will also be handy when characters need to restock supplies between adventures.

Weapons

Weapon	Cost	Variable Damage	Weight
Axe, battle*	6 gp	1d8	6 lb.
Axe, hand	1 gp	1d6	3 lb.
Club	3 gp	1d4	3 lb.
Crossbow, heavy	25 gp		8 lb.
Heavy quarrels (10) and case	3 gp	1d8	1 lb.
Crossbow, light	16 gp		4 lb.
Light quarrels (10) and case	3 ep	1d6	1 lb.
Dagger	3 gp	1d4	1 lb.
Dagger, silver	30 gp	1d4	1 lb.
Dart	5 sp	1d4	1/2 lb.
Flail	3 gp	1d6	5 lb.
Flail, heavy*	8 gp	1d8	10 lb
Hammer, light	1 gp	1d4	2 lb.
Hammer, war*	7 gp	1d6	5 lb.
Javelin	1 gp	1d6	2 lb.
Lance	7 gp	1d6	10 lb.
Longbow	40 gp		3 lb.
Quiver and arrows (20)	5 gp	1d8	3 lb.

Mace	5 gp	1d6	3 lb.
Morningstar*	5 gp	1d6	6 lb.
Pick, heavy*	8 gp	1d8	6 lb.
Pick, light	5 gp	1d6	3 lb.
Pole Arm*	7 gp	1d10	15 lb.
Quarterstaff*	2 gp	1d6	4 lb.
Scimitar	15 gp	1d8	4 lb.
Shortbow	25 gp		2 lb.
Quiver and arrows (20)	5 gp	1d6	3 lb.
Sling	2 gp		0 lb.
Bullets, sling (10)	nil	1d4	5 lb.
Spear	3 gp	1d6	6 lb.
Sword, long	10 gp	1d8	4 lb.
Sword, bastard**	20 gp	1d8/2d4	6 lb.
Sword, short	7 gp	1d6	2 lb.
Sword, two-handed*	15 gp	1d10	15 lb.
Trident*	4 gp	1d6	4 lb.

*These are classified as two-handed weapons.
**A bastard sword can be used one-handed or two-handed.

Armor

Armor	Cost	Armor Class	Weight
Banded mail	85 gp	4	35 lb.
Chain mail	70 gp	5	30 lb.
Helmet	10 gp	-	5 lb.
Horse barding	150 gp	5	60 lb.
Leather	6 gp	8	15 lb.
Padded	4 gp	8	10 lb.
Plate mail	450 gp	3	50 lb.
Scale mail	50 gp	6	40 lb.
Shield	10 gp	1 less*	10 lb.
Splint mail	75 gp	4	45 lb.
Studded leather	30 gp	7	20 lb.
Unarmored	0 gp	9	nil

*Using a shield reduces armor class by 1.

Adventuring Gear

Gear	Cost	Weight
Backpack (empty)	2 gp	2 lb.
Bedroll	1 sp	5 lb.
Blanket, winter	5 sp	3 lb.
Block and tackle	5 gp	5 lb.
Bottle, wine, glass	2 gp	—
Candles (10)	10 cp	—
Case, map or scroll	1 gp	1/2 lb.
Chain (10 ft.)	30 gp	2 lb.
Crowbar	2 gp	5 lb.
Flask (empty)	3 cp	1-1/2 lb.
Flint and steel	2 gp	—
Garlic (3 cloves)	5 gp	—
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Holy symbol, wooden	1 gp	—
Holy symbol, silver	25 gp	1 lb.
Holy water (flask)	25 gp	1 lb.
Ink (1 oz. Vial)	8 gp	—
Quill pen	1 sp	—
Ladder, 10-foot	5 cp	20 lb.
Lantern	9 gp	3 lb.
Lock	20 gp	1 lb.
Manacles	15 gp	2 lb.
Mirror, small steel	10 gp	½ lb.
Oil (1-pint flask)	1 sp	1 lb.
Paper (sheet)	4 sp	—
Parchment (sheet)	2 sp	—
Pick, miner's	3 gp	10 lb.
Pole, 10-foot wooden	2 sp	8 lb.
Rations, unpreserved (per day)	2 sp	1 lb.
Rations, trail (per day, preserved)	5 sp	1 lb.
Rope, hemp (50 ft.)	1 gp	10 lb.
Rope, silk (50 ft.)	10 gp	5 lb.
Sack, large (empty)	2 sp	½ lb.
Sack, small (empty)	1 sp	½ lb.
Saddle	25 gp	25 lb.
Saddle bag	1 sp	½ lb.
Spade or shovel	2 gp	8 lb.
Spell book (blank)	15 gp	3 lb.
Spikes, iron (12)	1 gp	8 lb
Spyglass	1,000 gp	1 lb.
Stakes, wooden (3)	5 cp	1 lb.
Thieves' tools	30 gp	1 lb.
Torches (8)	3 sp	8 lb.
Vial, for ink, potion, or holy water	1 gp	1/10 lb.
Waterskin/Wineskin	1 gp	4 lb.
Wine (2 pints)	1 gp	½ lb.
Wolfsbane (fist full)	10 gp	—



Animals, Land and Water Transport

Animals and Land Transport	Cost
Cart	100 gp
Dog	3 sp
Dog, guard	25 gp
Donkey	8 gp
Feed (per day)	5 cp
Horse, draft	40 gp
Horse, riding	75 gp
Horse, war	250 gp
Mule	30 gp
Pony	30 gp
Stabling (per day)	5 sp
Wagon	200 gp

Water Transport	Cost
Boat, river	4,000 gp
Boat, sailing	2,000 gp
Canoe	55 gp
Galley, large	32,000 gp
Galley, small	12,000 gp
Galley, war	65,000 gp
Lifeboat	800 gp
Longship	17,000 gp
Raft	1 gp per sq. foot
Sailing Ship, large	22,000 gp
Sailing Ship, small	7,000 gp
Sailing Ship, transport	30,000 gp

Equipment Descriptions

Most equipment and other items listed above are described here. Note that, should the players wish to purchase items not provided in the equipment lists, the Gamemaster may use the items available as guidelines for determining new items' characteristics, including prices, and damage if additional weapons are desired.

Animals of burden: Most horses and mules can carry up to 200 lbs. and move at 120'. A maximum of twice this encumbrance can be carried and will reduce this movement to 1/2.

Backpack: A backpack has two straps and can be worn on the back, keeping the hands free. It holds up to 40 pounds.

Boat, River: A riverboat can carry 3,000 pounds. It is 10 feet wide and between 20-30 feet long, and has a "draft," or surface depth, of between 2-3 feet when in the water. Riverboats are rowed, or poles are used to push it along. The cost of the boat increases by 1,000 gp if it has a roof.

Boat, Sailing: This boat may be 10 feet longer than a riverboat, but is otherwise similar in dimensions and travels by sail. A sailing boat can carry the weight of 2,000 pounds.

Candles: A candle dimly illuminates a 5-foot radius and burns for 1 hour
.

Canoe: A canoe is a small boat that weighs 50 pounds. It can carry weight up to 600 pounds and is about 15 feet long.

Cart: A cart must travel on a road, and is pulled by one or two large horses, or 2-4 donkeys or mules up to 60 feet per turn. If the cart is pulled by only one horse or two mules, it can carry 400 pounds. If pulled by four mules or two horses, it can carry 600 pounds.

Crowbar: A crowbar is 2 or 3 feet long and made of solid iron. This object can be used for forcing doors and other objects open.

Flint and Steel: Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Galley, Large: This is a large ship, capable of holding a weight of 4,000 pounds. These ships are 15-20 feet wide, 120-150 feet long, and have a draft of 3 feet. This ship is manned by 180 rowers. Further, in addition to the captain, there is generally a crew of 70. These ships are sometimes equipped with catapults and a ram
.

Galley, Small: This ship is capable of holding a weight of 4,000 pounds. These ships are 10-15 feet wide, 60-100 feet long, and have a draft of 2-3 feet. This ship is manned by 60 rowers. Further, in addition to the captain, there is generally a crew of 40. These ships are sometimes equipped with catapults and a ram.

Galley, War: This is a large ship that is generally a fleet's flagship, capable of holding a weight of 6,000 pounds. These ships are 20-30 feet wide, 120-150 feet long, and have a draft of 4-6 feet. This ship is manned by 300 rowers. Further, in addition to the captain, there is generally a crew of 100. These ships are equipped with 3 catapults and a ram.

Grappling Hook: These can be used for anchoring a rope, and often have 3 to 4 prongs.

Hammer: If used to fight, this small hammer deals 1d4 damage. It can be used for construction, or as a mallet with iron or wooden spikes.

Holy Symbol: A cleric is required to own a holy symbol. These symbols will be different for each religion, but they are often worn as a necklace.

Holy Water: Holy Water is water that has been blessed by a cleric. It is used in some church rituals, and is a formidable weapon against the undead.

Horse Barding: Barding is leather armor with metal plates on it, worn by horses. It weighs 60 pounds and grants an Armor Class of 5 to the horse.

Ink: This is black ink. One can buy ink in other colors, but it costs twice as much.

Lantern: Lanterns can be closed to hide the light. They burn one oil flask for each four hours, or 24 turns, and have an effective light radius of 30 feet.

Lifeboat: This ship is capable of holding a weight of 1,500 pounds. These ships are 4-5 feet wide, 20 feet long, and have a draft of 1-2 feet. They are equipped with rations to feed 10 human-sized beings for 1 week. The mast folds down for storage of the lifeboat on larger galleys, where there are typically 2 to 3 lifeboats. There are 1 or 2 lifeboats on smaller galleys. Lifeboats weigh 500 pounds and will take up this much weight, each, on a galley.

Lock: This is a common iron lock with a key.

Longship: This is a narrow ship capable of holding a weight of 4,000 pounds. These ships are 10-15 feet wide, 60-80 feet long, and have a draft of 2-3 feet. This ship requires 60 rowers, but is

also capable of being sailed. In addition to the captain, there is generally a crew of 75 sailors, of which 60 may row when the wind is low.

Manacles: These are used to bind hands or feet.

Oil Flask: In addition to fueling lamps, oil can be used as a missile weapon.

Raft: Rafts can be professional or makeshift water vessels that can be no larger than 40x40 feet. For every 10x10 area of well-built rafts, the raft can hold a weight of 1,000 pounds. If the raft is makeshift, it will only hold a weight of 500 pounds for each 10x10 foot area. A makeshift raft can be built in 1 to 3 days for each 10x10 foot raft portion.

Rations, trail: This food is dried and preserved to be carried on long voyages when securing other food may be uncertain.

Rations, standard: This food is fresh and will not keep for more than a few days. The cost for this food would reflect fresh food fixed for a militia, or the most basic food at an inn.

Rope, hemp: This strong rope can hold the weight of approximately three human-sized beings.

Rope, silk: This rope is stronger than hemp, and can hold the weight of five human-sized beings.

Sack, Large: This sack can contain 60 pounds.

Sack, Small: This sack can contain 20 pounds
.
Saddle Bag: This bag can contain 30 pounds.

Sailing Ship, Large: This large, seaworthy ship is 100 to 150 feet long, 25 to 30 feet wide, a draft of 10 to 12 feet, and has a crew of 70. It can carry 30,000 pounds of cargo. It has square sails on its three masts and is sometimes equipped with two catapults.

Sailing Ship, Small: This ship is much like the larger version, but is 60 to 80 feet long, 20 to 30 feet wide, a draft of 5 to 8 feet, and has a crew of 12. It can carry 10,000 pounds of cargo, and has one mast.

Sailing Ship, Transport: This large ship has similar dimensions and characteristics to a large sailing ship. However, it is specially designed to carry troops, mounts, and equipment of war as its cargo.

Spellbook (Blank): A spellbook has 100 pages of parchment, and each spell takes up one page per spell level (one page each for 1st level spells). These books can be used by an elf or magic-user for recording spells.

Thieves' Tools: This kit contains all of the tools a thief needs to pick locks.

Torch: A torch burns for 1 hour, clearly illuminating a 30' radius. If a torch is used in combat, it deals 1d4 damage.

Vial: A vial holds 1 ounce of liquid. The stoppered container usually is no more than 1 inch wide and 3 inches high.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. Generally, two or four draft horses (or other beasts of burden) draw it. Two horses can pull a load of 1,500 pounds, while four can pull 4,500 pounds. A wagon can move at a similar speed and under similar conditions to a cart

Waterskin/Wineskin: This container, made of hide, will hold 2 pints (1 quart) of fluid.





SECTION 4: SPELLS

Spells are cast by bards, magic-users, illusionists, druids, and clerics. Rangers and Paladins have a limited ability to cast spells. Memorized hand gestures combined with arcane spoken words bring about magical effects. Spell casters are able to memorize a certain number of spells of different spell levels, depending on the characters' levels of experience. When a spell is cast, knowledge of the spell is erased from the mind of the caster. However, a character can memorize the same spell more than once if the character is capable of memorizing more than one spell of a spell level.

Arcane vs Divine Casters

There is a fundamental difference between the spells of magic-users, illusionists, and bards (arcane casters) compared to the spells of clerics and druids (divine casters). Magic-users and illusionists memorize spells from spell books. These spells draw upon magical energies. Clerics and druids do not study spells from books, but instead receive the knowledge of how to cast specific spells through prayer to their gods or through communion with nature. For this reason, clerics and druids have access to all spells they are capable of casting when they pray for spells.

Paladins pray for their spells as if they were divine casters. Rangers study spell books for both their magic-user and druid spells. Rangers record druid spells in their spell books just as if they were magic-user spells.

All spell casters can memorize or pray for new spells after 8 hours of rest. It takes one hour to memorize all spells the character is capable of learning.

Magic-users and illusionists gain additional spells for their spell books in a few different ways. The Gamemaster may allow these spell casters to consult a magic-user or illusionist guild when they gain levels, and the guild will give them spells, determined randomly, so that the spell books contain the same number of spells the characters are able to cast. This practice might not be allowed, and instead characters may depend entirely on finding scroll spells to add to a spell book, or finding other spell books with new spells in them. Scroll spells of any level may be copied to a spell book, but the spell disappears from the scroll. Characters may also copy spells from one spell book to another, and this process does not erase spells from a book.

Sometimes a spell book will either be lost or destroyed. A magic-user or illusionist can rewrite the spells through research and memory at a cost of 1 week of game time and 1,000 gp for each spell level. For instance, if two first level spells and one 2nd level spell are replaced, it will take 4 weeks and 4,000 gp. This activity requires complete concentration, and a character doing this work may not engage in any other activity for the time required.

Spell Casting Constraints

All spell casters need to be able to move their hands and speak in order to make the gestures and speak the magical phrases that bring magic effects into being. As a result, a spell caster cannot cast spells if he is gagged, his hands are tied, or he is in an area under the effects of a *silence* spell. Spell casters may take no other actions during the same round they intend to cast a spell. A PC must announce the intention to cast a spell prior to initiative being determined at the beginning of a round. Should an opponent

successfully attack the character, or if the character is required to roll a saving throw and fails prior to casting a spell, the spell is disrupted and fails. The spell is removed from the caster's memory as if it had been cast. Finally, in most instances a spell caster must have the intended target of a spell within visual range (unless otherwise noted), whether the target is a specific monster, character, or area of effect.

Saving Throws

Some spells allow saving throws, and this will be noted in the spell description. When saving throws are allowed, a successful roll will typically reduce or eliminate a spell effect, depending on the spell description.

Reversible Spells

Some spells are reversible, and this will be indicated for each spell. For magic-users and illusionists, the reverse of a spell is considered a different spell, so that all spell casters must memorize the specific form of the spell ahead of time. A magic-user or illusionist may memorize both forms of a spell. A cleric or druid can use either form of a spell without having to pray for the different versions separately, but The Gamemaster may limit this to some degree if a reversed spell is against the beliefs of the cleric's god. A cleric may draw dissatisfaction from his god if he casts versions of spells that have effects that go against his alignment.

Cumulative Spell Effects

Spells that affect different abilities can be combined. In addition, spells can be combined with the effects of magic items. However, spells cannot be used to increase the same ability. For instance, a character cannot cast two bless spells for cumulative effect.

Beginning Spells

As discussed previously, clerics have access to all spells when they pray for them. Magic-users, illusionists, and bards study the spells from their spell books, and begin play with a few more spells in their books than they are able to cast based on their level. The Gamemaster may allow either select the spells the new first level character has in her spell book randomly or may allow the player to choose the spells from those the Gamemaster makes available to starting characters (which need not be every first and second level spell in available in this rulebook. In either case, the spell book of a beginning magic-user, illusionist, or bard should contain two first level spells and one second level spell. Other spells can only be added to a spell book through game play. Rangers may only add spells to their spell book through game play and may not record any spells in their spell books until they reach 7th level.

Spell Details

Each spell has level, duration, and range listed for convenience, with additional information about each spell in the description. Level is the *spell level*, and availability is determined by the caster's level. Duration is the amount of time the spell is in effect. Range is where the *spell effect is centered*, not the area of effect of a spell, which is mentioned in the spell description, where applicable. For example, a spell range of 0 is centered on the caster, whereas with a range of 30' a spell could be centered anywhere within 30' of the caster. A range of *touch* indicates that a thing or creature must be touched for the spell to take effect. Sometimes the range of a spell is the same as the area of effect, due to the nature of the spell.

Spell Descriptions

Spells are described here in alphabetical order, divided between cleric, druid, magic-user, and illusionist spells. These spells are listed by level in the next sub-section.

Cleric Spells

Animal Growth
Level: 3
Duration: 12 turns
Range: 120'

One non-magical normal animal will be doubled in size when this spell is cast upon it. The animal can be a "giant" version of the animal, but intelligent animals are unaffected.

Animate Dead
Level: 3
Duration: Permanent
Range: 60'

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster's spoken commands. The undead can follow the caster, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed or until a *dispel magic* spell is cast upon them.

The caster may animate a number of hit die worth of zombies or skeletons equal to the caster's level. For example, a 7th level cleric can animate seven skeletons, but only three zombies. These creatures are unintelligent, and do not retain any abilities that they had in life. All skeletons have an AC of 7 and hit dice equal to the creature in life. Zombies have an AC of 8, and the number of hit dice of the living creature +1. It is important to note that if a character is animated in this fashion, he will not have hit dice related to his class level, but instead will have the standard skeleton or zombie hit dice. A lawful character that casts this spell may draw disfavor from his god.

Animate Objects
Level: 6
Duration: 1 round per level
Range: 30'

The caster imbues inanimate objects within 1 square foot per caster level with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever the caster initially designates. An animated object can be of any non-magical material. This spell cannot animate objects carried or worn by a creature.

This spell requires considerable interpretation by the Gamemaster. Animated objects can move in a manner logical to their shape, whether this is a slithering rope, a walking chair, a rolling vial, or a shuffling chest. Movement should range from 10' to a maximum of 120'. For example, a chair might move at the full possible movement, but something awkward and without legs, like a chest, might only move at 10'.

Objects attack using the same required attack value roll as the caster. Attack frequency and damage will depend on available weapons and the size of the animated object. The number of attacks should range from 1 per 5 rounds to 1 per 1 round, at the Gamemaster's discretion. Damage will be 1d6, unless variable weapon damage is used, in which case damage should range from 1d4 to 5d4 depending on the object type and size. Similarly, the Gamemaster will determine the object's hit points.

Astral Projection
Level: 7
Duration: See below
Range: Touch

By freeing his spirit from the physical body, this spell allows the caster to project an astral body onto another plane altogether. The caster can bring the astral forms of five other willing creatures,

provided all subjects are linked in a circle at the time of the casting. These fellow travelers are dependent upon the caster and must accompany him at all times. If something happens to the caster during the journey, his companions are stranded.

The caster projects his astral self onto the astral plane, leaving the physical body behind on the material plane in a state of suspended animation. The spell projects an astral copy of the caster, but only items that exist in the astral plane may be taken along. Since the astral plane touches upon other planes, the caster can travel astrally to any of these other planes. To enter one, the caster leaves the astral plane, forming a new physical body on the plane of existence entered.

While on the astral plane, the astral body is connected at all times to the physical body by a silvery cord. If the cord is broken, the caster is killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to the body where it rests on the material plane, thereby reviving it from its state of suspended animation. Although astral projections are able to function on the astral plane, their actions affect only creatures existing on the astral plane; a physical body must be materialized on other planes.

The caster and companions may travel through the astral plane indefinitely. Their bodies simply wait behind in a state of suspended animation. The spell lasts until the caster desires it to end, or until it is terminated by some outside means.

Atonement
Level: 5
Duration: Permanent
Range: Touch

This spell removes the burden of unwilling evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. *Atonement* may be cast to reverse magical alignment change. This ritual takes 1 turn to cast.

Augury
Level: 2
Duration: See below
Range: 0

An *augury* can tell the caster whether a particular action will bring good or bad results in the immediate future. The base chance for receiving a true reply is 70% + 1% per caster level; this roll is made secretly. The *augury* can see into the future only 3 turns, so anything that might happen after that does not affect the result. Thus, the result will not take into account the long-term consequences of a contemplated action.

Blade Barrier
Level: 6
Duration: 3 rounds per level
Range: 30’

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 8d8 points of damage. The area of effect for this spell must be chosen when cast, and can range from 5 square feet to 20 square feet.

Bless (reversible)
Level: 2
Duration: 6 turns
Range: 60’

Bless fills the caster’s allies with courage, but does not affect enemies within the affected area of 20’ x 20’. Each ally gains a +1 morale bonus and +1 on attack and damage rolls.
The reverse of this spell does not affect allies within the effect area, and incurs penalties of –1 instead of bonuses to the rolls indicated above.

Command
Level: 1
Duration: 1 round
Range: 10’

When a cleric casts this spell, he may give the subject a *single word* command, which it obeys to the best of its ability. The single word must make sense as a single command, such as approach, drop, fall, flee, halt, surrender, sleep, etc. Although a target could be instructed to “die,” this will only make the target take on a comatose state for a single round. Note that the caster must be able to speak the language of the target. Any intended target who has more than 5 HD or an INT of over 12 is entitled to a saving throw versus spells. This spell is ineffective against undead.

Commune
Level: 5
Duration: 3 turns
Range: 0

The caster calls upon divine powers in order to seek knowledge. This spell may only be cast one time per week, and the caster may ask three questions that can be answered by “yes” or “no”. Divine powers do not look kindly upon those who call upon them for trivial matters, or who call upon them too often. The Gamemaster will make certain this spell is not abused. One time per year of game time, the caster may ask six questions instead of the normal three.

Conjure Animals
Level: 6
Duration: 2 rounds per level
Range: 30’

The caster can summon normal mammals to attack enemies designated by the caster. The number of animals that appear is directly related to the caster’s level. The caster summons 1 hit die of animals per level of experience of the caster, and each +1 is calculated as 1/4 of a hit die. For example, a 9th level cleric can summon 9 hit dice of animals that could consist of nine 1 HD animals, or three 3 HD animals, or two 4+2 HD animals. Summoned animals will fight to the death or until the duration of the spell ends.

Continual Light (reversible)
Level: 3
Duration: See below
Range: 120’

When cast, this spell produces light as bright as sunlight in a 60’ diameter, and any creatures that suffer penalties (not including damage) for being in sunlight are affected by this spell. This spell can be cast on objects, so that an object under this spell can be carried around. If the spell is cast on a creature, a saving throw is allowed. This spell can be cast on a creature’s eyes, causing blindness. Unless dispelled, *continual light* is permanent.

Continual darkness (reverse of *continual light*) produces darkness in the same area and manner as continual light. It can be countered with *continual light* or *dispel magic*. Like *continual light*, this spell can be cast on a creature’s eyes, producing blindness. Normal eyesight, including infravision, cannot penetrate this darkness, nor can lamps, torches, or the spell *light*.

Control Weather
Level: 7
Duration: 4d12 hours
Range: 0

The caster can change the weather in the local area. It takes 1 turn to cast the spell and an additional 1d4 turns for the effects to manifest. The caster calls forth weather appropriate to the climate and season of the area.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

The caster controls the general tendencies of the weather, such as the direction and intensity of the wind, but cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. Contradictory weather conditions are not possible simultaneously. *Control weather* can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Create Water (reversible)
Level: 1
Duration: Permanent
Range: 10'

This spell generates wholesome, drinkable water, in a quantity of 4 gallons per level. Water can be created in an area as small as will actually contain the liquid, or in an area of a 3' cube. *Destroy water* is the reverse of this spell, and destroys a likewise amount of water. No steam, water droplets, or any other trace of destroyed water remains. This spell cannot create water within a creature.

Create Food and Water
Level: 4
Duration: Permanent
Range: 10'

The caster can create 1 cubic foot of water and/or nutritious food per level of experience. One cubic foot of food can feed three humans or similar sized creatures, or one larger animal such as a mule.

Cure Blindness (reversible)
Level: 3
Duration: Permanent
Range: Touch

The caster may touch a being and *cure blindness*. This blindness may be magical or physical. *Cause blindness* may be inflicted by touching a being; however, a saving throw versus spells is allowed to avoid the effect completely.

Cure Critical Wounds (reversible)
Level: 5
Duration: Permanent
Range: Touch

When this spell is cast, the cleric touches one character or creature (or himself) and heals it of 3d8+3 hit points or (if the HP/BP system is being used) 3d3+3 body points of damage (3d8+3 hit points of damage on beings without body points). This spell cannot grant more body or hit points than the being's normal maximum. *Cure critical wounds* also heals any conditions listed in *cure light wounds*.

Cause critical wounds (reverse of *cure critical wounds*) causes 3d8+3 hit points of damage to a being if the caster can touch the opponent.

Cure Disease (reversible)
Level: 3
Duration: Permanent
Range: 30'

This spell instantly kills green slime, and will instantly cure all diseases, including mummy rot and lycanthropy.

Cause disease (reverse of *cure disease*) inflicts a terrible withering disease on a victim, which will cause death in 2d12 days. A saving throw versus spells is allowed. This disease can be cured with the casting of *cure disease*. The victim of this disease cannot be cured of damage from other spells, and it takes twice the time for normal healing. This suffering further results in a penalty of –2 to hit rolls made by the victim.

Cure Light Wounds (reversible)
Level: 1
Duration: Permanent
Range: Touch

When this spell is cast, the cleric touches one character or creature (or himself) and heals it of 1d6+1 hit points or (if the HP/BP system is being used) 1d2+1 body points of damage (1d6+1 hit points of damage on beings without body points).

Alternatively, this spell also cures paralysis; it will not heal damage and paralysis in the same casting. This spell cannot grant more body or hit points than the being's normal maximum.

Cause light wounds (reverse of *cure light wounds*) causes 1d6+1 hit points of damage to a being if the caster can touch the opponent.

Cure Serious Wounds (reversible)
Level: 4
Duration: Permanent
Range: Touch

When this spell is cast, the cleric touches one character or creature (or himself) and heals it of2d6+2 hit points or (if the HP/BP system is being used) 2d2+2 body points of damage (2d6+2 hit points of damage on beings without body points). This spell cannot grant more body or hit points than the being's normal maximum. *Cure serious wounds* also heals any conditions listed in *cure light wounds*.

Cause serious wounds (reverse of *cure serious wounds*) causes 2d6+2 hit points of damage to a being if the caster can touch the opponent.

Delay Poison
Level: 2
Duration: 1 turn per level
Range: Touch
The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Unless cured, saving throws and damage as appropriate are rolled once the spell ends. *Delay poison* does not cure any damage that poison may have already done.

However, if the spell is cast on a subject who has recently died from poison, within 1 turn per caster level, life is restored until the spell duration ends. A revived character will have 1 hp for the

duration of the spell, but if the spell ends prior to the poison being cured, the subject dies.

Detect Evil
Level: 1
Duration: 6 turns
Range: 120'

The caster can sense the presence of evil intentions, whether from a living being or an object enchanted for evil purposes. Objects or creatures within 120' with evil intent will magically glow. Note that the Gamemaster must decide what is "evil", and some things may be potentially harmful, like traps, but not "evil." This spell does not grant the ability to read minds, but only grants a general sense of evil intent.

Detect Lie (reversible)
Level: 4
Duration: 1 round per level
Range: 30'

The caster can use this spell on himself or another being, and will be able to know whether words heard are truth or lies. *Undetectable lie* (reverse of *detect lie*) can nullify the effect of detect lie, or can be used to tell lies in a convincing manner.

Detect Magic
Level: 1
Duration: 2 turns
Range: 60'

For the duration of this spell, the caster can see a magical glow on any enchanted object or creature within 60'. This includes objects that are permanently magical, such as weapons or other items, and objects or creatures that are currently under the influence of a spell or some other enchantment.

Dispel Evil
Level: 5
Duration: 1 turn
Range: 30'

When this spell is cast, the caster can take no other action but concentrate on the spell for the entire duration. All undead or other enchanted creatures that come within 30' of the caster must succeed in a saving throw versus spells or be destroyed. Any creature that succeeds this roll will instead flee. Instead of casting the spell in a 30' radius, the caster can direct the spell at one monster only, and that monster saves with a –2 penalty. In addition, *dispel evil* can be used to remove a cursed item from a being within the spell range.

Dispel Magic
Level: 3
Duration: Permanent
Range: 120'

When cast, spell effects within a 20' cube can be negated. All spells cast by any spell casting class are automatically negated if the caster is of an equal or lower level to the caster of *dispel magic*. For each level an opponent is above the caster, there is a cumulative 5% chance *dispel magic* does not function. For example, if a 7th level character attempts to dispel the effects of a spell cast by a 10th level character, there is a 15% chance dispel magic fails.

Divination
Level: 4
Duration: See below
Range: 0

Similar to *augury* but more powerful, a *divination* spell can provide the caster with useful information regarding an area, building, area of a dungeon, and other similar places. Information gained includes a general idea of how powerful the creatures are there, the general amount of treasure present, and what kind of resistance to attack is present and the nature of it, whether it is good, evil, chaotic, lawful, etc. The base chance for a correct *divination* is 60% + 1% per caster level. The referee should roll this secretly. If the dice roll fails, false information is delivered.

Earthquake
Level: 7
Duration: 1 round
Range: 120'

When *earthquake* is cast, an intense but highly localized tremor rips the ground, to a diameter of 5' per caster level. The shock collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground cannot move, cast spells or attack. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an *earthquake* spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 7d6 points of damage to any creature caught under the cave-in An *earthquake* cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 7d6 points of damage.

Open Ground: Fissures open in the earth, and 1d6 creatures on the ground fall into one and die.

Structure: Any structure standing on open ground takes 5d12 points of structural hit point damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Any creature caught inside a collapsing structure takes 7d6 points of damage.

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down structures. In addition, 1d6 creatures in the area will be sucked into the mud and killed.

Exorcise
Level: 4
Duration: Permanent
Range: 1'

The cleric may use this ritual to eliminate foreign influences from a being, whether those influences are from *magic jar*, *charm* spells, possession by other creatures, and similar magical and/or spell effects. The referee rolls d00, and this is the probability that a cleric is successful in the exorcism, *per turn* the exorcism is recited. This probability is lowered or raised by 1% for every level difference between the cleric and the possessing entity or level of the caster of the spell being opposed. For instance, if the odds are 50%, and the cleric is 5 levels higher than the opposed force, the odds are 55% per turn. If the opposed force were 5 levels higher, the cleric's odds would be 45% per turn.

Feign Death
Level: 3
Duration: 1 turn, +1 round per level
Range: Touch

With the exception of duration and that any HD creatures may be affected, this spell functions identically to the magic-user spell of the same name.

Find the Path (reversible)
Level: 6
Duration: 1 turn per level
Range: Touch

The recipient of this spell can find the shortest, most direct physical route to a specified destination, whether into or out of a locale. The locale can be outdoors, underground, or even inside a *maze* spell. *Find the path* works with respect to locations, not objects or creatures at a locale. The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating, at appropriate times, the exact path to follow or physical actions to take. The spell ends when the destination is reached, or the duration expires, whichever comes first. *Find the path* can be used to remove the subject and its companions from the effect of a *maze* spell in a single round. *Lose the path* (reverse of *find the path*) renders a touched being completely incapable of finding its way.

Find Traps
Level: 2
Duration: 2 turns
Range: 30′

This spell is centered on the caster, and when a trapped object or area comes within range it glows with a blue magical light. Both magical and mechanical traps are detected. This spell grants no knowledge about the nature of the trap or how to deactivate it.

Flame Strike
Level: 5
Duration: Instantaneous
Range: 60′

A *flame strike* produces a vertical column of divine fire 30′ high and 10′ in diameter that roars downward on a target. The spell deals 6d8 hit points of damage. A successful saving throw versus spells reduces the damage to 3d8.

Gate
Level: 7
Duration: see below
Range: 30′

The spell functions exactly as the magic-user spell of the same name.

Glyph of Warding
Level: 3
Duration: See below
Range: Touch

This powerful inscription harms those who enter, pass, or open the warded area or object. A *glyph of warding* can guard a bridge or passage, ward a portal, trap a chest or box, and so on. The area of effect is up to 5′ squared per caster level, and a maximum of 10′ squared can be inscribed per round. Any creature entering or touching the warded area or opening the warded object without speaking a password (which is set when casting the spell) is subject to the magic it stores.

When casting the spell, the cleric weaves a tracery of faintly glowing lines around the warding sigil. A *glyph* can be placed to conform to any shape up to the limitations of the total square footage. When the spell is completed, the *glyph* and tracery become nearly invisible.

Depending on the version selected, a *glyph* either blasts the intruder or activates a spell.

Blast Glyph: A *blast glyph* deals 2 points of damage per caster level to the intruder. This damage is fire or electricity, caster's choice at the time of casting. Each creature affected can attempt a saving throw versus spell to take half damage.

Spell Glyph: The caster can store a harmful spell effect to be triggered. Effects may include blindness, paralyzation, and energy drain, or similar effects. The cleric must be of a high enough level to cast these spells. A saving throw versus spells is allowed to avoid the effects of this kind of glyph.

Heal (reversible)
Level: 6
Duration: Permanent
Range: Touch

Heal enables the caster to channel divine energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: blindness, disease, fatigue, *feeblemind,* and poison. It heals all but 1d4 hit points of damage, or if the HP/BP system is being used, all but 1d2-1 body points of damage (1d4 hit points of damage on beings without body points).

Harm (reverse of heal) takes away all but 1d4 hit points from the victim touched and inflicts the same disease as *cause disease*.

Hold Person
Level: 2
Duration: 9 turns
Range: 180′

When this spell is cast, most humanoids become paralyzed and freeze in place. Undead and any monster of a greater size than an ogre are unaffected. They are aware and breathe normally but cannot take any actions, even speech. Subjects may attempt a saving throw versus spells. This spell can affect 1d4 beings, but if directed at a single monster or character, the saving throw is attempted with a –2 penalty.

Holy Chant
Level: 2
Duration: See below
Range: 0′

This spell is intoned continuously, bringing about supernatural intervention on behalf of the cleric and party members within a 30′ radius. All attacks, damage, and saving throws are made with a +1 bonus. Likewise, all of the rolls attempted by enemies suffer a -1 penalty. This effect continues so long as the cleric does not move and focuses only on chanting. However, if he is successfully attacked and dealt damage, or otherwise physically distracted, the spell ends. The spell *silence* also negates the spell.

Holy Word (reversible)
Level: 7
Duration: See below
Range: 0
Upon speaking the *holy* or *unholy word*, any evil or good creature within a 60′ area of the caster suffers the following ill effects.

HD	Effect
12+	Deafened 1d4 rounds, -2 to hit, Movement –25%,
8-11	Stunned 2d4 rounds, -4 to hit, Movement –50%
4-7	Paralyzed 1d4 turns
3 or fewer	Killed

Insect Plague
Level: 5
Duration: 1 day
Range: 480'

The caster summons a swarm of locusts in a 60' diameter. The swarm causes creatures occupying its area to flee if they are 2 HD or fewer. This spell does not function when cast underground. The caster can control the swarm to move 20' in a round. The caster must concentrate for the duration of the spell to maintain control over the swarm, and if the swarm leaves the range the caster loses control of them. The caster also loses control of them if he is successfully attacked.

Know Alignment
Level: 2
Duration: 1 round
Range: 10'

The caster of this spell will immediately know the alignment of a character or monster within range. In addition, magic items with an alignment or the nature of a holy (or unholy) place will be revealed.

Light (reversible)
Level: 1
Duration: 12 turns
Range: 120'

This spell causes an object to glow as bright as a torch, shedding bright light in a 15' radius. The effect is immobile, but it can be cast on a movable object. This spell can be cast on a monster's or character's eyes if the target fails a saving throw versus spells. If the save fails, the target is blind for 12 turns. Light taken into an area of magical *darkness* (reverse of *light*) does not function, and vice versa. A *light* spell counters a *darkness* spell. *Darkness* can also be cast on a target's eyes, and a saving throw versus spells is allowed.

Locate Object
Level: 3
Duration: 6 turns
Range: 120'

The caster can sense the direction of a well-known or clearly visualized object. The caster can search for general items, in which case the nearest one of its kind is located. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. Monsters or characters may not be located.

Lower Water
Level: 4
Duration: 1 turn per level
Range: 120'

The caster of this spell is able to lower water or any other fluid by a percentage of its volume at 5% per caster level and in an area of 1 square foot per caster level. For instance, a 10th level cleric could lower water by 50% in a 10' square area.

Neutralize Poison
Level: 4
Duration: Permanent
Range: Touch

The caster detoxifies any sort of venom or poison in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, or other effects that do not go away on their own. If a character dies of poison, *neutralize poison* will bring a character back to life if the spell is used no more than 10 rounds after death.

Part Water
Level: 6
Duration: 1 turn per level
Range: 20' per turn

For the duration of this spell, the caster creates a divide in a body of water. For each level of experience of the caster, he is able to create a divide in water that is 1' wide by 20' long and 3' deep. The caster can dismiss the spell at any time before the duration has expired.

Plane Shift
Level: 5
Duration: Permanent
Range: Touch

This spell allows the caster to move himself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the *plane shift* at the same time. Note that *plane shift* transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back. An unwilling creature is entitled to a saving throw versus spells to negate the effects of this spell.

Prayer
Level: 3
Duration: 1 round per level
Range: 0

Prayer is a more advanced form of the spell *holy chant*. The function is identical, except that the area of effect is a 60' radius. In addition, it is unnecessary for the cleric to remain chanting. Once the spell is cast it lasts for its duration, while the cleric may cast other spells, attack, or take other actions.

Protection from Evil
Level: 1
Duration: 12 turns
Range: Touch

This spell wards a creature from attacks by "evil" creatures. It creates a magical barrier around the subject that moves with the subject. The subject gains a bonus to AC of –1 and a +1 bonus on saving throws. Both these bonuses apply against attacks made or effects created by evil creatures.

In addition, this spell prevents bodily contact by summoned or created creatures. This causes the natural weapon attacks of such creatures to fail, and the creatures recoil if such attacks require touching the warded creature. However, these creatures can attempt missile attacks. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

Protection from Evil 10' Radius
Level: 4
Duration: 12 turns
Range: Touch

This spell functions exactly like the spell *protection from evil*, except *protection from evil 10' radius* extends the protective barrier to a 10' radius around the caster or subject, allowing companions to stay close and gain the benefits of the spell.

Purify Food and Drink (reversible)
Level: 1
Duration: Permanent
Range: 10'

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. Either 6 quarts of drink, one trail ration, or a quantity of unpreserved food for 12 human-sized beings can be affected by this spell. This spell does not prevent subsequent natural decay or spoilage. The opposite of this spell, *putrefy food and water*, spoils a like amount of food or drink.

Quest (reversible)
Level: 5
Duration: See below
Range: 30'

When this spell is cast on a character, a saving throw versus spells is allowed. Success indicates that the spell is not effective. If the save fails, the caster can compel the character to take on a quest. This quest can be dangerous, but the character cannot be instructed to purposefully harm himself. Should the affected character resist taking on the quest, he will be under the effect of a curse, the nature of which is decided by the Gamemaster. The only way to remove the curse is to undertake the quest, and when the quest is finished the spell terminates.

Alternatively, the reverse of this spell, *remove quest*, can be used to remove the curse and to dispel an active *quest* spell. Like *dispel magic*, the caster of *remove quest* will have a lower probability of successfully countering the spell if he is a lower level than the caster of the quest spell. The probability of spell failure is 5% per level the cleric is below the caster of *quest*.

Raise Dead (reversible)
Level: 5
Duration: Permanent
Range: 120'

This spell restores life to a deceased dwarf, elf, gnome, half-elf, half-orc, human, or halfling. The caster can raise a creature that has been dead for no longer than two days at 7th level, and four days are added per level above 7. For example, a 9th level cleric can bring a character back to life that has been dead for 10 days. However, the body of the person to be raised must be fairly intact. For instance, if the head is missing the being cannot be raised. Coming back from the dead is an ordeal. The subject of the spell is brought back to life with 1 hit point, and for two weeks the character has 50% of movement and suffers from chronic weakness. Further, he may not engage in spell casting, combat, or any other strenuous activity. This period may not be shortened by any magical healing. If this spell is cast on an undead monster, it must save versus spells or die instantly.

Ray of death (reverse of *raise dead*) can be cast and directed at any character or monster. A ray of death shoots from the hand of the caster, and if the target fails a saving throw versus death he dies instantly. The casting of this spell is a chaotic act, and will be done by other alignments in rare situations.

Regenerate (reversible)
Level: 7
Duration: Permanent
Range: Touch

The subject's severed body appendages (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed parts are present and touching the creature. It takes 2d4 turns otherwise.

Necrosis (reverse of *regenerate*) will cause body parts to die, turn black, and shrivel to fall off. The body part becomes useless in 1 round, and falls off to become dust in 2d4 turns. The caster must successfully touch the opponent for the spell to work, and the Gamemaster will determine randomly which body part is affected.

Remove Curse (reversible)
Level: 3
Duration: Permanent
Range: Touch

Remove curse instantaneously removes one curse on a creature. *Remove curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell enables the creature afflicted with any such cursed item to remove and get rid of it. *Remove curse* counters and dispels *bestow curse*.

Bestow curse (reverse of *remove curse*) can bring about any number of unfortunate effects upon a being, determined by the caster and refereed by the Gamemaster. Some limits of effect must be enforced. Possibilities include no more than a –2 penalty to saving throws or –4 to hit. An ability might be reduced by 50%. These effects can have any number of creative symptoms. The victim can avoid being affected by *bestow curse* with a successful saving throw versus spells.

Remove Fear (reversible)
Level: 1
Duration: 2 turns
Range: Touch

This spells instills courage in the subject, and potentially removes the effect of magic-induced fear by allowing the target a saving throw versus spells to attempt to remove the effect. The subject receives a saving throw bonus of +1 per level of the caster. *Remove fear* counters and dispels *cause fear*. The subject must be touched for the spell to take effect.

Cause fear (reverse of *remove fear*) will cause a subject who is touched to run away, hysterical, at full running movement for a number of rounds equal to the caster's level.

Resist Cold
Level: 1
Duration: 6 turns
Range: 30'

While under the effects of this spell, a character or monster is unharmed by freezing (non-magical) cold, and grants a bonus of +2 to all saving throws versus cold-based magical or breath attacks. In addition, 1 point of damage is subtracted from each dice of damage dealt by a cold-based attack. Each die will inflict a minimum of 1 hp damage.

Resist Fire
Level: 2
Duration: 6 turns
Range: 30'

While under the effects of this spell, a character or monster is unharmed by intense (non-magical) heat, and he receives a bonus of +3 to all saving throws versus heat-based magical or breath attacks. In addition, 1 point of damage is subtracted from each die of damage dealt by a heat-based attack. Each die will inflict a minimum of 1 hp damage.

Restoration
Level: 7
Duration: Permanent
Range: Touch

This spell restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level. A character that has a level restored by *restoration*

has exactly the minimum number of experience points necessary to restore him or her to his or her previous level. This spell also negates the effects of the spell *feeblemind*.
Drain energy (reverse of *restoration*) drains one level away from a target when touched.

Resurrection (reversible)
Level: 7
Duration: Permanent
Range: Touch

This spell functions like *raise dead,* except that upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected. The creature can have been dead no longer than 10 years per caster level.

Destruction (reverse of *resurrection*) causes the victim, when touched by the caster, to die immediately and fall to dust. When these spells are cast, the caster is weakened for 1 day per level of the character raised or destroyed, and must rest in bed. For this duration the caster cannot fight or cast spells.

Reveal Charm (reversible)
Level: 2
Duration: 1 turn
Range: 30'

By means of this spell, a cleric may examine one creature within range per round, to a maximum of 10 creatures, to determine if they are under the influence of a *charm* spell. The reverse, *obscure charm*, can protect one creature only from detection for 1 turn.

Sanctuary
Level: 1
Duration: 2 rounds, +1 round per level
Range: Touch

Any opponent attempting to strike or otherwise directly attack the warded creature must attempt a saving throw versus spells. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent will not attack the caster and will attack another creature instead. However, area effects may still affect the cleric. The cleric must not make offensive actions while this spell is in effect, but he may cast non-offensive spells to help companions.

Silence 15' Radius
Level: 2
Duration: 12 turns
Range: 180'

Upon the casting of this spell, complete silence prevails in a diameter of 30 feet. All sound is stopped and conversation is impossible. No noise whatsoever issues from the area, but noise originating from outside the silenced area can be heard by those within it. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a saving throw versus spells, and if successful the spell takes effect in a stationary location near the creature, but the creature may move out of the affected area.

Snake Charm
Level: 2
Duration: See below
Range: 60'

The caster is able to affect the behavior of snakes, making them indifferent to the caster and others. A cleric is able to affect snakes of a number of hit die equaling the caster's level. A 7th level cleric can affect 7 hit dice of snakes, which can equal seven 1 HD snakes, or two 3 HD snakes and one 1HD snake, or any other combination.

Hostile snakes are more difficult to charm, and if this spell is cast on snakes that are engaged in melee combat with the caster, the snakes will only be affected by the spell for 1d4+1 rounds. If the spell is cast on snakes that are not at the moment hostile, the spell will last 1d4+1 turns.

Speak with Animals
Level: 2
Duration: 6 turns
Range: 30'

The caster can comprehend and communicate with ordinary animals or giant versions of ordinary animals. The caster can ask questions of, and receive answers from, one particular kind of animal, although the spell doesn't make it any more friendly or cooperative than normal. The type of animal is decided when the spell is cast. If an animal is friendly toward the caster, it may do some favor or service.

Speak with Creatures
Level: 6
Duration: 6 turns
Range: 30'

This spell is a more powerful version of *speak with animals*, but allows the cleric to speak with any creature.

Speak with Dead
Level: 3
Duration: See below
Range: 1'

The caster grants the semblance of life and intellect to a corpse, allowing it to answer several questions put to it. The corpse may answer no matter what state of decay it is in. Regardless of the number of questions asked, the spell has a limited duration based on caster level. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). The cleric may cast this spell on a corpse that has been dead for a period of time dependent on the caster's level. Refer to the table below.

Caster Level	Duration	Time Deceased	Questions
6th or fewer	6 rounds	7 days	2
7th to 8th	18 rounds	7 weeks	3
9th to 11th	36 rounds	7 months	4
12th to14th	1 turn	7 years	5
15th to 18th	2 turns	70 years	6
19th to 20th	3 turns	140 years	7
21st +	6 turns	1,000 years+	8

Speak with Plants
Level: 4
Duration: 3 turns
Range: 60'

The caster can communicate with plants, including both normal plants and plant creatures. The caster is able to ask questions of and receive answers from plants, and can ask plants to move in such a way to clear a path that is impassable or covered in difficult

growth. The spell does not make plant creatures any more friendly or cooperative than normal. If a plant creature is friendly toward the caster, it may do some favor or service.

Spiritual Weapon
Level: 2
Duration: 1 round per level
Range: 30'

A weapon made of pure force springs into existence and attacks opponents in range, dealing 1d6 damage per hit, with +1 to hit per three caster levels. However, the weapon is not considered "magical" for the purposes of dealing damage or striking foes that can only be hit by magical weapons. The weapon takes a shape favored by the caster's deity or a weapon with some spiritual significance or symbolism (a mace, hammer, etc.) It strikes at the opponent designated, with one attack per round the spell is in effect. It uses the caster's base attack value, just as any melee weapon wielded by the caster. The weapon manifests only as long as the caster concentrates, to the maximum duration allowed for the caster's level.

Sticks to Snakes
Level: 4
Duration: 6 turns
Range: 120'

The caster can transform 2d8 sticks into snakes, and there is a 50% probability that the snakes are poisonous. The caster may give the snakes orders. When killed or at the end of the spell's duration, snakes revert back into sticks. The monster statistics for these snakes are as follows: AL N, MV 90', AC 6, HD 1, #AT 1, DM 1d4, SV F1, ML 7.

Stone Tell
Level: 6
Duration: 1 turn
Range: Touch

The caster gains the ability to speak with stones, which can relate who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details one is looking for. The caster can speak with natural or worked stone.

Striking
Level: 3
Duration: 1 turn
Range: 30'

The caster enchants a weapon to deal an extra 1d6 hit points of damage, and makes an otherwise non-magical weapon able to attack a monster normally only affected by weapons of a magical nature.

Summon Aerial Servant
Level: 6
Duration: 1 day per level
Range: 10'

The cleric combines this spell with *protection from evil* to summon forth an aerial servant. The creature can be asked to perform a service, or to retrieve an object or being, but the aerial servant cannot be directed specifically to engage in combat for the caster. Normally, if sent to retrieve an object, it can do so even if it is in the possession of another being if it scores a successful hit roll and the creature is unaware of the aerial servant's presence. The aerial servant is sent back to its home plane when the task is complete, it is dismissed by the caster, or the caster is killed.

Symbol
Level: 7
Duration: 1 turn per level
Range: Touch

This spell allows the caster to scribe a potent rune of power upon a surface or in the air. The *symbol* glows, lasting for 1 turn per caster level. There are three different *symbols* available to clerics, which are described below. The particular *symbol* desired must be chosen when the spell is cast. A character may receive a save versus spells to negate the effects of a *symbol*.

Symbol of Pain: Creatures suffer wracking pains that impose a –4 penalty on attack rolls, and a –2 penalty to DEX. These effects last for 2d10 turns.

Symbol of Persuasion: Creatures that see a *symbol of persuasion* become *charmed* by the caster and behave as if they are of the caster's alignment. This effect lasts 1d20 turns.

Symbol of Hopelessness: Creatures that see a *symbol of hopelessness* will surrender or give up any struggle for 3d4 turns.

Tongues (reversible)
Level: 4
Duration: 1 turn
Range: 0

This spell grants the caster the ability to speak and understand the language of any intelligent creature within a 60' diameter area, whether it is a racial or alignment tongue. The reverse, *garble*, makes all language incomprehensible within the affected area, or may be used to negate a tongues spell. No saving throw is permitted.

True Seeing
Level: 5
Duration: 1 round per level
Range: Touch

The caster confers on himself or a subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the ethereal plane (but not into extradimensional spaces).

False seeing, the opposite of *true seeing*, makes objects, characters, and monsters appear as their "opposite." The ugly appears beautiful, the valuable appears worthless, and so on.

Wind Walk
Level: 7
Duration: 6 turns per level
Range: Touch

The caster alters the substance of his body to a cloudlike vapor and moves through the air, possibly at great speed. The caster can take a few other creatures with him, 1 per 8 levels of experience, each of which acts independently. A *wind walker* can fly at a speed of 60' per level, per turn, and up to 600' per turn. *Wind walkers* are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

Word of Recall
Level: 6
Duration: Instantaneous
Range: 0

Word of recall teleports the caster instantly back to his sanctuary when the word is uttered. The caster must designate the sanctuary when preparing the spell, and it must be a very familiar place. Any distance may be traveled with no chance of error. In addition to himself, the caster can transport an additional 25 pounds per level of experience.



Druid Spells

Animal Companion
Level: 1
Duration: Permanent
Range: 10’

A druid may use this spell to attract 2 HD of normal animals (and of ordinary animal intelligence) per caster level, and befriend them. The animals must have a neutral alignment. The druid may train these animals, so long as training takes place within 4 months of befriending them. A maximum of three specific behaviors may be trained, much like one might train a dog. It takes 1 week to train an animal to perform 1 behavior, but if the training is interrupted for more than 3 days it must be started all over. It takes 6 turns to cast this spell.

Animal Growth (reversible)
Level: 5
Duration: 2 rounds per level
Range: 80’

The caster may use this spell to double the size of up to 8 animals within a 20’ x 20’ area. This doubling effect applies to damage inflicted by the animals and applies to their HD numbers, which affects their attack values. The opposite, *reduce animal*, has exactly the opposite effect, reducing animals and their abilities by half.

Animate Mineral
Level: 7
Duration: 1 round per level
Range: 40’

This spell is effectively a more limited version of the cleric spell *animate objects*. The caster may animate 2’ cubed of rock or some other mineral per level, but the object must not be part of a larger portion of mineral (not a piece of a stone wall, for instance). In all other ways this spell functions like *animate objects*.

Anti-Animal Shell
Level: 6
Duration: 1 turn per level
Range: 0

The spell *anti-animal shell* creates an invisible barrier that keeps all creatures within the shell protected, as if behind a wall, from attacks by ordinary creatures. Ordinary creatures include giant animals, ogres, orcs, but not any form of undead, demons, or most creatures from other planes of existence. The shell is centered on the caster and is 20’ in diameter.

Anti-Plant Shell
Level: 5
Duration: 1 turn per level
Range: 0

The spell *anti-plant shell* creates an invisible barrier that keeps all creatures within the shell protected, as if behind a wall, from attacks by plant creatures, animated plants, or missiles of plant material. The shell is centered on the caster and is 20’ in diameter.

Barkskin
Level: 2
Duration: 4 rounds, +1 round per level
Range: Touch

Barkskin toughens a creature’s skin; this spell may be used on the caster or another willing creature. The effect lowers the creature’s existing armor class by 1, and provides a +1 to all saving throws except versus spells.

Call Lightning
Level: 3
Duration: 10 rounds per level
Range: 0

Immediately upon completion of the spell, and once per round thereafter, the caster may call down a vertical bolt of lightning that deals 2d8, +1d8 per level points of electricity damage. The caster must be outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado. The bolt of lightning flashes down in a vertical stroke at whatever target point chosen within a 360’ radius of the caster. Any creature within a 10’ radius of the target area or in the path of the bolt is affected. A bolt of lightning may be called once every 10 rounds. This spell does not function underground, unless there is a clear straight vertical path outdoors. Victims may save versus spells for half of the *dice* damage.

Charm Person or Mammal
Level: 2
Duration: See below
Range: 80’

This spell functions in much the same manner as the magic-user spell *charm person*. Refer to that spell description for more details. However, in addition to humanoids, the druid spell may be used to charm mammals, including intelligent animals.

Commune with Nature
Level: 5
Duration: See below
Range: ½ mile radius per level

The caster becomes one with nature (in outdoor settings only), attaining knowledge of the surrounding territory. The caster may gain knowledge of a fact per caster level from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting. It takes 1 turn to cast this spell.

Confusion
Level: 7
Duration: 12 rounds
Range: 120'

This spell functions identically to the magic-user spell of the same name.

Conjure Earth Elemental (reversible)
Level: 7
Duration: 1 turn per level
Range: 40'

By means of this spell, the caster creates a portal to the plane of earth, and beckons forth a 16 HD earth elemental. It is of friendly disposition to the caster, and will perform tasks, including fight, for the caster for the duration of the spell. The reverse of this spell, *banish earth elemental*, or *dispel magic*, will send it back to the plane of earth

Conjure Fire Elemental (reversible)
Level: 6
Duration: 1 turn per level
Range: 80'

By means of this spell, the caster creates a portal to the plane of fire, and beckons forth a creature native to that plane. Such a creature is of friendly disposition to the caster, and will perform tasks, including fight, for the caster for the duration of the spell. The reverse of this spell, *banish fire elemental*, or *dispel magic*, will send fire elementals back to the plane of fire, but only *banish fire elemental* can be used to send salamanders, efreeti, or other powerful creatures from the plane of fire back through the planes. When this spell is cast, consult the table below to determine which creature appears.

Roll d00	Creature Conjured
01-05	Efreeti
06-87	Fire Elemental (12 HD)
88-90	Fire Elemental (16 HD)
91-00	Flame Salamanders (1d4+1)

Control Weather
Level: 6
Duration: 4d12 hours
Range: 0

This spell functions identically to the cleric spell of the same name.

Control Weather (Greater)
Level: 7
Duration: 4d12 hours
Range: 0

This spell takes greater control of the weather than the cleric spell of the same name. It may change weather to be consistent with a prior or future adjacent season. For instance, if it is spring, winter or summer weather may be summoned. In all other respects this spell functions as *control weather*.

Control Winds
Level: 5
Duration: 10 rounds per level
Range: 0

This spell allows the caster to alter wind force within a 40' radius per caster level. The caster can make the wind increase or decrease its strength. The new strength persists until the spell ends or until the caster chooses to alter his handiwork. An "eye" of calm air that is 40' in diameter at the center of the area surrounds the caster. For every caster level, wind can increase or decrease speed by 3 miles per hour, in increments of 3 miles per hour per round. Wind speed reduces at the same rate when the spell ends or is dismissed by the caster.

- Strong winds (30+ mph) make sailing difficult, missile weapons difficult, and forces smaller airborne creatures out of the air.
- A severe wind (45+ mph) causes minor ship and building damage, and forces human-sized airborne creatures from the air.
- A windstorm (60+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.
- Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to sink.
- A tornado (175+ mph) destroys all unfortified buildings and often uproots large trees.

Note that in confined spaces, including underground, the spell will function. If the area is confined such that the radius of effect is less than 400', then there is no eye of calm winds and the caster will suffer from the winds just as any other creature in affected radius.

Create Water
Level: 2
Duration: Permanent
Range: 10'
This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or up to 1' cubed per caster level. It takes 1 turn to cast this spell.

Creeping Doom
Level: 7
Duration: 4 rounds per level
Range: 0

When the caster utters the spell of *creeping doom,* a mass of centipedes, insects, and arachnids is called forth. The swarm occupies a volume of 20' square, and can be commanded to swarm any target within 80'. The swarm moves at 10' per round, and will consist of (1d6+4)x100 individual bugs, each of which deals 1 point of damage and then dies. If a swarm occupies the same area as a target, as many bugs attack as the creature has hit points. The remaining swarm may be commanded to attack a new target in range. If the swarm moves beyond 80' from the caster, 50 of their number wander away. An additional 50 wander away per 10', so that if they are 100' away, 150 have been lost.

Cure Critical Wounds (reversible)
Level: 6
Duration: Permanent
Range: Touch

This spell is identical to the cleric spell of the same name.

Cure Disease (reversible)
Level: 3
Duration: Permanent
Range: Touch

This spell functions in the same way as the cleric spell of the same name.

Cure Light Wounds (reversible)
Level: 1
Duration: Permanent
Range: Touch

This spell is identical to the cleric spell of the same name.

Cure Serious Wounds (reversible)
Level: 4
Duration: Permanent
Range: Touch

Cure serious wounds functions the same as the cleric spell of the same name.

Detect Magic
Level: 1
Duration: 2 turns
Range: 60'

This spell is identical to the cleric spell *detect magic*.

Detect Snares and Pits
Level: 1
Duration: 4 rounds per level
Range: 60'

In the wilderness, the druid can detect simple pits, deadfalls, and snares as well as mechanical traps. The spell does not detect complex traps, including trapdoor traps. In a dungeon or other below ground environment, the druid may only detect simple pits.

Dispel Magic
Level: 4
Duration: Permanent
Range: 120'

This spell functions the same as the cleric spell of the same name.

Divine Weather
Level: 1
Duration: 2 hours per level
Range: 0

A druid may use this spell to divine coming weather conditions within a 5 mile radius. The caster can predict the weather into the future by 2 hours per caster level. This spell only grants knowledge about general weather conditions (rain, snow, wind, temperature, etc.) but cannot detect specific future locations of lightning strikes, tornadoes, etc.

Entangle
Level: 1
Duration: 1 turn
Range: 80'

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in a 40' diameter area or those that enter the designated area, holding them fast and causing them to become entangled. A creature may move half its normal movement if it succeeds in a saving throw versus spells.

Faerie Fire
Level: 1
Duration: 4 rounds per level
Range: 80'

A pale glow surrounds and outlines the subjects. Outlined subjects shed light that makes them visible in darkness at a distance of 80', or half this if the creatures are near a light source. The druid may affect creatures within a 40' radius, and may outline up to 12' per caster level. For instance, 2 human sized targets at first level, and 4 human sized targets at 2nd level, etc. The *faerie fire* can be blue, green, or violet, according to druid's choice at the time of casting. The *faerie fire* does not cause any harm to the objects or creatures thus outlined. However, their greater visibility grants attackers +2 to hit while the spell is in effect.

Feeblemind
Level: 6
Duration: Indefinite
Range: 240'

This spell is identical to the magic-user spell of the same name.

Feign Death
Level: 2
Duration: 4 rounds, +2 rounds per level
Range: Touch

With the exception of the duration, this spell functions identically to the magic-user spell of the same name.

Finger of Death
Level: 7
Duration: Permanent
Range: 60'

The caster may use this spell to slay any single living creature within range. The target is entitled to a saving throw versus death to survive the attack.

Find Plant
Level: 2
Duration: 1 turn per level
Range: 0

The caster of this spell is able to find a specific plant within a 10' diameter circle per caster level (30' at level 3, etc.), centered on the caster. The caster may concentrate on a different plant type each round, and he may move around since the area of effect follows with him.

Fire Chariot
Level: 7
Duration: 5 turns, +1 turn per level
Range: 10'

By means of this spell, the caster creates a fire chariot pulled by two flaming specters of horses. The caster and up to 7 other human-sized creatures may ride on the chariot, but they must have been touching the caster when the spell was cast to be immune to the flames. The chariot is capable of ground movement [240' (80')] and can fly [480' (160')]. The flaming horses may only be damaged by water or magical weapons; they have AC 2 and 30 hp. Any creature that touches the chariot or horses suffers 1d6 hp fire damage.

Fire Seeds
Level: 6
Duration: See below
Range: 40'

The caster may turn acorns into explosive thrown weapons, or holly berries into bombs that can be detonated on command. It takes one round to enchant one seed, and each seed will retain its enchantment for 1 turn per caster level. The number of seeds that may be enchanted and their effects are determined by the type enchanted. Only one type may be enchanted per spell casting.

Acorn Grenades: As many as four acorns turn into hurled weapons that can be thrown up to 40'. An attack roll is required to strike the intended target. The acorns deal 2d8 points of fire damage. In addition, they ignite any combustible materials within 10'. A creature within this area that makes a successful saving throw versus spells takes only half damage; a creature struck directly is not allowed a saving throw.

Holly Berry Bombs: The caster can turn as many as eight holly berries into special bombs. The holly berries are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only 5'). When the caster speaks a word of command within 40' of the berries, each berry instantly bursts into flames, causing 1d8 points of fire damage in a 5' radius burst and igniting any combustible materials within 5'. A creature in the area that makes a successful saving throw versus spells takes only half damage.

Fire Storm (reversible)
Level: 7
Duration: 1 round
Range: 160'

When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame identical to a *wall of fire* in a 20' cube per level area (the area must be 10' high minimum, 20' high maximum). Any creature within the area or within 10' of it takes 2d8 points of fire damage plus a number equal to the caster's level. The reverse, extinguish storm, will extinguish normal fires covering double the normal area. It will extinguish magical fires in the normal area, but with a probability of 5% per caster level.

Fire Trap
Level: 2
Duration: See below
Range: Touch

The druid spell *fire trap* functions identically to the magic-user spell of the same name.

Flash Fire (reversible)
Level: 4
Duration: 1 round
Range: 40'

The caster causes a 10' square area within range to suddenly erupt in flames, potentially igniting flammable materials in addition to inflicting 1d4 hp damage to all creatures in the area. *Dampen fire*, the reverse of *flash fire*, may be used to snuff out any normal fires within the same area.

Hallucinatory Terrain, Druidic
Level: 4
Duration: Permanent
Range: 80'

This spell is very similar to the magic-user spell of the same name, but with some important differences. The caster makes some terrain look, sound, and smell like some other natural sort of terrain, but the entire terrain to be hidden must be encompassed by the range this spell may affect. The caster, all druids, and all sylvan creatures recognize the illusion for what it is. The caster may affect a 40' square area per level. The illusion is permanent, unless dispel magic is successfully cast on the enchanted area.

Heat Metal (reversible)
Level: 2
Duration: 7 rounds
Range: 40'

Heat metal makes metal extremely warm. A creature takes fire damage if its metal weapons, armor, or equipment is heated. On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, causing more damage, as shown on the table below.

Round	Metal Temperature	Damage
1	Warm (Cool)	None
2	Hot (Cold)	1d4 (1d2) hp
3–5	Scorching (Freezing)	2d4 (1d4) hp
6	Hot (Cold)	1d4 (1d2) hp
7	Warm (Cool)	None

Note that when searing damage is delivered, additional effects occur depending on the body parts which are in contact with metal. A target may experience more than one of these effects if metal is contacting multiple body parts. Effects are as follows: extremities (hands, feet), unusable for 2d4 days; body (covered by metal armor), bedridden from extreme burns for 1d4 days; head (covered by a helmet), severely burned, victim is unconscious for 1d4 turns. If searing metal makes contact with flammable material (leather, cloth, etc.) it burns, dealing 2d4 damage the next round.

The reverse of *heat metal*, *chill metal*, has similar effects as noted in parenthesis in the table above. However, when freezing damage is dealt, small body parts like the ears, the nose, toes, fingers, etc. are completely frozen and must be amputated. At the referee's discretion, penalties to CHA may apply. Note that magical items or spells that provide protection from fire or cold, or exposure to magical or mundane heat or cold sources will all negate the appropriate spell effect. *Heat metal* negates *chill metal*, and
vice versa.

Hold Animal
Level: 3
Duration: 2 rounds per level
Range: 80'

The caster of this spell can hold normal animals (including giant versions) for the spell duration, up to 400 lbs. of animals per caster level. If more than 4 creatures are affected, they may save versus spells as normal to avoid the effects of the spell. If creatures fewer than 4 are affected, each creature receives -1 per creature fewer. Thus, if only 1 is affected, it saves at -3, -2 for two creatures and -1 for 3 creatures. See also *hold person*.

Hold Vegetation and Fungus
Level: 4
Duration: 1 round per level
Range: 80'

This spell may be used to *hold* all forms of plant and fungus life, both intelligent and unintelligent. *Held* plant or fungus material is unmovable by magical animation or any other movement except by natural outside means, such as wind. Intelligent plants or fungus, or plant/fungus monsters are entitled to a saving throw versus spells to negate the effect. The caster may affect up to 70 square feet of plant-covered terrain, or up to 4 intelligent beings or non-intelligent but sentient and/or independently mobile beings. If creatures fewer than 4 are affected, each creature receives -1 to save versus spells per creature fewer. Thus, if only

1 is affected, it saves at -3, -2 for two creatures and -1 for 3 creatures.

Insect Plague
Level: 5
Duration: 1 day
Range: 480'

This spell is identical to the cleric spell of the same name.

Insect Swarm
Level: 3
Duration: 1 round per level
Range: 30'

As soon as this spell is cast, a swarm of biting, pinching, and stinging insects engulfs a victim. There is a 50% chance either way that the swarm is a mass of flying or crawling insects. They inflict 2 hp damage per round, and a victim may commit no other action than try to get rid of the insect swarm. The caster may direct the swarm to attack different opponents, but it takes one round for the insects to disengage one opponent and move to another. Flying insects move at 180' (60') and crawling insects move at 120' (40').

Invisibility, Animal
Level: 1
Duration: 1 turn, +1 round per level
Range: Touch

A druid may cast this spell on himself or another willing creature. The affected creature is completely invisible to ordinary (and giant) animals of normal animal intelligence.

Locate Creature
Level: 1
Duration: 1 round per level
Range: 0

By casting this spell, a druid may stand and detect whether a specific kind of animal is within range, and where in range it is located. The range is directly in front of the caster, in a 20' wide path that is 20' long per caster level. The caster may face in a different direction per round.

Neutralize Poison (reversible)
Level: 3
Duration: Permanent
Range: Touch

This spell functions identically to the cleric spell of the same name.

Obscuring Mist
Level: 2
Duration: 4 rounds per level
Range: 0

A misty vapor arises around the caster. It is stationary once created. The vapor obscures all sight, including infravision, beyond 2d4 feet for 4 rounds per caster level and covers 10' cubed per caster level. A strong wind disperses the fog, reducing its duration to 25% of normal.

Pass without Trace
Level: 1
Duration: 1 turn per level
Range: Touch

The caster or a subject can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is impossible; however, for 6d6 turns any area passed over will radiate faint magic.

Passplant
Level: 4
Duration: 5 turns
Range: Touch

The caster creates a passage through vegetation, whether natural or magical. The passage is 10' deep per caster level, 5' wide and 10' high. The caster may choose to hide within a tree, if it is large enough and falls in a direct path of the spell. When the spell ends the caster is simply expelled from the tree in a random direction. However, if the tree is killed (cut down) or otherwise destroyed while the caster is within, he dies.

Plant Growth
Level: 3
Duration: Permanent
Range: 160'

Plant growth causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within range and a 20' square area per level to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Movement drops to 10', or 20' for large creatures. The area must have brush and trees in it for this spell to take effect. At the caster's option, the area can be any shape. This spell has no effect on plant creatures.

Produce Flame
Level: 2
Duration: 2 rounds per level
Range: 0

Flames as bright as a torch appear in the caster's open hand, for 2 rounds per caster level (unless dismissed early). The flames harm neither the caster nor his equipment; however, they will ignite other flammable materials. In addition to providing illumination, the flames can be hurled at enemies up to 40', bursting to catch fire to any burnable materials within a 2' radius of the impact point.

Protection from Fire
Level: 3
Duration: See below
Range: Touch

This spell may be used on the caster or another creature, with different effects in each case. When used on the caster, he is rendered completely immune to all damage from normal and magical fires, no matter their source, for an unlimited time or until an accumulation of 12 hp of damage per caster level is dealt. At that point the spell ends and immunity ends. If the spell is used on another creature, the duration is 1 turn per caster level, during which time the recipient benefits from immunity to all nonmagical fires and 50% immunity (half damage) from magical or other fires. In addition, the recipient may save versus fire-based attacks with a +4 bonus.

Protection from Electricity
Level: 4
Duration: See below
Range: Touch

This spell functions identically to *protection from fire*, but is effective against all electrical damage and attacks.

Purify Water (reversible)
Level: 1
Duration: Permanent
Range: 40'

The caster may use this spell to make poisoned or otherwise unsanitary or undrinkable water within a 10' square area pure and

ready for drinking. The caster may convert a total of 1′ cubed of water per level. *Spoil water*, the reverse of *purify water*, makes water undrinkable due to contamination. *Spoil water* may also be used to render holy or unholy water powerless.

Pyrotechnics
Level: 3
Duration: See below
Range: 160′

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the wishes of the caster.

Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120′ of the area of effect to become blinded. The size of the pyrotechnics is equal to 10x the size of the fire source. Creatures must have line of sight to the fire to be affected.

Smoke Cloud: A writhing stream of smoke billows out from the source, forming a choking cloud. The cloud obscures all vision of anything 20′ or more distant and lasts for 1 round per caster level. The smoke fills a total area equal to 100x the size of the fire source.

Reincarnate
Level: 7
Duration: Permanent
Range: 0

This spell functions in an identical manner to the magic-user spell of the same name.

Repel Vermin
Level: 4
Duration: 1 turn per level
Range: 0

The caster of this spell is able to prevent all ordinary insects, rats, spiders, etc. from coming with a 10′ radius. Giant vermin or vermin of 2 HD or more may enter the area if they succeed in a saving throw versus spells. However, entering the area causes 1d6 hp damage to them. This spell does not affect wererats or intelligent vermin-like creatures.

Repel Wood
Level: 6
Duration: 4 rounds per level
Range: 0

Waves of energy roll forth from the caster on a 120′ wide path, 20′ long per caster level, moving in the direction he faces. Once the spell is cast, the area of effect is stationary. It causes all wooden objects in the path of the spell to be pushed away to the limit of the range. Wooden objects larger than 30′ in diameter that are fixed firmly are not affected, but loose objects are. Objects 30′ in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40′ per round.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along. If a spear is planted (set) to prevent this forced movement, it splinters. The waves of energy continue to sweep down the set path for the spell's duration. After being cast, the path is set, and the caster can then do other things or go elsewhere without affecting the spell's power.

Shillelagh
Level: 1
Duration: 1 round per level
Range: Touch

The caster's own nonmagical club or quarterstaff becomes a +1 weapon in regard to attack rolls. The weapon deals 2d4 damage. These effects only occur when the weapon is wielded by the caster.

Snare
Level: 3
Duration: See below
Range: Touch

This spell enables the caster to make a snare that functions as a magic trap. The snare can be made from any supple vine, a rope, or something similar. When *snare* is cast, the cordlike object blends with its surroundings (only 10% chance to detect by nonmagical means). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle.

If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled.

The snare is magical and will restrain a victim for 12 hours. To escape, a trapped creature must be as strong as a giant to break the bonds. The bonds lose their strength over time, so that after 4 hours STR 18 or ogre strength is needed, and after 8 hours STR 16 is needed.

Speak with Animals
Level: 1
Duration: 6 turns
Range: 60′

This spell functions in an identical way to the cleric spell *speak with animals*.

Speak with Plants
Level: 4
Duration: 3 turns
Range: 80′

This spell functions identically to the cleric spell of the same name, but with a greater range.

Sticks to Snakes
Level: 5
Duration: 6 turns
Range: 120′

This spell functions identically to the cleric spell of the same name.

Stone Shape
Level: 3
Duration: Permanent
Range: Touch

This spell can form an existing piece of stone into any shape that suits the caster's purpose, to a total volume of 3′ cubed, +1′ cubed per level. While it's possible to make crude coffers, doors, and so forth with *stone shape,* fine detail isn't possible.

Stumble
Level: 2
Duration: 1 turn per level
Range: Touch

The caster of this spell may enchant a 10' length (or shorter) of organic material, such as a hemp rope, staff, stick, etc. When a creature or creatures walk over the object, it very suddenly rises to trip them (even the caster is not immune!). If a victim fails a saving throw versus spells, he falls to the ground. Any creatures passing over the object and already aware of its magical behavior may save with a +4 bonus. There is only a 20% chance of detecting this trip trap by nonmagical methods. Creatures walking when tripped suffer no damage and may get up the next round. If running, a creature suffers 1d6 damage from the fall when on stone, rock, or similar unyielding surfaces and is stunned for 1d4+1 rounds. On softer surfaces such as earth, forest floor, etc. no damage is suffered and victims are stunned for only 1 round.

Summon Animal I
Level: 4
Duration: See below
Range: 40' per level

The caster of the spell summons 1d8 ordinary animals (including giant types) of up to 4 HD per animal, if they are within range of the spell. The referee will decide the chance of a particular animal type being available, and the caster may attempt up to three different animals before the spell is a failure. Summoned animals will serve the caster for a specific task, including fighting, aiding on a quest, or other goals that may be short term or relatively longer term. The caster may dismiss animals at any time.

Summon Animal II
Level: 5
Duration: See below
Range: 60' per level

This spell is a more powerful version of *summon animal I*. A total of 3d4 animals of up to 4 HD may be summoned, or 1d6 animals of up to 8 HD.

Summon Animal III
Level: 6
Duration: See below
Range: 80' per level

This spell is a more powerful version of *summon animal I*. A total of 4d4 animals of up to 4 HD may be summoned, or 2d4 animals of up to 8 HD, or 1d4 animals of up to 16 HD.

Summon Sylvan Beings
Level: 4
Duration: See below
Range: 120', +10' per level

The caster of this spell must be outdoors, and must both chant and make magical hand gestures. The casting ends when sylvan beings appear, or if 2 turns have passed with no results. The referee decides the probability of a particular type of woodland creature being available within range, based on the circumstances and terrain type. Refer to the table below for the type of creatures this spell may beckon forth, and how many of each will appear.

Creature	Number	Creature	Number
Centaur	1d4	Sprite	1d6
Dryad	1d4	Treant	1
Nixie	1d4	Unicorn	1
Pixie	1d8		

Creatures are allowed a saving throw versus spells, with a +4 bonus. When creatures arrive they receive an additional identical saving throw if any companion of the caster is chaotic. Summoned sylvan beings who fail their save are friendly to the caster, and will aid him in any way that is within their abilities. However, if they are asked to fight for the caster, the referee rolls on the monster reaction table, taking into account how the druid has treated the creature previously.

Temperature Control
Level: 4
Duration: 4 turns, +1 turn per level
Range: 0

By means of this spell, the caster can raise or lower the ambient temperature within a 20' diameter area around the caster. The amount of temperature change is 50 degrees (Fahrenheit), +10 degrees per caster level above 6th level. So, at 8th level the temperature may be changed by 70 degrees.

Transmute Metal to Wood
Level: 7
Duration: Permanent
Range: 80'

This spell enables the caster to change one metal object to wood. A magic object made of metal only has a 10% chance of being affected by this spell. The caster may transmute 8 lbs of metal into wood per level. Objects changed in this way are permanently altered such that *dispel magic* will not reverse the effects. However, a *wish* or *limited wish* can return an object to its original state.

Transmute Rock to Mud (reversible)
Level: 5
Duration: See below
Range: 160'

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud. The volume is up to 20' cubed per caster level. The depth of the mud created cannot exceed the width or breadth of the area chosen. A creature unable to *levitate*, *fly*, or otherwise free itself from the mud sinks and may drown if the depth is great enough. The mud remains until a successful *dispel magic* or *transmute mud to rock* spell (the reverse) restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Transport via Plants
Level: 6
Duration: See below
Range: Touch

By means of this spell the caster may enter any large normal plant and pass any distance to a plant of the same kind in a single round, regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to the caster, but it also must be alive. If the caster is uncertain of the location of a particular kind of destination plant, he need merely designate direction and distance and the *transport via plants* spell moves him as close as possible to the desired location. If a particular destination plant is desired but the plant is not living, the spell fails and the caster must leave the entry plant within 24 hours. There is a 5% chance that the spell goes awry, sending the caster to a similar plant 1d100 miles away in a random direction. Destruction of an occupied plant slays the caster (as with *passplant* and *tree stride*).

Tree Stride
Level: 5
Duration: See below
Range: Touch

The caster gains the ability to enter trees and move from inside one tree to inside another tree. The trees entered must be of the same kind, must be living, and must have girth at least equal to the caster. By moving into an oak tree, for example, the caster

may choose to move into the furthest oak tree to the east, wherever that may be in range. However, if the nearest oak in range is to the west, the caster emerges from that tree instead.

Type of Tree	Transport Range
Oak, ash, yew	600’
Elm, linden	420’
Other deciduous	300’
Other coniferous	240’
All other trees	180’

The caster can remain within a tree for 1 round per caster level, but is forced out when the spell ends. If the tree in which the caster is concealed is chopped down or burned, the caster is slain if he does not exit before the process is complete.

Tree Shape
Level: 3
Duration: 6 turns, +1 turn per level
Range: 0

By means of this spell, the caster is able to assume the form of a small living tree or shrub or a large dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests the caster is, in fact, a tree or shrub. While in tree form, the caster can observe all that transpires around him just as if he were in his normal form. All clothing and gear carried or worn also changes. The caster may end the spell at any time, and may attack or undertake other normal actions the same round the spell is dismissed.

Wall of Fire
Level: 5
Duration: See below
Range: 60’

The function of this spell is identical to the magic-user spell of the same name.

Wall of Thorns
Level: 6
Duration: 1 turn per level
Range: 80’

A *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human’s finger. Any creature forced into or attempting to move through a *wall of thorns* takes 8 damage +AC rating (0-9) per 10’. Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. The caster may create a 10’ cubed area of wall per level. The wall must be 10’ thick (or fills a smaller space completely), which allows it to be shaped as a number of 10x10x10 blocks. A *wall of thorns* can be breached by slow work with edged weapons at rate of 4 turns per 10’. Normal fire cannot harm the barrier, but magical fire burns away the wall in 2 turns.

Warp Wood
Level: 2
Duration: Permanent
Range: 10’ per level

The caster causes wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck). A boat or ship springs a leak. Warped ranged weapons are useless. The caster may warp a volume of approximately 15 square *inches* per caster level. For example, at first level the caster could warp four arrows or a short wooden handle.

Water Breathing (reversible)
Level: 3
Duration: 1 day
Range: 30’

This spell is identical to the magic-user spell of the same name, except that the druid version is also reversible such that a water breathing creature may be made to breath air.



Illusionist Spells

Astral Projection
Level: 7
Duration: See below
Range: Touch

This spell functions identically to the cleric spell of the same name.

Auditory Illusion
Level: 1
Duration: 3 rounds per level
Range: 60’, +10’ per level

Except for the duration, this spell is identical to the magic-user spell of the same name.

Blindness
Level: 2
Duration: See below
Range: 30’

If the victim fails a saving throw versus spells, he is rendered permanently blind. The blindness is magical, not physical, so typical spells employed for the purpose of *curing blindness* are ineffective. The caster may remove the effect at any time, otherwise the spell *dispel magic* must be used.

Blur
Level: 2
Duration: 3 rounds, +1 round per level
Range: 0

The caster’s outline appears blurred, shifting and wavering. The result of this distortion is that all opponents suffer -4 to hit the caster with melee and missile weapons the first round of an attack, and -2 on subsequent rounds. The caster also gains +1 to saving throws versus spell-like devices or spells that require a successful attack to take effect.

Color Spray
Level: 1
Duration: Instant
Range: 10’ per level

A vivid cone of clashing colors springs forth from the caster’s hand, causing 1d6 creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. The cone is 5’ wide at the origin, 20’ long, and 20’ wide at its terminal end. A total creature HD equal to the caster’s level may be affected. Each creature within the cone is affected according to its Hit Dice.

HD fewer or equal to the caster: The creature is unconscious for 2d4 rounds.

HD up to two greater than the caster’s: The creature is blinded for 1d4 rounds.

HD 3 or greater than the caster’s: The creature is stunned for 1 round.

Only beings of 6 HD or levels, or with more HD or levels than the caster, may save versus spell to avoid the spell’s effects. Sightless creatures are not affected by *color spray*.

Confusion
Level: 4
Duration: 12 rounds
Range: 120’

This spell functions identically to the magic-user spell of the same name.

Confusion, Greater
Level: 5
Duration: 12 rounds
Range: 120’

This spell is a more powerful version of confusion. The function is identical, except every being in a 40’ square area is affected. Illusionists can save versus spells to avoid the effects, as may fighters or subclasses of fighters except rangers and paladins. Non-magical, low intelligence creatures are entitled to a saving throw.

Conjure Animals
Level: 6
Duration: 2 rounds per level
Range: 30’

This spell functions identically to the cleric spell of the same name.

Continual Light (reversible)
Level: 3
Duration: See below
Range: 120’

This spell functions identically to the cleric spell of the same name.

Dancing Lights
Level: 1
Duration: 2 rounds per level
Range: 40’, +10’ per level

This spell functions identically to the magic-user spell of the same name.

Darkness Globe
Level: 1
Duration: 1 turn, +1 round per level
Range: 10’ per level

This spell functions identically to the magic-user spell of the same name.

Deafness
Level: 2
Duration: See below
Range: 60’

If the victim fails a saving throw versus spells, he is rendered permanently deaf. The deafness is magical, not physical, so typical spells employed for the purpose of curing physical ailments are ineffective. The caster may remove the effect at any time, otherwise the spell *dispel magic* must be used.

Detect Illusion
Level: 1
Duration: 3 rounds, +2 round per level
Range: Touch

The caster places this enchantment on himself to grant sight that sees through illusion. Illusions can be seen in an area of 10’ wide, 10’ long per level. The caster may touch one other creature, granting it the ability to see through illusion as well, so long as the contact is maintained.

Detect Invisible
Level: 1
Duration: 5 rounds per level
Range: 10’ per level

This spell functions identically to the magic-user spell of the same name.

Detect Magic
Level: 2
Duration: 2 turns
Range: 60’

This spell functions identically to the magic-user spell of the same name.

Dispel Phantasm
Level: 3
Duration: Permanent
Range: 10’ per level

This spell may be used by an illusionist to dispel *phantasmal force*. Illusions created by others of the illusionist class are dispelled with the same probabilities as *dispel magic*; however, illusions created by other classes are dispelled automatically.

Doppelganger
Level: 1
Duration: 2d6 rounds, + 2 rounds per level
Range: 0

This spell creates a dweomer of illusion, altering the caster’s appearance. The illusion must take the appearance of a humanoid, not taller or shorter than the caster by more than 1’, but apparent weight and clothing or items may be altered in any way.

Fear
Level: 3
Duration: See below
Range: 0

This spell functions the same as the magic-user spell of the same name.

Fog Cloud
Level: 2
Duration: 4 rounds, +1 round per level
Range: 10'

A 40' high, 20' long x 20' high bank of fog billows forth at the caster's command. The cloud is identical in appearance to that produced by the magic-user spell *cloudkill*; however, its only effect is to obscure vision as a *wall of vapor*. The fog cloud travels away from the caster in a specified direction at a rate of 10' per round.

Hallucinatory Terrain
Level: 3
Duration: See below
Range: 240'

This spell functions identically to the magic-user spell of the same name.

Hypnotic Pattern
Level: 2
Duration: See below
Range: 0

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within its area of 30' square, centered on the caster. A total of 24 HD of creatures are affected, in any combination (twelve 2 HD creatures, four 5 HD and one 4 HD creature, etc.). Affected creatures become fascinated by the pattern of colors and remain motionless, dazed, for as many rounds as the caster concentrates on the spell and makes no other action.

Hypnotism
Level: 1
Duration: 1 round, +1 round per level
Range: 30'

The caster's gestures and droning incantation fascinate nearby creatures, causing 1d6 creatures in range to be mentally vulnerable to *suggestion*, exactly as the magic-user spell of that name. A successful saving throw versus spells may negate the effect.

Illusory Script
Level: 3
Duration: Permanent
Range: 20', +20' per level

The caster may write instructions or other information on parchment, paper, or any suitable writing material. The *illusory script* appears to be some form of foreign or magical writing. Only the person (or people) designated by the caster at the time of the casting are able to read the writing; it is unintelligible to any other being, although an illusionist recognizes it as *illusory script.* Any unauthorized creature attempting to read the script triggers a potent effect, and must save versus spells or suffer effects identical to the spell *confusion*. This effect lasts 3d6 turns.

Illusory Stamina
Level: 4
Duration: 3 turns per level
Range: Touch

When this spell is cast, up to 4 human-sized beings may be touched and made to feel as if they are healthier than they truly are. The net effect is that they seem to have been healed of 50% of any damage they have sustained below their maximum. In addition, for 1 round every 10 rounds affected beings may move as if under the effects of the spell *haste*. However, at the end of the spell's duration, affected beings lose all illusory hit points in addition to any new damage sustained. If this drops a being to below 0 hp, death occurs.

Implant Emotion
Level: 4
Duration: See below
Range: 10' per level

By means of this spell the caster can invoke a specific emotion in a subject unless he succeeds in a saving throw versus spells. The following emotions may be induced, with the following effects on the subject: *fear* as the spell, -2 to save; *rage*, +1 to hit, +3 to damage, +5 to hp, subject will fight to the death; *hate*, saving throws, to hit, damage, and morale +2; *despair*, as the symbol. Note that *implant emotion* may also be cast to negate the effects from a creature influenced by this spell.

Invisibility
Level: 2
Duration: See below
Range: Touch

This spell functions identically to the magic-user spell of the same name.

Invisibility 10' radius
Level: 3
Duration: See below
Range: 0

This spell functions identically to the magic-user spell of the same name.

Invisibility, Greater
Level: 3
Duration: 4 rounds, +1 round per level
Range: Touch

This spell is nearly identical to *invisibility*, except it is of limited duration and the creature touched is capable of attacking. When attacking, the invisibility may leave shimmering or other subtle indications of the creature's presence, allowing an opponent to attack with a -4 penalty.

Limited Wish
Level: 7
Duration: See below
Range: Unlimited

This spell functions identically to the magic-user spell of the same name.

Light (reversible)
Level: 1
Duration: See below
Range: 120'

This spell is in most respects identical to the 1st level cleric spell of the same name, except that the duration is a number of turns equal to the caster's level +6 turns.

Magic Mouth
Level: 2
Duration: See below
Range: See below

This spell functions identically to the magic-user spell of the same name.

Major Creation
Level: 5
Duration: 6 turns per level
Range: Touch

Major creation is much like *minor creation*; however, vegetable matter may be created with twice the duration.

Massmorph
Level: 4
Duration: See below
Range: 240'

This spell functions identically to the magic-user spell of the same name.

Maze
Level: 5
Duration: See below
Range: 5' per level

The function of this spell is identical to the magic-user spell of the s
ame name.

Minor Creation
Level: 4
Duration: 6 turns per level
Range: Touch

The caster creates an object of nonliving vegetable matter (rope, cloth, wood, etc.). The volume of the item created cannot exceed 1' cube per caster level. A tiny piece of matter of the same sort of item the caster plans to create must be used when casting *minor creation*.

Mirror Image
Level: 2
Duration: 6 turns
Range: Self

This spell functions identically to the magic-user spell of the same name.

Misdirection
Level: 2
Duration: 1 round per level
Range: 30'

By means of this spell, the caster misdirects the information from divination spells such as *detect evil, detect magic, detect lie,* and the like. On casting the spell, an object or creature is chosen within range. For the duration, the opposite information or otherwise misleading or wrong information is conveyed when a detection spell is applied. The caster of such a detection spell is allowed a saving throw to avoid the effect.

Nondetection
Level: 3
Duration: 1 turn per level
Range: 0

The caster and all within a 5' radius become impossible to detect by divination spells such as *clairaudience/clairvoyance, locate object,* and *detect* spells. *Nondetection* also prevents location by such magic items as *crystal balls*.

Paralyze
Level: 3
Duration: See below
Range: 10' per level

The caster may affect creatures up to twice his level of HD total, in a designated 20' x 20' area, making them feel as if they cannot move. All creatures that fail a saving throw versus spells are affected. The effect may be dismissed by the caster at any time, otherwise *dispel magic* or *dispel illusion* can negate the effect.

Phantasmal Door
Level: 5
Duration: 1 round per level
Range: 10'

The caster of this spell fabricates an illusory door. He may then appear to enter it, and pursuers are fooled into thinking this is the case. In reality, the caster becomes *invisible*, as the spell, and is standing next to the door. The invisibility only lasts for the duration of this spell. Any beings who pursue the caster through the phantom door believe themselves to enter a featureless 10' square room.

Phantasmal Force
Level: 1
Duration: See below
Range: 240'

The spell is identical to the magic-user spell of the same name.

Phantasmal Force, Greater
Level: 2
Duration: See below
Range: 240'

This spell is an improved version of the magic-user spell *phantasmal force*. The area of effect is a 40' cube, +10 square feet per level. In addition to a visual illusion, subtle auditory effects accompany the illusion so that a creature makes sound as it moves, or similar effects are heard. Coherent speech is not possible, but mumbling sounds may be heard. The caster can move at 50% his normal movement rate while concentrating on the spell, and the illusion does not disappear until 2 rounds after the caster stops concentrating on the illusion. Refer to *phantasmal force* for more details.

Phantasmal Killer
Level: 4
Duration: 1 round per level
Range: 5' per level

The caster creates a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject and the caster can see the phantasmal killer. If the phantasm successfully attacks the subject (as a 4 HD monster), the subject may try to disbelieve the illusion once by succeeding in an INT attribute check, or die from fear. If the subject of a *phantasmal killer* attack succeeds in disbelieving and is wearing a *helm of telepathy,* the beast can be turned upon the caster. The caster must then disbelieve it or become subject to its deadly fear attack.

Phantasmal Monsters
Level: 4
Duration: 1 round per level
Range: 30'

The caster may create phantasmal pseudo-real monsters in an area of 20'. The monster or monsters created cannot exceed the

caster's level in HD. Monsters created in this fashion must all be the same type. They have 2 hp per the creature's normal HD. Victims are allowed an INT attribute check to realize the creatures are only partly real. The *phantasmal monsters* are able to attack and deal damage as per a normal creature of their type to any being that fails this check. If the check succeeds, the *phantasmal monsters* have an effective AC 10 and all damage is -80%, rounding up at .5.

Phantasmal Monsters, Greater
Level: 5
Duration: 1 round per level
Range: 30'

This spell is identical to *phantasmal monsters*, but the monsters created are stronger. These monsters have 3 hp per HD. Each creature has AC 8 and -60% to damage if the INT attribute check succeeds.

Phantasmal Monsters, Advanced
Level: 6
Duration: 1 round per level
Range: 30'

This spell is identical to *phantasmal monsters*, but the monsters created are stronger. These monsters have 4 hp per HD. Each creature has AC 6 and -40% to damage if the INT attribute check fails.

Prismatic Spray
Level: 7
Duration: Instant
Range: 0

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from the caster's hand. The beams are intertwined in "fan" of light that is 70' long, 5' wide at the origin and 15' wide at the terminal end. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 turns. Every creature in the area is randomly struck by one or more beams, which have additional effects that are identical to the same color of the globes produced by the magic-user spell *prismatic sphere*. See that spell description for these effects.

Roll d8	Color of Beam
1	Red
2	Orange
3	Yellow
4	Green
5	Blue
6	Indigo
7	Violet
8	Struck by two rays; roll twice more, ignoring any "8" results.

Prismatic Wall
Level: 7
Duration: 1 turn per level
Range: 10'

Prismatic wall creates a vertical, opaque wall—a shimmering, multicolored plane of light that protects the caster from all forms of attack. For all purposes this spell functions identically to the magic-user spell *prismatic sphere*, except a shimmering wall is produced rather than an opaque globe.

Project Image
Level: 5
Duration: 6 turns
Range: 240'

The function of this spell is identical to the magic-user spell of the same name.

Refraction
Level: 1
Duration: 1 round
Range: 0

By means of this spell the caster makes the space in front of him reflective, like a mirror. Any gaze attack directed at the caster does not affect him, but instead is turned back at the attacker.

Rope Trick
Level: 3
Duration: 2 turns per level
Range: Touch

This spell functions identically to the magic-user spell of the same name.

Shadow Evocation
Level: 5
Duration: See below
Range: 50', +10' per level

The caster taps energy from the plane of shadow to cast a quasi-real, illusory version of a magic-user spell. The possible spells include *fireball*, *lightning bolt*, *cone of cold*, and *magic missile.* These spells have normal effects unless an affected creature succeeds in an INT attribute check. Each disbelieving creature takes only one hp damage per caster level from the attack.

Shadow Evocation, Greater
Level: 6
Duration: See below
Range: 60', +10' per level

Greater shadow invocation is a more powerful version of *shadow invocation*, allowing the caster to tap the plane of shadow to cast *cloudkill*, a *wall of fire*, or a *wall of ice.* This spell is also capable of producing the spells allowed by *shadow evocation*; however, should a victim succeed in the INT attribute check, damage from spells is 2 hp per caster level, and the *wall of fire* and *wall of ice* may inflict 1d4 hp damage per level.

Spectral Force
Level: 3
Duration: See below
Range: 240'

This spell is identical to *greater phantasmal force*, except the illusion persists for 3 rounds after concentration ceases. In addition, a complete illusion is possible, including all senses.

Spectral Force, Permanent
Level: 6
Duration: See below
Range: 240'

This more powerful version of *spectral force* persists indefinitely when the caster ceases to concentrate on it.

Spectral Force, Programmed
Level: 6
Duration: See below
Range: 240'

This spell functions as a *spectral force*, except it is triggered when a set of circumstances specified by the caster occurs, and/or when a specific command is uttered. Once triggered, the *spectral force* lasts for 1 round per caster level.

Suggestion
Level: 3
Duration: 6 turns, +6 turns per level
Range: 30’

This spell functions identically to the magic-user spell of the same name.

Suggestion, Mass
Level: 6
Duration: 6 turns, +6 turns per level
Range: 30’

This spell functions like *suggestion*, except that it can affect 1 creature per caster level within 30’. If used on only 1 being, that being must save versus spells with a -2 penalty. The caster may only issue one *mass suggestion*, he may not issue separate *suggestions* per affected creature.

Summon Shadow
Level: 5
Duration: 1 round, +1 round per level
Range: 10’

By means of this spell, the caster brings forth 1 shadow per 3 caster levels. These creatures serve the caster, and will fight to the death if ordered. They remain until killed or the spell duration ends.

True Seeing
Level: 6
Duration: 1 round per level
Range: Touch

This spell functions identically to the cleric spell of the same name.

Veil
Level: 6
Duration: 1 turn per level
Range: 10’ per level

The caster instantly changes the appearance of a 20’ square area, including creatures in it if desired. The illusion is maintained for the spell’s duration. The caster can make the subjects appear to be anything desired. They look, feel, and smell just like the creatures the spell makes them resemble, or the area looks, feels and smells like a different area desired. Affected creatures resume their normal appearances if slain. This spell may also be used to mimic the effects of *hallucinatory terrain*, but the illusion does hold up even under physical inspection. The spell *true seeing* or similar magical effects will reveal the illusion for what it is.

Ventriloquism
Level: 2
Duration: 2 turns
Range: 60’

This spell functions identically to the magic-user spell of the same name.

Vision
Level: 7
Duration: See below
Range: 0

By means of this spell, the caster sacrifices an object of no less than 300 gp value in order to entice an answer to a question from a powerful entity. If the vision is imparted, the caster sees an illusory depiction as his answer, which can take a form that interacts with all senses. However, an answer is not guaranteed. Roll on the table below to determine the outcome.

Roll d20	Result
1-5	Success, the vision is accurate and detailed
6-11	Ambiguous, only partial information or periphery information is imparted
12-20	Failure, caster is affected by a *geas* to do the bidding of the power consulted

Wall of Vapor
Level: 1
Duration: 2d4 rounds, +1 round per level
Range: 30’

The caster of this spell creates an opaque, fog-like vapor in a 20’ cube area per caster level. All beings caught within the vapor cannot see beyond 2’. Strong winds of natural or magical origin can dissipate the *wall of vapor* before its duration has expired.



Magic-User Spells

Allure
Level: 1
Duration: 1 round per level
Range: Self

When this spell is cast, all intelligent creatures within a 20', +20' per level diameter must save versus spells or perceive the caster as if he has an additional 2d4 CHA. In addition, creatures that fail the saving throw feel good will, generosity and liking for the caster, and will help him within reason. Those who succeed in the saving throw perceive the caster as if he has 1d4 lower CHA, and automatically dislike and are annoyed by the caster.

Amnesia
Level: 2
Duration: Permanent
Range: 30'

This spell allows the caster to obliterate the memory of an opponent. The time span is equal to the previous 1 round, +1 round per 3 levels of the caster. This spell only affects memory, it does not alter any actual events that have taken place or nullify any other spell effects. The spell is capable of affecting up to 4 beings in range. Beings are allowed a saving throw versus spells, which is modified depending on how many creatures are targeted. No modifier is applied if 3 or 4 creatures are targeted, but if 2 are targeted the save is at -1, and -2 if only one being is targeted. If a victim realizes his memory has been altered, the spells *heal* or *restoration* can return the memory. Note that these spells must be specifically applied for the purpose.

Animal Growth (reversible)
Level: 5
Duration: 1 round per level
Range: 60'

Except for range and duration, this spell functions identically to the druid spell of the same name.

Animate Dead
Level: 5
Duration: Permanent
Range: 60'

This spell functions identically to the cleric spell of the same name.

Anti-Magic Shell
Level: 6
Duration: 12 Turns
Range: 0

An anti-magic barrier is created around the caster. No spells may pass through this barrier, whether from inside or outside. The caster therefore may not cast any spells other than those that affect him only. The caster may end this spell at any time before the maximum duration has expired.

Antipathy/Sympathy
Level: 8
Duration: 12 turns per level
Range: 30'

The caster causes an object or location to emanate magical vibrations that repel or attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by the caster. The kind of creature to be affected must be named specifically, or specific alignment to be repelled must be named.

Antipathy: Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item. A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels extremely uncomfortable doing so. This distracting discomfort reduces the creature's DEX score by 1 point per round, to a maximum of 4 points.

Sympathy: Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If a saving throw is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6 turns later. If this save fails, the affected creature attempts to return to the area or object.

Arcane Eye
Level: 4
Duration: 6 turns
Range: 240'

The caster creates an invisible magical sensor that sends visual information, and can see with 60' infravision. The *arcane eye* travels up to 120' each turn. The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter.

Arcane Lock
Level: 2
Duration: Permanent
Range: 10'

An *arcane lock* spell cast upon a door, chest, or portal magically locks it in a similar manner to the spell *hold portal*. The caster can freely pass his own *arcane lock* without affecting it; otherwise, a door or object secured with this spell can be opened with a successful *dispel magic* or *knock* spell. *Dispel magic* removes the *arcane lock*, while *knock* merely allows passage. In addition, any spell caster who is at least 3 levels higher than the caster of the spell may pass through unimpeded.

Arcane Window
Level: 6
Duration: 1 round per level
Range: Touch

The caster of this spell is able to see through walls as if a 3' square window is present. For the duration of the spell, the caster may see through more than just one wall, but it takes one round to switch from one wall to another. The *arcane window*, according to the caster's preference, can be made visible to other creatures. However, if it is made visible to others it can only be applied to one wall. The window is always one way. The spell may be applied to 20' thick wood, 6' thick stone, or 4 inch thick metal. Platinum, gold, and lead block this spell.

Astral Projection
Level: 9
Duration: See below
Range: Touch

This spell is identical to the cleric spell of the same name.

Atmosphere Bubble
Level: 5
Duration: 1 turn per level
Range: 0

The caster of this spell creates a bubble of altered water in a body of water (or water-based medium). Within this bubble there is a breathable atmosphere. The bubble sinks in water; the center of the bubble is on the caster and moves with him. The area of effect is either a 20' radius globe, or a 40' radius hemisphere, caster's

choice. Aquatic creatures cannot swim while in this bubble, as it is only slightly denser than air. Likewise, water breathing creatures cannot breathe within the area of affect. Intelligent aquatic creatures will not enter the area of effect by mistake.

Auditory Illusion
Level: 2
Duration: 2 rounds per level
Range: 60', +10' per level

The caster of this spell is able to create false sound. The sound may be centered anywhere within range, and within that range the sound can fluctuate and move, imitating approaching or receding footsteps, laughter, voices, and other possibilities. The sound produced is the approximate equivalent of noise produced by 4 human sized beings. The sound may increase by 4 for each level the caster is above the minimum required to cast this spell. Note that the sound does not have to be human-like, but could be animal or monster sounds. In these cases the referee will determine how much sound and how many individuals it might represent. For instance, the sounds of four humans might be approximately that of 6 or 8 children, or 2 ogres. Beings are allowed a saving throw versus spells to realize the effect is illusory, but only if they actively attempt to disbelieve.

Blink
Level: 3
Duration: 1 round per level
Range: Self

The caster of this spell is able to "blink" back and forth between the ethereal plane and the material plane, seeming to wink in and out of reality, only to reappear in another location. The caster reappears 2' from his original location, in a random direction relative to the direction he is facing. Roll 1d8: 1, forward; 2, forward right; 3, right; 4, backward right; 5, backward; 6, backward left; 7, left; 8, forward left.

If the indicated position is already occupied by solid matter, the caster is shifted in a random direction from that point, but only to a distance up to 10' (and not into the area originally occupied). If matter occupies all possible routes, the caster does not reappear and is trapped on the ethereal plane. If the spell caster achieves initiative in any given round that this spell is in effect, opponents are unable to successfully attack him, as he blinks away too quickly. However, any area effect attacks which occupy the same space the caster occupies at both locations in a round will affect the caster.

Beginning the second round *blink* is in effect, the caster may blink and attack with hand weapons the same round. Any other activities, including spell casting, missile attacks, use of magic items, etc. fail on a roll of 1-15 on 1d20 due to misuse, effects or weapons fired in the wrong direction, or other results determined by the referee.

Burning Hands
Level: 1
Duration: 1 round
Range: See below

This spell causes a 3' long cone of searing flame to shoot from the caster's fingertips. The cone shoots out in a 120 degree arc centered on the caster. Any creature in the area of the flames takes 1 point of fire damage per caster level (no saving throw). Flammable materials burn if the flames touch them.

Charm Monster
Level: 4
Duration: Special
Range: 120'

Charm monster is identical to the spell *charm person* (discussed below), except that *charm monster* is not limited to humanoids or creatures of ogre size or smaller. Only one monster is charmed if it is 4 HD or greater. A group of monsters which are 3 HD or fewer may be affected, with their number determined by rolling 3d6.

Charm Person
Level: 1
Duration: Special
Range: 120'

This spell makes a humanoid creature regard the caster as its trusted friend and ally (treat the target's attitude as friendly). Undead creatures are unaffected by this spell, as are humanoid monsters larger than ogres. The spell does not enable the caster to control the *charmed* person as if it was an automaton, but it perceives the caster's words and actions in the most favorable way. The subject can be given orders, but actions it wouldn't ordinarily do based on its nature or alignment may be abstained from. An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by the caster or his apparent allies that threatens the *charmed* person breaks the spell. The caster must speak the person's language to communicate commands, or else be good at pantomiming. Creatures will gain additional saving throws versus spell at time intervals based on intelligence scores. An INT score of 3-8 grants a new save once every month. An INT of 9-12 grants a new save each week, and 13-18 grants a new save once every day. Otherwise, *charm person* can be negated by the spell *dispel magic*.

Charm Plants
Level: 7
Duration: Permanent
Range: 30'

By casting this spell, a magic-user is capable of commanding plants in a 300' squared area. The plants may be directed to do anything within their ability, but intelligent plant life is allowed a saving throw versus spells at -4 to resist the enchantment. Once an area is enchanted in this way, the magic-user is able to command the plants within it indefinitely.

Clairaudience
Level: 3
Duration: 12 turns
Range: 60'

Clairaudience creates an invisible magical link between the caster and one creature within range. This link allows the caster to hear whatever the creature hears. The process of linking with one creature and perceiving the same sounds takes a minimum of 1 turn, such that the caster may choose a new creature once per turn. The magical link between caster and creature is obstructed by lead or rock of a thickness of 2' or greater.

Clairvoyance
Level: 3
Duration: 12 turns
Range: 60'

Clairvoyance creates an invisible magical link between the caster and one creature within range. This link allows the caster to see whatever the creature sees. The process of linking with one creature and observing with its eyes takes a minimum of 1 turn, such that the caster may choose a new creature once per turn. The magical link between caster and creature is obstructed by lead or rock of a thickness of 2' or greater.

Clenched Fist
Level: 8
Duration: 1 round per level
Range: 5' per level

This spell creates a large, ghostly and bodiless hand that can strike one opponent that the caster selects per round. The attacks always strike the opponent, and the severity of the blow is determined by rolling 1d20 and consulting the chart below. If a target becomes stunned, subtract 4 from die rolls on the table for attacks that occur when the target is stunned. This reflects the stunned target's inability to attempt to dodge the giant fist.

Roll 1d20	Damage
1 or below	4d6 + stun for 3 rounds
2-4	3d6 + stun for 1 round
5-8	2d6
9-20	1d6

An opponent can attack a clenched fist. It has an AC of 9 and hp equal to those of the caster.

Clone
Level: 8
Duration: Permanent
Range: Touch

This spell makes a duplicate of a creature. To create the duplicate, the caster must have a piece of flesh (not hair, nails, scales, or the like) taken from the original creature's living body. The piece of flesh need not be fresh, but it must be kept from rotting. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months. Once the duplicate reaches maturity, if the original being is alive the two beings will share a psychic link for 1 week. During this time each will seek to destroy the other. If this proves to be impossible, there is a 95% probability that either the clone or the original will lose his sanity. If this occurs, 25% of the time it will be the original, otherwise it is the clone that becomes insane. There is a 5% probability that both beings lose their sanity. After 1 week if neither being destroys the other, the psychic link dissolves and there is no longer a compulsion to destroy each other. The spell duplicates only the original's body and mind, not its equipment.

Cloudkill
Level: 5
Duration: 6 turns
Range: 0

This spell generates a bank of yellowish green and poisonous fog in a diameter of 30'. The fog moves and grows away from the caster at 20 feet per round, rolling along the surface of the ground. For example, after two rounds the fog will be 40 feet long. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater. These vapors kill any living creature with 4 or fewer HD who fails a saving throw versus poison. A new save must be made each round. Otherwise, they suffer 1 hp of damage per round while in the cloud. A living creature with 5 or more HD suffers 1 hp of damage per round while in the cloud. Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Comprehend Languages (reversible)
Level: 1
Duration: Touch
Range: 5 rounds per level

The caster can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, the creature or the writing must be touched. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables the caster to understand or read an unknown language, not speak or write it.
Obscure languages, the opposite of *comprehend languages*, dispels the effects of *comprehend languages*, or can be used to make spoken or written language incomprehensible.

Cone of Cold
Level: 5
Duration: Instantaneous
Range: 0

Cone of cold creates an area of extreme cold, originating at the caster's hand and extending outward in a cone 5' long per level. It drains heat, dealing 1d4 +1 points of cold damage per caster level.

Confusion
Level: 4
Duration: 12 rounds
Range: 120'

This spell causes 3d6 targets to become *confused,* making them unable to independently determine what they will do.
Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

Roll 1d10	Behavior
1-4	Attack caster's group.
5-6	Do nothing but babble incoherently.
7-10	Attack creature's group.

A *confused* character that can't carry out the indicated action does nothing but babble incoherently.

Conjure Elemental
Level: 5
Duration: permanent
Range: 240'

With this spell, the caster may summon one elemental of a particular kind per day, to a maximum of four elementals per day (1 each of fire, water, earth or air). Only 1 elemental is summoned per casting of the spell. For the duration of the spell, the caster can move at ½ movement but may take no other actions, because the spell requires full concentration to command the elemental. The caster can give the elemental orders for the duration of the spell, and the caster can order the elemental to return to its home plane at any time. The elemental is forced to its home plane if a *dispel evil* or *dispel magic* spell is directed at it. If the caster loses concentration at any point during the duration of the spell, the elemental will turn to attack the caster, and the caster will be unable to order it back to its home plane.

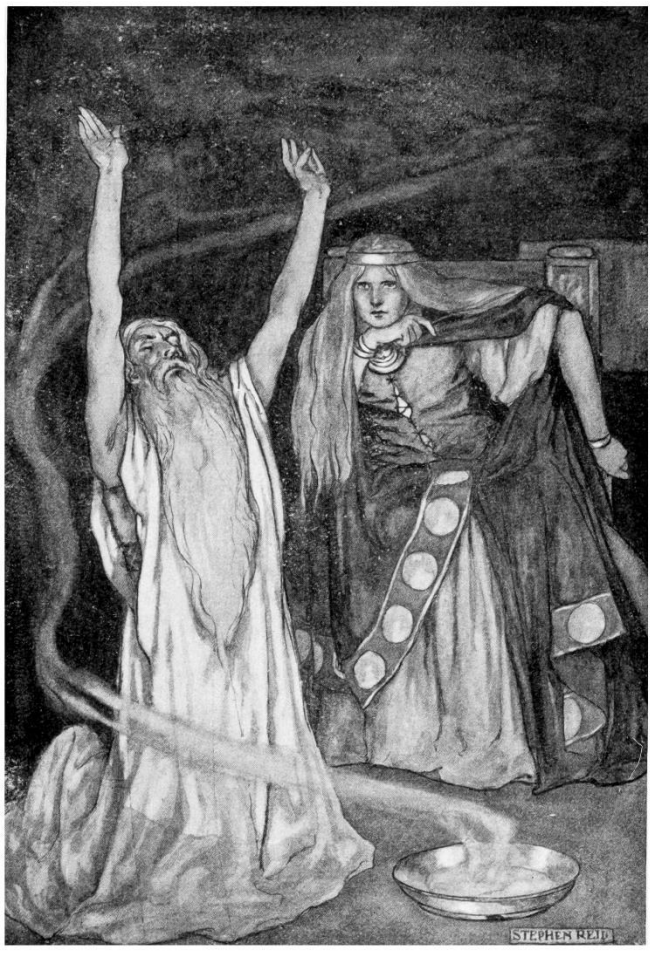
Contact Other Plane
Level: 5
Duration: Special
Range: 0

The caster sends his mind to another plane of existence in order to receive advice and information from powers there. See the accompanying table for possible consequences and results of the attempt. The powers reply in a language the caster understands, but they resent such contact and give only brief answers to questions. All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer. The caster must concentrate on maintaining the spell in order to ask questions at the rate of one per round. A question is answered by the power during the same round. The caster may choose how many questions to ask. The number of questions asked reflects

the level of power the contacted being has, and how far away it is. The greater the number of questions asked the further away the contacted place is and the more powerful the being is. First roll on the table below to see if the power knows the answer. Then roll to see if the power answers truthfully. There is a probability that the caster will go insane after casting the spell, and the probability is related to the number of questions asked.

Questions	Don't Know	True Answer	Insanity
3	75%	50%	5%
4	70%	55%	10%
5	65%	60%	15%
6	60%	65%	20%
7	50%	70%	25%
8	40%	75%	30%
9	30%	80%	35%
10	20%	85%	40%
11	10%	90%	45%
12	5%	95%	50%

Results of a Contact:
Don't Know: The entity may or may not know the answer, and may or may not tell the caster the truth of whether it knows or not.
True Answer: The caster gets a true, one-word answer. Otherwise, the entity lies and the lie is undetectable.
Insanity: The chance that the caster goes insane at the effort of communication. A character that goes insane will remain that way for the same number of weeks as the total number of questions asked, and the player cannot play the character during this time. The base chance indicated on the table is reduced by 5% for every level the caster is above 11. For example, a 14th level caster receives –15% to the insanity roll.



Continual Light
Level: 2
Duration: Permanent
Range: 120'

This spell is similar to the 1st level cleric spell *light*. A 60' diameter sphere of light is brought into being, and is a permanent effect. This spell can be cast on objects so that the light is portable. This spell may be cast directly on a creature, but the creature receives a saving throw versus spells. If successfully cast on a creature's eyes, blindness results until the spell is negated with *dispel magic*.

Control Weather
Level: 6
Duration: See below
Range: 0

This spell differs from the cleric spell of the same name. The radius is limited to a localized 240 yards in an outdoor setting only. This spell has an indefinite duration so long as the caster maintains concentration. Possible weather and their effects are detailed below.

Weather	Effects
Calm	Dissipates foul weather
Hot	Will dry wet conditions, all movement divided by 2
Cold	Water and mud freezes, all movement divided by 2
Severe Winds	All movement divided by 2, no flying or missile weapon use possible. Sandy conditions will reduce visibility to 20'. Ship speed increased or decreased by a multiple of 2 depending on if sailing with or against the wind.
Tornado	The caster can direct the tornado, which moves at 120'. The tornado can be directed to attack, using the characteristics of an air elemental with 12 HD. Sea vessels have a 75% chance of suffering 8+1d4 structural hit points damage.
Foggy	Visibility drops to 20', and all movement is divided by 2.
Rainy	Missile attacks hit at –2. Mud forms in 3 turns, and movement divided by 2.
Snowy	Visibility drops to 20', and all movement is divided by 2

Crushing Hand
Level: 9
Duration: 1 round per level
Range: 5' per level

This spell creates a large, ghostly and bodiless hand that can grasp and squeeze one opponent that the caster selects per round. The attacks always strike the opponent, and the severity of the damage is determined by the duration of the squeezing. The target suffers 1d10 hit points of damage per round grasped, to a maximum of 4d10.

An opponent can attack a *crushing hand*. It has an AC of 9 and hp equal to those of the caster.

Dancing Lights
Level: 1
Duration: 2 rounds per level
Range: 40', +10' per level

The caster may create up to four lights that resemble either lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10' radius area in relation to each other but otherwise move as the caster desires (no concentration required):

forward or back, up or down, straight or turning corners, or the like. The lights wink out if the distance between the caster and the light exceeds the spell's range, or the duration ends.

Darkness Globe
Level: 2
Duration: 1 turn, +1 round per level
Range: 10' per level

The caster creates a 15' radius ball of darkness, centered anywhere within range. This darkness is complete, and forms of normal vision which normally can see in darkness are useless, including infravision and ultraviolet vision. The spells *light* or *continual light* render the effects of *darkness globe* ineffective, such that the normal lighting conditions of the area are present.

Death Spell
Level: 6
Duration: 1 round
Range: 240'

This formidable spell kills creatures of 8 HD or fewer within a 60' cube. A total of 4d8 HD of creatures are killed, and a saving throw versus death is allowed. For example, if 20 HD is rolled and there are five 4 HD creatures in the area of effect, all may potentially die if they fail their saving throws. A successful save negates all effect.

Delayed Blast Fireball
Level: 7
Duration: See below
Range: 100', + 10' per level

In most respects, this spell is identical to *fireball*. However, damage receives a +1 bonus per damage die, and the caster may choose for the spell to "go off" from 1 to 5 rounds after the round the spell is cast.

Detect Evil
Level: 2
Duration: 2 turns
Range: 60'

With the exception of differences in duration and range, this spell is identical to the 1st level cleric spell of the same name.

Detect Invisible
Level: 2
Duration: 5 rounds per level
Range: 10' per level

The caster can see invisible, hidden, ethereal, or astral creatures or items so long as they are directly in sight within a 10' wide range of vision.

Detect Magic
Level: 1
Duration: 2 turns
Range: 60'

All enchanted items, creatures, places, or other things within 60' of the caster will glow for the duration of the spell. The caster may move around to bring objects within the radius during the duration of the spell.

Dimension Door
Level: 4
Duration: 1 round
Range: 10'

The caster instantly transfers himself or another creature from its current location to any other known spot within 360'. The being always arrives at exactly the spot desired. An unknown or unseen place may be specified. For example, 100' south and 20' high, but if the destination is already occupied by a solid body, the spell fails.

Disintegrate
Level: 6
Duration: Permanent
Range: 60'

A thin, green ray springs from the caster's pointing finger. No attack to hit is necessary, but targets may save versus death to negate the effects of this spell. Any non-magical creature of any size struck by the ray is instantly disintegrated. When used against an object, the ray simply disintegrates as much as one 10' cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as *crushing hand*, but not magical effects such as an *anti-magic shell.*

Dispel Magic
Level: 3
Duration: permanent
Range: 120'

The caster can use *dispel magic* to end ongoing spells that have been cast on a creature or object within a 20' cube area by a spell caster of the same or lower level. If the level of the caster of the effect to be dispelled is higher than the caster of *dispel magic*, there is a cumulative 5% chance per level difference that the attempt to dispel will fail. *Note:* The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel magic* can take effect.

Distort Distance
Level: 5
Duration: 1 turn per level
Range: 10' per level

This spell is cast after an earth elemental has been summoned. The elemental will then obey, and spread itself over an area specified by the caster, up to 1,000 square feet per caster level. The area can be distorted to be twice long or equally short. Thus a 500' long x 200' wide cavern could be shrunk to 250' long x 100' wide, or expanded to 1000' long x 400' wide. Creatures traveling over such a distorted area do not realize it is distorted, and there is no way to detect any outside influence. The area will faintly radiate magic.

Duo-Dimension
Level: 7
Duration: 3 rounds, +1 per level
Range: 0

The spell caster causes one dimension of his being (depth) to exist in another plane, thus reducing the visible portion of himself to the two-dimensional aspects of height and width. The caster can take all normal actions, but has the ability to appear invisible if standing such that only his side is presented to an observer. The caster may also slide sideways through small cracks or other tight spaces. *True seeing* does allow a viewer to see the caster. This two-dimensional existence also creates vulnerability. Any damage the caster sustains while under the effects of the spell is multiplied by three, but the character cannot be struck while standing sideways to an attacker. The caster can, however, be affected by area effect attacks, which are subject to the damage multiplier stated previously.

Dweomer of Rage
Level: 6
Duration: 1 round per level
Range: Self

This spell allows a magic-user to drink a *potion of heroism* or *superheroism*, and experience an amplified effect. The potion is quaffed and the spell cast. The caster becomes a wild, immensely powerful berserk fighter with +2 to damage and two attacks per round. The caster's current hp total is multiplied by two, and his AC is improved by 4. He attacks as a fighter of the same level as the caster. When the caster takes damage, it is subtracted from the addition hp, and if damage does not exceed that addition hp pool, when the spell duration ends the caster will experience no damage. However, for every hp damage beyond the extra hp pool, the caster suffers double damage from his normal hp total when the spell ends. Due to the blind blood rage induced by this spell, the caster has no choice but to continue fighting all enemies present until the spell ends.

Enchant Arms
Level: 4
Duration: 5 rounds per level
Range: Touch

This complicated spell takes 1 turn to cast. When finished, 2 smaller weapons (arrows, crossbow bolts, daggers, etc.) or one normal to larger sized weapon (any sword, a mace, etc.) is enchanted. Such weapons become temporarily magically honed, and are capable of affecting creatures that require +1 weapons to hit. Note that these weapons do not gain any bonuses to hit or damage. Missile weapons enchanted with this spell lose their enchantment when they hit a target. Melee weapons retain the enchantment until the duration ends.

Enlarge (reversible)
Level: 1
Duration: 1 turn per level
Range: 5' per level

This spell causes instant growth (and corresponding increase in weight) of a single object or creature that is in visible range. This increase changes a creature's size by 20% per caster level, and up to three times the original size of the creature. The effectiveness of this spell is half of this on non-living objects, with 10% per level, but a maximum of double the original size of the object. The caster can affect 10 cubic feet of living matter per level or 5 cubic feet per level of non-living matter.

Magical item properties are not affected by this spell. For instance, a wand will have the same function even though it may be the size of a staff, and potion dosages are not increased, though they may take longer to drink. Objects do become stronger or heavier, so that a small rock gains the weight of an appropriately sized larger one, and a person enlarged will have a strength appropriate to his size (as an ogre, or any of the various giants, for example) with corresponding strength adjustments.

The reverse of *enlarge*, *reduce*, can *reduce* objects or creatures in size by the same proportions as *enlarge*. These spells cancel each other out. For either version of the spell a saving throw is allowed to negate the effect. This save may be forfeited if the recipient desires.

Erase
Level: 1
Duration: Permanent
Range: 30'

Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. The caster cannot remove *explosive runes* or a *glyph of warding.* The probability of success for magical writings is 50%, +2% for each level of the caster, or 50%, +4% per level of the caster for non-magical writings. A saving throw is allowed to negate these effects.

ESP
Level: 2
Duration: 12 turns
Range: 60'

The caster can choose a direction and focus his concentration for 1 turn. After this turn, he can perceive the thoughts of all creatures within 60'. The caster understands the meaning of all thoughts even if he does not share the creature's language. However, if multiple creatures are within the range of the spell, the caster must spend an additional turn to sort out one creature's thoughts, or else all thoughts mingle into a confusing jumble. The ability to hear thoughts is obstructed by lead or rock of a thickness of 2' or greater.

Explosive Runes
Level: 3
Duration: See below
Range: Touch

The caster traces mystic runes upon a book, map, scroll, or similar object bearing written information. The *runes* detonate when read, dealing 6d4+6 points of damage in a 10' radius. The reader suffers full damage, no save allowed. Anyone else in the area of effect takes the full damage unless a saving throw versus spells is made for half damage. The object on which the *runes* were written is obliterated, unless it is unaffected by fire. The caster and any other beings specifically instructed can read the protected writing without triggering the *runes.* Likewise, the caster can remove the *runes* whenever desired. Another creature can remove them with a successful *dispel magic* spell. A magic-user has a 5% chance per level of detecting the runes, and a thief has a flat 5% chance.

Extend Duration I
Level: 4
Duration: See below
Range: 0

This spell may be used to extend the duration of a spell the caster has already cast and is still in effect. Only spells of levels 1, 2, and 3 are extended in this way, and their duration is extended by 50%.

Extend Duration II
Level: 5
Duration: See below
Range: 0

Extend duration II is identical to *extend duration I*, except that the duration of spells from levels 1-4 may be extended by 50%.

Extend Duration III
Level: 6
Duration: See below
Range: 0

Extend duration III is identical to *extend duration I*, except that the duration of spells of levels 1-3 may be extended by 100%, and spells of levels 4 and 5 may be extended by 50%.

Faithful Hound
Level: 5
Duration: 2 rounds per level
Range: 10'

This spell conjures up a phantom watchdog. It guards the area where it was conjured. The hound immediately starts barking loudly if any creature approaches that is the size of a large rat or bigger. The hound sees invisible, ethereal and creatures that are out of phase or similar. If an intruder turns its back on the hound, the dog stops barking and delivers a vicious bite (as 10 HD creature, 3d6 points). The dog also may attack all creatures, even

those that can only be hit with +3 weapons. Its bite is the equivalent of a magic weapon for the purpose of damage reduction. The hound cannot be attacked, but it can be dispelled. The caster must always remain within 30' of the guarded area, else the spell is broken.

False Gold
Level: 2
Duration: 6 turns per level
Range: 10'
The caster may transform copper or brass within 1 cubic foot per level into pure gold. This is the equivalent of 400 pounds per cubic foot, and the metal could be in the form of coins, art, etc. Beings that encounter false gold can check to see if the ruse is detected, by rolling 1d20 against INT. A penalty of +1 is added to the roll per level of the caster. So if a shopkeeper has an INT of 12 and the caster is 5th level, a roll of 7 or fewer is required to detect the false nature of the gold. Alternatively, if the gold makes contact with pure iron there is a 20% chance it reverts back to its true nature.

False Trap
Level: 2
Duration: 6 turns per level
Range: 10'

This clever enchantment may be used by the caster to permanently create the false perception that an item, such as a small box, lock, dagger, etc., is trapped. If the thief skill *detect traps* is employed on the item, there is an 80% chance, -4% per level of the observer, that a trap is perceived. If an attempt is made to remove the trap, there is a slim 20% chance, +4% per level of the observer, that the trap is perceived to be removed.

Fear
Level: 4
Duration: See below
Range: 0

An invisible cone (60' long, 5' wide origin, and 30' diameter at the terminal end) of terror causes each living creature in the area to become panicked and run away if they do not succeed in a saving throw versus spells. There is a 60% probability, -5% per victim's level, that the victim drops whatever he may be holding when he runs away. Victims flee as fast as their movement rates allow, for a number of rounds equal to the caster's level.

Feather Fall
Level: 1
Duration: 1 round per level
Range: 10' per level

The affected creatures or objects in range fall slowly. *Feather fall* instantly changes the rate at which the targets fall to that of a feather (about 10' per round), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling is resumed.

The spell affects one or more objects or creatures (including gear and carried objects up to each creature's maximum encumbrance). The maximum volume is 10 cubic feet, and 200 pounds +200 pounds per level may be affected, such that a 1st level magic-user can affect 400 pounds.

The spell can be cast with an instant utterance, quickly enough to save the caster or another creature if he unexpectedly falls, but initiative, if appropriate, must be on the side of the caster. This spell has no special effect on ranged weapons unless they are falling quite a distance. The spell may be cast on falling items or creatures and missiles, but is ineffective against creatures firmly on the ground or flying. No saving throw is permitted.

Feeblemind
Level: 5
Duration: Indefinite
Range: 240'

If the target creature fails a saving throw versus spell with a –4 penalty, it becomes a mental invalid. The affected creature is unable to speak, cast spells, understand language, or communicate coherently. The subject remains in this state until a *dispel magic* spell is used to cancel the effect of the *feeblemind*.

Feign Death
Level: 3
Duration: 6 rounds, +1 round per level
Range: Touch

The caster of this spell causes a state of death-like paralytic arrest in himself or another willing creature. This physical state completely mimics death to any observer, even if the creature is physically examined. To affect another creature, physical contact must be made and the target must have equal or fewer levels or HD to the caster. No saving throw is permitted. Any being under the effect of this spell is conscious and can hear and smell, but cannot move and is completely numb. Thus, if the body is damaged or otherwise molested, there will be no discomfort to the spell recipient and no physical reaction. Damage inflicted to a creature in this state is reduced by 50%, and poison, paralysis, or energy drain attacks are ineffective. However, any poison that retains its effective duration after the spell ends will affect the creature once the spell ends or is negated. The caster may negate the spell before the duration ends, but 1 round must pass for the body to resume normal life functions.

Fire Ball
Level: 3
Duration: Instant
Range: 240'

A *fireball* spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level to every creature within a 20' radius. The caster points his finger and determines the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point. (An early impact results in an early detonation.)

The *fireball* sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier causes it to shatter or break apart, the *fireball* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does. All beings caught within the explosion are allowed a saving throw versus spells. A successful save reduces damage by half.

Fire Shield
Level: 4
Duration: 2 rounds, +1 round per level
Range: 0

This spell wreathes the caster in flames. Any creature striking the caster with its body or a handheld weapon deals normal damage, but at the same time the attacker takes double that damage. When casting this spell, the caster appears to immolate himself, but the flames are thin and wispy, giving off light equal to only half the illumination of a normal torch (15' radius). The special powers of each version are as follows, and must be chosen when the spell is cast:

Warm Shield: The flames are warm to the touch. The caster may make saving throws versus cold-based attacks with a +2 bonus, and if successful takes no damage from spells that allow a save for

half damage, and he takes half damage from spells that do not normally allow a save. Should the caster fail a save versus a fire-based attack, damage is doubled.

Chill Shield: The flames are cool to the touch. The caster may make saving throws versus fire-based attacks with a +2 bonus, and if successful takes no damage from spells that allow a save for half damage, and he takes half damage from spells that do not normally allow a save. Should the caster fail a save versus a cold-based attack, damage is doubled.

Fire Trap
Level: 4
Duration: See below
Range: Touch

Fire trap creates a fiery explosion when an intruder opens the item that the trap protects. A *fire trap* can ward any object that can be opened and closed. When someone other than the caster opens the object, a fiery explosion fills the area within a 5' radius around the trapped area. The flames deal 1d4 points of fire damage +1 point per caster level. A saving throw versus spells is allowed for half damage. The item protected by the trap is not harmed by this explosion. A *fire trapped* item cannot have a second closure or warding spell placed on it. A *knock* spell does not bypass a *fire trap*. *Fire trap* is hard to detect and disable. All attempts to remove the trap are at half, and failure triggers the trap.

Flame Arrow
Level: 3
Duration: 1 round
Range: Touch

The caster touches and transforms arrows or crossbow bolts into fiery projectiles (1 per caster level). Each piece of ammunition deals +1 point of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes. All missiles must be used by the end of the round after the spell is cast, for they have been consumed by flame after that point and are useless.

Flame Charm
Level: 4
Duration: 2 rounds per level
Range: 10'

The caster of *flame charm* may enchant a flame source to form a 10' radius circle of dancing, wavering magical flame that has the power to *charm*. All beings that see the flame must save versus spells or be mesmerized into a motionless daze. If the spell *suggestion* is cast on any being in this state, the save is with a -3 penalty. Should a mesmerized victim have his vision taken away from the flames, or vision is blocked, he shakes the influence of the spell. The flames are not illusion, and will inflict fire damage equal to that of the flame's source.

Floating Disc
Level: 1
Duration: 6 turns
Range: 6'

The caster creates a slightly concave, circular plane of force that follows him about and carries loads. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 500 pounds. If used to transport a liquid, its capacity is 2 gallons. The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany the caster with an equal movement rate. If not otherwise directed, it maintains a constant interval of 6 feet between itself and the caster, and will follow the caster without prompting to maintain a minimum of 6' distance. When the disk winks out at the end of the spell's duration, whatever it was supporting falls to the surface beneath it.

Fly
Level: 3
Duration: See below
Range: 0

For a number of turns equal to the caster's level +1d6 turns, the caster can fly with a maximum movement of 120' each round. The caster can vary the speed as desired, and is capable of hovering.

Forceful Hand
Level: 6
Duration: 1 round per level
Range: 10' per level

This spell functions like *interposing hand,* except that the *forceful hand* pushes away an opponent. The force is capable of shoving away beings that weigh 500 pounds or fewer. Creatures heavier than this but weighing 2,000 pounds or fewer may only move 10' per round, and creatures heavier than this but not weighing more than 8,000 pounds move at half their normal rate per round. A forceful hand may be damaged (AC 9), and has the same hit points as the spell caster.

Freezing Sphere
Level: 6
Duration: See below
Range: See below

Freezing sphere creates one of three effects, as chosen by the caster when the spell is uttered. A frigid globe of cold energy may be formed from the caster's fingertips and thrown, where it explodes in a 10' radius burst, dealing 4d6 points of cold damage to each creature in the area. This globe of energy may also be gently formed and held or placed on the ground for a delayed effect. It will explode after 1 round per caster level, regardless of whether it has been deposited or whether it is still in the caster's hand. Creatures caught or struck by the sphere may save versus spells for half damage. The *freezing sphere* may be used to strike a body of water or a liquid that is principally water. It freezes the liquid to a depth of 6 inches over an area equal to 100 square feet per caster level. This ice lasts for 1 round per caster level. Finally, rather than a globe, the caster may spray a ray of freezing energy to a distance of 10' per level, dealing 4 hp damage per caster level. A successful saving throw versus spells avoids all damage from this effect.

Fumble
Level: 4
Duration: 1 round per level
Range: 10'

The victim of this spell becomes horribly clumsy if a saving throw versus spells fails. Items held fall to the ground; likewise, attempts to grab, catch, or otherwise manipulate other objects is doomed to bumbling ineptitude. Running victims fall down. It takes 1 round to pick an item back up or to get up from a fall, assuming the spell duration has ended. If the victim succeeds in his saving throw, he is able to concentrate on his magical clumsiness, but his actions may only be carried on as if under the effects of *slow* for the duration of the spell.

Gate
Level: 9
Duration: see below
Range: 30'

Casting a *gate* spell has two effects. First, it creates an interdimensional connection between the caster's plane of existence and a specified plane, allowing travel between those two

planes in either direction. Second, the caster may then call a particular individual or kind of being through the *gate.* The caster must utter the name of the being, which can be any demonic or otherworldly being, or even a god, which he desires to come through the *gate*. Gods will most likely send representatives rather than come through a *gate* personally. Some creature will always come through the planar portal, and will behave in a way that is completely dependent on the situation, including factors like the caster's alignment, the power level of any foes, and the nature of the being itself. The being will simply turn around and go back to its original plane 20% of the time if the reason for its summoning is trivial. It will leave 15% of the time if the reason is only slightly important. Otherwise there is up to a 50% chance the being may leave, with the lowest chance (01%) if the situation is not only important but one that the being can handle easily, and a higher chance if the situation is dangerous to the being or the being is angry at being summoned.

The Gamemaster must rule these situations carefully. Chaotic beings may betray the summoner if they can, or may have their own motives that will influence their actions. It must be emphasized that summoned beings are not mindlessly controlled by the summoner.

Geas (reversible)
Level: 6
Duration: See below
Range: 30'

This spell functions in an identical manner to the 5th level cleric spell *quest*.

Glass Like Steel
Level: 8
Duration: Permanent
Range: Touch

The caster may give glass the strength of steel in a quantity up to 10 pounds multiplied by caster level. The glass must consist of a finite object. For example, a complete window could be made to have the strength of steel, but not just part of a large window.

Globe of Invulnerability
Level: 6
Duration: 1 round per level
Range: 0

This spell is identical to *lesser globe of invulnerability*, except that it provides complete protection from 4th level spells and lower.

Globe of Invulnerability, Lesser
Level: 4
Duration: 1 round per level
Range: 0

An immobile, faintly shimmering magical 10' diameter sphere surrounds the caster and excludes all spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the *lesser globe of invulnerability*. Such spells fail to affect any target located within the globe. However, any type of spell can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a *dispel magic* spell.

Grasping Hand
Level: 7
Duration: 1 round per level
Range: 10' per level

This spell creates a ghostly and bodiless hand that can act as a barrier between the caster and another being, or can grasp the being to hold it in place. This hand can range in size from a normal-sized hand to a hand about 10' long, and can be used to hold a creature in place if it weighs 1000 pounds or fewer. The hand can also be used to push a being of 4,000 pounds or fewer so that its movement is reduced to 10' per round. Creatures of up to 16,000 pounds in weight can be pushed so that their movement rate is reduced by half.

An opponent can attack a *grasping hand*. It has an AC of 9 and hp equal to those of the caster.

Guards and Wards
Level: 6
Duration: 6 turns per level
Range: 0

This powerful spell is primarily used to defend a stronghold. The ward protects a 20' diameter sphere, and an additional 10' radius per caster level. The spell creates the following magical effects within the warded area.

Fog: Fog fills all corridors, obscuring all sight, including infravision, beyond 10'.

Arcane Locks: All doors in the warded area are *arcane locked.*
Webs: Webs fill all stairs from top to bottom. These strands are identical with those created by the *web* spell, except that they regrow in 10 minutes if they are burned or torn away while the *guards and wards* spell lasts.

Confusion: Where there are choices in direction—such as a corridor intersection or side passage—a minor *confusion*-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose.

Lost Doors: One door per caster level is covered by an illusion to appear as if it were a plain wall.

In addition, the caster can place one of the following five magical effects.

1. *Dancing lights* in four corridors.
2. A *magic mouth* in two places.
3. A *stinking cloud* in two places. The vapors appear in the places designated; they return within 10 minutes if dispersed by wind while the *guards and wards* spell lasts.
4. A *gust of wind* in one corridor or room.
5. A *suggestion* in one place. The caster selects an area of up to 5' square, and any creature who enters or passes through the area receives the *suggestion* mentally.

The whole warded area radiates strong magic. *Dispel magic* cast on a specific effect, if successful, removes only that effect.

Gust of Wind
Level: 3
Duration: 1 round
Range: 0

This spell creates a severe blast of air that originates from the caster, affecting all creatures in a path 10' long and wide, +10' long per level. If flying, smaller creatures are blown back 1d6x10 feet. Human-sized creatures are unable to move forward against the force of the wind, and larger flying creatures have half movement. The force of the *gust* automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 5% chance per caster level to extinguish those lights.

Hallucinatory Terrain
Level: 4
Duration: See below
Range: 240'

The caster makes some terrain look, sound, and smell like some other sort of terrain, but the entire terrain to be hidden must be encompassed by the range this spell may affect. If the illusion comes into contact with an intelligent being, the spell is negated. Otherwise, *dispel magic* may be used to rid the area of the illusion. The caster may affect 1' square area per caster level.

Haste (reversible)
Level: 3
Duration: 3 turns
Range: 240'

This spell makes creatures move and act more quickly than normal. A maximum of 24 creatures within a diameter of 60' may be affected. A *hasted* creature may make double the normal number of attacks. However, a creature may not cast a second spell. All of the *hasted* creature's modes of movement (including land movement, burrow, climb, fly, and swim) double in speed. Multiple *haste* effects do not stack. *Haste* dispels and counters *slow* effects.

Slow, the reverse of *haste*, halves all attacks and movement, including spell casting such that only one spell may be cast every two rounds.

Hold Monster
Level: 5
Duration: See below
Range: 120'

The duration of this spell is a number of turns equal to the casters level +6 turns. In all other respects this spell is identical to the 2nd level cleric spell *hold person*, but can affect non-humanoid monsters and larger monsters.

Hold Person
Level: 3
Duration: 1 turn per level
Range: 120'

In all respects this spell is identical the cleric spell of the same name.

Hold Portal
Level: 1
Duration: 2d6 turns
Range: 10'

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A *knock* spell or a successful *dispel magic* spell can negate a *hold portal* spell.

Ice Storm
Level: 4
Duration: 1 round
Range: 10' per level

This spell causes great magical hailstones in a 40' diameter area to pound down for 1 full round, dealing 3d10 points damage to every creatures in the area. Alternatively, the caster can bring into being a sleet storm with a diameter of 80'. Movement within its area is at half speed, with a 50% chance of slipping and falling.

Identify
Level: 1
Duration: 1 round per level
Range: Touch

This spell may be used to determine the magical properties of a single magic item. However, the magic-user must be holding or wearing the item according to its function and the spell must be cast no later than 1 hour after it comes into the caster's possession. Weapons must be held, boots worn, etc. If such an item happens to be cursed or otherwise requires a saving throw, the spell caster receives all normal defenses.

For each round the spell is in effect, there is a probability of 15%, +5% for each caster level that one power of the item is discovered. If the item is powerless this information will be gained as well. However, when using this spell, the caster must succeed in a saving throw versus spells each round. Only if this succeeds is the information gained correct. If the save is failed by 5% (1 lower than the target number) the information gained is false, to be determined by the referee. If the roll is failed by more than that, no information is gained. Note that while specific abilities or powers are revealed, the specific "+" of a weapon is not, only the fact that it is enchanted is revealed and a general sense of whether it is strong or weak. The specific number of charges, if relevant, contained in a magic item is not revealed. Knowledge of an approximation is granted, which will be in the form of a range above and below approximately 25% of the actual number.

This spell is very draining on the caster. The caster suffers temporary loss of 8 points to CON when the spell duration ends. If this should bring the magic-user to fewer than 3, he falls unconscious for 24 hours but awakens with full CON restored. Points of CON may only be restored at the rate of 1 per 6 turns of rest.

Imprisonment (reversible)
Level: 9
Duration: Permanent
Range: Touch

When the caster casts *imprisonment* and touches a creature, it is entombed in a state of suspended animation (see the *temporal stasis* spell) in a small sphere far beneath the surface of the earth. The subject remains there unless a *freedom* spell (reverse of imprisonment) is cast at the locale where the imprisonment took place. Magical search by a *crystal ball,* a *locate object* spell, or some other similar divination does not reveal the fact that a creature is imprisoned.

Incendiary Cloud
Level: 8
Duration: 4 rounds, +1d6 rounds
Range: 30'

An *incendiary cloud* spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight, and is 20' x 20' x 10'. In addition, the white-hot embers within the cloud begin to deal damage after 3 rounds. Initially, damage is equal to half the spell caster's level. This heat reaches a peak on the 4th round, dealing damage equal to the caster's level. During the 5th round the cloud is in existence, the damage decreases to half that of the caster's level, and the cloud deals no more damage after the 5th round. All creatures caught within the cloud receive a saving throw versus spells on the third round of the cloud's existence. If successful, all damage inflicted by the cloud is reduced to half for the entire duration they are exposed to the cloud. Otherwise, a new saving throw is allowed on the 4th and 5th rounds to reduce damage.

Infravision
Level: 3
Duration: 1 day
Range: 0

The caster or another creature is able to see 60' in the dark with *infravision*.

Instant Summons
Level: 7
Duration: Instantaneous
Range: Infinite

The caster calls some nonliving item from virtually any location directly to his hand. First, the caster must place a magical mark on the item. The item must not be more than roughly 3' long nor weigh more than 8 pounds. Then the spell is cast, which magically and invisibly inscribes the name of the item on a gem worth at least 5,000 gp. Thereafter, the caster can summon the item by speaking a special word (set by the caster when the spell is cast) and crushing the gem. The item appears instantly in the caster's hand. Only the caster can use the gem in this way. If the item is in the possession of another creature, the spell does not work. The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Interposing Hand
Level: 5
Duration: 1 round per level
Range: 10' per level

Interposing hand creates a large magic hand that appears between the caster and one opponent. This floating, disembodied hand then moves to remain between the two, regardless of where the caster moves or how the opponent tries to get around it. The hand does not pursue an opponent, however. An *interposing hand* has as many hit points as the caster when undamaged. It has an AC of 9. Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed.

Invisibility
Level: 2
Duration: See below
Range: Touch

The creature or object touched becomes invisible, vanishing from sight, even from infravision. If the recipient is a creature carrying gear, gear vanishes too. If the spell is cast on someone else, neither the caster nor any allies can see the subject, unless they can normally see invisible things or other magic is employed to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically *silenced,* and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature, but is otherwise of indefinite duration. For the purposes of this spell, an attack includes any spell targeting a foe or whose area of effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility 10' Radius
Level: 3
Duration: See below
Range: Touch

This spell has the same effects as *invisibility*, but it affects all creatures within 10' of the caster or subject and any creatures that move beyond the 10' radius of effect become visible again.

Invisible Stalker
Level: 6
Duration: See below
Range: 0

The caster uses this spell to summon an invisible stalker, which can be ordered to undergo a task or mission. The creature will attempt to accomplish the task until it is finished or until the invisible stalker is destroyed. The spell *dispel evil* will send an invisible stalker back to its home plane.

Irresistible Dance
Level: 8
Duration: 1d4+1 rounds
Range: Touch

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a penalty of 4 to Armor Class and negates the ability of the creature to attempt saving throws. It also negates any AC bonus granted by a shield the target holds.

Jarring Hand
Level: 1
Duration: Instant
Range: 10' +2 ½' per level

The caster of this spell causes an invisible hand to jar or push an object or creature. The weight that may be pushed is 1 pound to a distance of 1 foot, per level (1 foot pound pressure). In this way a 1 pound object may be pushed 1' away by a 1st level magic-user, in a perpendicular direction to the caster. The spell may also be used to distract or unbalance an opponent. If used in this way the opponent receives a saving throw versus spells to negate the effect, and if failed the opponent loses his attack that round. The creature cannot weigh more than the caster's level x50 lbs. The spell may also be directed at the opponent's weapon, in which case a failed save results in the opponent suffering an attack penalty of 1 per caster level, or an equal penalty to any saving throws being tried that round (not counting against this spell).

Jump
Level: 1
Duration: 1 turn
Range: Touch

By use of this spell, the caster may leap straight up 10', backwards 10', or forwards 30'. For every 10' forward that is sprung, the apex of the leap is 2'. When the spell is cast, the magic-user may leap 1 time at any point during the duration, and may leap an additional time per 3 levels of the caster (2 at level 4, 3 at level 7, 4 and level 10, etc.). Note that the duration of the spell is the same no matter how many leaps are possible.

Knock
Level: 2
Duration: 1 round
Range: 60'

The *knock* spell opens stuck, barred, locked, or *held* doors. It opens secret doors, as well as locked or trick-opening boxes or chests. Any secret doors must of course be discovered first. The door does not relock itself or become stuck again on its own. *Knock* does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like.

Legend Lore
Level: 6
Duration: See below
Range: 0

Legend lore brings to the caster's mind legends about an important person, place, or thing. If the person or thing is at hand, or if the caster is in the place in question, the casting time is 1d4x10 turns. If the caster has only detailed information on the person, place, or thing, the casting time is 1d10 days. If only rumors are known, the casting time is 2d6 weeks. During the casting, the magic-user cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends or information about the person, place, or things to mind, but always in the form of riddles, puzzles, symbols, or other obscure forms that must be reasoned or intuited to understand. If the person, place, or thing is not of legendary importance, no information is gained.

Levitate
Level: 2
Duration: See below
Range: 0

For a number of turns equal to the caster's level +6 turns, the caster can move up and down as he wishes. The caster mentally directs movement up or down as much as 20 feet each round. The caster cannot move horizontally, but could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (ge
nerally at half base land speed).

Light (reversible)
Level: 1
Duration: See below
Range: 120'

This spell is in most respects identical to the 1st level cleric spell of the same name, except that the duration is a number of turns equal to the caster's level +6 turns.

Lightning Bolt
Level: 3
Duration: Instantaneous
Range: 180'

The caster releases a powerful stroke of electrical energy that is 60' long and 5' wide. It deals 1d6 points of electricity damage per caster level to each creature within its area. The *lightning bolt* sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does. Any creature caught in the area of effect receives a saving throw versus spells. A successful save reduces damage by half.

Limited Wish
Level: 7
Duration: See below
Range: Unlimited

A *limited wish* allows the caster to create nearly any type of effect. For example, a *limited wish* can duplicate any spell of 7th level or lower, undo the harmful effects of many spells, such as *geas* or *quest*, and produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a penalty on its next saving throw or attack roll. This spell may also grant special knowledge to the caster, or the answer to a riddle or question. Note that the desired effects do not have to exactly match any existing spell, but can be unique effects allowed at the Gamemaster's discretion.

Locate Object
Level: 2
Duration: 2 turns
Range: 60', +10' per level

The caster can sense the direction of a well-known or clearly visualized object. A search can be made for general items, in which case the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. The caster cannot specify a unique item unless he has observed that particular item firsthand.

Lower Water
Level: 6
Duration: 10 turns
Range: 240'

This spell allows the caster to reduce the depth of 10,000 square feet of water by half for the duration of this spell.

Magic Aura
Level: 1
Duration: 1 day per level
Range: Touch

The caster may alter an item's aura so that it registers to *detect* spells (and spells with similar capabilities) as though it were magical. If the object bearing *magic aura* is physically examined (touched), the examiner recognizes that the aura is false if he succeeds in a saving throw versus spells. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

Magic Jar
Level: 5
Duration: Special
Range: 30'

By casting *magic jar,* the caster places his soul in a gem or large crystal (known as the *magic jar*), leaving his body lifeless. An attempt can then be made to take control of a body within 120', forcing its soul into the *magic jar.* The caster may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when the caster sends his soul back to his own body, leaving the receptacle empty.

To cast the spell, the *magic jar* must be within spell range. While in the *magic jar,* the caster can sense and attack any life force. Attempting to possess a body is a full-round action. The caster possesses the body and forces the creature's soul into the *magic jar* unless the subject succeeds a saving throw versus spell. Failure to take over the host leaves the caster's life force in the *magic jar,* and the target automatically succeeds on further saving throws if the caster attempts to possess its body again.

If the caster is successful, his life force occupies the host body, and the host's life force is imprisoned in the *magic jar.* The caster keeps his own Intelligence, Wisdom, Charisma, level, class, and alignment. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. The creature's spells and spell-like abilities do not stay with the body. The caster can be forced out of a possessed body if a *dispel evil* spell is cast.

The spell ends when the caster shifts from the jar to his body. If the host body is slain, the caster returns to the *magic jar,* if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both the caster and the host die. If the caster's life force is within the *magic jar* and his own body is slain, the caster is trapped in the *magic jar* until a creature comes within range and can be possessed. If the caster's life force is in possession of a host and the *magic jar* is destroyed, the caster's life force is stranded in the host. Any life force with nowhere to go is treated as slain. Destroying the receptacle ends the spell and destroys any life force inside it.

Magic Missile
Level: 1
Duration: 1 turn
Range: 150'

A missile of magical energy darts forth from the caster's fingertip and strikes its target, dealing 1d6+1 points of damage. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. For every five caster levels, the caster gains two additional missiles—3 total at 5th level, five at 10th, seven at 15th, and so on. If the caster can shoot multiple missiles, they can be directed to strike a single creature or several creatures. A single missile can strike only one creature.

Magic Mouth
Level: 2
Duration: See below
Range: See below

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by the caster and can be delivered over a period of 1 turn. The mouth cannot utter spells or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, *magic mouth* can be placed upon a tree, rock, or any other object, but not intelligent creatures.

The spell functions when specific conditions are fulfilled according to a command as set in the spell. Commands can be as general or as detailed as desired, although only visual, audible, or tactile triggers can be used. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A *magic mouth* cannot distinguish alignment, level, HD, or class except by external garb.

The range limit of a trigger is 5' feet per caster level, so a 6th level caster can command a *magic mouth* to respond to triggers as far as 30' away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance. The duration of this enchantment is indefinite, as it is discharged only when the conditions are met.

Magic Sword
Level: 7
Duration: 1 round per level
Range: 30'

The caster brings into existence a glowing energy blade that is wielded like a sword. The wielder may attack as a fighter of half the caster's level. A hit roll of 19 or higher always strikes. The energy sword can strike any creature normally only damaged by magical weapons, as well as creatures that are either out of phase, or in the ethereal or astral planes. The sword deals 6d4 hit points of damage. The spell *dispel magic* can cause the *magic sword* to disappear.

Manipulate Fire
Level: 1
Duration: 1 round per level
Range: 5' per level

By use of this spell the caster can manipulate the size of a non-magical fire ranging in size from a small torch fire to a 3' diameter fire. The size of the fire may be altered only in terms of light output, to be made as small as the size of a candle or bright in a manner equivalent to the spell *light*. However, actual thermal energy is not diminished, so no matter how bright or dim a fire is made, it is as hot as its true size. Nonetheless, shrinking a fire cuts use of fuel by 50%, and making a fire brighter increases fuel use by 100%.

Mass Charm
Level: 8
Duration: Special
Range: 5' per level

This spell functions like *charm monster*. However, the total number of HD affected can be up to a number of HD equal to twice the caster's level. All creatures to be affected must be within a 30' square area. All affected creatures make their saving throw with a penalty of –2.



Mass Invisibility
Level: 7
Duration: Special
Range: 10' per caster level

This spell functions just like *invisibility*, but affects all creatures within a 30' square.

Massmorph
Level: 4
Duration: See below
Range: 240'

Within a diameter of 240', up to 100 human-sized or equivalent creatures are given the illusory appearance of a forest. Any creatures that enter such an enchanted area become part of the illusion. Likewise, any creatures that leave the affected area become visible for what they are. This spell can be dismissed by the caster at any time, but unless dispelled by *dispel magic* the enchanted area is permanent.

Maze
Level: 8
Duration: special
Range: 5' per level
The caster banishes the subject into an extradimensional dungeon of force planes. The number of turns or rounds the subject wanders is determined by his intelligence.

Intelligence	Wandering Time
2 or below	2d4 turns
3-5	1d4 turns
6-8	5d4 rounds
9-11	4d4 rounds
12-14	3d4 rounds
15-17	2d4 rounds
18 or higher	1d4 rounds

Minotaurs are not affected by this spell.

Mending
Level: 1
Duration: Permanent
Range: 30'

Mending repairs small breaks or tears in objects. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by *mending.* The spell cannot repair magic items, including magic rods, staffs, or wands, nor does it affect living (or undead) creatures.

Message
Level: 1
Duration: 1 round, +1 round per 2 levels
Range: 60', +10' per level

This spell grants the caster the ability to whisper messages and receive whispered replies. The caster points his finger at a creature he wants to receive the message. The target must be in direct line of sight, with no barrier. The whispered message is audible only to the target. The creature that receives the message can whisper a reply that the caster can hear if the spell duration has not expired. The spell transmits sound, not meaning. It doesn't transcend language barriers.

Meteor Swarm
Level: 9
Duration: Instantaneous
Range: 40', +10' per level

Meteor swarm is a very powerful and spectacular spell that is similar to *fireball* in many aspects. When the spell is cast, either four 2' diameter spheres or eight 1' diameter spheres spring from the caster's outstretched hand and streak in straight lines to the spots selected. The meteor spheres leave a fiery trail of sparks. Any creature struck directly by one of the larger spheres takes 1d4x10 points of damage and receives no saving throw. Otherwise, these larger spheres fly through the air 20' apart and impact the ground 20' apart, having an area of effect of 30' each. The blast areas overlap one another as four 30' overlapping fire blasts which do the damage indicated above in the radius. The smaller spheres inflict 5d4 points of damage and have a blast radius of 15'. They will also have overlapping blast radii, in the shape of an eight-sided star. A saving throw versus spells is permitted for the smaller spheres, and success reduces damage by half.

Mind Blank
Level: 8
Duration: 7 rounds, +1 per level
Range: 30'

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. *Mind blank* even foils *limited wish* and *wish* spells when they are used in such a way as to affect the subject's mind or to gain information about it. In the case of scrying that scans an area the creature is in, such as a *crystal ball,* the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Mirror Image
Level: 2
Duration: 6 turns
Range: 0

Several illusory duplicates of the caster pop into being, making it difficult for enemies to know which target to attack. The figments stay near the caster and disappear when struck. *Mirror image* creates 1d4 images. The figments mimic the caster's actions, pretending to cast spells, drink potions, and so on. Enemies attempting to attack the caster strike a figment. Any attack destroys an image even if no physical contact is made, until there are no images left.

Mnemonic Enhancer
Level: 4
Duration: 2 turns per level
Range: 0

This spell allows the caster to prepare additional spells or retain spells recently cast. Up to 3 levels of spells could be retained, or memorized above and beyond the number normally available for the caster's level. This can be in any combination of spell levels For instance, one 3rd level spell or three 1st level spells. If spells are to be retained, then rather than memorize extra spells, mnemonic enhancer is cast first and then used to discharge the spells of the stated spell levels, while retaining them for one more casting.

Move Earth
Level: 6
Duration: 6 turns
Range: 240'

A total of 60 cubic feet of loose soil can be moved per turn within the range provided above. Neither solid stone nor large boulders may be moved. See *lesser move earth* for additional applications of this spell.

Move Earth, Lesser
Level: 4
Duration: 1 round per level
Range: 30'

This lesser form of *move earth* allows the caster to dig or excavate areas in 5' cube increments. The caster can move a volume of 5' cubed (125 cubic feet) of soil, mud, or sand. The dirt is only moved to just around the opening of the excavation. If desired, the caster can dig a trench, or dig straight down. If digging straight down, there is a cumulative probability the walls of the pit will collapse, depending on the following medium: soil, 15% per 5'; mud, 55%; sand, 35%. Any being that comes within 1' of the opening of a pit must make a DEX attribute check to avoid falling in. If a pit is excavated just in front of a fast moving being, it is entitled to a saving throw versus spells to avoid falling in. If a pit is excavated directly under a stationary creature, it will automatically fall in.

Part Water
Level: 6
Duration: 6 turns
Range: 120'

The caster creates a path 10' wide and a maximum of 120' long through water, such as a pond, lake, or other body. The caster can dismiss the spell effects before the duration ends, thus allowing water to crash upon unwanted pursuers.

Passwall
Level: 5
Duration: 3 turns
Range: 30'

The caster creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10' deep with a 5' diameter.

Permanency
Level: 8
Duration: Permanent
Range: See below

This spell makes certain other spells permanent. The caster can make the following spells permanent in regard to himself: *comprehend languages, detect evil, detect invisibility, detect magic, infravision, protection from evil, protection from normal missiles, read magic, tongues,* and *unseen servant.*

The desired spell is cast and then followed with the *permanency* spell. These spells cannot be cast on other creatures. The magic-user loses 1 point of CON. This application of *permanency* can be dispelled only by a higher level magic-user. In addition to personal use, *permanency* can be used to make the following spells permanent on another creature, or an object (as appropriate): *enlarge, fear, gust of wind, invisibility, magic mouth, prismatic sphere, stinking cloud, wall of fire, wall of force,* and *web*. The latter application of this spell may be dispelled by dispel magic used normally.

Phantasmal Force
Level: 2
Duration: See below
Range: 240'

So long as the caster maintains concentration, he can create a persistent, active illusion within a 20' cube. A passive illusion will disappear if touched by a creature. However, an illusionary monster may be created to attack a foe. Observers are allowed a saving throw versus spells to see through any illusion produced with this spell. If the save fails, the illusion persists and any illusionary monster will seem to inflict harm when it attacks an opponent. Illusionary monsters have an effective AC of 9, and they vanish if a foe successfully strikes them. If a foe appears to lose all hit points, he falls unconscious rather than dying. Similarly, other special effects will not be real and no damage is ever real. Note that the caster is not allowed to take any action while concentrating on the spell.

Phase Door
Level: 7
Duration: 1 passage per 2 levels
Range: Touch

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. This passage is 10' deep with a 5' diameter. The *phase door* is invisible and inaccessible to all creatures except the caster, and only the caster can use the passage. The caster disappears when entering the *phase door* and reappears when exiting. If the caster desires, he can take one other creature (human-sized or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can it be seen through. A *phase door* is subject to *dispel magic.* If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a *passwall* effect.

Plant Growth
Level: 4
Duration: See below
Range: 120'

This spell causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within a maximum of 3000 square feet to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. The area must have brush and trees in it for this spell to take effect, and the effects last until a *dispel magic* spell is cast. This spell has no effect on plant creatures.

Polymorph Any Object
Level: 8
Duration: Variable
Range: 5' per level

This spell functions like other *polymorph* spells, except that it changes one object or creature into another. A saving throw versus polymorph is permitted. The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The duration is determined by using the following guidelines, but the Gamemaster will have to decide the specific duration of each use of this spell based on the circumstances.

Consider Changes in:
Kingdom (animal, vegetable, mineral)
Class (mammals, fungi, metals, etc.)
Size (similar size, or greater, smaller)
Related (twig is to tree, wolf fur is to wolf, etc.)
Overall shape (similar shapes, similar functions)
Same or lower Intelligence

Changes across kingdoms will at best last a few hours. Items that are related, such as a piece of wolf fur becoming a wolf, are permanent. Note that changes affecting several categories may result in a shorter duration. The spell *dispel magic* will reverse the effects of this spell. All objects or creatures affected by this spell will radiate magic should they come under scrutiny of spells or objects that detect enchanted materials.

This spell can also be used to duplicate the effects of *flesh to stone*, *stone to flesh*, and similar spells that alter matter. When this spell is used to create the effects of *flesh to stone*, the victim makes a saving throw with a penalty of –4.

Polymorph Others
Level: 4
Duration: See below
Range: 60'

By means of this spell, one living being may be transformed into another kind of being. The creature may make a saving throw versus polymorph, but if the creature is willing this roll can be forgone and the effects are automatic. If the new creature's HD total more than twice the HD of the original creature, the spell does not work. Although the final form will retain the same number of hit points as the original, all other abilities of the new form will be acquired, including intelligence level. The creature becomes the new creature in every way, including instincts, alignment, preferences, etc. This spell may not be used to reproduce the appearance of a specific identity.

Polymorph Self
Level: 4
Duration: See below
Range: 0

For a number of turns equal to the caster's level +6, the caster transforms himself into another being. A particular individual may not be mimicked with this spell, but only a typical individual of a creature type. The new body must be of a creature with a number of HD equal to the caster or fewer. The caster retains his intelligence, hit points, saving throws, and ability to attack, but does gain physical abilities of the new form, including strength or strength-based attack forms and damage. Magical abilities or other special abilities are not gained. For example, if the caster transforms into a manticore, he will be able to fly. If the caster takes the form of a medusa, his gaze will not petrify. The caster is unable to cast spells when transformed. The spell *dispel magic* negates the effects of this spell, and if the caster dies while in a different form he will revert to his natural form in death.

Power Word Blind
Level: 8
Duration: See below
Range: 5' per level

The caster utters a single word of power that causes one or more creatures of his choice to become blinded, whether they can hear the word or not. A total of 100 hp of beings may be affected. The duration of the spell depends on the hit point total of creatures affected. Any creature that has more than 100 hit points is unaffected by *power word blind*.

Hit Points	Duration
50 or fewer	1d4+1 turns
51–100	1d4+1 rounds

Power Word Kill
Level: 9
Duration: Permanent
Range: 2.5' per level

The caster utters a single word of power that instantly kills one or more creatures within a diameter of 20', whether the creatures can hear the word or not. This spell will kill multiple creatures if they have under 11 hit points each, or the spell will kill a single creature that has 60 or fewer hit points. The caster must choose whether he is attempting to kill one creature or multiple creatures when he casts the spell. If multiple creatures are targeted, a maximum of 120 hit points total of creatures may be killed. Any creature that has 61 or more hit points is unaffected by *power word kill*. There is no saving throw against this spell.

Power Word Stun
Level: 7
Duration: See below
Range: 5' per level

The caster utters a single word of power that instantly causes one creature of his choice to become stunned for 2d4 rounds, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that has 91 or more hit points is unaffected by *power word stun*. There is no saving throw against this spell.

Hit Points	Duration
30 or less	4d4 rounds
31–60	2d4 rounds
61–90	1d4 rounds

Prismatic Sphere
Level: 9
Duration: 1 turn per level
Range: 0

The caster conjures up an immobile, opaque globe of shimmering, multicolored light that surrounds him and offers protection from all forms of attack. The sphere flashes in all colors of the visible spectrum. The sphere has a *blindness* effect on creatures with less than 8 HD, which lasts 2d4 turns.

The caster can pass into and out of the *prismatic sphere* and remain near it without harm. However, when inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack the caster or pass through suffer the effects of each color, one at a time. Typically, only the upper hemisphere of the globe will exist, since the caster is at the center of the sphere, so the lower half is usually excluded by the floor surface.

Color	Order	Effect of Color	Negated By
Red	1st	Stops non-magical ranged weapons. Deals 10 points of fire damage.	*Passwall*
Orange	2nd	Stops magical ranged weapons. Deals 20 points damage.	*Fly*
Yellow	3rd	Stops poisons, gases, and petrification. Deals 40 points of damage.	*Disintegrate*
Green	4th	Stops breath weapons. Poison (Kills; saving throw versus poison).	*Passwall*
Blue	5th	Stops divination and mental attacks. Turned to stone (saving throw versus petrify negates).	*Magic missile*
Indigo	6th	Stops all spells. Save versus spell-like devices or become insane.	*Continual light*
Violet	7th	Energy field that sends creatures to another plane (saving throw versus spells negates).	*Dispel magic*

Project Image
Level: 6
Duration: 6 turns
Range: 240’
The caster creates a quasi-real, illusory version of himself. The projected image looks, sounds, and smells like the caster but is intangible. The projected image mimics the caster’s actions (including speech) and any sound or spell effects will seem to come from the image. If the image is physically contacted by hand or with a weapon wielded by hand, it disappears. However, all missile weapons or spells will pass through the image or otherwise appear to do nothing to the caster.

Protection from Evil
Level: 1
Duration: 12 turns
Range: 0

This spell wards the caster from attacks by evilly intentioned creatures (and creatures not of the caster’s alignment), from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has two major effects. First, the subject gains a +1 bonus to AC and a +1 bonus on saving throws. Both these bonuses apply against attacks made or effects created by evil creatures. Second the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. This does not prevent these creatures from attempting ranged attacks. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

Protection from Evil 10’ Radius
Level: 3
Duration: 12 turns
Range: 0

This spell is identical to *protection from evil*, except that the effective protection extends 10’ around the caster, and protects companions within this area.

Protection from Normal Missiles
Level: 3
Duration: 12 turns
Range: Touch

While under the effects of this spell, the caster or subject is completely unharmed by small and non-magical missiles. Only the subject receives this protection, and it does not extend to large hurled boulders such as those that giants employ, or enchanted arrows.

Pyrotechnics
Level: 2
Duration: See spell description
Range: 120’

This spell is identical to the druid spell, with the noted difference to range.

Ray of Enfeeblement
Level: 2
Duration: 1 round per level
Range: 10’, +5’ per level

This spell effects a coruscating ray from the caster’s hand. The opponent takes a penalty to STR equal to 25%, +2% per caster level beyond level 3. This penalty applies equally to melee and missile damage inflicted by an affected creature. A successful saving throw versus spells negates the effect.

Read Languages
Level: 1
Duration: 2 turns
Range: 0

For the duration of this spell, the caster may read any language, coded message, map, or other set of written instructions. This spell does not grant any ability to speak unknown languages.

Read Magic
Level: 1
Duration: 1 turn
Range: 0

By means of *read magic,* the caster can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and the caster has read the magical inscription, he thereafter is able to read that particular writing without recourse to the use of *read magic.* All spell books are written such that only the elf or magic-user who owns the book can decipher it without the use of this spell.

Reincarnate
Level: 6
Duration: Permanent
Range: 0

With this spell, the caster returns life to a character by means of creating another body. Since the character is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the body still exists, it can be reincarnated. The magic of the spell creates an entirely new young adult body. If the result on the table below indicates reincarnation into a PC race, determine which class randomly and roll 1d6 to determine the character’s level. The level may not exceed the original character’s class level. If the result on the table below indicates that the reincarnated character returns as a creature, roll on the column matching the original character’s alignment. Additional creatures may be used to extend the table, but no creature having more than 6 HD should be included, and each creature should be minimally semi-intelligent. A character brought back as a creature must either adventure as the creature or the player must retire the character. Monsters do not gain experience or advance in levels.

	New Form	Chaotic	Neutral	Lawful
1	Dwarf	Bugbear	Ape	Blink Dog
2	Elf	Gnoll	Baboon	Gnome
3	Gnome	Goblin	Centaur	Neanderthal
4	Halfling	Hobgoblin	Lizardfolk	Pegasus
5	Half-Elf	Kobold	Pixie	Roc (small)
6	Half-Orc	Minotaur	Werebear	Unicorn
7	Human	Ogre		
8	Creature	Orc		
9-10	Same race			

Remove Curse (reversible)
Level: 4
Duration: Permanent
Range: 0

In all respects this spell is identical to the 3rd level cleric spell *remove curse*.

Repulsion
Level: 6
Duration: 1 round per 2 levels
Range: 10' per level

An invisible, mobile field is brought into being for 10' in front of the caster and prevents creatures from approaching. Any creatures who come into contact with the field are repelled like similar poles of a magnet, with a minimum movement of 30' or the creature's current speed, whichever is greater. Note that when repelled, a creature must finish its full movement that round even though it is in an unintended direction.

Reverse Gravity
Level: 7
Duration: 1 round
Range: 5' per level

This spell reverses gravity in a 30' squared area, causing all unattached objects and creatures within that area to "fall" upward 20'. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the maximum height without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Rope Trick
Level: 2
Duration: 2 turns per level
Range: Touch

When this spell is cast upon a piece of rope from 5' to 30' long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space. Creatures in the extradimensional space are completely hidden. The space holds as many as five human-sized creatures. Creatures in the space can pull the rope up into the space, making the rope "disappear." Otherwise, the rope dangles in midair unless it is removed.

Anything inside the extradimensional space drops out when the spell ends, from the appropriate height. The rope can be climbed by only one person at a time. The *rope trick* spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

Scare
Level: 2
Duration: 3d4 rounds
Range: 10'

Unless a successful saving throw versus spells is made, the target of this spell becomes a fearful wreck. Only opponents with fewer than 6 HD or levels are affected by this spell, and clerics, undead, and demonic/devilish creatures are immune. While under the effects of this spell, a creature will not initiate combat, but if attacked will reciprocate with a -1 attack roll penalty. Likewise, any saving throws are attempted with a -1 penalty.

Scribe
Level: 1
Duration: 1 hour per level
Range: 0

This spell allows a magic-user to copy a spell into his spell book, even if it is of a level the caster cannot use, and even if the spell is unusable due to intelligence. The scribing takes 1 hour per spell level of the spell transferred. For the time the spell is written, the caster is in a deep state of concentration, and will always be *surprised*. The caster must succeed in a saving throw versus spells. A penalty of -1 is applied if the spell to be copied is 3 levels greater than the caster may use, and a bonus of +2 is granted if the spell is up to 1 level greater than the caster may use, or below. If this saving throw is unsuccessful, the magic-user suffers 1d4 damage per spell level of the spell to be scribed, and the strain forces the caster unconscious for an equal number of turns. The caster may only heal up to 4 hp per day of this damage.

Secret Chest
Level: 5
Duration: 60 days
Range: See below

By casting this spell, a magic-user can hide a chest on the ethereal plane for as long as sixty days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, the caster can retrieve it by concentrating (a standard action), and it appears next to him.

The chest must be exceptionally well crafted and expensive. The cost of such a chest is never less than 5,000 gp. Once it is constructed, the caster must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a perfect copy. The caster can have but one pair of these chests at any given time—even a *wish* spell does not allow more. The chests are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, the spell is cast while touching both the chest and the replica. The chest vanishes into the ethereal plane. The caster needs the replica to recall the chest. After sixty days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, not even with a *wish* spell, that the large chest can be summoned back. There is a slim chance (cumulative 1% per week) that a denizen or some other being on the ethereal plane will find the chest. If this happens, roll on the table below for the outcome.

Roll d20	Result
1-3	One item is added
4-9	One item is stolen
10-16	All new contents are present
17-20	The chest is emptied

Shape Change
Level: 9
Duration: 1 turn per level
Range: 0

This spell enables the caster to assume the form of any single non-unique creature (of any type) except for particularly powerful creatures like demons, devils, or demi-gods. The caster's hit points remain the same. The caster gains all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, except for any abilities relying on knowledge or intelligence of the monster, because the caster's mind remains his own. The caster can change form once each round for the duration of the spell.

Shatter
Level: 2
Duration: Permanent
Range: 60'

Shatter creates a loud, ringing noise that destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within range are smashed into dozens of pieces by the spell.

Objects weighing more than 10 pounds per caster level are not affected, but all other objects of the appropriate composition are shattered. Items are entitled to a saving throw versus crushing damage.

Shield
Level: 1
Duration: 2 turns
Range: 0

Shield creates an invisible field of force that protects the caster. Against missile attacks, the spell grants the caster an AC of 2. The caster has an effective AC of 4 for all other attacks.

Shocking Grasp
Level: 1
Duration: Instant
Range: Touch

The caster must touch an opponent, which deals 1d8 points of electricity damage +1 per caster level. The spell only deals damage if the caster initiates the contact, not if the opponent does.

Simulacrum
Level: 7
Duration: Permanent
Range: Touch

Simulacrum creates a pseudo-duplicate of any creature. The spell is cast over a rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, or the like) must be placed inside the snow or ice. The simulacrum appears to be the same as the original, but it has only one-half of the real creature's hit points. The duplicate has a faulty memory of the original's life, but will remember most details 30% of the time. At all times the simulacrum remains under the caster's absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. However, if the spell reincarnation is cast on a simulacrum, it will gain 35% +3d10% of the original's memories and will have the class abilities of the original at 10% + (1d4 x 10%) of the level of the original. If reduced to 0 hit points or otherwise destroyed, a simulacrum reverts to snow and melts instantly into nothingness. A simulacrum will radiate magic with a *detect magic* spell, and *true seeing* will reveal a simulacrum's true nature.

Sleep
Level: 1
Duration: 4d4 turns
Range: 240'

A *sleep* spell causes a magical slumber to come upon creatures with 4+1 Hit Die or fewer. The caster may only affect 1 creature if it has 4+1 HD, but the spell will otherwise affect up to 2d8 HD of creatures. Calculate monsters with less than 1 HD as having 1 HD, and monsters with a bonus to HD as having the flat amount. For example, a 3+2 HD monster would be calculated as having 3 HD. Hit Die that are not sufficient to affect a creature are wasted. Creatures with the fewest HD are affected first. Sleeping creatures are helpless and can be killed instantly with a blade weapon. Slapping or wounding awakens an affected creature, but normal noise does not. *Sleep* does not affect undead creatures.

Spell Resistance
Level: 8
Duration: 1 turn per level
Range: Touch

The caster can use this spell to grant resistance to mind-affecting spells. Spells that *charm*, *command, cause fear*, and similar effects are granted a saving throw bonus of +8. Extremely powerful compulsive spells such as *geas* are granted a bonus to a saving throw of +5. The caster may affect 1 creature for 4 turns, per level, or multiple creatures with the duration divided among them.

Spider Climb
Level: 1
Duration: 1 round, +1 per level
Range: Touch

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands and feet free and bare to climb in this manner. Any objects weighing fewer than 5 pounds cling to the spell recipient's hands. No spells may be cast when under the effect of this spell. This spell may be used on another being (touch required) with no saving throw.

Spiritwrath
Level: 6
Duration: See below
Range: 10', +1' per level

By using the blood of a demon or devil, depending on the intended victim, the magic-user constructs a powerful scroll used to torture an infernal being. This method may also be employed against the most powerful vampires or a lich. The being's name must be known. The magic-user must also buy valuable gems equal to 100 gp per 1 HD of the intended victim, and powder them as part of the process to fabricate the ink.

When the caster reads the scroll, so long as the target is within range, it is affected if it fails a saving throw versus spells. It is held in place and can take no actions. The first turn of the recitation the being becomes increasingly uncomfortable. After 2 turns, the victim loses 1 hp per its HD number. After 3 turns, the victim is in absolute agony and loses half its HP, and is propelled back to its home plane (the plane of negative energy for undead) and is there imprisoned for 1 year per caster level. The victim is in constant tortured pain during its imprisonment. For obvious reasons, such a victim may seek the caster at a later date for retribution. However, this spell is often used to extort something from its victim, and may be stopped at any time short of imprisonment. Should a target succeed in its saving throw, it is still uncomfortable and the scroll protects the caster from attack much like a *scroll of warding*. There is a 95% chance the intended victim will flee.

Statue
Level: 7
Duration: 6 turns per level
Range: Touch

A *statue* spell turns the caster or a subject to solid stone, along with any garments and equipment worn or carried. The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage. The subject of a *statue* spell can return to its normal state, act, and then return instantly to the *statue* state if it so desires, as long as the spell duration is in effect.

Stinking Cloud
Level: 2
Duration: Permanent
Range: 30'

Stinking cloud creates a 20' cubed bank of fog centered anywhere within range, making living creatures within it helpless with nausea. This condition lasts as long as the creature is in the cloud

and for 1d4+1 rounds after it leaves. Any creature that succeeds in a saving throw versus poison when leaving the fog is not affected for the additional rounds.

Stone Shape
Level: 5
Duration: Permanent
Range: Touch

This spell can form an existing piece of stone into any shape that suits the caster's purpose, to a total volume of 1' cubed per level. While it's possible to make crude coffers, doors, and so forth with *stone shape,* fine detail isn't possible.

Stone to Flesh (reversible)
Level: 6
Duration: Permanent
Range: 120'

This spell restores a petrified creature to its normal state, restoring life and goods. Any petrified creature, regardless of size, can be restored. *Flesh to stone* (reverse of *stone to flesh*) turns one creature into a statue, including all gear and any items currently held. A saving throw versus petrify is permitted to resist the transformation.

Strength
Level: 2
Duration: 6 turns per level
Range: Touch

The caster of this enchantment may apply it to himself or another. It confers a temporary STR bonus, which varies depending on the recipient's class. Druids, clerics, thieves, and assassins receive +1d6; magic-users, illusionists, and monks receive +1d4; fighters, paladins, and rangers receive +1d8. A character's STR may not go above 18.

Suggestion
Level: 3
Duration: 6 turns, +6 turns per level
Range: 30'

The caster may influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell. However, a victim may be led to believe that an action is not harmful. For instance, being told to drink something that is poisonous and that it is actually a hearty drink. The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. A very reasonable *suggestion* causes the save to be made with a penalty (such as –1 or –2). A saving throw versus spells is allowed to negate the effects of this spell.

Summon Demon
Level: 7
Duration: See below
Range: 10'

This complicated spell is cast after a circle of protection for the caster, and a pentacle-bound 30' diameter area of imprisonment for a demon, is constructed with various magical markings and candles made from the fat of a humanoid. The caster may summon a demon of power up to a higher order demon, but for standard and higher order demons the demon's specific name must be known. The summoning takes 1 turn per HD of the demon. Demons are allowed a save versus spells to resist the summoning.

This spell may be used and combined with *spiritwrath* to coerce a demon into service. The *summon demon* spell creates a pact once the demon agrees, and it must perform the act desired by the caster. The service cannot take longer than 9 weeks. Alternatively, the caster can bribe the demon for this service via human sacrifice or a sacrifice of the demon's choosing. Finally, this spell may be combined with the spell *trap the soul*, which traps the demon in an object, and once released it must perform a service for the caster. After any service is performed, the demon is propelled back to its home plane. There is a base 5% chance that the bargaining is grossly mishandled, setting the demon loose to wreak vengeance on the caster. This chance is lowered by 1% per caster level above 15.

Summon Familiar
Level: 1
Duration: See below
Range: 10' per level

By casting this spell, the magic-user can obtain a familiar. The casting takes from 1-24 hours (referee's discretion) and uses up rare herbs and other materials that cost 100 gp. The materials are consumed during a ritual in which they are burned. The referee decides the probability that a creature will respond to the spell, and which type of creature is summoned within range. It is possible that no creature will respond. This spell may only be attempted one time per year. A familiar is able to grant the caster access to its own senses, and is able to communicate with the caster. In addition, a familiar is loyal, and will follow orders until its death. Familiars are more intelligent than ordinary animals; they have AC 7 and 2d4 hp. A familiar grants the caster additional hp equal to the familiar's maximum total, when the two are within 120' of one another. However, if a familiar is slain the magic-user must subtract the familiars maximum hp from his own maximum hp, permanently. A new familiar may not be summoned for one year. If a familiar is located, the referee may use the following as examples:

Familiar	Senses augmented
Bat	hearing
Cat	hearing and night vision
Hawk	much improved distance vision
Lizard	improved smell
Owl	hearing, night vision
Raven	improved vision
Toad	180 degree vision
Weasel	hearing, improved smell

Anytime a familiar is summoned there is a 5% chance it is a special familiar. The type is determined by the caster's alignment and good or evil leanings. Creatures are entitled to a saving throw versus spells, and if successful, the spell fails and the caster must wait 1 year before trying again. Where there is overlap in the chart below, determine the familiar randomly.

Alignment	Type
Lawful	Brownie or Psuedo-Dragon
Neutral	Pseudo-Dragon*, Imp*, or Quasit*
Chaotic	Imp or Quasit

*The familiar will try, over time, to sway the magic-user to chaos or law, as appropriate.

Refer to the monster listings for the powers granted by these creatures.



Summon Monster I
Level: 3
Duration: 2 rounds, +1 round per level
Range: 30’

This spell conjures 2d4 1st-level (1 HD) creatures that arrive in 1d4 rounds to an exact location within range which is specified by the caster. The monsters summoned are chosen by the referee. Summoned monsters may be commanded to fight nearby foes, and will do so until death or until the spell duration ends. Creatures may be commanded to perform other tasks, and will do so if it is within their abilities.

Summon Monster II
Level: 4
Duration: 3 rounds, +1 round per level
Range: 40’

With minor differences of range and duration, this spell functions much like *summon monster I*, but brings forth (1d6) 2 HD creatures.

Summon Monster III
Level: 5
Duration: 4 rounds, +1 round per level
Range: 50’
With minor differences of range and duration, this spell functions much like *summon monster I*, but brings forth (1d4) 3 HD creatures.

Summon Monster IV
Level: 6
Duration: 5 rounds, +1 round per level
Range: 60’

With minor differences of range and duration, this spell functions much like *summon monster I*, but brings forth (1d3) 4 HD creatures in 1d3 rounds.

Summon Monster V
Level: 7
Duration: 6 rounds, +1 round per level
Range: 70’

With minor differences of range and duration, this spell functions much like *summon monster I*, but brings forth (1d2) 5 HD creatures in 1d2 rounds.

Summon Monster VI
Level: 8
Duration: 7 rounds, +1 round per level
Range: 80’

With minor differences of range and duration, this spell functions much like *summon monster I*, but brings forth (1d2) 6 HD creatures in 1d3 rounds.

Summon Monster VII
Level: 9
Duration: 8 rounds, +1 round per level
Range: 90’

With minor differences of range and duration, this spell functions much like *summon monster I*, but brings forth (1d2) 7 HD creatures in 1 round, or (1) 8 HD creature in 2 rounds.

Symbol
Level: 8
Duration: See below
Range: Touch

This spell allows the caster to scribe a potent rune of power upon a surface. There are eight different kinds of symbol, each with a different effect. Symbols are triggered by being read, touched, or if a creature passes through a door with a symbol inscribed on it. The only way a symbol may be identified is by reading it, which automatically triggers the effects. The kinds of symbols the caster may inscribe are detailed below.

Symbol of Conflict
When triggered, all creatures in the area will argue for 5d4 rounds. Any beings of differing alignment may (50% chance) fight for 2d4 rounds.

Symbol of Death
When triggered, a *symbol of death* slays one or more creatures whose total hit points do not exceed 80.

Symbol of Despair
Any beings in the area must succeed in a saving throw versus spells, or leave the area in hopelessness. This feeling lasts for 3d4 turns, during which time affected creatures will cower, surrender, and otherwise lack enthusiasm. Only 75% of affected creatures will act in a given round, the remaining creatures will either leave the area or hang around doing nothing.

Symbol of Fear
All creatures must succeed in a saving throw versus spells with a penalty of –4 or suffer from the effects of a *fear* spell.

Symbol of Insanity
When triggered, a *symbol of insanity* causes all nearby creatures whose total hit points do not exceed 120 to become permanently insane (as the *confusion* spell). This effect can be negated with the spells *heal* or *wish*.

Symbol of Pain
Each creature suffers wracking pains that impose a –4 penalty on attack rolls and –2 to DEX. These effects last for 2d10 turns.

Symbol of Sleep
All creatures of 8 HD or fewer fall into a catatonic slumber for 1d12+4 turns. Unlike with the *sleep* spell, sleeping creatures cannot be awakened by non-magical means before this time expires.

Symbol of Stunning
When triggered, a *symbol of stunning* causes all nearby creatures whose total hit points do not exceed 160 to become stunned and unable to act for 3d4 rounds. Any held items will be dropped.

Telekinesis
Level: 5
Duration: 6 rounds
Range: 120'

By concentrating on nothing else and taking no other actions, the caster can move objects or creatures by concentrating on them. A total of 20 pounds per caster level may be moved 20' per round. Living beings may also be moved, but they are allowed a saving throw versus spells.

Teleport
Level: 5
Duration: Instantaneous
Range: 10'

This spell instantly transports the caster or another being to a designated destination, which may be any distance. Interplanar travel is not possible. If transporting another being, it is entitled to resist with a saving throw versus spell. The caster must have some clear idea of the location and layout of the destination. The clearer the mental image, the more likely the teleportation works. To determine how well the teleportation works, roll d% and consult the table below. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place the caster has been very often. "Studied carefully" is a place known well, either because the caster can currently see it, he has been there often, or has used other means (such as *scrying*) to study the place for at least one hour. "Seen casually" is a place that the caster has seen more than once but with which he is not very familiar. "Viewed once" is a place that the caster has seen once, possibly using magic.

On Target: The caster or creature appears in the desired location

High: The caster or creature appears 1d10x10 feet above the destination. Should this location already be occupied by solid matter, the caster or creature is instantly killed.

Low: The caster or creature appears in the ground and is killed instantly

Familiarity	On Target	High	Low
Very familiar	01–95	96–99	00
Studied carefully	01–80	81–90	91-00
Seen casually	01–50	51–75	76-00
Viewed once	01–30	31–65	66-00

Note that the caster cannot intentionally teleport himself or another creature off target or into solid matter.

Temporal Stasis
Level: 9
Duration: Permanent
Range: 10'

The caster must succeed on an attack roll. The subject is placed into a state of suspended animation, and for the creature, time ceases to flow. The creature does not grow older, and its body functions virtually cease. This state persists until the magic is removed (such as by a successful *dispel magic* spell). No saving throw is permitted.

Time Stop
Level: 9
Duration: 2 rounds
Range: 0

This spell seems to make time cease to flow for everyone but the caster within a shimmering sphere of 30' diameter. The caster may act for 2 rounds within this area of effect, while all other creatures are frozen in time. If the caster leaves the sphere, the spell ends. If monsters enter the sphere from outside, they become frozen.

Tiny Hut
Level: 3
Duration: 6 turns per level
Range: 0

The caster creates an unmoving, opaque 10' diameter sphere of force. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as 6 other human-sized creatures can fit into the field with the caster; they can freely pass into and out of the hut without harming it. However, if the caster removes himself from the hut, the spell ends. The temperature inside the hut is 70F if the exterior temperature is between 0° and 100F. An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind up to 50 mph, but greater force destroys it. The interior of the hut is a hemisphere. The caster can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, but the occupants cannot be seen from outside the hut.

Tongues (reversible)
Level: 3
Duration: 1 round per level
Range: 0

The function of this spell is identical to the cleric spell of the same name (4th level), except for the duration.

Transmute Rock to Mud (reversible)
Level: 5
Duration: 3d6 days
Range: 120'

This spell turns 3,000 square feet of rock 10' deep into mud for 3d6 days. Any beings passing through the mud have movement reduced by 90%. *Transmute mud to rock* (reverse of *transmute rock to mud*) changes an equal volume of mud described above into rock. This alteration is permanent.

Trap the Soul
Level: 8
Duration: Permanent
Range: 10'

Trap the soul forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. Before the actual casting of *trap the soul,* the caster must procure a gem of at least 1,000 gp value for every

Hit Die possessed by the creature to be trapped. The spell can be triggered in one of two ways.

Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if one were casting a regular spell at the subject. This allows the victim a saving throw versus spell to avoid the effect. If the save is successful, the gem shatters.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enchanted. A *sympathy* spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of a saving throw.

Unseen Servant
Level: 1
Duration: 6 turns, +1 turn per level
Range: 0

An *unseen servant* is an invisible, mindless, shapeless force that performs simple tasks at the caster's command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. It can open only normal doors, drawers, lids, and the like. It can lift 20 pounds or drag 40 pounds. The servant cannot attack in any way, and it cannot be killed because it is a magical force, not a living thing.

Vanish
Level: 7
Duration: See below
Range: Touch

By casting this spell, a magic-user may *teleport* an object as per the spell *teleport*, or may banish the object to the ethereal plane, in which case the object is replaced in the material plane with stone that matches the objects shape. A total of 50 pounds per level not to exceed a volume of 3' cubed per level may be caused to *vanish* in this manner. If the spell *dispel magic* is cast upon a stone item replaced by this spell, it may bring back the original item.

Ventriloquism
Level: 1
Duration: 2 turns
Range: 60'

For the duration of this spell the caster may make his voice appear to come from any location or source within the spell range.

Wall of Fire
Level: 4
Duration: See below
Range: 60'

An immobile, opaque, blazing curtain of shimmering violet fire springs into existence and persists so long as the caster takes no other action and focuses concentration on the spell. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. This wall of flames is impenetrable to monsters with fewer than 4 HD. Monsters with more than 4 HD suffer 1d6 hit points of damage when they pass through the wall. The wall deals double damage to undead creatures or creatures that use cold or are accustomed to cold. The wall may not be evoked so that it appears where objects are.

Wall of Force
Level: 5
Duration: 1 turn, +1 round per level
Range: 30'

A *wall of force* spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including *dispel magic*. However, *disintegrate* immediately destroys it, as does a *rod of cancelation*. Breath weapons, spells, missile weapons, electrical attacks and thermal attacks cannot pass through the wall in either direction. The caster can form the wall into a sphere or hemisphere whose area is up to one 20' square per level.

Wall of Iron
Level: 5
Duration: Permanent
Range: 5' per level

With this spell the caster may cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane. If not supported, the wall has a 50% chance of falling in either direction, smashing any creatures under it. A *wall of iron* is 1/4" thick per caster level. Total area can be 15' per caster level, and the area can be doubled if the thickness is halved. Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Wall of Ice
Level: 4
Duration: 12 turns
Range: 120'

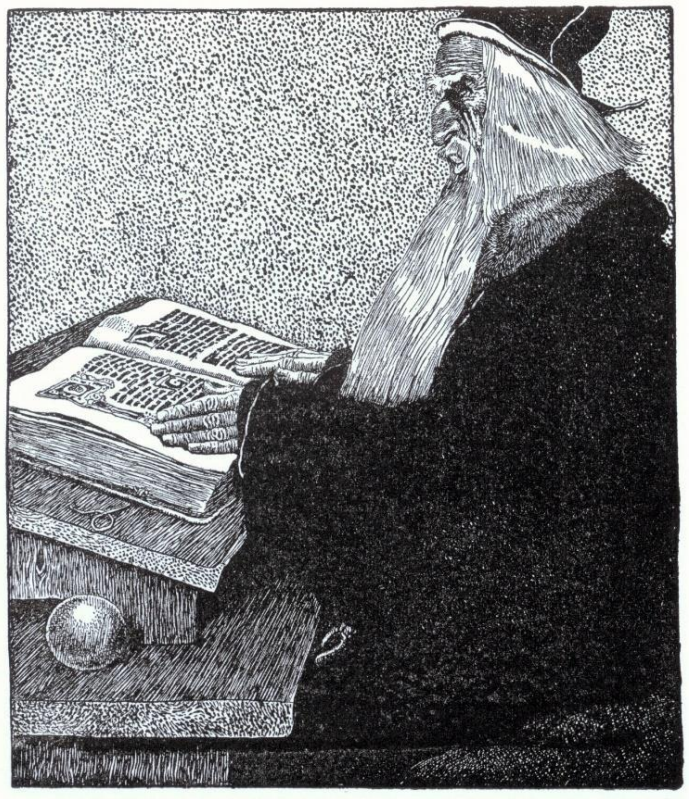
An immobile, translucent, wall of ice springs into existence for the duration of the spell. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. This wall of ice is impenetrable to monsters with fewer than 4 HD. Monsters with more than 4 HD suffer 1d6 hit points of damage when they break through the wall. The wall deals double damage to creatures that use fire or are accustomed to hot conditions. The wall may not be evoked so that it appears where objects are, and it must rest on a solid surface.

Wall of Stone
Level: 5
Duration: See below
Range: 60'

The caster brings a stone wall into being that can be any form the caster desires, to a maximum of 1,000 cubic feet. This wall is permanent unless otherwise destroyed or a *dispel magic* spell is cast upon it. The wall may not be evoked so that it appears where objects are, and it must rest on a solid surface.

Water Breathing
Level: 3
Duration: 1 day
Range: 30'

The caster or another creature can breathe water freely by means of this spell. The spell does not make creatures unable to breathe air, and creatures under the influence of the spell are not granted any additional proficiency at swimming.



Web
Level: 2
Duration: 48 turns
Range: 10'

Web creates a many-layered mass of strong, sticky strands. Creatures caught within a *web* become entangled among the gluey fibers. Entangled creatures can't move, but can break loose depending on their strength. Any being with strength in a human range can break free of the webs in 2d4 turns. Creatures of higher strength or magically augmented strength above 18 can break free in 4 rounds. The strands of a *web* spell are flammable. All creatures within flaming webs take 1d6 points of fire damage from the flames for 2 rounds. After this time surviving creatures are free of the webs.

Wish
Level: 9
Duration: See below
Range: Unlimited

Wish is the mightiest spell that can be cast. By simply speaking aloud, the caster can alter reality. This spell can accomplish any effects described for limited wish, and may mimic other 9th level spells or create comparable effects. Ultimately, the Gamemaster will have to decide the limits of a wish spell. Events can be reversed; the dead can be brought back to life or an entire army might be healed of damage. An entire group could be teleported to any location with no chance of error. Powers or ability bonuses may be wished for at the Gamemaster's discretion, and these might be permanent or temporary. Wishes will be fulfilled according to the letter of the request, and the Gamemaster can exercise some regulation of wishes based on this strict enforcement. Although another character may be wished dead, such an act disrupts balance and the Gamemaster should think of a method to fulfill the wish but in a way that the character wished dead is unaffected. For instance, if a character is wished dead, the caster may be transported through time to a point where the victim has already died of natural causes, or the caster might be sent to an alternate dimension where the victim has died

Spell Lists by Class and Level

Cleric Spell List

LEVEL 1
1. Command
2. Create Water (reversible)
3. Cure Light Wounds
4. Detect Evil
5. Detect Magic
6. Light
7. Protection from Evil
8. Purify Food and Drink
9. Remove Fear
10. Resist Cold
11. Sanctuary

LEVEL 2
1. Augury
2. Bless
3. Delay Poison
4. Find Traps
5. Know Alignment
6. Hold Person
7. Holy Chant
8. Resist Fire
9. Reveal Charm
10. Silence 15' Radius
11. Snake Charm
12. Speak with Animal
13. Spiritual Weapon

LEVEL 3
1. Animal Growth
2. Animate Dead
3. Continual Light
4. Cure Blindness
5. Cure Disease
6. Dispel Magic
7. Feign Death
8. Glyph of Warding
9. Locate Object
10. Prayer
11. Remove Curse (reversible)
12. Speak with Dead
13. Striking

LEVEL 4
1. Create Food and Water
2. Cure Serious Wounds
3. Detect Lie
4. Divination
5. Exorcise
6. Lower Water
7. Neutralize Poison
8. Protection from Evil 10' Radius
9. Speak with Plants
10. Sticks to Snakes
11. Tongues

LEVEL 5
1. Atonement
2. Commune
3. Cure Critical Wounds
4. Dispel Evil
5. Flame Strike
6. Insect Plague
7. Quest
8. Plane Shift
9. Raise Dead
10. True Seeing

LEVEL 6
1. Animate Objects
2. Blade barrier
3. Conjure Animals
4. Find the Path
5. Heal
6. Part Water
7. Speak with Creatures
8. Stone Tell
9. Summon Aerial Servant
10. Word of Recall

LEVEL 7
1. Astral Projection
2. Control Weather
3. Earthquake
4. Gate
5. Holy Word
6. Regenerate
7. Restoration
8. Resurrection
9. Symbol
10. Wind Walk

Druid Spell List

LEVEL 1
1. Animal Companion
2. Detect Magic
3. Detect Snares and Pits
4. Divine Weather
5. Entangle
6. Faerie Fire
7. Invisibility, Animal
8. Locate Creature
9. Pass without Trace
10. Purify Water
11. Shillelagh
12. Speak with Animals

LEVEL 2
1. Barkskin
2. Charm Person or Mammal
3. Create Water
4. Cure Light Wounds
5. Feign Death
6. Find Plant
7. Fire Trap
8. Heat Metal
9. Obscuring Mist
10. Produce Flame
11. Stumble
12. Warp Wood

LEVEL 3
1. Call Lightning
2. Cure Disease
3. Hold Animal
4. Insect Swarm
5. Neutralize Poison
6. Plant Growth
7. Protection from Fire
8. Pyrotechnics
9. Snare
10. Stone Shape
11. Tree Shape
12. Water Breathing



LEVEL 4
1. Cure Serious Wounds
2. Dispel Magic
3. Flash Fire
4. Hallucinatory Terrain
5. Hold Vegetation and Fungus
6. Passplant
7. Protection from Electricity
8. Repel Vermin
9. Speak with Plants
10. Summon Animal I
11. Summon Sylvan Beings
12. Temperature Control

LEVEL 5
1. Animal Growth
2. Anti-Plant Shell
3. Commune with Nature
4. Control Winds
5. Insect Plague
6. Sticks to Snakes
7. Summon Animal II
8. Transmute Rock to Mud (reversible)
9. Tree Stride
10. Wall of Fire

LEVEL 6
1. Anti-Animal Shell
2. Conjure Fire Elemental
3. Control Weather
4. Cure Critical Wounds
5. Feeblemind
6. Fire Seeds
7. Repel Wood
8. Summon Animal III
9. Transport via Plants
10. Wall of Thorns

LEVEL 7
1. Animate Mineral
2. Conjure Earth Elemental
3. Control Weather (Greater)
4. Confusion
5. Creeping Doom
6. Finger of Death
7. Fire Chariot
8. Fire Storm
9. Reincarnate
10. Transmute Metal to Wood

Illusionist Spell List

LEVEL 1
1. Auditory Illusion
2. Color Spray
3. Dancing Lights
4. Darkness Globe
5. Detect Illusion
6. Detect Invisibility
7. Doppelganger
8. Hypnotism
9. Light
10. Phantasmal Force
11. Refraction
12. Wall of Vapor

LEVEL 2
1. Blindness
2. Blur
3. Deafness
4. Detect Magic
5. Fog Cloud
6. Hypnotic Pattern
7. Invisibility
8. Magic Mouth
9. Mirror Image
10. Misdirection
11. Phantasmal Force, Greater
12. Ventriloquism

LEVEL 3
1. Continual Light (reversible)
2. Dispel Phantasm
3. Fear
4. Hallucinatory Terrain
5. Illusionary Script
6. Invisibility 10' Radius
7. Nondetection
8. Paralyze
9. Rope Trick
10. Spectral Force
11. Suggestion

LEVEL 4
1. Confusion
2. Illusory Stamina
3. Implant Emotion
4. Invisibility, Greater
5. Massmorph
6. Minor Creation
7. Phantasmal Killer
8. Phantasmal Monsters

LEVEL 5
1. Confusion, Greater
2. Major Creation
3. Maze
4. Phantasmal Door
5. Phantasmal Monsters, Greater
6. Project Image
7. Shadow Evocation
8. Summon Shadow

LEVEL 6
1. Conjure Animals
2. Phantasmal Monsters, Advanced
3. Shadow Evocation, Greater
4. Spectral Force, Permanent
5. Spectral Force, Programmed
6. Suggestion, Mass
7. True Seeing
8. Veil

LEVEL 7
1. Astral Spell
2. Limited Wish
3. Prismatic Spray
4. Prismatic Wall
5. Vision

Magic-User Spell List

LEVEL 1
1. Allure
2. Burning Hands
3. Charm Person
4. Comprehend Languages
5. Dancing Lights
6. Detect Magic
7. Enlarge
8. Erase
9. Feather Fall
10. Floating Disc
11. Hold Portal
12. Identify
13. Jarring Hand
14. Jump
15. Light
16. Magic Aura
17. Magic Missile
18. Manipulate Fire
19. Mending
20. Message
21. Protection from Evil
22. Read Languages
23. Read Magic
24. Scribe
25. Shield
26. Shocking Grasp
27. Sleep
28. Spider Climb
29. Summon Familiar
30. Unseen Servant
31. Ventriloquism

LEVEL 2
1. Amnesia
2. Arcane Lock
3. Auditory Illusion
4. Continual Light
5. Darkness Globe
6. Detect Evil
7. Detect Invisible
8. ESP
9. False Gold
10. False Trap
11. Invisibility
12. Knock
13. Levitate
14. Locate Object
15. Magic Mouth
16. Mirror Image
17. Phantasmal Force
18. Pyrotechnics
19. Ray of Enfeeblement
20. Rope Trick
21. Scare
22. Shatter
23. Stinking Cloud
24. Strength
25. Web

LEVEL 3

1. Blink
2. Clairaudience
3. Clairvoyance
4. Dispel Magic
5. Explosive Runes
6. Feign Death
7. Fire Ball
8. Flame Arrow
9. Fly
10. Gust of Wind
11. Haste (reversible)
12. Hold Person
13. Infravision
14. Invisibility 10' radius
15. Lightning Bolt
16. Protection from Evil 10' radius
17. Protection from Normal Missiles
18. Tiny Hut
19. Tongues
20. Suggestion
21. Summon Monster I
22. Water Breathing

LEVEL 4

1. Arcane Eye
2. Charm Monster
3. Confusion
4. Dimension Door
5. Enchant Arms
6. Extend Duration I
7. Fear
8. Fire Shield
9. Fire Trap
10. Flame Charm
11. Fumble
12. Globe of Invulnerability, Lesser
13. Hallucinatory Terrain
14. Ice Storm
15. Massmorph
16. Mnemonic Enhancer
17. Move Earth, lesser
18. Plant Growth
19. Polymorph Others
20. Polymorph Self
21. Remove Curse (reversible)
22. Summon Monster II
23. Wall of Fire
24. Wall of Ice

LEVEL 5

1. Animate Dead
2. Atmosphere Bubble
3. Cloudkill
4. Cone of Cold
5. Conjure Elemental
6. Contact Other Plane
7. Distort Distance
8. Extend Duration II
9. Faithful Hound
10. Feeblemind
11. Hold Monster
12. Interposing Hand
13. Magic Jar
14. Passwall
15. Secret Chest
16. Stone Shape
17. Telekinesis
18. Teleport
19. Transmute Rock to Mud
20. True Seeing
21. Wall of Force
22. Wall of Iron
23. Wall of Stone

LEVEL 6

1. Anti-Magic Shell
2. Arcane Window
3. Control Weather
4. Death Spell
5. Disintegrate
6. Dweomer of Rage
7. Extend Duration III
8. Forceful Hand
9. Freezing Sphere
10. Geas
11. Globe of Invulnerability
12. Guards and Wards
13. Invisible Stalker
14. Legend Lore
15. Lower Water
16. Monster Summoning IV
17. Move Earth
18. Part Water
19. Project Image
20. Reincarnate
21. Repulsion
22. Spiritwrath
23. Stone to Flesh

LEVEL 7

1. Charm Plants
2. Delayed Blast Fireball
3. Duo-Dimension
4. Grasping Hand
5. Instant Summons
6. Limited Wish
7. Mass Invisibility
8. Magic Sword
9. Phase Door
10. Power Word Stun
11. Reverse Gravity
12. Simulacrum
13. Statue
14. Summon Demon
15. Summon Monster V
16. Vanish

LEVEL 8

1. Antipathy/Sympathy
2. Clenched Fist
3. Clone
4. Glass Like Steel
5. Incendiary Cloud
6. Irresistible Dance
7. Mass Charm
8. Maze
9. Mind Blank
10. Permanency
11. Polymorph Any Object
12. Power Word Blind
13. Spell Resistance
14. Summon Monster VI
15. Symbol
16. Trap the Soul



LEVEL 9
1. Astral Projection
2. Crushing Hand
3. Gate
4. Imprisonment
5. Meteor Swarm
6. Power Word Kill
7. Prismatic Sphere
8. Shape Change
9. Summon Monster VII
10. Temporal Stasis
11. Time Stop
12. Wish

Bard Song List

LEVEL 1
1. Bless
2. Charm Person
3. Remove Fear
4. Sleep
5. Ventriloquism.

LEVEL 2
1. Silence
2. Snake Charm

LEVEL 3
1. Haste
2. Hold Person

LEVEL 4
1. Charm Monster
2. Confusion
3. Detect Lie
4. Plant Growth

LEVEL 5
1. Feeblemind
2. Hold Monster

LEVEL 6
1. Geas

LEVEL 7
1. Power Word Stun

LEVEL 8
1. Irresistible Dance
2. Mass Charm





Section 5: Adventuring Rules

Dungeons and Monsters

Many adventures will take place in dungeons. These locations, also sometimes called dungeons, vary considerably in type and location. What they all have in common, however, is a theme. Dungeons are usually underground caverns, passageways, and rooms filled with dangerous monsters, traps, riddles, and riches. The characters will have some purpose for being there, whether it is a specific task that must be fulfilled or whether the characters are simply seeking excitement, fame, and wealth.

Adventuring Groups

For the sake of survival, characters team up to undertake adventures in dungeons, because any number or type of monsters could lie in wait. Groups should generally be composed of a diverse array of classes, so that different characters are able to contribute different talents for any given situation. A thief can check for traps, for instance, and fighters are good for muscle. Clerics have spells, including spells for healing, and magic-users are capable of powerful offensive and defensive magic.

Occasionally, there are not enough group members to take on the challenges of the dungeon. The group may hire NPCs, or retainers, for extra hands. Rarely, the Gamemaster will allow players to play more than one character. However, in these cases characters belonging to the same player cannot offer each other special treatment, such as trading or giving away riches or magical items, unless the Gamemaster rules it acceptable.

Group Organization

Once the group consists of a good mix of complementary characters, the group marching order should be established. This will depend largely on the width of the passages in a dungeon. Generally, characters should march in pairs, side by side, forming a line of pairs. A standard marching order would be tougher characters, like fighters, in the front, while thieves follow second, and elves and magic-users next to last. Relatively strong characters, like dwarves and clerics, should guard the rear. If enough fighters are present, they can take up the rear as well.

Marching order should be written down, so that it is always clear as the group progresses through the dungeon where everyone is. If a large map is being used, the players might use dice, paper miniatures, or even fancy, painted metal figures to represent their characters and where they are in the marching order.

One player should be designated as the dungeon mapper. The dungeon mapper will draw the dungeon as the characters explore it, so that the group does not get lost, and also to keep a record of which areas have been explored. Dungeons are typically mapped on graph paper with¼1/4" square grids, with a scale of 10 feet per square. The dungeon mapper, more than any other player, must be alert to all descriptions of areas the Gamemaster offers, because if there is an error in a map, it could result in hardship, or even injury, to the group. If the character belonging to a dungeon mapper dies, the player must hand over dungeon mapping duties to a player with a living character. This character, in the game, takes the map from the dead character and continues his dead friend's work.

Dungeon Rules

The following rules apply to adventuring in dungeons. Additional rules are offered later in this section for other kinds of environments.

Time and Movement

When in the dungeon, characters take actions in time increments called turns. One turn is the equivalent in game time to 10 minutes. Character actions that take one turn can include looking for secret doors or traps in a 10' x 10' room, or moving the full movement rate (120 feet unless heavily encumbered) while mapping. As characters make their way through dungeons, their movement rates account for the fact that they are exploring, watching their footing, mapping, and taking care to avoid obstacles. This is referred to as exploring movement. Combat movement occurs when characters meet foes or more immediate challenges. In these cases characters move at 1/3 their movement per round, usually 40 feet, unless heavily encumbered. Rounds are ten seconds of game time each, so there are 60 rounds in a turn. Finally, the third kind of speed is running speed. Running speed is the full character speed, 120 feet, and it is traveled in one round.

If using a large map and metal figures, all of these distances may be precisely measured on a map grid, and pieces representing characters, monsters, and other dungeon features will be kept track of as well. Commonly, on large play maps one square is equal to 5 feet, and this scale will be used to measure all distances. In all matters of time and movement, the Gamemaster is the final authority on what may be accomplished in a given period of time.

Rest

Exploring dungeons is strenuous work, and all characters must rest. Characters can explore, fight, or otherwise remain active for 5 turns before needing to rest for 1 turn. If the characters press on without resting, they all suffer a penalty of -1 to hit and damage rolls until they have rested for 1 turn. Further, resting is useful for magic-users, clerics and other spellcasters to recover spells. This is discussed in Section 4.

Carrying Capacity and Encumbrance

This is an optional rule, and is used if the Gamemaster wants to make sure characters carry more realistic weights. It is important to keep track of how much weight characters are carrying, because they can only haul so much treasure from a dungeon, and if they are heavily weighed down they cannot move as fast. Encumbrance is measured in pounds, and is calculated based on adding the weights of all significant items carried, including weapons and armor. The maximum any character can carry is 160 pounds. Character speed will be affected based on encumbrance. Refer to the Movement and Encumbrance Table.

Movement and Encumbrance Table

Encumbrance*	Turn Movement	Encounter Movement	Running Movement
Up to 40 lbs.	120'	40' per round	120' per round
41 to 60 lbs.	90'	30' per round	90' per round
61 to 80 lbs.	60'	20' per round	60' per round
81 to 160 lbs.	30'	10' per round	30' per round

*At the Gamemaster's discretion, a character wearing armor in addition to carrying weight of a given category will move at the speed listed for the next slowest category.

Light and Darkness

Since dungeon adventures occur underground, there may not be a light source, and characters will want to bring torches or lanterns. These light sources emit light in a 30' radius. Lanterns use flasks of oil as fuel; a lantern can burn continuously on 1 flask of oil for 24 turns. Torches burn continuously for 6 turns before burning out. Characters or monsters that carry a light source are unable to surprise opponents, because the light gives them away ahead of time. Many monsters and demi-humans have infravision. Characters who have infravision can see the heat energy that radiates off of living things. Generally, living things will be visible as tones of red, yellow, and blue, while cool items are gray and very cold objects are black. This light does not allow demi-humans to read, because fine detail is not visible. Infravision only functions in the darkness, so any visible light, whether normal or magical, will disrupt it. Any characters who cannot see due to darkness or blindness suffer –4 to hit when attacking. This penalty applies when attacking invisible opponents.

Doors

Dungeons often have many doors, some secret and others obvious. Many are locked, and a thief will need to attempt to pick locks. However, characters can attempt to break a door down. In this case, the player rolls 1d6. A result of 2 or less means the door has been broken down. Strength adjustments apply, but no matter what the adjustment there must always be a chance of success or failure. Bonuses cannot take the success range above 5 or below 1 on 1d6. For example, if a character has a STR of 15 he receives a +1 to open doors. He would instead need to roll 3 or less on 1d6 to succeed. A character with STR 5 has -2 to open doors, but since the odds cannot go below 1, if the player rolls a 1 on 1d6, he succeeds in breaking down the door.

Secret doors can only be spotted if characters are specifically looking for them. The Gamemaster rolls 1d6 when a player declares that his character is looking for secret doors. A result of 1 on 1d6 is a success, except that elves have better vision and succeed on a roll of 1 or 2 on 1d6. A character can only attempt to look for secret doors once in any given area, and it takes 1 turn. A second attempt cannot be made in the same area. Since the Gamemaster rolls the dice, the player never know if the roll failed or if there simply is no door in the area searched.

Players will sometimes want their character to listen at a door to hear any noises beyond. Again, the Gamemaster rolls 1d6. A roll of 1 results in success, and a roll of 1 or 2 succeeds for demi-humans due to their keen hearing. A thief has specially trained for

this task, and has a different chance of success (refer to the Thief Skills table). This attempt may only be made one time at any door by a character. Note that some creatures, such as undead, do not make noise.

Traps and Trap Detection

Thieves have a special skill to detect traps, but characters of all classes can search for non-magical traps. All characters except dwarves can succeed in spotting a trap on a roll of 1 on 1d6. Dwarves succeed on a roll of 1 or 2 on 1d6. Players must declare that their characters are actively looking for traps, and they must be looking in the right place. This roll may only be made once in a particular location, and it takes 1 turn per effort made. The Gamemaster secretly rolls the dice for these checks, because the players will never know if they failed to find the trap or if there is not one present.

Traps have specific triggers, whether it is opening a door or walking over a particular area. Every time a character makes an action that could trigger a trap, the Gamemaster rolls 1d6. A result of 1 or 2 indicates that the trap springs. Normally, a trap has a specific effect that cannot be avoided. Examples include a trapped floor dumping the characters into a pit of spikes, or a poisoned needle in a door handle.

Wilderness Adventures

Wilderness adventures have certain similarities to dungeon adventures. Players must decide where they are going, what equipment they need, and how to get there. Some things to consider are what the conditions of travel will be. Do the characters need warm clothes? Do they need horses for travel or carrying gear? What kinds of special equipment are needed? Otherwise, wilderness adventures are carried out like other adventures. The characters journey in an established marching order, but the action takes place in a wilderness, such as a forest or glen, rather than underground. The mapper should record the group's progress if the area is unexplored, or the group may already have acquired a map of the area. The Gamemaster will have a map prepared beforehand, so that he knows the layout of the land. Unlike dungeon maps, wildness maps are usually recorded on graph paper with hex grids, at a scale of 6 or 10 miles for each hex. Larger area maps will typically have a scale of 1 hex = 24 miles.

Time and Wilderness Movement

The wilderness is not cramped like in a dungeon, and characters can usually see further ahead and not be as wary of obstacles. For this reason, movement is measured in yards rather than feet in the wilderness. A character that could move 120' per turn in a dungeon can move 120 yards (360') per turn in the wilderness. Further, characters can move, per day, their movement rate divided by 5 in miles per day. So a character that moves at 120 (feet or yards, depending on environment) can move 24 miles in the wilderness per day. It's likely that not all characters will have the same movement, so if they wish to stay together they must move as fast as the slowest character. Also note that the number of miles characters can move in 1 day presented here assumes a clear trail and easy travel. Other conditions will reduce the distance traveled in a day by fractions, as detailed below.

Terrain	Movement Adjustment
Desert, hills, wooded areas	-1/3
Thick jungle, swamps, mountains	-1/2
Road travel, clear wide trails	+1/2

For example, if characters can travel 24 miles normally, but are following roads, they can travel 36 miles a day (24 + 12). If they are traveling through swampy land, they travel 12 miles (24 – 12) per day. Furthermore, certain kinds of terrain can slow travel at the Gamemaster's discretion, such as if the characters have to cross canyons, large rivers, or other formations. In addition to these conditions that can influence travel rates, characters may engage in a forced march. A forced march is a day of hard, tiring travel, but increases travel speed by +1/2. However, the characters must rest for 24 hours after a forced march. Otherwise, during wilderness travel the characters have to rest one day per six days of travel.

Weapon and spell ranges are measured in yards in the wilderness also, but note that areas of effect remain the same for spells and other effects.

Unless there is an encounter, the Gamemaster will direct players through time in increments of days while traveling in the wilderness. When an encounter occurs, time is measured in rounds. Unlike in dungeons, wilderness adventures do not often measure time in turns.

Losing Direction

Characters can confidently follow trails, roads, and other well-known landmarks without fear of becoming lost. However, when traveling across the wilderness it is easy to lose direction. At the start of each day of travel, the Gamemaster will roll d%, consulting the table below to determine if the group loses direction.

Terrain	Chance of Losing Direction
Plains	15%
Mountains or Hills	32%
Forest	32%
Sea	32%
Desert	50%
Jungle or Swamp	50%

If the roll indicates that the group is lost, they likely will not realize it immediately. They will set out for their travels, and may not understand they are off course for days. The Gamemaster will decide which direction the group is traveling, and how far off it is from their intended direction. One option is to pick a direction only slightly off of course. For example, if the group intended to go south, they are actually headed southwest or west.

Climbing

When characters are climbing in a difficult or tense situation, the Gamemaster can require an ability check versus DEX (See Section 9). Note that only thieves are able to climb extremely steep and high surfaces, due to their special training and knowledge of the use of climbing equipment.

Rations and Foraging

When adventuring in a dungeon, there may be very little available to eat. Characters must take rations with them to cover the extent of time they expect to be away from town. However, they may occasionally kill an edible monster.

When in the wilderness, characters can hunt or scavenge for food. Scavenging for food is an activity that can be accomplished without hindering travel by gathering fruit, nuts, or small animals. For each day of travel while scavenging, roll 1d6. A result of 1 indicates that sufficient food for 1d6 human sized beings has been acquired. Hunting follows the same roll, but succeeds on 1-2, and

must be engaged as the sole activity for a day. No traveling is possible. In addition, there will be one Wandering Monster check, from the table appropriate for the terrain, while the group is hunting.

If characters go for a full day or more without food, the Gamemaster may begin to apply penalties to attack rolls, require more frequent rest and a reduction in movement, or even begin to deduct hit points in extreme cases.

Swimming

It is assumed that every character knows how to swim. Characters move at half their normal movement when swimming. Characters that are encumbered will have a probability of drowning, which is at the Gamemaster's discretion. Heavily encumbered characters, wearing plate mail armor and/or carrying a large proportion of treasure, will likely have above 90% chance of drowning. Characters carrying less treasure or wearing lighter armor may have as little as 10% chance of drowning. The Gamemaster might first allow an ability check versus STR or CON before deciding if the players roll to check for drowning.

Air Travel

When traveling by air, the total number of miles one can normally travel on land per day is multiplied by 2. For example, a character flying with a movement of 120' can travel 48 miles per day. This time might be slowed if there are adverse conditions, such as very high mountains, storms, or thick fog. There are many magical items that grant characters the ability to fly, as well as spells and winged mounts.

In general, winged beasts may carry riders or other burdens in increasing size based on HD multiples of 3. For example, a creature with 3 HD could carry a halfling or human child. A creature with 6 HD could carry an adult human or elf, or two halflings. A creature with 12 HD can carry large animals like horses, or four adult humans. Finally, a creature with 24 HD could carry a very a large animal, or four horses, or 8 humans.

Water Travel

Adventures at sea or otherwise on water require more extensive rules, and are covered in Section 6.

Hiring Retainers

Retainers are NPCs that are hired by characters for extra hands during an adventure. Characters are limited to a finite number of retainers, which is indicated by the character's CHA score. Retainers are not mindless slaves, and although they will share the risks of the PCs, they will not act as battle fodder willingly. In fact, if abused in any way, retainers will typically warn others of this abuse and the PCs will soon find it difficult to hire other retainers.

Retainers are recruited through negotiation. The Gamemaster plays the roles of the NPCs the PCs attempt to hire. The PCs can just walk up to strangers in pubs, or seek adventurer guilds. Alternatively, they may advertise by putting up fliers or other means. The PCs will have to explain what the job entails and the rates of pay. Some means of pay might include a percentage of any treasure recovered, or a flat payment. Players will also typically pay for any new adventuring gear or weapons the retainers will require for the adventure, and may need to secure them mounts. After the offers are made, the Gamemaster will roll 2d6 on the table below to decide the potential retainer's reactions:

Reaction to Hiring Offers

Roll	Offer Result and Reaction
2	Agrees to offer*
3-5	Agrees to offer
6-8	Reroll
9-11	Declines offer
12	Declines offer**

*The offer is accepted with very good spirit, and the retainer's morale receives a bonus of +1 for the adventure's duration.
**The potential retainer acts so negatively to the offer that he spreads negative rumors about the PC, which results in a +1 to the roll on any further reactions to hiring rolled on the table above while recruiting in the same town or area.

In *BX Advanced* the most common races are humans and halflings, and these races will be available most often as retainers. More rarely dwarves and elves will be available for hire. Retainers can be of any class or level, except that the hiring PC must be of an equal level or higher than the retainers he hires.

Checking Morale

Retainers have a morale rating, indicated by the hiring character's CHA. This rating can be adjusted at the Gamemaster's discretion. It can be increased if the PC has been particularly good to the retainer, or reduced if the PC has been cruel or contrary to his word. Morale rolls are made each time the retainer is exposed to a particularly perilous situation, and at the end of an adventure. The Gamemaster rolls 2d6, and if the result is lower than the morale rating, accounting for any adjustments, the roll has succeeded. If the roll fails, the retainer will likely flee. If the roll is failed at the end of an adventure, this retainer will not work for the PC again.

Retainers and Experience

Although retainers are "played" by the Gamemaster, they acquire experience in the same way PCs do, can advance in level, and are affected by all of the same class rules. Because retainers follow instructions when on an adventure, thus not engaging in problem solving, they suffer a penalty of -50% to experience points (they get 1/2 of a share).

Hiring Specialists and Mercenaries

Unlike retainers, mercenaries and specialists do not accompany characters on adventures. Mercenaries are hired soldiers, and will guard, patrol, and otherwise serve in wilderness settings, but only as part of a larger force, not an adventuring group. Specialists are hired individuals who have a particular trade or who have special knowledge. These individuals are usually hired for a specific task. It must be noted that mercenaries and specialists do not count toward a character's maximum number of retainers, since they are not the same kind of hired help.

Like hiring retainers, mercenaries and specialists can be located through perusing pubs or through posting notices of help wanted. Also, in the case of professional specialists, these individuals may have shops or a reputation that the characters can follow.

Kinds of Mercenaries

Mercenaries are typically hired as soldiers and guards. They have morale like retainers, but mercenary morale is based simply on a business relationship and not as much on the CHA of the hiring character. Soldiers will have bonuses or penalties to morale based on working conditions. If the mercenaries are being killed frequently or subjected to other abuses, morale will be low. If the mercenaries are enjoying riches and excitement, it might be higher. All of these factors are considered by the Gamemaster.

Mercenary Type	Base Morale
Commoner Militia	6
Barbarians or humanoids	7
Soldiers	8
Mounted Soldiers	9
Elite Soldiers	9
Fanatic or Devoted Soldiers	10

Note that armorers are required to make and repair troop armor and weapons. The rates suggested for hiring troops apply only when the troops are not in an active wartime situation, during which time all wages are multiplied by 2. Refer to the table nearby for typical wages of mercenary types based on race and class.

	GP Wage per Month				
Mercenary Type	**Dwarf**	**Elf**	**Goblin**	**Human**	**Orc**
Commoner	-	-	-	1	-
Light Infantry *Gear: sword, shield, leather armor*	-	5	1	3	2
Heavy Infantry *Gear: sword, shield, chainmail armor*	5	7	-	4	2
Crossbowman *Gear: heavy crossbow, chainmail armor*	7	-	-	5	3
Mounted Crossbowman *Gear: crossbow*	20	-	-	-	-
Bowman *Gear: sword, short bow, leather armor*	-	12	4	7	5
Mounted Bowman *Gear: shortbow*	-	35	-	15	-
Longbowman *Gear: sword, longbow, chainmail armor*	-	25	-	10	-
Light Mounted *Gear: lance, leather armor*	-	25	-	10	-
Medium Mounted *Gear: lance, chainmail armor*	-	-	-	15	-
Heavy Mounted *Gear: lance, sword, plate armor*	-	-	-	20	-
Wolf Mounted *Gear: spear, leather armor*	-	-	6	-	-

Kinds of Specialists

Below are several possible specialists and typical monthly pay rates. This list is not exhaustive, and the Gamemaster may create more kinds of specialists as needed.

Alchemist
Rate: 800 gp + 1d4x100 gp, per month
Alchemists are valuable specialists because they dedicate their expertise to creating potions and other concoctions. As a result, when reproducing a potion based on a sample deduct the cost and time involved by half of what it would take a magic-user. However, it takes them twice as long at twice the cost to research and create new potions.

Animal Trainer
Rate: 400 gp + 1d2 x 100 gp, per month
All animal trainers are specialized in a particular kind of animal, and can have up to 6 animals under their care at a time. Trainers are not required for common animals like dogs or horses, but more exotic animals, like a pegasus, would require a specialized trainer.

The Gamemaster decides how long an animal must be trained, based on the nature of the training. It will take a minimum of 1 month to tame a wild animal, or to teach an already tame animal one behavior. After the first month, an animal has become accustomed to a trainer and can be taught additional behaviors at half the time per behavior. If training is interrupted, all time already spent on that particular behavior is lost. If an animal is being tamed and the time is interrupted, the animal will rebel and cannot ever be tamed.

Blacksmith
Rate: 80 gp + 1d4 x 10 gp, per month
Per month, a blacksmith can make 5 weapons, 1 complete suit of armor, or up to 3 shields. In addition to being hired for producing weapons and armor, blacksmiths are hired at the frequency of 1 per 50 troops in order to fix armor and weapons. Blacksmiths will sometimes have apprentices (who will require half pay each) and production or troop weapon coverage is multiplied by 2 per 3 of these apprentices.

Engineer
Rate: 700 gp + 2d4 x 10 gp, per month
Engineers plan and oversee large construction projects, such as building strongholds. The number of engineers required is based on the value of the project. A minimum of 1 engineer is needed, with an additional engineer per 100,000 gp value of the project.

For example, if a project is 60,000 gp it will require 1 engineer, and if it is 200,000 gp it will require 2 engineers. Human engineers usually handle large aboveground structures, while dwarves will be hired for underground construction.

Sage
Rate: 1,800 gp + 1d4 x 100 gp, per month
Sages are rare; they usually specialize in a subject area, such as a sage specialist in dragons. Sages may be consulted for

information. If the information is particularly difficult to obtain, it will cost the characters extra. Characters may have to pay the monthly rate in addition to any other supplies the sage needs to research their question. The Gamemaster will decide these costs. In addition, despite the special knowledge sages have, they are occasionally wrong when it comes to particularly obscure questions. The Gamemaster will decide what questions are obscure and the probability of achieving a wrong answer. If the characters receive a wrong answer, they may not realize it!



Seafarer
Rate: See below
There are four types of seafarer, listed as follows by order of gp cost per month: rowers, 3 gp; sailors, 12 gp, navigators, 175 gp; and captains, 275 gp. Navigators and captains, at the Gamemaster's discretion, could randomly cost more than or less than the listed value by 1d4 x 10 gp.

Rowers are unskilled normal humans who man oars of vessels. Sailors are skilled normal humans who can handle a ship. The navigator understands how to read charts and navigate based on instruments and the position of the stars. He is required any time a ship will venture beyond sight of a coast. A captain is required for any large ship, is skilled like a sailor, and has more intimate knowledge of the particular coasts he frequents.

Spy
Rate: 400 gp + 1d2 x 100 gp, per month
Spies are usually of the thief class, but can be any class. A scout is hired by a character to gather information, either about a specific person, persons, or even to spy on an area. It is up to the character to find and hire a spy. The Gamemaster will determine the probability of whether the spy succeeds in the mission, based on the circumstances, and how much time any particular spying job will take. Spies may or may not be reliable, and could stab the hiring character in the back (maybe literally!).

Awarding Experience

All characters that make it through an adventure alive receive experience points (XP). Experience points are gained from two sources, treasure and monsters. Characters only gain XP from treasure of a non-magical nature, at the rate of 1 XP per 1 gold piece (gp) value of the item. The values of all items are added together, and converted to gp units if necessary. For example, if the group finds a gold statue worth 500 gp and a gem worth 250 gp, these are added up to 750 XP, and divided evenly between the characters.

All defeated monsters (either outsmarted or killed), grant XP based on how powerful they are. Monsters begin with a base XP determined by hit dice (HD), and receive a bonus for each special ability they have (fire breath, spell-like abilities, etc.). Refer to the table below.

Monster Experience Point Table

Monster HD	Base XP	Bonus XP/Ability
Less than 1	5	1
1	10	3
1+	15	6
2	20	9
2+	35	12
3	50	15
3+	65	35
4	80	55
4+	140	75
5	200	150
5+	260	200
6	320	250
6+	380	300
7	440	350
7+	500	400
8	560	500
8+	620	600
9-10+	1000	700
11-12+	1200	800
13-16+	1500	900
17-20+	2,250	1,000
21+*	3,000	2,000

*For monsters of HD 22 and higher, add a cumulative 250 XP for the Base and Bonus categories.

The first step in calculating a monster's XP is to write down the base number. If the monster has HD 4, you would write down 80. Next, multiply the value for the XP bonus per ability by the number of special abilities the monster has. If a HD 4 monster has 3 special abilities, the total bonus is (3 x 55 = 165). For a monster with HD 4 and 3 special abilities, the group receives a total of 245 XP (80 + 165). The totals for each monster defeated are calculated and added to all XP from treasure, and the sum for all XP is divided among all group members. However, retainers receive 1/2 of a share each.

The Gamemaster may grant XP bonuses to players who did particularly well. Likewise, he may penalize other players who did not do their share of the work in an adventure. In addition, characters receive XP bonuses or penalties based on their score in their class prime requisites, as detailed in Section 2: Characters. All bonuses or penalties are applied to the grand total XP a particular character receives at the end of an adventure. For example, if Arthur the Holy receives 1,200 XP at the end of an adventure, and he has a prime requisite that grants him +10% to experience, then the total XP after this bonus that Arthur receives is 1,320 XP ((1,200 x .10) + 1,200 = 1,320).

Characters should not be given enough experience to advance 2 levels or more in one adventure. For example, if Katrina the Swordswoman is 1st level with 0 XP, she should receive no more than 8,124 XP in one adventure (a huge sum!), which is 1 XP short of reaching 3rd level.



Section 6: Encounters and Combat

Encounters

The characters will explore dungeons filled with wondrous treasures, ancient secrets, and other amazing situations. It is also inevitable that at some point, they will come face to face with monsters. When a monster confronts the characters (or vice versa), this situation is called an encounter.

The Gamemaster decides what the monsters do. He "plays" the monsters just as the other players "play" their characters. The Gamemaster will know ahead of time which areas in a dungeon hold monsters, their types, and their strengths. He will also determine whether there are random wandering monsters. Monsters may be living in the dungeon, or they may be there with purposes of their own.

Encounters and Time

In encounters and during combat, time is measured at the most minute scale of any other kind of action. Time commences in units of rounds, which are 10 seconds each. There are 6 rounds to a minute and 60 rounds to a turn.

Dungeon Play Sequence

Turns progress in the dungeon as characters use turns to move about, look for traps, listen for noises, or search areas. The Gamemaster will occasionally roll for a random encounter (see the Gamemaster Lore section). If the characters stumble onto a monster, either because the Gamemaster has planned an encounter in the area of the dungeon or because a random die roll indicates an encounter, then time shifts to encounter time.

At this point, the Gamemaster will roll 2d6 x 10 to determine the distance in number of feet separating the characters and monster. If the monster encounter is preplanned, the Gamemaster may already know how far the monster is from the characters. Next, the Gamemaster rolls 1d6 to see if the characters or the monster is surprised. The characters choose one player, usually the dungeon mapper, to roll 1d6 and the Gamemaster rolls 1d6 to determine whether the characters or the monster has initiative.

Finally, the Gamemaster will check the monster's reaction by rolling 2d6. At this stage the characters can decide what actions to take, whether to fight, flee, or try to talk to the monster. The Gamemaster will decide what action the monster takes, and time

will progress in rounds with the side that won initiative acting first. Initiative is rolled again for each side at the start of each round. Usually an encounter is over when one side either dies or flees.

Wilderness Play Sequence

The sequence of play in wilderness situation is very much like the sequence in the dungeon. However, in wilderness play the Gamemaster will roll d% at the start of each day of travel to determine if the group becomes lost (see Section 5). Aside from this detail, the sequence is identical as in the dungeon, with the exception that when monsters are encountered the Gamemaster will roll 4d6 x 10 to determine how many yards away the characters are from the monster. Also note that in the wilderness characters measure their movement rates in yards, rather than in feet as they do in the dungeon.

Monsters Encountered

The monster descriptions in Section 7 list hit dice and Number Encountered. A monster's hit dice coincide with the dungeon level the monster is typically found in. For example, a zombie has 2 HD and will likely be found on dungeon level 2. Likewise, the listing called Number Encountered for each monster has two recommended ranges for the number of the monster type that will be encountered at one time. The first number range is for the number engaged in a dungeon. This number should be increased if the monster is found in a dungeon level higher than its HD, and the number should be decreased in the few instances when the monster is found in a level that is less than its HD. The second range offered is larger and applies to instances in a dungeon when the actual home, or lair, of the monster is encountered. This range is also used when the monster is engaged in a wilderness encounter.

Monsters and Surprise

Checks for surprise are made whenever characters encounter monsters unexpectedly. For instance, if the characters are making a lot of noise, the monster may not have a chance to be surprised but the characters might be if the monster was waiting quietly. Whenever there is a need to check for surprise, the Gamemaster rolls 1d6 for the monsters and/or the characters as a group. A roll of 1 or 2 on 1d6 means the side is surprised and cannot act for one round. When both sides are surprised, they do not act the first round, but the second round initiative is rolled for each side normally. Likewise, if both sides are not surprised, they each roll initiative immediately. If one side is surprised but the other is not, then the side that is not surprised can attack.

Rolling Initiative

As described in the Dungeon Play Sequence, at the start of each round each side of an encounter rolls 1d6 to determine initiative. The side with the highest result on 1d6 acts first for that round. Other sides in a conflict will react in order from highest to lowest roll. Initiative is rolled again at the start of each new round. If initiative is a tie, each side in the tie acts at the same time.

Actions that can be taken in a round include attacking, running, casting spells, attempting to communicate, and other possibilities.

Individual Initiative (Optional Rule)

The Gamemaster may elect to determine initiative on an individual basis rather than per group. In this case, every character and monster in the encounter will have a separate roll. Characters adjust their roll by applying their DEX bonus, and the Gamemaster may apply a bonus to monsters' rolls if they have a high movement.



Complex Initiative (Optional Rule)

Gamemasters whose player desire even more "realism" than the Individual Initiative provide may elect to use these more complex "Strike Speed" initiative rules. Roll 1d20 for initiative for each side. The side with the higher roll gets a +5 to strike speed for the round. Spell casters casting a spell must declare the spell being cast and its target before initiative is rolled.

Strike Speed: Characters and monsters act in order of their strike speed from high to low. Base Strike Speed is determined by their action type in the table below. Characters/Monsters add +5 to the Base Strike Speed if their side has initiative. Fighting Classes add their Fighter Bonus (see below). Monsters add one-half their hit dice, rounded down if the Gamemaster classes them as fighters. (Ties in Strike Speed are resolved by Character Level/Monster Hit Dice, with the higher acting first.) The Strike modifier from a character's combat stance is added if the Gamemaster uses the Combat Stance rule.

SS	Weapon/Attack Action
1	Read Scroll
2	Cast Spell
3	Short Length Weapon
4	Medium Length Weapon
5	Long Weapon
6	Very Long Weapon
7	Pole Arms
8	Missile Fire/Arcane Blast
9	Breath Weapon
10	Glance "Weapon"

Fighter Bonus: Fighters and Barbarians have a Fighter Bonus equal to 1 plus their Level/4, rounded up. Other Fighting Classes (Assassins, Monks, Paladins, Rangers) have a Fighter Bonus equal to their Level/5, rounded up.

Combat Stance (Optional): Any character able to act may select a combat stance. Any character who has not announced their combat stance before initiative is rolled automatically selects "Standard." Combat Stances (and their effects) are *Full Defense* (Attack: no attack possible; AC: +2 bonus, +4 bonus with shield, +6 bonus with large shield; Strike Speed: -5), *Active Defense* (Attack: -2 penalty; AC: +1 bonus, +2 with shield; Strike Speed: -2), *Standard* (Attack: Normal; AC: Normal: Strike Speed: Normal), *Active Attack* (Attack: +1 bonus; AC: -1 penalty; Strike Speed: +1), and *Full Attack* (Attack: +2 bonus; AC: -2 penalty; Strike Speed: +2). Spell casters casting a spell cannot select the Full Defense or Active Defense Stance.

Monster Reactions

Some monsters (like skeletons guarding a tomb) may always attack. In many cases, however, the reaction of the monsters to the party will not be obvious. In such cases, the Gamemaster may opt to make a reaction roll for the monsters by rolling 2d6 (and adding any other appropriate modifiers to the roll) and consulting this table. If the leader of the party is obvious or a character is trying to interact with the monsters in a non-hostile manner, add that character's Charisma bonus to the roll.

Monster Reaction Table

Roll	Result
2	Very Unfavorable
3-5	Unfavorable
6-8	Neutral/Uncertain
9-11	Favorable
12	Very Favorable

Interpretation of the results is left to the Gamemaster, however, these general principles may prove helpful. Very Unfavorable means the monsters will most likely attack unless the odds are overwhelmingly against them. They will not help the characters. Unfavorable means the monsters are indifferent and even somewhat hostile and might attack unless they are given a good reason not to. They will not help the characters. Neutral means the monsters are unsure of the party. They are not likely to attack immediately, but are not friendly or helpful. Favorable means the monsters are willing to listen and are open to negotiation. They might be willing to be slightly helpful. Very Favorable means the monsters like the characters and are willing to be somewhat helpful and are open to working with the party to mutual advantage.

Movement in Encounters

In turn-based dungeon movement, the characters move in a number of feet equal to their movement rate. When an encounter occurs, character movement occurs in 10-second rounds. Character movement is divided by 3, and this is the number of feet a character can move in one round. For example, if a character has a movement of 90, he moves 90 feet in turn-based dungeon movement, but 30 feet in round-based movement during encounters. These are maximums, and players can always opt to have their characters move a shorter distance. Characters can also choose to run in round-based movement. In this case, they can move their full movement in 1 round, but can only maintain this speed for 30 rounds, or 1/2 of a turn. This kind of movement is exhausting, and the characters will have to rest for 3 turns afterward. If the characters do not rest, or their rest is interrupted by combat, they suffer –2 to damage and hit rolls until they do rest for 3 uninterrupted turns.

Chases in the Dungeon

The characters may decide they are outmatched and flee an encounter, or a monster might flee. One side of an encounter can always successfully flee if their movement is higher than the other side, and if combat has not commenced. Characters may choose whether they chase a fleeing monster, and will only succeed it if is slower than they are. The Gamemaster will decide if the monsters chase fleeing characters by rolling on the Monster Reaction Table. A roll of 7-12 indicates the monster will pursue. However, a monster does not continue chasing the characters if they manage to get out of the monster's range of vision. If the monsters enjoy treasure, they have a 50% probability that they will stop pursuit of characters to collect any treasure the characters drop (roll 4-6 on 1d6). Other hungry or less intelligent monsters may do the same if the characters drop food.

Chases in the Wilderness

Sometimes one group will want to escape from another group before they have come within close proximity. When two groups meet and one side is surprised, the other side can automatically flee successfully. Otherwise, determine the probability that one group can escape from another by looking at the Wilderness Retreat Table. The more chasing group members there are relative to the fleeing party, the greater chances the fleeing party may escape. This is because larger groups cannot move as fast, or as quietly. Note that one side will have a minimum of a 5% probability of escaping.

Wilderness Retreat Table

		Relative Monster Group Size		
		Up to 25%	26-75%	76%+
Fleeing Group Size	Base	Modifier		
Up to 4	50%	0	+20%	+40%
5 to 12	35%	0	+15%	+25%
13 to 24	25%	0	+10%	+25%
25+	10%	0	+15%	+25%

EXAMPLE: If a party of four is fleeing 1 monster, they have a 50% chance of escaping because the number of monsters equals 25% of the fleeing party's number, which applies no modifier to the base chance of escape. If they are fleeing two monsters, they have a 70% chance of escaping, because the number of monsters equals 50% of the fleeing group, applying a 20% bonus to the odds of escape.

The Gamemaster may modify the probabilities based on the conditions and environment. For example, if one side has time to flee within a densely wooded area, the Gamemaster may give a bonus of 20-25% to flee. If the party giving chase has double the movement of the fleeing side, they might receive a bonus of 20-25% to catch the fleeing party.

If the fleeing party does not successfully escape, then the other group has managed to keep them within sight. They have a 50% (1-50 on d00) chance of catching them up close if they have a greater movement than the group they are pursuing. If this roll fails, then the fleeing side may again attempt to escape. This cycle is repeated daily until either one side escapes or the other manages to catch up.



Stronghold Encounters

The PCs may encounter a stronghold during their travels. If the Gamemaster decides the characters pass near a castle or other kind of stronghold, he can roll to randomly determine how any patrol that spots them might react. These rolls may be modified one way or another if the characters are acting suspicious, or if they are approaching peacefully and potentially with offerings.

Stronghold Encounter Table

			Reaction		
Ruler Class	**Level**	**Patrol Type**	**Ignore**	**Chase**	**Hospitable**
Cleric	6+1d8	Light mounted, 2d6	1-2	3-4	5-6
Dwarf	8+1d4	Heavy infantry, 2d6	1-4	5	6
Elf	9 or 10	Light mounted, 2d6	1-4	5	6
Fighter	8+1d6	Heavy mounted, 2d6	1-2	3-5	6
Magic-User	10+1d4	Heavy infantry, 2d6	1-4	5	6

Combat

In most cases, there will be two opposing sides in a combat sequence. Whether it is monsters against the characters or characters fighting each other, there is one specific sequence to combat, as outlined below.

1. Players declare character movement or actions.
2. Initiative: 1d6 is rolled by each opposing side.
3. The winner of initiative acts first. The Gamemaster may check morale for monsters.
4. Movements can be made.
5. Missile attack rolls are made, accounting for DEX adjustments, cover, and range.
6. Spells are cast and applicable saving throws are made.
7. Melee combat occurs; attack and damage rolls are made, accounting for STR and magic adjustments.
8. Other sides act through steps 4-7, in order of initiative
9. When all sides of a conflict have acted and the combat will continue into the next round, the sequence begins again at step 1.

Combat Movement

Players must announce that their characters will move during a melee round, and they must make this announcement prior to the initiative roll. There are two special forms of movement possible in combat, which are governed by the rules mentioned in Movement in Encounters. These movements are available to monsters as well as characters. A character may move his encounter movement and attack the same round, but any further distance takes his entire action for the round. Additional movement types are discussed below.

A fighting retreat allows a character to move backwards at 1/2 normal encounter movement. However, there must be a clear path for this movement.

A full retreat occurs when a character moves backwards at a faster rate than 1/2 of encounter movement. The character making the movement forfeits his attack this round, and his opponent attacks with a +2 to hit. In addition, if the retreating character is carrying a shield, it does not apply to the character's armor class during the retreat.

Any attacks made on characters from behind ignore the influence of the attacked character's shield, if any.

Attacking

Characters can only attack one time in a round, but some monsters have multiple attacks. When missile attacks (bows, crossbows, etc.) and melee attacks (swords, flails, etc.) are attempted, the character or Gamemaster must roll 1d20. The result is compared to the attack table for either characters or monsters, as appropriate. A result that is equal to or above the attack value that corresponds to the character's level or the monster's hit dice and the opponent's armor class results in a hit. A roll of 20 is always a hit, and 1 is always a miss. Damage is then rolled by weapon type or monster attack, taking into account any bonuses or penalties. See the attack tables later in this section.

Spells have area effects, and will affect all characters or monsters that are within the area when the spell is cast. However, many spells allow a saving throw that can negate or partially negate effects of spells. See the discussion on saving throws later in this section.

Hand-to-hand attacks are possible when opponents are 5 feet or fewer from each other. Attack and damage rolls from these attacks is affected by STR. Missile attacks are possible when opponents are greater than 5 feet from one another, and the chance to hit is influenced by DEX. Both of these kinds of attacks can also be affected by magic weapons.

Vision and light can also affect combat. Characters suffer -4 to hit if blind or in darkness. In addition, there are some monsters that are damaged by magical or silver weapons only. The Gamemaster has the option of allowing monsters that can only be affected by these kinds of weapons to harm each other, and monsters with 5 HD or more to affect these monsters.

Melee Combat

Hand-to-hand, or melee, combat occurs when opponents are within 5 feet of one another. As the name implies, these attacks are made by hand-held weapons like swords or axes. The ability to hit and damage done is affected by STR adjustments, as well as bonuses for magical weapons. Characters only have 1 attack in a round, except for high-level fighters. Some monsters have multiple attacks, the most common of which is a claw/claw/bite series, which amounts to 3 attacks in 1 round.

When in the wilderness, character may attack with a lance while on horseback, but must be at least 20 yards from an opponent. The attacker will charge with the lance, and the extra momentum will double any damage done with a successful hit.

The Gamemaster will use discretion in determining how many attackers can strike at one opponent. Usually only two characters may fight side-by-side in a 10 foot wide hallway, unless all of the attackers are small. There are many figurines on the market that can be used to represent character positions and movement during combat and movements in the dungeon. Alternatively, tokens or coins might be used to represent characters and monsters.

A human-sized defender effectively blocks an area about three feet to either side, and enemies cannot move through this area. Alternatively, the Gamemaster might allow such movement but grant a free attack to the defender(s) who cover these areas.



Unarmed Combat

Brawling attacks, such as those conducted with fist, foot or dagger pommel, will normally inflict 1d2 points of damage, plus the attacker's Strength bonus to damage (if any). If the damage from the attack inflicts more than half of the defender's remaining hit points, the defender is stunned. Anyone who is already stunned will be knocked unconscious by the next successful attack for 1d4 rounds.

Attempts to wrestle an opponent to the ground and pin him down, or attempts to smash into an opponent and push him backward, will be determined by the Crypt Keeper's common sense (dragons aren't easily wrestled to the ground by a human). A good rule of thumb is to require a successful attack roll.

Aerial Combat

Characters on an unstable air mount, such as a griffon, cannot cast spells because the intricate hand gestures are not possible in that shaky environment. Spells can be cast if the means of flying is more stable, such as on a magic broom, carpet, or with the *fly* spell. For the same reasons spells cannot be cast on an unstable support, missile weapons can only be used on an unstable support with a penalty of –4 to hit. However, magic items do not require the same concentration and gestures, and can be used even if on an unstable mount.

Some flying monsters may make a swooping attack on surprised opponents if the opponent is at a lower altitude. This attack deals twice the normal amount of damage. In addition, if a flying monster is at least 300 feet in the air, it can attempt to drop heavy objects, like rocks, on victims below. The base number needed to hit on these attacks is 16 to hit armor class 0. Damage is variable based on the size of the flying creature, but a large payload, adult human sized, for instance, could deal 2d6 hit points of damage within a 10-foot square area.

These are only some possible situations the characters may find themselves in, and the Gamemaster may adjust or add to these rules, as situations require.

Damage and Healing

When characters successfully attack they do damage with their weapons. Unless variable weapon damage is used (listed on the weapon tables), all weapons deal 1d6 hit points of damage. This damage will be modified by STR or magical bonuses. Monsters have much more varied damage and means of attack available to them. The attacks listing in the monsters' descriptions represent the number of times a monster may attack in one round. Damage is listed and separated by a slash, and claw attacks are listed before bite attacks when a typical "claw/claw/bite" series of attacks are listed.

Damage dealt is subtracted from the opponent's hit points. For all characters and nearly all monsters, when hit points reach 0 or fewer the individual dies.

All beings recover hit points through rest. For each full day of complete rest, a character or monster will recover 1d3 hp. If the rest is interrupted, the character or monster will not heal that day. Healing also occurs through magic, such as potions or spells. This kind of healing is instantaneous. Magical healing and natural healing can be combined.

Subdual Damage: A weapon may be used to beat down, rather than kill, an opponent. When the player desires, damage inflicted can be composed of half "real" damage and half "subdual" damage that does not kill, and such points are recovered at a rate of 1 hp per hour. If the opponent's hit points, including the subdual damage, fall to zero, the opponent is knocked unconscious rather than killed (unless the real damage actually reduces real hit points to zero, in which case the opponent is accidentally killed).

Not all monsters may be subdued. Generally only humanoids and special creatures such as dragons will be subject to such attacks.

Missile Attacks

In order to attack with a missile weapon, opponents must be more than 5 feet apart. These kinds of attacks can be from bows, slings, crossbows, and even thrown items like bottles of holy water or oil flasks. The ability to hit with missile weapons is affected by DEX adjustments, which will provide a bonus to strike if DEX is high or a penalty if DEX is low. In addition, magical weapons will provide bonuses to hit or damage. For instance, a +1 arrow gives a bonus of +1 to damage. A +1 bow gives a bonus of +1 to hit.

All missile weapons have ranges, which must be taken into account when trying to strike an opponent at a distance. If an opponent is further away than the long range listed, the missile weapon cannot hit that opponent. In addition, if an opponent is within the distance listed for short range, the attacker gets a +1 to hit. There are no bonuses or penalties for striking an opponent in medium range, but there is a penalty of -1 to strike an opponent that is in the long range. Characters may move and make a missile weapon attack, or move and make a hand-to-hand melee attack in one round.

All missile attacks are subject to the ordinary combat rules of initiative and surprise. In addition, cover is a factor that can influence missile attacks. An attacker cannot hit any opponent that is entirely behind a barrier. However, the Gamemaster may apply attack penalties of between -1 and -4 if the target is only partly under cover. For example, if a character were attempting to strike an opponent through a small window, the Gamemaster might call for a penalty of -4. If the opponent were only partly covered, such as by small furniture, the penalty might only be -1.

Holy water in bottles or vials can be thrown at undead to do 1d8 points of damage. The attacker must succeed in his hit roll. Holy water cannot retain its holy power if it is stored in any other container than the special vials it is placed in when blessed.

Oil flasks are effective weapons, which do 1d8 hit points of damage. The oil flasks must be either lit on fire and thrown, or poured on the ground and lit. Damage is done to any character or monster struck by the bottles, or moving through oil that is burning on the ground. Damage from thrown oil is dealt for two rounds, after which the oil has burned out and trickled off of the target. Oil that is poured on the ground can cover a diameter of 3 feet and burns for a full turn. Fire from oil does not cause damage to monsters that have a natural flame attack. However, burning oil does full damage to most undead creatures, except it deals half damage to wights.

Missile Weapon Ranges

	Attack Adjustment For Range		
	+1	0	-1
Weapon	Short Range	Medium Range	Long Range
Axe (thrown)	Up to 10’	…to 20’	…to 30’
Bow, long	Up to 70’	…to 140’	…to 210’
Bow, short	Up to 50’	…to 100’	…to 150’
Crossbow*	Up to 80’	…to 160’	…to 240’
Dagger (thrown)	Up to 10’	…to 20’	…to 30’
Dart	Up to 15’	…to 30’	…to 45’
Holy water	Up to 10’	…to 30’	…to 50’
Javelin	Up to 20’	…to 40’	…to 60’
Oil	Up to 10’	…to 30’	…to 50’
Sling	Up to 40’	…to 80’	…to 160’
Spear	Up to 20’	…to 40’	…to 60’

*Note that crossbows attack once every other round.

Saving Throws

All characters and monsters can make “saving throws” to avoid the full effects of spells or certain attacks. Characters and monsters will have a number for a saving throw category, and when affected by a type of spell or attack which requires a saving throw, the player or Gamemaster will roll 1d20. A result that is greater than or equal to the value listed for the saving throw is a success. However, the roll is failed if the result is less than the listed number. Some successful saving throw rolls will completely negate any effect, while others will result in only half damage rather than full damage. There are times when an attack, like a poisonous bite, can do damage from both the bite itself and from poison separately. Poison usually kills if the saving throw is failed. The appropriate saving throw to use and the effects with a success or failure will be indicated in the description of the spell, monster attack, or dungeon scenario.

Poison may be used as a weapon by characters or non-player characters at the discretion of the Gamemaster. However, effective poison should be difficult to obtain.

Cleric, Druid, and Monk Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-4	16	11	14	12	15
5-8	14	9	12	10	12
9-12	12	7	10	8	9
13-16	8	3	8	4	6
17+	6	2	6	4	5

Fighter, Paladin, and Ranger Saving Throws

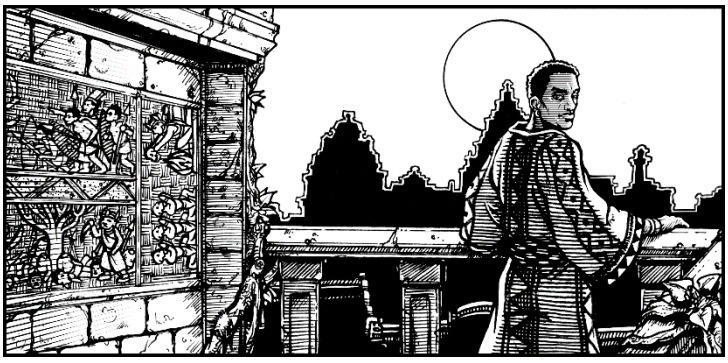
Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
0 Human	17	14	16	15	18
1-3	15	12	14	13	16
4-6	13	10	12	11	14
7-9	9	8	10	9	12
10-12	7	6	8	7	10
13-15	5	4	6	5	8
16-18	4	4	5	4	7
19+	4	3	4	3	6

Illusionist and Magic-User Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-5	16	13	13	13	14
6-10	14	11	11	11	12
11-15	12	9	9	9	8
16-18	8	7	6	5	6
19+	7	6	5	4	4

Assassin and Thief Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-4	16	14	13	15	14
5-8	14	12	11	13	12
9-12	12	10	9	11	10
13-16	10	8	7	9	8
17+	8	6	5	7	6



Optional Combat Rules

These optional rules will increase combat complexity and hence are optional. The Gamemaster may elect to use or not use them as he desires. However, the Morale Checks rules and all of the Minor Combat Options rules are strongly recommended.

Minor Combat Options

The Gamemaster may use some, all, or none of these rules options at his sole discretion.

Fighter Attacks: A fighter (but not subclasses) may attack 1 time per level each round when fighting creatures of less than 1 HD. In addition, fighters and subclasses get additional melee attacks (not missile) as they go up in level, as follows:

	Attacks per round		
Class	**1/round**	**3/2 rounds**	**2/round**
Fighter levels	1-6	7-12	13+
Paladin levels	1-7	8-14	15+
Ranger levels	1-7	8-14	15+

Helmets: Generally characters are assumed to be wearing a helmet with their armor. However, if for some reason a character is not wearing a helmet an opponent of no intelligence or relatively low intelligence will strike at a character's AC 9 head on a roll of 1 on 1d6. Intelligent opponents will attempt to strike the head on a roll of 1-2 on 1d6.

Parrying: A character may forgo his attack in a round to parry an attack. The character's STR bonus to hit is applied as a penalty to the attacker's hit roll. Parrying characters may move ½ their encounter movement just as in a fighting retreat.

Subdual damage: At the Gamemaster's discretion, some monsters (such as dragons, some humanoids, or other beings) can be subdued by attacking with the side of a blade or otherwise attacking by pulling blows. Damage is rolled normally. However, 75% of this damage is temporary. The ratio of the subdual damage to the creature's maximum hp is the percentage chance each round that the creature is pummeled into unconsciousness. For example, if a creature suffers 10 hp damage the first round and has a maximum of 40 hp, there is a 25% chance it is knocked unconscious the first round. This roll is only made on a round subdual damage is inflicted, but is otherwise cumulative. If subdual damage equals or exceeds a creatures maximum hp, it is knocked unconscious automatically.

Two-weapon fighting: Characters may attack with a weapon in each hand. The primary weapon must be one that can be wielded with one hand, and the secondary weapon must be small, like a dagger. There is a penalty to hit of -2 with the primary weapon and -4 with the secondary weapon. Adjustments to hit from high or low attributes are applied to each weapon attack. However, bonuses may only eliminate an attack penalty, they can never add up to a bonus to hit when using two weapons. This rule does not apply to bonuses from magical weapons.

Item Saving Throws

Method 1: Whenever characters (and NPCs) die from a particularly damaging event, such as the fire breath of a dragon or the spell *fire ball,* all ordinary possessions on a character's body should be considered destroyed. Magical items may not be destroyed, and are allowed saving throws of the appropriate type for the attack based on the character's saving throw. Items that have bonuses will receive an equal bonus on the saving throw. For instance, a +1 dagger receives a bonus of +1 to the roll.

Method 2: Make a roll in the kind of situation mentioned above, as well as in situations when items are exposed to crushing damage (from falls), acid, or any other event that could feasibly destroy them. The Gamemaster will roll either 1d4 or 1d6, depending on the severity of the situation. Magic items have a chance of surviving based on their relative power. For instance, a +2 shield would survive on a roll of 1-2 on a d4 or d6. Items for which "pluses" do not apply can be assigned a number between 1 and 3. Scrolls and potions may survive on a roll of 1 on a d4 or d6, a staff or wand may survive on a roll of 1-2; any other items such as rings, rods, and other miscellaneous magical items are more durable and survive on a roll of 1-3. If an item which has "pluses" is damaged, it may not be destroyed outright, but may lose one "plus." Thus, a +2 shield becomes a +1 shield on a failed saving throw roll.

The Gamemaster should apply bonuses or penalties depending on the situation. If an attempt is made to intentionally damage an item, there may be a penalty of 2 to the roll. Bonuses may apply if an item is well protected. No penalty or bonus should be more than 2.

Morale Checks

Players always have a choice whether they will fight, surrender, or run away in an encounter. The Gamemaster decides whether monsters or NPCs surrender or run away. Monsters have a listing for morale, which represents how likely they are to fight or flee when in an encounter. Morale is rated from 2-12, and while a score of 2 indicates that the monster never fights (unless absolutely cornered) a score of 12 indicates the monster will fight until killed, with no morale roll necessary in either case.
The Gamemaster usually makes a morale check under two conditions, when one side of an encounter has lost a member due to death, or when half the group on one side is either killed or otherwise incapacitated. The Gamemaster will roll 2d6, and if the roll is higher than the morale of the monster, the check is a failure and the monster will either attempt a full retreat or a fighting retreat. If the result is equal to or lower than the morale score, a monster will continue to fight. If this roll is made successfully two times in one encounter, the monster will fight until killed.

The Gamemaster may decide to apply bonuses or penalties to morale, with a range of –2 to +2, depending on the circumstances. These adjustments are never applied to monsters with a morale of 2 or 12, because they are at the extremes. However, if one side of an encounter is losing or winning, they might receive a penalty or bonus to morale of –1 or +1, respectively.

A character's CHA score determines the morale of his retainers. Retainers do not require morale checks in encounters, unless there is an unusual amount of danger involved. Normally, morale checks are made at the conclusion of an adventure. If the roll fails, the retainer chooses not to adventure with the character anymore. The Gamemaster can apply bonuses or penalties for good or poor treatment, usually not more than +1 or –1. In addition, if the retainer has accompanied the character and received fair treatment on 3 or 4 adventures, the Gamemaster may raise the retainer's morale score by 1 permanently.

When a character makes an attempt to surrender to an NPC or monster, it is up to the Gamemaster to decide whether the opponent even listens, and under what terms the NPC or monster will accept surrender. Characters decide how to react if their opponent makes an attempt to surrender. Usually, NPCs or monsters will only try to surrender if they have no way to escape the encounter.

Combat Stunts (Simple)

At a cost of 1 hit point, Fighting and Specialist classes may adjust their armor bonuses, attack bonus, damage done, etc. for an attack to create a combat stunt. For each -1 a character takes, he may take a +1 in another area. A Fighting Class may take up to 2 plus Level/3 (round up) in penalties on a single attack roll. A

Specialist class may take up to his level/3 (round up) in penalties on a single attack roll.

For example, a 5th level fighter (maximum combat stunt penalties of -4) might want to do a great blow causing 4 points extra damage in exchange for reducing his AC until his next action and reducing his chance to hit with the attack. For example, +4 to damage, -2 to AC and -2 to hit would balance the bonuses and penalties.

Notes for the Gamemaster: This can make combat more interesting at little cost in complexity. If you use this system, you should require the player to describe what his character is doing and deny any combat stunts that do not make sense in the situation (no tripping a gelatinous cube, for example) or whose bonuses and penalties do not match up well to the player's description of the stunt. If characters are allowed this option, some intelligent opponents (including some monsters) may use these combat stunts at your option.

Combat Stunts (Complex)

Fighting Classes may modify their basic attack in the following ways by spending HPs: 1 hp + 2hp for each effect.

Hinder - inflict an extra 1d6 as a penalty until next turn
Cleave - hit all adjacent enemies, roll separate damage
Aid - give a 1d6 bonus any one character's to hit or AC this round
Extra Die - roll an extra damage die (can't be used with Aid or Hinder)
Effect - some extra effect like knocking the target back or disarming them. The target gets a saving throw.

The maximum number of hit points a character can spend on stunts for a single attack is ((Level/2, round up) x 2) +1. That is 3hp at levels 1 and 2, 5hp at levels 3 and 4, 7hp at levels 5 and 6, etc. – with an absolute maximum equal to the character's STR.

Example: A Barbarian of level 3 or higher can spend 5hp to hit all the kobolds surrounding him with double damage (Cleave, Extra Die)
.
Example: A Fighter can spend 3hp to make a distracting attack that gives another named member of his party +1d6 to hit the same opponent (Aid).

Example: A Ranger can spend 3 hp to knock the goblin off balance, giving him a -1d6 AC penalty (Hinder).

Example: A Fighter of level 10 or higher could knock his opponent back, giving three named members of his party a +1d6 each to hit that same opponent, and reducing the opponent's AC by 1d6 (Effect, Aid x 3, Hinder).

If the Combat Stunts (Simple) rules are in use, Fighters and Barbarians (only) may also adjust their bonuses as allowed under those rules as part of a complex combat stunt at no additional cost in hit points.
Notes for the Gamemaster: This can make combat more interesting for fighters, but a relatively large cost in complexity. If you use this system, you should require the player to describe what his character is doing and deny any combat stunts that do not make sense in the situation (no tripping a gelatinous cube, for example) or whose bonuses and penalties do not match up well to the player's description of the stunt. If characters are allowed this option, some intelligent opponents (including some monsters) may use these combat stunts at your option.

Weapon Damage By Class

Characters of any class can use any weapon. However, because of different levels of training, the amount of damage a character can do with a given weapon varies the type of weapon and the wielder's class. The Weapon Damage Table below is used instead of any other weapon damage given in the rules.

Weapon Damage Table

Class Type	Light Wpn	Medium Wpn	Heavy Wpn
Fighting Class	1d6	1d8	1d10
Specialist Class	1d4	1d6	1d8
Arcane Class	1d4	1d4*	1d6**

*Arcane classes wielding a Quarterstaff using both hands do 1d6 damage.
**Arcane classes wielding a heavy weapon do so at -1 to hit.
Magic Weapons: A character only benefits from a magical hit or damage bonus on a weapon if the character's class is able to use the weapon under the standard class rules.

Notes for the Gamemaster: In some campaign worlds the weapon restrictions on classes make little sense. This optional rule allows any class to use any weapon but limits the damage a weapon does based on the amount of "weapons training" a class receives. A fighter wielding a two-handed sword will do more damage with it than a magic-user will because fighters train with them and magic-users don't.

Special Shield Defense

A character with a shield may choose to have it completely absorb all the damage from any attack (including a critical hit). A non-magical shield shatters when it does so. A magical shield permanently loses one point of is magical AC bonus when it does so, becoming a non-magical shield if its magical AC bonus is reduced to zero.

Notes for the Gamemaster: This is a simple rule that encourages the use of shields. It is also a fun option that many players seem to enjoy.

Shield Wall

Characters who have and can use shields in battle can form a shield wall with other shield users. Forming a shield wall causes each person in the wall (including hirelings) to automatically lose initiative in exchange for an additional +1 to AC per adjacent ally (so a max of +2) so long as they remain in formation.

Notes for the Gamemaster: This is a defensive option that will not overpower your games. It's low complexity too so it should not make combat more complex.

Climbing On Enemies

Instead of attempting to grapple with an enemy much larger than herself, a character may choose to attempt to climb up its body. While you are clinging to your opponent, you get a +2 bonus to all attacks made against it, and in most cases the only attack it can safely make against you is to attempt to shake or throw you off. In this event, make a Dexterity roll to hang on. If you fail, you take falling damage appropriate to the height you fell from or distance you were thrown. At the Gamemaster's option, particularly huge monsters might offer a larger bonus in exchange for additional climbing. Large enough monsters that are possessed of hands, tentacles or other highly dextrous structures, might instead be able to grab and squeeze a creature that attempts to climb them, dealing an appropriate amount of automatic damage.

Notes for the Gamemaster: This is a version of a popular old school house rule. It's a fun alternative to grappling.

Watercraft Table

	Required Crew	Sailing Feet per Round	Rowing Feet per Round	Sailing Miles per Day	Rowing Miles per Day	Cargo (lbs.)	Armor Class	Structural Hit Points
Boat, river	10	-	60	-	36	3,000	8	20 to 45
Boat, sailing	1	120	-	72	-	2,000	8	20 to 45
Canoe	1	-	60	-	18	600	9	5 to 10
Galley, large	250	120	90	72	18	4,000	7	95 to 120
Galley, small	100	150	90	90	18	2,000	8	75 to 100
Galley, war	400	120	60	72	12	6,000	7	125 to 150
Lifeboat	1	-	30	-	18	1,500	9	12 to 18
Longship	75	150	90	90	18	4,000	8	65 to 80
Raft	1	-	30	-	12	5 per sq. foot	9	5 per sq. foot
Sailing Ship, large	70	120	-	72	-	30,000	7	125 to 180
Sailing Ship, small	12	150	-	90	-	10,000	8	65 to 90
Sailing Ship, transport	12	120	-	72	-	30,000	7	125 to 180

Adventures at Sea

On occasion, characters will need to travel by sea, whether to find a lost island full of riches, or simply to get from one coast to another. The rules in this section also cover travel on rivers. Characters might have to travel by river deep into impenetrable forest or jungle to reach a set of ruins.

Water Vessels

The characters might employ any number of watercraft. Some vessels are small, and they can steer them on their own, while others require a great number of people to operate. The Watercraft Table details different kinds of water vessels, as well as their speeds when rowed or sailed, their structural hit points and armor class, and maximum cargo load.

Hit points operate in the same manner as hit points do for monsters and characters. If a vessel is damaged to 0 or fewer hit points, it will no longer move and ship weapons no longer function. The ship has 1d10 rounds before it will sink.

Ship Weaponry

Galleys are capable of having a ram, but only a war galley automatically has one. Galleys that are not equipped with a ram can be purchased with a ram at +30% of the normal cost for the ship. All galleys and longships may be equipped with a catapult. Catapults must be equipped with shot, which weighs 200 pounds per 20 shot.

Water Conditions

When traveling on rivers, the listed distances various vessels can travel in a day can be modified if the current is particularly fast or if vessel is moving up stream. Adjust the average miles traveled each day up or down by 1d8 +4 miles, as appropriate. The Gamemaster might invoke other penalties, depending on what hardships a vessel encounters on a river. Shallow water, waterfalls, twisting waters, rapids, or sand bars might impact travel times.

When traveling at sea far from shore, smaller boats, including all galleys, are not appropriate and cannot handle the potential difficulties the open sea can offer. These vessels are restricted to water voyages in rivers, lakes, and near the shore at sea.
There are many possible conditions at sea that might impact the average travel times listed for each vessel. The Gamemaster will check water conditions at the start of each day by rolling 2d6. A result of 12 indicates strong winds and storms, and a 2 means that the day is completely devoid of wind and a ship that is incapable of rowing cannot move all day. Any vessel with sails can attempt to move with the wind to avoid damage from strong winds. However, this may not carry the ship in the direction of preferred travel. The direction will be chosen by the Gamemaster. The vessel travels at the average speed x3. If the ship encounters land during this travel, it has a 25% chance of finding a safe place to hide along the shore. Otherwise, the ship is destroyed on the shore, by landing too fiercely or otherwise hitting shallow waters and rocks. In these windy, stormy conditions a galley has an 80% chance of being overrun with water and sinking. If it is near shore when the storm hits, a galley can find a safe harbor 100% of the time if the shore relatively clear of physical dangers. Otherwise, a galley will find a safe harbor on a roll of 1 or 2 on 1d6. Note that if the roll indicates no wind for the day, ships that can move by rowing can move their normal rowing speed for the day. Sailing ships are unable to move significantly under these conditions.

The system outlined above is a simple system for deciding conditions at sea. If the Gamemaster desires a more detailed set of guidelines, he should roll 2d6 at the start of each game day and consult the Wind Conditions table.

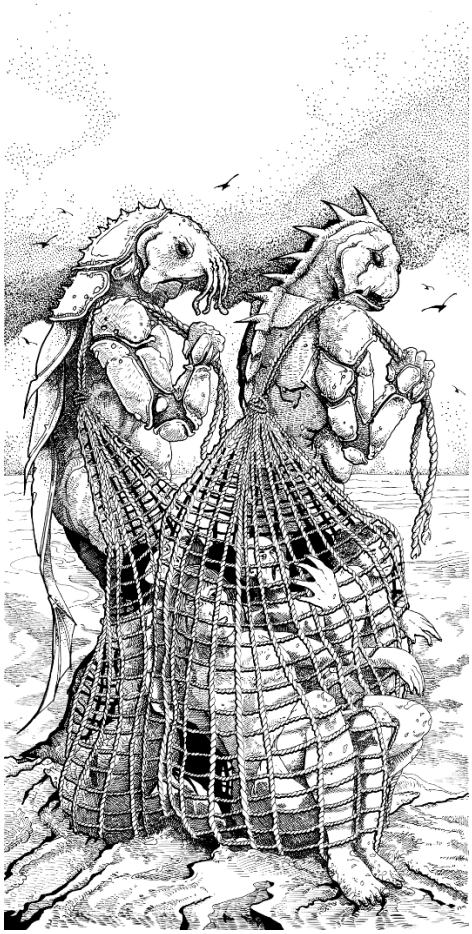
Wind Conditions Table

Roll Result	Movement Adj.	Wind Conditions
2-4	None	Normal
5	No sailing, -2/3 rowing	No wind
6	-2/3 all movement	Slightly unfavorable
7	-1/2 all movement	Unfavorable
8	-1/3 all movement	Greatly unfavorable
9	+1/3 all movement	Light favorable
10	+1/2 all movement	Medium favorable
11	All movement x2*	Extremely favorable
12	All movement x3**	Fierce wind

*All ships have a 10% probability of taking on water (20% for galleys), which will incur a penalty of –1/3 to movement. The ship will need to seek maintenance at a dock to remove the water.
**The ship will travel in a random direction determined at the Gamemaster's discretion, as discussed previously.

Encounters at Sea

Monsters can surprise a ship, but because monsters native to the water cannot generally be seen, or "sneaked up on," a ship may never surprise a monster. When the Gamemaster rolls for a random encounter, the distance the monster is from the group is the same as in other wilderness encounters (4d6 x10 yards).



Assuming weather conditions are normal, other ships can be seen when up to 300 yards away and land can be seen from up to 24 miles. These visibility distances could be reduced by 90% their normal distance when in harsh weather or dense fog, or some other penalty might be used depending on conditions.

Waterborne Chases

When two waterborne vessels, or a ship and a monster, encounter one another, one party may choose to flee. The distance between each of the groups is determined as a normal encounter. Success depends entirely on luck and the difference between the two groups speeds.

If the fleeing party is faster than the pursuer, the base chance of escape is 80%. The base is 50% if both parties have the same movement, and decreases by 10% for every 30' movement the escapee is slower than the pursuer (minimum of 10%). If the fleeing party is successful, the pursuing group cannot try to catch up with the fleeing party for 24 hours, and then only if a random encounter roll indicates an encounter. If a party fails their roll to flee, the pursuer will gain on the fleeing party at a rate of 10 yards per round if the pursuer is slower than the other party or if the pursuer's speed is no greater than 30' more than the fleeing party. If the pursuer's speed is more than 30' faster than the fleeing party, the pursuer will gain on the fleeing party at a rate equal to the pursuer's speed per round.

Waterborne Combat

Time and movement functions in the same way in water combat as it does in other encounters. However, one of the major differences to note is that attacks and damage may be directed at water vessels in addition to characters and monsters. Structural hit points (shp) belonging to vessels are slightly different than hit points (hp) belonging to characters and monsters. They translate at a rate of 1 to 5, or 1 shp = 5 hp. This is important to note, because some monster or spell descriptions list shp damage when directed at vessels.

Vessels and Damage

It takes 5 crewmembers 1 turn to repair 1 shp. This task requires full attention, so any crew involved in repair cannot take any other action during a turn repairing a vessel. Only half of all damage sustained to a ship can be repaired at sea by the crew, the remaining damage can only be repaired by facilities at dock.

Damage to a vessel also impacts vessel movement, due to taking on water and structural damage influencing how the ship passes through water. In 10% increments of damage to shp maximum, the ship's movement will be reduced by an equal percentage. For example, if a ship loses 20% of its shp, its movement will also be reduced by 20%. Movement is also affected in a similar manner when the number of rowers is reduced, such as when rowers are used to repair damage. For example, if 10% of the number of rowers are being used to repair vessel damage, the ship can move at –10% of its normal speed.

Ship-to-Ship Combat

Combat between ships is usually fought by either catapults or rams, both of which are detailed below. Some ships may be equipped with these weapons, as indicated previously.

Catapult
Rate of fire: variable; 1/5 rounds with 4 crew; 1/8 rounds with 3 crew; 1/10 rounds with 2 crew
Range: 150-300 yards
Attacks as: Fighter level equal to crew number firing
Area effect: 10' square
Damage: 3d6 shp or 1d6 shp fire per turn
Catapults can be operated by a variable number of crew, and this will affect rate of fire and attack ability as indicated above. The standard 3d6 damage reflects firing a solid missile. Burning damage from combustible loads and pitch do the indicated fire damage. In takes a minimum of 5 crewmembers 3 turns to extinguish flames caused by a fire attack. For every five additional crewmembers, this time can be reduced by 1 turn to a minimum of 1 turn. A catapult cannot be used to attack a ship that is closer than the minimum range indicated.

Ram
Range: Touch
Attacks as: Monster of under 1 HD
Damage: (1d4 +4) x10 shp or 3d8 hp; (1d6+5) x10 shp or 6d6 hp
The different damages listed for a ram apply as follows. The first shp value listed applies to rams on small vessels when attacking another vessel. The first hp value listed applies to attacking large aquatic monsters. Similarly, the second damage values apply to rams on larger ships to other ships or large aquatic monsters, respectively.

Boarding Vessels

When the occupants of both side-by-side vessels wish to board one another, their mutual intent makes the action succeed with no chance of failure. If only one side wishes to board the other, then the side that wishes to board has a 35% chance (1-35 on d00) of being able to successfully maneuver the two ships to a boarding position and clamp them together with grappling hooks. Once crewmembers come into contact with one another, combat ensues following the standard combat rules. When characters are in the act of boarding another ship, they suffer a penalty of –2 to attack rolls and armor class.

Attack Tables

Character Attack Table

Classes			Attack Value For Armor Class *Roll 1d20 and hit the Armor Class with the listed value or higher*															
Assassin, Bard, Cleric & Thief	**Barbarian Fighter, Paladin, & Ranger**	**Magic-User & Illusionist**																
Level Ranges			**-6**	**-5**	**-4**	**-3**	**-2**	**-1**	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**
	0 Human		20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
1-3	**1-2**	**1-3**	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
4-5	**3**	**4-7**	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
6-8	**4**	**8-10**	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
9-10	**5**	**11-12**	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
11	**6**	**13**	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
12	**7-8**	**14-15**	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
13-14	**9**	**16-18**	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
15-16	**10-11**	**19-20**	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
17-18	**12**	**21-23**	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
19-20	**13**	**24+**	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2
21+	**14**		15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2
	15		14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2
	16		13	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2
	17		12	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2
	18		11	10	9	8	7	6	5	4	3	2	2	2	2	2	2	2
	19+		10	9	8	7	6	5	4	3	2	2	2	2	2	2	2	2

Monster Attack Table

Attacking	Attack Value for Armor Class															
Monster HD	**-6**	**-5**	**-4**	**-3**	**-2**	**-1**	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**
1 or less	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
1+ and 2	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
2+ and 3	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
3+ and 4	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
4+ and 5	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
5+ and 6	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
6+ and 7	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
7+ to 9	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
9+ to 11	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
11+ to 13	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2
13+ to 15	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2
15+ to 17	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2
17+ to 19	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2
19+ to 21	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2
21+ and above	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2	2



Encounter and Combat Example

In this example of an encounter with combat, we have the following four characters: Katrina (1st level fighter); Arthur the Holy (2nd level cleric); Blowfin (1st level halfling fighter); and Radburn (1st level fighter).

The brave adventurers proceed down a winding, damp cavern corridor. Radburn leads the marching order, followed by Blowfin, Arthur, and Katrina. Abruptly, 5 orcs leap into the corridor from a hidden alcove. The Gamemaster checks to see if the PCs are surprised, and rolls a 3 on 1d6. Luckily, the characters can react. Katrina announces that she will be casting the spell *magic missile* at an orc this round. The others announce that they will be attacking the orcs with weapons. Next, the Gamemaster and one player each roll 1d6 to see which side of the encounter wins initiative. The Gamemaster rolls a 6 and the players roll a 3. The orcs get to attack first!

One snarling, pig-faced orc attacks Katrina, wielding a short sword. The Gamemaster rolls 1d20 for the orc, to see if it hits. The orc rolls a 17; since the orc needs to roll a 12 or higher to hit Katrina's AC of 7 [12], he stabs Katrina with the short sword. The Gamemaster rolls a 3 on 1d6 for damage. Katrina now has 3 hp from her maximum of 6.

One orc lashes at Blowfin, rolling a 4. He misses Blowfin' AC of 6 [13].

Two orcs attack Radburn. One orc rolls a 15 and the other rolls 16. They need to roll 14 or higher to hit Radburn's AC of 5 [14]. They both hit. The first orc deals 4 hp of damage. The second deals 6 points of damage, for a total of 10 hp of damage. Radburn had 7 hp, so his new total is –3. Radburn gasps, gurgling blood, and drops to the cavern floor dead.

Arthur the Holy is attacked by one orc. It rolls a 6. It needed to roll 12 or higher to hit Arthur's AC of 7 [12], so it misses.
Since the orcs have acted, it is now time for the PCs to act. Katrina intended to cast a spell this round, but since she took damage from the orcs her spell does not take effect and it is lost. She may take no other action this round.

Blowfin stabs at an orc with his short sword, and rolls a 14. He needed a 13 or better to hit the orc's AC of 6 [13], so he hits. He rolls a 1, for 1 hp of damage. The orc now has 4 hp.

Arthur attacks an orc with his mace, rolling a 15, he needed to roll 13 or higher, so he hits. He rolls 4 hp of damage. The orc had exactly 4 hp, so it crumples to the floor dead.

The first round of the encounter ends.

There are 4 orcs remaining at the beginning of the next round, and the PCs have lost their dear friend Radburn, whose lifeless body lies nearby. The Gamemaster asks the players what they intend to do on the second round, and they all announce that they attack the orcs. Each side rolls for initiative again. The Gamemaster rolls a 1, and the players roll 4. The players act first this round.

Katrina attacks an orc with her long sword. She rolls a 14 to hit, which is one better than she needed to hit the orc's AC of 6 [13]. She rolls 8 hp of damage! The orc had 8 hp, so with a groan it falls to the ground dead.

Blowfin stabs at his orc again and rolls 15. He hits, and rolls 2 hp damage. The orc now has 2 hp remaining.
Arthur attacks a new orc, rolling 17, for another hit! He rolls a 5, and since the orc had 4 hp, it is now at –1 hp and it dies.
The orcs get to attack now, but there are only 2 orcs left. The first orc attacks Arthur, rolling 13. The orc needed 13 or higher to hit Arthur's AC of 6 [13], so he hits. The orc rolls 5 hp of damage. Arthur only had 5 hp, so he now has 0. He falls in a heap near Radburn, on his way to meet his god.

The second orc attacks Blowfin. It rolls a 19 to hit, which is well above the 13 it needed to hit Blowfin' AC of 6 [13]. It rolls 3 hp of damage, and since Blowfin had 4 hp, he is now gravely wounded with only 1 hp remaining.

The second round of the encounter ends. Since all but two orcs have been killed, the Gamemaster decides to make a morale check for the orcs. The roll result is 7 on 2d6. The orcs' morale score is 8, so the Gamemaster rules that they will stay and fight to the death.

The players announce that their characters will attack the remaining orcs this round, and each side rolls initiative. The Gamemaster rolls a 1, and the players roll a 6. The players attack first. Katrina attacks an orc, and rolls a 15. Since she needed to roll 13 or higher, she hits. She rolls 5 hp of damage. It had 5 hp, so it falls to the ground with the rest of its companions, dead. Blowfin successfully attacks the last orc, dealing 3 hp damage. It only had 2 hp remaining. The last orc collapses, defeated!

Katrina and Blowfin have no time to mourn the loss of their friends; there are too many dangers lurking nearby. They quickly take the money and most useful items from the corpses of their companions. They search the pockets of the dead orcs and find a few more gold coins. Then they quietly run further down the corridor, looking for a safe place to rest.



SECTION 7: MONSTERS

Monsters: Introduction

In *BX Advanced*, the term "monster" can generally refer to any being other than the player characters. Monsters are listed in this section in an encyclopedic format. Each monster has certain characteristics, which are defined below. Though each monster listing can be considered to represent the "average" specimen of a particular creature, the Gamemaster can alter the abilities and power level of any creature to fit the situation. It is assumed that all monsters, except NPC humans, have infravision of 60'. The following terms are used to define the characteristics of monsters.

Number Encountered: This variable number represents the typical number of this type of monster that will appear together at one time if encountered on a dungeon level equal to the hit dice of the monster. For example, if a 4 HD creature has a Number Encountered listing of 1d8, then when this creature is encountered on the 4th level of a dungeon, 1d8 of the creatures will be encountered. The Gamemaster should alter the Number Encountered if the monster is encountered on a different dungeon level. In general, the number should be reduced if the creature is encountered on a higher level, and increased if encountered on a lower level. These adjustments account for characters of higher level exploring deeper dungeon levels, and lower level characters exploring higher (less depth) dungeon levels.

A number range in parenthesis represents the number of monsters of a type that typically inhabits their "nest" or lair, or the number that will be encountered in a wilderness setting.

Alignment: All monsters will be lawful, neutral, or chaotic. Many monsters are either unintelligent or are simply unconcerned about law and chaos, and are considered neutral. Note that a monster must be intelligent to speak or understand its alignment language.

Movement: There are two listings under this category. The first represents a number in feet per turn that a creature may move. The second value provided in parentheses represents the monster's encounter movement, which are in feet per round. If two different rates are given, the additional movement will relate to movement of a different kind, which will be appropriate to the creature. A couple of possibilities include flying or swimming.

Armor Class: In game terms, the AC of a monster means the same thing as a character's AC. For monsters, this value reflects not only the creature's general agility but also its natural armor, from tough hide or a magical adjustment.

Hit Dice: This value is roughly equivalent to character level, but for monsters it always represents a number of hit points determined by this number of d8s. For example, a 2 HD monster will have 2d8 hit points. Sometimes a value is given as a "+" or "-", in which case this number is added or subtracted from the hit points rolled. A monster will have a minimum of 1 hp. Hit dice further reflect the attack ability of monsters. The hit dice number will be located on the Monster Attack table, and the number needed to hit different armor classes will be used for an encounter. Further, the number of hit dice a monster has is related to how many experience points the characters receive when the monster is killed. Refer to the Monster Experience Points table in Section 5.
Hit dice also are used to determine which dungeon level the monster will be found on. A 2 HD monster will most typically be found on the second dungeon level. As noted above, when monsters are found on a different dungeon level their Number Encountered should be adjusted accordingly.

Attacks: This listing describes how many attacks are available to a monster, per round, and the nature of the attacks. These will be listed in the same order as the appropriate damage in the damage listing.

Damage: Damage is listed in the same order as attacks, and is represented by a number and kind of die that should be rolled, just like weapon damage is rolled. Some monsters may in fact employ weapons. There are a number of special or unusual attacks that monsters can employ, and the effects of these are explained in greater detail below.

Acid: Some monsters employ acid. When acid successfully hits, it does damage because it has made contact with flesh. Once contact is made, acid does not need to make a new successful roll to hit in another round (unless otherwise noted). Most acid can be removed by rinsing it off with water or other non-flammable liquids (beer, wine). The acid breath attack employed by black dragons performs differently in that the acid does not remain active round to round, and damage is only suffered per attack. If armor is destroyed by acid, the character's AC should be adjusted to reflect having no armor.

Charge: In order to make a charge, a monster must have clear terrain and be able to run toward an opponent for 20 yards. The extra momentum of such an attack inflicts double the normal damage. Likewise, if a braced attack is prepared against a charging monster, such as a spear braced in the ground, a successful hit will deal double damage to a charging monster.

Charm: Some monsters are able to charm characters in a similar way as the spell *charm person*. The character receives a saving throw versus spells. However, when a monster charms a character, he is also confused and unable to use spells or magic items that require either commands or concentration. Like the effects of the spell, characters charmed by monsters will obey instructions so long as they are not directly harmful to the character. If the monster and charmed character cannot communicate due to a language barrier or some other situation, the charmed character will act in the interest of the monster, to protect it. Some charm effects have a duration, but if the monster is killed the effects will disappear.

Continuing Damage: Some monsters have attacks that, once successful, continue to deal damage on subsequent rounds without requiring further rolls to hit. Examples include the constrictive attack of a giant snake, or if a character is swallowed by a giant monster.

Dive: Some monsters capable of flight can attack by swooping in to do a dive attack. Opponents must be in open terrain for this attack to be effective. Like a charge, this attack deals double damage. If the roll to hit is 18 or greater and the flying monster is of sufficient size, it grasps on to the opponent and attempts to carry him away.

Energy Drain: Some monsters, especially undead, have an energy drain attack. No saving throw is permitted. This attack leaches experience levels from characters (or hit dice if used against other monsters). This effect can be reversed by the 7th level cleric spell *restoration*. Note that if a character is drained of a level, all abilities, including hit points, saving throws, etc., are affected as appropriate for the character of the new class level.

Paralysis: The paralysis attack of most monsters lasts 2d4 turns, and a saving throw versus paralysis is allowed. When a character is paralyzed, he collapses and is incapable of any movement whatsoever, including speaking or casting spells. Characters remain conscious and aware of their surroundings. The cleric spell *cure light wounds* can negate the paralysis, but no hit points are healed when the spell is used in this way. Paralyzed characters are very vulnerable to attack, and no roll to hit them is required.

Poison: One of the most dreaded attacks of some monsters is poison. A character exposed to the poison of a monster, unless otherwise noted, must succeed in a saving throw versus poison or be instantly killed. The 4th level cleric spell *neutralize poison* can be used to counter this effect.

Swallow Attack: Some monsters are capable of swallowing a character whole, and will ordinarily do so in an attack if a "20" is rolled to hit. Characters who are swallowed will suffer damage every round until they die, or until the monster is killed. If a character who has been swallowed has a sharp weapon, he may attack the monster from inside its belly with a to hit penalty of –4. Should a swallowed character die and remain in a monster's belly for 6 turns, he has been irrecoverably digested.

Trample: When a monster tramples, it stomps or throws its weight against an opponent to deal damage due to its immense bulk. This attack adds +4 to hit if the opponent is human-sized or smaller. Any monster capable of this attack will do so 3/4 of the time (1-3 on a d4), and the remaining times will employ any other forms of attack available to it. Large numbers (20 or greater) of normal sized animals may also attempt a trample attack, such as a herd of cattle. These kinds of trample attacks deal 1d20 hit points of damage.

Save: Like characters, monsters have saving throws. Monsters have saving throws that are the equivalent of a particular class and class level. Usually, this is the Fighter class, but it can be any class. Monsters that are unintelligent often save as a Fighter of a level equal to one-half of the monster's hit dice number, rounded up. The following abbreviations are used in the monster listings, and are followed by a number indicating which level of the class a monster saves as: Cleric, C; Fighter, F; Magic-User, MU; Thief, T; Dwarf, D; Elf, E; Halfling, H.

Morale: This is the number that the Gamemaster refers to when testing for morale. The Gamemaster will roll 2d6 according to the Morale Check optional rule in Section 6. Any monster that fails this check will attempt to flee or surrender.

Hoard Type: This listing refers to the Treasure Hoard Type of the monster, and will consist of a roman numeral. This roman numeral is cross-referenced on the Treasure Hoard Type table to determine the treasure that is found in the lair of a monster. If the treasure quantity is fairly small, a monster may have this on its person, but usually treasure is kept in a secure location.

XP: This abbreviation stands for experience points. It is the precalculated total for the monster, taking into account its HD and any special abilities. Note that if a monster has variable HD, this total reflects a monster with the lowest HD possible, and XP will need to be recalculated for more powerful monsters.

Abbreviations
In written adventures, when monsters are indicated, their characteristics are typically abbreviated in the following order and format: AL, alignment; MV, Movement; AC, armor class; HD; hit dice; #AT, number of attacks; DG, damage; SV, save; MR, morale.

For example:
AL N, MV 90', AC 6, HD 1, #AT 1, DG 1d4, SV F1, MR 7
Alignment is abbreviated as follows: L, light; N, neutral; D, dark.

Habitat Density (Optional)
In any habitat appropriate to a creature, a ***habitat density*** rank can be used to give an indication of the relative commonality of that creature, in the context of all available creatures that might be encountered. This value is most relevant when designing random encounter tables, as the probability corresponding to the ranks is considered when designing which proportion of encounters will result in any given specific creature encounter. Habitat density rank is idiosyncratic to the campaign world and specific region; therefore, no standard habitat density ranks are assigned to monsters. This should be done by the referee.

Habitat Density Ranks

Rank	Probability	d00
Profuse	65%	01-65
Common	20%	66-85
Sparse	10%	86-95
Rare	5%	96-00

The referee creates a list of creatures that can be encountered in an environment. He then assigns each creature a habitat density rank appropriate for the game world, campaign, and specific area. A habitat might be as broad as "forest" or as specific as "forest within 5 miles of the castle," depending on the scope and needs of the referee. The environment could be an entire dungeon level, or a portion of a dungeon level or sublevel. On any given encounter table there will be a 65% chance of encountering *profuse* creatures. The chance of encountering any specific *profuse* creature is relative to how many profuse creatures are in that environment, and odds are divided evenly between them within that 65%.

There are various ways these encounter tables might be constructed. A more complicated method is to assign percentile points to each creature, accounting for the likelihood of encountering each creature within a habitat rank. For example, if there are 5 common creatures on a table, and since there is a 20% chance of encountering common creatures, each common creature would be assigned 4%. If there were 10 common creatures, they would each be assigned 2%.

Another method is to simply have a list of creatures for each environment divided into sections by density rank. Roll percentile dice on the habitat density ranks table when an encounter occurs. Then roll for a creature from your list, with an equal chance per creature.

Lair Encounter (Optional)
Since treasure hoards (except personal treasure Hoard Types I-IV) will only be present in a creature's lair, and since the number of creatures encountered sometimes varies depending on whether they are found in their lair, guidelines can be helpful for determining whether a creature in a random encounter is in its lair. The guidelines presented here are broad and meant to be used as an easy way of determining lair encounters. This system could be made more complicated, with additional factors, and this is left to the preference of the Gamemaster.

Note that in the monster listings the number provided for *No. Enc.* is the number found in a dungeon. The number in parentheses is the number of creatures encountered when in the wilderness *or* in a lair. It is important to note that not all creatures actually have lairs. Some always wander. If a creature has 0 (2d4) listed under number encountered, for example, the creature is never found in a dungeon and when encountered in the wilderness it may or may not lair.

It is important for the referee to distinguish between creatures that do and do not have lairs. This is determined solely by the judgment of the referee. If a creature has a Hoard Type, then unless there are special circumstances it almost certainly has a lair somewhere to store that treasure. Of course, if a creature has no treasure and the number encountered is the same whether found in a dungeon or wilderness/lair, then whether they have a lair might be irrelevant.

As a general rule, creatures encountered in the wilderness will be found in their lair a base 50% of the time. Creatures encountered in a dungeon that lair there will be encountered in their lair a base 30% of the time. Modifiers can be applied to this base depending on the nature of the creature, at the discretion of the referee. Modifiers need not always be applied. See the following table for suggested modifiers based on characteristics of the monsters. These modifiers should generally *not* be cumulative; the larger modifier should be used.

Monster Traits	Modifier
Solitary	+10 to 30%
Extraplanar	+20 to 40%
Winged, avian	-20%
Pack animal	-25%
War-like, humanoid bands	-25%
Secretive, hides lair	-30%



Monster Listings

A

Aerial Servant

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	240′ (80′)
Armor Class:	16
Hit Dice:	16
Attacks:	1
Damage:	8d4
Save:	8
Morale:	10
Hoard Type:	None
XP:	3,300

Aerial servants are semi-intelligent creatures from the elemental plane of air that often roam the astral and ethereal planes. On those planes they have a vaguely visible form, but when on the material plane they are invisible. They normally are only found on the material plane as a result of being summoned by a cleric and commanded to perform some task, often being required to use their immense strength to carry objects or aid the summoner. They may carry 1,000+ pounds, and have an immense strength which they can use to hold a human-sized or smaller target immobile. To break free, the victim must have a STR of 18, and even then there is only a 50% chance to break away. Victims with STR of 19 or higher may escape with no roll. Aerial servants have keen senses, and are only surprised on 1-4 on a d6. An aerial servant that fails or is thwarted in its mission becomes insane and immediately returns to the caster who summoned it and tries to kill him.

Ankheg

No. Enc.:	1d6 (1d6)
Alignment:	Neutral
Movement:	120′ (40′)
Armor Class:	3 [16]
Hit Dice:	1d6+2
Attacks:	1
Damage:	3d6, +1d4
Save:	14
Morale:	9
Hoard Type:	XIX
XP:	80-2,800

The ankheg is a burrowing monster with a taste for fresh meat. It has six legs, and some specimens are yellow rather than brown. It is about 10 feet long and weighs about 800 pounds, and has an insect-like exoskeleton. An ankheg burrows with legs and mandibles, and moves at half speed when it does so. It often digs a winding tunnel up to 40 feet below the surface in the rich soil of forests or farmlands. The tunnel is 5 feet tall and wide, and from 60 to 150 feet long. An ankheg usually lies 5 to 10 feet below the surface until its antennae detect the approach of prey. It then burrows up to attack. In addition to bite damage, the ankheg has acidic, digestive saliva that inflicts an additional 1-4 hp damage each round. If desperate, the creature can produce an acid spray once per day that inflicts 8d4 hp damage, but this uses up the acidic saliva for a 24 hour period.

Ant, Giant

No. Enc.:	2d4 (4d6)
Alignment:	Neutral
Movement:	180′ (60′)
Armor Class:	3 [16]
Hit Dice:	4
Attacks:	1
Damage:	2d6
Save:	16
Morale:	7
Hoard Type:	VI
XP:	80

Giant ants are hardy and adaptable. Workers are about 6′ long, but the queen may be immense. Giant ants eat almost anything, since they are omnivores, and will never retreat if defending the nest. They will tend to only have a small amount of treasure around, from past opponents, but in some rare instances giant ants will inexplicably mine precious metals. This occurs in about 30% of nests, and there will be as much as 1d10x1000 gold pieces worth of raw gold nuggets.

Ape

	Chimpanzee	***Gorilla***
No. Enc.:	1-4 (3d4)	1-4 (3d4)
Alignment:	Neutral	Neutral
Movement:	120′ (40′)	120′ (40′)
Armor Class:	6 [13]	6 [13]
Hit Dice:	3	4+1
Attacks:	3	3
(2 claws, 1 bite)	(2 claws, 1 bite)	
Damage:	1d3/1d3/1d6	1d3/1d3/1d6
Save:	16	15
Morale:	9	8
Hoard Type:	None	None
XP:	50	80

	Albino	***Man-Eating***
No. Enc.:	1d6 (2d4)	2d4 (3d4)
Alignment:	Neutral	Neutral
Movement:	120′ (40′)	120′ (40′)
Armor Class:	6 [13]	6 [13]
Hit Dice:	4	5
Attacks:	2 (2 claws)	3
(2 claws, 1 bite)		
Damage:	1d4/1d4	1d4/1d4/1d8
Save:	16	13
Morale:	7	10
Hoard Type:	None	XIX
XP:	80	350

Apes are distantly related to humans, and usually live in tropical wooded environments. They have different behaviors depending on the species, but deal powerful claw and bite attacks when threatened.

Chimpanzee: These apes are most closely related to humans, and are much more aggressive than gorillas. They may attack with very little provocation, and have a taste for meat.

Gorilla: Gorillas are larger than chimpanzees but less aggressive. They often fight only when threatened or to defend their territory. They are exclusively vegetarian.

Albino: Albino apes are adapted to living in a subterranean environment, only venturing to the surface to forage for food at night. As such, they have lost all pigment. Albino apes will vocalize and act aggressive if other creatures come near their lair, and may attack. In addition to two claw attacks, albino apes can throw rocks for 1d6 hit points of damage per round. Albino apes may occasional be found as pets to Neanderthals or Morlocks.

Man-Eating: Man-eating apes are related to chimpanzees, but are much fiercer, larger than gorillas, and have an insatiable desire to consume humanoid flesh. They attack with powerful claws and a bite, and if both claws hit the same target in the same round, the victim suffers an extra 1d8 hp damage. Man-eating apes are more intelligent than other apes (average INT 8), and have sharp senses that allow them to be surprised only on 1 in 1d6.

Astral Raiders

No. Enc.:	1-8 (3d12 in Astral lair)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	3 [16]
Hit Dice:	4
Attacks:	1
Damage:	1d6 or by weapon
Save:	14
Morale:	8
Hoard Type:	VII

From the depths of the Astral plane come the dreaded Astral Raiders, thin, emaciated beings that wield strange swords and even stranger powers. These sinister humanoids wear ornate and efficient armor and most will carry Crystal Swords (q.v.) with them. What they do on this plane is largely unknown and these creatures keep to themselves, although the Astral Raiders sometimes appear to be stranded or lost and will, at these times of apparent duress, work with wizards or others that might be able to get them back to the Astral Plane.

Astral Raiders have powers that can be considered spell-like abilities, although these powers seem to come from the mind alone. These powers are:

Astral Bolt: Twice per day an Astral Raider can project a mental blast at a target, if the victim of this power fails a save versus spells and spell like devices they suffer 1-6 hit points of damage. This power can be adjusted to 1d6 per level of the creature, assume a typically encountered Astral Raider is around the 4th level of experience.

Despair: Once per day an Astral Raider may attack by attempting to cause a sense of malaise or despair in any foe within 100 feet. Those who fail a save versus magic and magical devices are -1 to strike an Astral Raider.

Planar Travel: Two or more Astral Raiders can travel to another plane with concentration, yet four or more can do so with more precision. If a band of Astral Raiders is whittled down to a solitary creature, then the remaining individual is considered planebound and may not leave without the assistance of someone or something that can return him or her to the Astral plane.

Sustenance: If an Astral Raider concentrates for thirty minutes undisturbed he or she may somehow be able to function normally without food or drink for 1d6 days. This ability may only be used twice within a 30 day period of time.

Magic-User Astral Raiders are also sometimes encountered on the Prime Material plane and these are usually 4th-8th level in experience, with appropriate spells. The typical Astral Raiders will usually be the more martial type as described above.

Bands of Astral Raiders who routinely visit the Prime Material plane may have made pacts with different types of monsters (dragons, manticores, trolls, etc.) and will often return to the lairs of these creatures as soon as they arrive for protection and information gathering purposes.

Axe Beak

No. Enc.:	1d6 (2d4)
Alignment:	Neutral
Movement:	180' (60')
Armor Class:	6 [13]
Hit Dice:	3
Attacks:	3 (2 claws, 1 bite)
Damage:	1d3/1d3/2d4
Save:	15
Morale:	8
Hoard Type:	None
XP:	50

The axe beak is a prehistoric flightless, carnivorous bird that resembles a 7' tall ostrich. It is an aggressive hunter and has a strong, thick neck and a sharp beak.

B

Baboon

	Normal	***Higher***
No. Enc.:	2d4 (1d4x10)	2d6 (5d6)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	7 [12]	6 [13]
Hit Dice:	1+1	2
Attacks:	1 (bite)	2 (bite, club)
Damage:	1d4	1d3/1d6
Save:	18	16
Morale:	7	8
Hoard Type:	None	VI
XP:	15	20

Baboons are powerful and aggressive primates adapted to life on the ground. They prefer open spaces but climb trees to find safe places to rest overnight. A typical baboon is the size of a big dog. Males can be 2 to 4 feet long and weigh as much as 90 pounds. When encountered as a large group, there will be 2d4 males that have +1 to damage. In these large groups, 50% of their total number are young that do not engage in combat.

Higher Baboon: Higher baboons are larger, more intelligent omnivores that have a higher tendency to hunt for meat. They bite, but also may use sticks as clubs. The higher baboon lives in packs like its smaller, less intelligent cousin, and are led by the biggest, strongest male. Higher baboons are aggressive, and are easily stimulated to fight.

Badger

	Normal	***Giant***
No. Enc.:	1d2 (1d4+1)	1d2 (1d4+1)
Alignment:	Neutral	Neutral
Movement:	60' (20')	60' (20')
Armor Class:	4 [15]	4 [15]
Hit Dice:	1+2	3
Attacks:	3 (2 claws, bite)	3 (2 claws, bite)
Damage:	1d2/1d2/1d3	1d3/1d3/1d6
Save:	18	16
Morale:	8	8
Hoard Type:	None	None
XP:	15	50

The badger is a furry animal with a squat, powerful body. Its strong forelimbs are armed with long claws for digging. They move at half their normal movement when burrowing. An adult badger is 2 to 3 feet long and weighs 25 to 35 pounds. Badgers attack with their sharp claws and teeth. If found in a group, it will consist of a mated pair and offspring.

Giant Badger: Giant badgers have the same habits as their smaller cousins, but are double their size.

Basilisk

No. Enc.:	1d6 (1d6)
Alignment:	Neutral
Movement:	60′ (20′)
Armor Class:	4 [15]
Hit Dice:	6 + 1
Attacks:	2 (bite, gaze)
Damage:	1d10/petrify
Save:	13
Morale:	9
Hoard Type:	XVII
XP:	570

A basilisk is a reptilian monster that petrifies living creatures with a mere gaze. A basilisk usually has a dull brown body with a yellowish underbelly. Some specimens sport a short, curved horn atop the nose. An adult basilisk's body grows to about 10 feet long. Basilisks often live in dense woods or dungeons. Any victim that either gazes directly at the basilisk or touches the basilisk is required to make a saving throw versus petrify or he turns to stone. The only way a character may avoid meeting the basilisk's gaze when in combat is to look away or view the creature through a mirror. Looking away reduces attack rolls by –4, and attacking while viewing through a mirror has a penalty of –1. A basilisk is not immune to its own gaze, and if it sees itself in a mirror (roll 35% or less on d00) it must succeed in a saving throw versus petrify or it turns itself to stone.

Bat

	Normal	***Giant***
No. Enc.:	1d00 (1d00)	1d10 (1d10)
Alignment:	Neutral	Neutral
Movement:	9′ (3′)	30′ (10′)
Fly:	120′ (40′)	180′ (60′)
Armor Class:	6 [13]	6 [13]
Hit Dice:	1 hp	2
Attacks:	confuse	1 (bite)
Damage:	None	1d4
Save:	18	15
Morale:	6	8
Hoard Type:	None	None
XP:	6	20

Bats live in sheltered caverns or abandoned buildings, and are nocturnal mammals with leathery wings. Their nocturnal lifestyle has made typical eyesight useless to them, but they are able to navigate with a refined use of sound, or echo location. For this reason, no spells or other influence that would normally blind an opponent will affect bats, but the spell silence 15′ radius negates their ability to echolocate.

Bats, Normal: These bats are small and do not attack for significant damage. However, when in a group of 10 or more they are able to confuse by swarming around an opponent. When confused by a swarm of bats, an opponent makes all rolls to hit and all saving throws with a penalty of –2. No spell casting is possible. Normal bats are not particularly prone to fight, and as such they are susceptible to a morale check once each round. This does not apply to bats that are under another's control.

Bats, Giant: These bats are larger than normal bats and are fierce carnivores. About 95% of giant bats are of this normal variety, but the remaining portion are also vampiric and have a paralyzing bite that will cause paralysis if a saving throw versus paralyze is not rolled successfully. This paralysis lasts for 1d10 rounds. Unless otherwise distracted, a giant vampiric bat will feed on a paralyzed victim, dealing 1d4 hit points of damage per round. If the opponent is killed by this attack, he must succeed in a saving throw versus spells or he will rise again as a vampire one day after his death.

Bear

	Black	***Grizzly***
No. Enc.:	1d4 (1d4)	1 (1d4)
Alignment:	Neutral	Neutral
Movement:	120′ (40′)	120′ (40′)
Armor Class:	6 [13]	6 [13]
Hit Dice:	4	5
Attacks:	3 (2 claws, bite)	3 (2 claws, bite)
Damage:	1d3/1d3/1d6	1d3/1d3/1d6
Save:	16	16
Morale:	7	8
Hoard Type:	VI	VI
XP:	80	200

	Polar	***Cave***
No. Enc.:	1 (1d2)	1d2 (1d2)
Alignment:	Neutral	Neutral
Movement:	120′ (40′)	120′ (40′)
Armor Class:	6 [13]	5 [14]
Hit Dice:	6	7
Attacks:	3 (2 claws, bite)	3 (2 claws, bite)
Damage:	1d3/1d3/1d6	1d3/1d3/1d6
Save:	15	14
Morale:	8	9
Hoard Type:	VI	VII
XP:	320	440

Bears can live in many different climates, and are dangerous predators. They attack with both claws and a bite, and if both claws successfully strike in one round, the bear also squeezes the character in a powerful hug that does an additional 2d8 hit points of damage. All bears are omnivorous, but some kinds of bears prefer flesh more than other kinds.

Black Bear: A black bear averages 6′ tall, has black fur, and eats a variety of fruits and other foliage more frequently than meat. Though they will give their lives in defense of their cubs, black bears do not usually engage in combat unless they are forced to.

Cave Bear: These immense prehistoric bears are 15′ tall and are vicious hunters. They live in caves and caverns, and particularly savor humanoid flesh. They are able to follow wounded creatures by the smell of their blood.

Grizzly Bear: A grizzly bear may have red or brown fur, and in older individuals it may be silver-tipped. These large bears average 9′ tall, and are more aggressive and interested in meat than black bears.

Polar Bear: These bears live in very cold climates, usually by the sea. They average about 11′ tall and almost exclusively eat meat. They are adept at swimming and moving on ice and snow.

Bee, Giant Killer

No. Enc.:	1d6 (5d6)
Alignment:	Neutral
Movement:	150′ (50′)
Armor Class:	7 [12]
Hit Dice:	1d4 hit points
Attacks:	1 (sting)
Damage:	1d3, see below
Save:	19
Morale:	9
Hoard Type:	None
XP:	7

Although many times larger, growing to a length of about 1′, giant killer bees behave generally the same as their smaller aggressive cousins. Generally, the giant killer bees will attack any creature they encounter, especially if it is near their hive, which is an underground dungeon of tunnels. They attack with a poisonous sting that requires a successful saving throw versus poison.

Failure indicates death. A stinger always breaks off inside the victim, and if the victim survives the poison he suffers an additional 1 hp of damage per round until the stinger is removed. A bee that successfully strikes dies the following round from the trauma of losing its stinger. A character must spend 1 round to remove a stinger. A queen is guarded by 10 giant killer bees. Some of this number (3 + 1d6) will be larger than other giant killer bees, with 1 HD apiece. A queen is a much larger killer bee, with 2 HD. She may sting multiple times, because her stinger does not break off with a successful attack.

Beetle, Giant

	Fire	***Spitting***
No. Enc.:	1d8 (2d6)	1d8 (2d6)
Alignment:	Neutral	Neutral
Movement:	120′ (40′)	120′ (40′)
Armor Class:	4 [15]	4 [15]
Hit Dice:	1 + 2	2
Attacks:	1 (bite)	1 (bite)
Damage:	2d4	1d6, see below
Save:	18	18
Morale:	7	8
Hoard Type:	None	None
XP:	15	38

	Carnivorous	***Boring***
No. Enc.:	1d6 (2d4)	3d6 (3d6)
Alignment:	Neutral	Neutral
Movement:	150′ (50′)	60′ (20′)
Armor Class:	3 [16]	3 [16]
Hit Dice:	3 + 1	5
Attacks:	1 (bite)	1 (bite)
Damage:	2d6	5d4
Save:	18	11
Morale:	9	7
Hoard Type:	VI	VIII
XP:	65	200

	Rhinoceros	***Stag***
No. Enc.:	1d6 (1d6)	2d6 (2d6)
Alignment:	Neutral	Neutral
Movement:	60′ (20′)	60′ (20′)
Armor Class:	2 [17]	3 [16]
Hit Dice:	12	7
Attacks:	2 (bite, horn)	3 (Bite, 2 horns)
Damage:	3d6/2d8	4d4/1d10/1d10
Save:	9	12
Morale:	8	8
Hoard Type:	IX	XXI
XP:	1,200 440	

Fire Beetle: These subterranean, nocturnal beetles are about 2 ½′ long. The fire beetle is so named for the light-producing organs it exhibits on its head and abdomen. They produce light within a 10′ radius. Two of these organs are on the head, and one is on the abdomen. If removed from the corpse of the beetle they will continue to illuminate an area for 1d6 days.

Spitting Beetle: These 3′ long beetles have immense horn-like jaws that inflict damage, in addition to a toxic spray that can squirt an opponent within 5′ of the beetle. When the toxic fluid successfully strikes an opponent, it is extremely painful and causes chemical burns and blisters. This effect makes the opponent suffer a –2 penalty to hit rolls for 1 day, or until the spell cure light wounds is used. These beetles can be found above and below ground.

Carnivorous Beetle: These fierce carnivorous beetles have a carapace with markings resembling the hide of a tiger. Though they often hunt giant insects, they also attack and eat large mammals, including humanoids.

Boring Beetle: These 9′ long beetles live beneath the earth, where they cultivate and harvest various molds and fungi on rotting wood or vegetable matter they hoard underground. They have social behavior not unlike ants, where each beetle seems to intuitively understand its job.

Rhinoceros Beetle: These 12′ long beetles have a 6′ long horn, which they use as an effective weapon. Rhinoceros beetles feed primarily on leaves, plants, fruits, and other vegetation, but are territorial and will attack creatures when threatened.

Stag Beetle: These creatures are serious pests that greedily devour cultivated crops. A single beetle can strip an entire farm in short order. An adult giant stag beetle is about 10′ long, with 8′ long horns.

Black Pudding

No. Enc.:	1 (0)
Alignment:	Neutral
Movement:	60′ (20′)
Armor Class:	6 [13]
Hit Dice:	10
Attacks:	1
Damage:	3d8
Save:	9
Morale:	12
Hoard Type:	None
XP:	3,100

This black gooey mass slithers about in dungeon corridors, eating anything in its path. It is typically 10′ to 30′ in diameter. It is capable of moving not just on the floor, but also on the wall and ceiling, and may compress itself through small fissures and under the cracks of doors. It digests through even metal and wood. A black pudding is only damaged by fire, but does take full damage from a flame tongue sword. If a black pudding is attacked with other weapons, it splits into more individuals of reduced mass. Every successful attack creates a smaller pudding that has 2 HD and deals 1d8 hit points of damage to opponents.

Blink Dog

No. Enc.:	1d6 (1d6)
Alignment:	Lawful
Movement:	120′ (40′)
Armor Class:	5 [14]
Hit Dice:	4
Attacks:	1 (bite)
Damage:	1d6
Save:	15
Morale:	6
Hoard Type:	XX
XP:	135

The blink dog is an intelligent canine that has a limited teleportation ability. Blink dogs have their own language, a mixture of barks, yaps, whines, and growls that can transmit complex information. Blink dogs hunt in packs, teleporting, or "blinking" out of one location and "blinking" in close to prey for their attack. They blink again immediately after their attack, and will appear 1d4x10 feet from the opponent. In this way, should a blink dog win initiative it will not be possible for an opponent to attack the blink dog with a hand weapon before it blinks away. Blink dogs never blink into the same space occupied by another object. When blink dogs flee, they simply blink away and fail to appear again.

Boar

	Ordinary	***Giant***
No. Enc.:	1d6 (1d6)	1d4 (1d4+1)
Alignment:	Neutral	Neutral
Movement:	150′ (50′)	120′ (40′)
Armor Class:	7 [12]	6 [13]
Hit Dice:	3	5
Attacks:	1 (tusk)	1 (tusk)
Damage:	2d4	3d4
Save:	16	13
Morale:	9	9
Hoard Type:	None	None
XP:	50	200

	Warthog	***Demon***
No. Enc.:	1d6 (1d6)	1d4 (1d4)
Alignment:	Neutral	Chaotic
Movement:	120′ (40′)	120′ (40′)
Boar:		180′ (60′)
Armor Class:	7 [12]	3 [16] (9 [10])
Hit Dice:	3+3	9
Attacks:	2	1 (gore or weapon)
Damage:	2d4/2d4	2d6, weapon
Save:	15	9
Morale:	9	10
Hoard Type:	None	XX
XP:	65	3,800

Ordinary: These cantankerous omnivores are generally encountered in wooded locations, but exist in many different geographic locations and climates. They do not generally initiate combat, but may do so to defend young, or if threatened.

Giant: These 30′ long giant cousins to ordinary boars are much more aggressive. They attack with little to no provocation, and crave the meat of humanoids. They are sometimes found with demon boars. There are rumors of a shaggy giant boar that is native to cold climates.

Warthog: These territorial, tropical relatives of boars are just as vicious and attack with two tusks. Males and females fight as equals, and when more than two are found the remainder are 1 or 2 HD young that deal 1d3 or 1d4+1 damage, respectively.

Demon: The demon boar is a more powerful and much more malicious variation of the wereboar. The demon boar delights in the taste of human meat, and will take residence and hunt near areas occupied by humans. In human form they are fat and grotesque; while in boar form they are immense. Like other lycanthropes, they can pass on their form of lycanthropy (refer to the lycanthrope monster listing), and are only damaged by magical or silver weapons. Demon boars have the innate ability to charm person in a manner similar to the spell, 3 times per day. Victims are allowed a saving throw versus spells with a –2 penalty. Demon boars have a 75% probability of having 1d3 charmed human thralls, who are unable to cast spells or use spell-like devices, due to being under mental domination. Demon boars, though powerful, will usually attempt to catch opponents by surprise.



Brain Eater

No. Enc.:	1 (1d3)
Alignment:	Chaotic
Movement:	120′ (40′)
Armor Class:	5 [14]
Hit Dice:	9
Attacks:	1
Damage:	mouth tentacles (special), or weapon, or Psi Blast (special)
Save:	11
Morale:	9
Hoard Type:	III, IV, IX, XXI

The brain eater is a sinister, much feared denizen of the underworld. Its head resembles an octopus, with a round mouth lined with four large suckered tentacles, and four small, slime dripping tentacles. Its body is humanoid, but it has four fingers on each hand, all of the same approximate size with no distinguishable thumb. The tips of its fingers have retractable, hollow claw-like talons. It wears clothing, but its visible hide reveals metallic green and copper colored, swirling patterned slimy skin.

The brain eater is very intelligent. It will often attack by stealth rather than full out assault. Brain eaters may attack with their mental mutations, or may engage in close combat. In close combat, a brain eater will attempt to grasp an opponent's head. Once grasped, the hollow claws will puncture the skull in 1d4 rounds and instantly suction the victim's brain into accessory stomachs within the brain eater's forearms. Each round the talons burrow, the victim suffers 1d6 damage. Once the slimy probes reach the brain, the victim is instantly killed. Brain eaters have psionic abilities, among them the feared Psi Blast which does 8d6 damage (also causes confusion for 1d4 rounds) to all targets within a 30 foot cone. Save for half damage and no confusion.

Brain eaters live deep in the depths of the earth, often occupying dangerous underground ruins or deep, expansive caves. They will usually have 3d20 Neanderthal slaves, which they breed as slaves for excavating their dwellings and using for other unspeakable tastes.

It is rumored that brain eaters come from some other, distant world, which may not be impossible due to their ability to *plane shift*. Others have said that brain lashers have control of alien technologies, which they wield to further their goals of domination, power, and enslavement.

Brownie

No. Enc.:	4d4 (4d4)
Alignment:	Lawful
Movement:	120′ (40′)
Armor Class:	3 [16]
Hit Dice:	1d4 hp
Attacks:	1 (weapon)
Damage:	1d3
Save:	17
Morale:	7
Hoard Type:	X, XI, XIII
XP:	12

A brownie is a timid, quiet fey creature that prefers to live only among its own kind. Most brownies dwell in pastoral areas untouched by civilization, such as deep forests and wild lands far from other creatures. Brownies are rarely over 18 inches tall. Their hair is always some earth tone such as brown, gray, or tawny. Though timid, brownies are generally friendly and are handy at fixing objects, repairing or mending clothing, and other such tasks. They may decide to help (50%) Lawful characters if approached gently. Most brownies prefer green or otherwise brightly colored clothing. Brownies are magically inclined beings, and can cast the following spells one time per day: confusion,

continual light, dancing lights, dimension door, mirror image, protection from evil, and ventriloquism. Brownies speak common, elven, pixie, halfling, and sprite. Brownies may be distant relatives of pixies and halflings, but this has never been proven.

Brownies as familiars: The magic-user is granted an effective DEX of 18. In addition, the magic-user receives +2 to all saving throws, and is never surprised.

Bugbear

No. Enc.:	2d4 (5d4)
Alignment:	Chaotic
Movement:	90′ (30′)
Armor Class:	5 [14]
Hit Dice:	3 + 1
Attacks:	1 (weapon)
Damage:	2d4 or weapon + 1
Save:	16
Morale:	9
Hoard Type:	XXI
XP:	100

These large, hairy cousins of goblins are quite strong, and receive a +1 to damage when they employ weapons. Despite their bulk, they are deceptively stealthy, and will surprise opponents 50% of the time.

Bulette

No. Enc.:	1d2 (1d2)
Alignment:	Neutral
Movement:	150′ (50′)
Armor Class:	-2 [21] (6 [13])
Hit Dice:	9
Attacks:	3 (2 claws, bite) or 4 (4 claws)
Damage:	4d12/2d6/3d6 or 3d6/3d6/3d6/3d6
Save:	12
Morale:	9
Hoard Type:	None
XP:	1,000

Also known as the landshark, the bulette is a terrifying predator that lives only to eat. It is a 10′ tall and 12′ long monstrosity. A bulette attacks anything it regards as edible, choosing the easiest or closest prey first. The only creatures it refuses to eat are elves (and it dislikes the taste of dwarves). When burrowing underground, a landshark can detect prey from vibrations and moves at 30′ (10′). When it senses something edible (that is, senses movement), it breaks to the surface, crest first, and begins its attack with 2 claws and a bite. If particularly threatened, it can leap out of the earth and additionally attack with its hind limbs, for 3d6 hp damage each. In this manner they will attack with all four limbs at once. This creature has a vulnerable under side (AC 6 [13]) which is exposed if the bulette comes to the surface to attack with all limbs.

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Camel

No. Enc.:	0 (2d4)
Alignment:	Neutral
Movement:	150′ (50′)
Armor Class:	7 [12]
Hit Dice:	2
Attacks:	2 (bite, hoof)
Damage:	1/1d4
Save:	18
Morale:	7
Hoard Type:	None
XP:	20

Camels are known for their ability to travel long distances without food or water, and they may travel for a period of 2 weeks without water if they are well hydrated to begin with. They are efficient at traveling in the desert, and will not suffer movement penalties in this terrain. Camels are temperamental, and are known to often kick or bite those who handle them. Camels can carry 300 lbs and move at their regular movement rate, and can carry up to 600 lbs. A mounted camel rider may not use a lance for a charge attack.

Carcass Scavenger

No. Enc.:	1d3 (1d3)
Alignment:	Neutral
Movement:	120′ (40′)
Armor Class:	7 [12]
Hit Dice:	3 + 1
Attacks:	8 (stingers)
Damage:	Paralysis
Save:	16
Morale:	9
Hoard Type:	XXI
XP:	135

The dreaded carcass scavenger is 4′ tall and 9′ long, and resembles a giant fat grub with multifaceted eyes, small legs, and with a head bearing 2′ long insect-like feelers tipped with a poisonous stinger. It is also known as a Carcass Creeper. This creature is rumored to be a magical abomination created from a giant maggot. When the stingers strike an opponent, he must succeed in a saving throw versus paralysis or become paralyzed for 2d4 turns. If not faced with more opponents, the carcass scavenger will swallow the paralyzed character on the subsequent round. Paralysis may be cured with cure light wounds, but when used in this way it does not heal damage.

Cat, Large

	Mountain Lion	***Panther***
No. Enc.:	1d4 (1d4)	1d2 (1d6)
Alignment:	Neutral	Neutral
Movement:	150′ (50′)	210′ (70′)
Armor Class:	6 [13]	4 [15]
Hit Dice:	3 + 2	4
Attacks:	3 (2 claws, 1 bite)	
Damage:	1d3/1d3/1d6	1d4/1d4/1d8
Save:	16	16
Morale:	8	8
Hoard Type:	VI	VI
XP:	65	80

	Tiger	***Sabre-tooth Tiger***
No. Enc.:	1 (1d3)	1d4 (1d4)
Alignment:	Neutral	Neutral
Movement:	150′ (50′)	150′ (50′)
Armor Class:	6 [13]	6 [13]
Hit Dice:	6	8
Attacks:	3	3
(2 claws, 1 bite)	(2 claws, 1 bite)	
Damage:	1d6/1d6/2d6	1d8/1d8/2d8
Save:	14	15
Morale:	9	10
Hoard Type:	VI	VII
XP:	570	560

	Lion
No. Enc.:	1d4 (1d8)
Alignment:	Neutral
Movement:	150′ (50′)
Armor Class:	6 [13]
Hit Dice:	5
Attacks:	3 (2 claws, 1 bite)
Damage:	1d4+1/1d4+1/1d10
Save:	14
Morale:	9
Hoard Type:	VI
XP:	200

Large cats are some of the most efficient hunters. They kill only for food or in defense, and generally remain above ground in wilderness settings. Sometimes a large cat will taste the blood of humans and become a man-killer, preferring to hunt humans over any other prey. Large cats will always give chase if an opponent runs away.

Mountain Lion: These large cats are light brown and blend in well in their preferred habitat, which includes mountains and high grassy meadows. However, they may be found in nearly any habitat. These cats will occasionally be found in dungeons.

Panther: These fast-running predators are at home in grassy plains and wooded areas.

Tiger: These large hunters are extremely stealthy, and in a wooded environment surprise opponents with a roll result of 1-4 on 1d6. These cats typically live in subtropical or cooler environments. Their striped hides provide cover when hunting prey.

Sabre-tooth Tiger: These prehistoric hunters are fearsome and immense. They have extremely large canine teeth, which make them particularly dangerous killers.

Lion: Lions are very social cats, and live in groups. They prefer hot climates, typically living on savannah.

Centaur

No. Enc.:	0 (2d10)
Alignment:	Neutral
Movement:	180’ (60’)
Armor Class:	5 [14]
Hit Dice:	4
Attacks:	3 (2 hooves, weapon)
Damage:	1d6/1d6, weapon
Save:	15
Morale:	8
Hoard Type:	XXII
XP:	80

Centaurs have the body and legs of horses, but the upper body of humans. They are reclusive beings, and live far from other humanoids in densely wooded sylvan settings. They are able to attack by kicking with two legs at a time, as well as attacking with a weapon. Centaurs avoid conflict, and males guard their communities. Usually, females and young do not fight, and will seek escape if combat occurs. Young are considered to be monsters of 2 HD for combat purposes, and they inflict 1d2/1d2, or weapon damage. If forced into combat, centaurs are unlikely to surrender.

Centipede, Giant

No. Enc.:	2d4 (1d8)
Alignment:	Neutral
Movement:	60’ (20’)
Armor Class:	9 [10]
Hit Dice:	1d4 hp
Attacks:	1 (bite)
Damage:	Poison
Save:	15
Morale:	7
Hoard Type:	None
XP:	6

These 1’ long centipedes prefer dark, wet locations. Giant centipedes attack with a poisonous bite. No damage is inflicted by the bite, but anyone bitten is entitled to a saving throw versus poison. Failure indicates that the victim is horribly sick for a period of 10 days, and can only move at 50% of normal movement. No other physical activity is possible.

Chimera

No. Enc.:	1d2 (1d4)
Alignment:	Chaotic
Movement:	120’ (40’)
Fly:	180’ (60’)
Armor Class:	4 [15]
Hit Dice:	9
Attacks:	5 (2 claws, 3 heads, see below)
Damage:	1d3/1d3/2d4/2d4/3d4, see below
Save:	10
Morale:	9
Hoard Type:	XVII
XP:	1,700

The chimera is a magical hybrid of lion, goat, and red dragon. It has a head of each of these creature types, including the wings of a dragon, the front portion of the body from a lion, and the rear portion from a goat. The lion head may attack with a bite, the goat head may gore with horns, and the dragon head can both bite and emit a fire breath attack that is a cone 50’ long and 10’ wide at its terminal end. This fire breath attack deals 3d6 hit points of damage, and a saving throw is allowed to reduce damage by half. Like ordinary dragons, the red dragon head can only use the breath attack 3 times per day, and it will use either a bite or the breath attack 50% of the time, until the breath attack runs out and it may only bite. The chimera may live in the wilderness, particularly hilly terrain, but also takes up residence in dungeons.

Cockatrice

No. Enc.:	1d4 (1d8)
Alignment:	Neutral
Movement:	90’ (30’)
Fly:	180’ (60’)
Armor Class:	6 [13]
Hit Dice:	5
Attacks:	2 (beak, petrify)
Damage:	1d6, petrify
Save:	14
Morale:	7
Hoard Type:	XIX
XP:	350

The cockatrice is a magical creature that has the body of a rooster, but the tail of a reptile. It is a small creature, about the size of a natural rooster, but has a powerful beak that inflicts 1d6 hit points of damage. If an opponent touches a cockatrice, or if the cockatrice successfully attacks/touches an opponent, the opponent must succeed in a saving throw versus petrify or turn to stone. Cockatrices are ill-tempered creatures, and though they primarily eat small insects or rodents, they will engage larger animals, and characters, in combat with little provocation. They live in any climate, including dungeons.

Couatl

No. Enc.:	1d4 (1d4)
Alignment:	Lawful
Movement:	60’ (20’)
Fly:	180’ (60’)
Armor Class:	5 [14]
Hit Dice:	9
Attacks:	2 (bite, constrict)
Damage:	1d3/2d4
Save:	7
Morale:	8
Hoard Type:	XXI
XP:	3,100

A couatl is about 12 feet long, with a wingspan of about 15 feet. It resembles a giant feathered snake and weighs about 1,800 pounds. They are extremely intelligent, magical creatures. They attack with a poisonous bite (save versus poison or die), and

constrict for 2d4 hp damage each round until either the couatl or victim is dead. Couatls may polymorph themselves at will. They have either the abilities of a 7th level cleric (40%), or a 5th level magic-user (40%), or both (20%). Couatls speak common, and with reptiles and avians.

Crab, Giant

No. Enc.:	1d2 (1d6)
Alignment:	Neutral
Movement:	60′ (20′)
Armor Class:	2 [17]
Hit Dice:	3
Attacks:	2 (pinchers)
Damage:	2d6/2d6
Save:	17
Morale:	7
Hoard Type:	None
XP:	50

These giant cousins to ordinary crabs are unintelligent, and merely exist to eat. They are found in any watery environment, and do not have to remain fully submerged. They can be found prowling along fresh or saltwater shores, marshes, and watery subterranean caves.

Crayfish, Giant

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	60′ (20′)
Swim:	120′ (40′)
Armor Class:	4 [15]
Hit Dice:	4 + 4
Attacks:	2 (claws)
Damage:	2d6/2d6
Save:	15
Morale:	9
Hoard Type:	None
XP:	140

Giant crayfish are 8′ long, but otherwise look and behave much like their smaller relatives. They are laborious walkers but swim very fast. They may dart out at prey, surprising an opponent on 1-3 on 1d6. They attack with their immense pinchers.

Crocodile

	Ordinary Crocodile	***Large Crocodile***	***Giant Crocodile***
No. Enc.:	0 (1d8)	0 (1d4)	0 (1d3)
Alignment:	Neutral	Neutral	Neutral
Movement:	90′ (30′)	90′ (30′)	90′ (30′)
Swim:	90′ (30′)	90′ (30′)	90′ (30′)
Armor Class:	5 [14]	3 [16]	1 [18]
Hit Dice:	2	6	15
Attacks:	1	1	1
Damage:	1d8	2d8	3d8
Save:	16	14	12
Morale:	7	7	9
Hoard Type:	None	None	None
XP:	20	320	1,500

Crocodiles are aggressive reptiles, with fearsome bites. They breathe air, but are aquatic and usually remain submerged or within shallow water. They primarily hunt in water, and are attracted by movement or blood. Large crocodiles, on average, grow to a length of 20′. Giant crocodiles are big, prehistoric beasts that can reach a length of 50′.

Cyclops

No. Enc.:	1 (1d4)
Alignment:	Chaotic
Movement:	90′ (30′)
Armor Class:	5 [14]
Hit Dice:	13
Attacks:	1
Damage:	3d10
Save:	10
Morale:	9
Hoard Type:	XVIII + 5,000 gp
XP:	2,400

Cyclops average 20′ tall, and are related to giants. They have one large eye centered on their face. They have reduced depth perception and suffer a –2 penalty to attack rolls. They employ large clubs as weapons, but also throw rocks up to 200′ for 3d6 hit points of damage. A few cyclops have the ability to issue a curse one time per week (reverse of remove curse). Cyclops are loners, and generally live together in small numbers only on occasion. They typically keep flocks of sheep, and often cultivate grapes. They live in caves.

D

Demons

Demons are evil creatures of chaos. They are diverse in form and abilities, and although the ones presented here are mainly demon races, many unique demons exist as well. Demon lords are always unique. Demons primarily dwell in demon worlds within the planes of chaos, where wars frequently rage between demon lords or dark gods, with lower demons often used as fodder. Demons may also travel to the astral plane, the ethereal plane, and the plane of shadow. They are generally barred from entering the material plane unless summoned via a gate. All demons may only be destroyed permanently when on the planes of chaos; otherwise when their material form is destroyed their essence returns to chaos where it takes 100 years to form a new body, unless aided by a demon lord or summoned via a gate. The exception is lower order demons, which are permanently destroyed when killed on any plane.

Demons are true to their dark natures and do not respect or adhere to a formal chain of authority. As a consequence, the rule of demon worlds is by fear and violence, and is always in flux, with constant back stabbing and intrigue amongst the demon lords and higher servants.

However, despite the lack of a formal demon hierarchy, it is useful to divide them by general power level into lower order (1-4 HD), standard order (5-8 HD), higher order (9+ HD), and demon lord (21+ HD) ranks. Demon lords have the innate ability to "promote" demons of lower orders to higher orders, which generally means an increase in HD and other innate abilities. Through these means the less powerful demons serve their betters in hopes of becoming powerful in time.

Demons vary in their abilities and weakness, but have some abilities or immunities in common. All demons have the following common abilities:

Infravision (90′)
Half damage from cold-based attacks
Half damage from electrical-based attacks
Half damage from fire-based attacks (all)
Half damage from gas-type attacks
Gate (varies in expression, not available to lower order demons)
Telepathy (allows all languages to be understood)
Teleport without error (not available to lower order demons)

Note that all demon spell-like abilities (unless otherwise noted) function at the minimum class level required to use the similar

spell, or as the demon's HD in levels, whichever is higher. They are usable once each round.

Astarot (Demon Lord)
No. Enc.: Unique
Alignment: Chaotic
Movement: 150' (50')
Armor Class: -7 [26]
Hit Dice: 184 hp (23 HD)
Attacks: 3 (2 tentacles, tail)
Damage: 1d6/1d6/2d6
Save: 3
Morale: 12
Hoard Type: VIII, IX, XXII
XP: 17,000

Astarot is the demon prince of reptiles and ophidians; he is 20' tall and covered in dark green scales and a 20' long whip-like tail. He has the legs of a lizard, two tentacles for arms, and three heads. His first central head is that of a snake, his right head a lizard, and the left head a baboon. Astarot may only be harmed by weapons of +2 or better. The snake head has a charm gaze (as charm person and charm monster, no saving throw) that affects creatures within 300'. The number of creatures affected is determined by their HD as follows: 3 HD or fewer, 1d10x10; 4-6 HD, 5d8; 7-9 HD, 3d8; 10-12 HD, 2d6; and 13+ HD, 1d4. Creatures with 15+ HD are entitled to a saving throw versus spells. The lizard head has a breath attack usable at will identical to the cone of cold from a wand of ice. The baboon has a fear gaze as the spell. Astarot's tail may lash out to attack for 2d6 hp damage. In addition, victims must save versus spell-like devices or have a body part wither as the staff of withering. Astarot's tentacles strike for 1d6 hp damage each. Each successful strike drains 1 level from the victim.

Astarot has the following spell-like abilities at will: clairvoyance, clairaudience, continual darkness, fear, detect invisible, detect magic, dispel magic, ESP, greater phantasmal force, levitate, polymorph self, read languages, read magic, suggestion, telekinesis (500 lbs. per head), wall of ice, and water breathing.

The following abilities are usable once per day: feeblemind, power word stun, project image, sticks to snakes, symbol, and gate (85% probability of success). One of the following demons will appear: vrock, hezrou, glabrezu, nalfeshnee, marilith, or balor.

Babau (Standard Order Demon)
No. Enc.: 1d3 (1d6)
Alignment: Chaotic
Movement: 150' (50')
Armor Class: -3 [22]
Hit Dice: 7 + 10
Attacks: 3 (2 claws, horn) or 1 (weapon)
Damage: 1d4+1/1d4+1/2d4 or As weapon +4
Save: 11
Morale: 10
Hoard Type: XXI
XP: 1,700

These 7' tall demons have ebony flesh that clings closely to their skeleton, appearing almost like a leathery corpse. They have a single curving horn that emerges from the back of their heads. Babau demons prefer to attack with weapons from a distance when possible, and have STR 19 which grants bonuses to attacks and damage with some weapons. A slimy red jelly coats the babau's skin when in combat, reducing damage by 50% from cutting and stabbing weapons. Babau suffer damage from ordinary weapons, and +2 damage from weapons of iron. These demons have the abilities of a thief of 9th level. Additionally, any creature within 20' that looks into a babau's glowing red eyes must succeed in a saving throw versus spells or be affected as if from a ray of enfeeblement. They have the following spell-like abilities, usable at will: darkness 10' radius, dispel magic, fear (as the wand of fear, by touch), fly, levitate, polymorph self, and heat metal. In addition, a babau may gate (25% probability of success) another babau demon.

Balor (Standard Order Demon)
No. Enc.: 1d3 (1d6)
Alignment: Chaotic
Movement: 60' (20')
Fly: 150' (50')
Armor Class: -2 [21]
Hit Dice: 8 + 7
Attacks: 1 (sword or whip)
Damage: 1d8+1 or 1d6 and 3d6 fire damage
Save: 8
Morale: 10
Hoard Type: XXII
XP: 1,820

A balor stands about 12' tall. It has bat-like wings, horns, and its skin is usually dark red. Balors love to join battle armed with their +1 swords and whips. A balor's whip is a long, flexible weapon with many tails tipped with hooks, spikes, and balls. Victims are sometimes dragged toward the demon's body using the whip, to expose them to the flames emanating from a balor's hide. This deals an additional 3d6 hp damage. Balors are only affected by +1 weapons or better. They have the following spell-like abilities usable at will: detect invisibility, detect magic, dispel magic, fear (as the wand), pyrotechnics, read languages, read magic, suggestion, telekinesis (600 lbs.), and symbol (despair, fear, sleep, and stunning). In addition, a balor may gate (70% probability of success) a glabrezu (75%) or nalfeshnee demon (25%).

Glabrezu (Higher Order Demon)
No. Enc.: 1d3 (1d6)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: -4 [23]
Hit Dice: 10
Attacks: 5 (2 pinchers, 2 claws, bite)
Damage: 2d6/2d6/1d3/1d3/1d4+1
Save: 10
Morale: 9
Hoard Type: XXII
XP: 3,100

Glabrezu have penetrating violet eyes, and their skin color ranges from deep russet to pitch black. They have four arms. Their two primary arms have crab-like pinchers instead of hands, and they have two smaller human-like arms on their chests; the hands have wicked claws. Glabrezu have wolf-like heads with two goat-like horns. A glabrezu stands about 10' tall. They are susceptible to attacks from ordinary weapons. Glabrezu have the following spell-like abilities usable at will: darkness 10' radius, fear (as wand of fear), levitate, polymorph self, pyrotechnics, and telekinesis (400 lbs.). In addition, a glabrezu may gate (35% probability of success) a vrock, hezrou, or another glabrezu (determine randomly).

Hezrou (Higher Order Demon)
No. Enc.: 1d3 (1d6)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: -2 [21]
Hit Dice: 9
Attacks: 3 (2 claws, bite)
Damage: 1d3/1d3/4d4
Save: 10
Morale: 10
Hoard Type: XIV
XP: 3,100

A hezrou can walk both upright and on all fours, but it always fights standing up. It resembles an 8' tall toad, but for its human-like arms and large teeth. They covet human flesh. Hezrou are susceptible to ordinary weapons. Hezrou have the following spell-like abilities, usable at will: darkness 10' radius, detect invisibility, fear (as wand of fear), levitate, and telekinesis (300 lbs.). In addition, a hezrou may gate (25% probability of success) another hezrou.

Juiblex (Demon Lord)

No. Enc.:	1 (Unique)
Alignment:	Chaotic
Movement:	30' (10')
Armor Class:	-7 [26]
Hit Dice:	100 hp (21 HD)
Attacks:	1
Damage:	4d10
Save:	4
Morale:	10
Hoard Type:	X x 2, XII x 2
XP:	7,000

Jubilex is the ruler over all slimes, oozes, jellies, and other disgusting and foul ooze-like creatures. Known by some as the Faceless Lord, his home is a demon world in the planes of chaos. It is a steaming, bubbling lair of putrid ooze and slime pits that are constantly shifting and changing at his whim. Even the other demonic rulers loathe to journey here. He is constantly attended by and surrounded with all sorts of slimes and oozes (1d4 of at least 4 types). When confronted, he usually takes the form of a 10' tall column of bubbling and squirting ooze. This being resembles a red-eyed large bubbling mass of greenish black and foul-smelling liquid. Ooze, slime, and pus constantly squirt and seep from its form. In combat he lashes out with a slimy pseudopod, dealing 4d10 acid damage. Once per 10 rounds he may employ a slime spittle up to 150' away with a 30' diameter area of effect that has both the effects of contact with green slime and ochre jelly. Juiblex regenerates 2 hp each round. He may only be affected by +2 weapons or better.

Juiblex has the following spell-like abilities, usable at will: cause disease, charm monster, circle of cold (10' radius, 5d6 cold damage), darkness 15' radius, detect invisibility, dispel magic, ESP, fear (as the wand of fear), fly, hold monster, invisibility 10' radius, locate object, phase door, project image, putrefy food and water, and telekinesis (1,500 lbs.). He may gate (75% probability of success) 1d4 hezrou demons. In addition, Juiblex can utter unholy word one time per day.

Marilith (Standard Order Demon)

No. Enc.:	1d3 (1d6)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	-6 [25]
Hit Dice:	7 + 6
Attacks:	7 (6 weapon, constrict)
Damage:	As weapon/2d4
Save:	11
Morale:	9
Hoard Type:	XVII
XP:	1,700

These female demons have a six-armed human-like body and the lower body of a snake. They stand 7' tall and measure 20' from head to tip of tail. A marilith usually holds a longsword in each of its six hands and wears many bangles and jewels. They may attack with their six arms and with their tails to constrict all in the same round. Mariliths are only affected by +1 weapons or better. They have the following spell-like abilities, usable at will: charm person, darkness 10' radius, detect invisibility, levitate, polymorph self, project image, pyrotechnics, and read languages. In addition, a marilith may gate (75% probability of success) a vrock, hezrou, glabrezu, nalfeshnee or balor demon (determine randomly).

Nalfeshnee (Higher Order Demon)

No. Enc.:	1d3 (1d6)
Alignment:	Chaotic
Movement:	90' (30')
Fly:	120' (40')
Armor Class:	-1 [20]
Hit Dice:	11
Attacks:	3 (2 claws, bite)
Damage:	1d4/1d4/2d4
Save:	8
Morale:	10
Hoard Type:	XVIII
XP:	4,400

These 10' tall demons have the torso and arms of an ape, with the head and legs of a boar. They have small but functional feathered wings. Nalfeshnee are unaffected by ordinary weapons. In combat, they attack with their claws and bite, or employ one of the following spell-like abilities at will: darkness 10' radius, detect magic, dispel magic, fear (as wand of fear), illusion (as the wand of illusion), levitate, polymorph self, project image, read languages, symbol (despair and fear), and telekinesis (500 lbs.). In addition, a nalfeshnee may gate (65% probability of success) a vrock, hezrou, glabrezu, or nalfeshnee demon (determine randomly).

Orcus (Demon Lord)

No. Enc.:	1 (Unique)
Alignment:	Chaotic
Movement:	90' (30')
Fly:	180' (60')
Armor Class:	-6 [25]
Hit Dice:	125 hp (22 HD)
Attacks:	2 (fists and tail)
Damage:	2d6+1/2d4 + poison
Save:	5
Morale:	10
Hoard Type:	VIII, IX, XII
XP:	13,000

Orcus is the Prince of the Undead, and it is said that he alone created the first undead that walked the worlds. This demonic humanoid is squat, bloated, and stands 15' tall. His goat-like head sports large, spiraling ram-like horns. His legs are covered in thick brown fur and end in hooves. Large powerful arms wield a wicked skull-tipped wand. Two large, black, bat-like wings protrude from his back and a long, snake-like tail, tipped with a sharpened barb, trails behind it. Orcus is one of the most powerful of all demon lords. From his great bone palace he fights a never-ending war against rival demon lords that spans several smoldering and stinking demon worlds.

In combat Orcus may deal powerful blows with his fists that deal 2d6+1 hp damage per hit. He may use a poisonous tail attack that deals 2d4 hp damage and victims must save versus poison or die. If Orcus uses a weapon, his immense strength grants him +4 to hit and +5 to damage. Orcus is affected only by +3 weapons or better. He has the following spell-like abilities, usable at will: animate dead, charm person, clairaudience, clairvoyance, continual darkness, detect invisibility, detect magic, dispel magic, ESP, illusion (as the wand of illusion), lightning bolt (12d6 damage), polymorph any object, polymorph self, project image, pyrotechnics, read languages, read magic, shape change, speak with dead, suggestion, telekinesis (1,200 lbs.), and wall of fire. Once per day Orcus may use the following spell-like abilities: feeblemind, symbol (any), and time stop. In addition, Orcus may gate (85% probability of success) a marilith, glabrezu, vrock, hezrou, or nalfeshnee demon.

As the Demon Lord of Undead, Orcus may summon undead as a monster summoning spell. He may bring forth either 4d12 skeletons, 4d8 zombies, 5d6 ghasts, or 2d4 vampires.
Wand of Orcus: This powerful, wicked device instantly kills all mortals dealt a blow. It has many other powers or spell-like abilities, to be determined by the Gamemaster.

Quasit (Lower Order Demon)

No. Enc.:	1 (0)
Alignment:	Chaotic
Movement:	150′ (50′)
Armor Class:	2 [17]
Hit Dice:	3
Attacks:	3 (2 claws, bite)
Damage:	1d2/1d2/1d4
Save:	16
Morale:	10
Hoard Type:	XI x 2
XP:	95

In its natural form, a quasit is a small demonic creature that stands about 1 ½′ tall. They often serve more powerful demons, but are most commonly encountered as familiars to dark magic-users. Quasits take no damage from non-magical weapons, except those of iron. In addition, they do not suffer damage from fire, cold, or electrical-based attacks. They regenerate 1 hp per round. Quasits save versus magical effects as a F7. They attack with claws and a bite. Victims of the claw attacks must save versus poison or lose 1 point of DEX for 2d6 rounds, for each successful attack. Quasits have the following spell-like abilities: detect good, detect magic, invisibility, and polymorph self (limited to the form of a bat, giant centipede, toad, or wolf). In addition, 1 time per day a quasit may induce fear (as the spell, except that its area is a 30′ radius).

Quasits as familiars: When a quasit familiar is within 10′ of its master, the magic-user functions as if 1 level higher and regenerates 1 hp per round. Conversely, if the quasit is more than a mile away from the magic-user, the master functions as if 1 level lower than normal. However, if not more than one mile apart, a quasit is able to communicate via telepathy with the magic-user, and he may perceive the surroundings of the quasit through all of its senses, including 60′ infravision. A quasit may commune for its master 1 time per week, and is allowed 1d4+2 questions. If a quasit familiar is killed, the master loses 4 levels permanently.

Succubus/Incubus (Standard Order Demon)

No. Enc.:	1 (1)
Alignment:	Chaotic
Movement:	120′ (40′)
Fly:	180′ (60′)
Armor Class:	0 [19]
Hit Dice:	6
Attacks:	2 (claws)
Damage:	1d3/1d3
Save:	11
Morale:	7
Hoard Type:	XI, XIV, XV
XP:	1,320

Succubae and incubi resemble very attractive human women and men, respectively, save for their bat-like wings. They avoid each other and do not normally lair with others of their kind. Rather, when not in the realms of chaos they haunt the material plane in search of humans to tempt. They are able to drain a mortal of a level if lured into some act of passion, or by simply planting a kiss on the victim. Otherwise, succubae and incubi may attack with deceptively formidable claws. They are not susceptible to damage by ordinary weapons. Succubae and incubi have the following spell-like abilities usable at will: charm person, clairaudience, ESP, ethereal form (as the oil of etherealness), shape change, and suggestion. In addition, a succubus or incubus may gate (65% probability of success) a balor demon or attempt to gate (5% probability of success) a demon lord.

Vrock (Standard Order Demon)

No. Enc.:	1d3 (1d6)
Alignment:	Chaotic
Movement:	120′ (40′)
Fly:	180′ (60′)
Armor Class:	0 [19]
Hit Dice:	8
Attacks:	5 (2 claws, 2 rear claws, beak)
Damage:	1d4/1d4/1d8/1d8/1d6
Save:	12
Morale:	11
Hoard Type:	XXI
XP:	2,060

These demons resemble 8′ tall humanoid vultures. They are susceptible to damage from ordinary weapons. In combat they may attack with all five attacks if airborne, or 2 claws and a bite if on the ground. Vrocks have the following spell-like abilities usable at will: darkness 10′ radius, detect invisibility, and telekinesis (200lbs.). In addition, a vrock may gate (10% probability of success) a vrock demon.

Devils

Devils are evil creatures from the plane of order. Though they are light, they support the ideals of law through domination and foul acts. They respect lightness, but a twisted form that is heavily infused with treachery and deceit. They adhere to an order of command with arch-devils at the top of the hierarchy. Particularly powerful arch-devils rule their own domain on the plane of order (a kind of demi-plane), and sometimes encroach upon the plane of balance. Devils are divided into three main types, lesser, greater, and arch-devils. Arch-devils, like demon lords, are unique beings. The lesser and greater devils belong to devilish races, and arch-devils may promote individuals that transform into a new race until they work their way toward becoming an arch-devil (a rare event). There is overlap in the power of lesser and greater devils, with some of the most powerful lesser devils being more powerful than the less powerful of the greater devils. However, this is the price of promotion and ambition in the devil hierarchy, and some lesser devils choose to remain of lower rank to bask in this power. There are many more arch-devils and devilish races than are detailed here, and the Gamemaster should create new beings as the need arises.

Devils may travel through the plane of order freely. They may also venture to the astral plane, the plane of balance, and the plane of beasts. They may not enter other planes unless summoned via a gate or some similar means. If arch-devils or higher devils are killed on another plane, their essence is transported to the plane of order where it reforms in 20 years. Lesser devils killed on any plane are destroyed forever, and arch-devils and greater devils killed on the plane of order are permanently destroyed.

Different arch-devils or devil races have varying powers. All lesser devils are susceptible to damage from ordinary weapons. Greater devils and arch-devils may only be harmed by magical weapons or weapons made of silver. All devils have the following abilities, spell-like abilities, or damage resistance in common. Note that spell-like abilities, unless otherwise noted, are usable at the rate of one ability per round:

Charm person
Half damage from cold-based attacks
Half damage from gas-based effects

Immunity to fire-based attacks (both magical and non-magical)
Infravision (90')
Know alignment
Phantasmal force
Suggestion
Teleport without error
Gate (varies in expression)
Telepathy (allows all languages to be understood)

Amon (Arch-devil)

No. Enc.:	1 (Unique)
Alignment:	Chaotic
Movement:	180' (60')
Armor Class:	-2 [21]
Hit Dice:	132 hp (22 HD)
Attacks:	1 (weapon or bite)
Damage:	As weapon +4 or 3d4
Save:	3
Morale:	10
Hoard Type:	XII, XVI
XP:	13,000

This wolf-headed humanoid stands 9' tall. His fur is brownish-black and his eyes and teeth are yellow. His great clawed hands are brownish in color and covered in shaggy fur. Amon is a vassal in service to Geryon, commanding no less than 3 legions of bone devils. Amon wields a +4 mace. He can also bite in the same round for 3d4 hp damage. Amon is only harmed by +3 or better weapons. Amon is very strong (STR 19), receiving +3 to hit and +4 to damage in melee combat. He regenerates 1 hp per round Amon has the following spell-like abilities, usable at will: animate dead, charm monster, detect invisibility, detect magic, dispel magic, fear (as the spell), fly, geas, know alignment, polymorph self, produce flame, read languages, read magic, suggestion, teleportation, wall of ice, and limited wish (for another being only). In addition, one time per day he may employ symbol of hopelessness and gate (60% probability of success) 1d4 bone devils. He is able to summon all wolves in a 1 mile radius, and control them to do his will.

Bael (Arch-devil)

No. Enc.:	1 (Unique)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	-3 [22]
Hit Dice:	110 hp (21 HD)
Attacks:	2
Damage:	As weapon + 6
Save:	4
Morale:	10
Hoard Type:	XII, XVI
XP:	11,000

Bael is an 8' tall diabolical-looking golden-skinned humanoid with bovine head features, large round eyes of black, a large nose, wolf-like upright ears, and a large mouth lined with razor-sharp teeth. Tiny forward-curving horns protrude from his forehead. He wears bronze chainmail and wields a +2 morningstar, which telescopes up to 8' long. He regenerates at the rate of 1 hp per round. Bael has the following spell-like abilities, usable at will: alter self, animate dead, cause serious wounds, detect invisibility, detect magic, dispel magic, fear aura 20' radius (as the spell), invisibility, know alignment, pyrotechnics, produce fire, read languages, suggestion, teleportation, wind walk, and limited wish (other being only). Bael may use symbol of stunning one time per day, and shape change two times per day. He may also gate (65% probability of success) 1d4 barbed devils.

Barbed (Lesser devil)

No. Enc.:	1d2 (3d4)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	0 [19]
Hit Dice:	8
Attacks:	3 (2 claws, tail)
Damage:	2d4/2d4/3d4
Save:	12
Morale:	10
Hoard Type:	None
XP:	2,560

Barbed devils are 7' tall humanoids, and are covered in spikes and horns. These creatures are often employed by arch-devils as guards and soldiers. They make particularly good sentries, and they have keen senses and cannot be surprised. They can attack each round with their clawed and barbed hands, or their spiked tail. A victim of any of these attacks must save versus spells or be affected by fear (as the wand of fear). In addition, barbed devils have the following spell-like abilities, usable at will: hold person, produce flame, pyrotechnics, and gate (35% probability of success) a barbed devil.

Bone (Lesser devil)

No. Enc.:	1d2 (2d4)
Alignment:	Chaotic
Movement:	150' (50')
Armor Class:	-1 [20]
Hit Dice:	9
Attacks:	1 (hook or tail)
Damage:	3d4 or 2d4 + STR drain
Save:	11
Morale:	10
Hoard Type:	None
XP:	3,100

These 9' tall devils have tight-clinging skin, giving them a skeletal appearance, and they have a scorpion-like tail. Bone devils hate all other creatures and attack ruthlessly. They are able to see with ultraviolet vision. They strike with a special curved, barbed spear for 3d4 hp damage. On a successful attack there is a 50% probability the victim is caught in the hooked weapon. A bone devil attacks caught victims with its scorpion-like tail for 2d4 hp damage, and victims must save verses poison or lose 1d4 STR for 2d6 rounds. In addition, bone devils have the following spell-like abilities, usable at will: detect invisibility, fear aura 5' radius (as the fear spell), fly, invisibility, phantasmal force, and gate (40% probability of success) a bone devil. In addition, bone devils may create a wall of ice once per day.

Erinyes (Lesser devil)

No. Enc.:	1d3 (4d4)
Alignment:	Chaotic
Movement:	60' (20')
Fly:	210' (70')
Armor Class:	2 [17]
Hit Dice:	6 + 5
Attacks:	1
Damage:	2d4
Save:	13
Morale:	10
Hoard Type:	X
XP:	1,280

Unlike most other devils, erinyes appear attractive to humans, resembling very comely women or men, but they have large black feathered wings. They are a very common form of devil, and are often used as scouts within the plane of order and in other planes. Erinyes are also tasked with capturing evil people from the

material plane, to take them back to the plane of order to be transformed into lemures. They attack with a dagger that deals 2d4 damage, and victims must save versus poison or be paralyzed for 1d6 rounds. In addition, erinyes have a rope of entanglement. Erinyes have the following spell-like abilities, usable at will: detect invisibility, fear (was the wand of fear), invisibility, know alignment, locate object, polymorph self, produce flame, and gate (30% probability of success) an erinyes.

Geryon (Arch-devil)

No. Enc.:	1 (Unique)
Alignment:	Chaotic
Movement:	60' (20')
Fly:	180' (60')
Armor Class:	-3 [22]
Hit Dice:	135 hp (23 HD)
Attacks:	3 (2 claws, sting)
Damage:	3d6/3d6/2d4
Save:	3
Morale:	10
Hoard Type:	X, XV
XP:	13,000

Geryon is a towering 10' tall and 30' long arch-devil. He has the upper torso of a humanoid with paw-like hands, blue-furred arms, dark hair, piercing black eyes, and the lower torso of a massive black and gold banded snake. Geryon, the Great Serpent, rules a large demi-plane on the plane of order. His fortress, a large iron citadel located in the heart of a great city, is situated at the center of his domain. Geryon attacks with massive, powerful claws and his poisonous sting. Victims of the sting must save versus poison with a -4 penalty or die. Geryon is only affected by +2 or better weapons. He has the following spell-like abilities, usable at will: charm person, detect invisibility, dispel magic, geas, fear (as the spell), ice storm, invisibility, light, locate object, raise dead, read languages, read magic, shape change, wall of ice, and wish (for another being). One time per day he may utter an unholy word and employ a symbol of pain. Geryon may also gate an ice devil (45% probability of success) or (60% probability of success) 1d2 bone devils. Finally, Geryon has a bull's horn that is usable one time per week. It summons 5d4 minotaurs that will do his bidding unto death.

Horned (Greater devil)

No. Enc.:	1d2 (1d4+1)
Alignment:	Chaotic
Movement:	90' (30')
Fly:	180' (60')
Armor Class:	-5 [24]
Hit Dice:	5 + 5
Attacks:	4 (2 claws, bite, tail) or 1 (weapon)
Damage:	1d4/1d4/1d4+1/1d3 or 2d6
Save:	10
Morale:	9
Hoard Type:	XIV
XP:	1,260

Horned devils are 9' tall, scaly, and have reptilian wings. If unarmed they attack using their claws, bite, and tail all in the same round. Horned devils are only affected by +1 or better weapons. Their tail inflicts 1d3 hp damage, but it causes an infernal wound that must be bound or it continues to openly bleed, dealing an extra 1 hp of damage each turn and can only be healed by magical means. They may also wield a large spiked chain that deals 2d6 hp damage. Victims must save versus spells or be stunned for a number of rounds equal to the damage dealt. Horned devils have the following spell-like abilities, usable at will: detect magic, ESP, fear aura 5' radius (as the fear spell), phantasmal force, produce flame, pyrotechnics, and gate (55% probability of success) a horned devil. In addition, horned devils may create a wall of fire once per day. This effect deals three times the normal damage.

Imp (Lesser Devil)

No. Enc.:	1 (1)
Alignment:	Chaotic
Movement:	60' (20')
Fly:	180' (60')
Armor Class:	2 [17]
Hit Dice:	2 + 2
Attacks:	1 (tail)
Damage:	1d4
Save:	15
Morale:	8
Hoard Type:	XIII
XP:	83

These 2' tall devils are blue-skinned and have bat-like wings, small horns, and a barbed tail. These creatures are created from lemures. They attack with a poisonous tail that deals 1d4 hp damage and victims must save versus poison or die. Imps may polymorph self into any of the following forms: large spider, raven, giant rat, and boar. Only magical weapons, or weapons made of silver, harm imps. Imps regenerate 1 hp per round. Imps save against all magical effects as if they have 7 HD. Imps have the following spell-like powers, usable at will: detect good, detect magic, and invisibility. One time per day they may make a suggestion.

Imps as familiars: So long as the imp and the magic-user are within 1 mile, the magic-user may access all of the imp's senses, including 90' infravision, and operates as if 1 level higher. If they are further than 1 mile apart, the magic-user operates as if 1 level lower. When they are within 10' if one another the magic-user receives +2 to save against all magical effects. In addition, he regenerates 1 hp per round. If an imp familiar dies, the magic-user loses 4 levels. Imps may use commune once per week, allowing 6 questions.

Ice (Greater devil)

No. Enc.:	1 (1d4)
Alignment:	Chaotic
Movement:	60' (20')
Armor Class:	-4 [23]
Hit Dice:	11
Attacks:	4 (2 claws, mandibles, tail) or 1 (weapon)
Damage:	1d4/1d4/1d4/3d4 or 2d6 + paralyzation
Save:	9
Morale:	11
Hoard Type:	X, XI
XP:	4,800

These 12' tall devils have a humanoid/insectoid body with multifaceted eyes and powerful mandibles on a mantis-like head. They live in an icy demi-plane within the plane of order. Ice devils have ultraviolet vision, and regenerate 1 hp per round, and are only affected by +2 or better weapons. They attack with their claws, mandibles, and a barbed tail. They also have spears that inflict 2d6 hp damage and victims must save versus paralyzation or be afflicted with such numbing cold they are slowed for 3d6 rounds. Ice devils have the following spell-like abilities, usable at will: detect invisibility, detect magic, fear aura 10' radius (as the fear spell), fly, polymorph self, wall of ice, and gate (60% probability of success) an ice devil.

Lemure

No. Enc.:	0 (5d6)
Alignment:	Chaotic
Movement:	30′ (10′)
Armor Class:	7 [12]
Hit Dice:	3
Attacks:	1 (claws)
Damage:	1d4
Save:	16
Morale:	6
Hoard Type:	None
XP:	95

These sagging, 5′ tall humanoid creatures are pathetic slaves of the devilish hordes. They were evil humans, but have been transformed into the lowest of the devils. Lemures are mindless and cannot communicate, but they are sensitive to telepathic messages from other devils, typically obeying a devil's mental commands. They are often used as fodder in battles, and as slaves for labor. They regenerate 1 hp per round. They have the same immunities as undead, and cannot be permanently killed except by holy materials such as holy water. Certain rare lemures develop a sinister intellect, and these beings may be promoted to higher devilish ranks.

Pit Fiend (Greater devil)

No. Enc.:	1 (1d3)
Alignment:	Chaotic
Movement:	60′ (20′)
Fly:	150′ (50′)
Armor Class:	-3 [22]
Hit Dice:	13
Attacks:	2 (weapons) or 1 (tail)
Damage:	1d6+6/1d6+6 or 2d4
Save:	7
Morale:	10
Hoard Type:	II, X
XP:	5,100

Pit fiends are 12′ tall, bat-winged and red-skinned devils. They are very high ranked in devilish society, and particularly cunning pit fiends have been known to ascend to arch-devil status. They wield two swords with scythe-like tips that deal 1d6+6 hp damage each. They may also attack with their constricting tail that deals 2d4 hp damage each round. Pit fiends regenerate 2 hp per round, and are only affected by +2 or better weapons. They have the following spell-like abilities, usable at will: detect invisibility, detect magic, hold person, polymorph self, produce flame, pyrotechnics, and wall of fire. Once per day pit fiends can either gate another it fiend (65% probability of success) or 1d3 barbed devils (70% probability of success). Also, once per day pit fiends may use symbol of pain.

Djinni

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	90′ (30′)
Fly:	240′ (80′)
Armor Class:	5 [14]
Hit Dice:	7 + 1
Attacks:	1 (fist), see below
Damage:	2d8/2d6
Save:	12
Morale:	12
Hoard Type:	None
XP:	1,700

Although they look like taller, majestic humans, djinn are actually an intelligent kind of air elemental. Djinn may only be affected by magic and magical weapons. Djinn have several spell-like abilities, and they can use each of them 3 times a day. They have four creation abilities, including create food and water (cast as a cleric of 7th level), create temporary objects of metal (the softer the metal the longer it lasts, gold lasts 24 hours while iron lasts 1 round, and 100 lbs maximum), create permanent goods (items made of wood, rope, and other kinds of softer goods of 100 lbs maximum), and create illusion (as phantasmal force, but the effect is permanent until touched or dispelled). Djinn can also take on a gaseous form or make themselves invisible.

Finally, djinn can assume the form of a whirlwind after 5 rounds of preparation. It has a 10′ diameter at its base, is 70′ high, and is 20′ in diameter at its top end. When in whirlwind form, the djinn may move 120′ (40′). The whirlwind deals 2d6 hit points of damage to all beings that it contacts. Beings with 2 or fewer HD must make a saving throw versus death or are thrown 10′ away.

A djinn may also attack with powerful punches that inflict 2d8 hit points of damage. Djinn are very strong, and are able to transport 600 lbs easily. They may transport a maximum of 1,200 lbs for a period of 3 turns. However, after this period a djinni will have to spend 1 full turn resting.

Dog

	War	***Wild***
No. Enc.:	0 (0)	4d4 (4d4)
Alignment:	Neutral	Neutral
Movement:	120′ (40′)	150′ (50′)
Armor Class:	6 [13]	7 [12]
Hit Dice:	2 + 2	1 + 1
Attacks:	1	1
Damage:	2d4	1d4
Save:	17	18
Morale:	11	7
Hoard Type:	None	None
XP:	35	15

War: These dogs are bred and trained for combat. They will follow the commands of their owner, and likely will fight to the death. War dogs are sometimes equipped with leather armor.

Wild: Wild dogs are feral dogs that have taken up a pack lifestyle and tend to live on the outskirts of human society, either in the country or in the slums of towns.

Doppelganger

No. Enc.:	1d6 (1d6)
Alignment:	Chaotic
Movement:	90′ (30′)
Armor Class:	5 [14]
Hit Dice:	4
Attacks:	1
Damage:	1d12
Save:	15
Morale:	10
Hoard Type:	XVIII
XP:	190

Doppelgangers are strange beings that are able to take on the shapes of those they encounter. They can imitate the shape of a humanoid up to 7′ tall. In its natural form, the creature is 5 ½′ tall and looks more or less humanoid, but slender and frail, with gangly limbs and half-formed features. The flesh is pale and hairless. Its large, bulging eyes are yellow with slitted pupils. A doppelganger's appearance is deceiving even when it's in its true form. A doppelganger is hardy, with a natural agility not in keeping with its frail appearance. Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. They will often try to kill the person they imitate, so to then attack a group by surprise. Doppelgangers revert to their natural forms when slain. They are immune to the effects of charm and sleep spells.



Dragon
Ancient, highly intelligent, treasure loving, and dangerous are all characteristics of dragons. They are a very old race of intelligent reptiles, which reproduce by laying eggs. They are completely carnivorous, and each race of dragon employs a particular kind of breath weapon attack. The races of dragons are identified by their predominant hide color, preferred climate, and alignment. Dragons are a long-lived race, and individuals can live for over a hundred thousand years.

Because of their long history, dragons seldom take notice of the lesser insignificant intelligent races, and view them as primitive upstarts. Nonetheless, dragons are extremely intelligent and value their own lives. To this end, dragons will bargain and even surrender to characters to save their lives or otherwise richly benefit. Dragons have immense egos, and even the most evil dragon may stop to listen to the pleas or praise of a soon to be lunch. Dragons of differing alignment will interact with other intelligent creatures in different ways. Neutral dragons may or may not converse with characters, depending on the circumstances. Lawful dragons are more likely to aid a good party or a party on a noble mission. Chaotic dragons will likely attempt to destroy a party on sight, unless there is something to be gained by exercising restraint.

Dragon Breath Weapons: Dragons are able to produce a powerful attack with a breath weapon. Dragons' breath attacks deal a number of hp damage equal to their total number of hp when the attack occurs (not necessarily their maximum hp). The classic breath attack is the fire from a "fire-breathing dragon," but different dragons breathe different kinds of effects. All breath weapons are usable 3 times per day. Unless the situation prevents it, dragons will tend to use their breath weapon as their initial attack when confronted with combat. Dragons will use their breath weapons about 50% of the time on all subsequent rounds of combat, and if the breath weapon is not employed they will attack with two claws and a bite attack.

A dragon's breath attack can have one of three potential shapes, cloud shaped, cone shaped, and linear. All cloud-shaped breath effects occupy an area that is 20' high, 50' long, and 40' wide. Cone-shaped effects begin with a width of 2', and spread out in a cone shape to a variable maximum length, but the terminal end of a cone is always 30' wide. Linear breath attacks have the same 5' width for their entire lengths (100').
All creatures that find themselves the victims of a breath attack may attempt a saving throw versus breath attack. Success indicates that only half of the normal hit point damage is done.

Dragons are immune to the effects of their own breath attack, as well as the same kind of breath attack from other dragons. They are further immune to ordinary instances of a similar nature to their attack. For instance, a gold dragon is immune to all ordinary fire and the fire breath of all other dragons. However, dragons will sustain half damage from magical based attacks that are similar to the nature of their breath attacks. A blue dragon, for instance, will not suffer damage from a natural lightning strike, but will suffer half damage from spell lightning bolt.

Let Sleeping Dragons Lie: When a dragon is encountered in its lair, or otherwise in a location on the ground, there is a chance that the dragon will be asleep when stumbled across. Dragons are an ancient, long-lived race, and as such they operate on a different schedule than humanoids. Dragons may sleep in a safe location for days and weeks if left undisturbed. The percentage chance that a dragon will be asleep when found is provided on the Additional Dragon Information table. For one round, opponents may attack a sleeping dragon and receive a bonus of +2 to all attack rolls. The dragon will be roused this round regardless of whether attacks actually make contact, and combat will progress on the second round as normal. Or, more accurately, with the dragon's full fury.

Dragon Speech Capability: The more powerful the dragon type, the greater probability that any given member of that type has the capability to speak. All dragons that can speak know common, dragon, and their alignment language. They may also cast magic-user/elf spells. Refer to the Addition Dragon Information table for the probability of speech and the spells available to dragons.

Dragon Surrender: Sometimes opponents seek to subdue dragons, so that they may be enslaved or bargained with. Any characters that wish to subdue a dragon must announce that they are attacking without intent to kill. All hand weapons with a blade may be employed to deal blunt blows with the flat of the blade. Combat and damage are calculated normally, noting how much damage is "subdue" damage. When a dragon reaches "0" hit points due to subdue damage, it is knocked unconscious and will surrender to the characters for the time being. Note that a dragon will always wish for its freedom, and unless restrained or otherwise under dire threat a dragon will make every effort to escape when the chance presents itself. Characters must choose to attempt to gain a service from a dragon, or sell it to a buyer if one can be found. As a general rule, a dragon may be sold, at most, for a number of gold pieces equal to 1,000 x the dragon's maximum hit points.

Dragon Age, Hit Dice, and Treasure: The qualities presented for dragons assume that the dragon is a mature adult. However, the hit dice should be adjusted + or – 3 hit dice if the dragon is old or young, respectively. Older dragons are not only more powerful, but since they are older they have likely accumulated a larger treasure hoard. Old dragons may have up to twice the amount of listed treasure, while young dragons may only have about half of the listed treasure.

	Black	***Blue***
No. Enc.:	1d4 (1d4)	1d4 (1d4)
Alignment:	Chaotic	Neutral
Movement:	90' (30')	90' (30')
Fly:	240' (80')	240' (80')
Armor Class:	2 [17]	0 [19]
Hit Dice:	7	9
Attacks:	--- 3 or 1 (2 claws, 1 bite, or breath) ---	
Damage:	1d4+1/ 1d4+1/ 2d10	1d6+1/ 1d6+1/ 3d10
Save:	10	8
Morale:	8	9
Hoard Type:	XV	XV
XP:	1,490	3,100

	Gold	***Green***
No. Enc.:	1d4 (1d4)	1d4 (1d4)
Alignment:	Lawful	Chaotic
Movement:	90′ (30′)	90′ (30′)
Fly:	240′ (80′)	240′ (80′)
Armor Class:	-2 [21]	1 [18]
Hit Dice:	11	8
Attacks:	--- 3 or 1 (2 claws, 1 bite, or breath) ---	
Damage:	2d4/2d4/6d6	1d6/1d6/3d8
Save:	6	9
Morale:	10	9
Hoard Type:	XV	XV
XP:	3,600	2,060

	Red	***White***
No. Enc.:	1d4 (1d4)	1d4 (1d4)
Alignment:	Chaotic	Neutral
Movement:	90′ (30′)	90′ (30′)
Fly:	240′ (80′)	240′ (80′)
Armor Class:	-1 [20]	3 [16]
Hit Dice:	10	6
Attacks:	--- 3 or 1 (2 claws, 1 bite, or breath) ---	
Damage:	1d8/1d8/4d8	1d4/1d4/2d8
Save:	7	11
Morale:	10	8
Hoard Type:	XV	XV
XP:	3,100	1,070

	Sea
No. Enc.:	0 (1d4)
Alignment:	Neutral
Movement:	180′ (60′)
Fly:	(swim and fly)
Armor Class:	1 [18]
Hit Dice:	8
Attacks:	1 (bite or spit)
Damage:	3d8 or poison
Save:	10
Morale:	9
Hoard Type:	XV
XP:	2,060

	Brass	***Bronze***
No. Enc.:	1d4 (1d4)	1d4 (1d4)
Alignment:	Lawful	Lawful
Movement:	120′ (40′)	90′ (30′)
Fly:	240′ (80′)	240′ (80′)
Armor Class:	2 [17]	0 [19]
Hit Dice:	7	9
Attacks:	---3 or 1 (2 claws, 1 bite, or breathe)---	
Damage:	1d4/1d4/4d4	1d6/1d6/4d6
Save:	10	8
Morale:	9	9
Hoard Type:	XV	XV
XP:	1,490	3,100

	Copper	***Silver***
No. Enc.:	1d4 (1d4)	1d4 (1d4)
Alignment:	Lawful	Lawful
Movement:	90′ (30′)	90′ (30′)
Fly:	240′ (80′)	240′ (80′)
Armor Class:	1 [18]	-1 [20]
Hit Dice:	8	10
Attacks:	---3 or 1 (2 claws, 1 bite, or breathe)---	
Damage:	1d4/1d4/5d4	1d6/1d6/5d6
Save:	9	7
Morale:	9	10
Hoard Type:	XV	XV
XP:	2,060	3,100

Dragon Color	**Habitat**	**Probability Asleep**	**Probability of Speech**
Black	Marshes and Swamps	40%	30%
Blue	Plains and Deserts	20%	40%
Brass	Deserts	50%	30%
Bronze	Lakes and Seas	25%	60%
Copper	Rocky, Arid	40%	45%
Gold	All	5%	100%
Green	Wooded	30%	30%
Red	Mountainous	10%	50%
Silver	Mountainous	15%	75%
White	Cold	50%	10%
Sea	Ocean	40%	20%

		Spells Available **Level**			
Dragon Color	**Breathe Range, Shape, and Type**	**1**	**2**	**3**	**4**
Black	60′ long, 5′ wide, linear, acid	5	-	-	-
Blue	100′ long, 5′ wide, linear, lightning	5	4	-	-
Brass	70′ long, 20′ wide, cone, *sleep* 50′ wide, 40′ long, cloud, *fear*	3	2	-	-
Bronze	100′ long, 5′ wide, linear, lightning 20′ long, 30′ wide, cloud, *repulsion*	2	2	1	-
Copper	60′ long, 5′ wide, linear, acid 30′ long, 20′ wide, cloud, *slow*	3	2	-	-
Gold	90′ long, 30′ wide, cone, fire 50′ long, 40′ wide, cloud, chlorine gas	5	5	4	-
Green	50′ long, 40′ wide, cloud, chlorine gas	4	3	-	-
Red	90′ long, 30′ wide, cone, fire	4	4	3	
Silver	80′ long, 30′ wide, cone, cold 50′ wide, 40′ long, cloud, *paralyze*	2	2	2	1
White	80′ long, 30′ wide, cone, cold	4	-	-	-
Sea	20′ diameter gob, poison spittle	4	3	-	-

Metallic Dragons: Many metallic dragons have two breathe weapons. For example, a gold dragon is able to breathe chlorine gas as a green dragon and fire as a red dragon, but nonetheless can utilize a breath attack only 3 times per day. In addition, all gold and silver dragons are able to polymorph themselves into any animal or humanoid form at will.

Sea Dragons: The breath attack of a sea dragon is a giant 20′ diameter gob of poisonous spittle. A victim struck must save versus breath attack or die. Note that this poison is no longer potent 1 round after the breath attack is made. These dragons stay almost exclusively in the water, but may glide over the surface of water for a duration of 6 rounds. These dragons live in underwater caverns, where they hoard treasure from sunken vessels. They will never be found asleep above water.



Dragon, Chromatic
No. Enc.: 1 (1)
Alignment: Chaotic
Movement: 60′ (20′)
Fly: 180′ (60′)
Armor Class: 0 [19]
Hit Dice: 16 hp per head, 8 HD for the body (18 HD)
Attacks: 6 (5 bites, tail)
Damage: As head/1d6+poison
Save: 3
Morale: 10
Hoard Type: XV x4
XP: 5,250
Rumors abound of a type of a powerful all-female race of dark (and possibly demonic) dragons that spawn all other dragons of chaos or evil bent. A chromatic dragon is 60′ long and has one head type of each of the following dragons: black, blue, green, red, and white. Each head may bite in a round, dealing damage equivalent to that dragon's bite damage. In addition, each head may deliver the appropriate breath weapon type, one per round, once per day. Each head may cast 2 spells a day of the spell level indicated below:

Head Type	**Spell Level**
Black	1st level
Blue	2nd level
Green	3rd level
Red	4th level spells
White	5th level spells

These creatures also attack with a stinger-tipped tail for 1d6 damage. Victims must additionally save versus poison or die. Each of the chromatic dragon's heads can suffer 16 hp damage before becoming lifeless, but they regenerate in 24 hours. If all heads are destroyed or the body is injured to 0 hp the dragon dies. Chromatic dragons are 90% likely per head color to have one adult dragon of that type present as a companion. Only three known chromatic dragons are thought to be still living, Lahamu, Kishar, and Damgul.

Dragon Turtle
No. Enc.: 0 (1)
Alignment: Chaotic
Movement: 30′ (10′)
Swim: 90′ (30′)
Armor Class: -2 [21]
Hit Dice: 30
Attacks: 3 (2 claws, bite)
Damage: 1d8/1d8/1d6x10
Save: 3
Morale: 10
Hoard Type: XV
XP: 9,500

This fearsome, massive beast is a magical hybrid of dragon and giant turtle. It has the large shell of a turtle, but the arms, legs, head, and tail of a dragon. Its rough, deep green shell is much the same color as the deep water the monster favors, and the silver highlights that line the shell resemble light dancing on open water. The turtle's legs, tail, and head are a lighter green, flecked with golden highlights. The lair of these creatures will always be below water in submerged caverns. They hoard wealth from ships that have sunk to the bottom of the sea. Dragon turtles have powerful claw and bite attacks, but also have a breath weapon that is usable 3 times per day. The breath weapon is a hot blistering steam cloud that is 90′ long and 30′ wide. Hit points of damage inflicted is equal to the dragon turtle's current hit points, and a victim may save versus breath attack for half damage.

Dragonne
No. Enc.: 1 (1)
Alignment: Neutral
Movement: 150′ (50′)
Fly: 90′ (30′)
Armor Class: 2 [17]
Hit Dice:9
Attacks: 3 or 1 (2 claws, bite or roar)
Damage: 1d8/1d8/3d6
Save: 12
Morale: 9
Hoard Type: IX, XX, VIII
XP: 2,800

A dragonne has the head of a lion and the body of a brass dragon. It possesses huge claws and fangs, and large eyes, usually the color of its brass scales. A dragonne is about 12′ long and weighs about 700 pounds. A dragonne's wings are useful only for short flights, carrying the creature for 1 to 3 turns at a time. Nevertheless, it uses its wings effectively in battle. If opponents attempt to charge or encircle it, the dragonne simply takes to the air and finds a more defensible position. A dragonne can loose a devastating roar. All creatures except dragonnes within 120′ must succeed in a save versus paralyze or suffer weakness. Those within 30′ are deafened. These effects last 2d6 rounds.

Dryad
No. Enc.: 0 (1d6)
Alignment: Neutral
Movement: 120′ (40′)
Armor Class: 5 [14]
Hit Dice: 2
Attacks: Charm
Damage: 0
Save: 17
Morale: 6
Hoard Type: XIX
XP: 29

Shy, intelligent, and resolute, dryads are as elusive as they are alluring. A dryad's delicate features are much like a female elf's, though her flesh is the color of bark, and her hair is the color of a canopy of leaves that changes color with the seasons. Although they are generally solitary, up to six dryads have been encountered in one place on rare occasions. A dryad is united by spirit to a particular tree, and if this tree is ever killed the dryad will be killed as well. Dryads may physically join with their trees, effectively disappearing. A dryad may not venture more than 240′ from her tree, or she will die after 1 turn. Dryads have the innate ability to charm person. They will sometimes use this ability if threatened, or if they take a particular liking to an individual. A victim must succeed in a saving throw versus spells, or he goes to the dryad's tree and disappears within it. Any individual who does this is lost forever. Dryads acquire treasure from past victims or infatuations, and store it at the base of their trees, underground below the roots.

Dwarf
No. Enc.: 1d6 (5d8)
Alignment: Lawful, Neutral
Movement: 60′ (20′)
Armor Class: 4 [15]
Hit Dice: 1
Attacks: 1 (weapon)
Damage: 1d8 or weapon
Save: 16
Morale: 8
Hoard Type: XVI
XP: 10

This monster listing is for the typical NPC dwarf. Dwarves favor earth tones in their clothing and prefer simple and functional garb.

Their skin can be very dark, but it is always some shade of tan or brown. Hair color can be black, gray, or brown. Dwarves average 4 feet tall and weigh as much as adult humans. When encountered in a group of 20 or more, one leader will be present, whose level will be determined by rolling 1d6+2. This leader may possess items of magic, with a probability equal to 5% per level of the leader per type of magic item, except for rods, wands, and staves, or scrolls. In the presence of a leader, dwarves have morale of 10 rather than 8. Goblins are the most reviled creatures to dwarves; dwarves will attack goblins first and ask questions later.

Dwarf, Duergar

No. Enc.:	2d4 (1d00+100)
Alignment:	Chaotic
Movement:	60’ (20’)
Armor Class:	4 [15]
Hit Dice:	1 + 2
Attacks:	1 (weapon)
Damage:	As weapon
Save:	16
Morale:	8
Hoard Type:	VI, XX
XP:	21

Sometimes called gray dwarves, these evil beings dwell in the underworld. Most duergar are bald (even the females), and they dress in drab clothing that is designed to blend into stone. Duergar have 120’ infravision, and suffer a -2 penalty to hit in bright light or sunlight. They war with other dwarves, even allying with other underworld creatures from time to time. In a group of duergar, 25% of their number will be 2nd level fighters. In a group of 10 or more, there will be a 4th or 5th level fighter. Deurgars are most usually armed with crossbows, short swords, and/or light picks. There is a 25% chance each will be wearing plate armor. Duergar are very silent, and surprise opponents on 1-3 on 1d6. They have the same saving throw bonuses as other dwarves, but are completely immune to poison and paralysis. In their lair, there will be an additional number of young equal to 10% of the adults. In addition, there is a 75% chance the lair will have 1d4x100 slaves, consisting of morlocks, dwarves, deep elves, orcs, goblins, kobolds, or sometimes other humanoids. Duergar speak their own language, dwarven, and the gesture language of drow.

E

Eagle, Giant

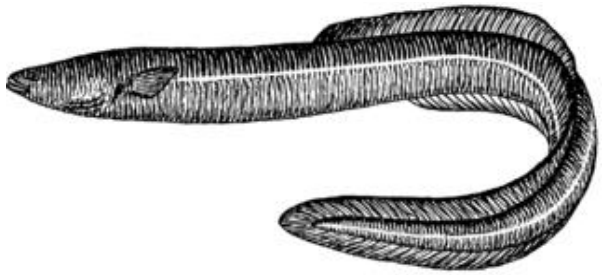
No. Enc.:	1d6 (1d20)
Alignment:	Neutral
Movement:	30’ (10’)
Fly:	480’ (120’)
Armor Class:	7 [12]
Hit Dice:	4
Attacks:	3 (2 claws, bite)
Damage:	1d6/1d6/2d6
Save:	16
Morale:	8
Hoard Type:	XI, XXII (no coins)
XP:	80

The grand, giant eagles have a 20’ wingspan. They nest on large cliffs or other out of the way rocky areas. Their eyesight is so finely honed that during the day they are impossible to surprise. In addition to their normal claw and beak attacks, giant eagles may use a dive attack that deals 2d6 damage per claw, with no beak attack possible. They may instead opt to carry away prey, and can carry up to 200 lbs. at half their normal movement. When a nest is encountered there is a 60% chance that there are 1d4 young, otherwise there are a like number of eggs. Giant eagles are intelligent, and have a kind fondness for elves and dwarves.

Ear Seeker

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	10’ (3’)
Armor Class:	9 [10]
Hit Dice:	1 hp
Attacks:	See below
Damage:	See below
Save:	18
Morale:	N/A
Hoard Type:	None
XP:	5

These small insect-like creatures spend most of their lives eating decaying wood and living in the bark of fallen trees or similar environments. However, at the end of their lives they seek a warm-blooded host to lay eggs. They will try to crawl into an orifice or cavity, such as the opening to the ears, where they deposit 1d8+8 eggs. The parent exits the body and dies. Meanwhile the eggs hatch in 4d6 hours and proceed to consume flesh. There is only a 10% chance of the host’s survival. The spell cure disease may be used to rid a host of the parasites.



Eel

	Electric	***Giant***
No. Enc.:	1d3 (1d3)	1d4 (1d4)
Alignment:	Neutral	Neutral
Movement:	120’ (40’)	90’ (30)
Armor Class:	9 [10]	6 [13]
Hit Dice:	2	5
Attacks:	1 (bite)	1 (bite)
Damage:	1d4	3d6
Save:	17	14
Morale:	7	8
Hoard Type:	None	None
XP:	29	200

	Sea
No. Enc.:	1d6x10
Alignment:	Neutral
Movement:	150’ (50’)
Armor Class:	8 [11]
Hit Dice:	1 – 1
Attacks:	1 (bite)
Damage:	1
Save:	18
Morale:	7
Hoard Type:	X, XII, XIII
XP:	6

Eels are aquatic creatures that usually only attack when provoked.

Electric: Once per turn an electric eel may emit an electrical discharge in a 15’ radius. The attack deals 3d8 damage to all beings within 5’, and 2d8 to those between 5’ and 10’, and 1d8 beyond that to the maximum range. These eels are 9’ long.

Giant: This giant 20’ long cousin to normal eels lack an electrical attack.

Sea: These 6′ long eels have bodies shaped like sea weed. They live in large colonies, inhabiting small networks of tunnels (6″ or 8″ in diameter) with open access to water. They have larger chambers deeper in rock, which they decorate with shiny riches. These eels attack with a poisonous bite that deals only 1 hp damage, but victims must save versus poison or die.

Efreeti

No. Enc.:	1 (1)
Alignment:	Chaotic
Movement:	90′ (30′)
Fly:	240′ (80′)
Armor Class:	3 [16]
Hit Dice:	10
Attacks:	1
Damage:	2d8
Save:	9
Morale:	12
Hoard Type:	None
XP:	4,500

Although they look like giant, demonic beings, efreeti are actually an intelligent kind of fire elemental. They may only be affected by magic and magical weapons. Efreeti have several spell-like abilities, and they can use each of them 3 times a day. They have four creation abilities, including create food and water (cast as a cleric of 7th level), create temporary objects of metal (the softer the metal the longer it lasts, gold lasts 24 hours while iron lasts 1 round, and 100 lbs maximum), create permanent goods (items made of wood, rope, and other kinds of softer goods of 100 lbs maximum), and create illusion (as phantasmal force, but the effect is permanent until touched or dispelled). Efreeti can also make themselves invisible and make a wall of fire. They can become a flame pillar that inflicts 1d8 hit points of damage, and ignites combustible materials that are within 5′. This form may only be maintained by an efreeti for 3 rounds.

Efreeti resent being summoned, and though they must serve for 101 days when properly compelled, they will attempt to twist the meaning of their orders and obey them to the letter. Efreeti are enemies of Djinn, and will try to destroy them when encountered.

Elemental

	Air	***Earth***
No. Enc.:	1 (1)	1 (1)
Alignment:	Neutral	Neutral
Movement:	-	60′ (20)′
Fly:	360′ (120′)	
Armor Class:	2 [17]/0 [19]/ -2 [21]	2 [17]/0 [19]/ -2 [21]
Hit Dice:	8/12/16	8/12/16
Attacks:	See below	See below
Damage:	---- 1d8 or 2d8 or 3d8 ----	
Save:	----- 13 or 11 or 8 -----	
Morale:	10	10
Hoard Type:	None	None
XP:	--- 1,570/2,800/3,300 ---	

	Fire	***Water***
No. Enc.:	1 (1)	1 (1)
Alignment:	Neutral	Neutral
Movement:	120′ (40)′	60′ (20′)
Swim:		180′ (60′)
Armor Class:	2 [17]/0 [19]/ -2 [21]	2 [17]/0 [19]/ -2 [21]
Hit Dice:	8/12/16	8/12/16
Attacks:	See below	See below
Damage:	---- 1d8 or 2d8 or 3d8 ----	
Save:	----- 13 or 11 or 8 -----	
Morale:	10	10
Hoard Type:	None	None
XP:	--- 1,570/2,800/3,300 ---	

Elementals are living beings made up of one of the four primary elements. They may be summoned in three different ways, and any time an elemental is summoned the summoner must spend complete concentration directing the elemental. Elementals will leave when dispelled, destroyed, or ordered to by the summoner. If the summoner stops concentrating or loses concentration due to being struck or taking other actions, the elemental will attack him and anyone in-between it and the summoner. Only magic and magical weapons can harm elementals.

There are three different power levels of elementals, and the type present will be determined by the means used to summon them. Any elemental summoned with a staff is the weakest of the three, having AC 2, HD 8, and DG 1d8. Any elemental summoned with other miscellaneous magic items has AC 0, HD 12, and DG 2d8. Elementals summoned with a spell have AC –2, HD 16, and DG 3d8.

Air Elementals: For every hit die possessed by an air elemental, it will have a diameter of ½′ and be 2′ high. For instance, an air elemental summoned by a spell would be 32′ high and have a diameter of 8′. Their appearance is that of a twirling air mass. If a being of fewer than 2 HD is caught in the twirling mass, it is carried away, barring a successful saving throw versus death. Any aerial victim will suffer an extra 1d8 hit points of damage from an air elemental.

Earth Elementals: For every hit die possessed by an earth elemental, it will be 1′ high. For instance, an earth elemental summoned by a spell would be 16′ high. Their appearance is that of a giant humanoid made of earth. Any victim standing on the ground will suffer an extra 1d8 hit points of damage from earth elementals. Earth elementals are unable to move through water that has a width greater than an elemental's height.
Fire Elementals: For every hit die possessed by a fire elemental, it will have a diameter of 1′ and be 1′ high. For instance, a fire elemental summoned by a spell would be 16′ high and have a 16′ diameter. Their appearance is that of a giant pillar of flame. Any victim that uses cold-based attacks will suffer an extra 1d8 hit points of damage from fire elementals. Fire elementals are unable to move through water that has a width greater than an elemental's diameter.

Water Elementals: For every hit die possessed by a water elemental, it will have a diameter of 2′ and be ½′ high. For instance, a water elemental summoned by a spell would be 8′ high and have a 32′ diameter. Their appearance is that of a large mass of watery waves. Any victim that is standing in, or submerged in, water suffers an extra 1d8 hit points of damage from water elementals. Water elementals may not be further than 60′ from a source of water.

Elephant

No. Enc.:	0 (1d20)
Alignment:	Neutral
Movement:	120′ (40′)
Armor Class:	5 [14]
Hit Dice:	9
Attacks:	2 or 1 (2 tusks or trample)
Damage:	2d4/2d4 or 4d8
Save:	10
Morale:	8
Hoard Type:	None
XP:	2,400

Massive herbivores of tropical lands, elephants are unpredictable creatures, but nevertheless are sometimes used as mounts or beasts of burden. If elephants have enough distance between them and a foe, they will commit to a charge to score double damage with their tusks. When in close combat, they may attempt to attack with tusks or attempt to trample, preferring to trample with a roll of 1-3 on 1d4. Elephants have a +4 to their attack roll

when attempting to trample an opponent that is smaller or approximately equal to the size of a human. Although elephants do not keep treasure, the ivory from tusks is valuable and each tusk is worth 1d6x100 gp.

Elf

No. Enc.:	1d4 (2d12)
Alignment:	Neutral
Movement:	120’ (40’)
Armor Class:	4 [15]
Hit Dice:	1 + 1
Attacks:	1 (weapon)
Damage:	1d8 or weapon
Save:	17
Morale:	8
Hoard Type:	XVIII
XP:	15

This monster listing is for the typical NPC elf. Elves average 5 feet tall and are slight of build. They prefer colorful clothes, usually with a green-and-gray cloak that blends well with the colors of the forest. When encountered in a group of 20 or more, one leader will be present, whose level will be determined by rolling 1d6+1. This leader may possess items of magic, with a probability equal to 5% per level of the leader per type of magic item. In the presence of a leader, elves have morale of 10 rather than 8.

Elf, Deep

No. Enc.:	1d10 (4d12)
Alignment:	Neutral (evil)
Movement:	120’ (40’)
Armor Class:	5 [14]
Hit Dice:	1
Attacks:	1 (weapon)
Damage:	As weapon
Save:	17
Morale:	7
Hoard Type:	XX
XP:	10

Deep elves are a degenerate race of subterranean elves, and are all albinos. It is said they followed an evolutionary path of savagery, as opposed to drow which retained sophisticated culture. They have 90’ infravision, and suffer -2 to hit when in sunlight or other bright light. In a village there will be a leader that is a 3rd level fighter with 12 hp. In addition, there will be a 1st level magic-user. Deep elves are hated enemies of morlocks, and constantly war with them for territory. Deep elves are sometimes enslaved by drow, and horribly abused by them because they are viewed as weak and inferior.

Elf, Drow

No. Enc.:	2d4 (5d10)
Alignment:	Chaotic
Movement:	120’ (40’)
Armor Class:	4 [15]
Hit Dice:	2
Attacks:	1 or 2 (weapon)
Damage:	As weapon
Save:	16
Morale:	10
Hoard Type:	V x 5, XI x 2
XP:	38

Also known as dark elves, drow are a depraved and evil demon-worshipping subterranean offshoot. White is the most common hair color among drow, with ebony skin and eyes a vivid red. Like other elves, they tend to be 5’ tall and slight of build. They have 120’ infravision, and if abruptly exposed to light are blinded for 1 rounds. In addition, when in bright light including sunlight they suffer -2 to hit and -2 to DEX. Drow have keen hearing and are surprised only on 1 on 1d8; they always move silently with 90% efficiency. Drow typically attack with short swords or afar with darts which are coated with poison. Victims must save versus poison at -4 or fall unconscious for 1d4 turns. Drow can use the following spell-like abilities once per day: dancing lights, darkness, and faerie fire. All drow save versus magical effects with a +2. In addition, drow of 4th level or higher have the following spell-like abilities once per day: detect magic, know alignment, and levitate. Finally, female drow are more powerful than males, and once per day have the abilities of clairvoyance, detect lie, dispel magic, and suggestion. In a group of 10 or more, a male 3rd level fighter will be present.

In a group of 20 or more, a female cleric/fighter of 6th level will be present. If more than 30 are encountered, a female cleric/fighter of 7th or 8th level will be present, and a male fighter/magic-user of 4th or 5th level will be present. There is a 5% chance per level that a drow has a magic item.

Ettin

No. Enc.:	1d2 (1d4)
Alignment:	Chaotic
Movement:	120’ (40’)
Armor Class:	3 [16]
Hit Dice:	10
Attacks:	2 (club, club)
Damage:	2d8/3d6
Save:	12
Morale:	9
Hoard Type:	XIX
XP:	1,700

Ettins are dirty creatures that wear tattered skins and often use wicked weapons, such as barbed clubs. They share some affinity to orcs, witnessed in their pig-like faces. Ettins are large, nocturnal creatures that live below ground. They have two heads, each of which controls one arm. The right side is slightly dominant, and can cause 3d6 damage whereas the left can inflict 2d8. Ettins are seldom surprised (1 on 1d6) because one head or the other is usually keeping watch.

Eye, Floating

No. Enc.:	1d12 (1d12)
Alignment:	Neutral
Movement:	300’ (100’)
Armor Class:	9 [10]
Hit Dice:	1d4 hp
Attacks:	0
Damage:	0
Save:	18
Morale:	6
Hoard Type:	None
XP:	6

These bizarre fish are 1’ long and transparent except for their single large eye. Creatures looking at the eye must succeed in a saving throw versus paralyzation or be hypnotized (stunned) and unable to move. There are always large aquatic predators near floating eyes, ready to attack the prey. The floating eyes then feed on fallen morsels.

Eye of the Deep

No. Enc.:	1 (1)
Alignment:	Chaotic
Movement:	60’ (20’)
Armor Class:	5 [14]
Hit Dice:	10-12
Attacks:	3 (2 claws, bite)
Damage:	2d4/2d4/1d6
Save:	10
Morale:	8
Hoard Type:	X
XP:	3,800

These aggressive, evil intentioned creatures have the bodies of 5′ wide orbs dominated by a central eye and large serrated mouth. The eye of the deep is thought to be a distant relative of the eye of terror, for its appearance is that of said creature. Hundreds of small seaweed-like bristles hang from the bottom of its body. Two large crab-like pincers protrude from its body, and two long, thin eyestalks sprout from the top of its orb. Eyes of the deep are typically found only in the deepest parts of the ocean, where they float slowly, searching for prey. They attack using eye rays, and then they grasp an opponent with pincer-like claws and subject victims to a bite attack. Each of the creature's eye stalks can produce a magical ray once per round. The creature can aim both of its eye rays in any direction. The eyes have the following powers:

Hold Person: Left eye—the target must succeed on a saving throw versus spells or be affected as though by the spell. An eye of the deep will use this ray early in a fight so as to disable its opponents.

Hold Monster: Right eye—the target must succeed on saving throw versus spells or be affected. This is used in the same manner as the hold person ray.

Phantasmal Force: By combining the rays of both eyes, the eye of the deep can replicate the spell phantasmal force.

Stun: An eye of the deep's central eye can, once per round, produce a cone of stunning energy extending straight ahead from its front to a range of 30′, with a 20′ diameter at the terminal end. Creatures in the area must succeed on a saving throw roll versus paralyze or be stunned for 2d4 rounds.

Eye, Tentacled

No. Enc.:	1 (1)
Alignment:	Chaotic
Movement:	90′ (30′)
Armor Class:	4 [15] (tentacles 5 [14])
Hit Dice:	14-16
Attacks:	8 or 1 (tentacles or bite)
Damage:	1d8 per tentacle or 2d6
Save:	10
Morale:	10
Hoard Type:	VII, IX, XIV
XP:	4,200

Sages believe the tentacled eye is a very distant relative of the horrible eye of terror. These creatures have 15′ wide orb-like bodies, a large tooth-filled mouth, and three elephantine legs. Their bodies are covered with eyes, and they may not be surprised. They have a disturbingly incongruent canine-like nose, and eight octopus-like tentacles. Tentacled eyes may attack any single opponent with 4 tentacles at a time, and may divide attacks so that they can attack up to 8 opponents, one for each tentacle, each round. Each tentacle is massive and deals 1d8 crushing damage. A successful hit means the victim is entangled and will suffer an additional 1d8 damage per round until either the tentacle is severed or the creature is killed.

Tentacles may be attacked individually, and have an AC of 5 and 2d6+4 hp. A tentacle regenerates in 2d4 days. Creatures being constricted attack with a -2 penalty to hit. The tentacled eye may also pull constricted creatures toward its mouth, where it bites for 2d6 hp damage. Victims must succeed in a saving throw versus poison or become living husks with dead brains, waiting to be completely devoured. Curative spells cannot cure this condition, but if a victim is fully dead a raise dead or resurrection spell will revive him normally.

Eye of Terror

No. Enc.:	1 (1)
Alignment:	Chaotic
Movement:	60′ (20′)
Armor Class:	0 [19] (body), 2 [17] (central eye), 3 [16] (eye stalks)
Hit Dice:	10-12
Attacks:	3 (2 tentacles, bite)
Damage:	1d6/1d6/2d4
Save:	8
Morale:	9
Hoard Type:	VII, IX, XIV
XP:	7,300

These highly intelligent cave or dungeon dwelling evil cousins to eyes of the deep likewise have the bodies of 5′ wide orbs dominated by a central eye and large serrated mouth. However, rather than bristles, hundreds of small tentacles hang from the bottom of its body. Instead of pinchers, eyes of terror have two 3′ long tentacles ending in a spiked squid-like sucker appendage that can grasp like a hand. These appendages can slap opponents for 1d6 hp damage, and victims must save versus poison or die. The eye of terror moves around with a permanently active form of levitation. The central eye possesses 30% of the creature's total hp and has an independent AC of 2. Each eyestalk has AC 3 and 1d6+8 hp. Destroyed eyestalks regenerate in seven days. In addition to the central eye, each of the eye of terror's eight eyestalks have a special power. Note that these creatures may use four eyestalks and the central eye at the same time against opponents directly in front of the eye of terror. If there are additional attackers from other directions, other eyes may be employed against them as well. The eyes have the following powers:

Central Eye: Flesh to stone cone ray, 30′ long and 20′ diameter at the terminal end.
Eye 1: Slow as the spell
Eye 2: Polymorph other as the spell
Eye 3: Hold monster as the spell
Eye 4: Sleep as the spell
Eye 5: Hold person as the spell
Eye 6: Stun ray, 40′ long, as the power word, stun spell
Eye 7: Telekinesis as the spell
Eye 8: Feeblemind as the spell



F

Ferret, Giant

No. Enc.:	1d8 (1d12)
Alignment:	Neutral
Movement:	150′ (50′)
Armor Class:	5 [14]
Hit Dice:	1 + 1
Attacks:	1 (bite)
Damage:	1d8
Save:	18
Morale:	8
Hoard Type:	None
XP:	15

Giant ferrets are much like their smaller kin, but average 3′ long. They are often trained to hunt giant vermin, but their

temperamental personalities make them dangerous, as they occasionally turn on their masters.

Fish, Giant

	Catfish	***Piranha***
No. Enc.:	0 (1d2)	0 (2d4)
Alignment:	Neutral	Neutral
Movement:	-	-
Swim:	90′ (30′)	150′ (50′)
Armor Class:	4 [15]	6 [13]
Hit Dice:	8 + 3	3 + 3
Attacks:	5 (bite, 4 feelers)	1 (bite)
Damage:	2d8/1d4 (each 1d8 Feeler)	
Save:	15	16
Morale:	8	7
Hoard Type:	None	None
XP:	620	65

	Rockfish	***Sturgeon***
No. Enc.:	0 (2d4)	0 (1)
Alignment:	Neutral	Neutral
Movement:	-	-
Swim:	180′ (60′)	180′ (60′)
Armor Class:	7 [12]	0 [19]
Hit Dice:	5 + 5	10 + 2
Attacks:	4 (spines)	1 (bite)
Damage:	1d4x4 (each	2d10 spine), poison
Save:	15	14
Morale:	8	9
Hoard Type:	None	None
XP:	460	1,700

Giant Catfish: These scaleless, ash-colored fish are both predators and scavengers. They can attack with their whisker-like feelers and a bite. The giant catfish reaches a length of about 15′.

Giant Piranha: These giant fish live in warm, moving water, and can reach a length of 5′. They will attack nearly anything that moves, and if blood is scented they will feed at a feverish pace, never having to check for morale. Note that as many as 8 giant piranhas may attack a single victim at a time.

Giant Rockfish: These giant fish are passive but deadly. They closely resemble the rocky sea surface that they call home, and blend in well since there is only a 30% chance that an observer will recognize the fish is present. The giant rockfish will attack if threatened, and its deadly spines are also poisonous, requiring a saving throw versus poison, or the victim dies. Should a being touch a rockfish due to mistaking it for its surroundings, it is struck by all four spines with no attack roll required.

Giant Sturgeon: These immense gray scaly fish can reach a length of 30′. If their attack roll is equal to or greater than 18, a victim is swallowed. A being that is swallowed takes 2d6 hit points of damage per round inside the giant sturgeon's belly. In addition, if a victim does not succeed in a saving throw versus paralyze, he is paralyzed. Otherwise, he may attack the sturgeon from the inside with a –4 to the attack roll versus an effective AC 7.

Flightless Bird

No. Enc.:	2d10 (2d10)
Alignment:	Neutral
Movement:	180′ (60′)
Armor Class:	7 [12]
Hit Dice:	1-3
Attacks:	1 (bite or claws)
Damage:	1d4 or 2d4
Save:	17
Morale:	8
Hoard Type:	None
XP:	10, 20, 50

This category of animal includes large flightless birds ranging in size from the smallest, the rhea, to the emu, and to the largest, the ostrich (with correspondingly higher HD).

Fly, Giant Carnivorous

No. Enc.:	1d6 (2d6)
Alignment:	Neutral
Movement:	90′ (30′)
Fly:	180′ (60′)
Armor Class:	6 [13]
Hit Dice:	2
Attacks:	1 (bite)
Damage:	1d8
Save:	18
Morale:	8
Hoard Type:	VI
XP:	29

The dreaded giant carnivorous fly is 3′ long. They have markings that make them appear similar to giant killer bees. The giant carnivorous fly preys upon these bees, and is immune to their poisonous sting. However, they also prey upon animals and humanoids. These giant flies skulk in shadows, waiting for victims, and surprise on 1-4 on 1d6. These carnivorous flies sometimes jump to a distance of 30′ to attack. They attack by biting victims with their formidable mandibles.

Frog, Giant

	Giant	***Killer***
No. Enc.:	5d8 (5d8)	3d6
Alignment:	Neutral	Neutral
Movement:	30′ (10′)	60′ (20′)
Swim:	90′ (30′)	120′ (40′)
Armor Class:	7 [12]	8 [11]
Hit Dice:	1-3	1 + 4
Attacks:	1 (bite)	3 (2 claws, bite)
Damage:	1d3, 1d6, 2d4	1d2/1d2/1d4+1
Save:	16	18
Morale:	7	7
Hoard Type:	None	None
XP:	13, 29, 65	21

	Poisonous
No. Enc.:	2d6
Alignment:	Neutral
Movement:	30′ (10′)
Swim:	90′ (30′)
Armor Class:	8 [11]
Hit Dice:	1
Attacks:	1
Damage:	1
Save:	18
Morale:	7
Hoard Type:	None
XP:	13

Giant: Giant frogs inhabit swamps, rivers, lakes, ponds or other bodies of water. Three different sizes are categorized here, 2′ long and 50 lbs. (1 HD), 4′ long and 150 lbs (2 HD), and 6′ long and 250 lbs (3 HD). Much like their giant toad cousins, giant frogs blend into their environment, surprising opponents on 1-4 on 1d6. Giant frogs can leap 180′ (60′) and attack the same round. They often attack by extending their immensely long tongues that are three times as long as their bodies, to strike with +4 on the attack roll. If the victim fails to attack the tongue before the next round, he is drawn to the mouth of the frog and bitten for an amount of damage dependent on the frog's size. If the victim weighs more than the frog but not twice as much, he may attack the tongue an additional time before being dragged. Victims weighing more than twice the weight of the frog are nor dragged. In addition to these attacks, giant frogs have a swallow attack, and are able to swallow

human-sized opponents or smaller. Swallowed creatures suffer 1d6 damage from digestion per round.

Killer: Killer frogs are 2' long and attack with vicious claws and a bite. They crave human flesh, and attack with no provocation.

Poisonous: These 1' long frogs are not aggressive, but attack if provoked. Its bite is poisonous, as is its skin from merely a touch. Victims exposed to the poison must save versus poison with a +4 bonus or die.

Fungi, Violet

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	10' (3')
Armor Class:	7 [12]
Hit Dice:	3
Attacks:	1-4
Damage:	See below
Save:	15
Morale:	8
Hoard Type:	None
XP:	80

Violet fungi are 4' to 7' tall, resemble shriekers, and are often found growing among them. A violet fungi's coloration ranges from purple overall to dull gray or violet covered with purple spots. A violet fungus flails about with its 1d4 tentacles at living creatures that come within its reach of 1' to 4' per tentacle. The tentacles ooze a rot-inducing slime, causing a victim to save versus poison or after one round rot into a corpse. If the spell cure disease is cast on the round immediately after the attack, the effect is avoided.

G

Gargoyle

No. Enc.:	1d6 (2d4)
Alignment:	Chaotic
Movement:	90' (30')
Fly:	150' (50')
Armor Class:	5 [14]
Hit Dice:	4
Attacks:	4 (2 claws, bite, horn)
Damage:	1d3/1d3/1d6/1d4
Save:	15
Morale:	11
Hoard Type:	XX
XP:	500

Gargoyles are demonic-appearing beasts that are magical in nature, and may only be harmed by enchanted weapons or magic. They have large bat-like wings, horns, fangs, fearsome claws, and skin the color of gray stone. Although they are not greatly intelligent, they make up for this with the sly nature of efficient predators.

Gas Spore

No. Enc.:	1d3 (1d3)
Alignment:	Neutral
Movement:	30' (10')
Armor Class:	9 [10]
Hit Dice:	1 hp
Attacks:	1
Damage:	See below
Save:	19
Morale:	12
Hoard Type:	None
XP:	6

From a distance greater than 10', the gas spore is 90% likely to be mistaken for an eye of terror. There is a 30% chance of mistaking the spore for an eye of terror even when up close. The gas spore is actually a fungus, and is not related to the eye of terror, but it resembles one most uncannily. When a gas spore contacts a living creature, it injects poisonous rhizomes into the foe and the gas spore drops dead. After just one round, the rhizomes grow in the whole victim's body. An infected creature dies in 24 hours and 2d4 gas spores emerge from its body. A cure disease spell cast on an affected creature before it dies destroys the rhizomes. If a gas spore is struck for a single point of damage, it explodes in a violent blast of gas that deals 6d6 points of damage to all creatures within a 30' radius. A successful save versus wands reduces the damage by half.

Gelatinous Cube

No. Enc.:	1 (0)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	8 [11]
Hit Dice:	4
Attacks:	1
Damage:	2d4 + see below
Save:	15
Morale:	12
Hoard Type:	VII
XP:	245

The nearly transparent gelatinous cube travels slowly along dungeon corridors and cave floors, absorbing carrion, creatures, and trash. Inorganic material remains trapped and visible inside the cube's body. A typical gelatinous cube is 10 feet on a side, though much larger specimens are not unknown. The translucent appearance of the gelatinous cube makes characters surprised on a surprise check roll of 1-4 on 1d6. A gelatinous cube attacks by slamming its body into its prey to engulf foes. This attack deals 2d4 hit points of damage, and an opponent must succeed in a saving throw versus paralyze or become paralyzed for 2d4 turns. The spell cure light wounds causes a character to regain movement, but this use does not heal hit points with the same casting. Subsequent attacks against a paralyzed foe always hit. Gelatinous cubes are immune to the effects of lightning and cold-based attacks. They take normal damage from weapons and fire-based attacks.

Ghast

No. Enc.:	1d6 (1d6)
Alignment:	Chaotic
Movement:	150' (50')
Armor Class:	4 [15]
Hit Dice:	4
Attacks:	3 (2 claws, bite)
Damage:	1d4/1d4/1d8
Save:	16
Morale:	9
Hoard Type:	VIII, IX, XI, XXI
XP:	190

These despicable undead creatures resemble ghouls, and are often found with them. However, ghasts are much more powerful. Their bite induces paralysis for 2d4 turns unless a successful saving throw versus paralyze is made; this paralysis is potent even to elves. In addition, ghasts have a horrible rotting stench, and any beings within 10' must save versus poison or become horribly sick and vomiting, suffering -2 to hit in combat. Ghasts represent such a powerful evil that protection from evil is ineffective against them unless combined with powdered iron. Cold iron weapons deal twice normal damage against ghasts.

Ghoul

No. Enc.:	1d6 (2d8)
Alignment:	Chaotic
Movement:	90′ (30′)
Armor Class:	6 [13]
Hit Dice:	2 (turn as 3 HD)
Attacks:	3 (2 claws, bite)
Damage:	1d3/1d3/1d3 + see below
Save:	17
Morale:	9
Hoard Type:	XXI
XP:	47

Formerly human, but now flesh-eating undead mockeries of their former existence, ghouls are fearsome enemies of all things living. Ghouls attack with claws and a vile bite. Any successful attack requires the opponent to attempt a saving throw versus paralyze, or become paralyzed for 2d4 turns. This paralysis may be cured with cure light wounds. Elves are immune to the paralysis of ghouls, and the paralysis cannot take effect on humanoids larger than ogres. Ghouls will attempt to paralyze all members of a group, so that they can feast on their helpless bodies at leisure. All humans slain by ghouls rise again in 24 hours as ghouls, unless the spell bless is cast upon their bodies. Ghouls are turned on the Turning Undead Table as undead of 3 HD, but the amount turned is
calculated normally for 2 HD undead.

Ghost

No. Enc.:	1 (1)
Alignment:	Chaotic
Movement:	90′ (30′)
Armor Class:	0 [19] (8 [11])
Hit Dice:	10
Attacks:	1
Damage:	See below
Save:	11
Morale:	10
Hoard Type:	IX, XIX
XP:	3,100

These incorporeal, ethereal beings are the animated spirits of horribly evil humans. In life their evil was so great as to attract otherworldly attention, and the powers preserved their being as ghosts after death. Ghosts are so terrifying that any being seeing one ages 10 years and flees as with a fear spell for 2d6 turns. A save versus spells negates the effect. The divine confidence belonging to clerics of 6th level or higher makes them immune. Beings of 8 HD or levels receive a +2 bonus to save. Ghosts usually attack via magic jar within a range of 60′. Ghosts may be attacked directly, whether physically or by spell, only by beings that are also ethereal or on the ethereal plane. If attacked on the ethereal plane ghosts have an AC of 8 [11]. A ghost may also partially materialize and attack a victim physically. A successful attack ages a victim by 1d4x10 years. Beings killed in this manner may not be reincarnated, raised or resurrected.

Giant

	Hill	***Stone***	***Frost***
No. Enc.:	1d4 (2d4)	1d2 (1d6)	1d2 (1d4)
Alignment:	Chaotic	Neutral	Chaotic
Movement:	120′ (40′)	120′ (40′)	120′ (40′)
Armor Class:	4 [15]	4 [15]	4 [15]
Hit Dice:	8	9	10 + 1
Attacks:	1	1	1
Damage:	2d8	3d6	4d6
Save:	12	10	8
Morale:	8	9	9
Hoard Type:	------- XVIII + 5,000 gp -------		
XP:	560	1,700	1,700

	Fire	***Cloud***	***Storm***
No. Enc.:	1d2 (1d3)	1d2 (1d3)	1 (1d3)
Alignment:	Chaotic	Neutral	Lawful
Movement:	120′ (40′)	120′ (40′)	150′ (50′)
Armor Class:	4 [15]	4 [15]	2 [17]
Hit Dice:	11 + 2	12 + 3	15
Attacks:	1	1	1 + see below
Damage:	5d6	6d6	8d6
Save:	7	6	3
Morale:	9	10	10
Hoard Type:	------- XVIII + 5,000 gp -------		
XP:	2,000	2,000	3,300

Hill Giant: In many ways hill giants resemble larger ogres, including having eyes rimmed with red and often wielding some bludgeoning weapon or a spear. They have skin of rust brown or tan, with similarly colored rust or black hair. They dress in animal skins and are 12′ tall. Hill giants enjoy pillaging human villages.

Stone Giant: Stone giants are partially named for their stone-like complexions and iron colored eyes. Their hair is also dark-stone colored, sometimes with hints of blue. They are 14′ tall. Whereas hill giants often use wooden clubs, stone giants prefer stone clubs and wear skins the color of stone. Stone giants can throw rocks to inflict 3d6 damage to a range of 300′. They keep guards (50% chance), which are typically bears (1d4 in number).

Frost Giant: Frost giants have the overall appearance of giant, 18′ tall muscled barbarians. They have pale yellow or blue eyes, with white hair that can likewise be tinged with yellow or blue. Frost giants get their name for their love of the cold. They often live within frosty caverns, but have the propensity to take up residence in castles, as do some of their other giant kin. This love of the cold is reflected in the fact that frost giants are completely immune to ill effects from cold, including the bone-chilling breath of white dragons! Frost giants can throw rocks to inflict 3d6 damage to a range of 200′. They keep guards, which are usually (1-8 on 1d10) 6d6 wolves, or sometimes (9-10 on 1d10) 3d6 polar bears.

Fire Giant: Fire giants′ hair is the red and orange color of flames, and their skin is soot black. Their teeth are flame orange, and their eyes red. They are 16′ tall. They commonly wear armor on their broad shoulders. This armor is usually brass, bronze, copper, or sometimes made from the skin of red dragons. Fire giants live in castles or large structures made of stone or dense fire-hardened earth. Like most giants, fire giants delight in throwing rocks at enemies. They can hit a target from a distance of 200′ to inflict 3d6 hit points of damage. When not throwing rocks, fire giants wield large swords. Fire giants are immune to fire-based attacks, including the fire breath of a red dragon. They keep guards, which are usually (1-8 on 1d10) 3d6 hellhounds, or sometimes (9-10 on 1d10) 1d3 hydras.

Cloud Giant: Cloud giants often dress in flowing clothing and fancy jewelry. They have bronze to white hair, with skin in tones of blue ranging from nearly white to cold, light blue. They are 20′ tall. Cloud giants usually live in giant castles at high elevations. When not high up in the mountains, their castles exist on clouds given substance by magic. Their strong olfactory sense and sharp eyesight make them surprised on a roll of 1 on 1d6. Cloud giants keep various guards, and if the giants are living on clouds the guards will be giant hawks (3d6 in number). If living in castles on mountains, the guards will be dire wolves (6d6 in number). Although they often wield clubs, all cloud giants can throw rocks to inflict 3d6 damage to a range of 200′.

Storm Giant: There are two typical appearances of storm giants, which are related to their preference for environment. Those who choose to live under water are often of green hair, eyes and skin, while those above water have purple skin, eyes either purple or cloud gray, and blue-tinted black hair. Both kinds are 22′ tall.

Storm giants are the most formidable of all giants. They live in remote locations; about 60% of the time they live on clouds like their cloud giant cousins, and 30% of the time in the mountains like their stone giant relatives. Somewhat more rarely, 10% of the time storm giants choose to live underwater. In all cases, they live in immense, luxurious castles. Like most other giants, storm giants keep guards, and if living above water will have 2d4 griffons. However, storm giants who have their castle abodes under water will instead have giant crabs (3d6 in number). Storm giants have the ability to summon thunderstorms that will arrive after 1 turn. In the presence of a thunderstorm, a storm giant is able to cast a lightning bolt 1 time per 5 rounds. The hit point damage inflicted is equal to the storm giant's current hit point total, and a saving throw versus spells can reduce this damage by 50%. Storm giants are immune to all forms of lightning, even the lightning breath attack of blue dragons.

Gnoll

No. Enc.:	1d6 (3d6)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	5 [14]
Hit Dice:	2
Attacks:	1 (weapon)
Damage:	2d4 or weapon +1
Save:	17
Morale:	8
Hoard Type:	XIX
XP:	47

Gnolls are hyena-headed, dark humanoids that wander in loose tribes. Most gnolls have dirty yellow or reddish-brown fur. A gnoll is a nocturnal carnivore, preferring intelligent creatures for food because they scream more, though gnolls themselves are not particularly intelligent. Gnolls use a variety of weapons, and receive a +1 to damage due to their high strength. In any group of 20 gnolls, there is a leader who has 16 hit points and is considered to have 3 HD for attack purposes.

Gnome

No. Enc.:	1d8 (5d8)
Alignment:	Lawful, Neutral
Movement:	60' (20')
Armor Class:	5 [14]
Hit Dice:	1
Attacks:	1 (weapon)
Damage:	1d6 or weapon
Save:	17
Morale:	8
Hoard Type:	XX
XP:	10

Gnomes stand 3' to 3 ½' tall and are slighter of build than dwarves. Their skin color ranges from dark tan to woody brown, their hair is fair, noses large, and their eyes can be any shade of blue. Gnome males prefer long beards. Gnomes generally wear leather or earth tones, though they decorate their clothes with intricate stitching or fine jewelry. These cousins to dwarves share many of their likes, and often live in vast mines looking for precious metals and gems. Their tendency to underground life has granted them extended infravision to 90'. They have a fondness for contraptions, and often employ crossbows and fight hand-to-hand with war hammers. Gnomes have a particular hatred for kobolds, but are none too fond of goblins. Dwarves, however, are treated as welcome relatives.

In any group of 20 gnomes there is a leader who has 11 hit points. This leader attacks with an attack value of a monster with 2 HD. Gnomes are ruled by a grand chief, who is considered as a monster of 4 HD, and has 18 hit points. A grand chief is a particularly strong gnome, and receives a +1 bonus to all damage dealt. These chiefs have a small contingent of 1d6 bodyguards, who are considered to attack as monsters of 3 HD and each has 1d4 +9 hit points. When in the presence of the grand chief, all gnomes have an effective morale of 10.

Goblin

No. Enc.:	2d4 (6d10)
Alignment:	Chaotic
Movement:	60' (20')
Armor Class:	6 [13]
Hit Dice:	1 - 1
Attacks:	1 (weapon)
Damage:	1d6 or weapon
Save:	18
Morale:	7
Hoard Type:	III (XX)
XP:	5

A goblin stands 3' to 3 ½' tall. Its eyes are usually dull and glazed, varying in color from red to yellow. Their eyes sometimes flicker red in the dark. A goblin's skin color ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same color. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors. They spend most of their days underground, and as such suffer a –1 penalty to all attack rolls when in full sunlight. They have a longer range of infravision, to 90'. Goblins are archenemies of dwarves, who they hate above all other humanoids, followed closely by their distaste for gnomes.

Goblins often use dire wolves as mounts, and 25% of their number will be mounted 20% of the time. A goblin king is an exceptional goblin, who attacks like a monster of 3 HD, and all damage dealt receives a bonus of +1. A goblin king is always accompanied by a loyal bodyguard, totaling 2d6 individuals. The bodyguards each have 2d6 hit points, and attack as monsters with 2 HD. All goblins in the presence of the goblin king have a morale score of 9. The goblin lair always has more treasure (Hoard Type XX), and there is equally more treasure when encountering goblins in the wilderness.

Golem

	Amber	***Bone***
No. Enc.:	1 (1)	1 (1)
Alignment:	Neutral	Neutral
Movement:	180' (60')	120' (40')
Armor Class:	6 [13]	2 [17]
Hit Dice:	10	8
Attacks:	3 (2 claws, bite)	4 (weapons)
Damage:	2d6/2d6/2d10	weapon type
Save:	13	14
Morale:	12	12
Hoard Type:	None	None
XP:	3,100	2,065

	Bronze	***Wood***
No. Enc.:	1 (1)	1 (1)
Alignment:	Neutral	Neutral
Movement:	240' (80')	120' (40')
Armor Class:	0 [19]	7 [12]
Hit Dice:	20	2 + 2
Attacks:	1 (fist)	1 (fist)
Damage:	3d10, see below	1d8
Save:	10	18
Morale:	12	12
Hoard Type:	None	None
XP:	4,250	59

	Clay	***Flesh***
No. Enc.:	1 (0)	1 (0)
Alignment:	Neutral	Neutral
Movement:	60’ (20’)	90’ (30’)
Armor Class:	7 [12]	9 [10]
Hit Dice:	11	9
Attacks:	1 (fist)	2 (fists)
Damage:	3d10	2d8/2d8
Save:	9	7
Morale:	12	12
Hoard Type:	None	None
XP:	3,000	2,400

	Iron	***Stone***
No. Enc.:	1 (0)	1 (0)
Alignment:	Neutral	Neutral
Movement:	60’ (20’)	60’ (20’)
Armor Class:	3 [16]	5 [14]
Hit Dice:	18	14
Attacks:	1 (fist)	1 (fist)
Damage:	4d10	3d8
Save:	6	8
Morale:	12	12
Hoard Type:	None	None
XP:	5,250	4,200

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic. As such, they are created by exceptionally powerful clerics and magic-users. The examples provided here are just a few of the possible kinds. The Gamemaster may design new forms using the examples as guidelines. All golems are unaffected by ordinary weapons. In addition, golems have no true intelligence, and are thus unaffected by hold, charm, or sleep spells. Since they are not truly alive, they are unaffected by poison or gases.

Amber Golem: These golems are made of petrified tree sap, and this golden stone is commonly formed into the shape of dire wolves or large cats. They have the ability to detect invisibility to a range of 60’, and are able to track any being.

Bone Golem: Though they may be mistaken for undead, these human-sized constructs of bones are animated golems. These golems are usually given four arms, and each may wield a weapon to attack every round. They may direct attacks at up to two opponents each round. In addition to ordinary immunities enjoyed by golems, bone golems are unaffected by electrical, fire, or cold-based attacks.

Bronze Golem: These giant humanoids are made of bronze, and have molten metal inside them. Powerful fists deal 3d10 hp damage. The touch of a bronze golem inflicts 1d10 hp damage, from intense heat. When a bladed weapon strikes this golem, the attacker suffers 2d6 hp of damage as some of the molten metal inside it gushes forth. A saving throw versus death can be made to avoid this damage entirely.
Wood Golem: Wood golems are about the size of halflings, and are shaped from wood. They are clumsy and suffer –1 to initiative. These golems are particularly susceptible to fire-based attacks, and make saving throws with a penalty of –2. In addition, for fire-based attacks they take 1 more point of damage per damage die rolled.

Clay Golem: These golems are constructed from clay, and are usually humanoids approximately 8’ tall. Their powerful fists deal 3d10 damage, which can only be magically healed by a cleric of at least 17th level. Sharp weapons are ineffective against clay golems. Only blunt magical weapons cause damage. Further, only the following spells affect clay golems: disintegrate acts as a slow spell, and deals only 1d12 hp damage; earthquake cast on the golem halts it in its tracks for one turn and deals 5d10 hp damage; move earth pushes a clay golem backwards by 120’ and deals 3d12 hp damage.

Flesh Golem: A flesh golem is not an undead creature, though it is sometimes mistaken for one since it is typically cobbled together from various deceased humanoid body parts. Flesh golems are immensely powerful, and can automatically break down most doors. They are able to deal 1 shp of damage to a reinforced door or structure for every 3 rounds of attacking it. Ordinary weapons of any kind are ineffective against flesh golems. Likewise, all spells are ineffective except heat and cold-based spells, which act to slow flesh golems for 2d6 rounds. However, all electrical-based attacks actually repair damage to flesh golems at a rate of 1 hp per 1 HD of damage that would otherwise have been afflicted.

Iron Golem: These 12’ tall iron beings are immensely powerful, and can deal 1 shp of damage per round. In addition to smashing with powerful fists, these golems have a poisonous gas breathe attack that affects a 10’ cubed area in front of the golem. Creatures within the area must save versus poison or die. Only weapons at least +3 or better can damage iron golems. Spells are ineffective, except for lightning bolt, which acts to slow the golem for 3 rounds. Fire-based magical attacks actually repair damage to an iron golem at the rate of 1 hp per 1 hp damage that would otherwise have been inflicted.

Stone Golem: Stone golems have powerful fists that can deal 1 shp every other round. In addition, stone golems can cast slow at an opponent within 10’ every other round. Only weapons at least +2 or better can damage stone golems. Spells are ineffective, except for rock to mud, which acts to slow the golem for 2d6 rounds. Mud to rock repairs all damage a stone golem has suffered. If stone to flesh is cast on the golem, it becomes susceptible to all normal attacks for 1 full round.

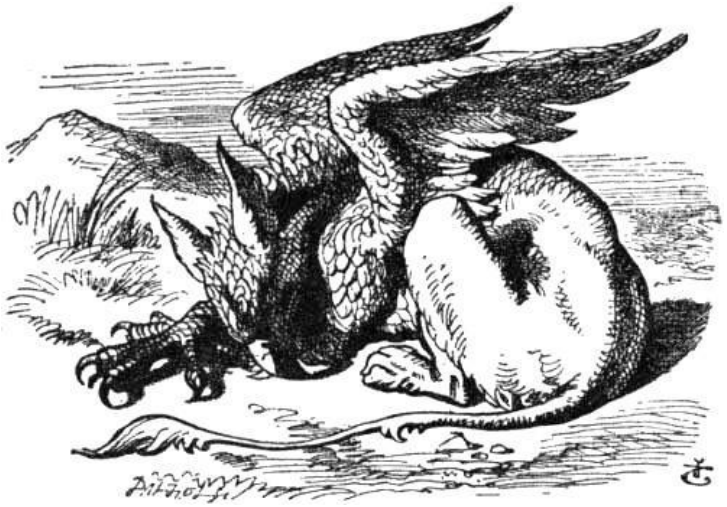
Gorgon

No. Enc.:	1d2 (1d4)
Alignment:	Chaotic
Movement:	120’ (40’)
Armor Class:	2 [17]
Hit Dice:	8
Attacks:	1 (gore or breath)
Damage:	2d6 or petrify
Save:	11
Morale:	8
Hoard Type:	XVIII
XP:	1,060

The gorgon resembles a large bull with red scales. A typical gorgon stands over 6 feet tall at the shoulder and measures 8 feet from snout to tail. It weighs about 4,000 pounds. Gorgons are nothing if not aggressive. They attack opponents on sight, attempting to gore or petrify them. If a gorgon gets a running start to charge it may gore with its horns for double damage. Gorgons have a breath attack that is a gas cloud 10’ wide and 60’ long. Any creature caught in this cloud must succeed in a saving throw versus petrify or turn to stone. A gorgon is unaffected by its own breath attack. Gorgons live on hills and prairies.

Gray Ooze

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	10’ (3’)
Armor Class:	8 [11]
Hit Dice:	3
Attacks:	1
Damage:	2d8
Save:	16
Morale:	12
Hoard Type:	None
XP:	80



Gray ooze can grow to a diameter of up to 10 feet, and a thickness of about 6 inches. It resembles damp stone so closely that it can be mistaken for that easily. A gray ooze strikes like a snake, slamming opponents with its body. A successful strike to an unarmored being deals 2d8 hit points of damage from the acidic slime that covers it. If an opponent is armored, whether the armor is magical or non-magical, it is destroyed 1 turn after a successful hit from the ooze, as the acid eats through it viciously. In either case, the ooze clings to an opponent and once armor is no longer a barrier the resilient acid continues to deal 2d8 hit points of damage every round until it can be neutralized. Gray ooze is immune to the effects of fire-based and cold-based attacks. They take normal damage from lightning and weapons.

Gray Worm

No. Enc.:	1d3 (1d3)
Alignment:	Neutral
Movement:	60′ (20′)
Armor Class:	6 [13]
Hit Dice:	6
Attacks:	1 (bite)
Damage:	1d8
Save:	14
Morale:	9
Hoard Type:	XXI
XP:	570

These large, 30′ long gray worms attack with wide tooth-rimmed mouths. Gray worms are able to swallow prey whole (swallow attack) on an attack roll of 19 or 20. Any opponent who is swallowed whole suffers 1d8 hit points of damage every round, and this continues until either the gray worm is killed or until the opponent dies. The cramped quarters inside the belly of the worm prevent attack from the inside by any weapon except a dagger. Attacking a gray worm from inside its belly is difficult, and the attacker suffers a -4 penalty.

Green Slime

No. Enc.:	1 (0)
Alignment:	Neutral
Movement:	3′ (1′)
Armor Class:	NA, no roll needed
Hit Dice:	2
Attacks:	1
Damage:	See below
Save:	18
Morale:	12
Hoard Type:	None
XP:	38

This animate, viscous green slime feeds on plants, animals, and metals, including weapons and armor, but does not digest stone. Green slime senses movements through subtle vibrations, and will drop from high places onto victims to feed, or will cling to an opponent who steps on it. Once covering a victim, green slime will digest all clothing and armor in 6 rounds. The slime feeds so quickly that after this period, in only 1d4 rounds after contacting an animal's (or character's!) bare skin, the slime will completely digest it, creating more slime in its place. No magical revival is possible for a victim as nothing material of the victim remains. Green slime is impervious to most attacks, but is susceptible to fire. The slime clings in such a way to make scraping it off ineffective. Note that if green slime is burned while it is on a character, the damage from the fire is divided evenly between the slime and the character. Green slime is killed instantly by a cure disease spell.

Griffon

No. Enc.:	0 (2d8)
Alignment:	Neutral
Movement:	120′ (40′)
Fly:	360′ (120′)
Armor Class:	5 [14]
Hit Dice:	7
Attacks:	3 (2 claws, bite)
Damage:	1d4/1d4/2d8
Save:	12
Morale:	8
Hoard Type:	XVIII
XP:	440

Griffons are powerful, majestic creatures with the characteristics of both lions and eagles. From nose to tail, an adult griffon can measure as much as 8 feet. Neither males nor females are endowed with a mane. While their rear body is that of a lion, their front legs, head, and wings are from a giant eagle. The broad, golden wings emerge from the creature's back and span 25′ or more. A griffon weighs about 500 pounds. Griffons are fierce hunters with a taste for horse flesh. If a horse is within 120′ of a griffon, the griffon will automatically attack if it fails a morale check. Griffons are intensely protective of their young, and will attack any being that comes near. Griffon eggs or young may be captured to be raised and trained as mounts.

Groaning Spirit (Banshee)

No. Enc.:	1 (1)
Alignment:	Chaotic
Movement:	150′ (50′)
Armor Class:	0 [19]
Hit Dice:	7
Attacks:	1
Damage:	1d8
Save:	12
Morale:	10
Hoard Type:	XXII
XP:	1,490

This translucent figure resembles a beautiful elven female with delicate features. The groaning spirit is the malevolent spirit of a female elf that is found haunting swamps, fens, moors, and other desolate places. Groaning spirits hate the living and seek to destroy whomever they meet. A groaning spirit appears as a translucent image of her former self. A groaning spirit's primary attack is her keening, which may be employed 1 time per 24 hours, but only at night. Any being within 30′ when the spirit keens must save versus spells or die. If a creature survives the keening attack, the groaning spirit attacks with her incorporeal chill touch. The chill touch deals 1d8 cold damage. Further, just the sight of a groaning spirit requires a successful save versus spells or the observer is affected with fear. Since these creatures are undead, they are immune to sleep and charm related magic. Groaning spirits are susceptible to exorcism, which destroys them.

H

Halfling

No. Enc.:	3d6 (5d8)
Alignment:	Lawful
Movement:	90′ (30′)
Armor Class:	7 [12]
Hit Dice:	1 - 1
Attacks:	1 (weapon)
Damage:	1d6 or weapon
Save:	16
Morale:	7
Hoard Type:	VII (XXI)
XP:	5

This monster listing is for the typical NPC halfling. Halflings stand about 3 feet tall. They have brown or black eyes. Halfling men often have long sideburns, but beards are rare among them and mustaches almost unseen. Halflings prefer simple, comfortable, and practical clothes. Unlike members of most races, they prefer actual comfort to shows of wealth. Typical halfling villages may have a population as small as 30 and up to 300 (3 x 1d10 x 10).

Every village has one leader, whose level will be determined by rolling 1d6+1. A village will also have a militia consisting of 5d4 individuals of 2 HD each. The Hoard Type XXI represents the amount of treasure present if encountering halflings in the wilderness.

Harpy

No. Enc.:	1d6 (2d4)
Alignment:	Chaotic
Movement:	60′ (20′)
Fly:	150′ (50′)
Armor Class:	7 [12]
Hit Dice:	3
Attacks:	3 (2 claws, weapon, see below)
Damage:	1d4/1d4/1d6, see below
Save:	16
Morale:	7
Hoard Type:	XX
XP:	80

From the waist up these monsters resemble unsightly women, and they have the legs and wings of giant eagles. Harpies like to entrance hapless travelers with their magical songs and lead them to unspeakable torments. If a character hears this magical song, a saving throw versus spells may be attempted, and failure indicates the victim has been charmed. A successful saving throw grants the character immunity to the effects of the song for the rest of the encounter. Any being under the charm of a harpy will attempt to move close to them, and will not make any attacks. Only when a harpy has finished playing with its new "toys" will it release them from suffering by killing and consuming them. Harpies have an innate magic resistance, and a +2 saving throw bonus on all save rolls.

Hawk

	Ordinary	***Giant***
No. Enc.:	0 (1d6)	0 (1d3)
Alignment:	Neutral	Neutral
Movement:		
Fly:	480′ (160′)	450′ (150′)
Armor Class:	8 [11]	6 [13]
Hit Dice:	1d4 hit points	3 + 3
Attacks:	1	1
Damage:	1d2	1d6
Save:	18	16
Morale:	7	8
Hoard Type:	None	None
XP:	5	65

These predatory birds often glide through the air watching for prey on the ground. They attack, initially, with a swoop that inflicts double damage if the opponent is surprised.

Ordinary Hawks: These creatures are similar to eagles but slightly smaller: 1 to 2 feet long, with wingspans of 6 feet or less.

Giant Hawks: Giant hawks may be 3 to 5 feet long, and are capable of attacking larger prey of roughly human-sized or smaller. Any being as small as a halfling may be grabbed and taken away.

Hell Hound

No. Enc.:	2d4 (2d4)
Alignment:	Chaotic
Movement:	120′ (40′)
Armor Class:	4 [15]
Hit Dice:	3 to 7
Attacks:	1 (bite or breath)
Damage:	1d6 or see below
Save:	16 to 12
Morale:	9
Hoard Type:	XX
XP:	80/190/500/820/1,140

Hell hounds are sly and intelligent. They are roughly the size of dire wolves, with red to red-brown fur. They are immune to the effects of all non-magical fire. These demonic hounds favor hot environments, and may be found around volcanic activity, or with other creatures that prefer hot environments. They commonly take up residence in dungeons. Hellhounds will bite 70% of the time for 1d6 hit points damage, or breath fire 30% of the time. The fire breath attack deals 1d6 hit points of damage per hit die the attacking hell hound possesses. A successful saving throw versus breath attack reduces the damage by half. Hell hounds will save as Fighters equal in level to their hit die. They have an imperfect ability to detect invisibility to a range of 60′, with a 75% probability of detection.

Herd Animals

No. Enc.:	0 (3d10)
Alignment:	Neutral
Movement:	240′ (80′)
Armor Class:	7 [12]
Hit Dice:	1 to 4
Attacks:	1 (butt)
Damage:	1d4, 1d6, or 1d8
Save:	18 to 17
Morale:	5
Hoard Type:	None
XP:	10/20/50/80

Herd animals may be any of several kinds of animals that live in herds and are primarily grazing animals. Region and climate will determine which specific kind of grazing herd animal is encountered. The following are some typical kinds and their relative toughness: antelope, deer, and goats (1 or 2 HD, 1d4 butt); caribou, cattle, and oxen (3 HD, 1d6 butt); buffalo, elk and moose (4 HD, 1d8 butt). Usually only the males have horns or antlers, and may attack by butting an opponent. In any large group of herd animals there are 4 females or young for every 1 male. Note that adult males typically have 1d4 hit points more than the normal amount, and all young have half the standard adult hit points. In most cases herd animals will flee from predators. Males will occasionally fight to protect the females and young.

Hippocampus

No. Enc.:	2d4 (2d4)
Alignment:	Lawful
Movement:	240′ (80′)
Armor Class:	5 [14]
Hit Dice:	4
Attacks:	1
Damage:	1d4
Save:	16
Morale:	8
Hoard Type:	None
XP:	200

This strange creature appears to be half horse and half fish. The front half resembles a sleek stallion with a flowing mane and long, sleek legs ending in wide fins rather than hooves. The hindquarters are that of a great fish. Its body is covered in fine scales in the fore parts and large scales elsewhere. Hippocampi scales vary in color from ivory to deep green, with shades of blue and silver. Aquatic races often tame these animals, and they make fine steeds, for they are strong, swift, and very intelligent. A hippocampus is about 8 feet long and weighs about 600 pounds. Hippocampi speak their own language.

Hippogriff

No. Enc.:	0 (2d8)
Alignment:	Neutral
Movement:	180′ (60′)
Fly:	360′ (120′)
Armor Class:	5 [14]
Hit Dice:	3 + 1
Attacks:	3 (2 claws, bite)
Damage:	1d6/1d6/1d10
Save:	16
Morale:	8
Hoard Type:	None
XP:	65

Hippogriffs are aggressive flying creatures that combine features of horses and giant eagles. They have the fore body and heads of giant eagles and the hindquarters of horses. Voracious omnivores, hippogriffs will hunt humanoids as readily as any other meal. They have a particular taste for pegasi meat. A typical hippogriff is 9 feet long, has a wingspan of 20 feet, and weighs 1,000 pounds. Hippogriffs typically nest high in the mountains. If captured when young, they can be trained as mounts.

Hobgoblin

No. Enc.:	1d6 (4d6)
Alignment:	Chaotic
Movement:	90′ (30′)
Armor Class:	6 [13]
Hit Dice:	1 + 1
Attacks:	1 (weapon)
Damage:	1d8 or weapon
Save:	18
Morale:	8
Hoard Type:	XIX
XP:	15

Hobgoblins are larger cousins of goblins. Hobgoblins' hair color ranges from dark reddish-brown to dark gray. They have dark orange or red-orange skin. Hobgoblins' eyes are yellowish or dark brown, while their teeth are yellow. Their garments tend to be brightly colored, often blood red with black-dyed leather. Their weaponry is kept polished and in good repair. Hobgoblins tend to reside below ground, but often live or venture to the surface, and suffer no penalties to daylight like their smaller cousins. A hobgoblin king is an exceptional hobgoblin, with 22 hp and he attacks like a monster of 5 HD. All damage dealt receives a bonus of +2. A hobgoblin king is always accompanied by a loyal bodyguard, totaling 1d4 individuals. The bodyguards each have 3d6 hit points, and attack as monsters with 4 HD. All hobgoblins in the presence of the hobgoblin king have a morale score of 10.

Homunculus

No. Enc.:	1 (0)
Alignment:	See below
Movement:	60′ (20′)
Fly:	180′ (60′)
Armor Class:	6 [13]
Hit Dice:	2
Attacks:	1 (bite)
Damage:	1d3
Save:	As creator
Morale:	11
Hoard Type:	None
XP:	38

A homunculus is a miniature 1 ½′ tall servant created by a magic-user. These creatures are weak combatants but make effective spies, messengers, and scouts. A homunculus's creator determines its precise features, but they are always humanoid and have bat-like wings. Homunculi are little more than tools designed to carry out assigned tasks. They are extensions of their creators, sharing the same alignment and basic nature. A homunculus cannot speak, but the process of creating one links it telepathically with its creator. A homunculus may attack by bite, and a victim must save versus spells or sleep for 5d6 turns.

It knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of 500′. A homunculus never travels beyond this range willingly, though it can be removed forcibly. If this occurs, the creature does everything in its power to regain contact with its master. An attack that destroys a homunculus deals 2d10 points of damage to its master. If the creature's master is slain, the homunculus also dies, and its body swiftly melts away into a pool of ichor.

A homunculus is shaped from a mixture of clay, minerals, magical herbs, and one pint of the creator's own blood. The materials cost 2d4x100 gp. After the body is sculpted, it is animated through an extended magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish. The following spells must be cast on the body during the ritual: arcane eye, ESP, and mending.

Horse

	Riding	***War***	***Draft***
No. Enc.:	0 (1d10x10)	0	0
Alignment:	Neutral	Neutral	Neutral
Movement:	240′ (80′)	120′ (40′)	90′ (30′)
Armor Class:	7 [12]	7 [12]	7 [12]
Hit Dice:	2	3	3
Attacks:	2 (2 hooves)	2 (2 hooves)	None
Damage:	1d4/1d4	1d6/1d6	None
Save:	17	16	16
Morale:	7	9	6
Hoard Type:	None	None	None
XP:	20	50	50

Riding Horse: Riding horses are smaller than other horses, and built for speed and long-distance travel. Wild horses are the equivalent of riding horses. Horses can carry up to 300 lbs and move at full movement, and they can carry a maximum of 600 lbs and have movement halved.

War Horse: These horses have been bred to be strong and sturdy in combat, and will not bolt from fright as easily. These horses are meant for shorter distance travel. The rider of a war horse may attack with a charge, getting double damage with a lance. A war horse can only run in this kind of attack, but in subsequent close attacks the horse and rider may attack simultaneously. War horses can carry up to 400 lbs and move at full movement, and they can carry a maximum of 800 lbs and have movement halved.

Draft Horse: This horse breed is the largest of all, and is bred to be a big, strong laborer. Draft horses can carry up to 450 lbs and move at full movement, and they can carry a maximum of 900 lbs and have movement halved. They do not engage in combat, but run away if attacked or threatened.



Hydra

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	120’ (40’)
Armor Class:	5 [14]
Hit Dice:	5 to 12
Attacks:	As head number
Damage:	1d10 per head
Save:	15 to 11
Morale:	9
Hoard Type:	XXI
XP:	As HD

Hydras are reptile-like monsters with 1d8+4 heads. A hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. It is about 20 feet long and weighs about 4,000 pounds. Hydras have a number of hit die equal to their number of heads. They have maximum hit points for their hit die. Each head attempts to bite an opponent in a round, so the number of attacks a hydra has each round is equal to the number of heads it has. When a hydra has suffered 8 hit points of damage, 1 head becomes useless. For each additional 8 hp damage, another head becomes useless, until all heads have been destroyed and the hydra dies. Hydras save as a Fighter equal in level to the hydra’s HD number.

Aquatic Hydra: The aquatic hydra is a variation of the standard hydra. It has all of the same characteristics and abilities, but has fins rather than legs and lives under water.

The Gamemaster may create other variations of hydra. Some possibilities include hydra that can breathe fire for 8 hit points of damage per head, or bites that have poisonous venom.

Hyena

	Normal	***Giant***
No. Enc.:	2d6 (2d6)	2d4 (2d4)
Alignment:	Neutral	Neutral
Movement:	120’ (40’)	120’ (40’)
Armor Class:	7 [12]	7 [12]
Hit Dice:	3	5
Attacks:	1 (bite)	1 (bite)
Damage:	2d4	3d4
Save:	17	15
Morale:	9	9
Hoard Type:	None	None
XP:	50	200

Hyenas are very aggressive pack animals that do not give up on hunting prey easily. They have fierce bites, and devour almost all of a carcass since they are capable of digesting most bone.

I

Insect Swarm

No. Enc.:	1 swarm (3 swarms)
Alignment:	Neutral
Movement:	30’ (10’)
Fly:	60’ (20’)
Armor Class:	7 [12]
Hit Dice:	2 to 4
Attacks:	1
Damage:	2 hit points
Save:	18
Morale:	11
Hoard Type:	None
XP:	29/65/135

An insect swarm is a large swarm of small insects, such as bees, ants, wasps, spiders, and other small biting and stinging bugs that may crawl or fly. A swarm may attack to protect a nest, or because they are stimulated by a smell, a light, or some other thing. Characters may become engulfed in an insect swarm; a swarm is generally treated as a 10’x30’ cloud of insects. A swarm does not need to roll to hit, and inflicts 2 hp of damage to any character engulfed. Double damage is dealt to characters wearing no armor. Although swarms do not sustain damage from weapons, a character may wave a weapon around to encourage the swarm to back off. If a character removes himself from a swarm, insects will be clinging to him and deal damage for 3 rounds. A character may flee into a body of water, in which case any clinging insects will die after inflicting damage one round. Any swarm that has been aggravated by suffering damage will chase a fleeing character. If a character flees from a swarm and is able to leave its line of sight, the swarm will not be able to pursue.

Fire, such as that from a torch, does 1d4 hit points damage to an insect swarm. Other fire-based and cold-based attacks will also damage a swarm, and a sleep spell will cause the entire swarm to go dormant. Smoke may be used to ward off a swarm.

Invisible Stalker

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	120’ (40’)
Armor Class:	3 [16]
Hit Dice:	8
Attacks:	1
Damage:	4d4
Save:	8
Morale:	12
Hoard Type:	None
XP:	215

Invisible stalkers are creatures of magic from another plane of existence. They sometimes serve magic-users, who summon them with the spell invisible stalker to perform specific tasks. A summoned invisible stalker undertakes whatever task the summoner commands, even if the task sends it hundreds or thousands of miles away. The creature follows a command until the task is completed and obeys only the summoner. However, it resents protracted missions or complex tasks and seeks to pervert its instructions accordingly. Invisible stalkers may be dispelled, and return to their home plane. Creatures that cannot detect invisible are surprised by an invisible stalker on a surprise check result of 1-5 on 1d6.

J

Jackal
No. Enc.: 1d6 (2d4)
Alignment: Neutral
Movement: 150′ (50′)
Armor Class: 7 [12]
Hit Dice: 1d4 hp
Attacks: 1 (bite)
Damage: 1d2
Save: 18
Morale: 7
Hoard Type: None
XP: 5
These canines are small, cowardly scavengers. They avoid direct conflict, and are fast runners.

Jackalwere
No. Enc.: 1d4 (1d4)
Alignment: Chaotic
Movement: 120′ (40′)
Armor Class: 4 [15]
Hit Dice: 4
Attacks: 1 (bite or weapon)
Damage: 2d4 or weapon
Save: 15
Morale: 9
Hoard Type: XXII
XP: 190
These creatures are jackals that may take the form of a human and an intermediate, jackal-man form which they often use for combat. They have a powerful bite that inflicts 2d4 hp damage, and a gaze attack that requires a save versus spells or the victim is affected by sleep. Jackalweres are only harmed by weapons of +1 or better, and iron.

K

Kobold
No. Enc.: 4d4 (6d10)
Alignment: Chaotic
Movement: 60′ (20′)
Armor Class: 7 [12]
Hit Dice: 1d4 hit points
Attacks: 1 (weapon)
Damage: 1d4 or weapon -1
Save: 18
Morale: 6
Hoard Type: I (XIII)
XP: 5

Kobolds are short, dog-like humanoids with cowardly and sadistic tendencies. A kobold's scaly skin ranges from dark rusty brown to a rusty black color. It has glowing red eyes. Kobolds wear ragged clothing, favoring red and orange. A kobold is 2 to 2 ½′ tall. Kobolds live exclusively underground, and have an extended infravision to 90′. A kobold chief is an exceptional kobold, who attacks like a monster of 2 HD with 9 hit points. A kobold chief is always accompanied by a loyal bodyguard, totaling 1d6 individuals. Each bodyguard has 6 hit points, and attack as monsters with 1 + 1 HD. All kobolds in the presence of the kobold chief have a morale score of 8. The kobold lair always has more treasure (Hoard Type XIII), and there is equally more treasure when encountering kobolds in the wilderness.

L

Lamia
No. Enc.: 1 (1)
Alignment: Chaotic
Movement: 240′ (80′)
Armor Class: 3 [16]
Hit Dice: 9
Attacks: 1 (weapon)
Damage: 1d6
Save: 11
Morale: 9
Hoard Type: XXII
XP: 4,500

These highly dangerous creatures resemble women from the torso up, but have a centaur-like lower body that may resemble any beast or even a combination of beasts. They are often found in ruins and dungeons, waiting for unsuspecting adventurers. Though a lamia is powerful and dangerous in close combat, it has no stomach for a fair fight. It uses its illusion ability (as the wand once per day) to lure adventurers into perilous situations. In addition, lamias have the following spell-like abilities usable once per day: charm person, mirror image, and suggestion. Finally, lamias may drain 1 point of WIS merely by touching an opponent, and when a victim reaches WIS 3 he becomes completely obedient to the lamia. Lamias feast on the blood and flesh of humanoids. They speak common and their alignment tongue.

Lammasu
No. Enc.: 2d4 (2d4)
Alignment: Lawful
Movement: 120′ (40′)
Fly: 240′ (80′)
Armor Class: 6 [13]
Hit Dice: 7 + 7
Attacks: 2 (2 claws)
Damage: 1d6/1d6
Save: 11
Morale: 9
Hoard Type: VIII, IX, X,
XP: 1,300

These good, benevolent creatures have the bodies of lions, large feathered wings, and human-like faces. A typical lammasu is about 8′ long. They are not by nature aggressive or violent, and may aid good beings in times of need. If forced to attack, a lammasu attacks with spells or its razor-sharp claws. It almost always enters combat if it observes a good creature being threatened by evil. A lammasu casts cleric spells, and can choose spells from the cleric spell list as follows: 1st level, 4; 2nd level, 3; 3rd level, 2; 4th level, 1. When casting any cure spell, lammasu may heal twice the normal amount. Further, 1 out of 10 of these creatures may use holy word. Finally, all lammusu constantly radiate protection from evil 10′ radius, which is twice as effective as the normal spell.

Leech, Giant
No. Enc.: 0 (1d4)
Alignment: Neutral
Movement: 120′ (40′)
Armor Class: 7 [12]
Hit Dice: 6
Attacks: 1 (drain blood)
Damage: 1d6
Save: 17
Morale: 10
Hoard Type: None
XP: 570

Giant leeches are 4′ long, brown, and slimy. They live in marshy terrain and other bodies of stagnant water. When a giant leech

hits in combat, it latches on to a victim with its round barbed mouth, and drinks 1d6 hit points of blood from the victim each round. Once attached, a giant leech will only release a victim if the victim dies or the leech itself is killed.

Leprechaun

No. Enc.:	1 (1d20)
Alignment:	Neutral
Movement:	150′ (50′)
Armor Class:	8 [11]
Hit Dice:	1d4+1 hp
Attacks:	0
Damage:	None
Save:	16
Morale:	6
Hoard Type:	XVII
XP:	7

These small, 2′ tall sylvan beings are as mischievous as they are elusive, and have a strong taste for wine. It is rumored that leprechauns are descended from halflings and pixies. They tend to live in vibrant, lush woods or other out of the way beautiful settings. They have such developed hearing that they are never surprised. Leprechauns do not physically attack, but have the following spell-like abilities usable at will: invisibility, phantasmal force, polymorph any object (non-living), and ventriloquism. These creatures delight in stealing valuable objects, and can do so with 75% proficiency. They are 25% likely to discard stolen items per turn if chased.

Should a leprechaun be captured, he will use his powers of illusion and polymorphing, and any other means at his disposal, to trick a captor so as not to give away treasure.

Lich

No. Enc.:	1 (1)
Alignment:	Neutral (evil)
Movement:	60′ (20′)
Armor Class:	0 [19]
Hit Dice:	12+
Attacks:	1 (cold touch)
Damage:	1d10 cold damage
Save:	7-
Morale:	9
Hoard Type:	XXII
XP:	4,400

A lich is an undead magic-user of at least 18th level (and possibly multiclassed) who has used its magical powers and a phylactery to unnaturally extend its life. It is a gaunt and skeletal humanoid with withered flesh stretched tight across horribly visible bones. Its eyes have long ago been lost to decay, but bright pinpoints of crimson light burn on in the empty sockets. A lich usually lives in a secluded keep or deep in a dungeon, where it conducts magical research. Its powerful undead nature grants it a better natural AC and HD than a typical magic-user. Liches are only vulnerable to attack by creatures of 6 HD or more (or creatures of a magical nature), magical attack forms, and they are unaffected by non-magical weapons. In addition to having undead immunity to charm and sleep, liches are immune to the following spells or forms of damage: cold-based and electrical-based attacks, death spells, enfeeblement, polymorph, and any effects that cause insanity. A lich may attack by spell, or with a cold touch attack that deals 1d10 hp damage. Victims must also save versus paralyze or become paralyzed permanently, unless magically cured. Finally, all beings with 4 or fewer HD that see a lich will be affected with fear, and no saving throw is permitted.

Lizard, Giant

	Draco	***Gecko***
No. Enc.:	1d4 (1d8)	1d6 (1d10)
Alignment:	Neutral	Neutral
Movement:	120′ (40′)	120′ (40′)
Fly:	210′ (70′)	-
Armor Class:	5 [14]	5 [14]
Hit Dice:	4 + 2	3 + 1
Attacks:	1 (bite)	1 (bite)
Damage:	1d10	1d8
Save:	16	17
Morale:	7	7
Hoard Type:	VI	VI
XP:	215	100

Horned Chameleon	***Tuatara***	
No. Enc.:	1d3 (1d6)	1d2 (1d4)
Alignment:	Neutral	Neutral
Movement:	120′ (40′)	90′ (30′)
Armor Class:	2 [17]	4 [15]
Hit Dice:	5	6
Attacks:	2 (bite, horn)	3 (2 claws, bite)
Damage:	2d4/1d6	1d4/1d4/2d6
Save:	16	15
Morale:	7	6
Hoard Type:	VI	VII
XP:	800	570

Giant Draco Lizard: The giant draco has a length of 6′, and is capable of gliding in the air due to large skin flaps below its limbs. Although they live primarily above ground, they do occasionally venture underground to seek shelter or look for a meal.

Giant Gecko: The nocturnal giant gecko has a length of 5′. Giant geckos, like their smaller cousins, are adept at walking sheer cliffs, and even upside down. This ability allows them to spring upon unwary prey from above.

Giant Horned Chameleon: The immense 7′ giant horned chameleon can surprise its prey, despite its bulk, due to its uncanny ability to take on the color, appearance, and texture of its local surroundings. A victim will be surprised on a surprise check roll of 1-5 on 1d6. The giant horned chameleon has three special attacks. The first is its sticky tongue, which can lash out to a distance of 5′. If this attack succeeds, the victim is immediately yanked back to the chameleon's mouth and bitten without the need for another attack roll, for 2d4 hit points of damage. The second special attack available to the chameleon is its large horns, which inflict 1d6 hit points of damage. Lastly, the chameleon may, on a successful attack, knock down an opponent by lashing out with its tail. The opponent may not attack the same round this occurs.

Giant Tuatara Lizard: This giant leathery skinned 8′ carnivorous lizard has formidable spikes that run the length of its dorsal side. The iguana-like giant tuatara has infravision to 90′ when it lowers a special membrane-like eyelid over each of its eyes.

Lizardfolk

No. Enc.:	2d4 (6d6)
Alignment:	Neutral
Movement:	60′ (20′)
Swim:	120′ (40′)
Armor Class:	5 [14]
Hit Dice:	2 + 1
Attacks:	1 (weapon)
Damage:	1d6 + 1 or weapon + 1
Save:	17
Morale:	12
Hoard Type:	XIX
XP:	47

These scaly humanoids resemble humans but have the heads and tails of lizards. They delight in feasting upon the flesh of other humanoids. They employ any kind of weapon, but prefer spears, tridents, and clubs. Their immense strength grants them a +1 bonus to damage. They often venture into dungeons, especially if there is an aquatic entrance. They are also found to dwell in marshes and along the banks of bodies of water.

Locathah

No. Enc.:	3d4 (2d10x10)
Alignment:	Neutral
Movement:	120′ (40′)
Armor Class:	6 [13]
Hit Dice:	2
Attacks:	1 (weapon)
Damage:	As weapon
Save:	16
Morale:	9
Hoard Type:	XXII
XP:	20

Although humanoid in shape, locathahs are clearly more fish than human. They live in large complexes carved from undersea cliffs. The average locathah stands 5 feet tall. Females and males look very much alike, although the former can be recognized by the two ochre stripes marking their egg sacs. If 30 or more are encountered, one will be a 4 HD leader accompanied by 1d4 3 HD captains. In a group of over 100, the chief (5 HD) will be present along with 4d4 guards of 3 HD. Locathahs use giant eels as mounts, and will always be mounted when encountered. In any group, 20% of locathahs have lances, and the remaining fish-men are armed with tridents and crossbows, or nets and short swords.

Locust, Subterranean

No. Enc.:	2d10 (1d10)
Alignment:	Neutral
Movement:	60′ (20′)
Fly:	180′ (60′)
Armor Class:	4 [15]
Hit Dice:	2
Attacks:	1 (bite, slam, spit)
Damage:	1d2/1d4/see below
Save:	16
Morale:	5
Hoard Type:	None
XP:	38

Subterranean locusts resemble giant 2′ or 3′ long grasshoppers, and are the color of stone. They primarily eat plants and all kinds of fungus that grows underground, and are immune to the effects of yellow mold and other poisons. Subterranean locusts are prone to panic, and will typically jump up to 60′ away if they sense a disturbance. This haphazard sudden flight, however, can be in any direction. They will accidentally flee in the direction of the group half the time, and on a successful attack roll inflict 1d4 hit points of damage by slamming into a creature. A locust does not stay to fight, but flees in such an instance.

Sometimes, if the locust is attacked, it will create a high-pitched whine that can gain the attention of other monsters in a dungeon (20%). If forced into combat, the locusts may produce a brown, sticky spit that they propel to 10′ away. This attack must succeed against an AC of 9, because its effects take place even if the spittle does not bypass armor. If struck, the opponent must succeed in a saving throw versus poison, or becomes incapacitated due to the horrible smell of the spittle. This lasts for 1 turn, before the opponent becomes immune to the odor. The spittle must be rinsed off or any creature that comes to within 5′ of a spit-soaked creature is subject to a saving throw versus poison, and failure indicates the creature is wracked with vomiting.

Lurker Above

No. Enc.:	1 (1d4)
Alignment:	Neutral
Movement:	10′ (3′)
Fly:	90′ (30′)
Armor Class:	6 [13]
Hit Dice:	10
Attacks:	1
Damage:	1d6
Save:	9
Morale:	12
Hoard Type:	XXI
XP:	1,700

This black manta ray-like creature has a 20′ wingspan. Its body is black, with gray on its underbelly. The lurker above is a subterranean carnivore that preys on any living creatures that enter its territory. It is able to hover or fly due to its light body, which is filled with many cavities of a buoyant gas. Lurkers surprise on 1-4 on 1d6. They descend from a ceiling and inflict 1d6 hp crushing damage. In 1d4+1 rounds, any being under the lurker dies of suffocation. Creatures in this predicament may attack the lurker from beneath, but only using short swords or daggers, and then only if they were wielded when the creature became enveloped.

Lycanthrope

	Werebear	***Wereboar***	***Wererat***
No. Enc.:	1d4 (1d4)	1d4 (2d4)	1d8 (2d6)
Alignment:	Neutral	Neutral	Chaotic
Movement:	120′ (40′)	150′ (50′)	120′ (40′)
Armor Class:	2 [17] (8 [11])	4 [15] (9 [10])	4 [15] (9 [10])
Hit Dice:	6	4 + 1	3
Attacks:	3 (2 claws, bite)	1 (tusk bite)	1 (bite or weapon)
Damage:	2d4/2d4/2d8	2d6	1d4 or weapon
Save:	12	15	16
Morale:	10	9	8
Hoard Type:	XX	XX	XX
XP:	1,070	365	95

	Weretiger	***Werewolf***
No. Enc.:	1d4 (1d4)	1d6 (2d6)
Alignment:	Neutral	Chaotic
Movement:	150′ (50′)	180′ (60′)
Armor Class:	3 [16] (9 [10])	3 [16] (9 [10])
Hit Dice:	5	4
Attacks:	3 (2 claws, bite)	1 (bite)
Damage:	1d6/1d6/2d6	2d4
Save:	14	15
Morale:	9	8
Hoard Type:	XX	XX
XP:	650	190

All lycanthropes are humans cursed with the disease lycanthropy. They are able to take the form of one kind of animal, and are able to summon the aid of 1 to 2 of this same kind of animal, which will appear in 1d4 rounds. Lycanthropes never wear armor, since this would hinder the shape-changing process. Wolfsbane is an effective ward against all lycanthropes, and if one is touched with it (whether thrown at it or otherwise hit with it) the lycanthrope must succeed in a saving throw versus poison or flee out of fear. When killed, a lycanthrope takes his human form. Horses and sometimes other animals can sense lycanthropes when they are near, and will act restless or bolt.

Lycanthrope Forms

When a lycanthrope is in the human form, it may have subtle secondary characteristics in common with the animal type it is capable of transforming into. Examples could include extra body

hair, striped "birth marks" on weretigers, or larger ears on a Wererat. When a lycanthrope is in its animal form, it may only communicate with other animals of its type, but may not speak any humanoid language. In addition, when in the animal form lycanthropes are immune to all attacks from normal weapons, but are harmed by spells, silver, and enchanted weapons.

The Disease
The horrid disease of lycanthropy is transmitted when the victim of a lycanthrope suffers a loss of hit points equal to or more than 50% of his maximum number. The victim will become a lycanthrope of the type that wounded him in 2d6 days, but several days before the disease has fully taken hold the victim will show signs and begin to take on some of the secondary characteristics mentioned above. Only humans may become a lycanthrope. Demi-humans and other non-humans do contract the disease, but they die after 2d6 days rather than become a lycanthrope. Lycanthropy may also be inherited. If one parent is a lycanthrope, there is a 50% chance that the child will become a lycanthrope at puberty. If both parents are lycanthropes, the child has a 100% chance of becoming a lycanthrope (in the rare event that the parents are not the same kind of lycanthrope, the type is determined randomly between the parental types). Contracted lycanthropy may be cured with the cleric spell cure disease, but the cleric must be of 11th level or greater.

Werebear: Highly intelligent and thoughtful lycanthropes, werebears are not inherently evil and may be friendly if approached carefully. They tend to be quite solitary, though they occasionally live with normal bears. As other bears, if a Werebear achieves a successful attack with both claws in the same round, it may grab its opponent in a crushing hug for 2d8 hit points of damage.

Wereboar: These aggressive, dim-witted, lycanthropes are easily enraged. If enraged, they will fight with a bonus of +2 to attack rolls, and continue fighting until there are no more enemies or until they are killed.

Wererat: These highly intelligent, sly lycanthropes are capable of humanoid speech when in animal form. They are very stealthy, and will surprise opponents on a surprise check roll of 1-4 on 1d6. Wererats often use weapons, even in animal form, and any damage from a weapon must be noted and not considered when estimating damage that may cause lycanthropy.

Weretiger: Weretigers have the natural cat-like grace of the animals they may transform into. They have great curiosity and are not particularly malicious. Their stealth allows them to surprise opponents on a surprise check roll of 1-4 on 1d6.

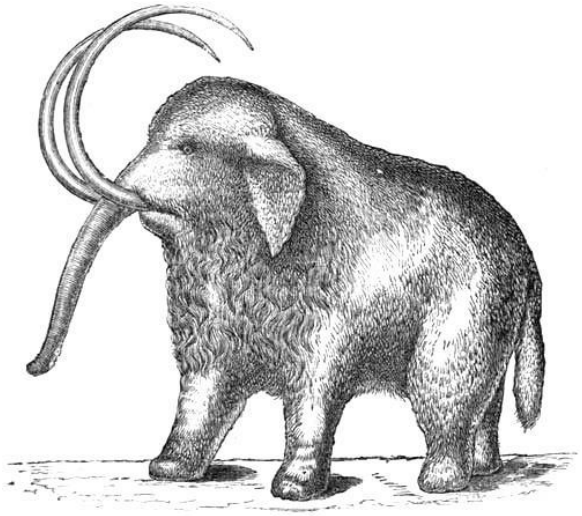
Werewolf: Werewolves are not extremely intelligent in animal form, but they make up for this in cunning. They roam in packs, and a pack consisting of at least 5 individuals will have a pack leader that fights as a monster of 5 HD and has 30 hit points. This individual is of greater strength, and receives a damage roll bonus of +2.

M

Manticore

No. Enc.:	1d2 (1d4)
Alignment:	Chaotic
Movement:	120' (40')
Fly:	180' (60')
Armor Class:	4 [15]
Hit Dice:	6 + 1
Attacks:	3 (2 claws, bite) or 1 (spikes)
Damage:	1d4/1d4/2d4 or see below
Save:	13
Morale:	9
Hoard Type:	XIX
XP:	980

This foul monster delights in feasting on human flesh. It has the face of a human, but there the similarities end. The manticore has giant bat wings, a lion's body, and a long reptilian tail that has 24 barbed spikes growing from its end. The manticore can throw 6 spikes per round, and can do so when airborne. They can hit a target up to 180' away and deal damage of 1d6 hit points. The spikes grow back at a rate of 2 every day. These creatures usually live in the mountains, and have been known to venture into dungeons.



Mastodon

No. Enc.:	0 (2d8)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	3 [16]
Hit Dice:	15
Attacks:	2 (tusks) or 1 (trample)
Damage:	2d6/2d6/ or 4d8
Save:	14
Morale:	8
Hoard Type:	None
XP:	3,300

Mastodons are prehistoric cousins to elephants, but are adapted to colder climates and have a thick coat of shaggy hair. If mastodons have enough distance between them and a foe, they will commit to a charge to score double damage with their tusks. When in close combat, they may attempt to attack with tusks or attempt to trample, preferring to trample with a roll of 1-3 on 1d4. Mastodons have a +4 to their attack roll when attempting to trample an opponent that is smaller or approximately equal in the size of a human. Although mastodons do not keep treasure, the ivory from their tusks is valuable and each tusk is worth 2d4x100 gp.

Medusa

No. Enc.:	1d3 (1d4)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	8 [11]
Hit Dice:	4
Attacks:	1 (snakebite or special)
Damage:	1d6, poison
Save:	13
Morale:	8
Hoard Type:	XVII
XP:	245

Medusa are indistinguishable from human women, except that they have vicious snakes on their heads rather than hair. They may attempt to disguise themselves with a hooded robe, only to suddenly reveal their true nature. Any character that looks at a

medusa must succeed in a saving throw versus petrify, or he turns to stone. A character may gaze at a medusa through a mirror to avoid this effect. However, a medusa that sees her own reflection will need to succeed in a saving throw versus petrify or become stone herself. Medusa may also attack with their snake hair, which inflicts 1d6 hit points of damage on a successful attack roll. In addition, a victim must succeed in a saving throw versus poison or die after 1 turn. Any character that engages in combat with a medusa while shielding his eyes attacks with a penalty of –4, and the medusa receives a bonus of +2 to hit. All medusa have a bonus of +2 to saving throws versus spells.

Men

	Berserker	***Brigand***
No. Enc.:	1d6 (3d10)	0 (1d4x10)
Alignment:	Neutral	Chaotic
Movement:	120′ (40′)	120′ (40′))
Armor Class:	7 [12]	Armor type
Hit Dice:	1+1	1
Attacks:	1	1
Damage:	--- 1d6 or weapon type ---	
Save:	16	17
Morale:	NA	8
Hoard Type:	I (XXI)	XXII
XP:	21	10

	Merchant	***Nomad***
No. Enc.:	0 (1d20)	0 (1d4x10)
Alignment:	Neutral	Neutral
Movement:	90′ (30′)	120′ (40′)
Armor Class:	5 [14]	Armor type
Hit Dice:	1	1
Attacks:	1	1
Damage:	---- 1d6 or weapon type ---	
Save:	18	17
Morale:	Varies	8
Hoard Type:	XXII	XXII
XP:	10	10

	Pirate
No. Enc.:	0 (see below)
Alignment:	Neutral or Chaotic
Movement:	120′ (40′)
Armor Class:	Armor type
Hit Dice:	1
Attacks:	1
Damage:	1d6 or weapon type
Save:	17
Morale:	6
Hoard Type:	XXII

The men here are all considered 1st level fighters. Individuals of greater level will typically lead them. The Hoard Types provided indicate treasure found in camps or lairs, except for the case of merchants.

Berserker: These fighters are engulfed in a battle rage whenever they fight any humanoid. This determination gives them a +2 to their attack value, and they will battle until killed, without a morale check.

Brigand: These men are criminals who have banded together under the shared interest of stealing and pillaging. Half of all brigands encountered are armed with a short sword and short bow, and wear leather armor and a shield. The other half is better equipped with long swords, chain mail, a shield, and will have riding horses.

There is one fighter of 2nd level per 20 brigands. There is one fighter of 4th level per 40 brigands. These leaders are equipped with long swords, lances, plate armor, and mounted on war horses equipped with barding.

Bandit camps will have 5d6x10 inhabitants. They will have a fighter of 9th level as a leader, and there will be a fighter of 5th level per 50 men. An 8th level cleric may be present in a camp (1-3 on 1d10). There is also a probability that a magic-user of 8+1d2 level will be present (roll 1-5 on 1d10).

Merchant: These men trade goods, sometimes over great distances. They will all be mounted and will have additional pack animals (1d12). Animal types will be appropriate to the terrain. Every merchant caravan has a fighter of 5th level as a guard. For every five merchants encountered, the following additional guards will be present: fighters, 1st level (20); fighters, 2nd or 3rd level (2). All guards are armed with various swords, crossbows, daggers, and wear chain mail armor.

Nomad: Nomads are tribal people that live off the land and by animal husbandry. They follow game and seasonal foods by living in temporary camps of tents or simple structures. Per 25 nomads, a fighter of 2nd level will be present as a leader. Per 40 nomads, a fighter of 4th level will be present as a leader. Nomads can have any kind of armor or hand weapon. All are mounted, and half of their number will have bows, while the other half have lances.

The typical tribal camp will have 5d6x10 inhabitants. They will have a fighter of 8th level as a leader, and there will be a fighter of 5th level per 100 men. A 9th level cleric may be present in a camp (1-5 on 1d10). There is also a probability that a magic-user of 8th level will be present (roll 1 on 1d4). Nomads often trade with people they encounter. Their lifestyle brings them into contact and clashes with other humanoids.

Pirate: A pirate fleet may be found on any body of water, whether lake, sea, or river. The fleet size depends on the water vessel. Riverboat fleets number 1d8 ships, longship fleets number 1d4 ships, fleets of small galleys number 1d4, and any fleet of galleys larger than "small" size, and any fleet of sailing ships, number 1d3. The crew number is determined by the ship crew requirements described in Section 6.
There is one fighter of 4th level per 30 pirates, and one fighter of 5th level per 50 pirates. Per 300 pirates, one fighter of 8th level will be present. Any horde of 300 or greater is led by a Pirate King (fighter of 11th level). In a group this large the Pirate King may employ a magic-user of 8+1d2 level (roll 1-15 on 1d20).

Pirates are armed with any sword and leather armor. Some (40%) are also armed with crossbows.

Pirates raid ships and coastal towns. They may dock in lawless cities that trade with pirates. Pirates often hide their treasure in remote locations, and a leader may have a map to such a location. Any group of pirates may have 1d4 hostages who they have ransomed.

Merfolk

No. Enc.:	0 (1d20)
Alignment:	Neutral
Movement:	
Swim:	120′ (40′)
Armor Class:	6 [13]
Hit Dice:	1 to 4
Attacks:	1
Damage:	1d6 or weapon type
Save:	16
Morale:	8
Hoard Type:	XXII
XP:	20

These legendary beings have fish-like bodies from the waist down, and have human torsos, arms, and heads. They use weapons that

are convenient in water, including daggers, spears, and tridents. These creatures live exclusively in large bodies of water. They may occasionally trade fish and other sea bounty to human villages, but generally they keep to themselves. Merfolk villages generally have a population of 1d3x100 individuals. A leader will be present in any group of 10 merfolk, and the leader has 2 HD. An exceptional leader will be present in any group of 50 merfolk, and the exceptional leader has 4 HD. These leaders save as a fighter level equal to their HD number. The Gamemaster may choose some sea creatures that act as guards for merfolk communities.

Mimic

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	30′ (10′)
Armor Class:	7 [12]
Hit Dice:	7-10
Attacks:	1
Damage:	3d4
Save:	12
Morale:	8
Hoard Type:	None
XP:	790

A mimic can have almost any dimensions, but usually is not more than 10′ long. These creatures are able to take the form of inanimate objects made of wood and/or stone, such as doors, statues, etc. Younger mimics (7-8 HD) are more intelligent, can speak, and may negotiate with adventurers if it is made worthwhile. Older mimics (9-10 HD) have grown ancient and senile, attacking with only the interest of consuming flesh. Mimics attack when a being touches them. The being is held attached to the mimic with a glue-like substance, and the mimic bludgeons with an emergent pseudopod for 3d4 hp damage. The more intelligent mimics speak their own language, common, and their alignment tongue.

Minotaur

No. Enc.:	1d6 (1d8)
Alignment:	Chaotic
Movement:	120′ (40′)
Armor Class:	6 [13]
Hit Dice:	6
Attacks:	2 or 1 (gore, bite, or weapon)
Damage:	1d6/1d6 or weapon
Save:	13
Morale:	12
Hoard Type:	XX
XP:	820

These large, somewhat dimwitted, humanoids have the bodies of male humans but the heads of a horned bull. They usually live in dungeons, where they prey upon anyone who ventures. They delight in the taste of human flesh. In combat, minotaurs may use any weapon, and due to their great strength receive a +2 bonus to weapon damage rolls. In a round, minotaurs will either attack with a weapon or attack with a bite and gore with their horns. Minotaurs are relentless, and will attempt to chase fleeing prey.

Morlock

No. Enc.:	1d12 (5d10)
Alignment:	Chaotic
Movement:	120′ (40′)
Armor Class:	8 [11]
Hit Dice:	1
Attacks:	1 (weapon)
Damage:	As weapon
Save:	17
Morale:	9
Hoard Type:	XX
XP:	5

Morlocks are a degenerate race of subterranean humans. They are all albinos, and have developed a carnivorous diet that favors the meat of other humanoids. They only venture to the surface at night, and if caught in the daylight they suffer an attack penalty of –2. Their subterranean existence has given them 90′ infravision. These foul degenerate people wield any sort of weapon, but favor spears and swords. Morlocks lair deep within caverns or dungeons, where a typical "village" will have a population of 5d10 individuals. In this community, there is usually a stronger individual in charge, who is treated as a 3 HD monster, saves as a fighter of 3rd level, and has 12 hit points. Morlocks are enemies of Neanderthals, dwarves, and gnomes, but they sometimes join groups of orcs and goblins. Like Neanderthals, morlocks sometimes tame albino apes.

Mule

No. Enc.:	1d8 (2d6)
Alignment:	Neutral
Movement:	120′ (40′)
Armor Class:	7 [12]
Hit Dice:	2
Attacks:	1 (kick or bite)
Damage:	1d4 or 1d3
Save:	17
Morale:	8
Hoard Type:	None
XP:	20

Mules are a hybrid of a donkey and a horse. Mules are notoriously ornery, and may attack if particularly provoked. They can carry 200 lbs comfortably, and may carry a maximum of 400 lbs. In the latter case, movement rate is reduced to 60′ per turn. At the Gamemaster's discretion, a mule may be taken into the depths of a dungeon to aid in transporting equipment or treasure, so long as conditions allow.

Mummy

No. Enc.:	1d4 (1d12)
Alignment:	Chaotic
Movement:	60′ (20′)
Armor Class:	3 [16]
Hit Dice:	5 + 1
Attacks:	1
Damage:	1d12, disease
Save:	13
Morale:	12
Hoard Type:	XIX
XP:	860

Mummies are preserved undead corpses animated through the auspices of dark desert gods best forgotten. They haunt old tombs and lost ruins. These undead are so fearsome that any being seeing one must succeed in a saving throw versus paralyze or become paralyzed with dread. This affect passes if the mummy leaves the victims range of vision, or if the mummy engages in combat. When a mummy successfully strikes a victim, the victim suffers 1d12 hit points of damage and contracts mummy rot. Mummy rot is a powerful curse, not a natural disease. When under the effects of the curse, characters are unable to receive the benefits of any form of magical healing. Characters heal naturally at 1/10th the normal rate. This magical disease may be removed with the spell remove curse. Like other undead, mummies are unaffected by charm, sleep, or hold spells. Further, mummies may only be harmed by magical weapons, spells, and fire-based attacks.

N

Naga

	Guardian	*Spirit*
No. Enc.:	1d2 (0)	1d3 (0)
Alignment:	Lawful	Chaotic
Movement:	150’ (50’)	120’ (40’)
Armor Class:	3 [16]	4 [15]
Hit Dice:	11 or 12	9 or 10
Attacks:	2 (bite, constrict)	1 (bite)
Damage:	1d6/2d4	1d3
Save:	7	9
Morale:	11	8
Hoard Type:	XXII	VIII, XXI
XP:	2,800	2,400

	Water
No. Enc.:	1d4 (0)
Alignment:	Neutral
Movement:	90’ (30)
Swim:	180’ (60’)
Armor Class:	5 [14]
Hit Dice:	7 or 8
Attacks:	1 (bite)
Damage:	1d4
Save:	11
Morale:	8
Hoard Type:	XIX
XP:	1,140

These creatures have large snake bodies, with human heads. They vary in temperament by type, but all are highly intelligent and magical.

Guardian: These 20’ long creatures are honorable, brass scaled, and are often charged with the task of guarding a location to protect a treasure or to make sure an evil remains locked away. They may bite and constrict a victim in the same round. They also have poisonous spittle with a 30’ range, and struck victims must save versus poison or die. Guardian nagas may cast spells as a 6th level cleric.

Spirit: Spirit nagas are 15’ long, black scaled, and unredeemable in their refined evil. They lurk in dungeons and ruins, awaiting adventurers to make prey. They attack with a poisonous bite that deals 1d3 hp damage, and victims must save versus poison or die. In addition, these creatures have a charm gaze, and victims must save versus paralyze or be indefinitely under the effect of the charm. These creatures have the spell-casting abilities of a 3rd level magic-user and a 2nd level cleric.

Water: Water nagas have blue-green scales, and live in lakes, ponds, or even deep pools above or below ground. They are generally solitary and unconcerned with the affairs of others. Like other nagas, their bite is poisonous and victims must save versus poison or die. Water nagas have the spell-casting ability of 5th level magic-users.

Neanderthal

No. Enc.:	1d10 (4d10)
Alignment:	Lawful
Movement:	120’ (40’)
Armor Class:	8 [11]
Hit Dice:	2
Attacks:	1 (weapon)
Damage:	2d4 or weapon
Save:	17
Morale:	7
Hoard Type:	XX
XP:	20

These demi-humans are cousins to humans. They often are assumed to be brutish, due to their large brow ridges, receding chins, and slightly shorter, denser bodies. However, though they live a primitive lifestyle, they are as intelligent as humans. Neanderthals typically attack with spears and weapons with stone blades. A Neanderthal band usually consists of 1d4x10 individuals. Neanderthals are led by only the strongest of their kind, and the typical leader has 6 HD. The lair will often have albino apes as trained pets and guardians. Neanderthals revere cave bears, and will hunt them for rites of passage and religious purposes. They despise kobolds, goblins, and morlocks, but enjoy the company of gnomes and dwarves.

Night Hag

No. Enc.:	1 (1)
Alignment:	Neutral (evil)
Movement:	90’ (30’)
Armor Class:	9 [10]
Hit Dice:	8
Attacks:	1
Damage:	2d6
Save:	11
Morale:	8
Hoard Type:	None
XP:	1,560

Night hags come from other dark planes of existence, and are viewed by some to be demons. They appear to be human females, but have long talons that deal 2d6 hp damage and have hideously ugly faces. They attack light creatures on sight if the odds of success seem favorable. A night hag has the following spell-like abilities usable at will: detect good, know alignment, polymorph self, sleep (affects up to 12th level beings). They may use the following spell-like abilities 3 times per day: magic missile (2d8 hp damage) and ray of enfeeblement. A night hag can become ethereal at will.

Night hags may visit the dreams of individuals by using a special periapt known as a heartstone. The hag takes ethereal form and hovers over the victim. Once a hag invades the victim’s dreams, it rides on the victim’s back until dawn. The sleeper suffers from tormenting dreams and permanently loses 1 point of CON upon awakening. This process may be repeated nightly until a victim reaches 0 CON and dies. If this happens, the hag returns to her home plane with the victim’s soul, and the victim may not be raised, resurrected, or reincarnated.

Nightmare

No. Enc.:	1 (0)
Alignment:	Chaotic
Movement:	150’ (50’)
Fly:	360’ (120’)
Armor Class:	-4 [23]
Hit Dice:	6 + 6
Attacks:	3 (bite, 2 hooves)
Damage:	2d4/1d6+4/1d6+4
Save:	13
Morale:	10
Hoard Type:	None
XP:	980

These infernal horses are used as mounts by demons and night hags, or by intelligent and powerful undead. They have jet black hide and glowing hooves. These creatures can fly at will, and assume ethereal form whenever they choose, and often travel the astral plane. In addition to a powerful bite and flaming hooves, nightmares may attack by breathing a cloud of hot, smoky gas at an opponent. The victim must save versus breath attacks or become choked and blinded by the vapor, suffering a -2 penalty to attack and damage rolls for 1d4+2 rounds.

Nixie
No. Enc.: 0 (2d20)
Alignment: Neutral
Movement:
Swim: 120’ (40’)
Armor Class: 7 [12]
Hit Dice: 1
Attacks: 1
Damage: 1d4
Save: 16
Morale: 6
Hoard Type: XXI
XP: 16

Nixies are related to dryads, but are water beings that are 3’ tall and appear as beautiful elf-like women with greenish, bluish, or green-gray skin color. They typically live in any permanent body of water, such as a lake, large pond, or river. When 10 nixies are together in one place, they may pool their magical energy to cast a charm spell on a character. The victim is allowed a saving throw versus spells, and if this is failed the character is taken into the watery domain of the nixies where he will serve them for 12 months. Nixies are able to cast water breathing on a character, and the effects last for 24 hours per casting. Nixies attack with very small weapons. Nixies have the ability to summon a giant fish (bass) for protection. The giant bass has the following characteristics: AL N, MV 120’ (40’), AC 7, HD 2, #AT 1, DG 1d6, SV F1, ML 8.

Nymph
No. Enc.: 0 (1d4)
Alignment: Neutral (good)
Movement: 120’ (40’)
Armor Class: 9 [10]
Hit Dice: 3
Attacks: 0
Damage: None
Save: 15
Morale: 6
Hoard Type: IX, XI x 10
XP: 80

Nymphs are stunningly beautiful female fey creatures that closely resemble elven women. They live in a variety of temperate sylvan settings, far from civilization. They have the ability to dimension door 1 time per day. Their appearance is so striking that anyone who lays eyes on a nymph must save versus spells or become permanently blind. If the nymph is nude, a failed save means death. Nymphs have the spell-casting abilities of a 7th level druid. They have their own language and speak common.

O

Ochre Jelly
No. Enc.: 1 (0)
Alignment: Neutral
Movement: 30’ (10’)
Armor Class: 8 [11]
Hit Dice: 14
Attacks: 1
Damage: 2d6
Save: 13
Morale: 12
Hoard Type: None
XP: 500

The ochre jelly is named for its color and the fact that it is a slimy, giant amoeba. The acidic slime that oozes from the ochre jelly can eat through cloth, wood, and leather after 1 round, but cannot affect stone or metal. It inflicts 2d6 hit points of damage to bare flesh, and is able to squeeze under doors and into other small spaces. When attacked with lightning or weapons, an ochre jelly will divide into 1d4+1 littler amoebas with 2 HD each. These smaller jellies deal 1d6 hit points of damage.

Octopus, Giant
No. Enc.: 0 (1d2)
Alignment: Neutral
Movement: -
Swim: 90’ (30’)
Armor Class: 7 [12]
Hit Dice: 8
Attacks: 8 (tentacles) or 1 (bite)
Damage: 1d3 (per tentacle)/1d6
Save: 11
Morale: 7
Hoard Type: None
XP: 2,060

These creatures are aggressive and territorial hunters, with arms reaching 10 feet or more in length. Their tentacles are studded with barbs and sharp-edged suckers. They live in temperate or tropical ocean waters. Tentacles constrict victims when they successfully attack, and deal 1d3 hit points of damage each per successive rounds. For each tentacle that is constricting a victim, the victim suffers a cumulative attack penalty of –1. For instance, if four tentacles are constricting a character, he suffers –4 to hit. A tentacle can be cut off if a total of 6 hit points or more of damage is dealt with one blow. A giant octopus may swim away if it is losing an encounter, and it will spray a 40’ radius cloud of black ink to obscure its escape. The giant octopus is able to move at its normal movement x3 when fleeing.

Ogre
No. Enc.: 1d6 (2d6)
Alignment: Chaotic
Movement: 90’ (30’)
Armor Class: 5 [14]
Hit Dice: 4 + 1
Attacks: 1 (club)
Damage: 1d10
Save: 15
Morale: 10
Hoard Type: XX + 1,000 gp
XP: 215

Adult ogres stand 9 to 10 feet tall, and resemble big brutish humans. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor. Ogres despise Neanderthals and will attempt to destroy them when encountered. Ogres usually live under rock shelters, or in caves, and will venture into dungeons. When ogres are found away from their lair they will have sacks containing 1d6x100 gp.

Ogre Mage
No. Enc.: 1d6 (1d6)
Alignment: Chaotic
Movement: 90’ (30’)
Fly: 150’ (50’)
Armor Class: 4 [15]
Hit Dice: 5 + 2
Attacks: 1
Damage: 1d12
Save: 13
Morale: 9
Hoard Type: IX, XVII
XP: 660

The ogre mage is a more intelligent and dangerous variety of its mundane cousin. An ogre mage stands about 10’ tall. Its skin varies in color from light green to light blue, and its hair is black or

very dark brown. Ogre mages favor loose, comfortable clothing and lightweight armor. Ogre mages rely on their spell-like abilities, resorting to physical combat only when necessary. They can fly for 12 turns, and have the following spell-like abilities at will: darkness 10' radius, invisibility, and polymorph self (from 4' to 12' tall). Once per day ogre magi may use the following abilities: charm person, gaseous form, sleep, and a cone of cold (as the wand of ice for 8d6 damage). An ogre mage regenerates 1 hp per round. When found in their lair, there is a 60% chance that 2d6 slaves are present. Ogre mages speak their own language, ogre, troll, common and their alignment tongue.

Orc

No. Enc.:	2d4 (1d6x10)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	6 [13]
Hit Dice:	1
Attacks:	1 (weapon)
Damage:	1d6 or weapon
Save:	16
Morale:	8
Hoard Type:	XIX
XP:	10

Orcs' hair is usually black. They have pig-like faces and reddish eyes. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male orc is a little over 6 feet tall and females are slightly smaller. Orcs are primarily subterranean, but they are also nocturnal and may be found on the surface at night. They suffer a penalty of –1 to hit rolls when in sunlight. Orcs are exceedingly cruel and delight in the torment of others.

A party of orcs will have a leader who has 8 hit points, and is exceptionally strong. He receives a +1 bonus to weapon damage rolls. Should the leader of a party of orcs be slain, the remaining orcs have a morale of 6. Orcs are exceptionally greedy and love to kill, which makes them particularly attractive to dark rulers who hire orcs as mercenary soldiers. Orcs will employ any kind of hand or missile weapon.

Orcs are socially organized around warring tribes, which have repulsive names like the "Vile Eye" tribe or the "Bloody Skull" tribe. Tribes seldom work together unless united under strong (and fear inducing) leadership. Any tribe has a roughly equal number of males and females, with as many children as there are adults. The orc tribal chief fights as a monster with 4 HD and has 15 hit points. He will be very strong, having a weapon damage roll bonus of +2. There is a 60% chance that any tribe consisting of 20 or more orcs will have an ogre present. There is a 10% chance that a tribe of 20 or more orcs has a troll present.

Otyugh

	Standard	***Advanced***
No. Enc.:	1 (2)	1 (1)
Alignment:	Neutral	Neutral
Movement:	60' (20')	60' (20')
Armor Class:	3 [16]	0 [19]
Hit Dice:	6-8	9-12
Attacks:	3 (2 tentacles, bite)	3 (2 tentacles, bite)
Damage:	1d8/1d8/1d4+1	2d6/2d6/2d4
Save:	15	12
Morale:	10	9
Hoard Type:	See below	See below
XP:	820; 1,140; 1,560	2,400; 2,800

A typical standard or advanced otyugh has a body 8' in diameter. Both kinds have a short pseudopod extending from their thick hides, which is covered in eyes. This prevents them from being surprised.

Standard: An otyugh attacks living creatures if it feels threatened or if it is hungry; otherwise it is content to remain hidden, eating carrion or left over kills from predators. Otyughs slash opponents with their barbed tentacles for 1d8 hp damage each, and their mouths deal a hideous bite from which the victim must save versus poison or contract a rotting disease that inflicts 1d3 hp damage per day. These creatures have a low intelligence, but have a unique language and can communicate telepathically. They keep no treasure of their own, but may partner with other monsters and help guard treasure in exchange for leftovers.

Advanced: Advanced otyughs are more aggressive, more powerful relatives of standard otyughs. They are much more intelligent.

Owl, Giant

No. Enc.:	1d4+1 (1d4+1)
Alignment:	Neutral
Movement:	30' (10')
Fly:	180' (60')
Armor Class:	6 [13]
Hit Dice:	4
Attacks:	3 (2 talons, beak)
Damage:	2d4/2d4/1d4+1
Save:	15
Morale:	8
Hoard Type:	XI x 5, XXII (magic only)
XP:	80

Giant owls are nocturnal birds of prey, feared for their ability to hunt and attack in near silence. They are intelligent, and though naturally suspicious, sometimes associate with good creatures. A typical giant owl stands about 9' tall, has a wingspan of up to 20', and resembles its smaller cousins in nearly every way except size. Giant owls have a language of their own, and often speak common. In a lair there is a 25% chance of finding 1d4 eggs, and a 25% chance of finding 1d4 chicks. Eggs and young are very valuable, as they can be raised and trained as companions.

Owl Bear

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	5 [14]
Hit Dice:	5
Attacks:	3 (2claws, bite)
Damage:	1d8/1d8/1d8
Save:	14
Morale:	9
Hoard Type:	XX
XP:	350

Having the head of a giant owl and the body of a bear, owl bears are rumored to be a magical hybrid created for an unfathomably dark purpose. Their coats range in color from brown-black to yellowish brown; their beaks are a dull ivory color. A full-grown male can stand as tall as 8 feet and weigh up to 1,500 pounds. Adventurers who have survived encounters with the creature often speak of the bestial madness they glimpsed in its red-rimmed eyes. They are mean spirited carnivores. Just like bears, an owl bear may hug an opponent for 2d8 hit points of damage if it successfully hits with both paws in the same round. Owl bears are known to live in wooded areas, and are equally likely to take residence in caves or dungeons.



P

Pegasus

No. Enc.:	0 (1d12)
Alignment:	Lawful
Movement:	240′ (80′)
Fly:	480′ (160′)
Armor Class:	6 [13]
Hit Dice:	2 + 2
Attacks:	2 (hooves)
Damage:	1d6/1d6
Save:	16
Morale:	8
Hoard Type:	None
XP:	47

The pegasus is a magnificent winged horse that sometimes serves the cause of good. Though highly prized as aerial steeds, pegasi are wild and shy creatures not easily tamed. If young pegasi are tamed they can be used as mounts, but pegasi will only cooperate with light characters. Pegasi avoid hippogriffs, which are their predators.

Phase Tiger

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	150′ (50′)
Armor Class:	4 [15]
Hit Dice:	6
Attacks:	2 (tentacles)
Damage:	2d4/2d4
Save:	14
Morale:	8
Hoard Type:	XIX
XP:	570

The phase tiger is not truly a cat, but is fairly intelligent and resembles a six-legged tiger with a long, scaly reptilian spiked whip on each shoulder. The whips have sharp barbs, which inflict 2d4 hit points of damage each. All opponents of a phase tiger receive a penalty of –2 to hit, due to the magical ability of the phase tiger to seem to be in a position that is 3′ from where it actually stands. In addition, phase tigers have a saving throw bonus of +2 (all saving throws). Blink dogs are hated enemies of phase tigers, and a phase tiger will seek to kill any blink dogs encountered.

Piercer

No. Enc.:	3d6 (3d6)
Alignment:	Neutral
Movement:	10′ (3′)
Armor Class:	3 [16]
Hit Dice:	1-4
Attacks:	1
Damage:	1d6 per HD
Save:	16
Morale:	10
Hoard Type:	None
XP:	10, 20, 50, 80

These creatures are specially adapted to cavernous environments, as they perfectly resemble stalactites. When they sense body heat or movement, they drop from a cavern ceiling to impale and eat a victim. The largest ones are 6′ long, and the smallest are 1′ long.

Pixie

No. Enc.:	2d4 (1d4x10)
Alignment:	Neutral
Movement:	90′ (30′)
Fly:	180′ (60′)
Armor Class:	3 [16]
Hit Dice:	1
Attacks:	1 (dagger)
Damage:	1d4
Save:	14
Morale:	7
Hoard Type:	III + IV
XP:	16

These 1′ or 2′ tall cousins to elves have wings like an insect's. These wings are relatively weak, and a pixie must spend 1 turn on its feet for each 3 turns spent flying. Pixies are naturally invisible, but may choose to become visible at will. The spell detect invisibility will reveal their presence. Pixie invisibility is unlike the spell of the same name in that a pixie may act freely, including attacking, without becoming visible. Because of this advantage, a pixie will have surprise on its opponent. An opponent cannot attack a pixie during the first round they are engaged in combat, but in the second round an opponent may strike due to hearing the pixie and otherwise having some idea where it might be as it moves. Attacks made against an invisible pixie are rolled with a penalty of –2.

Pseudo-dragon

No. Enc.:	1 (1)
Alignment:	Neutral (good)
Movement:	60′ (20′)
Fly:	240′ (80′)
Armor Class:	2 [17]
Hit Dice:	2
Attacks:	1 (bite or tail)
Damage:	1d3 or poison
Save:	15
Morale:	7
Hoard Type:	XI x 10
XP:	38

These intelligent dragon-like creatures are at most 2' long, and live in temperate climates. They frequently take residence in dungeons, or in secluded wilderness locales. Although by nature they are rust brown in color, they have the ability to blend into their surroundings, rendering them undetectable 80% of the time. They may attack with a bite, but prefer to use their whip-like tails that attack with +4 to hit. Victims take no damage, but must save versus poison or fall into a state like feign death for 1d6 days. However, unlike the spell, victims are unaware of their surroundings. There is a 25% chance that when the duration is up the victim dies. Psuedo-dragons are able to see invisible creatures or objects. They receive +4 to all saving throws versus magic, and can confer this bonus to another creature if they are touching. Pseudo-dragons are telepathic, and are able to grant clairaudience and clairvoyance centered on themselves, to another being within 240'.

Pterodactyl

	Pterodactyl	***Pteranodon***
No. Enc.:	0 (2d4)	0 (1d4)
Alignment:	Neutral	Neutral
Movement:	-	-
Fly:	180' (60')	240' (120')
Armor Class:	7 [12]	6 [13]
Hit Dice:	1	5
Attacks:	1 (bite)	1 (bite)
Damage:	1d3	1d12
Save:	18	15
Morale:	7	8
Hoard Type:	None	VII
XP:	13	350

These prehistoric winged reptiles are usually found in warm or tropical environments.

Pterodactyl: These large winged reptiles have wings that span 7 to 10 feet. They glide through the air, watching for prey on the ground. They typically attack small animals, or beings up to the size of a halfling. They have been known to attack larger beings if they are particularly famished.

Pteranodon: This winged reptile is a giant version of the pterodactyl, and has wings that can span up to 50'. They attack larger animals, including human-sized individuals.

Purple Worm

No. Enc.:	1d2 (1d4)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	6 [13]
Hit Dice:	15
Attacks:	2 (bite, sting)
Damage:	2d8/1d8, poison
Save:	4
Morale:	10
Hoard Type:	XIX
XP:	3,300

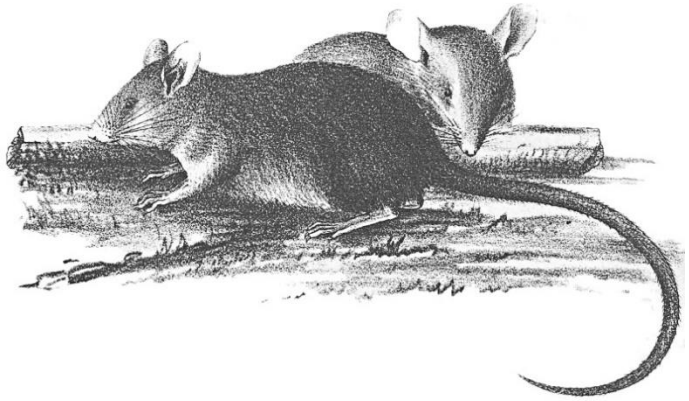
The body of a mature purple worm is 10' in diameter and 100' long or more. The creature has a poisonous stinger in its tail. These dreaded purple monstrosities burrow underground, only surfacing to consume unsuspecting prey. They may attack with both a bite and their stinging tail in 1 round. Anyone stung by the tail must also succeed in a saving throw versus poison or die. If a purple worm's bite attack roll is at least 4 higher that the roll needed to hit (or a 20 is rolled), a victim is swallowed. A being that is swallowed takes 3d6 hit points of damage per round inside the purple worm's belly. The damage stops when either the character dies or the worm is killed. When a purple worm is found below the earth, it is usually from inside one of its tunnels. In this case the tunnel may only be as wide as the worm, preventing it from attacking with both attacks in the same round.

R

Rakshasa

No. Enc.:	1d4 (1d4)
Alignment:	Chaotic
Movement:	150' (50')
Armor Class:	-4 [23]
Hit Dice:	7
Attacks:	3 (2 claws, bite)
Damage:	1d3/1d3/1d4+1
Save:	12
Morale:	9
Hoard Type:	XVIII
XP:	1,840

These creatures are said to be a kind of demon. They have bodies resembling humans, but for their deadly claws and the head of a large cat, either a tiger, lion, or panther. Rakshasas are man-eaters, preferring the flesh of humans and dwarves. They have the spell-like abilities ESP and change self, which they often use in combination to assume an agreeable form to a potential victim. These creatures have the spell casting abilities of 1st level clerics and 3rd level magic-users. Rakshasas are unaffected by normal weapons, and suffer 50% damage from weapons that are +1, +2, or +3. In addition, they are immune to the effects of all spells save those of 9th level. When multiple Rakshasas are encountered there is 1 male with up to 3 females.



Rat

	Ordinary	***Giant***
No. Enc.:	5d10 (2d10)	3d6 (3d10)
Alignment:	Neutral	Neutral
Movement:	60' (20')	120' (40')
Swim:	30' (10')	60' (20')
Armor Class:	9 [10]	7 [12]
Hit Dice:	1 hit point	1d4 hit points
Attacks:	1 (bite, per group)	1 (bite)
Damage:	1d6, disease	1d3, disease
Save:	18	16
Morale:	5	8
Hoard Type:	XI	XX
XP:	6	6

Rats are omnivorous rodents that thrive in human trash on the fringes of dwellings. They are disease carriers, and any time a character is bitten by a rat of any variety there is a 5% chance the character contracts a disease. A saving throw versus poison is permitted, and should it fail the character dies of the disease 1d6 days later. A successful saving throw indicates that the character gets ill and is bedridden for 30 days, at the end of which there is a 25% chance the disease proves fatal. The spell cure disease will cure this infection. Rats may be warded away with fire. They are adept swimmers, who are at home in sewers, water-filled caverns, and marshes.

Ordinary Rats: Ordinary rats range in size from 6" long to 2' long. They can be black, brown, or gray in color. They live in packs that can consist of great numbers. Rat packs get 1 attack per 10 individuals, inflicting 1d6 hit points of damage per hit. If a character is swarmed by a whole pack, he must succeed in a saving throw versus death or fall to the ground under the writhing rodent horde. He may stand up the following round, but makes a new saving throw if still under the swarm. The opponent can make no attacks until he gets back on his feet.

Giant Rats: These rats are minimally 3' long, but may be larger. They attack individually. Giant rats live in refuse like their smaller cousins, and can be found in the litter that often accumulates in a dungeon.

Remorhaz

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	0 [19], belly 3 [16], head 2 [17]
Hit Dice:	7-14
Attacks:	1 (bite)
Damage:	6d6
Save:	14 - 10
Morale:	10
Hoard Type:	XVIII
XP:	1,140

A remorhaz is a whitish-blue in color multilegged lizard-like creature that pulses with a reddish glow from the heat its body produces. The creature is 20' long with 7 HD, 24' long with 8 HD, 28' long with 9 HD, and so on. Remorhazes hide under snow and ice until they hear movement above them, then attack from below and surprise prey. Once at the surface, they rear to attack, exposing their more vulnerable bellies. When these creatures are 8 HD or more, they are large enough to have a swallow attack in addition to their normally powerful bites. Swallowed victims are killed immediately because of the extreme heat within these creatures' innards. When in combat, the remorhaz's backside heats to an infernally hot temperature. Any non-magical weapons touching their bodies melt immediately, and magical items must make saving throws. If a being touches the hot hide it suffers 1d10x100 hp damage.

Rhagodessa, Giant

No. Enc.:	1d4 (1d6)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	5 [14]
Hit Dice:	4 + 2
Attacks:	1 (leg or bite)
Damage:	0 or 2d8
Save:	16
Morale:	9
Hoard Type:	VI
XP:	215

The giant rhagodessa is a nocturnal carnivorous arachnid that closely resembles a spider, but has immense crushing mandibles. They have a chestnut colored thorax and are tan or mustard colored on their remaining bodies. These 6' long monsters have shorter legs than spiders, but are able to climb walls. The rhagodessa's front legs have suction pits that do not deal damage, but on a successful hit they can pull an opponent to the mandibles that deal 2d8 hit points of damage on the second round, with no extra attack roll needed.

Rhinoceros

	Ordinary	***Woolly***
No. Enc.:	0 (1d12)	0 (1d8)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	5 [14]	4 [15]
Hit Dice:	6	8
Attacks:	1 (butt or trample)	1 (butt or trample)
Damage:	2d4 or 2d8	2d6 or 2d12
Save:	17	15
Morale:	6	6
Hoard Type:	None	None
XP:	570	1,060

The rhinoceros is infamous for its bad temper and willingness to charge intruders. They deal double damage after charging. A herd of these beasts will stampede if threatened, in any direction to be determined randomly.

Woolly Rhinoceros: The woolly rhino is a prehistoric rhino that is larger and covered in a dense, coarse hair.

Roc

	Small	***Large***	***Giant***
No. Enc.:	0 (1d12)	0 (1d8)	0 (1)
Alignment:	Lawful	Lawful	Lawful
Movement:	60' (20')	60' (20')	60' (20')
Fly:	480' (160')	480' (160')	480' (160')
Armor Class:	4 [15]	2 [17]	0 [19]
Hit Dice:	6	12	36
Attacks:	---------- 3 (2 claws, bite) ----------		
Damage:	1d4+1/1d4+1 2d6	1d8/1d8/ 2d10	3d6/3d6/ 8d6
Save:	15	11	7
Morale:	8	9	10
Hoard Type:	XIV	XIV	XIV
XP:	320	1,200	6,750

Rocs are powerful creatures living in high elevations and warm environments. They look somewhat like huge eagles. Their immense appetites accompany the great size of rocs, as rocs will frequently consume large mammals including horses and cattle. Rocs hunt much like eagles, swooping down on their meal and striking it with immense claws. When a roc nest is encountered, there is a 50% probability that 1d6 eggs or 1d4 young are present. Rocs fight to the death to defend their young. If eggs or chicks are captured, they can be trained as mounts. If a dark being encounters a roc, the roc will have a penalty of -2 to reaction checks, and a neutral being imposes a –1 penalty. This is due to the light nature of rocs, and their preference for dealing with other light creatures.

Roper

No. Enc.:	1d3 (1d3)
Alignment:	Chaotic
Movement:	30' (10')
Armor Class:	0 [19]
Hit Dice:	10-12
Attacks:	1
Damage:	5d4
Save:	11
Morale:	8
Hoard Type:	V x 2
XP:	2,400

A roper stands some 9' tall and tapers from 3 or 4 feet in diameter at the base to 1 foot across at the top. A roper's coloration and temperature change to match the features of the surrounding cave. A roper hunts by standing very still and imitating a stalagmite. This tactic often allows it to attack with surprise. When prey comes within reach, it lashes out with one of its six rope-like

strands to a distance of up to 50'. If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the opponent to the roper's immense mouth, in 10' increments per round. In addition, the victim suffers from weakness for 1d4 rounds. A character must succeed in a force doors check in order to break away from a roper's strand. Ropers suffer only 50% damage from cold-based attacks, and are immune to electrical-based attacks. However, fire is disagreeable to them and they suffer -4 to save versus fire-based attacks.

Rot Grub

No. Enc.:	0 (5d4)
Alignment:	Neutral
Movement:	10' (2')
Armor Class:	9 [10]
Hit Dice:	1 hit point
Attacks:	See below
Damage:	See below
Save:	19
Morale:	Not applicable
Hoard Type:	None
XP:	5

Although rot grubs can be found in animal waste and other foul refuse, they prefer to consume tissue that is still alive. Upon contact with a living being, rot grubs will begin to vigorously burrow deep into the body. Fire must be applied to the site of contact at once in order to prevent the rot grubs from burrowing further. This application of flame inflicts 1d6 hit points of damage per instance. If not stopped immediately, within 1d3x10 minutes the rot grubs will find the heart and kill their victim. The spell cure disease will destroy the rot grubs in a victim's body.

Rust Monster

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	2 [17]
Hit Dice:	5
Attacks:	1
Damage:	See below
Save:	14
Morale:	7
Hoard Type:	None
XP:	500

The body of this monster resembles a giant armadillo, and it has a long scaly tail. The hide of these creatures varies in color from a yellowish tan underside to a rust-red upper back. A rust monster's prehensile antennae can rust metals on contact, as can their hide when struck with metal weapons. All ordinary metal armor and weapons either struck by antennae or contacting a rust monster's hide (when it is attacked with a sword, for instance) instantly becomes utterly and permanently useless from severe rusting. Due to this effect, ordinary metal weapons do not harm rust monsters. Magic items will first lose their magical bonuses, 1 at a time, until they are ordinary items of their type. Any subsequent contact will then rust the item. Each "plus" grants the item a 10% probability of surviving contact unscathed. For instance, if a character strikes a rust monster with a dagger +2, it has an 80% chance of becoming a dagger +1. If it does, any subsequent hit has a 90% chance of making the dagger an ordinary dagger. If it becomes an ordinary dagger, a hit after that renders the dagger useless. A rust monster feeds upon the rust it creates in this manner.

S

Sahuagin

No. Enc.:	4d4 (3d4x10)
Alignment:	Chaotic
Movement:	120' (40')
Swim:	240' (80')
Armor Class:	5 [14]
Hit Dice:	2 + 2
Attacks:	3, 5 (2 or for claws, bite) or 1 (by weapon)
Damage:	1d2/1d2/1d2/1d2/1d4 or As weapon
Save:	16
Morale:	8
Hoard Type:	V, XI + XV
XP:	47

Sahuagin are irredeemably evil fish-like humanoids that worship infernal forces. Most feature green coloration, darker along the back and lighter on the belly. Many have dark stripes, bands, or spots, but these tend to fade with age. An adult male sahuagin stands roughly 6' tall. They only live in saltwater, and may dwell in shallow waters near shore or in very deep locations far at sea. They have kingdoms under the waves that ape human societal structures. Sahuagin typically fight with tridents and nets (50%) or daggers, spears, and crossbows (25%). If unarmed, they attack with 2 claws and a bite when on shore, or 2 claws, 2 foot rakes, and a bite when under water. These creatures travel in bands led by a 4 HD chief. When 10 or more are encountered, there will be a 3 HD guard per 10 sahuagin in the group. When found in their lair, half of the sahuagin will be 2 HD females, and 25% are 1 HD hatchlings. There will be 2d4x10 eggs. In their lairs there will be a 9 HD baron. There is a 10% per 10 sahuagin encountered that there is a 5th to 8th level cleric and 1d4 4th level cleric assistants. In addition, in the lair there is a 5% chance a prince will be present, along with 2d4 chieftains of 3 HD and 3d10 2 HD concubines. When a prince is present there will always be clerics present as mentioned above. Lairs are typically guarded by 2d4 sharks, or 4d4 if a prince is present. Sahuagin often take human prisoners under the sea, where they are subject to unspeakable tortures.

Salamander

	Flame	***Frost***
No. Enc.:	1d4+1 (2d4)	1d3 (1d3)
Alignment:	Neutral	Chaotic
Movement:	120' (40')	120' (40')
Armor Class:	2 [17]	3 [16]
Hit Dice:	8	12
Attacks:	3 (2 claws, bite)	5 (4 claws, bite)
Damage:	1d4/1d4/1d8	1d6 (each claw)/2d6
Save:	12	9
Morale:	8	9
Hoard Type:	XVII	XVIII
XP:	2,060	3,600

Flame Salamander: The flame salamander is a kind of intelligent fire elemental. It has a lizard-like appearance, with red scales and four limbs. It reaches a length of 12' to 16'. Scorching heat emanates from the flame salamander, and all creatures within 20' who are susceptible to fire damage receive 1d8 hit points of damage per round. Flame salamanders are unharmed by all fire-based damage and non-magical weapons. They are unaffected by sleep or charm spells. These creatures often live in the molten lava of volcanoes, or otherwise in very hot and arid regions.

Frost Salamander: The frost salamander resembles a flame salamander, except that it has six limbs and is white or bluish white. It attacks with its front four claws and a bite. Bone-chilling cold emanates from the frost salamander, and all creatures within 20' that are susceptible to cold damage receive 1d8 hit points of damage per round. Frost salamanders are unharmed by all cold-based damage and non-magical weapons. They are unaffected by

sleep or charm spells. These creatures prefer to live in icy and cold regions.

These two forms of salamander are natural enemies. They despise one another and will always fight if in the same vicinity.

Satyr

No. Enc.:	2d4 (2d4)
Alignment:	Neutral
Movement:	180’ (60’)
Armor Class:	5 [14]
Hit Dice:	5
Attacks:	1 (horns)
Damage:	2d4
Save:	14
Morale:	7
Hoard Type:	IX, XVIII
XP:	350

A satyr’s hair is red or chestnut brown, while its hooves and horns are jet black. They live carefree lifestyles in isolated sylvan settings, where they enjoy good wine and seducing dryads, nymphs, and elven women. Satyrs avoid combat, but when forced they attack with their horns. There is a 25% chance that a satyr has a magical weapon. In any group of satyrs, one member has a set of magical pipes only usable by their kind. It has the effects of charm, sleep, and fear for beings within 60’ who fail a save versus spells. If the save succeeds, that being cannot be affected by the same pipes again. Satyrs can be 90% invisible in wilderness settings, and their keen senses make them surprised only on a 1 on 1d6. Satyrs speak their own language, elven, and common.

Scorpion, Giant

No. Enc.:	1d6 (1d6)
Alignment:	Chaotic
Movement:	150’ (50’)
Armor Class:	2 [17]
Hit Dice:	4
Attacks:	3 (2 claws, sting)
Damage:	1d10/1d10/1d4, poison
Save:	15
Morale:	11
Hoard Type:	VII
XP:	190

These aggressive giant cousins to scorpions are about 6’ long. Any time that a claw successfully strikes, the sting attack receives a bonus of +2 to hit. If stung, a victim needs to succeed at a saving throw versus poison or die. Giant scorpions can be found in dungeons, rock shelters, ruins, and hot environments.

Sea Hag

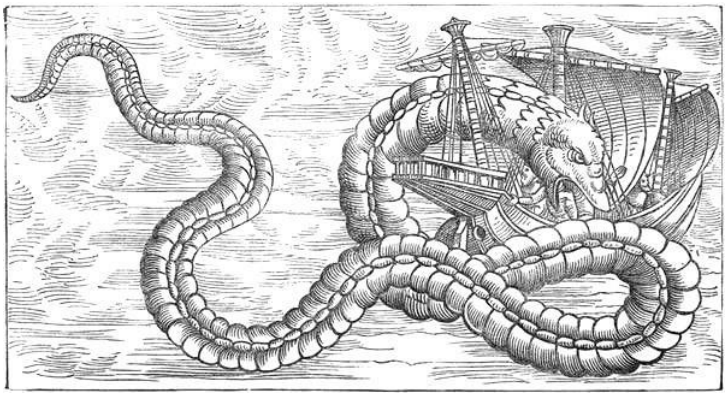
No. Enc.:	1d4 (1d4)
Alignment:	Chaotic
Movement:	150’ (50’)
Armor Class:	7 [12]
Hit Dice:	3
Attacks:	1 (weapon)
Damage:	1d4 (dagger)
Save:	14
Morale:	7
Hoard Type:	XIV
XP:	95

This race of vile females lives in shallow fresh or saltwater areas. They consume humanoid flesh, and to that end they have a gaze that will instantly kill a victim within 30’ that fails a save versus poison (usable 3 times per day)
. These creatures are so hideous that any being looking at one must save versus magic or lose 50% of his STR for 1d6 turns.

Sea Serpent

	Normal	***Giant***
No. Enc.:	0 (2d6)	1 (1)
Alignment:	Neutral	Neutral
Movement:		
Swim:	150’ (50’)	250’(100’)
Armor Class:	5 [14]	2 [17]
Hit Dice:	6	30
Attacks:	1 (bite or constrict)	1 (bite or constrict)
Damage:	2d6 or see below	4d6 or see below
Save:	14	3
Morale:	8	7
Hoard Type:	None	None
XP:	570	

Sailors dread sea serpents. Small serpents are immense, 30’ long snake-like sea beasts that will attack ships that are 30’ long or smaller. It wraps its serpentine body around ships to constrict for 1d10 structural hit points of damage each round. When attacking creatures or characters it attacks with a bite that deals 2d6 hit points of damage. Giant serpents are also known as Sea Terrors and gigantic, 120’ long snake-like sea beasts that will attack ships that are 100’ long or smaller. It wraps its serpentine body around ships to constrict for 4d6 structural hit points of damage each round. When attacking creatures or characters it attacks with a bite that deals 4d6 hit points of damage and can swallow up to human-sized creatures whole.



Shadow

No. Enc.:	1d8 (1d12)
Alignment:	Chaotic
Movement:	90’ (30’)
Armor Class:	7 [12]
Hit Dice:	2 + 2
Attacks:	1
Damage:	1d4, special
Save:	16
Morale:	12
Hoard Type:	XVII
XP:	83

Although shadows seem to resemble ghosts, since they have no corporeal body and resemble shadows, but they are not truly undead creatures. As a consequence, shadows are not susceptible to the cleric ability to turn undead. Shadows may only be struck with magical weapons. However, like undead, shadows are unaffected by charm or sleep spells. Shadows are very silent and difficult to observe. They will surprise on a surprise check roll of 1-5 on 1d6. When a shadow successfully attacks an opponent, the victim suffers 1d4 hit points of damage, and 1 point of STR is drained for 8 turns. Should a being be drained to STR 0, it permanently transforms into a shadow.

Shambling Mound

No. Enc.:	1d3 (1d3)
Alignment:	Neutral
Movement:	60′ (20′)
Armor Class:	0 [19]
Hit Dice:	8-11
Attacks:	2
Damage:	2d8/2d8
Save:	12
Morale:	12
Hoard Type:	VIII, IX, XIV
XP:	1,820

Shambling mounds, also called shamblers, appear to be heaps of rotting vegetation. They are actually intelligent, carnivorous plants. A shambler's brain and sensory organs are located in its upper body, buried deep within its slimy dense trunk. A shambler's body has an 8′ girth and is about 6′ tall when the creature stands erect. These creatures batter opponents with two huge, arm-like appendages. If both hit in the same round, a victim has been grabbed and it will be smothered to death by the shambler's abundant mucus in 2d4 rounds. The victim can only get free if the shambler is killed. Shamblers take no damage from electricity. Instead, any electricity attack used against a shambler grants it 1 HD (the creature actually grows). In addition, fire-based attacks do not harm it. Cold-based attacks do half damage, or no damage if the shambler succeeds in a saving throw. Weapons deal half damage. However, since shamblers are intelligent plant creatures they are susceptible to spells that affect plants.

Shark

	Bull	***Mako***
No. Enc.:	0 (3d6)	0 (2d6)
Alignment:	Neutral	Neutral
Movement:	-	-
Swim:	180′ (60′)	180′ (60′)
Armor Class:	4 [15]	4 [15]
Hit Dice:	2	4
Attacks:	1 (bite)	1 (bite)
Damage:	2d4	2d6
Save:	18	17
Morale:	7	7
Hoard Type:	None	None
XP:	29	135

	Great White	***Giant***
No. Enc.:	0 (1d4)	0 (1d3)
Alignment:	Neutral	Neutral
Movement:	-	-
Swim:	180′ (60′)	180′ (60′)
Armor Class:	4 [15]	5 [14]
Hit Dice:	8	10-15
Attacks:	1 (bite)	1 (bite)
Damage:	2d10	4d4 (10-11 HD) 5d4 (12-13 HD), 6d4 (14-15 HD)
Save:	16	12
Morale:	7	10
Hoard Type:	None	None
XP:	1,060	1,070

Sharks are some of the most efficient hunters of the sea. Although they are not very intelligent, they are cunning. As soon as sharks sense blood in the water (to a range of 300′) they become furious feeders and will fight to the death with no check for morale.

Bull Shark: Bull sharks are brown and reach a length of 8′.

Mako Shark: These giant 15′ sharks will attack large prey. They are tan or gray.

Great White Shark: This immense shark can reach lengths exceeding 30′. They are silvery-gray with white bellies. These sharks are vicious, and may attack boats that are half their length.

Giant Shark: These giant sharks are 25′ to 50′ long, but are otherwise much like their smaller cousins. Giant sharks have a swallow attack. A swallowed victim will die in 6 rounds unless the shark is killed before that time.

Shrew, Giant

No. Enc.:	1d4 (1d8)
Alignment:	Neutral
Movement:	180′ (60′)
Armor Class:	4 [15]
Hit Dice:	1
Attacks:	2 (bite)
Damage:	1d6/1d6
Save:	18
Morale:	10
Hoard Type:	None
XP:	19

Giant shrews are rodents, and in some ways resemble giant rats. However, shrews have slightly longer snouts and are burrowing animals with reduced eyesight. They can jump up to 5′. Giant shrews are able to echolocate in a fashion not unlike bats, by emitting small squeaks. With this kind of "vision" they are able to see 60′, and this may be blocked with the spell silence 15′ radius. A deafened (and thus blinded) giant shrew has an effective AC of 8 and suffers a –4 penalty to attack rolls.

Giant shrews are insectivores, and are highly territorial. They will attack trespassers, and are extremely fast. They automatically have initiative on the first round of combat, and have a bonus of +1 on the second round. Giant shrews are fearsome, vicious fighters and they are extremely intimidating. Any opponent with 3 HD or fewer must succeed in a saving throw versus death or flee.

Shrieker

No. Enc.:	1d8 (0)
Alignment:	Neutral
Movement:	9′ (3′)
Armor Class:	7 [12]
Hit Dice:	3
Attacks:	See below
Damage:	See below
Save:	16
Morale:	12
Hoard Type:	None
XP:	65

A shrieker is a stationary fungus, resembling a large mushroom, that emits a loud noise to attract prey or when disturbed. Shriekers live in dark, subterranean places, and come in of shades of purple. The shrieker will emit its scream if it senses movement within 30′, or light comes within 60′. The scream persists for 1d3 rounds. For every round a shrieker is screaming, there is a 50% probability that it has caught the attention of a wandering monster. Wandering monsters will arrive on the scene within 2d6 rounds.

Skeleton

No. Enc.:	3d4 (3d10)
Alignment:	Chaotic
Movement:	60′ (20′)
Armor Class:	7 [12]
Hit Dice:	1
Attacks:	1
Damage:	1d6 or weapon
Save:	18
Morale:	12
Hoard Type:	None
XP:	13

Skeletons are the animated bones of the dead, mindless automatons that obey the orders of their evil masters. A skeleton is seldom garbed in anything more than the rotting remnants of any clothing or armor it was wearing when slain. A skeleton does only what it is ordered to do. It can draw no conclusions of its own and takes no initiative. Because of this limitation, its instructions must always be simple. A skeleton attacks until destroyed. Skeletons are undead, and a cleric may turn them. Like other undead, skeletons are unaffected by charm or sleep spells.



Slithering Tracker

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	120′ (40′)
Armor Class:	5 [14]
Hit Dice:	5
Attacks:	0
Damage:	None
Save:	13
Morale:	10
Hoard Type:	XX
XP:	500

This creature looks like a long, thin transparent protoplasm, almost snake-like in form. It is an amorphous and transparent creature that inhabits dark underground areas of the world. It blends so well with the environment that it can only be seen 5% of the time. Unlike other oozes, the slithering tracker does not feed on organic matter. It survives by devouring living creatures. A typical slithering tracker is 3′ long. It generally does not attack victims immediately, but instead follows them until they go to sleep. Then it contacts a victim's skin, and if the victim fails a save versus paralyze then the creatures poisonous slime paralyzes the victim permanently. The slithering tracker then engulfs the victim and digests it in 6 turns.

Slug, Giant

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	60′ (20′)
Armor Class:	8 [11]
Hit Dice:	12
Attacks:	1 (bite)
Damage:	1d12
Save:	11
Morale:	10
Hoard Type:	None
XP:	2,000

Giant slugs are larger, much stronger versions of normal slugs. They are pale gray in color with a dull white underbelly. They have a single pair of long, thin tentacles or antennae. The giant slug uses them to sense brightness, heat, and to smell. A typical giant slug is 20′ long but can grow to twice that length. Its squishy flexible body allows it to squeeze into relatively narrow corridors, though it may be in such a way as to prevent turning. A large slime trail marks the ground as it moves. Giant slugs are found in moist or wet environments such as swamps, marshes, rain forests, and dungeons. They are both scavengers and predators feeding on both plants and animals. Giant slugs are nocturnal creatures and spend the daylight hours away from the heat of the sun. Giant slugs may attack with a bite, but they often employ their highly dangerous acid spittle to a range of 60′. If struck, a victim suffers 5d8 hp acid damage. Giant slugs are only harmed by sharp weapons or magical blunt weapons (magical value deals damage only).

Snake

	Spitting Cobra	***Pit Viper***	***Sea Snake***
No. Enc.:	1d6 (1d6)	1d8 (1d8)	1d8 (1d8)
Alignment:	Neutral	Neutral	Neutral
Movement:	90′ (30′)	90′ (30′)	90′ (30′)
Armor Class:	7 [12]	6 [13]	6 [13]
Hit Dice:	1	2	3
Attacks:	1 (bite or spit)	1 (bite)	1 (bite)
Damage:	1d3, poison	1d4, poison	1, poison
Save:	18	18	17
Morale:	7	7	7
Hoard Type:	None	None	None
XP:	13	38	65

	Giant Python	***Giant Rattler***
No. Enc.:	1d3 (1d3)	1d4 (1d4)
Alignment:	Neutral	Neutral
Movement:	90′ (30′)	120′ (40′)
Armor Class:	6 [13]	5 [14]
Hit Dice:	5	4
Attacks:	2 (bite, constrict)	2 (bite)
Damage:	1d4/2d8	1d4, poison
Save:	15	16
Morale:	8	8
Hoard Type:	VI	VI
XP:	350	135

Snakes are legless reptiles, and often have venomous bites. Snakes usually are not aggressive and flee when confronted. They live in many different climates, but especially avoid severely cold environments.

Spitting Cobra: Like most snakes, the 3′ long spitting cobra avoids conflict. However, if it is threatened it will rear up and emit poisonous spittle. A victim is entitled to a saving throw versus poison, and failure indicates the opponent is blinded. The spell cure blindness will reverse the effects. The bite of the cobra deals

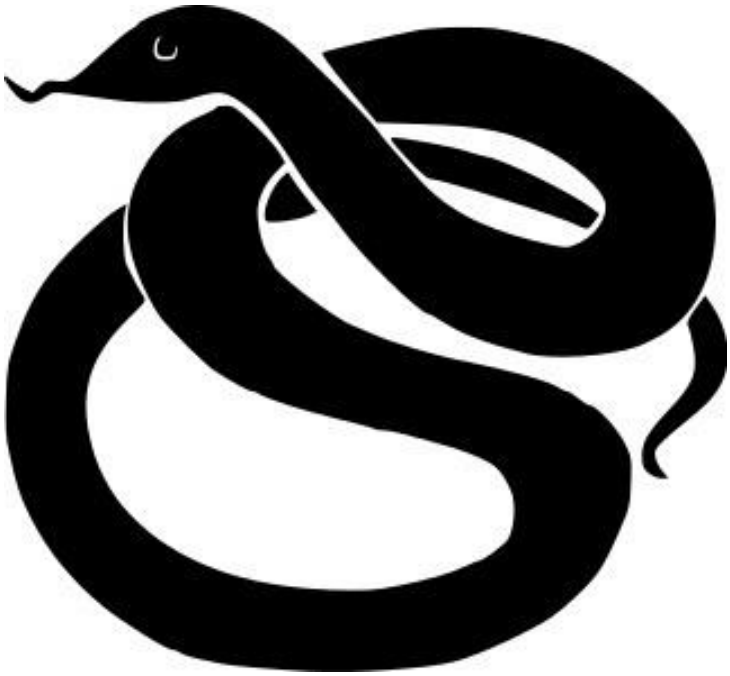
1d3 hit points of damage, and is venomous. A victim must succeed in a saving throw versus poison or be killed after 1d10 turns.

Pit Viper: This gray-green snake is 5′ long, and the pits on its head are able to sense heat to a distance of 60′. Pit vipers are extremely fast, and will automatically have initiative every round. They have a venomous bite that requires a successful saving throw versus poison, or the victim dies.

Sea Snake: These 6′ long aquatic snakes are extremely poisonous and aggressive. Their bites do very little damage, but like other venomous snakes, a victim must succeed in a saving throw versus poison or die after 1d4 + 2 turns. There is a 50% probability that a victim, if unaware of the snake's presence, will not realize he has been bitten. The poison from a sea snake is particularly potent, and the spell neutralize poison is ineffective 25% of the time.

Giant Python: The giant python is 20′ long. It attacks first with a bite, and on a successful hit it is also able to constrict a victim for an additional 2d4 hit points of damage. The constriction continues on subsequent rounds.

Giant Rattlesnake: These snakes are extremely quick, and bite twice per round. One bite occurs at the beginning of the round, and another at the end of the round. The bite is venomous, and a victim must succeed in a saving throw versus poison, or die 1d6 turns later. The giant rattlesnake is 10′ long, carnivorous, and will hunt large mammals.



Spectre

No. Enc.:	1d4 (1d8)
Alignment:	Chaotic
Movement:	150′ (50′)
Fly:	300′ (100′)
Armor Class:	2 [17]
Hit Dice:	6
Attacks:	1 (touch)
Damage:	1d8, drain level
Save:	10
Morale:	11
Hoard Type:	XVIII
XP:	1,070

A spectre is an undead creature that looks much as it did in life and can be easily recognized by those who knew the individual or have seen the individual's face in a painting or a drawing. In many cases, the evidence of a violent death is visible on its body. A spectre is roughly human-sized and is weightless. These powerful undead are unharmed by ordinary weapons, including weapons made of silver. Being similar to all undead, they share an immunity to charm, hold, and sleep spells. The most dreaded attack of the spectre is its life draining ability. When a victim is struck, it suffers 1d8 hit points of damage and loses 2 experience levels or 2 HD. Note that characters drained of levels must also reduce other characteristics associated with their class and level. After being drained of levels, a character will have the minimum number of experience points for the level he is reduced to. Should a character reach level 0, he dies and will become a spectre in 24 hours. The new spectre is under the command of the spectre that killed him.

Sphinx

	Androsphinx	***Criosphinx***
No. Enc.:	1 (1)	1d4 (1d4)
Alignment:	Lawful Neutral	
Movement:	180′ (60′)	120′ (40′)
Fly:	300′ (100′)	240′ (80′)
Armor Class:	-2 [21]	0 [19]
Hit Dice:	12	10
Attacks:	2 (claws)	3 (2 claws, head butt)
Damage:	2d6/2d6	2d4/2d4/3d6
Save:	7	9
Morale:	9	9
Hoard Type:	XVI	XVIII
XP:	3,600	1,700

	Gynophinx	***Hieracosphinx***
No. Enc.:	1 (1)	1d6 (1d6)
Alignment:	Neutral	Chaotic
Movement:	150′ (50′)	90′ (30′)
Fly:	240′ (80′)	360′ (120′)
Armor Class:	-1 [20]	1 [18]
Hit Dice:	8	9
Attacks:	2 (claws)	3 (2 claws, beak)
Damage:	2d4/2d4	2d4/2d4/1d10
Save:	13	11
Morale:	9	10
Hoard Type:	X, XIV	XVIII
XP:	1,560	1,700

Sphinxes are enigmatic creatures with great, feathery wings and leonine bodies. All sphinxes are territorial, but the more intelligent ones can differentiate between deliberate intrusion and temporary or inadvertent trespass.

Androsphinx: These male sphinxes are 8′ tall and have heads that combine the characteristics of a human and a lion. They generally attack with their large claws, but also have the spell casting ability of a 6th level cleric. Three times per day an androsphinx can let loose a mighty roar that can be heard for miles. It will usually only emit these roars if it becomes exceedingly angry. The effects of each roar are different. For the 1st roar, creatures within 360′ must save versus spells or be affected as a wand of fear for 3 turns. For the second roar, all creatures smaller than ogres within 30′ are rendered deaf for 2d6 rounds. Within 20′ creatures must save versus petrification or be paralyzed for 1d4 rounds. If it roars a third time, all those within 240′ must succeed in a save versus spells or reduce 2d4 points of STR for 2d4 rounds. In addition, any creature smaller than an ogre within 30′ will be thrown to the ground. If thrown to the ground, a creature must save versus breath attacks or be stunned for 2d6 rounds. If the creature is not knocked down it suffers 2d8 hp damage instead. The force of this roar is so great that it breaks any stone or crystalline object within 30′. Androsphinxes despise gynosphinxes, and only deal with them for the purposes of reproduction.

Criosphinx: These crafty creatures have the head of a ram, and covet wealth. They are always male, and average 7' tall. They often attempt to trick wealth from other creatures. They attack with two claws and a head butt.

Gynosphinx: These sphinxes are the female counterparts of androsphinxes, and are 7' tall. They value wealth, and have been known to aid adventurers for a price. They have the following spell-like abilities usable 1 time per day: clairaudience, clairvoyance, detect invisibility, detect magic, dispel magic, read languages, read magic, remove curse, legend lore, and locate object. Every week they may use all forms of symbol once each. In addition to taking payment from adventurers in the form of treasure, they value knowledge, literature, and above all knowledge of the whereabouts of an androsphinx.

Hieracosphinx: These evil sphinxes have the head of an eagle, and attack with claws and a beak each round. They are 7' tall. Much like other sphinxes, hieracosphinxes covet treasure. They sometimes enter the service of powerful and evil creatures, often as steeds or guards.

Spider, Giant

	Black Widow	***Crab Spider***	***Tarantula***
No. Enc.:	1d3 (1d3)	1d4 (1d4)	1d3 (1d3)
Alignment:	Neutral	Neutral	Neutral
Movement:	60' (20')	120' (40')	120' (40')
Web:	120' (40')	None	None
Armor Class:	6 [13]	7 [12]	5 [14]
Hit Dice:	3	2	4
Attacks:	1 (bite)	1 (bite)	1 (bite)
Damage:	2d6, poison	1d8, poison	1d8, poison
Save:	17	18	17
Morale:	8	7	8
Hoard Type:	VI	VI	VI
XP:	80	38	135

Giant Black Widow: The giant black widow is a shiny black color, and has a red design resembling an hourglass on its ventral abdomen. This spider is 6' long. These spiders are very aggressive, and prefer to trap prey in their sticky web. The web has the same properties as that of the web produced by the spell of the same name. Any opponent bitten by the giant black widow is entitled to a saving throw versus poison, and failure indicates death after 1 turn.

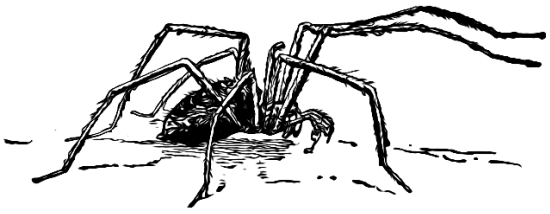
Giant Crab Spider: These 5' long carnivorous spiders do not weave webs, but crawl upon vertical surfaces and ceilings to pounce upon prey. They are able to surprise opponents on a surprise check roll of 1-4 on 1d6, due to their ability to change colors to match the environment. The bite of the giant crab spider is venomous, and a victim will die in 1d4 turns unless a saving throw versus poison is made. A bonus of +2 is given on this roll, due to the less potent nature of the venom.

Giant Tarantula: This giant spider is highly magical, and is not truly a tarantula despite its appearance. Its painful bite has a magical poison. Any victim must succeed in a saving throw versus poison or begin to spasm horribly, while standing, in what appears to be some macabre dance. This excruciating dance imparts a penalty of –4 to hit if the victim engages in combat, and others receive a bonus of +4 to hit such a "dancer." The effects have a duration of 2d6 turns. However, victims of the dance become paralyzed in 5 turns, fall to the ground, and are completely helpless. The effects of the dance are magically infectious, such that any creatures witnessing the dance must also save versus poison or begin to dance themselves for the same duration as the first dancer. These effects can be countered with the spell dispel magic.

Spider, Phase

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	60' (20')
On web:	150' (50')
Armor Class:	7 [12]
Hit Dice:	5 + 5
Attacks:	1 (bite)
Damage:	1d6
Save:	14
Morale:	8
Hoard Type:	XVIII
XP:	660

These 8' long giant spiders attack with a poisonous bite. Victims must succeed in a saving throw versus poison or die. Phase spiders are difficult opponents, since they spend most of the time out of phase, and invulnerable to attack except by creatures capable of affecting beings on the ethereal plane. If the spell phase door is cast on a phase spider it cannot phase out again for 7 rounds. The webs of this spider are very sticky, and it takes a creature with 18 STR or higher 1 round to break out. If STR is 17, it takes 2 rounds. The webs burn easily, as with a web spell.



Sprite

No. Enc.:	3d6
Alignment:	Neutral
Movement:	60' (20')
Fly:	180' (60')
Armor Class:	5 [14]
Hit Dice:	1d4 hit points
Attacks:	1 (spell)
Damage:	See below
Save:	16
Morale:	7
Hoard Type:	IV
XP:	6

Sprites are reclusive fey creatures that are cousins to elves and pixies. They are 1' tall, and have wings. Sprites are not malicious, but are mischievous, and enjoy playing tricks on other creatures. When five sprites pool their energies, they may inflict a curse upon a target. A curse will not be directed to cause physical harm or illness, but will instead be embarrassing or of some other "humorous" nature. Examples might include making a character's skin change to be dotted or striped, or some other effect left to the Gamemaster's discretion. The spell remove curse can counter this effect.

Squid, Giant

No. Enc.:	0 (1d4)
Alignment:	Neutral
Movement:	-
Swim:	120' (40')
Armor Class:	7 [12]
Hit Dice:	6
Attacks:	9 (8 tentacles, bite)
Damage:	1d4 (all tentacles)/1d10
Save:	14
Morale:	7 (9)
Hoard Type:	VII
XP:	1,070

These voracious free-swimming mollusks are fairly aggressive creatures, and can have bodies more than 20 feet long. They attack almost anything they meet. They have 2 large tentacles and 8 small tentacles. The larger ones are used to wrap around entire ships, dealing 1d10 structural hit points of constriction damage. When constricting a ship the squid will also attack with its great beak for an extra 2 points of structural hit point damage for each round. Smaller tentacles are used to grasp smaller creatures on ships or near water. These tentacles constrict victims when they successfully attack, and deal 1d4 hit points of damage each per successive rounds. They also may attack with their beak for 1d10 points of damage. A smaller tentacle can be cut off if a total of 6 hit points or more of damage is dealt with one blow, while a larger one requires a minimum of 10 hp damage. A giant squid may swim away if it is losing an encounter, and it will spray a 30' radius cloud of black ink to obscure its escape.

Statue, Animated

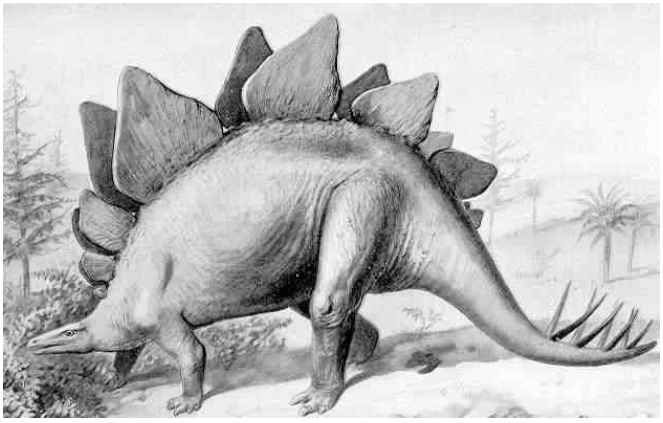
	Crystal	***Stone***	***Iron***
No. Enc.:	1d6 (1d6)	1d3 (1d3)	1d4 (1d4)
Alignment:	Lawful	Chaotic	Neutral
Movement:	90' (30')	60' (20')	30' (10')
Armor Class:	4 [15]	4 [15]	4 [15]
Hit Dice:	3	5	4
Attacks:	2 (fists)	2 (fists)	2 (fists)
Damage:	1d6/1d6	2d6/2d6	1d8/1d8
Save:	14	12	13
Morale:	11	11	11
Hoard Type:	None	None	None
XP:	65	500	190

Animated statues are statues of ordinarily inorganic, inanimate material given life by powerful magic-users. These statues may be used to guard locations, and unless they engage in some form of movement they will appear to be normal statues. The Gamemaster may create animate statues composed of additional materials, using the above three examples as guidelines. These statues often appear humanoid, but may be statues of any type and size. Animate statues are immune to the effects of sleep spells.

Crystal: These animate statues are composed of crystals, often quartz.

Stone: These statues appear to be made simply of some kind of stone, but inside the statue there is a large pocket of molten lava. This statue does not usually attack with fists, but projects lava through the tips of its fingers to inflict 2d6 hit points of burning damage.

Iron: When ordinary, metal, non-magical weapons strike an animate iron statue the attacker must succeed in a saving throw versus spells. Otherwise, the weapon becomes lodged in the statue, and can only be retrieved by killing the statue.



Stegosaurus

No. Enc.:	0 (1d4)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	3 [16]
Hit Dice:	11
Attacks:	1 (tail or trample)
Damage:	2d8 or 2d6
Save:	15
Morale:	7
Hoard Type:	None
XP:	1,200

These prehistoric herbivore reptiles are very large, and have a strip of hard plates that runs along their spine. Their tails are powerful weapons, which have four large spikes on their ends. This creature will most often be encountered in warm, tropical or sub-tropical environments.

Stirge

No. Enc.:	1d10 (3d12)
Alignment:	Neutral
Movement:	30' (10')
Fly:	180' (60')
Armor Class:	7 [12]
Hit Dice:	1
Attacks:	1
Damage:	1d3
Save:	18
Morale:	9
Hoard Type:	XI
XP:	16

This monster looks something like an anteater with feathers. A stirge's coloration ranges from rust-red to reddish-brown, with a dirty yellow underside. The long proboscis is pink at the tip, fading to gray at its base. A stirge's body is about 1 foot long, with a wingspan of about 2 feet. It weighs about 1 pound. A stirge uses its long proboscis to penetrate a victim, latch on, and drain its blood. When a stirge attacks an opponent for the first time, its quick speed grants it a bonus of +2 to hit. A successful attack deals 1d3 points of damage from blood sucking, and thereafter each round the stirge has latched to an opponent and sucks 1d3 hit points of damage worth of blood every round. A stirge will remain attached to a victim until the victim dies, or until the stirge is killed.

Strangle Weed

No. Enc.:	3d4 (3d4)
Alignment:	Neutral
Movement:	None
Armor Class:	6 [13]
Hit Dice:	2-4
Attacks:	1
Damage:	See below
Save:	15
Morale:	NA
Hoard Type:	I, II, III, IV, V, XI, XIV
XP:	29

This mass of writhing vines and leaves looks like a large patch of seaweed. Several long fronds protrude from the center of it, and it is 12' wide. It attacks by grappling its foe and then squeezing it. Slain creatures are digested by the strangle weed. The strangle weed is dark green and slightly slimy, with 3d4 fronds, each about 10' long, protruding from its main body. Strangle weed lies still until prey comes near. It then lashes out with its fronds, attempting to grapple its foes. Grappled foes are squeezed until they die. Each frond has an effective STR of 4d4. A victim has a 10% chance of breaking free for each point of STR he has above that of the frond's STR. More than one frond may entangle a victim, 1 frond per round with a successful attack. Multiple fronds

combine STR. If the fronds have more STR than the victim, the victim suffers 1 hp crushing damage per point of STR the fronds have above the victim's. Creatures caught in the fronds may attack with -2 to hit. A subterranean version of the strangle weed is believed to exist, though encounters with it are very rare. It is whitish-green and is found in underground pools, stagnant water, and the like.

T

Throghrin

No. Enc.:	1d6 (1d10)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	6 [13]
Hit Dice:	3
Attacks:	2 or 1 (2 claws or weapon)
Damage:	1d3/1d3 or weapon
Save:	14
Morale:	10
Hoard Type:	XX
XP:	80

A throghrin may appear to be a hobgoblin at first glance, but these monsters are a wicked, unholy magical hybrid of troll, hobgoblin, and ghoul. They have an affinity for the company of hobgoblins, and are occasionally employed as bodyguards to a hobgoblin king. Throghrin have the same paralyzing touch as a ghoul, and can regenerate as a troll 1 hp per round. Hit points are gained at the start of each combat round.

Tick, Giant

No. Enc.:	3d4 (3d4)
Alignment:	Neutral
Movement:	30' (10')
Armor Class:	3 [16]
Hit Dice:	2-4
Attacks:	1
Damage:	1d4
Save:	16
Morale:	8
Hoard Type:	None
XP:	29

These creatures are 1' to 3' long, and attack with a bite. If successful, they have attached themselves and drain 1d6 hp damage worth of blood each round thereafter, until they have drained an equivalent of blood equal to their maximum hp total. Giant ticks do not let go of a victim unless burned, killed, or suffocated by submersion in water. In addition, all victims have a 50% probability of contracting a wasting disease that kills the victim in 2d4 days. The spell cure disease is effective in eliminating this illness.

Titan

No. Enc.:	1d2 (1d2)
Alignment:	Lawful
Movement:	210' (70') or 150' (50')
Armor Class:	2 [17] to -3 [22]
Hit Dice:	17-22
Attacks:	1 (fist)
Damage:	7d6 or 8d6
Save:	3
Morale:	10
Hoard Type:	X, XI x 8, XVIII
XP:	4,250; 7,000

A titan resembles an 18' to 23' tall very attractive human. They are disposed toward good but are nonetheless creatures of chaos. Titans vary in strength, with the most powerful ones being larger. Roll to determine the power level of a titan when it is encountered:

Roll d6	AC	HD	Damage	Movement	Height
1	2 [17]	17	7d6	210' (70')	18'
2	1 [18]	18	7d6	210' (70')	19'
3	0 [19]	19	7d6	210' (70')	20'
4	-1 [20]	20	7d6	210' (70')	21'
5	-2 [21]	21	8d6	150' (50')	22'
6	-3 [22]	22	8d6	150' (50')	23'

Titans attack with their powerful fists. In addition, they have the following spell-like abilities: invisibility, levitate (twice per day), and they can become ethereal (twice per day). Further, titans may use cleric and magic-user spells. Their highest spell level ability for each class is determined by rolling 1d4+3, and titans have access to 2 spells per spell level. Titans speak all giant languages, titan, common, and their alignment tongue.

Titanothere

No. Enc.:	0 (1d6)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	5 [14]
Hit Dice:	12
Attacks:	1 (butt or trample)
Damage:	2d6 or 2d8
Save:	15
Morale:	7
Hoard Type:	None
XP:	2,000

These creatures are prehistoric relatives of the rhinoceros. They have large, blunt-tipped horns rather than the sharp horns of rhinos, and can reach a height of 10' to 12'. Few creatures threaten these large beasts, and they are relatively peaceful herbivores. When they do attack, they are capable of a charge for double damage, and they may trample.

Toad, Giant

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	90' (30')
Armor Class:	7 [12]
Hit Dice:	2 + 2
Attacks:	1 (bite)
Damage:	1d4 + 1
Save:	18
Morale:	6
Hoard Type:	None
XP:	71

	Ice	***Poisonous***
No. Enc.:	1d4 (1d4)	1d4 (1d4)
Alignment:	Neutral	Neutral
Movement:	90' (30')	90' (30')
Armor Class:	4 [15]	7 [12]
Hit Dice:	5	2 + 2
Attacks:	1 (bite)	1 (bite)
Damage:	3d4	1d4 + 1
Save:	15	18
Morale:	7	6
Hoard Type:	XIV	None
XP:	500	59

These immense toads can grow to be as large as a wolf and weigh up to 250 lbs. They have the ability to alter the color of their warty hides to match that of the dim dungeon corridors or dark forests they frequent. For this reason they will surprise a victim on a surprise check roll of 1-3 on 1d6. Giant toads have 15' long tongues, and on a successful hit they are able to yank any being the size of a dwarf or smaller toward their mouths for a bite attack. Victims no larger than a halfling may be swallowed on an attack roll of 20. Any creature swallowed will suffer 1d6 hit points of damage per round as the toad digests it.

Ice: These giant toads are 8' long and live in cold regions or deep within dungeons. Giant ice toads have a swallow attack, and are capable of swallowing human sized opponents. They lash out with 20' long tongues, and on a successful attack may yank a victim to its mouth for a bite attack. Swallowed opponents suffer 1d6 hp damage per round they are in the toad's stomach, unless it is killed. In addition, once every 2 rounds a giant ice toad may emit an icy blast at all creatures within a 10' radius. All creatures susceptible to cold-based attacks suffer 3d6 hp damage.

Poisonous: Giant poisonous toads are in all ways identical to "ordinary" giant toads. They are the size of a wolf and can blend into their environments, surprising opponents on a 1-3 on 1d6. They have a 15' long tongue they attack with to yank opponents to their gaping mouths. A successful bite attack deals 1d4+1 hp damage and victims must save versus poison or die. Giant poisonous toads have a swallow attack that is effective against opponents the size of a dwarf or smaller. Swallowed opponents suffer 1d6 hp damage per round they are in the toad's stomach, unless it is killed.

Trapper

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	30' (10')
Armor Class:	3 [16]
Hit Dice:	12
Attacks:	4+
Damage:	See below
Save:	13
Morale:	10
Hoard Type:	XVII
XP:	2,000

Trappers are thought to be distant relatives of the lurker above (see that entry). Unlike their relatives, however, trappers mimic the floor of a building, dungeon, or other structure and are 95% undetectable by visual inspection. By manipulating their body structure while covering the floor, trappers can form a box that resembles a small trunk or chest. This is usually enough to lure would-be-adventurers to their doom. A trapper waits until its prey is almost centered on its body near the "trunk" or "chest" before it strikes. It then quickly folds and wraps its body around its unsuspecting prey attempting to smother and squeeze it until it is dead. This deals 1d6 hp of crushing damage each round, and after the 6th round the prey is automatically smothered to death. Victims are incapable of attacking. Trappers suffer only half damage from cold or fire-based attacks, and no damage on a successful saving throw. They keep their treasure underneath them.

Treant

No. Enc.:	0 (1d8)
Alignment:	Lawful
Movement:	60' (20')
Armor Class:	2 [17]
Hit Dice:	8
Attacks:	2
Damage:	2d6/2d6
Save:	9
Morale:	6
Hoard Type:	XX
XP:	1,560

A treant is a mobile, intelligent tree-like creature. A treant is about 18' tall. Its leaves are deep green in the spring and summer. In the fall and winter the leaves change to yellow, orange, or red, but they rarely fall out. A treant's legs fit together when closed to look like the trunk of a tree, and a motionless treant is nearly indistinguishable from a tree. For this reason, at a distance of more than 30 yards, a motionless treant cannot be distinguished from a normal tree. Because of their inconspicuous nature, beings are surprised on a surprise check roll of 1-3 on 1d6. Treants are very long lived, and as such they take few actions, including speaking, with any haste. They fear fire, and will be cautious if it is nearby. Treants have the ability to control 2 normal trees with a range of 60'. These animated trees will engage in combat with the same characteristics of a treant, and have movement of 30' (5'). Treants may stop or start animating news trees on any given round.

Triceratops

No. Enc.:	0 (1d4)
Alignment:	Neutral
Movement:	90' (30')
Armor Class:	2 [17]
Hit Dice:	11
Attacks:	1 (gore or trample)
Damage:	3d6
Save:	14
Morale:	8
Hoard Type:	None
XP:	1,200

These large, 12' high and 40' long prehistoric dinosaurs are herbivores, but very aggressive to those who come near. They live in grassy environments in sub-tropical and temperate regions. These creatures have three very large horns and a big bony plate on their skulls. Like other large animals, a triceratops may charge during the first round of combat to inflict double damage.

Triton

No. Enc.:	3d4 (2d6x10)
Alignment:	Neutral (good)
Movement:	150' (50') swim
Armor Class:	5 [14]
Hit Dice:	3
Attacks:	1 (weapon)
Damage:	As weapon
Save:	15
Morale:	7
Hoard Type:	VIII, IX, X, XIX
XP:	50

A triton has silvery skin that fades into silver-blue scales on the lower half of its body. It has two scaled "legs" ending in fins. Tritons' hair is deep blue or blue-green and they are about the same size and weight as a human. The reclusive tritons prefer to avoid combat, but they fiercely defend their homes. They attack with either melee or ranged weapons as the circumstances warrant. When encountered outside their lair, they are 90% likely to be mounted on friendly sea creatures such as hippocampi. In a group of 10 or more there will be a 5 HD leader, and in a group of 20 or more there will be an additional 7 HD leader. If more than 60 are encountered, a 9 HD chieftain will be present. In addition, for every 10 tritons encountered there is a 10% chance that 1d4x10% of their number are magic-users of a level determined for each one by rolling 1d6.

Troglodyte

No. Enc.:	1d8 (5d8)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	5 [14]
Hit Dice:	2
Attacks:	3 (2 claws, bite)
Damage:	1d4/1d4/1d4
Save:	17
Morale:	9
Hoard Type:	XXII
XP:	38

These humanoid reptiles are green, scaly, and have a bony spine along the center of the top of their heads, backs, and backs of

their arms. Troglodytes are malicious and warlike, and will attempt to slay any creatures that cross their paths. They have the ability to blend into their environment like a chameleon, and will surprise with a surprise check roll of 1-4 on 1d6. Their bodies are covered in small glands that produce a stinky, slimy coating on their scaly hide. All demi-humans and humans that come near a troglodyte are required to make a saving throw versus poison, or suffer –2 to attack rolls due to the disgusting, horrid stench.

Troll

No. Enc.:	1d8 (1d8)
Alignment:	Chaotic
Movement:	120′ (40′)
Armor Class:	4 [15]
Hit Dice:	6 + 3
Attacks:	3 (2 claws, bite)
Damage:	1d6/1d6/1d10
Save:	11
Morale:	10
Hoard Type:	XIX
XP:	600

A troll's rubbery hide is moss green, mottled green and gray, or putrid gray. The hair is usually greenish black or iron gray. A typical adult troll stands 8′ tall. These monsters enjoy eating other intelligent humanoids. Trolls tend to lurk in dungeons, caverns, ruins, and swamps. They are very wiry and lanky, but excessively strong and have menacing, dirty claws and sharp teeth. Trolls have the ability to regenerate damage they receive. After 3 rounds have passed since they received damage, they will regenerate 3 hit points each round. Fire and acid damage cannot be regenerated by a troll. If a troll loses a limb or body part, these parts will attempt to crawl or squirm back toward the main portion of the body to reattach. A troll can reattach a severed member instantly by holding it to the stump. Due to this powerful ability to regenerate, trolls cannot be permanently destroyed except by fire or acid. If a troll is damaged enough to be killed (reaches 0 hit points) the troll will continue to regenerate and stand again to fight after 2d6 rounds.

Turtle, Giant

	Sea	Snapping
No. Enc.:	1d3 (1d3)	1d4 (1d4)
Alignment:	Neutral	Neutral
Movement:	10′ (3′)	30′ (10′)
Swim:	150′ (50′)	120′ (40′
Armor Class:	2 [17]	0 [19]
	-- (head, flippers	5 [14]) --
Hit Dice:	15	10
Attacks:	1 (bite)	1 (bite)
Damage:	4d4	6d4
Save:	8	13
Morale:	6	9
Hoard Type:	None	None
XP:	1,500	1,700

Giant turtles are 40′ in diameter. Their temperaments vary depending on type.

Sea: Giant sea turtles only fight if directly threatened or very hungry. They may capsize smaller vessels 90% of the time or larger vessels 10% of the time if they come to the surface directly under them.

Snapping: These giant turtles are extremely temperamental and aggressive. They live in bodies of fresh water or large rivers. They lie in wait for prey, extending their 10′ long necks very suddenly to surprise on 1-4 on 1d6, and then snap at prey for 6d4 hp damage.

Tyrannosaurus Rex

No. Enc.:	0 (1)
Alignment:	Neutral
Movement:	120′ (40′)
Armor Class:	3 [16]
Hit Dice:	20
Attacks:	1 (bite)
Damage:	6d6
Save:	11
Morale:	11
Hoard Type:	VII x3
XP:	2,250

This large prehistoric carnivorous dinosaur is a fearsome predator. It is bipedal and can reach heights of 20′. It will hunt any creature that moves, but generally does not bother with prey smaller than a halfling.

U

Undead

The undead are a class of monsters that include spectres, zombies, skeletons, wights, wraiths, vampires, and others. These beings were alive at one time, but through foul magic or by dying at the hands of another undead type, these beings rise again as undead horrors. Most undead do not make a sound when moving. All such creatures are immune to the effects of poison. Further, they are unaffected by the spells charm person, sleep, or hold person.

Unicorn

No. Enc.:	1d6 (1d8)
Alignment:	Lawful
Movement:	240′ (80′)
Armor Class:	2 [17]
Hit Dice:	4
Attacks:	3 (2 hooves, horn)
Damage:	1d8/1d8/1d8
Save:	14
Morale:	7
Hoard Type:	None
XP:	135

A unicorn has deep sea-blue, violet, brown, or fiery gold eyes. All unicorns have a long, straight horn growing from the center of their foreheads. Males sport a white beard, and all unicorns' coats are snow white. A typical adult unicorn is the size of a wild horse. These majestic creatures have the ability to teleport 1 time per day, along with a rider, up to 360′. A light, virtuous maiden may only approach these shy creatures.

V

Vampire

No. Enc.:	1d4 (1d6)
Alignment:	Chaotic
Movement:	120′ (40′)
Fly:	180′ (60′)
Armor Class:	2 [17]
Hit Dice:	7 to 9
Attacks:	1 (touch, see below)
Damage:	1d10, drain life energy
Save:	12 to 8
Morale:	11
Hoard Type:	XVII
XP:	3,150/5,060/7,300

The vampire is one of the most dreaded undead monsters. Being similar to other undead, they are immune to charm, hold, and sleep spells. Electricity and cold does only half damage, they are unaffected by normal weapons, and they regenerate 3 hit points per round. Vampires must take refuge in a coffin or other hide-

away during the daylight hours, and must slumber on soil from their own grave once in a while to maintain their powers' vitality.

Vampires are immensely strong, and deal great blows that inflict 1d10 hit points of damage. These blows (or any other touch) further reduce the victim's life energy by two levels, which consequently reduces all other traits linked to a loss in levels (attack ability, hit dice, etc.).

Vampires have the innate ability to take gaseous form at will, but will be forced into this form if their hit points reach zero. They then attempt to reach their coffin to reform their bodies. If they do not reach the coffin within 2 turns and rest for 8 hours, they are unable to reform.

Further, vampires have the innate ability to shape change into a large bat at will, which grants them flying movement. They can summon 1d10x10 bats or rats when underground. They can summon 3d6 wolves or 2d4 dire wolves when above. These creatures will arrive in 2d6 rounds. In addition, a vampire has a charm gaze (as the charm person spell) that takes effect if a victim peers into a vampire's eyes. The victim may attempt a saving throw versus spells with a penalty of -2.

Although these items do not actually cause harm or completely repel these creatures, vampires will draw back from a light holy symbol, a mirror, or garlic if they are presented with confidence. Garlic causes a vampire to cringe for 1d4 rounds, and a holy symbol or mirror will cause a vampire to take a position in which the item does not impede his or her progress or attack. A light holy symbol will affect a vampire no matter what its ethos was in life. Once a person becomes a vampire, he or she is a dark undead creature, and holy water will inflict 1d6+1 hit points of damage.

There are a few means by which a vampire may be destroyed. They take great damage from immersion in running water, and will be killed in 1 turn. In addition, if caught in sunlight a vampire must succeed in a saving throw versus death for each round exposed, or it will be completely turned to dust. Finally, a stake through the heart, coupled with decapitation, will destroy a vampire. Holy sacraments (such as wafers) must be placed in the mouth. Note that if a vampire is staked he or she will appear to die, but unless also decapitated the vampire will revive when the stake is removed.

Vampires create others of their kind by draining humans or other humanoids of all life energy (they reach 0 level). The victim must be buried, and after 1 day he will arise as a vampire. The victim will retain abilities, including class abilities, which he had in life but will become a dark undead being. He will be a slave to the vampire that created him, but becomes free willed if the master is killed.

W

Wasp, Giant

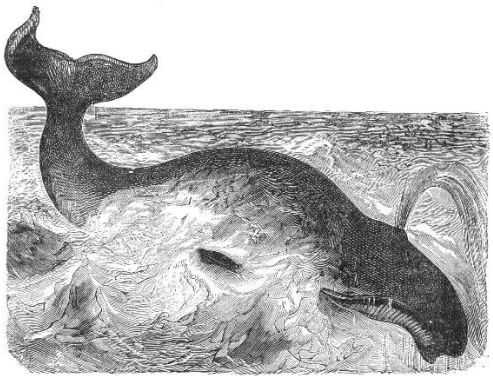
No. Enc.:	1d20 (1d20+20)
Alignment:	Neutral
Movement:	60' (20')
Fly:	210' (70')
Armor Class:	4 [15]
Hit Dice:	4
Attacks:	2 (bite, sting)
Damage:	2d4/1d4
Save:	19
Morale:	10
Hoard Type:	XI x 15
XP:	135

These 3' long giant insects are incredibly aggressive and carnivorous. They create nests underground, usually in caverns or dug into the earth. Their nests are constructed of mud or paper. Giant wasps attack with a bite and a poisonous sting. Victims of the sting must succeed in a saving throw versus poison or be permanently paralyzed. Paralyzed victims are taken back to the nest where they are deposited to be devoured by hatching larvae. Victims are killed in this manner in 1d4+1 days. The spell neutralize poison can remove the paralyzation.

Weasel, Giant

No. Enc.:	1d4 (1d6)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	7 [12]
Hit Dice:	4 + 4
Attacks:	1 (bite)
Damage:	2d4
Save:	15
Morale:	8
Hoard Type:	VII
XP:	290

These 9' long creatures are brown, tan, or white. They are fierce hunters, and when they successfully attack with their bite they cling to the victim, sucking blood for 2d4 hit points of damage each round. They cannot be removed, and will cling until either the victim has dies or the weasel has been killed. These creatures can see in the dark with a limited 30' infravision, and have a very keen sense of smell that they use to track prey. These burrowing creatures live in the tunnels they create in the earth, and will sometimes venture or burrow into dungeons.



Whale

	Killer	***Narwhal***
No. Enc.:	0 (1d6)	0 (1d4)
Alignment:	Neutral	Lawful
Movement:	240' (80')	180' (60')
Armor Class:	6 [13]	7 [12]
Hit Dice:	6	12
Attacks:	1 (bite)	2 (bite, horn)
Damage:	1d20	2d6/1d8
Save:	13	10
Morale:	10	8
Hoard Type:	VII	None
XP:	570	1,200

	Sperm
No. Enc.:	0 (1d3)
Alignment:	Neutral
Movement:	180' (60')
Armor Class:	6 [13]
Hit Dice:	36
Attacks:	1 (bite)
Damage:	3d20
Save:	4
Morale:	7
Hoard Type:	VII
XP:	12,50

Killer Whale: These immense whales typically reach a length of 25'. They prefer colder waters of the north or extreme south. They prey on many different animals of the sea. They will swallow any creature of a size equal to or less than a halfling if their attack roll result is a 20. A creature that is swallowed suffers 1d6 hit points of damage each round, and drowns after 10 rounds.

Narwhal: These large whales typically reach a length of 15'. They prefer colder waters of the north or extreme south. They are highly intelligent and have a magic horn on their heads that resembles the horn of a unicorn. Some say that this horn, even when severed, will vibrate in the vicinity of dark or evilly intentioned creatures. Even if this rumor is false, the horns are valuable for their ivory, fetching 1d6x1,000 gp.

Sperm Whale: These gigantic whales typically reach a length of 60'. They will swallow any creature of a size equal to or less than a human if their attack roll result is at least 4 higher than the attack roll required to strike. A creature that is swallowed suffers 3d6 hit points of damage each round. When a sperm whale encounters a sea vessel, it usually (90%) leaves it undisturbed, but may decide to attack. A sperm whale can slam into a ship with its immense head, dealing 6d6 structural hit points of damage.

Wight

No. Enc.:	1d6 (1d8)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	5 [14]
Hit Dice:	3
Attacks:	1
Damage:	Drain life energy
Save:	16
Morale:	12
Hoard Type:	XXI
XP:	110

Wights are undead creatures who were formerly humans or demi-humans in life. A wight's appearance is a weird and twisted reflection of the form it had in life. Wights attack by touching a victim and draining 1 level, or hit die, from a victim. For example, if a 3 HD monster is attacked and struck, it becomes a 2 HD monster. Likewise, if a 4th level character is struck, he becomes 3rd level. Any human or demi-human reduced to 0 level dies, and becomes a wight in 1d4 days. Wights may only be harmed by magical weapons, spells, and weapons made of silver. Like other undead, they are immune to the effects of sleep and charm spells.

Will-O-Wisp

No. Enc.:	1 (1d3)
Alignment:	Chaotic
Movement:	180' (60')
Armor Class:	-8 [27]
Hit Dice:	9
Attacks:	1
Damage:	2d8
Save:	10
Morale:	7
Hoard Type:	XVIII
XP:	3,100

Will-o'-wisps can be yellow, white, green, or blue. They are easily mistaken for lanterns, especially in the foggy marshes and swamps where they reside. A will-o'-wisp's body is a globe of spongy material about 1' across, and its glowing body sheds a variable amount of light in order to confuse victims. They may become invisible for 2d4 round intervals. Will-o'-wisps usually avoid combat. They prefer to confuse and bewilder adventurers, luring them into morasses or other hazardous places where they feed on life energy as a victim dies in a trap or other hazard. When they are forced to fight, they let loose small electrical shocks that deal 2d8 hp damage. A will-o'-wisp is immune to most spells except magic missile, maze and protection from evil. However, these creatures are vulnerable to normal attacks. They are highly intelligent, and if reduced to only a few hit points they may negotiate with opponents for survival.

Wind Walker

No. Enc.:	1d3 (1d3)
Alignment:	Neutral
Movement:	150' (50')
Fly:	300' (100')
Armor Class:	7 [12]
Hit Dice:	6 + 3
Attacks:	1
Damage:	3d6
Save:	14
Morale:	9
Hoard Type:	XXII
XP:	680

Wind walkers are creatures from the elemental plane of air. When found on the material plane they live on high mountain peaks or deep within dungeons. On occasion, a wind walker is encountered in the service of a cloud giant, storm giant, efreeti, djinn, or other such creature. A wind walker's natural form is that of a roaring and whistling column of wind about 12' tall. No discernable features can be seen in the wind walker. A wind walker attacks by using the surrounding air to pummel its foes for 3d6 hp damage each round. Wind walkers can only be attacked by ethereal creatures or creatures capable of affecting the ethereal plane. A control weather spell instantly slays a wind walker if it fails a saving throw versus spells. A haste spell deals 1d6 points of damage per two caster levels (maximum 5d6) to a wind walker. In addition, a haste spell doubles the damage the wind walker deals with its wind blast attack. An ice storm spell deals no damage to a wind walker, but affects it as if by a fear spell for 1d4 rounds. A wind walker is affected normally by magical barriers.

Wolf

	Ordinary Wolf	***Dire Wolf***
No. Enc.:	2d6 (3d6)	1d4 (2d4)
Alignment:	Neutral	Neutral
Movement:	180' (60')	150' (50')
Armor Class:	7 [12]	6 [13]
Hit Dice:	2 + 2	4 + 1
Attacks:	1 (bite)	1 (bite)
Damage:	1d6	2d4
Save:	18	15
Morale:	8	8
Hoard Type:	None	None
XP:	35	140

	Winter
No. Enc.:	2d4 (2d4)
Alignment:	Neutral (evil)
Movement:	180' (60')
Armor Class:	5 [14]
Hit Dice:	6
Attacks:	1 (bite)
Damage:	2d4
Save:	13
Morale:	10
Hoard Type:	XIV
XP:	820

Ordinary Wolves: Wolves are carnivorous pack hunters known for their persistence and cunning. Wolves primarily hunt and live in wilderness settings, but occasionally venture into caverns and dungeons. Wolves are social, and when their numbers are greater they are more confident. In a group of 3 or fewer, or if 50% of their number has been lost, their moral drops to 6. Wolf cubs may be kept and trained in the same manner as dogs.

Dire Wolves: These larger cousins of ordinary wolves are much more vicious, and are more intelligent. They more commonly live in wooded and mountainous areas, and are even more likely than ordinary wolves to venture into caverns or dungeons in search of prey. Dire wolf cubs may be kept and trained in the same manner as dogs, but are more difficult to control. Goblins capture cubs to train them as mounts.

Winter Wolves: These intelligent and terrible 6' long wolves live in cold environments. In addition to a bite attack, winter wolves have a frosty breath weapon that inflicts 6d4 hp damage to victims within 10'. A successful save versus breath attacks reduces damage by 50%. They suffer an extra +1 point of damage per die of fire damage, but they are immune to all cold-based attacks.

Wolverine

	Ordinary	***Giant***
No. Enc.:	1 (1d3)	1 (1d3)
Alignment:	Neutral	Neutral
Movement:	120' (40')	150' (50')
Armor Class:	5 [14]	4 [15]
Hit Dice:	3	4 + 4
Attacks:	3 (2 claws, bite)	3 (2 claws, bite)
Damage:	1d4/1d4/1d4+1	1d4+1/1d4+1/2d4
Save:	17	15
Morale:	10	11
Hoard Type:	None	None
XP:	80	290

These creatures are efficient and vicious hunters. They attack with +4 to hit. In addition to their claws and bite, wolverines may attack with a musk spray that affects victims within a 60' long by 20' wide area (half this area for ordinary wolverines). Victims must save versus poison or be blinded for 1d8 hours.

Wraith

No. Enc.:	1d4 (1d6)
Alignment:	Chaotic
Movement:	120' (40')
Fly:	240' (80')
Armor Class:	3 [16]
Hit Dice:	4
Attacks:	1 (touch)
Damage:	1d6, drain life energy
Save:	13
Morale:	12
Hoard Type:	XVIII
XP:	300

Wraiths are incorporeal undead creatures born of evil and darkness. In some cases, the grim silhouette of a wraith might appear armored or outfitted with weapons. This appearance does not affect the creature's AC or combat abilities, but only reflects the shape it had in life. Like other undead, wraiths are unaffected by sleep, hold, or charm spells. They are unharmed by non-magical weapons. Although silver weapons do damage to them, these only deal half damage. When a wraith touches a victim it inflicts 1d6 hit points of damage and drains one level or hit die. Note that characters drained of levels must also reduce other characteristics associated with their class and level. After being drained of levels, a character will have the minimum number of experience points for the level he is reduced to. Should a character reach level 0, he dies and will become a wraith in 24 hours. The new wraith is under the command of the wraith that killed him.

Wyvern

No. Enc.:	1d2 (1d6)
Alignment:	Chaotic
Movement:	90' (30')
Fly:	240' (80')
Armor Class:	3 [16]
Hit Dice:	7
Attacks:	2 (bite, sting)
Damage:	2d8/2d8, poison
Save:	11
Morale:	9
Hoard Type:	XVIII
XP:	1,140

A distant cousin to the dragons, the wyvern is a huge flying lizard with a poisonous stinger in its tail. A wyvern's body is 15 feet long, and its scaly body is dark brown to gray. A wyvern attacks with a bite, and it is able to sting with its flexible, long tail at the same time. Any creature struck with the stinger will instantly die unless a successful saving throw versus poison is made.

X

Xorn

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	90' (30')
Armor Class:	-2 [21]
Hit Dice :	7 + 7
Attacks:	4 (3 claws, bite)
Damage:	1d3/1d3/1d3/6d4
Save:	12
Morale:	10
Hoard Type:	XI x 3, XII, XIII, XXI
XP:	1,700

Xorns are about 5' tall and are native to the elemental plane of earth. When on the material plane they live deep within dungeons, where they feed on minerals. Xorns are able to blend in their environment, and can surprise opponents on 1-3 on 1d6. Xorns do not attack fleshly beings except to defend themselves or their property, since they cannot digest meat. Xorns are indifferent to creatures of the material plane—with the sole exception of anyone carrying a significant amount of precious metals or minerals, which xorns eat. They can smell food up to 20' away, and may ask adventurers to give them their precious metals. If refused, they will almost always (90%) attack to take it forcefully. Xorns are completely immune to fire or cold-based attacks. They suffer only half damage from electrical-based attacks, or no damage with a successful saving throw. The spells rock to mud and stone to flesh reduce a xorn to AC 8 for 1 round, and the xorn cannot attack as it transforms back to its original form. The spell move earth pushes a xorn backwards 30' and stuns it for 1 round. A xorn can glide through stone, dirt, or almost any other sort of earth except metal after 1 round of preparation. A phase door spell cast on an area containing a burrowing xorn kills it instantly.

Y

Yellow Mold

No. Enc.:	1d4 (1d8)
Alignment:	Neutral
Movement:	0
Armor Class:	Always hit
Hit Dice:	2
Attacks:	Spores
Damage:	1d6, special
Save:	16
Morale:	Not applicable
Hoard Type:	None
XP:	38

Yellow mold typically covers an area of 10 square feet. It does not move or attack, but if it is touched it is acidic and destroys leather and wood; it deals 1d6 points of damage to bare flesh. There is a 50% probability that any time yellow mold is contacted, it ejects spores into a 10' cube area. Any creature inside the area is required to roll a saving throw versus poison, and failure indicates suffocation and death in 6 rounds. Yellow mold is impervious to all attacks except from fire, and a torch can burn mold for 1d4 hit points of damage per strike.

Yeti

No. Enc.:	1d6 (2d4)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	6 [13]
Hit Dice:	4 + 4
Attacks:	2 (claws)
Damage:	1d6/1d6
Save:	14
Morale:	8
Hoard Type:	XX
XP:	38

These large, 9' tall hulking humanoids are covered in white, shaggy fur. Their hands end in filthy, razor-sharp claws. These creatures' heads are large and sport a wide round mouth filled with fangs. Yetis make their lairs in remote mountains and hills. They are fierce predators with ravenous appetites, dining on mountain goats, sheep, polar bears, and humanoids. They are particularly fond of human and elf flesh. A yeti attacks with its claws, and grabs an opponent to squeeze it against its frigid body with an attack roll of 20. This deals an extra 2d8 hp damage. Creatures within 30' that meet the eyes of a yeti must succeed on a saving throw versus paralyzation or stand paralyzed in fear for 3 rounds. Yeti are 30% invisible in a snowy environment if more than 30' away. Yetis suffer 50% extra damage from heat-based attacks. When found in their lair 50% of their number are females, with a 20% chance of 1d4+1 young.

Z

Zombie

No. Enc.:	2d4 (4d6)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	8 [11]
Hit Dice:	2
Attacks:	1 (weapon)
Damage:	1d8 or weapon
Save:	15
Morale:	12
Hoard Type:	None
XP:	29

Zombies are undead corpses reanimated through dark and sinister magic. Because of their utter lack of intelligence, the instructions given to a zombie by its creator must be very simple. The dark magic-users and clerics that create zombies use them to guard locations or valuable treasure. Zombies are susceptible to ordinary weapons, but like other undead they are immune to charm and sleep spells. Zombies' somewhat clumsy, decomposing limbs force them to attack last each round.





SECTION 8: TREASURE

Adventure, fame, and treasure are some of the primary motivations of adventuring parties. Money is not only used to purchase new weapons, equipment, and even strongholds, but each gold piece worth of money gives the character 1 experience point, which is essential to character level advancement. As characters advance in levels, they will venture into ever more dangerous locations and face mightier monsters. Magic items can become essential to character survival, as they grant bonuses and special abilities that can give the party a survival edge.

Determining Treasure Hordes

Random Treasure Generation

Treasure will usually be found in the lairs of monsters. Each monster has a Treasure Type (TT), which indicates what kinds and quantities of treasure a monster might keep in its lair. Some monsters also have an individual treasure type (P-V) and will carry treasure even if encountered when wandering.

To randomly generate the treasure carried or kept in the lair, the Judge finds the appropriate row on the Treasure Types table, and for each column rolls the appropriate dice to determine whether certain treasure occurs, and if so in what quantity. When gems and jewelry are found, the Judge rolls to determine the value of these on the Gems and Jewelry table. Likewise, when magic items are indicated, the Judge rolls on the appropriate treasure table to determine which specific magic items are found. If the occurrence of magic items is indicated, but no specific type is indicated, the type is determined by rolling on the Random Magic Type table. Tables for the random generation of gems, jewelry (and bejeweled art pieces), and magic items are provided after the main treasure tables.

Planned Treasure Generation

The Game Master is never required to roll for treasure, and there will be many cases where random treasure generation is not the best method to employ. Treasure may be placed, or random treasures amended, as desired or needed for the location or creature being crafted. Special treasures should always be placed by the Judge deliberately; for example, a special magic item created by a major antagonist should not be randomly generated.

How Much Treasure?

It is up to the Game Master to decide how much treasure he or she wishes to allow into the campaign. The amount of treasure allowed in the campaign will directly control the speed at which the player characters level, as well as the overall power and capabilities of the adventurers.

If you are a novice Judge, a good rule of thumb is to place a total amount of treasure in any given lair or dungeon that's equal to four times the XP value of the monsters in the area. An easy way to apply this rule is to randomly generate treasure for the monsters. If too much treasure results, add more monsters or remove some treasure. If too little treasure results, make up the difference with special treasures placed by hand.

EXAMPLE: An underground crypt has been stocked with 20 skeletons (13xp each), 1 wight (110xp), 4 giant vampire bats (20xp each) and 7 pit vipers (40xp each), for a total of 730xp. The crypt treasure should be around four times that total (4 x 730), or 2,920gp.

Roll d%	Gem Value (gp)	Type
01-10	10	Azurite, hematite, malachite, obsidian, quartz
11-25	25	Agate, lapis lazuli, tiger eye, turquoise
26-40	50	Bloodstone, crystal, citrine, jasper, moonstone, onyx
41-55	75	Carnelian, chalcedony, sardonyx, zircon
56-70	100	Amber, amethyst, coral, jade, jet, tourmaline
71-80	250	Garnet, pearl, spinel
81-90	500	Aquamarine, alexandrite, topaz
91-95	750	Opal, star ruby, star sapphire, sunset amethyst, sunset topaz
96-00	1,000	Black sapphire, diamond, emerald, jacinth, ruby

Mundane Treasure Descriptions

Scavenged Items

Poor or low level adventurers may be so desperate for treasure that they scavenge weapons, armor, or other equipment rotting in dungeons, littering old battlefields, or equipping slain foes. These items are almost universally in bad repair. Roll 1d20 on the following tables to determine the condition and value of any equipment scavenged. Effects are cumulative.

Bladed Weapons

D20	Category	Effect	Value
1-2	Serviceable	--	100%
3-6	Blade dented	-1 damage	-20%
7-10	Blade rusty	-1 damage	-20%
11-14	Off balance	-1 to attacks	-20%
15-16	Loose hilt/haft	-1 to initiative	-20%
17-18	Shoddy construction	breaks	-20%
19-20	Roll again twice	--	--

Blunt Weapons

D20	Category	Effect	Value
1-2	Serviceable	--	100%
3-6	Soft head	-1 damage	-20%
7-10	Wobbly head	-1 damage	-20%
11-14	Off balance	-1 to attacks	-20%
15-16	Wobbly head	-1 to initiative	-20%
17-18	Shoddy construction	breaks	-20%
19-20	Roll again twice	--	--

Armor and Equipment

D20	Category	Effect	Value
1-2	Serviceable	--	100%
3-6	Broken straps	+1 stone encumbrance	-20%
7-10	Rattles if moved	Cannot move silently	-20%
11-14	Rotting	-1 Armor Class / breaks	-20%
15-16	Makeshift work	-1 Armor Class / breaks	-20%
17-18	Torn / ripped	Breaks	-20%
19-20	Roll again twice	--	--

Damage penalties cannot reduce weapon damage to less than 1 point. Armor Class or attack throw penalties cannot be worse than -5. Weapons and equipment susceptible to breaks will be destroyed if the character rolls a natural 1 when using the item.

EXAMPLE: Marcus scavenges a sword from an ancient battlefield. He rolls a 19, and must roll twice more. He rolls a 7 and 15. The sword has a rusty blade and loose hilt, and imposes penalties of -1 damage and -1 initiative. Its value is reduced 40%, to 6gp, when he tries to sell it.

Gems

When gems are found, the Judge will roll to determine their value in gold pieces. All gems may be assigned the same value, they may be given individual values, or they may be divided up into groups and given different values. The average value of gems is 200gp per stone.

EXAMPLE: 10 gems worth 100gp are randomly generated. The Judge could actually place these as 1 1,000gp gem, 10 100gp gems, 4 250gp gems, 1 500gp gem and 50 10gp gems, or any other combination desired.

Jewelry

Jewelry can vary in value in a similar manner to gems. The table below can be rolled on to determine the value of each individual piece of jewelry. The average value of jewelry is 1,000gp per piece.

Roll d%	Jewelry Value (gp)	Type
01-20	2d10x10	Glass, shells, or wrought copper, brass, or bronze
21-45	2d4x100	Fine wood, porcelain, or wrought silver
46-75	3d6x100	Alabaster, chryselephantine, ivory, or wrought gold
76-95	5d6x100	Carved jade or wrought platinum
96-00	1d6x1000	Wrought orichalcum

Special Treasures

Not all treasure should be coin, gem, and jewelry. Ancient cities might hold terracotta pottery or rare dyes and pigments. The tombs of ancient kings might have trinkets of carved ivory. Goblin raiders might have captured spices, silk, or rare furs. These items are called special treasures. To include special treasures in a hoard, first calculate the treasure normally and divide it into lots: 1 piece of jewelry, 1 gem, or 1,000 coins is a lot. Roll on the table below for each lot of coin, gems, and jewelry and substitute the special treasure rolled for that lot of coin, gems, or jewelry. Any leftover coins worth less than 1,000cp always remain coin.

EXAMPLE: A Type B treasure is rolled consisting of 2,200cp; 1,400sp; 1,100ep; and 4 pieces of jewelry. This yields 2 lots of copper, 1 lot of silver, and 1 lot of electrum. Rolling for the copper lots, the Judge gets a "9" and a "2". One copper lot stays as coin, while the other is replaced by 1d3 barrels of preserved meat. Rolling for the silver lot, the Judge gets a "7", and replaces the lot with 1d3 sacks of loose tea. The electrum remains coin, while 2 pieces of jewelry become rich fur capes. The Judge makes further sub-rolls, and the final treasure is 1,200cp; 400sp; 1,100ep; 1 barrel of preserved meat (10gp, 16 stone); 2 sacks of loose tea (75gp, 5 stone each); 2 pieces of jewelry worth 1,100gp each; and 2 rich fur capes worth 700gp and 1,300gp respectively.

Roll 1d20 per 1,000cp:

1	1d3 rugs or tapestries, worth 1d10gp each (2d6 stone each)
2	1d3 barrels of preserved food, worth 5gp each (8 stone each)
3	1d3 cord of hardwoods, worth 5gp each (8 stone each)
4	1d3 barrels of beer, worth 5gp each (4 stone each)
5	1d3 bricks of salt, worth 5gp each (4 stone each)

6	1d3 jars of lamp oil, worth 5gp each (1 stone each)
7	1d3 bundles of common hides, worth 5gp each (1 stone each)
8	1d3 bags of woven textiles, worth 5gp each (1 stone each)
9-20	1,000 copper pieces

Roll 1d20 per 1,000sp:

1	1d100 animal horns worth 1d10HD x 1d4+1sp/HD each (1 stone per 20HD)
2	5d6 animal skins, worth 1d10gp (1 stone)
3	5d10 bottles of fine wine, worth 1d6gp each (1 stone per 1d6 bottles)
4	1d3 cords of fine wood, worth 1d10x10gp each (16 stone each)
5	1d10 jars of dyes and pigments, worth 20gp each (2 stone each)
6	1d3 pieces of terra-cotta pottery, worth 50gp each (2 stone each)
7	1d3 sacks of loose tea, worth 75gp each (5 stone each)
8	4d20 typical fur pelts (such as bear, beaver, or fox), worth 1d4gp each (1 stone per 1d6 pelts)
9-20	1,000 silver pieces

Roll 1d10 per 1,000ep:

1	1d3 barrels of fine spirits or liquor, worth 200gp each (8 stone each)
2	1d3 cords of rare wood, worth 2d4x100gp each (16 stone each)
3	1d10 pieces of glassware, worth 80gp each (2 stone each)
4	1d3 rolls of fine linen, worth 1d4x100gp each (5 stone each)
5-10	1,000 electrum pieces

Roll 1d20 per 1,000gp:

1	1d3 bundles of rare fur pelts (such as ermine, mink, or sable), worth 500gp each (5 stone each)
2	1d3 jars of spices, worth 500gp each (4 stone each)
3	1d10x50 monster feathers, worth 1d6gp per feather (1 stone per 25 feathers)
4	1d100 monster horns worth, 1d10HD x 1d4+1gp/HD (1 stone per 20HD)
5	1d6 monster carcasses, worth 1d10HD x 1d10x10gp/HD (1 stone per HD)
6	1d10 pieces of fine porcelain, worth 200gp each (2 stone each)
7	2d20 pieces of ivory, worth 1d100gp per piece (1 stone per 100gp value)
8	1d3 rolls of silk, worth 2d4x100gp each (5 stone each)
9-20	1,000 gold pieces

Roll 1d10 per 1,000pp:

1	5d10 rare books, worth 5d6x10gp (1 stone per 2 books)
2	1d3 jars of rare spices, worth 2,500gp each (4 stone each)
3	4d6 typical fur capes, worth 1d6x100gp (1 stone each)
4	2d6 typical fur coats, worth 3d4x100gp (1 stone each)
5-10	1,000 platinum pieces

Roll 1d8 per gem:

1	1d3 sets of engraved teeth, each worth 2d6x10gp (1 stone per 100 sets)
2	1d10 sticks of rare incense, each worth 5d6gp (1 stone per 100 sticks)
3	d3 vials of rare perfume, each worth 1d6x25gp per vial (stone per 100 vials)
4-8	1 gem

Roll 1d8 per piece of jewelry:

1	1 rich fur cape, worth 4d6x100gp (1 stone)
2	1 rich fur coat, worth 1d6x1000gp (1 stone)
3	1d3 statuettes, worth 1d10x100gp (1 stone per 1d3 statuettes)
4-8	1 piece of jewelry

Magical Treasure

Identifying and Using Magic Items

Most magic items are not labeled, so characters will not know the exact properties of magic items except through research or trial and error (e.g. sipping a potion, using a sword in combat, etc.) Alchemists can identify potions, and sages and other characters with a background in legends, lore, etc. can identify common or famous magical items simply through their knowledge of such things. Potions may be identified by sipping them, or by consulting an alchemist. Otherwise, an arcane spellcaster of 9th level or greater can identify a magic item using Magic Research.

In order to use a magic item, a character must follow any procedures indicated in the item's description. Some magic items are always in effect, but others may require special actions or concentration. Some magic items have limited uses, called "charges." When items have charges, each charge can be spent for one instance of magical effect. A character will not know how many charges an item has unless he identified the item with Magic Research. When the charges are all spent the item becomes useless and non-magical.

Magic Item Tables

Random Magic Type

Roll d00	*Magic Type*
01-20	Potions
21-25	Rings
26-56	Scrolls
57-61	Rods, Staves, and Wands
62-66	Miscellaneous Magic
67-87	Swords
88-92	Miscellaneous Weapon
93-100	Armor

Potions

Roll d00	*Potion*
01-03	Animal Control
04-06	Clairaudience
07-09	Clairvoyance
10-12	Climbing
13-17	Delusion
18-20	Diminution
21-23	Dragon Control
24-26	ESP
27-28	Extra-Healing
29-31	Fire Resistance
32-36	Flying
37-40	Gaseous Form
41-43	Giant Control
44-47	Giant Strength
48-50	Growth
51-54	Healing
55-58	Heroism
59-61	Human Control
62-64	Invisibility
65-66	Invulnerability

67-69	Levitation
70-71	Longevity
72-73	Oil of Sharpness
74-75	Oil of Slipperiness
76-78	Philter of Love
79-81	Plant Control
82-83	Poison
84-85	Polymorph
86-88	Speed
89-90	Super-Heroism
91-93	Sweet Water
94-95	Treasure Finding
96-97	Undead Control
98-100	Water Breathing

Rings

Roll d00	*Ring*
01-04	Animal Command
05-09	Command Human
10-15	Command Plant
16-25	Delusion
26-27	Djinni Calling
28-38	Fire Resistance
39-49	Invisibility
50-70	Protection
71-72	Regeneration
73-74	Spell Storing
75-79	Spell Turning
80-81	Telekinesis
82-87	Water Walking
88-94	Weakness
95-97	Wishes
98-100	X-Ray Vision

Scrolls

Roll d00	*Scroll*
01-05	Cursed
06-15	Ward against Elementals
16-25	Ward against Lycanthropes
26-30	Ward against Magic
31-40	Ward against Undead
41-55	Spells (1)*
56-66	Spells (2)*
67-69	Spells (3)*
70-72	Spells (4)*
73-74	Spells (5)*
75	Spells (6)*
76	Spells (7)*
77-80	Treasure Map (to 1d4x1000gp)
81-85	Treasure Map (to 5d6x1000gp)
86-87	Treasure Map (to 6d6x1000gp)
88-89	Treasure Map (to 5d6x1000gp, 5d6 gems)
90-91	Treasure Map (to 1d6 gems, 2d10 jewelry)
92-93	Treasure Map (to 1 magic item)
94-95	Treasure Map (to 2 magic items)
96	Treasure Map (to 3 magic items, no weapons)
97	Treasure Map (to 3 magic items, 1 potion)
98	Treasure Map (to 3 mag. it., 1 potion, 1 scroll)
99	Treasure Map (to 5d6x1000 gp, 1 magic item)
100	Treasure Map (to 5d6 gems, 2 magic items)

*Roll 1d4; 1-3, Arcane; 4, Divine. The number in parenthesis is the number of spells on the scroll. Determine the spell level and specific spells randomly**.**

Rods, Staves, and Wands

Roll d00	**Type**
01-04	Rod of Absorption
05-08	Rod of Cancellation
09-10	Rod of Captivation
11-13	Rod of Lordly Might
14-16	Rod of Resurrection
17-18	Rod of Rulership
19-21	Rod of Striking
22-23	Staff of Commanding [D]
24-27	Staff of Healing [D]
28	Staff of the Magi [A]
29-31	Staff of Power [A]
32-34	Staff of Striking [A/D]
35-36	Staff of Withering [D]
37-38	Staff of Wizardry [A]
39-43	Staff of the Serpent [D]
44-45	Wand of Cold
46-48	Wand of Detecting Enemies
49-51	Wand of Detecting Magic
52-54	Wand of Detecting Metals
55-57	Wand of Detecting Secret Doors
58-60	Wand of Detecting Traps
61-62	Wand of Device Negation
63-64	Wand of Fear
65-66	Wand of Fire
67-69	Wand of Fire Balls
70-72	Wand of Ice
73-75	Wand of Illusion
76-78	Wand of Light
79-80	Wand of Lightning
81-83	Wand of Lightning Bolts
84-87	Wand of Magic Missiles
88-89	Wand of Negation
90-92	Wand of Paralyzation
93-95	Wand of Polymorphing
96-97	Wand of Summoning
98-00	Wand of Wonder

Miscellaneous Magic Items

When treasure indicates a miscellaneous magic item, roll below to determine which Miscellaneous Magic Item table to use.

Roll d20	**Table**
1-4	Miscellaneous Magic Items A-B
5-8	Miscellaneous Magic Items C-F
9-12	Miscellaneous Magic Items G-J
13-16	Miscellaneous Magic Items L-P
17-20	Miscellaneous Magic Items R-Z

Miscellaneous Magic Items A-B

Roll d00	**Type**
01-03	Amulet against Possession
04-05	Amulet of the Planes
06-08	Amulet of Proof against Detection and Location
09-12	Amulet of Inescapable Location
13-15	Amulet versus Crystal Balls and ESP
16-18	Arrow of Location
19-21	Apparatus of the Crab
22-25	Bag of Devouring
26-29	Bag of Holding
30-32	Bag of Transformation
33-35	Bag of Tricks
36-39	Boat, Folding
40-43	Book of Chaotic Wisdom
44-47	Book of Infinite Spells
48-51	Book of Lawful Wisdom
52-54	Boots of Dancing
55-58	Boots of Levitation
59-62	Boots of Speed
63-66	Boots of Traveling and Springing
67-69	Bowl of Commanding Water Elementals
70-72	Bowl of Drowning
73-76	Bracers of Armor
77-79	Brazier of Commanding Fire Elementals
80-82	Brazier of Cursed Sleep
83-85	Brooch of Shielding
86-89	Broom of Animated Attack

90-93	Broom of Cursed Flight
94-00	Broom of Flying

Miscellaneous Magic Items C-F

Roll d00	Type
01-03	Censer of Controlling Air Elementals
04-06	Censer of Cursed Summoning
07-09	Chime of Cannibalism
10-12	Chime of Opening
13-15	Cloak of Arachnida
16-18	Cloak of Poisonousness
19-22	Cloak of Protection
23-25	Crystal Ball
26-27	Crystal Ball with Clairaudience
28	Crystal Ball with ESP
29-31	Crystal Hypnosis Ball
32-33	Cube of Force
34-36	Cube of Frost Resistance
37-39	Cubic Gate
40-43	Decanter of Endless Water
44-45	Deck of Many Things
46-49	Displacer Cloak
50-52	Drums of Panic
53-55	Drums of Stunning
56-58	Dust of Appearance
59-61	Dust of Disappearance
62-64	Dust of Sneezing and Choking
65-67	Eversmoking Bottle
68	Efreeti Bottle
69-72	Elven Cloak
73-76	Elven Boots
77-79	Eyes of Charming
80-82	Eyes of the Eagle
83-85	Eyes of Magnification
86-88	Eyes of Petrification
89-91	Feather Token
92-94	Figurines of Wondrous Power
95-97	Flask of Curses
98-00	Flying Carpet

Miscellaneous Magic Items G-J

Roll d00	Type
01-04	Gauntlets of Fumbling
05-08	Gauntlets of Ogre Power
09-12	Gem of Brightness
13-16	Gem of Seeing
17-20	Girdle of Giant Strength
21-24	Gloves of Dexterity
25-28	Gloves of Swimming and Climbing
29-32	Golem Manual
33-36	Helm of Alignment Changing
37-40	Helm of Brilliance
41-44	Helm of Comprehend Languages and Read Magic
45-48	Helm of Opposite Alignment
49-52	Helm of Telepathy
53-54	Helm of Teleportation
55-58	Helm of Underwater Action
59-62	Horn of Blasting
63-66	Horn of Valhalla
67-70	Horseshoes of Speed
71-74	Horseshoes of a Zephyr
75-78	Incense of Meditation
79-82	Incense of Obsession
83-86	Instant Fortress
87-90	Ioun Stones
91-95	Javelin of Lightning
96-00	Jewel of Monster Attraction

Miscellaneous Magic Items L-P

Roll d00	Type
01-03	Lyre of Building
04-06	Manual of Bodily Health
07-09	Manual of Gainful Exercise
10-12	Manual of Quickness of Action
13-15	Marvelous Pigments
16-18	Mattock of the Titans
19-21	Maul of the Titans
22-24	Medallion of thoughts
25-27	Medallion of thoughts (90')
28-30	Mirror of Life Trapping
31-33	Mirror of Mental Prowess
34-36	Mirror of Opposition
37-40	Necklace of Adaptation
41-43	Necklace of Strangulation
44-46	Net of Entanglement
47-49	Net of Snaring
50-54	Ointment of Healing
55-57	Pearl of Power
58-60	Pearl of Wisdom
61-63	Periapt of Foul Rotting
64-67	Periapt of Health
68-71	Periapt of Proof against Poison
72-75	Periapt of Wound Closure
76-78	Phylactery of Faithfulness
79-82	Phylactery of Undead Turning
83-86	Phylactery of Youth
87-89	Pipes of the Sewers
90-93	Portable Hole
94-00	Potion Jug

Miscellaneous Magic Items R-Z

Roll d00	Item
01-02	Robe of the Archmagi
03-06	Robe of Blending
07-10	Robe of Eyes
11-14	Robe of Powerlessness
15-18	Robe of Scintillating Colors
19-22	Robe of Useful Items
23-25	Rope of Climbing
26-28	Rope of Entanglement
29-31	Rope of Strangulation
32-34	Scarab of Death
35-37	Scarab of Protection
38-41	Slippers of Spider Climbing
42-43	Sphere of Annihilation
44-46	Stone of Controlling Earth Elementals
47-49	Stone of Good Luck (Luckstone)
50-53	Stone of Weight (Loadstone)
54-57	Talisman of Pure Good
58-60	Talisman of the Sphere
61-64	Talisman of Ultimate Evil
65-68	Tome of Clear Thought
70-73	Tome of Knowledge
74-77	Tome of Leadership and Influence
78-81	Tome of Martial Knowledge
82-85	Tome of Stealth
86-89	Tome of Understanding
90-93	Well of Many Worlds
94-00	Wings of Flying

Swords

Roll d00	Item
01-14	Sword +1
15-20	Sword +1, +2 versus lycanthropes
21-26	Sword +1, +2 versus spell casters
27-32	Sword +1, +3 versus undead
33-38	Sword +1, +3 versus dragons
39-44	Sword +1, +3 vs. regenerating monsters
45-50	Sword +1, +3 versus magical monsters
51-52	Sword +1, Dancing
53	Sword +1, Dismembering
54-55	Sword +1, Wounding

56-58	Sword +1, light 30’ radius
59	Sword +1, Flame Tongue
60	Sword +1, Life Drinker
61-62	Sword +1, locate objects
63	Sword +1, Luck Blade
64	Sword +1, Wish Blade
65-74	Sword +2
75-80	Sword +2, +3 versus giants
81	Sword +2, Berserking
82	Sword +2, Holy Avenger
83	Sword +2, Nine Lives Stealer
84-85	Sword +2, charm person
86-87	Sword +3
88-89	Sword +3, Frost Brand
90	Sword +4, Defending
91-96	Sword –1 (cursed)
97-00	Sword –2 (cursed)

Miscellaneous Weapons

Roll d00	Weapon
01-05	Arrows +1 (quantity 2d6)
06-09	Arrows +1 (quantity 3d10)
10-12	Arrows +2 (quantity 1d6)
13-14	Arrows +3 (quantity 1d4)
15-16	Arrow +3, Slaying Arrow
17-21	Axe +1
22-24	Axe +2
25-28	Bow +1
29-33	Crossbow Bolts +1 (quantity 2d6)
34-37	Crossbow Bolts +1 (quantity 3d10
38-40	Crossbow Bolts +2 (quantity 1d6)
41-42	Crossbow Bolts +3 (quantity 1d4)
43-45	Dagger -1, cursed
46-53	Dagger +1
54	Dagger +1, Venom
55-56	Dagger +2, +3 versus goblins, kobolds and orcs
57	Dagger +2, Assassin
58-62	Mace +1
63-64	Mace +1, Disruption
65-67	Mace +2
68-72	Sling +1
73-76	Spear +1
77-79	Spear +2
80-81	Spear +3
82-84	Trident +1, Fish Command
85-87	Trident +2, Warning
88-94	War Hammer +1
95-98	War Hammer +2
99-00	War Hammer +2, Dwarven Thrower

Armor

Roll d00	*Type*
01-15	Armor +1
16-25	Armor +1 and Shield +1
26-27	Armor +1 and Shield +2
28	Armor +1 and Shield +3
29-32	Armor +2
33-35	Armor +2 and Shield +1
36-38	Armor +2 and Shield +2
39	Armor +2 and Shield +3
40	Armor +3
41	Armor +3 and Shield +1
42	Armor +3 and Shield +2
43	Armor +3 and Shield +3
44-63	Shield +1
64-73	Shield +2
74-79	Shield +3
80-82	Armor -1 (cursed)
83-85	Armor -2 (cursed)
86	Armor -1 (cursed) and Shield +1
87	Armor -2 (cursed) and Shield +1
88-90	Armor AC 0 (cursed)
91-94	Shield -1 (cursed)
95-97	Shield -2 (cursed)
98-100	Shield AC 0 (cursed)

Magic Item Descriptions

Potions

Although potions can be found in a variety of types of containers, including glass, ceramic, or metal flasks, most contain only one dose that imbues their potion’s particular effects for one individual. Most potions bear no label and require a small amount to be sampled in order to attempt to identify the potion type. This is not without error, however, because potions of the same type may differ in their aroma or taste depending on how they were made.

Drinking a potion takes one round. Potions take effect in the same round as their consumption, and last for 1d6+6 turns. This general principle is superseded where the specific potion description indicates otherwise. If a character drinks a potion while another potion is in effect, the character will be sickened and unable to take any actions for 3 turns (30 minutes); neither potion will have any other affect.

Animal Control: This potions grants the drinker the ability to control up to 3d6 Hit Dice of normal or giant animals. Humans, demi-humans, humanoids, and fantastic creatures such as griffins or wyverns cannot be controlled by this potion. Intelligent animals may resist the effect with a saving throw versus Spells. The controlled animals will respond to the user’s will. When the control ends, the animals will be afraid and leave the area if they can.

Clairaudience: This potion grants the drinker the ability to hear up to 60’ by means of the ears of a creature in the area, functioning similarly to the spell clairvoyance. A lead barrier between the drinker and the creature will block the effect.

Clairvoyance: This potion grants the drinker the ability to see up to 60’ by means of the eyes of a creature in the area, as the spell of the same name. A lead barrier between the drinker and the creature will block the effect.



Climbing: The drinker gains the ability to climb sheer surfaces without the aid of any equipment. A proficiency throw of 2+ on 1d20 is required per 100’ of climbing, at least once per climb.

Delusion: This potion is aptly named, for it convinces the drinker that the potion is of another type. If more than one person tastes this potion, there is a 90% chance they all will believe the potion to be of the same type. For example, a potion of clairaudience might convince the drinker there are sounds in the distance that do not truly exist.

Diminution: This potion shrinks the imbiber and everything he carries to 6 inches tall. If the character remains motionless, he can avoid being spotted with a success roll of 3+ on 1d20. The character can only attack creatures smaller than 1' for normal damage; larger opponents take only 1 hp from any hit. This potion will cancel a potion of growth without ill effect.

Dragon Control: This potion grants the drinker the power to control 1d3 dragons within 60' as if using a charm monster spell. The dragons may resist the effect with a saving throw versus Spells. The controlled dragons will do whatever is commanded of them, except cast spells. They will be hostile when the control ends.

ESP: This potion grants the imbiber a spell-like ability the equivalent of the arcane spell ESP. The drinker may "hear" the thoughts (if any) of a creature within 60' by concentrating for one full turn in one direction. The ESP may penetrate up to 2 feet of rock, but a lead barrier between the drinker and the creature will block the effect.

Extra-Healing: Imbibing the full dose of this potion replenishes damage up to 3d6+3 hit points. Unlike most other potions, this potion can be imbibed in three separate, equal portions for the benefit of 1d6+1 hit points of healing per one-third of the potion.

Fire Resistance: The imbiber of this potion is impervious to all forms of ordinary flame. Further, this potion grants a bonus of +2 saving throws versus fire attacks, and reduces damage from magical or dragon fire by -1 per die of damage, to a minimum of 1 point per die.

Flying: This potion grants the imbiber a spell-like ability equivalent to the arcane spell fly. The drinker may fly at up to 120' per round for the duration of the spell.

Gaseous Form: The creature who quaffs this potion takes on the form of a translucent cloud of gas. Anything the user is carrying or wearing immediately falls to the floor. While in gaseous form, a creature cannot attack, but it can move at 30 feet per round and can flow below doors and other small spaces that are not sealed airtight. A gaseous creature has an AC of 11, and is immune to non-magical weapons.

Giant Control: When imbibed, the drinker is able to control 1d4 giants within 60' as if using a **charm monster** spell. The giants may resist the effect with a saving throw versus Spells. The giants will be hostile when the control ends. Each potion of giant control affects only one type of giant. Consult the table below.

Roll 1d20	Giant Type
1-2	Cloud
3-6	Fire
7-10	Frost
11-15	Hill
16-19	Stone
20	Storm

Giant Strength: The imbiber of this potion temporarily becomes as strong as a hill giant. . The wearer attacks as an 8 HD monster or as his own class and level, whichever is better, and the character inflicts double normal damage with his attacks. The character also can throw rocks at opponents to a distance of 200' for 3d6 points of damage and gains a +3 bonus to force open doors. The strength bonuses of this potion may not be combined with any other magical effects that influence strength, but it does stack with the character's normal bonus or penalty from Strength – a weak character who drinks this potion has the strength of a weak giant, while a very strong character would gain the strength of a very strong giant!

Growth: The imbiber of this potion doubles in size. Strength increases proportionately, so that all damage dealt is doubled and the character gains a +3 bonus to force open doors. (A giant who drinks a growth potion is very fearsome…)

Healing: Like the divine spell cure light wounds, imbibing this potion will heal 1d6+1 points of damage or will cure paralysis.
Heroism: Only a dwarf, elf, or fighter may use this potion. Extra levels and their accompanied benefits to combat are temporarily granted to the imbiber, determined by his experience level as shown in the table below. Note that extra hit points granted due to the level increase are subtracted first when the character is wounded.

Imbiber Level	Levels Granted
0	4 (Fighter)
1-3	3
4-7	2
8-10	1
11+	0

Human Control: Once this potion is quaffed, the drinker is able to control up to 3d6 Hit Dice of humans, demi-humans, and humanoids within 60' as if using a charm person spell (normal men count as ½ Hit Die each). The targets may resist the effect with a saving throw versus Spells, and will be hostile when the control ends.

Invisibility: When this potion is quaffed, the drinker is bestowed with the spell-like ability of invisibility. When the character becomes invisible, all the items carried and worn by that character also become invisible. Items become visible once again when they leave the character's possession. This potion can be consumed in 1/6 increments, in which case the invisibility granted lasts 1 turn per dose. Any combat action removes the invisibility, such that a new dose must be consumed.

Invulnerability: An invulnerability potion gives the drinker +2 to all saving throws and Armor Class. However, if a potion of invulnerability is quaffed more than once per week, the potion has the opposite effect, causing a penalty of -2 on saving throws and Armor Class!

Levitation: When this potion is quaffed, the drinker is bestowed with the spell-like ability of levitation. The drinker may move up or down 20' per round without any support. The potion does not enable the drinker to move horizontally, but the user could levitate to a ceiling and move sideways by using his hands at 60' per round.

Longevity: This potion makes the drinker 10 years younger. This restored youth is possible not only for natural aging, but also for aging from magic or creature effects. Age cannot be reduced below 15 (or mid-adolescence for creatures other than humans). There is some small danger however, since each time a potion of longevity is consumed there is a cumulative 1% probability that all previous age reversals from potions of this type will be negated, raising the character's age to the age he would be without the effects of the potions.

Oil of Sharpness: This potion resembles the dark oil used to clean arms and armor. When applied to the blade of an edged or pointed weapon, it temporarily enhances it to the equivalent of a +1 magic weapon. Weapons that are already enchanted gain an

additional +1 while oiled. If drunk, the oil serves only to give the imbiber flatulence for several hours. A single vial contains enough to coat 20 arrows, 2 one-handed weapons, or one two-handed weapon. The oil will evaporate 8 hours after it is applied.

Oil of Slipperiness: This oil is applied to the character much the same way as oil of sharpness is applied to weapons. Any character so coated cannot be restrained or grabbed, and neither wrapped in the grip of constrictor snakes or any other grasping attacks, including binding ropes, chains, or cuffs, magical or otherwise. Simply put, nothing can get a grip on a character coated in this oil. Further, objects can be coated with the oil. If a floor is coated, any individual moving or even standing on the floor must make a proficiency throw of 20+ each round or fall down. The effects of the oil last 8 hours, but the oil can be cleaned off early with liquid containing alcohol, such as whiskey, wine, or stout beer.

Philter of Love: The imbiber of this potion becomes charmed by the next creature he lays eyes upon. However, the drinker will actually become charmed *and* besotted by the creature if it is of the preferred sex and of similar racial stock. The charm aspect of this potion lasts for 6+1d6 turns, but only dispel magic will make the drinker cease to be enthralled by a member of a preferred sex.

Plant Control: The imbiber of a potion of plant control is able to control plants or plant-like creatures (including fungi and molds) within an area of 30' x 30' to a distance of 60'. Intelligent plant-like creatures may resist the effect with a saving throw versus Spells. The controlled plants will obey the user's will. For instance, vines can be controlled to twist, writhe, and wrap around targets in the area, and intelligent plants can be given orders. Intelligent plant-like creatures will be hostile when the control ends.

Poison: Poison always appears like a normal magic potion, but if any amount is ingested, even a sip, the imbiber must save versus. Poison or die. Poison is also fatal if applied to open wounds. If applied to a weapon, the poison's efficacy will last for one hour or 1d6 successful attacks, whichever comes first.

Polymorph (self): This potion grants its imbiber the ability to polymorph himself into a new form**.** Apart from its duration, it is otherwise identical to the arcane spell of the same name.

Speed: This potion grants the character who drinks it the ability to move twice as fast and make double the normal number of attacks per round. This heightened ability does not come without cost, for the strain it puts on the imbiber's body ages him by 1 year permanently (dwarves age 2 years, while elves age 5 years).

Super-Heroism: Only a dwarf, elf, or fighter may use this potion. Extra levels and their accompanied benefits to combat are temporarily granted to the imbiber, determined by his or her experience level as shown in the table below. In all other respects this potion is identical to heroism.

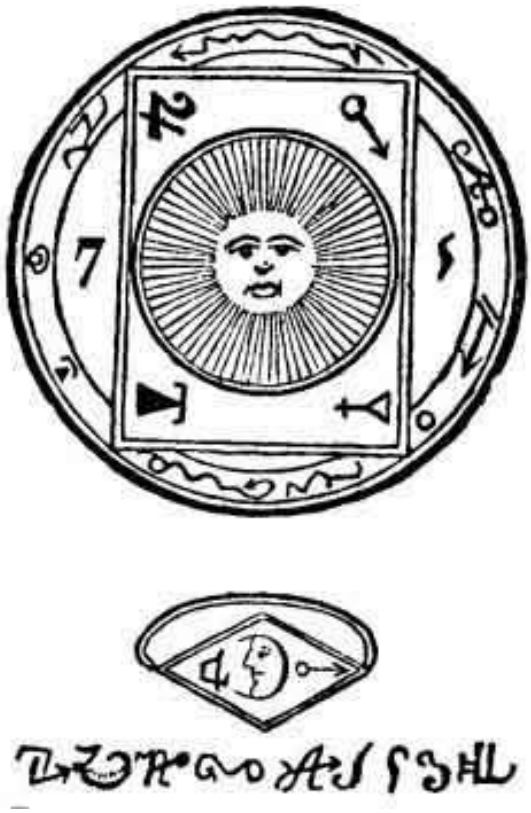
Imbiber Level	Levels Granted
0	6 (Fighter)
1-3	5
4-7	4
8-10	3
11-12	2

Sweet Water: This sweet-tasting liquid can be used to cleanse water (including turning saltwater into fresh water) or otherwise transform poisons, acid, and other non-potables into drinkable liquid. Further, sweet water will destroy other potions. For most liquids, this potion will affect up to 100,000 feet cubed. However, only 1,000 feet cubed of acid can be neutralized. The effects of sweet water are permanent, and once treated, liquid will resist spoilage or contamination for 5d4 rounds. After this time it can be contaminated once again.

Treasure Finding: The imbiber of this potion may, by concentrating for one turn, sense the direction and distance of the most valuable treasure within 360'. In order to be detected, the total value of the treasure must meet or exceed a value of 50gp. No physical barrier will impede detection, with the exception of some magical wards or lead.

Undead Control: Normally, undead are immune to **charm** effects**.** However, when this potion is quaffed, the drinker is able to control up to 3d6 Hit Dice of undead (intelligent or otherwise) as if using a charm person spell. Intelligent undead may resist the effect with a saving throw versus Spells. The undead will be hostile when the control ends.

Water Breathing: The imbiber of this potion is granted the ability to breathe in lakes, rivers, and other bodies of water at any depth, as the arcane spell of the same name. The potion lasts for 4 hours.



Rings

All magical rings are usable by any character class. They must be worn on a digit of the hands only (fingers or thumb). It is only possible to wear two magical rings; if more than two are worn all of the rings do not function.

Command Animal: The wearer of this ring may control 1 giant animal or 1d6 normal-sized animals within line of sight. Magical monsters or intelligent animals are not affected. The effect lasts so long as concentration is maintained, and the wearer can take no other actions. Once control ends, animals will not be well disposed to the ring wearer, and any reaction rolls suffer a penalty of -1. The ring may be used once per turn.

Command Human: This ring grants the wearer the ability to charm a human, demi-human, or humanoid up to 60' away, as the charm person spell. Humans totaling 6 Hit Dice can be charmed (0 level humans are treated as half of a Hit Die for this calculation). The targets may resist the effect with a saving throw versus Spells at a -2 penalty. The effect lasts until the ring is removed, but the

ring wearer may dismiss the effect at any time, and a dispel magic spell may remove the charm.

Command Plant: The ring wearer can control plants within a 10' x 10' area up to 60' away. This control extends to plant creatures, and even if the plant is not normally mobile, this ring grants the ability to make the plants move. The effect lasts so long as concentration is maintained, and the wearer can take no other actions.

Delusion: This cursed ring convinces the wearer that the ring is of another type. The Judge could decide randomly which kind of ring the wear believes this ring to be, or one might be chosen.

Djinni Calling: This powerful ring can be used once per week to summon a djinni. The djinni will serve and obey the character that summoned it, regardless of whether he is wearing the ring. The djinni will serve for up to one day at a time before returning to its plane of existence. If the djinni is ever slain, the ring is worthless.

Fire Resistance: The ring wearer is impervious to all forms of ordinary flame. Further, the ring grants a bonus of +2 saving throws versus fire attacks, and reduces damage from magical or dragon fire by -1 per die of damage, to a minimum of 1 point per die.

Invisibility: Once each turn, this ring grants the wearer the ability to become invisible, as the spell invisibility.

Protection: This ring has several different power levels. For each "+", the ring will increase the wearer's AC by this amount, and grant the wearer this bonus to all saving throws. For example, if a character with an AC of 10 is wearing a ring of protection +2, his AC becomes1 2 and all saving throws are rolled with a +2 bonus. When a ring of protection is found, roll on the table below to determine which kind.

Roll d00	Bonus
01-80	+1
81-91	+2
92	+2, 5' radius
93-99	+3
00	+3, 5' radius

Where a radius is given, all creatures within the radius of the ring gain its bonus to saving throws. Only the wearer of the ring gains the ring's bonus to Armor Class.

Regeneration: This ring grants the wearer the ability to regenerate 1 hp per round. The ring will also regenerate body parts lost to injury. Small pieces, like fingers, take 1 day to grow back. Larger pieces, such as a limb, may take 1 week to grow back. Only damage taken while the character was wearing the ring can be regenerated. Further, the ring is powerless to regenerate damage caused by acid or fire, and the ring will not function if the wearer's hit points drop to 0 or less.

Spell Storing: When this ring is found, it will contain 1d6 arcane or divine spells of any level, selected or determined randomly by the Judge. When a character puts the ring on, he automatically gains the knowledge of which spells are already stored, and may cast them as if a spellcaster of the minimum level required to cast the spell. The ring's spells may be recharged by having a spellcaster cast the replacement spells directly at the ring, but the ring will hold only the spells it had when found – the exact spells may not be changed. The ring does not absorb spells cast at its wearer.

Spell Turning: This ring reflects 2d6 spells back against their casters, leaving the wearer unaffected by the spell. Only spells are affected, not monster powers or magical effects which aren't spells. Once the maximum number of spells is reached, the ring becomes useless.

Telekinesis: This ring grants the wearer the ability to move up to 20 stone (200lb) of weight with his mind, as the spell telekinesis. However, there is no limited duration when using the ring.

Water Walking: Any character wearing this ring can walk on water as if it were solid, dry land.

Weakness: This is a cursed ring, and once put on it can be removed only with a remove curse spell. Over the course of 6 rounds, the wearer's STR drops to 3 and all attacks and damage are rolled with a penalty of -3 (minimum of 1 point of damage is dealt).

Wishes: A variable number of wishes (1d4) are granted to the wearer of this ring. Wish effects and limitations are up to the Gamemaster (but should be very powerful), and can be used at any time. Once the wishes are used the ring becomes non-magical.

X-Ray Vision: One time per turn, the wearer of this ring can see through a stone wall and up to 30'. The wearer may see 60' if looking through wood and other low-density material. A 10' squared area (100 square feet) can be visually examined each turn, and any secret doors, hidden recesses, or traps will be evident. This activity takes full concentration. Lead or gold will block x-ray vision.

Scrolls

Most scrolls are pieces of parchment, imbued with the magical writings of a spell or other magical effect. These writings are potent in that they simply require the pronunciation of their words to release their power. Scrolls are usually written in obscure or dead languages. The Judge may choose the language in which the scroll is written, or roll on a table designed for the campaign.

A character must be able to read the language in which the scroll is written in order to use the scroll. An arcane spellcaster can use read languages to be able to use a scroll in an unfamiliar language. Some scrolls can be used by any character that can read them, while other scrolls have additional restrictions on their use beyond being able to read the language. These will be discussed below.



Scroll of Spells
A scroll of spells will be found with 1 to 7 spells written on it. About 3/4 of all spell scrolls contain spells from the arcane spell list, and the remaining contain spells drawn from the divine spell lists. Characters can only cast a spell from a scroll if the spell is on their class list. A spell may be cast even if it is not normally usable by a spellcaster of the reader's level. These spells are cast is if from a spell caster of the minimum level required to cast the spell. Once a spell is cast from a scroll, the magical writing for that spell disappears.

When determining the contents of a scroll of spells, roll first to determine the type of spells by class, then roll to determine the spell level of each spell.

Scroll Type		**Arcane**		**Divine**	
Roll d4	***Type***	***Roll d00***	***Spell Level***	***Roll d00***	***Spell Level***
1-3	Arcane	01-25	1	01-25	1
4	Divine	26-50	2	26-50	2
		51-70	3	51-70	3
		71-85	4	71-85	4
		86-95	5	86-95	5
		96-97	6	96-98	6
		98	7	99-00	7
		99	8		
		00	9		

Cursed Scroll
A cursed scroll inflicts a horrible curse upon the reader. The Judge has considerable flexibility in determining the effects of the curse. A curse may only be removed with the spell remove curse. The Judge might also allow the curse to be lifted if the character performs a special quest. Some possible curses are provided below, but any similar curse might be used instead.

Roll d6	**Effect**
1	The victim loses a random magic item.
2	One random ability score suffers a -4 penalty.
3	The victim may not gain new experience.
4	The victim's level is reduced by 1.
5	The victim is polymorphed, as polymorph other, into a small animal.
6	The victim is rendered blind.

Scrolls of Warding
A scroll of warding can be used by any character that can read it. When the magical words of warding are read aloud, the words disappear from the page and the reader is surrounded by a 10' radius area of protection against the type of creature indicated by the scroll. This area of protection is centered on the reader, and moves wherever he moves. This protective barrier stops the creature type from entering, but not from attacking with missile weapons or spells. The circle of protection will last until the reader dismisses it, or if anyone within the circle attempts to melee with a creature of the type protected against.

Ward against Elementals: A ward against elementals scroll wards against all elementals for 2 turns, subject to the rules governing warding scrolls.

Ward against Lycanthropes: For 6 turns, a ward against lycanthropes scroll wards against all lycanthrope forms. The protective barrier can repel a certain number of lycanthropes, based on their number of HD. If the lycanthropes have 3 or fewer Hit Dice, 1d10 of their number will be repelled. If they have 4 or 5 HD, 1d8 of their number will be repelled. If the lycanthropes have 6 HD or above, then 1d4 of their number are repelled.
Ward against Magic: A barrier is created against all spells and spell-like effects from magical items or monsters. This barrier remains for 1d4 turns, during which time no spells or spell-like effects may enter or leave the protected area. This effect cannot be dispelled or otherwise removed except through a wish.

Ward against Undead: For 6 turns, a ward against undead scroll wards against all forms of undead. The protective barrier can repel a certain number of undead, based on their number of HD. If they have 3 or fewer Hit Dice, 2d12 of their number will be repelled. If they have 4 or 5 HD, 2d6 of their number will be repelled. If the undead have 6 HD or above, then 1d6 of their number are repelled.

Treasure Maps: A treasure map can be used by any character that can read it. Treasure maps vary considerably in the value of treasure they lead to. In all cases, the Judge will construct the map and the treasure it leads to ahead of time. The map might to lead to a treasure within the dungeon the characters find the map, or the map may lead to another, sometimes remote, location. Difficulty in attaining the treasure should reflect its value. There may be traps, riddles, or other challenges. The map itself may be in an unusual language, or enchanted or encrypted such that it requires read languages to decipher.

Rods, Staves, and Wands

Rods are sometimes usable by any class, but many are restricted to use by certain classes only. Wands may only be used by arcane spellcasters such as magic-users or illusionists. A staff may be usable by either arcane or divine spellcasters, depending on the kind of staff. When a class-restricted item is described, the name of the item will be followed by either "D" if it is usable by a divine spellcaster, "A" if it is usable by arcane spellcasters, and "AD" if usable by both.

All of these magic items generally use a "charge" when their effect is triggered, and each item has a limited number of charges. When found, a rod will contain 2d6 charges, a staff will contain 3d10 charges, and a wand will contain 2d10 charges. Exceptions will be noted in specific item descriptions. Physically, these three types of magic items differ primarily in size. Wands are small and thin, being about 18 inches long. A staff is much larger, being 6' long and generally has a 2' diameter. Rods are somewhere in-between these two kinds of items, being about 3' long.

Rod of Absorption [AD]: This rod acts as a magnet, drawing spells into itself. The magic absorbed must be a single-target spell or a ray directed at either the character possessing the rod or his gear. The rod then nullifies the spell's effect and stores its potential until the wielder releases this energy in the form of spells of his own. The wielder can instantly detect a spell's level as the rod absorbs that spell's energy. Absorption requires no action on the part of the user if the rod is in hand at the time.

A running total of absorbed (and used) spell levels should be kept. The wielder of the rod can use captured spell energy to cast any spell he has prepared in 1 round without expending the preparation itself (he still has the spell in memory). The only restrictions are that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast, and that the rod be in hand when casting. For casters such as clerics who do not prepare spells, the rod's energy can be used to cast any spell of the appropriate level or levels that they know.

A *rod of absorption* absorbs a maximum of 50 spell levels and can thereafter only discharge any remaining potential it might have. The rod cannot be recharged. The wielder knows the rod's remaining absorbing potential and current amount of stored energy.

Rod of Cancellation: This item is highly feared by those who value their magic items, for with but one touch of this rod, a magic item permanently loses all of its power and becomes an

ordinary item. When attempting to strike an item on an opponent, treat the attack as if it needs to hit an AC of 10. The Judge, depending on the circumstances, may adjust this value. This rod is usable once and may not be recharged.

Rod of Captivation: With the expenditure of 1 charge, all monsters and characters within a 20' radius are *charmed* by the wielder for 1 turn so long as they are at least minimally intelligent. All charmed beings will hold nothing but respect and awe for the wielder, and will seek to please him by doing nearly anything short of harming themselves or violating their alignment.

Rod of Lordly Might: This rod has functions that are spell-like, and it can also be used as a magic weapon of various sorts. It also has several more mundane uses. The rod of lordly might is metal, thicker than other rods, with a flanged ball at one end and six stud-like buttons along its length. It weighs 10 pounds, and strength of 16 or greater is necessary to wield this weapon. Any character with less than 16 strength suffers an attack penalty of –1 per point below 16.

The rod has the following spell-like functions, and each costs 1 charge:

- Fear upon all enemies viewing it, if the wielder so desires (60' maximum range). The target is allowed a save versus spells.
- Paralyze upon touch, if the wielder so commands. The wielder must choose to use this power and then succeed on a melee touch attack to activate the power. If the attack fails, the effect is lost. The target is allowed a save versus spells.
- Deal 2d4 hit points of damage to an opponent on a successful touch attack (no save) and cure the wielder of a like amount of damage.

The following weapon functions of the rod do not require the use of charges:

In its normal form, the rod can be used as a +2 mace.

- When button 1 is pushed, the rod becomes a +1 flame tongue sword. A blade springs from the ball, with the ball itself becoming the sword's hilt. The weapon lengthens to an overall length of 3 feet.
- When button 2 is pushed, the rod becomes a +4 battle axe. A wide blade springs forth at the ball, and the whole lengthens to 4 feet.
- When button 3 is pushed, the rod becomes a +3 spear. The spear blade springs forth, and the handle can be lengthened up to 12 feet (wielder's choice), for an overall length of from 6 feet to 15 feet. At its 15' length, the rod is suitable for use as a lance.

The following other functions of the rod do not employ charges:

- Climbing pole/ladder. When button 4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5' and 50' in a single round, stopping when button 4 is pushed again. Horizontal bars three inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 4,000 pounds. The wielder can retract the pole by pushing button 5.
- The ladder function can be used to force open doors. The wielder plants the rod's base 30' or less from the portal to be forced and in line with it, then pushes button 4. The force exerted grants +4 to forcing doors.
- When button 6 is pushed, the rod indicates magnetic north and gives the wielder knowledge of his approximate depth beneath the surface or height above it.

Note that this rod may never be recharged. When the charges are expired, the functions that require charges may not be used again, and neither may the rod be employed as a +1 flame tongue sword nor a +4 battle axe. These attributes are lost.

Rod of Resurrection [D]: A cleric or other divine spell caster of any level may use this rod one time per day to raise beings from the dead as the raise dead spell, except the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists and no more than 10 years have passed since the creature's death, it can be resurrected. Different kinds of characters may be resurrected, and each type requires a different number of charges. Use the table below to determine charge expenditure. Add the charges for the race and class. Use the higher class charge number for multi-classed characters. A *Rod of Resurrection* is not rechargeable; when all charges from the rod are used, it crumbles into dust.

Race	Charges	Class	Charges
Human	1	Fighter	2
Half-Elf	2	Paladin	1
Half-Orc	4	Ranger	2
Halfling	2	Magic-User	3
Elf	4	Illusionist	3
Dwarf	3	Thief	3
Gnome	3	Assassin	4
		Cleric	1
		Druid	2
		Monk	3
		Barbarian	2
		Bard	3

Rod of Rulership: This rod looks like a royal scepter. The wielder can command the obedience and fealty of creatures within 120' when he activates the device. Creatures totaling 100 + 1d4x100 Hit Dice can be ruled, but creatures with INT scores of 15 or higher and levels or HD equal to or greater than 12 are entitled to a save versus spells to negate the effect. Ruled creatures obey the wielder as if he were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken. The rod can be used after 1 round from activation, and each charge expended allows the rod to be used for 10 rounds. The rod crumbles to dust once all charges are expended, and may not be recharged.

Rod of Striking: A *rod of striking* deals 1d8+3 hp damage, and functions as a +3 weapon of magical nature. When this rod is used against golems, it always costs 1 charge per successful hit in combat, and deals 2d8+6 hp damage. Note that when employed in this way against a golem, a successful roll of 20 will instantly annihilate the golem. In addition, this rod may deal additional damage to demons, extremely powerful undead, and other infernal beings from other planes. When attacking these monsters, a successful attack roll of 20 causes the expenditure of a charge, and the rod deals triple normal damage.

Staff of Commanding [D]: This staff may be used to command plants, animals, and humans in the same manner as the rings command animal, command human, and command plant. Each use requires one charge.

Staff of Healing [D]: This staff does not employ charges. It can heal 1d6+1 hit points, but it can only be used one time per creature per day. This staff may heal an unlimited number of creatures in a day.



Staff of the Magi [A]: The staff of the magi is a much more powerful version of the staff of wizardry. It grants several spells at the wielder's disposal. The staff may be used to effect the following spell like abilities: detect magic, enlarge, hold portal, light, and protection from good (evil). These abilities do not require the expenditure of charges.

In addition, the staff has the following abilities that cost 1 charge per use: dispel magic, fireball, ice storm, invisibility, knock, lightning bolt, passwall, pyrotechnics, wall of fire, and web. The following powerful abilities cost 2 charges per use: conjure elemental, plane shift, telekinesis, and whirlwind (as a djinn). The wielder of the staff receives a bonus of +2 for saving throws versus magic.

This staff may be recharged, but only by absorbing magical energies that are cast at the wielder. When a spell is cast at the wielder, he may choose to absorb these energies, at a rate of 1 charge per spell level of the spell directed at him. Note that taking this maneuver is the sole action of the staff for that round, and it may not be used for other effects in the same round it absorbs energy. Each staff has a maximum number of possible charges, and it will only safely absorb charges to this limit. The wielder will not know the limit, or how many charges have been used, unless some magical means is employed to discover this. The staff does not reveal this information. Should the staff collect energy in excess of its limit, it detonates in the same manner as in a retributive strike, as described below.

A staff of the magi can be used for a retributive strike, requiring it to be broken by its wielder. The breaking of the staff must be purposeful and declared by the wielder. All charges currently in the staff are instantly released in a 30' radius. All within 10' of the broken staff take points of damage equal to 8 x the number of charges in the staff, those 10' to 20' away take 6 x the number of charges in damage, and those 20' to 30' distant take 4 x the number of charges in damage. All those affected can make saving throws versus spells to reduce the damage by half.

The character breaking the staff has a 50% chance of traveling to another plane of existence, but if he does not, the explosive release of spell energy destroys him. After all charges are used up from the staff, it remains a +2 staff. Once empty of charges, it cannot be used for a retributive strike.

Staff of Power [A]: This powerful staff has several abilities. First, it can be used to cast the spells cone of cold, lightning bolt, and fireball (each dealing 8d6 points of damage). In addition, the staff may be used to cast continual light and telekinesis (with a weight limit of 25 stone). Finally, this staff can also be used with the same effect as a staff of striking.

Staff of Striking [A/D]: This staff strikes as a +1 staff. With the expenditure of one charge and a successful attack roll, this staff can be used to strike an opponent for 2d6+1 points of damage.

Staff of Withering [D]: This staff functions as a +1 staff that deals 2d6+1 points of damage when a charge is used. By using 2 charges and successfully striking an opponent, the staff ages a victim by 10 years. If three charges are spent in this attack, one of the victim's limbs will shrivel into a mummified, useless member (saving throw versus Staffs is allowed). The aging effect will automatically kill most creatures that have a short lifespan. Also note that effects of spent charges are cumulative, such that if 3 charges are used, the victim will not only receive damage, but he will be aged and have a withered limb.

Staff of Wizardry [A]: This staff has all the powers of a staff of power. In addition, the staff may be used to cast the spells conjure elementals, invisibility, passwall, and web. The staff has the similar spell-like effect of a djinni to create a whirlwind and can be used as a wand of paralyzation. Each of these abilities requires one charge. The staff may also be broken for a final blow. The results of a final blow depend on the number of charges in the staff. For each charge, 8 points of damage are dealt in a grand fireball to all monsters and characters (even the owner of the staff) within 30'. The staff is then broken and useless.

Staff of the Serpent [D]: This staff does not employ charges. It strikes as a +1 staff. The user can command the staff to grow to become a giant constrictor snake and constrict around a victim (AC 4, HD 3, hp 20, MV 20'). The command for the staff to become a snake is uttered as it strikes a victim. The victim must succeed in a saving throw versus Paralysis or be held immobile by the constricting snake for 1d4 turns, or until the owner commands the snake to release him. The serpent returns to the owner and returns to staff form after it has constricted around an opponent. If the snake form is slain, it will not return to staff form and the staff is destroyed. When the snake returns to staff form, all damage it has sustained in combat is automatically healed.

Wand of Cold [A]: A chilling cone 60' long and 30' wide at the terminal end is discharged from this wand. Any beings within the cone of cold will suffer 6d6 points of damage unless they succeed in a saving throw versus Blast, which reduces damage to half. One charge is expended per usage.

Wand of Detecting Enemies [A]: This wand makes any enemies of the wielder that are within 60', whether invisible or hidden, become surrounded by a fiery red aura for up to 6 turns. This effect requires one charge.

Wand of Detecting Magic [A]: This wand makes any magic item within 20' become surrounded by a faint yellow aura for up to 2 turns. This effect requires one charge.

Wand of Detecting Metals [A]: After expending one charge, the wand will point in the direction of any concentration of metal that weighs 10 stone or more if it is within 60', for up to 6 turns. The wand wielder is intuitively aware of the kind of metal detected, but a coating of lead will block the detection of other types of metals. This effect requires one charge.

Wand of Detecting Secret Doors [A]: This wand will make any and all secret doors within 30' become surrounded by a blue glowing aura for up to 3 turns. One charge is expended per usage.

Wand of Detecting Traps [A]: This wand makes any and all traps within 30' become surrounded by a blue glowing aura for one round. This effect requires one charge.

Wand of Device Negation [A]: The wielder of this wand may choose a wand, rod, or staff from an opponent, and render it powerless for 1 round. The item is powerless on the same round the wand of negation is used. Therefore, the action to use this wand must be announced prior to determining initiative. One charge is expended per usage.

Wand of Fear [A]: A cone 60' long and 30' wide at the terminal end is discharged from this wand. Any being within the cone will become fearful and flee for 30 rounds at running speed unless they succeed on a saving throw versus Wands. One charge is expended per usage.

Wand of Fire [A]: A wand of fire produces several spell-like effects, and may only produce one effect per round. The following effects require the expenditure of 1 charge: burning hands shoots forth a triangular ray of fire 12' long with a 10' wide ending width. Any being within this area of effect suffers 6 hp damage;

pyrotechnics may be produced from the wand, and mimics the spell of the same name.

The wand of fire may produce the following effects with the expenditure of 2 charges: a fireball may be shot from the wand, performing exactly as the spell of the same name, as if cast from a 6th level character. It deals 6d6 hp damage to all within the area of effect (save versus wands for half damage). Any result of 1 on a damage die is treated as a 2. A wall of fire may be produced, like the spell of the same name cast from a 6th level character. The wall may be formed into a 22′ diameter circle surrounding the wand wielder.

Wand of Fire Balls [A]: This wand can discharge a fireball, as the spell. It deals 6d6 points of damage unless the victim(s) succeed in a saving throw versus Blast, which reduces damage to half. One charge is expended per usage.

Wand of Ice [A]: A wand of ice produces several spell-like effects, and may only produce one effect per round. The following effects require the expenditure of 1 charge: an ice storm (as the magic user spell) wreaks its cold havoc to a distance of 60′; a wall of ice can be brought into existence. It always has a thickness of 6 inches, but may have any surface area as commanded by the wand wielder to a maximum of 600′ (for example, 25′ x 24′ or 10′ x 60′).

The wand of ice may produce a cone of cold with the expenditure of 2 charges. The cone is 20′ in diameter at its maximum length of 60′. It deals 6d6 hp damage to all within the area of effect (save versus wands for half damage). Any result of 1 on a damage die is treated as a 2.



Wand of Light [A]: A wand of light produces several spell-like effects, and may only produce one effect per round. The following effects require the expenditure of 1 charge: dancing lights as the magic-user spell, and light as the magic-user spell.

The wielder may spend two charges to create continual light. Finally, by spending 3 charges, the wielder may create a ray of intense sunlight. The bright golden-yellow light lasts only a moment, has a range of 120′, and forms a 40′ diameter sphere of light. Any being within the area must save versus wands or be blinded and stunned for 1 round. The golden sphere of light has a devastating effect on all undead, dealing 6d6 hp of damage, with no saving throw allowed.

Wand of Lightning [A]: If the wielder of a wand of lighting hits an opponent with the wand and spends 1 charge, he may deliver and electrical charge to his victim, which inflicts 1d10 hp damage. No saving throw is permitted, and for AC purposes a victim wearing metal armor has an AC of 9, regardless of magical armor bonuses. Nonmetal armor and items such as a ring of protection do apply, however.

By spending two charges, the wielder of this wand may produce a lightning bolt, with the same effect as the magic user spell, to inflict 6d6 hp of damage. Any result of 1 on a damage die is treated as a 2. A save versus wands is allowed for half damage.

Wand of Illusion [A]: The wielder of this wand can create the effects of the spell phantasmal force. Refer to this spell for the effects and concentration requirements. While concentrating on an illusory effect, the wielder can move at half movement, but if he is successfully struck in combat all concentration is lost and the illusion instantly fades away. Attempts to disbelieve the effects of this wand are resolved with a saving throw versus Wands.

Wand of Lightning Bolts [A]: This wand can discharge a lightning bolt, as the spell. It deals 6d6 points of damage unless the victim(s) succeed in a saving throw versus Blasts, which reduces damage to half. One charge is expended per usage.
Wand of Magic Missiles [A]: This wand fires one or two magic missiles (user's choice) per round, as the arcane spell of the same name. The missiles inflict 1d6+1 points of damage each, and always strike. Each individual missile fired expends one charge.

Wand of Negation [A]: This device negates the spell or spell-like function or functions of magic items. The wielder points the wand at the magic item, and a pale gray beam shoots forth to touch the target device or being. The ray negates any function of all wands, and any other target item or magical effect (including spells cast by the target) has a 25% chance of resisting the negation. Each use of the wand costs 1 charge, and may be used one time per round. A *wand of negation* can never be recharged.

Wand of Paralyzation [A]: A cone 60′ long and 30′ wide at the terminal end is discharged from this wand. Any beings within the cone will become paralyzed for 6 turns unless they succeed in a saving throw versus Paralysis. One charge is expended per usage.

Wand of Polymorphing [A]: This wand can produce the effects of the spells polymorph others or polymorph self, as determined by the wielder just before each use. The recipient is granted a saving throw versus Wands, and success negates the effect. A willing target can forgo a saving throw. One charge is expended per usage.

Wand of Summoning [A]: The wielder of this wand, when holding the wand by hand (not when it is packed away) is able to instantly identify spells of a summoning nature, either when seen written or actively cast. The wielder may spend a charge to cast the spells unseen servant and summon monster. To cast summon monster, the wielder must be of sufficient level to cast the version employed (I, II, III, or IV), and it requires 1 round. When casting

summon monster, the wielder may spend up to 6 charges, to stack the effects as if more than one spell were cast. For example, the 6 charges could be spent to cast summon monster VI, or they could be used to cast summon monster I six times, summon monster II and IV, or any other combination totaling 6.

A wand of summoning can produce the effects of a prismatic sphere (it may be formed into a wall). However, unlike the spell, the wand may only produce a single color type at a time, per use each round. Each use costs 1 charge, and takes 1 round to appear.

The wand is also capable of bringing into existence a veil of darkness, by spending 2 charges. This effect takes 5 segments to cast. This veil can occupy a space equal to 600' squared, and can take any dimensions equaling this amount (20' x 30', 15' x 40', etc.) No light may pass through the veil, but other magical effects and physical objects may pass through it normally.

Wand of Wonder: A *wand of wonder* is a strange and unpredictable device that randomly generates any number of weird effects each time it is used. Each use costs 1 charge. In some cases a saving throw is appropriate. The effects should be considered typical of those possible, but the referee may adjust these or create new effects, depending on the situation. Typical powers of the wand include the following:

d%	Wondrous Effect
01–05	*Slow* creature pointed at for 1 turn.
06–10	*Faerie fire* surrounds the target.
11–15	Deludes wielder for 1 round into believing the wand functions as indicated by a second die roll (no save).
16–20	*Gust of wind,* but at twice the power.
21–25	Wielder learns target's surface thoughts (as with *ESP)* for 1d4 rounds.
26–30	*Stinking cloud* at 30' range.
31–33	Heavy rain falls for 1 round in 60' radius centered on wand wielder.
34–36	*Summon* an animal—a rhino (01–25 on d%), elephant (26–50), or mouse (51–100).
37–46	*Lightning bolt* (70' long, 5' wide), 6d6 damage.
47–49	Stream of 600 large butterflies pours forth and flutters around for 2 rounds, blinding everyone (including wielder).
50–53	*Enlarge* victim if within 60' of wand.
54–58	*Darkness*, 30' diameter hemisphere, centered 30' away from wand.
59–62	Grass grows in 160' square area before the wand, or grass existing there grows to ten times normal size.
63–65	*Vanish* any nonliving object of up to 1,000 lb. mass and up to 30' cubed in size.
66–69	Reduce wielder to 1/12 height.
70–79	*Fireball*, 6d6 damage, as wand.
80–84	*Invisibility* covers wand wielder.
85–87	Leaves grow from target if within 60' of wand.
88–90	10–40 gems, value 1 gp each, shoot forth in a 30' long stream. Each gem deals 1 point of damage to any creature in its path: Roll 5d4 for the number of hits.
91–95	Shimmering colors dance and play over a 40' x 30' area in front of wand. Creatures therein are blinded for 1d6 rounds.
96–97	Wielder (50% chance) or target (50% chance) turns permanently blue, green, or purple.
98-100	*Flesh to stone* (or *stone to flesh* if target is stone already) if target is within 60'.

Miscellaneous Magic Items

Amulet against Possession: The wearer of this copper amulet is rendered immune to *magic jar*, *possession*, and other effects of a similar nature, including demon possession.

Amulet of the Planes: This device usually appears to be a black circular amulet, although any character looking closely at it sees a dark, moving swirl of color. The amulet allows its wearer to utilize *plane shift*. However, this is a difficult item to master. There is a 20% chance for the first 1d6 uses that the wearer is transported to a random plane of existence.

Amulet of Proof against Detection and Location: This silver amulet protects the wearer from scrying and magical location. As a result, the wearer may neither be located with a crystal ball, nor seen through spells such as ESP, clairaudience, clairvoyance, or other spells used to predict actions, intentions, or to reveal alignment.

Amulet of Inescapable Location: This cursed amulet seems to be an amulet of proof against detection and location. However, it actually makes the wearer more vulnerable to these magics. The likelihood of observing the wearer is doubled and the duration is twofold of any spells used to observe the wearer.

Amulet versus Crystal Balls and ESP: This amulet protects the wearer from being spied on by crystal balls or any type of ESP. The character attempting to spy upon the wearer will know he is being magically protected. The amulet's magical protection against also prevents a crystal ball from spying on the items the character is wearing and his present location.

Apparatus of the Crab: This item appears to be a large, sealed iron barrel, but it has a secret catch that opens a hatch in one end. Anyone who crawls inside finds ten levers. The device has the following characteristics: hp 200; Move 30' forward, 60' backward; AC 20; #AT 2 pinchers; Dmg 2d6. When attacking with the pinchers, the attack throws required are the same as the operator's, and if a hit is scored, there is a chance that both pinchers strike, for a total of 4d6 points of damage (roll of 1-5 on 1d20).

Lever	Lever Function
1	Extend/retract legs and tail
2	Uncover/cover forward porthole
3	Uncover/cover side portholes
4	Extend/retract pincers and feelers
5	Snap pincers
6	Move forward/backward
7	Turn left/right
8	Open "eyes" with **continual light** inside/close "eyes"
9	Rise/sink in water (**levitate**)
10	Open/close hatch

Two characters of human size can fit inside. The device can function in water up to 900 feet deep. It holds enough air for a crew of two to survive 1d4+1 hours (twice as long for a single occupant). When activated, the apparatus looks something like a giant lobster.

Bag of Devouring: This magical bag is the size of a small sack. After 6+1d4 turns, all items placed in this bag vanish and are permanently lost. The bag must be fully closed for this effect to take place.

Bag of Holding: This appears to be a common small sack. The bag of holding opens into a nondimensional space. Its inside is larger than its outside dimensions. It is large enough to fit an object that is 10'x5'x3'. Regardless of what is put into the bag, it weighs a maximum of 6 stone but holds up to 100 stone (1,000lb).



Boat, Folding: A folding boat looks like a small wooden box—about 12 inches long, 6 inches wide, and 6 inches deep. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. A second command word causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep. Any objects formerly stored in the box now rest inside the boat or ship. In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The boat can hold four people comfortably, while the ship carries fifteen with ease. A third word of command causes the boat or ship to fold itself into a box once again. The necessary command words may be present, either visible or invisible, etched into the box. Alternatively, the command words may need to be sought through an NPC or a small quest.

Book of Chaotic Wisdom: This book is the counterpart to the book of lawful wisdom. Effects are opposite in terms of who benefits. In addition to the normal effects for a book of this type, neutral characters who handle the book must save versus spells or become chaotic. Assassins who handle this book gain the one time use of any 1st level cleric spell, but are never able to gain this ability from the same book again.

Book of Infinite Spells: This tome is really a collection of bound magical scrolls. If touched by a character who is unable to cast spells, he suffers 5d4 hp damage and is stunned for the same number of turns. This is a one-time occurrence for that particular character. Thereafter, a character, regardless of spell casting ability, is able to use spells on the pages of the tome as if cast from a scroll. The specific contents of the page are determined randomly per page. There are 20+1d10 pages in any book found. Refer to the table below:

Roll d20	Page Contents
1-5	Cleric spell
6-9	Druid spell
10-11	Illusionist spell
12-17	Magic-user spell
18-20	blank

Any time a page is turned, the previous page becomes blank. Otherwise, a character may cast the spell on an open page 1 time per day. If the spell is normally usable by the character (by class and level), he may cast it 4 times per day. The owner of the book may store it in another location, open to a page, and still benefit from the powers of the book. However, there is a base 10% chance any time a spell is used that the page turns of its own volition. Nothing can prevent a page from turning. This probability is modified by +10% if the spell is not of a level or class normally available to the owner, or +20% if the character is not of a spell using class.

Book of Lawful Wisdom: This magical book may be read by lawful clerics. Study takes 1 week, after which time the cleric permanently gains 1 point of WIS and enough experience points to take him to the midpoint of the next level. Neutral clerics who read or handle the book lose 2d4 x 10,000 XP. Chaotic clerics lose experience to reduce them to the start of their previous level. Magic-users or illusionists must save versus spells or lose 1 point of INT permanently. Those who succeed in the save lose 2d10 x 10,000 XP. All other classes are unaffected by handling the book, except assassins who must succeed in a saving throw versus death. If the save fails, the assassin is instantly slain.

Boots of Levitation: On command, these leather boots allow the wearer to levitate as if he had cast the spell **levitate** on himself. The duration is indefinite.

Boots of Speed: These boots allow the wearer to move 240' per turn for up to 12 hours. The wearer is exhausted after this activity, and is required to rest for a full day.

Boots of Traveling and Springing: While these boots are worn, the wearer need not rest if engaged in ordinary movement. Further, he may spring up to 10' high, and to a distance of 30'.

Bowl of Commanding Water Elementals: This bowl may be used to summon and control one water elemental per day, as the spell conjure elemental. The user must ready the magic item and conduct rituals that take 1 turn prior to the summoning. The summoning itself takes but 1 round. Once an elemental is summoned, the conjurer is required to continue concentration in order to give commands.

Bowl of Drowning: This cursed bowl appears to be a bowl of commanding water elementals. However, instead of summoning an elemental, a clear orb of water rises forth and engulfs the user's head. He drowns in 2d4 rounds unless a saving throw versus spells succeeds. The water is "sticky" and cannot be shaken off. The spell destroy water (opposite of create water) will remove the water.

Bracers of Armor: These items appear to be wrist or arm guards. They grant the wearer an AC as though he were wearing armor. Both bracers must be worn for the magic to be effective, and no other armor may be worn with the bracers (magical or non-magical). Dexterity modifiers do apply. The protection offered by the bracers can be combined with other magical effects that alter AC, such as a ring of protection or cloak of protection. Roll on the table below to determine which kind of bracers are found.

Roll d00	AC Granted
01-06	11
07-16	12
17-36	13
37-51	14
52-71	15
72-86	16
87-00	17

Some of these (5%) will be cursed, actually lowering the wearer's AC to 8, regardless of DEX modifiers or magical means of raising AC. It will not be realized that the bracers are cursed until the wearer enters combat. These bracers may only be removed with the spell remove curse.

Brazier of Commanding Fire Elementals: This brazier may be used to summon and control one fire elemental per day as the spell conjure elemental. The user must ready the magic item and conduct rituals that take 1 turn prior to the summoning. The summoning itself takes but 1 round. Once an elemental is summoned, the conjurer is required to continue concentration in order to give commands.

Brazier of Cursed Sleep: This brazier appears and functions exactly as a brazier of commanding fire elementals. However, when activated smoke fills a 10' radius around the brazier, causing all beings in the area to fall into a cursed sleep unless a successful saving throw versus spells is made. A fire elemental does arrive as normal, but it is hostile and attacks all nearby beings. Creatures that fall under the effects of the sleep curse sleep indefinitely, until killed, unless remove curse or dispel magic are used.

Brooch of Shielding: This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb magic missiles of the sort generated by spell or spell-like effect. A brooch can absorb up to 101 points of damage from magic missiles before it melts and becomes useless.

Broom of Animated Attack: This item is indistinguishable in appearance from a normal broom. It is identical to a broom of flying by all tests short of attempted use. When used, the broom does a loop-the-loop with its hopeful rider, dumping him on his head from 1d4+5 feet off the ground (no falling damage, since the fall is less than 10 feet). The broom then attacks the victim, swatting the face with the straw or twig end and beating him with the handle end. The broom gets two attacks per round with each end (two swats with the straw and two with the handle, for a total of four attacks per round). The straw end causes a victim to be blinded for 1 round when it hits. The handle deals 1d3 points of damage when it hits. The broom has AC 7, 18 hit points, and attacks as a 4 HD creature.

Broom of Cursed Flight: This magical broom will seem to be a broom of flying. However, when activated it will fly up to 50' in the air, or to ceiling height, whichever is lower, and cease working. The character and broom plummet to the ground, with the character taking the appropriate falling damage. The broom loses all enchantment.

Broom of Flying: This magical broom of legend can fly with one rider up to 240' per turn. Two riders may be carried, but the maximum speed is reduced to 180' per turn.

Censer of Controlling Air Elementals: This censer may be used to summon and control one air elemental per day as the spell conjure elemental. The user must ready the magic item and conduct rituals that take 1 turn prior to the summoning. The summoning itself takes but 1 round. Once an elemental is summoned, the conjurer is required to continue concentration in order to give commands.

Censer of Cursed Summoning: This censer looks and seems to function exactly like a censer of controlling air elementals. However, once ignited the censer is impossible to extinguish for 1d4 rounds. For each of these rounds, an air elemental emerges and will attack all beings nearby.

Chime of Cannibalism: This item appears to be a chime of opening. It will function as this item for the first round of its use (and has 1d4x10 charges for this purpose). However, on the second chime all beings within 60' must save versus spells or become ravenously hungry, attacking the nearest humanoid to kill him and eat him. A new saving throw is allowed every other round. If no humanoids are around, affected creatures will attack any other creature present.

Chime of Opening: A chime of opening is a hollow orichalcum tube about 1 foot long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A chime of opening also automatically dispels a hold portal spell or even a wizard lock cast by an arcane caster of lower than 9th level. The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and wizard locked, it takes four uses of a chime of opening to get it open. A silence spell negates the power of the chime. Each use requires a charge, and a chime contains 2d4x10 charges before it cracks and becomes useless.

Cloak of Arachnida: This black garment, embroidered with a weblike pattern in silk, gives the wearer the ability to climb as if a spider climb spell had been placed upon him. In addition, the cloak grants immunity to entrapment by web spells or webs of any sort—he can actually move in webs at half his normal speed. Once per day, the wearer of this cloak can cast web. In addition, he gains a +2 bonus on all saves against poison from spiders.

Cloak of Poisonousness: This cloak is usually made of a woolen material, although it can be made of leather. The garment can be handled without harm, but as soon as it is actually donned the wearer is killed instantly with no saving throw. Once donned, a cloak of poisonousness can be removed only with a remove curse spell; doing this destroys the magical property of the cloak. If a neutralize poison spell is then used, it is possible to revive the victim with a raise dead or resurrection spell, but not before.

Cloak of Protection: This magical cloak appears to be an ordinary brown cloth or leather cloak. The cloak functions much like a ring of protection, offering a bonus to the wearer's AC and all saving throws. These bonuses are cumulative if the cloak is worn with a ring of protection.

Roll d00	Bonus
01-80	+1
81-91	+2
92-00	+3

Crystal Ball: Any arcane spellcaster may use this coveted magic item to see images of distant creatures, objects, or places. The more familiar the user is with the creature, object or place viewed, the clearer the images will be. Each viewing can last for up to 1 turn, and the crystal ball may be used 3 times per day. The user of the crystal ball is unable to communicate to or cast spells at what he views.

Crystal Ball with Clairaudience: This kind of crystal ball has all of the properties of the ordinary one, but also grants the user the ability to hear noise and conversations through the ball.

Crystal Ball with ESP: This kind of crystal ball has all of the properties of the ordinary one, but also grants the user to ability to hear the thoughts of any one creature being observed, as per the spell ESP.

Crystal Hypnosis Ball: This cursed item is indistinguishable from a normal crystal ball (determine specific type randomly). However, anyone attempting to use the scrying device becomes fascinated

for 1d6 turns, and a telepathic suggestion is implanted in his mind if he fails a save versus spells. The user of the device believes that the desired creature or scene was viewed, but actually he came under the influence of a powerful wizard, or even some power or being from another plane. Each further use brings the crystal hypnosis ball gazer deeper under the influence of the controller, either as a servant or a tool. Note that throughout this time, the user remains unaware of his subjugation.

Cubic Gate: This item is fashioned from carnelian. Each of the six sides of the cube is keyed to a plane, one of which is the material plane. The Gamemaster should choose the planes to which the other five sides are keyed. If a side of the cubic gate is pressed once, it opens a gate to a random point on the plane keyed to that side. There is a 10% chance per turn that a being from that plane (determine randomly) comes through it looking for food, fun, or trouble. Pressing the side a second time closes the gate. It is impossible to open more than one gate at a time. If a side is pressed twice in quick succession, the character so doing is transported to a random point on the other plane, along with all creatures within a 5′ radius.

Cube of Force: This device is about 3/4 inch across and can be made of ivory, bone, or any hard mineral. It enables its possessor to put up a special **wall of force** 10′ on a side around his person. This cubic screen moves with the character and is impervious to the attack forms mentioned on the table below. The cube has 36 charges, which are renewed each day. The possessor presses one face of the cube to activate a particular type of screen or to deactivate the device. Each effect costs a certain number of charges to maintain for every turn (or portion of a turn) it is in operation. Also, when an effect is active, the possessor's speed is limited to the maximum value given on the table.
Spells that affect the integrity of the screen also drain extra charges. These spells (given in the list below) cannot be cast into or out of the cube:



Cube Face	Charge Cost per Turn	Maximum Speed	Effect
1	1	10′	Keeps out gases, wind, etc.
2	2	80′	Keeps out nonliving matter
3	3	60′	Keeps out living matter
4	4	40′	Keeps out magic
5	6	30′	Keeps out all things
6	0	As normal	Deactivates

Attack Form	Extra Charges	Attack Form	Extra Charges
Horn of blasting	6	Lightning bolt	4
Wall of fire	2	Lava, other hot fires	2
Passwall	3	Magical fire	4
Disintegrate	6	Phase Door	5

Cube of Frost Resistance: This cube is activated or deactivated by pressing one side. When activated, it creates a cube-shaped area 10 feet on a side centered on the possessor (or on the cube itself, if the item is later placed on a surface). The temperature within this area is always at least 65°F. The field absorbs all cold-based attacks. However, if the field is subjected to more than 50 points of cold damage in 1 turn (from one or multiple attacks), it collapses into its portable form and cannot be reactivated for 1 hour. If the field absorbs more than 100 points of cold damage in a turn, the cube is destroyed.

Decanter of Endless Water: If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out. Separate command words determine the type, as well as the volume and velocity. The water continues pouring out until the command word is spoken to stop it.
"Stream" pours out 1 gallon per round.
"Fountain" produces a 5′ long stream at 5 gallons per round.
"Geyser" produces a 20′ long, 1′ wide stream at 30 gallons per round.

The geyser effect causes considerable backpressure, requiring the holder to be on stable ground and braced to avoid being knocked down. The force of the geyser kills small creatures of 1/2 HD or less and knocks down man-sized creatures unless they make a saving throw versus Paralysis. Creatures larger than man-sized are immune to the geyser.

Deck of Many Things: A deck of many things (both beneficial and baneful) is usually found in a box or leather pouch. Each deck contains a number of cards or plaques made of ivory or vellum. Each is engraved with glyphs, characters, and sigils. As soon as one of these cards is drawn from the pack, its magic is bestowed upon the person who drew it, for better or worse.

The character with a deck of many things who wishes to draw a card must announce how many cards she will draw before she begins (up to 4). A character can never again draw from this deck any more cards than were announced. Exception: If the jester is drawn, the possessor of the deck may elect to draw two additional cards.

Each time a card is taken from the deck, it is replaced (making it possible to draw the same card twice) unless the draw is the jester or the fool, in which case the card is discarded from the pack. A deck of many things contains 22 cards. To simulate the magic cards, you may want to use ordinary playing cards instead, as indicated in the second column. The effects of each card, summarized on the table, are fully described below.

Deck of Many Things

Plaque	Playing Card	Summary of Effect
Balance	2 of ♠	Change alignment instantly.
Comet	2 of ♦	Defeat the next monster you meet to gain one level.
Donjon	Ace of ♠	You are *imprisoned*.
Euryale	Queen of ♠	–3 penalty on all saving throws versus petrify henceforth.
The Fates	Ace of ♥	Avoid any situation you choose . . . once.
Flames	Queen of ♣	Enmity between you and a powerful evil (good).
Fool	Joker (with trademark)	Lose 10,000 experience points and you must draw again.
Gem	2 of ♥	Gain your choice of twenty five pieces of jewelry or fifty gems.
Idiot	2 of ♣	Lose 1d4 INT permanently. You may draw again.
Jester	Joker (without trademark)	Gain 10,000 XP or two more draws from the deck.
Key	Queen of ♥	Gain a treasure map and a magic weapon.
Knight	Jack of ♥	Gain the service of a 4th level fighter.
Moon	Queen of ♦	You are granted 1d4 wishes.
Rogue	Jack of ♠	One of your hirelings or henchman turns against you.
Ruin	King of ♠	Immediately lose all wealth and real property.
Skull	Jack of ♣	Defeat death or be forever destroyed.
Star	Jack of ♦	Immediately gain +2 to your prime requisite ability score (or random if none).
Sun	King of ♦	Gain beneficial miscellaneous magic item and 50,000 XP.
Talons	Ace of ♣	All magic items you possess disappear permanently.
Throne	King of ♥	Gain an 18 CHA plus a small keep.
Vizier	Ace of ♦	Know the answer to your next dilemma.
The Void	King of ♣	Body functions, but soul is trapped elsewhere.

Balance: The character must change to a radically different alignment. If the character fails to act according to the new alignment, he is killed with no chance of reviving.

Comet: The character must single-handedly defeat the next hostile monster or monsters encountered, or the benefit is lost. If successful, the character gains enough XP to attain the next experience level.

Donjon: This card signifies imprisonment— either by the *imprisonment* spell or by some powerful being. All gear and spells are stripped from the victim in any case. Draw no more cards.

Euryale: The medusa-like visage of this card brings a curse that only the *fates* card or a deity can remove. The –3 penalty is otherwise permanent.

Fates: This card enables the character to avoid even an instantaneous occurrence if so desired, for the fabric of reality is unraveled and respun. Note that it does not enable something to happen. It can only stop something from happening or reverse a past occurrence. The reversal is only for the character who drew the card; other party members may have to endure the situation.

Flames: Hot anger, jealousy, and envy are but a few of the possible motivational forces for the enmity. The enmity of the being cannot be ended until one of the parties has been slain. The nature of the being is decided by the referee. It could be a powerful intelligent creature, or even a demon.

Fool: The payment of XP and the redraw are mandatory. This card is always discarded when drawn, unlike all others except the jester.

Gem: This card indicates wealth. The jewelry is all gold set with gems, each piece worth 2,000 gp, the gems 1,000 gp value each.

Idiot: This card causes the loss of 1d4 points of INT immediately. The additional draw is optional.

Jester: This card is always discarded when drawn, unlike all others except the fool. The redraws are optional.

Key: The magic weapon granted must be one usable by the character. It suddenly appears out of nowhere in the character's hand. The map value is determined randomly (see the scrolls table in the treasure section).

Knight: The fighter appears out of nowhere and serves loyally until death. He or she is of the same race (or kind) and gender as the character.

Moon: This card sometimes bears the image of a moonstone gem with the appropriate number of *wishes* shown as gleams therein; sometimes it depicts a moon with its phase indicating the number of *wishes* (full = four; gibbous = three; half = two; quarter = one). These *wishes* are the same as those granted by the 9th level magic-user spell and must be used within a number of turns equal to the number received.

Rogue: When this card is drawn, one of the character's NPC hirelings or henchman is totally alienated and forever after hostile. If the character has no cohorts, the enmity of some powerful personage (or community, or religious order) can be substituted. The hatred is secret until the time is ripe for it to be revealed with devastating effect.

Ruin: As implied by its name, when this card is drawn, all money, gems, property, and other valuable possessions of the drawer are lost.

Skull: A being of death appears; it resembles a human skeleton, clothed in black with wisps of dry tissue still attached. Treat this creature as an unturnable undead (HD 35 hp; AC -4) that is immune to the effects of heat, cold, and electrical based attacks. It wields an ornately engraved silver sword that never misses, always wins initiative, and deals 2d8 hp damage. The character must fight it alone—if others help, they get beings of death to fight as well. If the character is slain, he is slain forever and cannot be revived, even with a *wish*.

Star: If the bonus would raise the ability above 18, apply it to another random ability. If the character has no prime requisite, apply it to a random ability.

Sun: Roll for an item until a useful one is indicated.

Talons: When this card is drawn, every magic item owned or possessed by the character is instantly and irrevocably gone.

Throne: The character becomes a true leader in people's eyes. The castle gained appears in any open area desired, near or far.

Vizier: This card empowers the character drawing it with the one-time ability to call upon a source of wisdom to solve any single problem or answer fully any question upon request. The query or

request can be made at any time. Whether the information gained can be successfully acted upon is another question entirely.

The Void: This black card spells instant disaster. The character's body continues to function, as though comatose, but his psyche is trapped in a prison somewhere—in an object on a far plane or planet, possibly in the possession of a demon. A *wish* does not bring the character back, instead merely revealing the place of entrapment. Draw no more cards.

Displacer Cloak: This item appears to be a normal cloak, but when worn by a character its magical properties distort and warp light waves. All opponents suffer a -2 penalty on attack throws against the wearer of the cloak. In addition, the wearer receives a bonus of +2 on all saving throws.

Drums of Panic: These drums are kettle drums (hemispheres about 1-1/2 feet in diameter on stands). They come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures within 240' feet (with the exception of those within a 10' radius safe zone around the drums) will become fearful and flee for 30 rounds at running speed. A saving throw versus Wands is allowed to resist the effect.

Drums of Stunning: These drums resemble *drums of panic*; when both drums are sounded at the same time, all creatures within 10' must save versus paralyze or be stunned for 2d4 rounds. All creatures within 70' are instantly rendered deaf.

Dust of Appearance: This fine powder appears to be a very fine, very light metallic dust. A single handful of this substance flung into the air coats all objects within a 10' radius, making them visible even if they are invisible. The dust likewise negates the effects of mirror image, cloak of displacement, and elven cloaks. If the dust is blown through a tube it covers an area in the shape of a cone 20' long and 15' wide at its terminal end. The dust's effect lasts for 2d10 turns. Dust of appearance is typically stored in small silk packets or hollow bone tubes, and 5d10 of these tubes or packets will be found at a time.

Dust of Disappearance: This dust looks just like dust of appearance and is typically stored in the same manner. A creature or object touched by it becomes invisible. Normal vision can't see dusted creatures or objects, nor can they be detected by magical means, including detect invisible. Dust of appearance, however, does reveal people and objects made invisible by dust of disappearance. The invisibility bestowed by the dust lasts for 2d10 turns, and the invisibility is not dispelled if the enchanted character makes attacks.

Dust of Sneezing and Choking: This fine dust appears to be dust of appearance. If cast into the air, it causes those within a 20' radius to fall into fits of sneezing and coughing. Those failing a save versus poison die immediately. Those who succeed are nonetheless disabled by choking (treat as stunned) for 5d4 rounds.

Efreeti Bottle: This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. The bottle can be opened once per day. When opened, the efreeti imprisoned within issues from the bottle instantly, and loyally serves the character for up to 101 days (or until the efreeti's death), doing as the owner of the bottle commands. After the 101 days of service, the efreeti leaves to its home in the City of Brass, and the efreeti bottle becomes an ordinary, non-magical bottle.

Elven Cloak: This light, iridescent cloak is made by the magical and nimble hands of the elves. It allows the wearer to blend into his surroundings to the point of becoming nearly invisible. The cloak adds a +8 bonus to a thief's attempt to hide in shadows. Characters wearing elven cloaks can always hide in shadows with a d20 roll of at least 11+.



Elven Boots: These fine leather boots are made with the magical craftsmanship of the elves. These boots add a +8 bonus to a thief's attempt to move silently. Characters wearing elven boots can always move silently with a D20 roll of at least 11+.

Eversmoking Bottle: This metal urn is identical in appearance to an efreeti bottle, except that it does nothing but smoke. The amount of smoke is great if the stopper is pulled out, pouring from the bottle and totally obscuring vision across a 50,000' cubed area in 1 round. If the bottle is left unstoppered, the smoke billows out another 10,000' cubed per round until it has covered 100,000' cubed. This area remains smoke-filled until the eversmoking bottle is stoppered. The bottle must be resealed by a command word.

Eyes of Charming: These two crystal lenses fit over the user's eyes. The wearer is able to use charm person (one target per round) merely by meeting a target's gaze. Those failing a saving throw versus Spells are charmed as per the spell. If the wearer has both lenses, there is a penalty of -2 to the saving throw. If the wearer has only one lens, the saving throw is made with a bonus of +2.

Eyes of the Eagle: These items are made of special crystal and fit over the eyes of the wearer. These lenses allow the wearer to see 100 times further than normal. Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as he covers his other eye.

Eyes of Magnification: These crystal lenses are similar to eyes of the eagle and eyes of petrification. When worn, they allow the user to closely examine objects no further than 1' away. Thus, fine details normally invisible to the naked eye are seen, from small

imperfections in gems to hidden cracks in walls, possibly even impressions left behind from writing. If only one lens is worn, the user becomes dizzy, effectively stunned, for 1 round. One lens may be worn if the other eye is closed.

Eyes of Petrification: These items are made of special crystal and fit over the eyes of the wearer. When a being places the eyes on, he is instantly petrified, as if subjected to a flesh to stone spell, with no saving throw. About 1/4 (01-25 on d100) of these eyes allow the wearer to use a petrification gaze attack. Both lenses must be worn for the magic to be effective, and the victim is allowed a saving throw versus Petrification to resist the effect. Note that no magical eyes may be combined for multiple effects.

Feather Token: Each of these items is a small feather that has a power to suit a special need. The kinds of tokens are described below. Each token is usable once. Determine randomly which token is found.

Anchor: A token useful to moor a craft in water so as to render it immobile for up to one day.

Bird: This bird stays for one day and can repel other avian attacks or transport other creatures. It is the size of a giant roc.

Fan: A token that forms a huge flapping fan, causing a breeze of sufficient strength to propel one ship. This wind is not cumulative with existing wind speed. The token can, however, be used to lessen existing winds, creating an area of relative calm or lighter winds (but wave size in a storm is not affected). The fan can be used for up to 8 hours. It does not function on land.

Swan Boat: A token that forms a swanlike boat capable of moving on water at 240′ (80′). It can carry eight horses and gear or thirty two human-sized beings or any equivalent combination. The boat lasts for one day.

Tree: A token that causes a great oak to spring into being (5′ diameter trunk, 60′ height, 40′ top diameter).
Whip: A token that forms into a huge leather whip and can be wielded against any opponent desired. It is a +1 weapon, and an opponent must save versus spells or become entangled for 1d6+1 rounds The whip lasts no longer than 6 turns.

Figurines of Wondrous Power: Each of the several kinds of figurines of wondrous power appears to be a miniature statuette of a creature an inch or so high (with one exception). When the figurine is tossed down and the correct command word spoken, it becomes a living creature of normal size (except when noted otherwise below). The creature obeys and serves its owner. Unless stated otherwise, the creature understands common but does not speak.

If a figurine of wondrous power is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time. Roll to randomly determine which figurine of wondrous power is found.

Roll d8	Figurine
1	Bronze Griffon
2	Ebony Fly
3	Golden Lions
4	Ivory Goats
5	Marble Elephant
6	Obsidian Steed
7	Onyx Wolf
8	Serpentine Owl

Bronze Griffon: When animated, a bronze griffon acts in all ways like a normal griffon under the command of its possessor. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the bronze griffon once again becomes a tiny statuette.

Ebony Fly: When animated, an ebony fly is the size of a pony and has all the statistics of a hippogriff but can make no attacks. It may carry 250 lbs. or 350 lbs. but with movement reduced by 1/3. The item can be used three times per week for up to 12 hours per use. When 12 hours have passed or when the command word is spoken, the ebony fly again becomes a tiny statuette.

Golden Lions: These figurines come in pairs. They become normal adult male lions. If slain in combat, the lions cannot be brought back from statuette form for one full week. Otherwise, they can be used once per day for up to 1 hour. They enlarge and shrink upon speaking the command word.
Ivory Goats: These figurines come in threes. Each goat of this trio looks slightly different from the others, and each has a different function:

- The Goat of Traveling: This statuette provides a speedy and enduring mount with statistics equal to that of a riding horse with double the speed and 4 HD. The goat can travel for a maximum of one day each week—continuously or in any combination of periods totaling 24 hours. At this point, or when the command word is uttered, it returns to its statuette form for not less than one day before it can again be used. It may also attack twice each round with horns that deal 1d8 damage.

- *The Goat of Travail*: This statuette becomes an enormous creature, larger than a bull, with wicked horns of exceptional size (damage 2d6 for each horn), hooves that deal 2d4+2 hp damage each, and a bite that deals 2d4 hp damage. If it is charging to attack, it may only use its horns (but add 6 points of damage to each successful attack in that round). It has AC 0 and HD 16 (96 hp). It can be called to life just once per month for up to 12 hours at a time.

- *The Goat of Terror:* When called upon with the proper command word, this statuette becomes a destrier-like mount. It is AC 2, HD 8 (48 hp), and movement of 360′ (120′). However, its rider can employ the goat's horns as weapons (one horn as a +3 lance, the other as a +3 longsword). When ridden in an attack against an opponent, the goat of terror radiates fear as the spell in a 30′ radius. It can be used once every two weeks for up to 3 hours per use.

Marble Elephant: This is the largest of the figurines, the statuette being about the size of a human hand. Upon utterance of the command word, a marble elephant grows to the size and specifications of a true elephant (50%) or a mastodon (50%). Roll to determine which type of figurine is found at the time the item is discovered. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, a mount, or a combatant. The statuette can be used four times per month for up to 24 hours at a time.

Obsidian Steed: This figurine appears to be a small, shapeless lump of black stone. Only careful inspection reveals that it vaguely resembles some form of quadruped. On command, the near-formless piece of obsidian becomes a nightmare. The steed allows the person activating the figure to ride it, but if the rider is of lawful alignment, the steed is 10% likely per use to carry him to the demon planes of chaos and then return to its statuette form. The statuette can be used once per week for one continuous period of up to 24 hours. Note that when an obsidian steed becomes ethereal or plane shifts, its rider and his gear follow suit. Thus, the user can travel to other planes via this means.

Onyx Wolf: When commanded, this statuette changes into a creature with the same properties as a wolf except that it is endowed with an INT of 8-10, can communicate in common, and has exceptional olfactory and visual abilities. It can follow a scent 100% of the time, -10% per hour since the creature tracked has passed. Note that this ability may not be fooled in any way. It has 90' infravision, can see invisible 65% of the time, hidden doors and other hidden things 80% of the time, and phased, ethereal, or similar states 50% of the time. An onyx wolf can be used once per week for up to 6 hours. It obeys only its owner.

Serpentine Owl: This figurine becomes either a normal-sized horned owl (AC 7, HD 2 hp, movement 240' (80', 2 attacks 1d2/1d2 or a giant owl (as a small roc) according to the command word used. The transformation can take place once per day, with a maximum duration of 8 continuous hours. However, after three transformations into giant owl form, the statuette loses all its magical properties. The owl has 90' infravision, can move silently (also while flying) 95%, and sees at night (above ground) twice as well as a human does in daylight. Any time a creature attempts to move silently in proximity to the owl, the probability can be no greater than 50% to the owl's senses. The owl communicates with its owner by telepathic means, informing him of all it sees and hears.

Flask of Curses: This item looks like an ordinary beaker, bottle, container, decanter, flask, or jug. It may contain a liquid, or it may emit smoke. When the flask is first unstoppered, all within 30 feet are cursed as the spell (opposite of remove curse). After it is used the flask becomes powerless.

Flying Carpet: A flying carpet is enchanted to fly by command, with passengers. If 1 passenger is carried, the carpet may move up to 300' per turn. If two or three passengers are carried, this is reduced to 240' or 180' per turn, respectively. No more than three human-sized passengers, or a total of 60 stone, may be carried.

Gauntlets of Fumbling: These gauntlets may be of supple leather or heavy protective material suitable for use with armor. In the former instance, they appear to be gloves of dexterity. In the latter case, they appear to be gauntlets of ogre power. The gauntlets perform according to every test as if they were gloves of Dexterity or gauntlets of ogre power until the wearer is under attack or in a life-and-death situation. At that time, the curse is activated. The wearer becomes fumble-fingered, with a 50% chance each round of dropping anything held in either hand. The gauntlets also lower DEX by 2 points. Once the curse is activated, the gloves can be removed only by means of a remove curse spell or a wish.

Gem of Brightness: This crystal appears to be a long, rough prism. Upon utterance of a command word, the crystal emits bright light of one of three sorts. One command word causes the gem to shed light as a lantern. This use of the gem does not expend any charges. Another command word causes the gem of brightness to send out a bright ray 1' diameter and 50' long. Any creature struck by this beam is blinded for 1d4 rounds unless it makes a saving throw versus spells. This use of the gem expends 1 charge. The third command word causes the gem to flare in a blinding flash of light that fills a 30' long cone that is 5' wide at its terminal end. Although this glare lasts but a moment, any creature within the cone must make a saving throw versus spells or be blinded for 1d4 rounds; permanent damage results, and beings suffer a like penalty to hit indefinitely unless cure blindness, heal, or similar magic is used. This use expends 5 charges. Magical darkness negates the effects of the gem. A gem of brightness has 50 charges; when all its charges are expended, the gem crumbles to dust.

Gem of Seeing: This finely cut and polished stone is indistinguishable from an ordinary jewel in appearance. When it is gazed through, a gem of seeing enables the user to see as though he were affected by the true seeing spell. It takes 1 round to thoroughly examine a 100' square area. For every round after the 4th consecutive round in use, there is a cumulative 2% chance the gem reveals a false image, makes the user hallucinate, or causes the user to interpret something real as an illusion.

Gauntlets of Ogre Power: These gauntlets are made of tough leather, with iron studs running across the back of the hands and fingers. They grant the wearer the great strength of 18, granting all of the benefits to attack throws and damage rolls that this strength score confers. The wearer may punch with these gloves, inflicting 1d4 points of damage. These gauntlets further allow the wearer to transport an extra 6 items. Both gauntlets must be worn for the magic to be effective.

Girdle of Giant Strength: A girdle of giant strength confers the great strength of a hill giant to the wearer. The wearer attacks as an 8 HD monster or as his own class and level, whichever is better, and the character inflicts double normal damage with his attacks. The character also can throw rocks at opponents to a distance of 200' for 3d6 points of damage and gains a +3 bonus to force open doors. The benefits of the girdle stack with the character's bonus or penalty from his Strength. A weak character who wears the girdle has the strength of a weak giant, while a very strong character gains the strength of a very strong giant!

Gloves of Dexterity: These gauntlets bestow upon the wearer a minimum DEX of 14, or +2 to DEX if the wearer already has a 14 or higher (maximum of 18). Further, they grant the wearer the pick pockets skill equal to a thief of 4th level.

Gloves of Swimming and Climbing: These apparently normal lightweight gloves grant the wearer a swimming movement of 150' (50') underwater and 180' (60') on the water's surface. In addition, the wearer can climb with 95% proficiency, 99% if the wearer is a thief. Both gloves must be worn for the magic to be effective.

Golem Manual: This magical book contains the procedures for constructing a specific type of golem. The book must be referenced during the entire construction, and once finished the books crumbles into dust, which must be rubbed over the golem to provide its final animation. Roll on the table below to determine which type of manual is found, and to reference cost and construction time for each golem type.

Roll d00	Type	Cost	Time
01-10	Amber	75,000 gp	2 months
11-40	Bone	40,000 gp	4 weeks
41-50	Bronze	90,000 gp	4 months
51-65	Clay	65,000 gp	4 weeks
66-75	Flesh	45,000 gp	2 months
76-80	Iron	100,000 gp	4 months
81-90	Stone	80,000 gp	3 months
91-00	Wood	60,000 gp	4 weeks

Helm of Alignment Changing: This ornate helmet instantly changes the alignment of the being that places it on. The change is random. The helmet cannot be removed except by the spell remove curse. The wearer will not desire for the helmet to be removed, but once it has been taken off, he reverts back to his original alignment.

Helm of Brilliance: This normal-looking helm takes its true form and manifests its powers when the user dons it and speaks the command word. The helm is made of brilliant silver, polished steel, and set with large magic gems: ten diamonds, twenty rubies, thirty fire opals, and forty opals. When struck by bright light, the helm scintillates and sends forth reflective rays in all directions from its crown-like, gem-tipped spikes. The jewels' functions are as follows:

- Diamond: Prismatic spray (cast as 14th level illusionist)
- Ruby: Wall of fire (cast as a 10th level druid)
- Fire opal: Fireball (cast as a 6th level magic-user)
- Opal: Light (cast as a 2nd level cleric)

The helm may be used once per round, but each gem can perform its spell-like power just once before being depleted of power. Until all its jewels are depleted, a helm of brilliance also has the following magical properties when activated.

- It emanates a bluish light when undead are within 30 feet. This light causes 1d6 points of damage per round to all such creatures except zombies or skeletons within that range.
- The wearer may command any weapon he wields to become a flame tongue. This is in addition to whatever abilities the weapon may already have (unless the weapon already is a flame tongue). The command takes 1 round to take effect.
- The helm provides resistance to fire double that granted by a ring of fire resistance. This protection does not stack with similar protection from other sources.
- The helm grants the ability to produce flame as if cast from a druid of 5th level.

Once all its jewels have lost their magic, the helm loses its powers and the gems turn to worthless powder. Removing a jewel destroys it.

If a creature wearing the helm fails a saving throw versus a fire based attack, the remaining gems on the helm overload and detonate. Remaining diamonds become prismatic sprays that each randomly target a creature within range (possibly the wearer), rubies become straight-line walls of fire extending outward in a random direction from the helm wearer, and fire opals become fireballs centered on the helm wearer. The opals and the helm itself are destroyed.

Helm of Comprehending Languages: Appearing as a normal helmet, a helm of comprehending languages grants its wearer the ability to understand the spoken words of any creature, and to read text in any language or any magical writing. Note that understanding a magical text does not necessarily imply spell use unless the magic is usable by the character's class and level.

Helm of Telepathy: The wearer can read the thoughts of any creature within 90' at will. Furthermore, he can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication). Use of this helm requires full concentration of the wearer, who may not move or take any action.



Helm of Teleportation: This item will not function until a teleport spell is cast upon it. Afterwards, it may be used to teleport as often as desired, up to a maximum of once per turn. The user may try to teleport another creature by touching it; an unwilling creature may resist the effect with a saving throw versus Staffs. Once the helm is used to transport an unwilling creature, it will cease to function until recharged with another teleport spell.

Helm of Underwater Action: The wearer of this helmet can see underwater. Drawing the small lenses in compartments on either side into position before the wearer's eyes activates the visual properties of the helm, allowing him to see five times farther than water and light conditions would allow for normal human vision. Weeds, obstructions, and the like block vision in the usual manner. If the command word is spoken, the helm of underwater action creates a globe of air around the wearer's head and maintains it until the command word is spoken again, enabling him to breathe freely.

Horn of Blasting: This horn appears to be a normal trumpet. When the instrument is played, once per turn it deals 2d6 points of damage to creatures within a cone 100' long and 20' wide at its termination point. The horn causes creatures to be deafened for 2d6 rounds (a saving throw versus Blast negates the deafening). Other objects may take damage in other ways, at the Judge's discretion. For example, a small hut might be completely leveled with a blast from the horn, but a portion of stone wall 10' wide might take three or four horn blasts. The horn may be blown once per turn.

Horn of Valhalla: This magic instrument comes in four varieties. Each appears to be normal until someone speaks its command word and blows the horn. Then the horn summons a number of human berserkers to fight for the character who summoned them. Each horn can be blown just once every seven days. Roll d% and refer to the table below to see what type of horn is found. The horn's type determines what berserkers are summoned and what character class is needed to use the horn. Any character who uses a horn of Valhalla but doesn't have the prerequisite class is attacked by the berserkers.

d%	Type of Horn	Berserkers Summoned	Prerequisite
01–40	Silver	2d4+2, 2nd level	None
41–75	Brass	2d4+1, 3rd level	Cleric, Fighter, Thief
76–90	Bronze	2d4, 4th level	Cleric, Fighter
91–100	Iron	1d4+1, 5th level	Fighter

Summoned berserkers attack anyone the possessor of the horn commands them to fight until they or their opponents are slain or until 5 turns has elapsed, whichever comes first.

Horseshoes of Speed: These iron shoes come in sets of four like ordinary horseshoes. When affixed to an animal's hooves, they double the animal's movement. All four shoes must be worn by the same animal for the magic to be effective.

Horseshoes of a Zephyr: These four iron shoes are affixed like normal horseshoes. They allow a horse to travel without actually touching the ground. The horse must still run above (always around 4 inches above) a roughly horizontal surface. This means that nonsolid or unstable surfaces can be crossed, and that movement is possible without leaving tracks on any sort of ground. The horse moves at its normal rate. All four shoes must be worn by the same animal for the magic to be effective.

Incense of Meditation: This small rectangular block of sweet smelling incense is visually indistinguishable from nonmagical incense until lit. When it is burning, the special fragrance and pearly-hued smoke of this special incense are recognizable by any

cleric greater than 4th level. When a cleric lights a block of incense of meditation and then spends 8 hours praying and meditating nearby, the incense enables him to cast spells with maximum duration or effect, such as maximum healing potential. In addition, the probability of failing a survival roll after being brought back from the dead is halved. Any spell effects for which a target is allowed a saving throw makes the save with a -1 penalty. Each block of incense burns for 8 hours, and the effects persist for 24 hours. A total of 2d4 blocks of incense are found.

Incense of Obsession: These blocks of incense appear to be incense of meditation. If meditation and prayer are conducted while incense of obsession is burning nearby, its odor and smoke cause the user to become totally confident that his spell ability is superior, due to the magic incense. The user is determined to use his spells at every opportunity, even when not needed or when useless. The user remains obsessed with his abilities and spells until all have been used or cast, or until 24 hours have elapsed. A total of 2d4 blocks of incense are found.

Instant Fortress: This metal cube is small, but when activated by speaking a command word it grows to form a tower 20' square and 30' high, with arrow slits on all sides and a crenellated battlement atop it. The metal walls extend 10' into the ground, rooting it to the spot and preventing it from being tipped over. The fortress has a small door that opens only at the command of the owner of the fortress—even knock spells can't open the door. The adamantine walls of instant fortress have 200 hp. The fortress cannot be repaired except by a wish, which restores 10 points of damage taken. The fortress springs up in just 1 round, with the door facing the device's owner. The door opens and closes instantly at his command. People and creatures nearby (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught takes 10d10 points of damage.

Ioun Stones: These crystalline stones always float in the air and must be within 3' of their owner to be of any use. When a character first acquires a stone, he must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from his head.

Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while sleeping, for example), but he loses the benefits of the stone during that time. Ioun stones have AC -4 and 10 hp. A total of 1d10 stones will be found, to be determined randomly. There is a 10% chance that any stone found is gray, burned out, and worthless.

Color	Shape	Effect
Clear	Spindle	Sustains creature without food or water
Dusty rose	Prism	-1 bonus to AC
Deep red	Sphere	+1 to DEX
Pale blue	Rhomboid	+1 to STR
Pink and green	Sphere	+1 to CHA
Scarlet and blue	Sphere	+1 to MIND
Vibrant purple	Prism	Stores 1d6 spells, as a ring of spell storing
Iridescent	Spindle	Sustains creature without air
Pale lavender	Ellipsoid	Absorbs spells of 4th level or lower*
Pearly white	Spindle	Regenerate as the ring
Pale green	Prism	+1 character level
Lavender and green	Ellipsoid	Absorbs spells of 8th level or lower**

*After absorbing 1d4x10 spell levels, the stone burns out and turns to dull gray, forever useless.
**After absorbing 2d4x10 spell levels, the stone burns out and turns dull gray, forever useless.

Javelin of Lightning: This javelin may strike creatures that can be hit by +2 weapons, but this bonus does not apply to hit or damage. When the javelin strikes, it creates a lightning blast that is 30' long and 5' wide, originating at the point of impact. A being struck directly by the javelin takes 1d6+20 hp damage. Creatures caught in the electrical discharge take 20 hp damage, but may save versus spells for half. The javelin is consumed in the attack. There will be 1d4+1 javelins found.

Jewel of Monster Attraction: This magical gem is cursed. The owner attracts wandering monsters at twice the normal probability. In addition, they are twice as likely to pursue the owner. The gem cannot be discarded, as it will reappear within the owner's belongings. Only casting remove curse will allow the gem to be left behind.

Lyre of Building: If the proper chords are struck, a single use of this lyre negates any attacks made against all inanimate construction (walls, roof, floor, and so on) within 300 feet. This includes the effects of a horn of blasting, a disintegrate spell, or an attack from a ram or similar siege weapon. The lyre can be used in this way once per day, with the protection lasting for 6 rounds. The lyre is also useful with respect to building. Once a week its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, etc. The effect produced in but 3 turns of playing is equal to the work of 100 humans laboring for three days. Each time the lyre is used in this way there is a 5% chance (50% if the user is hit in combat) that the lyre is played incorrectly resulting in a 20% chance that the effects of the lyre are negated for the time period.

Manual of Bodily Health: This thick tome contains instructions on health and fitness. It takes a total of 24 hours over a minimum of three days to read the book. The instructions for nutrition and exercises must be followed for 4 weeks, after which time the reader gains a bonus of +1/level to his hit points. Once the book is read, the magic disappears from the pages and it becomes a normal book. The character may never benefit from a similar book again.

Manual of Gainful Exercise: This thick tome functions exactly at a manual of gainful health, except that the end result is +1 to STR.

Manual of Quickness of Action: This thick tome contains instructions on coordination exercises and balance. It functions like a manual of bodily health, but the end result is +1 to DEX.

Marvelous Pigments: These magic emulsions enable their possessor to create actual, permanent objects simply by depicting their form in two dimensions. The pigments are applied by a stick tipped with bristles, hair, or fur. The emulsion flows from the application to form the desired object as the artist concentrates on the desired image. One pot of marvelous pigments is sufficient to create a 1,000 cubic foot object by depicting it two-dimensionally over a 100 square foot surface. Only normal, inanimate objects can be created. Creatures can't be created. However, doorways, rooms, pits, holes, and the like can be depicted to create actual space. The pigments must be applied to a surface. It takes 1 turn to depict an object with the pigments. Marvelous pigments cannot create magic items. Objects of value depicted by the pigments—precious metals, gems, jewelry, ivory, and so on—appear to be valuable but are really made of tin, lead, paste, brass, bone, and other such inexpensive materials. The user can create normal weapons, armor, and any other mundane item (including foodstuffs).

Mattock of the Titans: This digging tool is 10 feet long. Any creature the size of a giant can use it to loosen or tumble earth or earthen ramparts (a 10' cube every 1 turn). It also smashes rock (a 20 total cubic feet per 1 turn). If used as a weapon, it is the equivalent of a +3 weapon that deals 5d6 points of damage.

Maul of the Titans: This mallet is 8' long and 150 lbs. If used as a weapon, it is the equivalent of a +2 weapon and deals 1d4x10. However, the wielder must be the size of a giant. The maul may be used to drive large poles into the ground; up to 2' diameter poles can be driven 4' in the ground per round. It will smash through 2" thick wooden doors in 1 round, or 2 rounds if the door is bound in iron.

Medallion of ESP: This appears to be a normal pendant disk hung from a neck chain. The medallion allows the wearer to read the thoughts of others, as per the arcane spell ESP. The wearer can read the thoughts of any creature within 30' after concentrating for one round. The wearer may move at half speed, but is unable to cast spells or attack while concentrating. There is a 1 in 6 chance (roll 1 on 1d6) that, unknown to the user of the medallion, his thoughts are heard by all beings within 30' instead of the usual effect. The creature whose mind is read may make a saving throw versus Staffs to negate the effect if it suspects it is being spied on.

Medallion of ESP (90'): This medallion functions as a medallion of ESP, but has a range to 90' rather than 30'.

Mirror of Life Trapping: This crystal device is usually about 4 feet square and framed in metal or wood. A mirror of life trapping has twenty nonspatial extradimensional compartments within it. Any human-sized or smaller creature that looks into the device must make a saving throw versus Staffs or be trapped within the mirror in one of the cells. When all cells are full, the mirror does not trap any more beings. When a creature is trapped, it is taken bodily into the mirror along with all its clothing and equipment. Creatures trapped within the mirror do not age, breathe, or eat, and are completely powerless. Anyone may call the reflection of any creature trapped within to its surface and engage the powerless prisoner in conversation. If the mirror is broken, all victims currently trapped in it are freed.

Mirror of Mental Prowess: This mirror resembles an ordinary looking glass 5' tall by 2' wide. The possessor who knows the proper commands can cause it to perform as follows.

- Read the thoughts of any creature reflected therein, even if those thoughts are in an unknown language.
- View other places as if with a crystal ball with clairaudience, but vision extends even onto other planes if the viewer is sufficiently familiar with them.
- Use it as a portal to visit other places. The user first views the place, then steps through the mirror to the place pictured. Others can follow through the mirror if they like. An invisible portal remains on the other side where the user arrives, and he can return through that portal. Other creatures might notice the portal and step through
- Once per week the mirror accurately answers one short question regarding a creature whose image is shown on its surface (giving answers similar to those from the legend lore spell).

Mirror of Opposition: This item resembles a normal mirror about 4 feet long and 3 feet wide. If a creature is reflected in the mirror's surface, an exact duplicate of that creature comes into being. This opposite immediately and relentlessly attacks the original. The duplicate has all the possessions and powers of its original (including magic). Upon the defeat or destruction of either the duplicate or the original, the duplicate and its items disappear completely.

Necklace of Adaptation: This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases. The bubble can enable the wearer to survive in an environment without air for 1 week.

Net of Entanglement: This 10' square magical net may be thrown at an opponent 20' away to entangle him. The rope is extremely tough, requiring the equivalent of STR 20 to break free. The net turns away attempts to cut it, so it must be chopped or hacked, with an effective AC of -9. Alternatively, the net can be placed on the ground or hung in the air, and will drop or entangle with a command word.

Net of Snaring: This net can only be used underwater, but functions otherwise like a net of entrapment. It also springs at an opponent if the command word is given, to a maximum distance of 30'.

Ointment of Healing: This pungent ointment comes in small jars of 5 doses each. When applied to a wound, it heals 1d4+8 hp damage. In addition, it neutralizes poison and cures disease. A total of 1d4 jars are found.

Pearl of Power: This seemingly normal pearl of average size and luster is a potent aid to magic-users. Once per day on command, a pearl of power enables the possessor to recall any one spell that he had memorized and then cast. The spell is then available to cast again, just as if it had not been cast earlier. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower). Determine the type or pearl randomly. Note that there is a 5% chance the pearl is cursed to have the opposite effect of making the magic-user forget a spell each day. These pearls may not be discarded unless a wish or exorcism is cast.

Roll d00	Spell Level
01-25	1st
26-50	2nd
51-70	3rd
71-85	4th
86-93	5th
84-99	6th
00	Roll 1d6 for spell level, can recall 2 spells.

Pearl of Wisdom: This magical pearl will grant +1 to WIS to any cleric who keeps it on his person for 4 weeks. After that time, the pearl must be carried always else the bonus goes away. There is a 5% chance the pearl is cursed for opposite effect; however, at the end of 4 weeks the pearl becomes powerless, therefore making the deduction permanent by anything short of a wish.

Periapt of Foul Rotting: This engraved gem appears to be of little value. If any character keeps the periapt in his possession for more than 1 day, he contracts a terrible rotting affliction that permanently drains 1 point of DEX, CON, and CHA every week. The periapt (and the affliction) can be removed only by application of a remove curse spell followed by a cure disease and then a heal, limited wish, or wish spell. The rotting can also be countered by crushing a periapt of health and sprinkling its dust upon the afflicted character, whereupon the periapt of foul rotting likewise crumbles to dust.

Periapt of Health: This gem looks much like the periapt of foul rotting, but grants immunity to all disease, including supernatural diseases.

Periapt of Proof against Poison: This item is a brilliant-cut black gem on a delicate silver chain. The wearer is 30% immune to poison, taken into account before or if a saving throw is allowed from exposure to poison.

Periapt of Wound Closure: This stone is bright red and dangles on a gold chain. The periapt doubles the wearer's normal rate of healing or allows normal healing of wounds that would not do so

normally. Hit point damage that involves bleeding is negated for the wearer of the periapt.

Phylactery of Faithfulness: This item is a small box containing religious scripture affixed to a leather cord. There is no mundane way to determine what function this religious item performs until it is worn. The wearer of a phylactery of faithfulness is aware of any action or item that could adversely affect his alignment and his standing with his deity, including magical effects. He acquires this information prior to performing such an action or becoming associated with such an item if he takes a moment to contemplate the act.

Phylactery of Undead Turning: This item allows a cleric to turn undead as if his class level were two levels higher than it actually is.

Phylactery of Youth: This small metal tube is attached to a cord and worn around the neck. While the item is worn, the character ages at only 75% the normal rate, even when considering magical aging effects.

Pipes of the Sewers: These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract 3d6x10 normal rats or 1d6x10 giant rats if they are within 400'. For each 50' distance the rats have to travel, there is a 1 round delay. The piper must continue playing until the rats appear. There is a 95% chance they obey the piper's telepathic commands so long as he continues to play. If for any reason the piper ceases playing, the rats leave immediately. If they are called again within a day, there is a 70% chance they follow orders, and if not they attack the pipe player. If the rats are under the control of another creature, there is a cumulative 30% chance the piper can take control each round of playing. Once control is assumed, there is a 70% chance to maintain it if the other creature is actively seeking to reassert its control.

Portable Hole: A portable hole is a magical circle of cloth. When opened fully, a portable hole is 6' in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional space 10' deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains. The only air in the hole is that which enters when the hole is opened. It contains enough air for 1 turn. The cloth does not accumulate weight even if its hole is filled. Each portable hole opens on its own particular nondimensional space. If a bag of holding is placed within a portable hole, a rift to the astral plane is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. If a portable hole is placed within a bag of holding, it opens a gate to a random plane. The hole, the bag, and any creatures within a 10' radius are drawn in, the portable hole and bag of holding being destroyed in the process.

Potion Jug: This blue ceramic jug has a gold stopper. It contains 1d4+1 potions, layered like oil on water such that one dose of one potion may be poured forth at a time, once per every 2 days. The specific potions available are determined randomly, and never change. They are poured in order, the first one then becoming last, etc. Not all potions are beneficial.

Robe of the Archmagi: This normal-appearing garment can be yellow (01–45 on d00, lawful alignment), gray (46–75, neutral alignment), or black (76–00, chaotic alignment). It may only be worn by a magic-user or illusionist. Its wearer gains the following powers:

- It grants a base AC of 5.
- It grants +2 to saves versus spells or spell-like devices.
- It grants +1 to all other saving throws.
- Creatures save at -2 against any charm, hold, polymorph, suggestion, or similar spells directed from the wearer.

If a yellow robe is donned by a chaotic character, he immediately suffers 5d10 damage and loses 1d4x10,000 XP. The reverse is true with respect to a black robe donned by a lawful character. An evil or good character who puts on a gray robe, or a neutral character who dons either a yellow or black robe, suffers 5d4 damage and loses 3d6x10,000 XP. In addition, in these latter cases the character's alignment shifts to match the robe's.

Robe of Blending: When this robe is put on, the wearer intuitively knows that the garment has very special properties. A robe of blending enables its wearer to appear to be part of his surroundings, such as a wall, in bushes, etc. and he can hide with 90% probability. The wearer can adopt the appearance of another creature, as with the doppelganger spell, at will. All creatures acquainted with and friendly to the wearer see him normally.

Robe of Eyes: This valuable garment appears to be a normal robe until it is put on. Its wearer is able to see in all directions at the same moment due to scores of visible, magical eyelike patterns that adorn the robe. He also gains 120' infravision and ultraviolet vision. The robe of eyes sees all forms of invisible things and creatures hiding in shadows within 240'. In addition, the wearer gains the ability to track creatures as a ranger of 12th level. A light spell cast directly on a robe of eyes causes it to be blinded for 1d3 rounds. A continual light spell blinds it for 2d4 rounds.



Robe of Powerlessness: A robe of powerlessness appears to be a magic robe of another sort. As soon as a character dons this garment, STR and INT become 3, and he forgets spells and magic knowledge. The robe can be removed easily, but in order to restore mind and body, the character must receive a remove curse spell followed by cure disease.

Robe of Scintillating Colors: The wearer of this robe can cause the garment to display a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light. The colors daze those near the wearer, conceal the wearer, and illuminate the surroundings. It takes 1 full round after the wearer speaks the command word for the colors to start flowing on the robe. The colors are effective to a 40' range. Those who look at the wearer stand mesmerized for 1d4+1 rounds (saving throw versus spells negates, then after

the allotted time a new save must be made each round in order to attack). Every round of continuous scintillation of the robe gives the wearer better concealment. Attacks against the wearer start at -1 and increases by -1 each round until it reaches -5. The robe illuminates a 40' radius continuously. Two rounds after the robe is activated, the wearer may cast spells, attack, and otherwise act so long as he does not move further than 10' from his original spot.

Robe of Useful Items: This appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created *robe of useful items* always has two each of the following patches:

- Dagger
- Lantern (filled and lit)
- Mirror (a highly polished 2' x 4' steel mirror)
- Pole (10' length)
- Hempen rope (50' coil)
- Sack, large
-

In addition, the robe has several other patches. Roll 4d4 for the number of other patches and then roll for each patch on the table below to determine its nature. Multiple items of the same kind are permissible. Once removed, a patch cannot be replaced.

d00	Result
01–08	Bag of 100 gold pieces
09–15	Coffer, silver (6" x 6" x 1'), 500 gp value
16–22	Door, iron (up to 10' wide and 10' high and barred on one side—must be placed upright, attaches and hinges itself)
23–30	Gems, 10 (100 gp value each)
31–44	Ladder, wooden (24' long)
45–51	Mule (with saddle bags)
52–59	Pit, open (10 cubic feet)
60–68	*Potion of extra healing*
69–75	Rowboat (12' long)
76–83	Scroll of one randomly determined spell
84–90	War dogs, pair
91–96	Window (2' x 4', up to 2' deep)
97–00	Roll for one extra patch

Rope of Entanglement: A rope of entanglement looks just like any other magical rope. Upon command, the rope lashes forward 20' or upward 10' to entangle a maximum of 8 human-sized victims. The rope has AC -2 and 25 hp. The rope repairs damage to itself at a rate of 1 hp per 6 turns, but if a rope of entanglement is severed (all 25 hit points lost to damage), it is destroyed. As with a rope of strangulation, only a bystander can deal damage to a rope and free the victims.

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Rope of Climbing: A 50-foot-long rope of climbing is no thicker than a wand, but it is strong enough to support 100 stone (1,000lb). Upon command, the rope snakes forward, upward, downward, or in any other direction at 10' per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner. A creature must hold one end of the rope when its magic is invoked.

Rope of Strangulation: This magical rope appears to be another magical rope, but when activated it constricts around the throat of the user and 1d4 creatures within 10'. It immediately begins choking all victims, inflicting 2d6 damage each round. Victims are not able to free themselves by any means, and cannot cast spells. A bystander may free victims by inflicting 25 hp damage to the rope, which has an AC -2.

Scarab of Death: This small pin appears to be any one of the various beneficial amulets, brooches, or scarabs. However, if it is held for more than 1 round or carried by a living creature for 1 turn, it changes into a horrible burrowing beetle-like creature. The thing tears through any leather or cloth, burrows into flesh, and reaches the victim's heart in 1 round, causing death. The beetle then returns to its scarab form. Placing the scarab in a container of wood, ceramic, bone, ivory, or metal prevents the monster from coming to life and allows for long-term storage of the item.

Scarab of Protection: This device appears to be a silver medallion in the shape of a beetle. The scarab's possessor gains immunity to any curse and finger of death spells or effects, regardless of the source. Upon absorbing 2d6 such attacks, the scarab turns to powder and is destroyed.

Slippers of Spider Climbing: When worn, a pair of these slippers enables movement on vertical surfaces or even upside down along ceilings, leaving the wearer's hands free. Movement is 60' (20'). Severely slippery surfaces—icy, oiled, or greased surfaces—make these slippers useless. The slippers can be used for 5 turns per day, split up as the wearer chooses.

Sphere of Annihilation: A sphere of annihilation is a globe of absolute blackness, a ball of nothingness 2' in diameter. The object is actually a hole in the continuity of the multiverse. Any matter that comes in contact with a sphere is instantly sucked into the void, gone, and utterly destroyed. Only the direct intervention of a deity can restore an annihilated character. A sphere of annihilation is static, resting in some spot as if it were a normal hole. It can be caused to move, however, by mental effort. A magic-user's ability to gain control of a sphere of annihilation (or to keep controlling one) is a base of 20%, +5% per 2 levels above 5th. If the roll succeeds, the character can move the sphere 90' (30'), +10' per every 2 levels above 5th. The range is 40' to gain control, then +10' per level after control is gained. The control roll must be made each round. If a control roll fails, the sphere slides 10' per round in the direction of the character attempting to move it, for 1d8 rounds. If two or more magic-users vie for control of a sphere of annihilation, the one with the highest probability gets to try first, followed by the next highest, and so on. There is a total penalty of 5% for each participant, applied to all magic-users attempting control.

Stone of Controlling Earth Elementals: This small stone may be used to summon and control one earth elemental per day as the spell conjure elemental. The user must ready the magic item and conduct rituals that take 1 turn prior to the summoning. The summoning itself takes but 1 round. Once an elemental is summoned, the conjurer is required to continue concentration in order to give commands.

Stone of Good Luck (Luckstone): This stone is typically a bit of rough polished agate or some similar mineral. Its possessor gains a bonus on saving throws, ability checks, and similar rolls. The bonus is +1 for rolls which use a d20, and +5% for rolls requiring percentile dice.

Stone of Weight (Loadstone): This stone appears to be a dark, smoothly polished stone. When engaged with an enemy, whether for fight or flight, the bearer of the stone is affected as if from a slow spell. Once acquired, the stone cannot be disposed of by any nonmagical means. If it is thrown away or smashed, it reappears somewhere on his person. If a remove curse spell is cast upon a

loadstone, the item may be discarded normally and no longer haunts the individual.

Talisman of Pure Good: A good lawful cleric who possesses this item can cause a flaming crack to open at the feet of chaotic cleric who is up to 100' away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be lawful, and if he is not exceptionally pure in thought and deed the chaotic character gains a saving throw versus death to leap away from the crack. A talisman of pure good has 6 charges, and may not be recharged. If a neutral cleric touches one of these stones, he takes 6d6 points of damage. All other characters are unaffected by the device.

Talisman of the Sphere: This small adamantine loop and handle is useless to all classes except magic-users. Other characters take 5d6 points of damage merely from picking up and holding a talisman of this sort. However, when held by a magic-user who is concentrating on control of a sphere of annihilation, a talisman of the sphere grants +10% to his control roll. If the wielder of a talisman establishes control, he need check for maintaining control only every other round thereafter. If control is not established, the sphere moves toward him. Note that while many spells and effects of cancellation have no effect upon a sphere of annihilation, the talisman's power of control can be suppressed or canceled.

Talisman of Ultimate Evil: The talisman of ultimate evil functions identically to the talisman of pure good, except it works for reverse alignments.

Tome of Clear Thought: This heavy book contains instruction on improving memory and logic. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he must begin the mental exercises and practice them daily for 4 weeks. After that time, the character gains MIND +1 permanently. Once the book is read, the magic disappears from the pages and it becomes a normal book. No character may benefit from reading more than one of this type of book.

Tome of Knowledge: There are three tomes of this type, one for lawful, neutral, and chaotic magic-users or illusionists (roll d6, 1-2 lawful, 3-4 neutral, 5-6 chaotic). When a character of the appropriate class and alignment studies the book uninterrupted for 1 week, he gains enough XP to be midway through the next level of experience. After the book is used in this way, it vanishes and the character cannot use a similar tome again. If a magic-user or illusionist of the wrong alignment attempts to read the tome, he suffers 5d4 hp damage and is rendered unconscious for an equal number of turns. Should a character of another class attempt to read the book, he must save versus spells or be in a permanent confused state until remove curse is cast.

Tome of Leadership and Influence: This ponderous book details suggestions for persuading and inspiring others. Its function is identical to the tome of clear thought, but at the end of the mental exercises the character gains CHA +1 permanently.

Tome of Martial Knowledge: When a fighter character (not a paladin or ranger) studies this book uninterrupted for 1 week, he gains enough XP to be midway through the next level of experience. After the book is used in this way, it vanishes and the character cannot use a similar tome again. If a magic-user or illusionist attempts to read the tome, he must save versus spells or be in a permanent confused state until remove curse is cast.

Tome of Stealth: When a thief character studies the book uninterrupted for 1 week, he gains enough XP to be midway through the next level of experience. An assassin may read the book and gain a flat 5,000 XP. After the book is used in this way, it vanishes and the character cannot use a similar tome again. If a paladin, ranger, or cleric attempts to read the tome, he suffers 5d4 hp damage and is rendered unconscious for an equal number of turns.

Well of Many Worlds: This strange, interdimensional device looks just like a portable hole. Anything placed within it is immediately cast to another world—a parallel world, another planet, or a different plane (chosen randomly). If the well is moved, the random factor again comes into play. It can be picked up, folded, or rolled, just as a portable hole can be. Objects from the world the well touches can come through the opening just as easily as from the initiating place.

Wings of Flying: A pair of these wings might appear to be nothing more than a plain cloak of old, black cloth, or they could be as elegant as a long cape of blue feathers. When the wearer speaks the command word, the cloak turns into a pair of bat or bird wings that empower him to fly. The activity is exhausting to the user, so that he may fly for only 2 turns with a movement of 315' (105'), or 4 turns at 180' (60'), or 8 turns at 120' (40'). After the time indicated, the user must rest for 6 turns. Note that the wings may be used one time per day for any duration, but once the wings are folded into a cloak they are finished for the day.

Weapons, Armor, and Swords

Magical weapons and armor follow the same class restrictions as all normal weapons and armor. Magic items will have a "+" value, or if cursed they will have a "-" negative value. When an item has a plus, such as a dagger +1, this means that rolls to hit and damage rolls receive a +1 bonus. Armor with a plus will improve the AC by the amount specified. For example, leather armor +1 would improve AC to 13.

Cursed items have the opposite effect, incurring penalties based on the negative value provided. Cursed items, once possessed by a character, can only be disposed of with a dispel evil or remove curse spell. The owner of a cursed item will not believe the item is cursed, and will resist efforts to get rid of the item until one of these spells is cast. Furthermore, the possessor of a cursed weapon will prefer to use this weapon in combat above any other weapon.

Magical armor of the non-cursed variety is lighter and less cumbersome than other armor. The exact effects of this are up to the Gamemaster, but should mean a character can wear magical armor longer without tiring or suffering other negative effects.

Roll d00	Armor Type	Unmodified AC
01-05	Hide Armor	11
06-30	Leather Armor	12
31-35	Ring Mail	13
36-40	Scale Armor	13
41-65	Chain Mail	14
66-70	Banded Plate	15
71-75	Lamellar Armor	15
76-00	Plate Armor	16

Swords

Other powers beyond having a "+" to their attacks and damage sometimes apply to swords and other weapons. They also may have more than one bonus listed, where the first bonus applies to all attacks and damage, and the second applies only to an exclusive group of creatures. Some of these are detailed below, and others listed in the treasure tables are self-explanatory. Other weapons have powers that the wielder is able to command. These weapons are detailed below.

Sword +2, berserking: This cursed item appears to have the characteristics of a +2 longsword. However, whenever the sword is used in battle, its wielder goes berserk. He attacks the nearest

creature and continues to fight until unconscious or dead or until no living thing remains within 60'.

Sword +1, dancing: A dancing sword can be loosed to attack on its own. The wielder fights as normal for 4 rounds, each round adding +1 to the sword's magical bonus, until +4 is reached on the fourth round. The sword then fights on its own for 4 rounds at +4. Once the sword begins fighting on its own, it is considered wielded by the creature for all purposes of attacking and dealing damage. While dancing, it takes up the same space as the activating character and can attack adjacent foes. The dancing weapon will automatically return to the original wielder after 4 rounds of attacking independently, so long as the wielder is within 30' of the sword.

Sword +4, defending: On a round by round basis the wielder of this sword may distribute the sword bonus to both attack and damage, or to AC. The AC bonus only applies to melee attacks, not missile attacks. For example, on one round the wielder may use +1 to damage and hit, but lower AC by 3. The next round this may be changed.

Sword +1, dismembering: This sword is treated as +3 for the purposes of striking creatures that can only be hit by +3 or greater weapons. However, the sword has a habit of severing random body parts from opponents. On a modified attack roll of 20 or better, a random appendage is severed, possibly even the head. In addition, on command the sword may illuminate an area as a lantern.

Sword +1, flame tongue: This sword is +2 against regenerating or avian monsters and +3 against undead or plant-like monsters. When the wielder utters a command, the sword becomes engulfed in flame. The flames provide the same amount of light as a torch, and can be used to ignite anything flammable.

Sword +1, life drinker: This sword drains a hit die or a life level from any target struck if the wielder utters a command. This sword has 1d4+4 charges, and each use of this ability drains one charge. Once the charges have been used, the sword performs as a normal sword +1.

Sword +1, locate objects: The wielder may locate objects as the arcane spell one time each day, to a range of 120'.



Sword +1, luck blade: This sword grants its possessor a +1 bonus on all saving throws. In addition, a luck blade will contain 1d4+1 wishes (as ring). When the last wish is used, the sword remains a sword +1 and still grants the +1 saving throw bonus.

Sword +1, wounding: This sword deals wounds that may not be healed by regeneration, spells, or other magical means short of a wish. Wounds may only be healed naturally. In addition, for every successful attack, an additional 1 hp of damage is suffered for 10 consecutive rounds or until the wound is bandaged.

Sword +2, charm person: In addition to functioning as a sword +1, this sword grants the wielder the ability to charm person, as the magic-user spell, 3 times in a week.

Sword +2, holy avenger: This +2 longsword becomes a +5 holy avenger in the hands of a paladin. In addition, when wielded by a paladin it provides a 5' radius protection against magic the equivalent of dispel magic at the paladin's level. When used against chaotic and "evil" creatures the sword provides +10 to damage.

Sword +2, Nine Lives Stealer: This longsword always performs as a +2 longsword, but it also has the power to draw the life force from an opponent. It can do this nine times before the ability is lost. At that point, the sword becomes a simple +2 longsword. A roll of 20 (unmodified) must result on an attack roll, and the victim must successfully save versus spells or die instantly. If the save is successful, the sword's death-dealing ability does not function, no use of the ability is expended, and normal damage is determined.

Sword +3, frost brand: The frost brand is a +6 sword against monsters that live in a hot environment or use a fire-based attack. The sword sheds light as a torch when the temperature drops below 0°F. At such times it cannot be concealed when drawn, nor can its light be shut off. Its wielder is protected from fire in the same manner as wearing a ring of fire resistance. A frost brand extinguishes all non-magical fires in a 10' area when touched to a flame.

Sword +3, vorpal: The legendary vorpal sword is the sharpest weapon known to man. On a natural attack throw of 20, the wielder of a vorpal blade will decapitate any creature struck, unless it succeeds in a saving throw versus Death. Even if the target makes its saving throw, the vorpal blade will inflict double normal damage to it. (Creatures without a head, such as oozes, cannot be decapitated, but still take double damage on a natural attack throw of 20.)

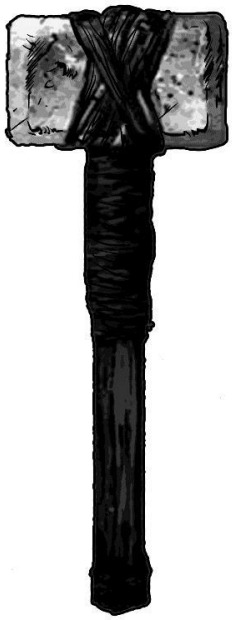
Other Magic Weapons

Dagger +1, Venom: This black +1 dagger has a serrated edge. It may contain up to 6 doses of poison, which is delivered to a victim on an attack roll of 20. The poison may be refilled, but only one type of poison may be contained at a time.

Dagger +2, Assassin: This wicked-looking, curved *+2 dagger* allows an assassin to attempt assassination as if one level higher.

Mace +1, Disruption: A disruption mace is the bane of all undead, for it deals double damage to these creatures. In addition, when an undead creature is struck in combat a roll is made on the Turning Undead table as if undead are turned by a 12th level cleric. If the turn is successful, the undead creature is completely obliterated. Due to the level of use, some undead are destroyed automatically.

Trident +1, Fish Command: The magical properties of this +1 trident with a 6' long haft enable its wielder to command all fish, crustaceans, aquatic mammals, aquatic reptiles, and other aquatic creatures within a 60' radius if they fail a save versus spells. This



effect expends 1 charge. The wielder can communicate with the animals as if using a speak with animals spell. Animals making their saving throw are free of control, but they will not approach within 10′ of the trident. The trident has 14+1d6 charges.

Trident +2, Warning: This weapon enables its wielder to determine the location, depth, kind, and number of aquatic predators within 240′. A trident of warning must be grasped and pointed in order for the character using it to gain such information, and it requires 1 round to scan a hemisphere with a radius of 240′. The weapon is otherwise a +2 trident.

War Hammer +2, Dwarven Thrower: In the hands of a creature other than a dwarf, this is an ordinary war hammer +2. Wielded by a dwarf, the war hammer gains an additional +1 bonus (for a total bonus of +3) and can be hurled with a 60′ range. When hurled, it deals triple damage against giant humanoids, and double damage against any other target. It unerringly returns to the dwarf's hand after being thrown.

Arrow +3, Slaying Arrow: This **arrow +3** is keyed to a particular type of creature. If it strikes such a creature, the target instantly dies, with no saving throw. Against any other target the arrow functions as an **arrow +3**. These arrows are often adorned with decorations that imply the creature they can slay. To determine the type of creature the arrow is keyed to, roll on the table below. The Judge may add to this list, or choose an appropriate creature type for the situation.

Roll 1d20	Type	Roll 1d20	Type
1	Avians*	**11**	Golems
2	Beastmen	**12**	Mages
3	Clerics	**13**	Mammals*
4	Dragons	**14**	Plant-like monsters
5	Dwarves	**15**	Regenerating monsters
6	Elementals	**16**	Reptiles*
7	Elves	**17**	Sea creatures*
8	Fighters	**18**	Thieves
9	Giants	**19**	Undead
10	Giant animals	**20**	Vermin*

*Including normal and giant creatures of this type, but not sentient creatures.

Sentient Weapons

Particularly powerful magical weapons are sometimes thinking and intelligent entities, known as sentient weapons. These weapons have motivations of their own, and may or may not be hostile to their wielder. The Judge plays the personalities of these items in the same manner as an NPC.

A sword has a percentage chance to be sentient equal to its highest magical bonus x2. Other magic weapons have a percentage chance equal to their highest magical bonus. If the weapon is a life drinker, luck blade, vorpal blade, or dwarven thrower, the chance of intelligence is doubled.

EXAMPLE: The highest bonus of a sword +1, +2 versus spellcasters is 2, giving it a (2 x2%) 4% chance to be sentient. The highest bonus of a dwarven thrower is 3, giving it a (3 x 1% x 2) 6% chance to be sentient. The highest bonus of a vorpal sword +3 is 3, giving it a (3 x 2% x 2) 12% chance to be sentient.

If a weapon is sentient, determine its Intelligence, Alignment, Ego, Willpower, and Powers using the rules below.

Intelligence and Languages

The first step to creating a sentient weapon is to roll for its Intelligence. The Intelligence ability score will determine how many additional powers the sword possesses. Consult the table below.

Roll 1d6	INT	Detection Powers	Spell-like Powers	Communication
1	7	1	0	Empathy
2	8	2	0	Empathy
3	9	3	0	Empathy
4	10	3	0	Speech
5	11	3	0	Speech, Read Languages
6	12	3	1	Speech, Read Languages

When a sword communicates through empathy, no actual words are exchanged between it and its wielder, but the wielder becomes intuitively aware of the powers the sword possesses and how these can be employed. A sword capable of speech actually produces an audible voice and speaks to those around it. Sentient weapons capable of read languages do so as the arcane spell, but the ability is always active.

In addition to knowing the language of its maker, sentient weapons will understand an additional number of languages to be determined below.

Roll 1d20	Languages Known
01-10	1
11-14	2
15-17	3
18	4
19	5
20	Roll twice and combine, ignoring this result

Alignment

Every sentient weapon will have an alignment. This alignment is undetectable until the sword is touched. A character may only wield a sword that shares the same alignment, and if he attempts to handle a sword of a different alignment he will suffer damage each round. The severity of the damage is related to the degree of difference of alignment. For each degree of difference, the character will suffer 1d6 points of damage. For example, a chaotic sword will inflict 1d6 hp damage to a neutral character; it will inflict 2d6 hp damage to a lawful character. For this reason, a neutral sword will only ever inflict 1d6 points of damage. Roll on the chart below to determine a sentient weapon's alignment.

Roll d100	Sword Alignment
01-10	Chaotic
11-30	Neutral
31-00	Lawful

Ego and Willpower
Sentient weapons have an Ego rating from 1-12 (roll 1d12). This rating represents the overall strength of character that the sword has. In addition, sentient weapons have a base willpower rating equal to the sum of its INT and EGO. A bonus of +1 is added to this rating for each spell-like power the sword possesses. Spell-like powers are discussed below.

A sentient weapon may mentally wrestle for dominance with its wielder, depending on the sword's personality and desires. Under certain situations, the Judge will need to make an influence check. This may be made in the following situations:

1. The wielder first touches the sword
2. The sword's motivation comes into play
3. A character of a differing alignment touches the sword
4. Another magical sword is found
5. A character has lost 50% of his hp

When an influence check is called for, the willpower of the sword and the willpower of the character are compared, and the highest score wins the test. A character's willpower is determined by summing his MIND and STR. The character can add an additional +1 to his Willpower for each level of experience beyond 8. The character subtracts 1d4 from this total if he is wounded but has more than or equal to 50% of his hp. If he has less than 50% of his hp, 2d4 is subtracted from willpower. The sword receives a bonus of 1d10 to its willpower if its alignment is not the same as the character's.

If the character loses, then he loses control of his actions for an amount of time determined by the Judge. The sword will force the character to perform a task, such as disposing of or ignoring magic items if a second magical sword is found. Other actions include compelling the wielder into combat or surrender with a nearby foe, or making the character perform another action that serves the desires and goals of the sword. Usually, the duration of control will only be for several rounds until the task is completed.

Sentient weapon Motivations
Sentient weapons have a 5% probability of having a particular motivation (roll 01-05 on d00). These motivations involve the destruction of particular races, monster types, or alignments. If a sword has a motivation, raise its INT and EGO each to 12.
Roll on the table below to determine a sentient weapon's motivation. Alternatively, the Judge may choose an opponent type based on differing characteristics (all reptiles, beings of a certain religion, etc.).

Roll 1d10	Destroy Opponent Type…
1	
2	Beastmen
3	Constructs
4	Fantastic Creatures
5	Giant Humanoids
6	Humans & Demi-humans
7	Summoned Creatures
8	Oozes & Vermin
9	Undead
10	Opposed alignment (lawful if chaotic, chaotic if lawful, either if neutral

When a sentient weapon is used to attack an opponent that fits its motivation, a special power is used against the opponent. These powers are determined by the alignment of the sword. A chaotic sword will energy drain an opponent of the appropriate type by one level per point of magical bonus. A lawful sword will strike an opponent of the appropriate type for one extra damage die per point of magical bonus. A neutral sword will grants the sword wielder a bonus to Armor Class and saving throws equals to its magical bonus when combating an appropriate opponent.

EXAMPLE: Blackguard is a chaotic +3 vorpal two-handed sword with a motivation to destroy lawful opponents. It energy drains 3 levels from any lawful opponent it strikes.

Powers
Sentient weapons can have two kinds of additional powers: detection powers and spell-like powers**.** The sword wielder must be holding the sword to activate and maintain any of its powers, and no more than one power can be active at once.

Detection powers allow the sword to detect any of a number of possible items or inclinations. All detection powers are identical to either wands or spells of the same type, and all the same rules apply. Each of a sword's detection powers may be used up to 3 times per day. Spell-like powers mimic spells or have effects similar to those of spells. All spell-like powers may only be used 3 times total in one day. To determine powers, roll on the Detection Powers table and ignore identical results if required to roll more than once. The same holds true if required to roll on the Spell-like Powers table.

Detection Powers

Roll d100	Detect	Additional Details
01-10	Enemies	As the wand
11-20	Evil	As the spell
21-30	Good	As the spell
31-45	Magic	As the spell
46-60	Metals	As the wand
61-70	Invisible or hidden	As the spell
71-80	Secret doors	As the wand
81-90	Traps	As the spell
91-95	Roll two times	
96-100	Spell-like Power (1)	

Spell-like Powers

Roll d100	Power	Additional Details
01-10	Clairaudience	As clairvoyance, below, but audible instead of visual
11-20	Clairvoyance	As the spell
21-25	Double damage	See below*
26-35	ESP	As the spell
36-40	Fly	As the spell, for 9 turns
41-45	Regenerate	See below**
46-50	Levitate	As the spell, for 15 turns
51-57	Phant. Force	As the spell
58-67	Telekinesis	As a ring of telekinesis
68-77	Telepathy	As a helm of telepathy
78-86	Teleportation	As the spell
87-96	X-Ray Vision	As a ring of x-ray vision
97-99	Roll twice	
00	Roll three times	

*Damage is doubled for 1d10 rounds. This table result can be combined if rolled more than once. If rolled twice, damage is x4, if rolled three times, damage is x6. This effect does not influence the attack throw.

**The sword will regenerate the wielder's hit points at rate of 1 hp per round while held, to a maximum of 15 hit points. This table result can be combined if rolled more than once. If rolled twice, up to 30 hp may be healed, if rolled three times, up to 45 hp may be healed. Note that the rate of healing does not change.

Hoard Type Treasure Chart

Small Hoards (Individuals)

Hoard Type	CP	SP	EP	GP	PP	Gems	Jewelry	Magic
I	4d6	-	-	-	-	-	-	-
II	-	2d8+1	-	-	-	-	-	-
III	-	-	1d10+1	-	-	-	-	-
IV	-	-	-	1d8	-	-	-	-
V	-	-	-		1d6	-	-	-
VI	1d00 (70%)	1d00 (5%)	-	1d00 (5%)	-	1d6 (7%)	1d4 (3%)	1 (3%) any
VII	-	1d00 (15%)	1d00 (7%)	1d00 (8%)	1d00 (5%)	1d6 (15%)	1d4 (5%)	1 (7%) any

Larger Hoards (Lairs)

Hoard Type	CP x1000	SP x1000	EP x1000	GP x1000	PPx100	Gems	Jewelry	Magic
VIII	-	-	-	-	-	-	-	1d4 scrolls (45%)
IX	-	-	-	-	-	-	-	2d4 potions (45%)
X	-	-	-	1d8 (50%)	3d12 (40%)	2d8+4 (60%)	1d12 (40%)	-
XI	-	-	-	-	-	1d6 (40%)	-	-
XII	-	1d8 (25%)	1d4 (20%)	-	-	-	-	-
XIII	1d6 (25%)	1d4 (15%)	-	-	-	-	-	-
XIV	-	-	-	-	2d4 (30%)	1d12 (55%)	1d12 (45%)	1 (20%) any
XV	2d12 (25%)	1d00 (60%)	1d8x10 (40%)	1d4x10 (60%)	4d6 (30%)	1d8x10 (55%)	1d8x10 (45%)	6 (18%) any 4, 1 potion, 1 scroll
XVI	-	-	-	1d6x10 (55%)	1d4 (45%)	2d8 (30%)	1d10 (20%)	6 (30%) any 5, 1 scroll
XVII	-	3d6 (15%)	1d6 (25%)	2d6 (45%)	1d4 (25%)	4d6 (25%)	1d8 (10%)	5 (30%) any 3 (no weapons), 1 potions, 1 scroll
XVIII	2d6 (7%)	1d10 (35%)	1d6 (20%)	1d6 (30%)	-	1d8 (15%)	1d8 (10%)	4 (30%) any 3, 1 scroll
XIX	1d10 (10%)	1d10 (15%)	-	1d8 (55%)	-	1d6 (40%)	1d6 (40%)	4 (15%) any 2, 2 potions
XX	1d12 (25%)	1d6 (30%)	1d6 (15%)	-	-	1d6 (20%)	1d6 (20%)	2 (12%) any
XXI	1d10 (45%)	1d4 (25%)	1d4 (30%)	1d4 (20%)	-	1d8 (30%)	1d4 (20%)	1 (12%) armor, sword, or miscellaneous weapon
XXII	1d8 (30%)	1d4 (20%)	1d6 (25%)	1d12 (40%)	1d4 (20%)	5d8 (55%)	5d8 (45%)	3 (25%) any

Treasure will be found in monster lairs that exist in underground locations or in the wilderness. Sometimes treasure will be found unguarded, in which case it may be hidden in a secret location. Each monster has a listed Hoard Type, which indicates what kinds and quantities of treasure a monster might have. These values should be considered guidelines. Although monsters will tend to have a Horde Class that corresponds to their general strength, the GM should use discretion in distributing wealth and magic. If a result on the Horde Class Treasure Tables seems over powered, reduce the amount of treasure rolled. On any of these tables the GM may decide to choose specific quantities of treasure or specific magic items, depending on the situation. Not all treasure must be coins, gems, jewelry, or magic. A creative way to disperse treasure is to place valuable art, tapestries, sculptures, and the like that have a treasure value but must be appraised and sold to cash them in, or can be kept as decorations in the strongholds of the adventurers.

How to Roll for Treasure

The GM chooses the appropriate row in the Hoard Type Treasure Table, and for each column rolls the appropriate dice to determine whether certain treasure occurs, and if so in what quantity. When magic items are indicated, the GM can either choose appropriate items or roll on the Specific Items tables in the "Magic Items Tables" in section 8.



Section 9: Gamemaster Lore

Dungeon Design

The Gamemaster will need to either buy a commercial adventure, make use of a free one (there are many free and legal ones available on the internet) or make one from scratch. Making one from scratch can be the most fun, if time is available to do so.

There are a few different approaches when designing a dungeon. Sometimes, dungeons are small and are just used once for a particular adventure. Other dungeons, called "megadungeons" are large and have many, many levels. Characters might spend their entire careers plumbing the depths of one large dungeon.

Dungeons with multiple levels will be set up so that 1st level characters will adventure on the first dungeon level. When the characters reach class level 2, they should be strong enough to begin taking on the challenges of the 2nd dungeon level, and so on. Monsters will generally populate these levels, such that a 1 HD monster is usually found on the 1st dungeon level. If it is found in deeper levels it will also be found in correspondingly larger numbers, to be more challenging.

The following section outlines how to create a dungeon, and different considerations to keep things interesting. A small dungeon map is provided (see Appendix A), fully stocked and ready for immediate play by 1st level characters.

Dungeon Scenarios

Adventurers should have a motive for delving into a dungeon or adventuring in any other location. In smaller dungeons that will only be used for one adventure, the reason for being there will be over once the goals of the adventure are reached. However, the Gamemaster will have to develop multiple scenarios for more extensive dungeons that the characters keep coming back to. The characters should learn more rumors or legends about the deeper levels of the dungeon as they progress in levels, or find clues throughout the dungeon about other regions of the dungeon. In addition, a multi-level dungeon used for extensive play should be considered a "living" place. The Gamemaster must keep track of how the player characters alter the environment, and how resident monsters may change in number, type, or behavior in response. A megadungeon will evolve through time just as the characters will by adventuring there.

The following general scenario themes are good places to start in developing motives for the characters to go adventuring.

Exploration is a common theme in adventures. Characters might want to explore an area on their own, or they might be hired. Sometimes the purpose of exploration is simply to chart a previously unknown place, or to clear an area of danger. Examples might include ruins, caverns or dungeons.

Fighting evil or chaotic beings is one possible theme. Characters might be hired to destroy monsters that have overrun a location, or a powerful evil that has developed. They might be hired to remove evil monsters that have taken over a holy place.

Fleeing a location is another theme. If the characters have been imprisoned before the adventure begins, they will need to find a way to escape. Possibilities include escape from being wrongly imprisoned, escape from slavers, or escape from an intelligent monster that might serve the characters for dinner.

Magical doorways are another good adventure hook. A magical doorway, or portal, can lead to new and unique locations, or even new worlds or times. Characters will sometimes encounter magical portals in dungeons, which could lead to new areas of a dungeon, to riches, or even certain death!

Rescue missions are the opposite of the situation above. Here, the characters are hired to rescue others who have somehow become imprisoned.

Seeking a degenerate race is another adventure possibility. Often this scenario involves a race of humans or demi-humans who have been isolated underground for so long they have become evil and monster-like. They may be the descendants of a great race that created a civilization now in ruins.

Quests are usually undertaken at the request of a powerful or rich patron, like a merchant or King. A quest might be to find a legendary item or return something that has been stolen.

Adventure Locations

The Gamemaster must choose where the adventure will take place. It could be a dungeon or caverns, or within buildings like towers, temples, and castles. Adventures might also take place within a city or village.

After the adventure location has been chosen, the Gamemaster must think about whether certain monsters might be more likely to haunt the location. Then, the map of the location will be drawn. Usually graph paper will be used, and a scale must be decided on. A good rule is to make each square on the graph paper equal to 10 feet. The Gamemaster will then design the dungeon to suit the kind of location chosen. It might consist of twisting tunnels in a cavern, endless rooms in a dank dungeon, or hallways and rooms in a ruined castle. If the Gamemaster is using a large play mat with grids on it for using figurines, the map will be drawn at a scale of 1-inch square equals 5 feet. This provides an appropriate scale for use with typical 25 mm scaled figurines.

Stocking the Dungeon

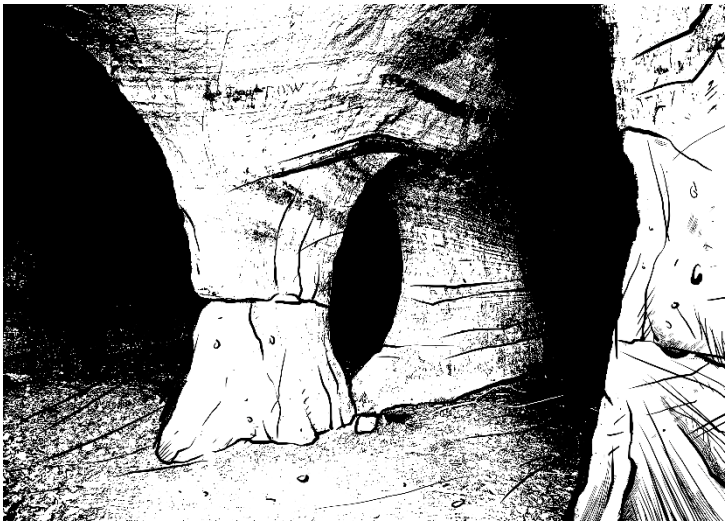
After the map for the location has been drawn, the Gamemaster must stock, or fill, the dungeon with dangerous monsters, traps, and treasure. The Gamemaster can choose where to place these, or roll randomly on the Dungeon Stocking table. Roll on the table for each room in the dungeon. The result indicates what will be found in each room. Each result will also have a certain probability of being accompanied with treasure.

Dungeon Stocking Table

Roll d00	Contents	Treasure
01-30	Empty	15%
31-60	Monster	50%
61-75	Trap	30%
76-00	Unique*	Variable

*The Gamemaster should think out a unique result carefully. This result could include special encounters or special areas that stand out from encounters in most other rooms.

When a "monster" result is obtained on the above table, the Gamemaster must roll for a random monster appropriate for the dungeon level. See the Monsters by Hit Dice list and the random monster tables in the appendixes. For example, if rolling for dungeon level 2, the Gamemaster may roll or choose from monsters with 2 hit dice. If treasure is present, the treasure will be determined based on the Treasure Hoard Class of the monster encountered, or from the Unprotected Treasure Table based on dungeon level.



Unprotected Treasure Table

Dungeon Level	SP	GP	Gems	Jewelry	Magic Item (1)
1	2d4 x100	1d4 x10 (50%)	1d4 (7%)	1d4 (5%)	3%
2	2d6 x100	1d6 x100 (50%)	1d6 (13%)	1d6 (8%)	5%
3	2d8 x100	2d4 x100 (50%)	1d6 (15%)	1d6 (10%)	7%
4-5	1d8 x1000	3d4 x100	1d8 (20%)	1d8 (10%)	9%
6-7	1d8 x2000	1d4 x1000	1d8 (30%)	1d8 (15%)	15%
8+	1d8 x4000	2d4 x1000	2d6 (40%)	2d6 (20%)	20%

When unprotected treasure is indicated in a room, it should seldom be lying about and easily seen. Generally, this kind of treasure has been hidden, possibly by monsters or NPCs. The treasure will usually be hidden by burial, a secret recess, or some other hiding place.

Traps

There are many possibilities for what kind of traps to place in a dungeon. Below are some classic examples, and can be modified to fit the dungeon level or to make them less predictable.

Basic Arrow Trap: An arrow fires from a hidden location, attacking as a Fighter level 1, for 1d6 damage.

Bricks from Ceiling: Each character in a 10 foot radius must save versus petrify or suffer 2d6 damage.

Camouflaged Pit Trap: A pit is 10 feet or more deep (1d6 hp damage per 10 feet).

Poison Dart Trap: A dart fires from a hidden location, dealing 1d4 hp damage, and the character must save versus poison or die.

Poison Needle Trap: The character must save versus poison or die.

Portcullis Trap: The character must make a DEX check or suffer 3d6 damage from the falling portcullis. The way will then be blocked, and group members may be separated.

Rolling Rock Trap: A rock rolls out from a hidden location, and the characters must save versus petrify or suffer 2d6 damage.

Scything Blade Trap: Characters must save versus petrify or suffer 1d8 damage.

Spiked Pit Trap: This is similar to other pit traps, but the character will fall on 1d4 spikes, dealing 1d6 damage each in addition to falling damage.

Unique Encounters

In addition to the traps, other unique situations might be encountered, like talking statues, pits with slides down to other rooms or dungeon levels, magical illusions, secret doors, teleporting doorways, and mysterious water fountains.

Finishing the Dungeon Design

The Gamemaster should take care to describe rooms and passageways as they fit the environment. How do areas smell? What do they look like? What creatures live here, and what evidence do they leave behind? The Gamemaster should add enough description to keep players interested in the dungeon, but should not go so far that the description is too deep and becomes tiresome. One option is to fully describe only a small proportion of the rooms in a dungeon. These rooms would include rooms with special or unique encounters. The remaining rooms, while they may have monsters and treasure, can be similar to one another in description. Unimportant random details can be made up during actual game play. However, anything significant which is made up on the spot must be written down to maintain consistency if the characters return to the same room.

Groups of NPCs

The PCs may not be the only adventurers in the dungeon. Groups of NPCs might be in the dungeon also, seeking their own fortunes, and they may be friend or foe. To determine the composition of an NPC group, follow the procedure below, or make them up as needed.
Begin by establishing the number engaged by rolling 1d4 + 4. Next, either choose each NPC's class or roll randomly on the table below, by rolling 1d10.

1-2	Cleric	8	Halfling
3	Dwarf	9	Magic-User
4	Elf	10	Thief
5-7	Fighter		

Once classes are established, choose alignments or roll randomly for each NPC.

Roll 1d6:

1-2	Neutral
3-4	Lawful
5-6	Chaotic

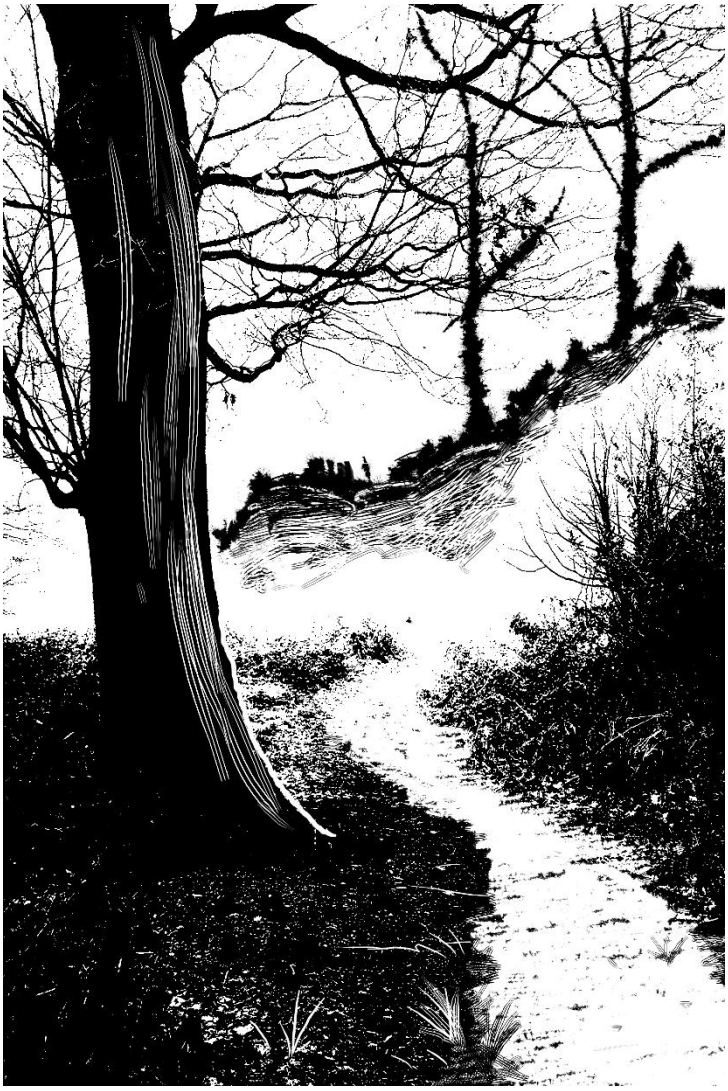
Next, establish each NPC's level. This can be done two ways. Take either the dungeon level the NPCs are encountered on or the player characters' average group level. Otherwise, roll on the table below.

Roll 1d6:

1-2	Same level as dungeon level or average group level
3-4	Dungeon level or average group level +1
5-6	Dungeon level or average group level +2

If an NPC group is encountered in the wilderness, use the average PCs' level and add (50%) or subtract (50%) 1d4 for each NPC's level. Be sure to note that demi-humans have lower maximum class levels than humans. If the dungeon level or average group level is higher than the demi-human maximum level, make the demi-human the highest maximum level for the NPC's class. The NPC levels might be higher or lower than the ranges provided here, depending on the Gamemaster's needs.

Finally, add finishing touches to the NPCs. Assign spells randomly to elves, clerics and magic-users. In addition, give NPCs a similar number of magic items as that which the player characters have. When encountering a group in the wilderness, they will have mounts 75% of the time. Finally, the Gamemaster should determine the NPC group's marching order.



Wilderness Design

The Gamemaster does not need to create an entire planet at one time! It is much easier to describe a relatively small area, like part of a continent, to start with. Many adventurers will spend their entire careers moving between a town or village and only one or a few dungeons within several hundred miles.

When creating an area, the Gamemaster has to decide how the land is shaped. It is best to use hex graph paper, which can be found on the Internet and printed on a home printer if hex paper is difficult to find at the store. The Gamemaster must consider many questions. Where are the shorelines? Is this area part of a continent, or a series of islands? Next, decide on the climate. Is the climate temperate or tropical? Mapping can begin, making note of mountains, grasslands, rivers, jungles, and other types of terrain or features.

Once the overall geography is mapped, decide which areas are inhabited by humanoids, and by what type. Humans will live nearly anywhere. Halflings live in hilly lands with good farmlands, while dwarves live underground in mountains. Elves tend to live in densely wooded forests, far from other humanoids. The various goblinoids, like orcs, will live nearly everywhere and frequently clash with humans. Goblins and kobolds compete with dwarves for territory.

When placing human towns, it is useful to have a guide for how large different kinds of settlements are. Below is a good set of guidelines.

Population Size	Settlement Type
30-800	Village
801-4,500	Town, Small
4,501-12,000	Town, Medium
12,001+	Town, Large

The Gamemaster may place settlements at many locations on the map, but he only needs to develop additional ideas for the group's starting city. Details can be worked out for surrounding cities, as the need requires.

The starting, or base city, is noted and the main dungeon should be situated near this base town. The base town will have a mayor, sheriff, or authority of some title. There will be churches for prominent religions, and even a thieves' guild and city militia that will vary in size and power depending on the size of the settlement.

Additional small details should be described to add extra flavor to the immediate area. Are there any prominent legends or rumors? What are the personalities of the local leaders? Are there nearby dangers, like orc bands? The Gamemaster may want to create special wandering monster tables for areas that are unique.

Appendix B provides a small, but fully fleshed out, sample campaign setting. It is a relatively large and detailed setting, far more detailed than necessary to start a campaign. To start a campaign all you really need is a town and the hexes surrounding it (assuming a dungeon of some size is within one of those hexes) described in any great detail. The sample campaign setting in Appendix B could serve for a long campaign, although the GM would have to stock it with dungeons, ruins, and other places for adventure.

Wandering Monsters

Monsters live in hallways and rooms within dungeons, or in caves, forests, or grasslands in the wilderness, or other locations. However, monsters do not only stay where they live. They also wander, hunt, and explore. Therefore, when the characters are in a dungeon the Gamemaster will roll 1d6 every 2 turns, and a result of 1 indicates that a wandering monster is encountered. This check is only made 3 to 4 times per day of game time in wilderness adventuring. As mentioned in a previous section, when monsters appear in a dungeon they will be 2d6 x10 feet away from the characters, and when in the wilderness monsters will be encountered at 4d6 x 10 yards away. When an encounter is indicated, roll on the appropriate wandering monster table from the tables provided at the end of Section 6: Monsters. The roll will be made on the table for monsters in the appropriate dungeon level they are encountered on. For an additional challenge, the Gamemaster might roll an additional 1d20 for each encounter. A roll of 1 or 2 indicates that the monster encountered will be 1 hit die higher than the dungeon level, while a roll of 3 indicates that the monster will be 2 hit dice higher.

Wilderness Wandering Monsters

The chances of encountering a wandering monster in the wilderness vary depending on the type of terrain. When checking for wandering monsters in a wilderness adventure, roll 1d6 as indicated previously, but consult the table below to determine if an encounter occurs. If an encounter occurs, consult the sample monster terrain tables in Appendix E to roll for the kind of monster encountered. The number engaged may have to be adjusted depending on the level of the characters.

Terrain	Encounter occurs on...
Plains, Town, Settled	1
Air, Desert, Forest, River	1 or 2
Hills, Sea	1 or 2
Mountains, Swamp, Jungle	1-3

Magic Research

Spell casting characters are able to research and create new spells and magical items when they attain 9th level. The player will describe in detail the kind of spell he wants to create, and the effects it has. The Gamemaster will then decide if the spell can be created, and if so what the spell level will be. The character must be capable of casting spells of the spell level the potential new spell will be, otherwise the player must wait until the character attains a high enough level to research and cast the spell. If the character can create the spell, it will take two weeks of game time and 1,000 gp per spell level.

Spell casting classes may only create magic items usable by their class. The player will inform the Gamemaster of the magical item that he desires to create, and the Gamemaster will decide if it can be created. If it is possible, he will decide what kinds of materials will be needed to create it. These will often be rare components, like expensive and hard to obtain gems, or ingredients from rare animals and monsters.

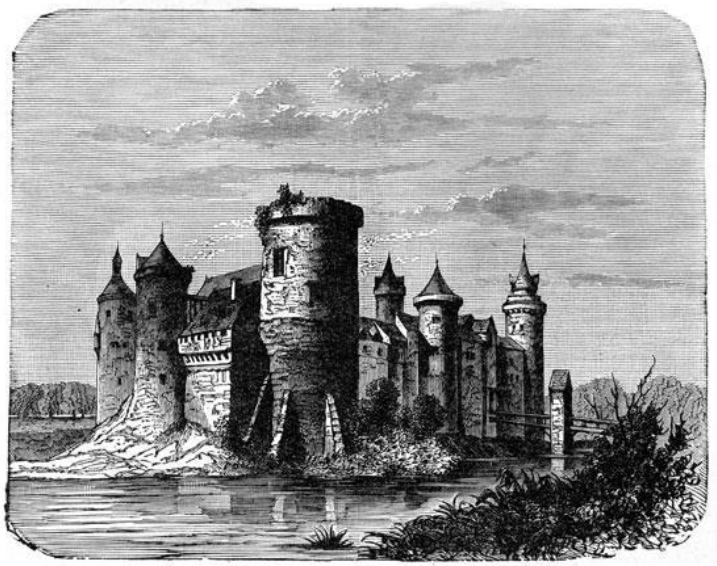
Many magic items mimic the effect of a spell. In these cases, it will generally cost 1 week of game time and 500 gp for each spell level of the mimicked spell. Examples could include a *potion of healing* (1 week, 500 gp), or a *scroll* with the spells *infravision* and *lightning bolt* (6 weeks, 3,000 gp).

Some magic items do not mimic spell effects precisely, and for these the Gamemaster will have to use discretion. The more powerful the items, the more difficult it should be to construct. Entire adventures might need to be undertaken to find the ingredients. As a general rule, items should cost from 10,000 to 100,000 gp and from 1 month to 1 year of game time to complete. Some examples include a dagger +1 (2 months, 10,000 gp), chainmail armor +1 (4 months, 10,000 gp), or a *displacer cloak* (100,000 gp, 1 year).



Other kinds of magic effects might be researched for which a magic item or spell is not appropriate. Creating magic traps or other magical constructs, magical portals, or other effects will need to be given a gp cost and time cost at the Gamemaster's discretion.

Finally, no attempt to create a magic item, spell, or other effect happens without some chance of failure. There is a minimum probability of 15% that any such endeavor fails, and this percentage can be raised depending on the circumstances. The Gamemaster will roll for failure only after the character has spent the money and time on the project, and these are lost regardless of the result.



Creating a Stronghold

The first step to creating a stronghold is securing permission, if necessary, from any authority over the land. This may not be required if the land has previously been wilderness and uncharted. Before an area can be built upon, all monsters within 10 miles, usually 1 hex on a small-scale wilderness map, must be killed. Next, the player of the new land ruler will design a plan for the stronghold and calculate the costs based on the price suggestions listed in this section. In addition to normal building costs, the player's character must hire at least one engineer per 100,000 gp cost of the stronghold.

All surrounding land from the original 1 hex may be populated by monsters, which will be a deterrent to settlers. These areas can be cleared of monsters by hiring mercenaries. After which, mercenaries can also be hired to maintain the area free of monsters. These patrols can cover a maximum of a 20-mile radius around the stronghold, but this distance is reduced by 1/3 in inhospitable terrain like swamps, mountains, or thick jungle.

In addition to ensuring the safety of surrounding lands, the character will have to eventually fund construction of other buildings in nearby areas to attract settlers. The character can expect to gain money through taxes at a yearly rate of 10 gp per settler per year. These taxes can be used to pay patrolling mercenaries and investing in inns, docks, and other structures that encourage commerce.
Should the ruler of a territory wrong his people, some of the populace may rebel or quietly plot revolt. The Gamemaster will decide when this has occurred and how NPC dissenters behave. This could involve assassination plots, or even the rise of a "village hero" to fight the tyranny of the PC landowner.

Structure Prices
Different kinds of structures will have different stone wall thickness assumed, due to different needs. Most common residences have walls 1 or 2 feet thick, while structures like towers or other outposts have 5 feet thick walls. Castles have the thickest walls of all, at 10 feet thick. The time it takes to construct a stronghold depends entirely on its total price. For every 500 gp it will take one day of game time.

Sample Structure Costs	
Building, common, stone (30' square)*	4,000 gp
Building, common, wood (30' square)*	2,500 gp
Gatehouse (20' high, 30' x 20')	7,500 gp
Keep, square (80' high, 60' square)*	76,000 gp
Dungeon Hallway (stone floor) (10'x10'x10')	450 gp
Moat 100' x 20' x 10' (deep)*	400 gp
Tower, Medium (30' high, 20' diameter)	17,500 gp
Tower, Large (30' high, 30' diameter)	30,000 gp
Wall, Castle (20' high, 100' long)	5,000 gp
Walled defense (gatehouse, 2 medium towers, and a drawbridge)	38,000 gp

*The dimensions of these constructions can be altered as long as the square footage remains the same.

Miscellaneous Costs
The Gamemaster may charge miscellaneous costs for doors, windows, secret or trap doors, and other small details at a cost range of 10 to 50 gp each. It might be convenient to charge one lump sum for several items in addition to the cost of the overall structure.



Advice for the Gamemaster

The following guidance is offered to help the Gamemaster make decisions during game play about several different common issues.

Characters of Different Levels

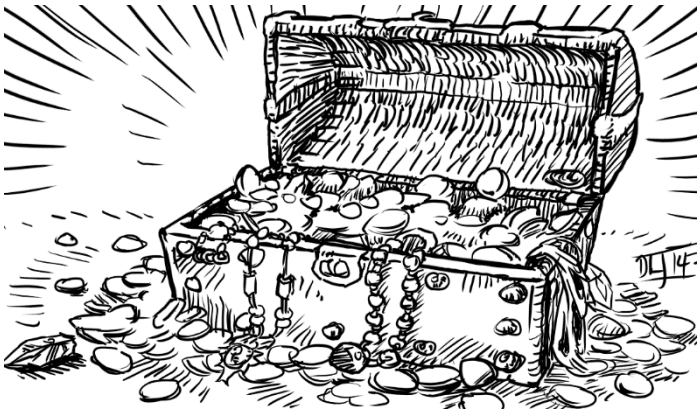
It has been discussed previously that character class levels are related to which dungeon level characters adventure in. Since deeper levels are more challenging than upper levels, having characters of differing class levels in one party can be problematic. Characters may die, or new players may join a group and bring in new characters. For these reasons, a general set of guidelines should be considered. One option is to allow new characters joining a group to be created as 1 class level below the lowest level character in the group. Another possibility, though potentially problematic, is to split the group into separate parties of low and high level, respectively. It is suggested that characters that differ by more than 4 class levels not be allowed to undertake the same adventures. This power disparity is particularly troublesome at lower levels, where, for example, the difference in survival ability between a 1st level character and a 5th level character is vast.

Characters and Treasure

Ultimately it is up to the players to decide how their characters will divide treasure and magic items they find on their adventures. However, there are several possibilities that can be offered. One option is to divide treasure evenly. All money can be divided by the number of characters present. Hirelings may accept a 1/2 share, but any less and the hireling will suffer penalties to his morale roll at the end of the adventure.

Magic items might be divided depending on which classes can use them. Another good method is to allow each character to take turns picking from several items by rolling a d20 to determine the choosing order. This might be rerolled after each round of choosing, to give players a chance to choose earlier on subsequent picks.

One cutthroat method to use is to only allow characters that survived an adventure share in the treasure. This is of course only relevant if the deceased characters have been revived. A slightly less harsh method is to allow characters to share in treasure that was acquired before their deaths, but not in anything found while they were dead, because they did not help find it.



Character versus Player Knowledge

It must always be kept in mind that the characters do not always know what the players know. The player may read about all the monsters in this book (this is discouraged), but his character may not act on this knowledge. A character may learn from game experience, but should never know the weaknesses of monsters he has never encountered or heard about in the game.

In addition, monsters should be physically described when encountered, but their names and other abilities should not be stated. The Gamemaster should never reveal how many hit points monsters have in an encounter, or reveal other details about the monsters that are not immediately visible. When a monster surprises the characters, the characters will not immediately know what is attacking them.

Magic items should be treated much like monsters, in that they should be described, but their names should never be given away freely. The characters must discover on their own what kind of magic items they have found.

Character Wealth

One of the main objectives of characters in adventuring is obtaining wealth. To keep this as a perpetual ambition, the Gamemaster will need to find ways to encourage spending, or take money from characters in various ways.

Clerics might be encouraged to donate some of their wealth to their churches. Thieves may need to funnel a percentage of their treasure to their thieves' guild. Other situations may arise, such as adventurer taxes imposed by local governments. Players may be allowed to buy minor magic items at very high prices. Extreme measures for taking away wealth should be imposed rarely, such as a major theft of wealth. If these methods are used too often, the players will not have fun.

Gamemaster as Judge

Although the players can and will make suggestions or dispute rulings, the Gamemaster is and must be the final judge. All suggestions can be heard, but the players must understand that once all considerations have been made, the final ruling will stand. There are rules in this game for many situations, but there will be situations that either could not be covered here or simply were not anticipated. In these instances, the Gamemaster must use his judgment to decide the odds an action will succeed or an event will come to pass.

Having said this, it must be remembered that the Gamemaster needs to be neutral in his decisions. The goal of the game is to have fun, whatever fate may await the characters, but the Gamemaster does not take sides with either the characters, the monsters, or the NPCs.

Monsters and NPCs in Play

Only unintelligent monsters should be played unintelligently. Intelligent monsters and NPCs have their own motives, thoughts, and strategies. They will use the same kinds of tricks the PCs might use to gain an advantage.

Monsters and NPCs may form alliances with other monsters and NPCs, and they may hire guards. Monsters are in a fight for survival just like the PCs are, and they should be played by the Gamemaster as if they have just as much to lose as the PCs. Monsters and NPCs that survive encounters with the PCs may hold grudges, and may hunt the group down or wait for an opportunity to strike.

Random Rolls

There are many occasions when the Gamemaster will roll for random outcomes to situations. Discretion must always be used, not just to maintain some degree of consistency in play but also to maintain some balance. This is not to say that the players should not be challenged, but occasionally the dice may indicate a result that is inappropriate for the situation. The dice are a tool, not the final authority. Final authority always rests with the Gamemaster. The Gamemaster should usually witness the rolls of the players, but he should keep his rolls hidden from them. This way, the players cannot guess why the Gamemaster might be rolling at a particular time, or what kind of die is rolled. In fact, he may occasionally roll for no reason just to keep the players on their toes.

Ability Rolls

There will be times when a player character tries to do something in the game that seems to have no rule covering it. Sometimes, it will be obvious that the character should automatically succeed (or automatically fail). In such cases, no die roll is needed. In many cases, however, whether or not the PC should succeed will not be obvious to you and, the only attribute the PC has that seems appropriate may be an Ability Score. There are several ways to roll against an ability score to determine success or failure. You can select the one that works best for your campaign or use different methods depending on the situation.

Method One: If you want the character's level to effect the result, have the character roll a D20 adding the Ability Bonus for the Ability Score you fell is most appropriate and adding the character's level divided by 2 (rounding down). If the result is 17 or higher, the attempt is successful. Note: if what the character is attempting is only loosely related to the character's class (or background), have the character only add his character level divided by 4 (again, rounding down). You can assign modifiers to this die roll to as necessary to reflect how circumstances affect the chance of success.

Method Two: If you do not want the character's level to have an effect on the outcome of the attempt, have the character roll a D20, attempting to roll under the what you consider the most appropriate ability score. Rolling under the score means the character succeeds at what he was attempting. You can assign modifiers to this die roll to as necessary to reflect how circumstances affect the chance of success.

Multiple Success Rolls and Probability

Many Gamemasters like to break tasks like climbing a cliff into a number of success rolls, as players tend to enjoy rolling dice and Gamemasters often believe that rolling dice adds tension to the game. There is nothing wrong with doing this provided you understand and accept the effects requiring multiple successes have on the chance of failure.



For example, let's take climbing a cliff. You have decided that the party needs to roll 15 or less on a D20 (a 75% chance of success) to successfully climb the cliff face and that each attempt will take about an hour. This is one roll and the characters have a 75% chance of successfully climbing you gave them, so the characters will find themselves at the top of that cliff in an hour 3 out of 4 times (i.e., 75% of the time just as you would expect from their success chance). However, if you decide that the cliff is high enough that two rolls are required, one to reach the midway point of the climb and another to reach the top of the cliff from the midpoint, then the characters will only find themselves at the top of the cliff about 12 times in 20 attempts - their chance of success dropped from 75% to about 56% (75% x 75%). If you require three rolls, the characters will only find themselves at the top of the cliff about 21 times out of every 50 attempts - the chance of success dropped to just over 42% (75% x 75% x 75%). Requiring 4 rolls drops the chance of reaching the top to just under 32% (75% x 75% x 75% x 75%). Requiring 5 rolls drops that chance to about 24% (75% x 75% x 75% x 75% x 75%).

While multiple die rolls for success can fun and can increase tension, multiple rolls should probably be used sparing due to the reduction in the chance of success caused by requiring multiple successful rolls to complete the task. When you choose to require multiple rolls you should generally ensure that the result of failing any one roll does not result in a disaster. For example, if you are going to require three rolls to climb a cliff, the result of failing a roll should be something like time lost to having to try another route up the cliff instead characters injuring themselves or worse, falling to their doom.

Ruling Wishes

Wishes represent some of the greatest magic the characters will come across in a game of *BX Advanced*. In general, the exact *wording* of a wish should be honored, not the *intention* of the wish. A carefully worded wish may bring about the desired effect, and a sloppily worded wish could bring doom upon the group. Ultimately it is up to each Gamemaster to decide how powerful wishes are in the game, and how permanent their effects are. As a rule, wishes used for healing or bringing back the dead should be immediate and permanent. If lesser magic items are wished for, they may or may not be permanent, depending on the Gamemaster's discretion. Special care must be taken with wide sweeping wishes that alter the world too greatly, such as wishing that all orcs in the world die. In addition, wishes to increase ability scores or character levels need to be handled carefully, and some set of guidelines will need to be developed and followed consistently.

Poison

This section describes different poisons that can be introduced into the campaign. They are particularly important if the assassin class is in play, but poisons can be used to make foes much more formidable or to add additional dangers to dungeons through unlabeled and mysterious potions, or poisoned traps and food.

Poison Basics

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a saving throw versus poison. If he fails, he dies or takes the poison's damage. Even if he succeeds, he may face damage.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Unless otherwise determined by Gamemaster, any poison smeared on an object or exposed to the elements in any way remains potent until it is touched or used. Poisons are divided into four basic types according to the method by which their effects are delivered, as follows.

Contact (CT): Touching poison necessitates a saving throw. It can be delivered via a weapon or other physical attack. Even if the attack causes no physical damage, the poison may affect the target. An object can be smeared with contact poison as a trap.

Ingested (IG): Ingested poisons are virtually impossible to utilize in a combat situation. It could be administered to an unconscious creature or someone may be dupes into consuming something poisoned.

Inhaled (IH): Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack just as when throwing flasks of oil. When it strikes a hard surface (or is struck hard), the container releases its poison. One dose spreads to fill the volume of a 10' cube. Each creature within the area must make a saving throw. Holding one's breath is ineffective against inhaled poisons; they enter the body through the nasal membranes, tear ducts, and other parts of the body.

Injury (IN): This poison must be delivered through a wound. If a creature does not suffer damage from an attack, the poison does not affect it. Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons.

The characteristics of poisons are summarized on the Poison Table. Terms on the table are defined below.

Class: This is an abstract identifier for a specific poison. It does not suggest anything about the ingredients, as any number of formulas might produce similar effects.

Type: The poison's method of delivery; contact (CT), ingested (IG), inhaled (IH), or via an injury (IN).

Save Adjustment: Some poisons are weaker or stronger than others, and saving throws are modified accordingly.

Onset: The amount of time it takes for the poison to take effect.

Failed Save Damage: The damage the character takes immediately upon failing his saving throw against this poison.

Save Damage: The amount of hp damage the character suffers even if the save versus poison succeeds.

Price: The cost in gp of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison is always illegal, and even in big cities it can be obtained only from specialized, less than reputable sources.

Perils of Using Poison

A character has a 5% chance of exposing himself to a poison whenever he applies it to a weapon or otherwise readies it for use. A character that rolls a natural 1 on an attack roll with a poisoned weapon must succeed in a DEX attribute check or he poisons himself and must make a save versus poison. Assassins are trained in the use of poisons and there is no chance an assassin will poison himself when employing it in any way.



Poison Table

Class	Type	Save Adj.	Onset	Failed Save Damage	Save Damage	Price
1	CT	+2	2d4 rounds	10	0	20
2	CT	+1	1d6+1 rounds	20	0	80
3	CT	-	1d4 rounds	30	10	800
4	CT	-1	1d2 rounds	40	15	2,000
5	CT	-2	1 round	death	30	4,000
6	IG	+4	2d4 rounds	20	10	6
7	IG	+3	1d4+1 rounds	30	15	35
8	IG	+2	1d2 rounds	40	20	220
9	IG	+1	1 round	death	25	520
10	IG	-	1d4 turns	death	30	1,200
11	IH	+3	1d4 rounds	5	0	5
12	IH	+2	1d2 rounds	10	5	25
13	IH	+1	1 round	15	7	35
14	IH	-	instant	20	10	150
15	IH	-1	instant	death	15	1,200
16	IN	+4	2d4+1 rounds	15	0	15
17	IN	+3	1d3 rounds	25	0	75
18	IN	+2	1 round	35	0	650
19	IN	+1	1 round	death	0	1,700
20	IN	-	instant	death	10	2,500

There is a chance that a target in close proximity to poison will detect its presence due to its appearance, smell, or taste, before it is significantly contacted. The chance is related to the save adjustment of each poison. Poisons with +4 have an 80% probability of detection; +3, 60%; +2, 40%, +1, 20%.

Stun and Paralysis

There are various magic items, spell effects, or other attacks that result in characters being stunned or paralyzed. These effects occur in the *BX Advanced* core rules, as well as here. However, to date they have not been explained fully in terms of game mechanics.

Effects that *stun* render a character or creature unable to act. Sometimes this is described as "dazed" or "mesmerized." However, characters in this state are not entirely helpless. Attacks against them are carried out without the benefit of bonuses to AC due to DEX or the use of a shield, but otherwise attacks are handled normally. Attackers gain a +4 to hit stunned opponents.

In contrast, characters that are paralyzed or unconscious are completely vulnerable. Attacks against them automatically succeed. In fact, paralyzed or unconscious creatures may be killed instantly just by declaring the intention.

Level Drain

Certain monsters, magic items and spells have the power to drain "life energy levels", perform a "level drain", or an "energy drain" (these phrases are used interchangeably). If a player character is drained of a life energy level, he or she loses one complete level of experience and is placed at the beginning point of the new level. If the character is multiclassed, then the highest level of experience attained by that character is lost. If the character has two equal levels, then the level lost should be determined randomly. A player character drained below level 1 is slain (and may rise as some kind of undead creature). Non-player characters lose a level or hit die, as applicable.

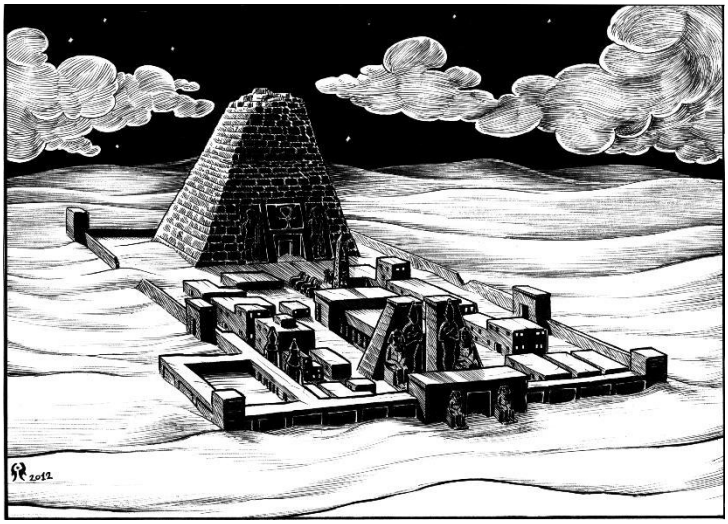
Optional Saving Throw: The Gamemaster may allow a saving throw (vs Death) to avoid the level drain caused by a monster or magic item. This save may be granted to in all cases or only in some cases (e.g. against level drains caused by monsters who hit dice are one-half or less of the character's level).

Disease

Diseases often come from monsters, such as mummies or giant rats, in which case the chance of disease and its effects are described in the relevant creature text. There are a few other instances where disease may be contracted that are explained here.

First, plagues (such as the medieval bubonic plague or Black Death) may occasionally spread across the countryside. A character who comes into contact with plague will need to save against poison to avoid succumbing him- or herself. If the character saves, any future saving throws against the same disease will be made at +4. If he or she fails, then after an incubation period of 2d8 days, he or she will suffer a penalty of -1d6 on all characteristics and against all die rolls for the course of the disease, which lasts a further 2d8 days. If the disease duration roll was "8" then the character dies at the end of this period, otherwise he or she recovers at the rate of 1 point less each day until cured. Further saving throws against the same disease will be made at +4.

Second, certain wounds can become infected. This applies where the Gamemaster feels it appropriate, but generally where a character with an open wound engages in high-risk activity such as exploring a sewer, a saving throw vs poison should be required, or else the character will become infected. The effects of infection in game terms are the same as plague, except that the onset time is measured in hours rather than days.



Insanity

Insanity is possible as a result of certain spells or monster attacks. A character who becomes insane will receive an insanity from the table below. The kind of insanity may be decided by the Gamemaster or rolled randomly.

D%	Insanity
01-06	Agoraphobia
07-13	Alcoholism
14-20	Amnesia
21-26	Anorexia
27-33	Catatonia
34-40	Claustrophobia
41-46	Dementia
47-54	Homicidal Mania
55-60	Kleptomania
61-66	Manic-Depressive
67-74	Megalomania
75-80	Paranoia
81-86	Pathological Liar
87-93	Phobia
94-97	Schizophrenia
98-00	Suicidal Mania

Note: The following section is intended as a description of insanity for gaming purposes. This descriptions are not accurate descriptions of real world mental illnesses. The reality of mental illness is very different to the discussion here. If a group in uncomfortable with specific insanities the Gamemaster should substitute something like the effects of a confusion, fear, or feeblemind spell.

Agoraphobia: The agoraphobic individual will not willingly venture outdoors or into wide open spaces. If forced outside, the sufferer may (50%) become violent.

Alcoholism: The alcoholic character requires strong drink every day, and may become violent (50%) if this is denied. At least once a day, and every time alcohol is available (such as when in the vicinity of a pub or tavern), the character must have a drink. After drinking, there is a 3 in 6 chance that the character will insist on a further drink. Such behavior will continue until the character passes out.

Amnesia: Amnesia is most dangerous for spellcasters. Every time the character attempts to cast a spell, there is a 50% chance that he or she will find the spell gone from his or her memory, in which case it cannot be recalled until the character memorizes it again. Special talents and proficiencies may also be forgotten, although the character may re-roll to see if the talent or proficiency is remembered each morning.

Anorexia: An anorexic character will refuse all forms of food or nourishment and, if force fed, there is a 50% chance that he or she will induce vomiting.

Catatonia: The catatonic character loses volition and there is a 50% chance that he or she will ignore any situation as irrelevant to him- or herself.

Claustrophobia: Particularly difficult in dungeons, claustrophobia is the opposite of agoraphobia. The claustrophobic individual will not willingly venture into enclosed spaces and will fight to escape them. If in an enclosed space, there is a 50% chance that the sufferer will become violent. dementia: The insane character loses 1d6 points each of intelligence, wisdom and charisma.

Homicidal Mania: The character has an insatiable urge to kill. The victim must be of the same race as the insane character and normally (75%) of the opposite gender. The must kill at least once a week until cured.

Kleptomania: The character has an insatiable urge to steal. The character will take any opportunity to pocket a gem, coin or small magic item. If the stolen objects are taken away from the character, there is a 50% chance that he or she will become violent.

Manic-Depressive: During the manic phase (which lasts 2d6 days), the character will become very excited about something—virtually anything will do. The character will select a goal (which may be a very inappropriate one) and focus totally on achieving it. Then there is an intermediary phase, which lasts 2d6 days, and a depressive phase, in which the character will always assume that there is no chance of success. A depressive character will want to remain indoors in a place of safety, and in bed if possible. The depressive phase lasts 2d6 days, followed by which there is another 2d6-day intermediary phase before the cycle begins again.

Megalomania: The character will believe that he or she is the best—at everything. He or she will demand to be leader of the party, will issue peremptory orders to other party members, and there is a 50% chance that the megalomaniac will become violent if these are not obeyed. Any suggestion that he or she is not the leader and/or nor the best-qualified person for any particular job will always result in violence from the megalomaniac.

Paranoia: Paranoia is very dangerous in adventuring situations. The paranoid will believe that "they" are out to get him or her, and will suspect anyone and everyone of working for "them"—particularly party members. The paranoid will generally disobey orders and ignore suggestions on the assumption that they are intended to cause the character harm. Eventually the character will flee his or her group or normal social circle.

Pathological Liar: The pathological liar is concerned with deception, not necessarily untruth. Thus, he or she is capable of telling the truth, but will only normally do so if he or she will not be believed. Otherwise, the insane character must respond to all questions with lies.

Phobia: The character suffers from a strong and completely irrational fear of some substance, creature, or situation. Schizophrenia: The character's personality splits into 1d3 separate personalities, each of which may have a different alignment or even class. Typically the personalities are not aware of each other.

Suicidal Mania: The character is driven to self-harm. He or she may never flee from combat or any kind of dangerous situation. Faced with a pit or chasm, the insane character must jump over it; faced with a chest, he or she must open it; faced with an enemy, he or she must fight it, etc.

Vision

The following kinds of vision are common for monsters and some demi-humans or humanoids.

Infravision

Infravision, or infrared vision, is the capability to see in the infrared spectrum of light. Creatures have varying ranges for this ability. Most creatures have the ability to 60', and this means their eyes are collecting light much as any eyes do. These creatures can only distinguish differences in heat levels, and it is not in fine detail. However, warm footprints may be detected within 4 rounds of a creature's passage. Further ranges indicate that the eyes actually emit infrared light (and glow red) indicating the eyes are

seeing infrared light as it bounces back. This form of vision allows the viewer much greater resolution. Note that if a heat-emitting light source is present, infravision cannot function.

Ultraviolet Vision
Creatures with this ability can see the UV spectrum and will be able to see objects that emit this type of energy. This spectrum includes high intensity radiation. At night, this vision allows a character to see to a distance of 300'. Since this vision relies on heavy background radiation, it is not useful underground unless there is a source of radiation for illumination. If a creature has ordinary vision and *ultraviolet vision*, the *ultraviolet vision* is only usable in darkness, and it takes 1 round to transition between each form. Note that magical weapons shed energy that interferes with *ultraviolet vision*, much like a fire source interferes with *infravision*.

Invisibility
The following guidelines can be used for ruling in situations where invisibility is a factor. As a general rule, an invisible character or creature may be struck with a -4 penalty to hit. In addition, invisible creatures receive a +4 to saving throws in regard to effects in which knowing the victim's location is a factor. For instance, this bonus would not apply to poison, but it would apply to effects from a staff.

It must be noted that a character under the effects of an *invisibility* spell or similar effects is not rendered silent. In addition, an invisible character may betray his presence through other senses, such as smell. To account for various means of perception and alertness, the following optional chart can be used to check the probability that a creature or higher level character detects that an invisible creature is present. Note that this only gives knowledge of the creature's presence, and all normal penalties to hit apply. The roll should be made every round. If successful, the creature is aware of the invisible being from that point on.

Chance to Notice Invisible Creatures

INT	Level or Hit Dice							
	8	9	10	11	12	13	14	15+
0-3	-	-	-	-	-	5%	10%	15%
4-5	-	-	-	-	5%	10%	15%	20%
6-8	-	-	-	5%	10%	15%	20%	25%
9-12	-	-	5%	10%	15%	20%	25%	30%
13-15	-	5%	15%	25%	35%	45%	55%	65%
16-17	5%	10%	20%	30%	40%	50%	60%	70%
18	5%	15%	25%	35%	45%	55%	65%	75%
19	10%	20%	30%	40%	50%	60%	70%	80%
20	15%	25%	35%	45%	55%	65%	75%	85%
21+	20%	30%	40%	50%	60%	70%	80%	90%

Potion Mixing

Gamemaster may rule that it is dangerous to combine different potions. Potions are considered "mixed" when they are literally mixed before being imbibed, or when one potion is imbibed while another is in effect. It is entirely appropriate for The Gamemaster to put down a set of guidelines for certain potion combinations. For instance, it might be ruled that combining any kind of *healing potion* is always safe with any other potion. However, it may also be desirable to simply use a random system to determine outcomes of mixing potions, since one might assume that no two potions, even of the same type, have the exact same formula. Refer to the table below when potions are mixed, or construct a similar table more appropriate for your campaign.

Potion Mixing Table

Roll d20	Potion Mixing Result
01-02	***Poisonous Brew:*** The imbiber must roll a saving throw versus poison with a penalty from -1 to -4 (roll a d4) or die.
03-04	***Chemical Reaction:*** The potions create a reaction within the body, causing internal chemical burns for 2d6 hp damage.
05	***Hideous Result:*** The potions combine to alter the imbiber's body in a horrible and permanent way. It could be mild, such as causing mottled skin, or terrible, such as a withered limb, melted eyes, or unusual growths, etc. Roll 1d6 to determine general severity: 1-2, mild; 3-4, moderate; 5-6, severe. Mild effects are usually only cosmetic, while moderate ones may impose some penalties to abilities, attack rolls, etc. Severe effects cause major crippling or profound body alterations.
06-15	***No Effect:*** Both potions are rendered ineffective.
16-18	***Normal Effect:*** Both potions function normally.
19	***Greater Effect:*** One potion works 10%-100% more effectively (roll d00), while the other has no effect.
20	***Different Effect:*** The potions combine to create an entirely new effect. This might mimic a different random potion at 150% normal efficiency, or a unique effect determined by Gamemaster.



Humanoid Spell Casters

In addition to those capabilities mentioned in monster descriptions, some humanoids may have other spell casting abilities. These special individuals should not be randomly used (unless indicated in the monster description), but instead crafted for special encounters. Although these humanoids may have the potential to achieve these levels of ability, only rare specimens do so. The following charts should be consulted to reference maximum ability in a given class.

Cleric Maximum Level

3	5	7	8
Ettin	Bugbear	Dryad*	Sahuagin
Ogre	Centaur*	Giant (any)	
Troglodyte	Gnoll	Goblin	
Troll	Kobold	Hobgoblin	
	Locathah	Lizardfolk	
	Orc	Nymph*	
		Triton	

*These creatures are druids instead of clerics.
†Morlocks and Neanderthals have unlimited clerical ability.

Magic-User Maximum Level

2	4	5
Bugbear	Goblin	Morlock
Gnoll	Hobgoblin	Neanderthal
Kobold	Locathah	Sahuagin
Lizardfolk	Orc	

Gamemaster may choose to limit the spells of any given level available to humanoid spell casters, either as a whole or on a race-by-race basis.



Cosmology (Optional)

The following description of the major planes of existence is only one possible scheme or interpretation. It is presented here to tie together a number of concepts that are left unexplained throughout the core *BX Advanced* rules and the rules in AEC. The referee should feel free to use this as written, alter it, or disregard it completely depending on the needs of the milieu.

Material Plane

The material plane is the plane most campaign worlds are on. There are an infinite number of material planes, each of which may be wildly or subtly different from one another, and each one may operate under different magical or physical laws. Each material plane consists of its own universe, with the planet the characters are from, a sun, a solar system, and so on.

Transitive Planes

These three planes are used to get from one place to another. The astral plane is a conduit to all other planes, while the ethereal plane and the plane of shadow both serve as means of transportation within the material plane they're connected to. These planes have the strongest regular interaction with the material plane and are often accessed by using various spells. They have native inhabitants as well.

Astral Plane: The astral plane is the space between the planes. It is a great, endless sphere of clear silvery sky, both above and below. Occasional bits of solid matter can be found here, but most of the astral plane is an endless, open domain.

Ethereal Plane: The ethereal plane is coexistent with the material plane and often other planes as well. The material plane itself is visible from the ethereal plane, but it appears muted and indistinct, its colors blurring into each other and its edges turning fuzzy.

While it is possible to see into the material plane from the ethereal plane, the ethereal plane is usually invisible to those on the material plane. Normally, creatures on the ethereal plane cannot attack creatures on the material plane, and vice versa. A traveler on the ethereal plane is invisible, incorporeal, and utterly silent to someone on the material plane.

The ethereal plane is mostly empty of structures and impediments. However, the plane has its own inhabitants. Some of these are other ethereal travelers, but the ghosts found here pose a particular peril to those who walk the fog.

Plane of Shadow: The plane of shadow is a dimly lit dimension that is both coterminous to and coexistent with the material plane. It overlaps the material plane much as the ethereal plane does, so a planar traveler can use the plane of shadow to cover great distances quickly. This plane is also coterminous to other planes.

The plane of shadow is a world of black and white; color itself has been bleached from the environment. It otherwise appears similar to the material plane.

Inner Planes

These six planes are manifestations of the basic building blocks of the universe. Each is made up of a single type of energy or element that overwhelms all others. The natives of a particular Inner plane are made of the same energy or element as the plane itself.

Elemental Plane of Air: The elemental plane of air is an empty plane, consisting of sky above and sky below. The elemental plane of air is the most comfortable and survivable of the Inner planes, and it is the home of all manner of airborne creatures. Indeed, flying creatures find themselves at a great advantage on this

plane. While travelers without flight can survive easily here, they are at a disadvantage.

Elemental Plane of Earth: The elemental plane of earth is a solid place made of rock, soil, and stone. An unwary and unprepared traveler may find himself entombed within this vast solidity of material and have his life crushed into nothingness, his powdered remains a warning to any foolish enough to follow.

Despite its solid, unyielding nature, the elemental plane of earth is varied in its consistency, ranging from relatively soft soil to veins of heavier and more valuable metal.

Elemental Plane of Fire: Everything is alight on the elemental plane of fire. The ground is nothing more than great, ever shifting plates of compressed flame. The air ripples with the heat of continual firestorms, and the most common liquid is magma, not water. The oceans are made of liquid flame, and the mountains ooze with molten lava. Fire survives here without need for fuel or air, but flammables brought onto the plane are consumed readily.

Elemental Plane of Water: The elemental plane of water is a sea without a floor or a surface, an entirely fluid environment lit by a diffuse glow. It is one of the more hospitable of the Inner planes once a traveler gets past the problem of breathing the local medium. The eternal oceans of this plane vary between ice cold and boiling hot, between saline and fresh. They are perpetually in motion, wracked by currents and tides. The plane's permanent settlements form around bits of flotsam and jetsam suspended within this endless liquid. These settlements drift on the tides of the elemental plane of Water.

Negative Energy Plane: To an observer, there's little to see on the negative energy plane. It is a dark, empty place, an eternal pit where a traveler can fall until the plane itself steals away all light and life. The negative energy plane is the most hostile of the Inner planes, and the most uncaring and intolerant of life. Only creatures immune to its life-draining energies can survive there.

Positive Energy Plane: The positive energy plane has no surface and is akin to the elemental plane of air with its wide-open nature. However, every bit of this plane glows brightly with innate power. This power is dangerous to mortal forms, which are not made to handle it. Despite the beneficial effects of the plane, it is one of the most hostile of the inner planes. An unprotected character on this plane swells with power as positive energy is force-fed into her. Then, her mortal frame unable to contain that power, she immolates as if she were a small planet caught at the edge of a supernova. Visits to the Positive Energy plane are brief, and even then travelers must be heavily protected.

Outer Planes

The deities live on the outer planes, as do creatures such as demons. Each of the outer planes has an alignment, representing a particular moral or ethical outlook, and the natives of each plane tend to behave in agreement with that plane's alignment. The outer planes are also the final resting place of souls from the material plane, whether that final rest takes the form of calm introspection or eternal damnation.

Plane of Order: The plane of order is a realm where Law rules eternally and completely. All gods aligned with Law reside here. This plane is alien to beings from the material plane. It is an infinite universe of complete order, where time, if it exists at all, is static. Order is achieved to such perfection that nothing decays or fails from wear or age. Any being that physically enters this place is trapped like a fly in amber. The gods of Law sometimes reside in small pockets of reality that mimic processes on the material plane, much like a separate demiplane within the plane of order.

Plane of Balance: The plane of balance resembles a typical material plane in many ways. In the plane of balance, all forces act to equally oppose one another. Even magical and physical laws are balanced, such that most magic functions, as do most technologies from other worlds. Despite its balance in all things, the plane of balance is no "heaven." Just as powers are balanced here, so are diseases, wars, and other unpleasant phenomenon. Balance is an unfeeling force that seeks only that neither Law nor Chaos ever tips the balance. Freedom from suffering or other undesirable afflictions is not guaranteed in this place, since these things, and their absence, must always exist simultaneously to maintain balance. Gods of Neutrality call this plane home, where they typical rule a portion of this infinitely sized plane.

Plane of Chaos: The plane of chaos is known by many names, such as the abyss or Hell. The plane of chaos is composed of an infinite number of levels, each stacked on top of the next, and each consisting of an infinite universe unto itself. Every imaginable possibility exists in these universes. One may appear as a virtual paradise, but for some deadly and twisted characteristic, and others are complete vortexes of destruction. Some of the infinite worlds within the plane of chaos are often referred to as demon worlds, because it is from these worlds that all demons originate. Gods of Chaos call these worlds home, as do other powerful demon lords who may rule entire demon worlds.

Plane of Beasts: The plane of beasts is the home of all beast lords, or powers that represent the equivalent of deities for animals and monsters. Like the plane of chaos, there are an infinite number of universes (beast realms) within this plane, and each may be very different from one another. They include worlds of all terrain types, and have no particular allegiance to Law, Neutrality, or Chaos, as any of these forces may be found in beast realms.

Demiplanes

This category covers all extradimensional spaces that function like planes but have measurable size and limited access. Other kinds of planes are theoretically infinite in size, but a demiplane might be only a few hundred feet across. Any demiplane could have the characteristics of any other plane. Demiplanes can be found "floating" freely within the astral or ethereal planes.



Dominions

High level characters in *BX Advanced* are assumed to rule some area of land, be it a tower in the wilderness where a magic-user can research spells undisturbed, lands a fighter clears out of the wild and entices people to come and settle, a temple and its supporting lands where a high priest does the work of her deity, or lands granted a NPC ruler for services rendered. In some campaigns this may be a background activity that is handled abstractly by the Gamemaster and players (and these rules may not be used in detail). However, in many campaigns ruling lands may be a central part of high level play and the information and rules in this section will come into their own.

Even if these rules are not used for player lands, they will help GMs design dynamic and interesting countries for players to explore and live in in the campaign.

Granted Lands

When characters have come to the attention of the rulers of their land, usually by performing the sort of deeds that only heroes can manage, they may be granted titles of nobility and land grants.

This will vary from campaign to campaign depending on the preferences of the players and the Game Master. As a rough guideline, it should happen when the party are somewhere between 9th and 15th level—although some groups or some individual players may wish their characters to continue the life of a travelling adventurer rather than taking on the responsibility of ruling.

The area of land ruled by a noble (whether a player character or otherwise) is called a *Dominion*. This applies whether or not the noble is given their title by a ruler or the noble strikes out on their own and simply claims land and assumes a title. A single dominion consists of a stronghold and all the surrounding land that is ruled from and protected by the stronghold. If a ruler had more than one stronghold (except for when one is simply a garrison) then each one and its land is considered a separate dominion.

Titles of Nobility

Although there may be local and cultural variations specific to parts of the campaign setting, this chapter assumes that the following titles of nobility are in use (in ascending order of rank).

Knight: A knight is the lowest title of nobility. A grant of knighthood does not come with a dominion, and a knight does not normally rule such land. The children of nobles of all non-royal blood are normally knighted as a matter of course when they come of age, receiving a greater title when (or if) they gain their inheritance.

The title "Knight" applies to both sexes, although it is not used in the name of the noble. Instead, male knights are referred to as "Sir (Name)" and female knights are referred to as "Dame (Name)". Male knights are addressed as "Sir" and female knights are addressed as "Ma'am".

Baron: A grant of Barony comes with a single dominion. It is the lowest form of landed nobility, and may be granted by a count or higher. A baron is granted a single domain, which is called a barony.

The title "Baron (Name)" is used for male barons, and "Baroness (Name)" is used for female barons. Male barons are addressed as "Your Lordship", and female barons are addressed as "Your Ladyship".



Viscount: If a baron is granted a second dominion, or conquers a second dominion belonging to their ruler's enemy and adds it to their ruler's country, they will likely be granted the title of viscount. This title and all higher titles may only be granted by a duke or higher. The viscount may rule directly from one of the strongholds and allow an allied baron to rule the other, or may remain at court and allow allied barons to rule both their dominions.

A viscount who is granted more dominions by their ruler or who gains them by expanding into unclaimed land remains a viscount. Viscount is therefore the highest possible title for (non-royal) nobility who are yet to prove themselves as war leaders.

The title "Lord (Name)" is used for male viscounts, and "Lady (Name)" is used for female viscounts. Male viscounts are addressed as "Your Lordship" and female viscounts are addressed as "Your Ladyship".

Count: A viscount who conquers a third dominion belonging to one of their ruler's enemies and adds it to their ruler's country will be granted the title of count. A count will therefore rule at least three dominions, at least one of which was won by military conquest. Note that the "enemy" may not necessarily be a human

country—but a distinction is made between the military capture of a domain formerly ruled by an organized goblin nation, and the annexing by an adventuring party of terrain formerly populated by a few sparse orc tribes, for example. The dominions ruled by a count are collectively referred to as a county.

Like a viscount, a count may delegate the rule of some or all of their dominions to barons, and may remain at court. A count may grant the title of baron, although etiquette demands that this is normally not done without at least checking with the king or queen first.
The title "Count (Name) of (County)" is used for male counts, and the title "Countess (Name) of (County)" is used for female counts. Male counts are addressed as "Your Lordship" and female counts are referred to as "Your Ladyship".

Marquis: A count who continues to add dominions to their ruler's lands (either by conquest or expansion into unclaimed land) may be given the title of Marquis. Although a marquis has greater station and influence at court than a "mere" count, there is little practical difference between the two.

The title "The Marquis of (County)" is used for male marquises and the title "The Marquise of (County)" is used for female marquises. Male marquises are addressed as "Your Lordship" and female marquises are addressed as "Your Ladyship".

Duke: The highest rank of non-royal nobility is the Duke. The title of duke is granted to marquises who have served their ruler well and continued to add dominions to their rule. The collected dominions of a duke are referred to as a "duchy". It is rare (but not unheard of) for a duke to actually reside in one of the strongholds in their duchy. Dukes normally stay at court except in times of war or emergency. A duke may grant any lesser title (assuming the candidate has achieved the necessary status), although etiquette demands that the king or queen be informed before such grants happen.

The title "The Duke of (Duchy)" is used for male dukes, and "The Duchess of (Duchy)" is used for female dukes. Both male and female dukes are addressed as "Your Grace".

Archduke: The title of Archduke is given to members of the royal family who are also dukes. Some archdukes may by minor royalty who were originally granted baronies and have genuinely worked to gain their dominions, but others may be princes or other high ranking royals who have been granted archdukedoms for reasons of nepotism rather than ability.

While archdukes appointed via royal fiat do technically have the status and responsibility that their position entails, they are often not taken seriously and are sidelined when it comes to important councils of war and so forth. However, it can be dangerous to underestimate them completely. After all, they are close relatives of the king or queen, and do have their ears; as well as an array of lesser nobles (and their armies) at their disposal.

It is possible (although rare) for someone to first become a duke and then be adopted into the royal family to become an archduke. On very rare occasions, this will happen to an enemy duke who "defects" from their former ruler bringing their lands with them. Such defections cause much political turbulence, and can often be the start of major wars.

The title "The Duke of (Duchy)" is used for male archdukes, and "The Duchess of (Duchy)" is used for female archdukes. Both male and female archdukes are addressed as "Your Grace".

Prince: A prince is the child of a king or queen (or emperor), or the child of a crown prince or imperial prince. This may be by birth, or it may be by adoption—such as the adoption that turns a duke into an archduke.

A prince will always be at least a baron, although in many cases their title is a technicality and no actual domains are ruled. However, many rulers encourage their offspring to go out and actively rule—partly to keep them occupied and reduce internecine squabbling, and partly to "toughen them up" and get them used to responsibility.

A prince may not appoint lesser nobles unless entitled to do so by their own rank of nobility. The collective dominion held by a prince is called a principality.
The title "Prince (Name) is used for
male princes, and "Princess (Name)" is used for female princes. Both male and female princes are addressed as "Your Highness".

Crown Prince: A crown prince is a prince who is the heir to the throne. A crown prince is almost always a prince by birth. Only if a king or queen is childless would it be possible to adopt someone as crown prince without causing outright rebellion amongst nobility.

Although it would seem that crown princes would be the most pampered of princes, the opposite is true. Because of their future responsibilities they tend to have the most preparation—and are therefore the most likely to work their way up from barony rather than just have higher titles awarded to them.

Being a crown prince is a risky business, since there are often many other potential heirs keen to see one fail or die, as well as foreign powers keen to cause internal strife.

The title "Crown Prince (Name) is used for male princes, and "Crown Princess (Name)" is used for female princes, although occasionally (depending on the rules of succession in the country in question) only princes of one sex will be eligible to be crown princes. Both male and female crown princes are addressed as "Your Royal Highness".

Imperial Prince: An imperial prince is a prince who is the heir to an empire. An imperial prince is almost always a prince by birth. Only if an emperor or empress is childless would it be possible to adopt someone as an imperial prince without causing outright rebellion amongst nobility.

Like crown princes, imperial princes tend to be active nobles. Because of their future responsibilities they tend to have the most preparation—and are therefore the most likely to work their way up from barony rather than just have higher titles awarded to them.

Being an imperial prince is even more dangerous than being a crown prince, since there are often many more interested parties keen to see one fail or die.

The title "Imperial Prince (Name) is used for male princes, and "Imperial Princess (Name)" is used for female princes, although occasionally (depending on the rules of succession in the empire in question) only princes of one sex will be eligible to be imperial princes. Both male and female imperial princes are addressed as "Your Imperial Highness".

King: A king is the ruler of an entire country. The title is passed down in an hereditary manner, and therefore the only way to become a king (if one is not already heir to a throne) is to declare yourself the king of an area and get away with it by having enough military and political support.

In some countries, being the spouse of a king or queen makes one a king or queen yourself. This depends upon the rules of succession for the country in question.



In theory, a king has absolute power over their country. In practice, however, the king is reliant on the income and military might provided by their nobles; and it therefore is a foolish king indeed that does not take advice from those nobles.

The title "King (Name)" is used for male kings, and the tile "Queen (Name)" is used for female kings. Both male and female kings are addressed as "Your Majesty".

Emperor: An emperor is the king of a country that has taken over (and had surrender to it) one or more other countries; but rather than simply expand to cover the whole area, the countries that have been taken over are allowed to remain autonomous (although sometimes their kings are deposed and replaced with more friendly kings). These countries become client countries as part of a larger empire, and the king of the country that is doing the taking over becomes the emperor of the entire empire.

The heirs of an emperor will take on the title of emperor themselves without necessarily taking over more countries than the founder of the empire did.

The kings of the client countries mostly run their states as before, although they may have policies dictated by the emperor—particularly foreign policies, and they may have to pay a yearly tribute to the emperor.

Depending on the size of the tribute and the policies imposed, the empire may be seen as a useful and benevolent thing to have (especially if it brings peace between previously antagonistic countries that have now become client states), or it may be seen as an oppressive force that the client countries would overthrow if they could.

In many cases, client countries lose control of their armies and find them replaced by a single "Imperial Army" which is paid by—and loyal to—the empire.

Empires have a tendency to be too big to be stable, and rarely last more than three or four generations before disintegrating; although the disintegration often causes utter chaos and anarchy and the former kingdoms that made up the empire rarely survive the break up.

The title "Emperor (Name)" is used for male emperors, and "Empress (Name)" is used for female emperors. Both male and female emperors are addressed as "Your Imperial Majesty".

Rogue States

Of course, it is entirely possible for player character (or non-player character) to ignore this whole hierarchy and simply claim some area of wilderness and proclaim themselves the ruler of it using whatever title they feel like. Depending on the location they choose and the title they adopt, this may be met with anything from indifference to derision to downright hostility by other local rulers.

While it may be attractive to not have a ruler to pay salt tax to, the independent dominion runs the constant risk of While some lucky independents—usually those in the most isolated areas away from other states—are able to grow from a single stronghold to a whole country, the vast majority soon become part of a neighboring country; either by being taken over militarily or by the political expedient of the independent ruler accepting a title of

nobility from the royalty of a nearby country and swearing allegiance to that country in order to avoid a war they cannot win.

And, of course, some simply disappear; struck by plague or famine or worse.

However, claiming wilderness and declaring oneself to be an independent ruler is always an option for a particularly desperate or adventurous character who wishes to own a dominion without having to impress someone else enough to grant them one.

Building a Stronghold

No dominion can survive without a stronghold of some sort. The stronghold provides not only an administrative center for the dominion, but also a secure place to store the dominion's wealth and to retreat to in times of war.

The area of land covered by a dominion is measured in *Fiefs*. A single fief is an area of about 12 miles radius. If using hex maps, this translates to a single 24-mile hex that contains the stronghold, or a cluster of nine 8-mile hexes.
Usually, a dominion will consist of a single fief, with the stronghold roughly in the center so that no point is too far away for easy access.

A large stronghold with several external troop garrisons can increase the effective dominion to anything up to seven fiefs (one containing the stronghold and another six surrounding it). However, the increased travel time needed for either troops to get from the stronghold to an outlying village or for the villagers from that village trying to seek refuge in the stronghold limits the maximum size of the dominion to no larger than this.

If someone wishes to clear out more land and enlarge their dominion beyond this size then they must build another stronghold to protect the newly cleared land—and this then becomes the center of a second dominion.

Before a stronghold can be built, the surrounding area must first be cleared of monsters that would threaten the builders. This job is ideally suited to adventuring parties.

Once the area is clear, the stronghold itself can be designed and built. The building costs (in both money and time) for the different components of a stronghold are listed in Section 9.

Terrain & Resources

In order to determine the resources available to a dominion, the terrain of each fief must be determined.

If you are using 24-mile hexes, this is straightforward, as a single map hex will equal a single fief. If you are using 8-mile hexes or maps without hexes then you will have to classify each fief according to its predominant terrain type.

Each fief is classified as either *Civilized*, *Borderlands* or *Wilderness*, according to the Dominion Fief Classification table below, depending on the terrain type of the fief and how close it is to a major city or to other civilized fiefs. Note that the other civilized fiefs don't necessarily need to belong to the same dominion or even the same country, as long as there are trade links between them and the fief in question (which will usually be the case, barring embargoes).

Dominion Fief Classification Table

Terrain Type	Within 144 miles of a city	More than 144 miles from a city but within 72 miles of a Civilized fief	Not near a city or Civilized fief
Barren Lands	Borderlands	Wilderness	Wilderness
Clear*	Civilized	Borderlands	Wilderness
Desert	Borderlands****	Wilderness	Wilderness
Forest**	Civilized	Borderlands	Wilderness
Grasslands*	Civilized	Borderlands	Wilderness
Hills*	Civilized	Borderlands	Wilderness
Jungle**	Borderlands	Wilderness	Wilderness
Mountains***	Borderlands	Wilderness	Wilderness
Ocean	Wilderness	Wilderness	Wilderness
Settled	Civilized	Civilized	Borderlands
Swamp	Borderlands	Wilderness	Wilderness
Woods*	Civilized	Borderlands	Wilderness

*Fiefs of this type can become Settled if populated by anyone.
**Fiefs of this type can become Settled if populated by elves
***Fiefs of this type can become Settled if populated by dwarves
****Fiefs containing oases are considered to be Civilized

This civilization level of the fief determines both the number of families that will be attracted to settle the area when the stronghold is built and also the maximum number of families that the fief can support. See the Civilization Level Table for details.

Civilization Levels Table

Level	Settling Families	Max Families
Wilderness	1d10x10	1,500
Borderlands	2d6x100	3,000
Civilized	1d10x500	6,000

Settled Terrain

Any *Clear*, *Forest*, *Grasslands, Hills* or *Woods* fief that is has over 1,000 families living in it is considered to be of terrain type *Settled* rather than its basic terrain type.

Mountains fiefs with over 1,000 families become *Settled* only if populated by dwarves, and *Forest* and *Jungle* fiefs with over 1,000 families become *Settled* only if populated by elves.
This has two effects. Firstly, settled terrain uses different columns on wilderness encounter tables than other terrain types (see *Chapter 12: Into the Wilderness* for details about wilderness encounters). Secondly, the change to settled terrain may change the civilization level of the fief, with a corresponding increase in the maximum number of families that the fief can contain.

The change in civilization level of the fief may have a knock-on effect on other nearby fiefs, since they may now be within 72 miles (three 24-mile hexes or nine 8-mile hexes) of a civilized fief.

Example: One of Lady Katrina's dominions consists of a castle and its fief. The entire area is Mountains, and is well away from other civilized lands. When the castle is first built, the fief is therefore at the Wilderness level of civilization.

After a few years, the population of her fief grows to 1,033 families. Because Lady Katrina's people are primarily dwarves, that fief is now considered to be Settled rather than Mountains, and therefore becomes Borderlands and can support a higher population.

Another of Lady Katrina's dominions is in the hills closer to the rest of the kingdom. It is also not within 144 miles of a city or within 72 miles of a Civilized fief, but two of the fiefs adjacent to it are within 72 miles of a Civilized fief.

Those two fiefs (which belong to allied barons) are therefore considered to be Borderland Hills and Lady Katrina's fief is considered to be Wilderness Hills.

After a few years, one of the adjacent Borderlands fiefs reaches 1,014 families. It is now considered to be Settled terrain rather than Hills. This changes the civilization level of the fief to Civilized.

This change in civilization level means that Lady Katrina's fief is now within 72 miles of a Civilized fief, and its civilization level is now upgraded from Wilderness to Borderlands accordingly.

Any fief that loses enough population that it no longer has 1,000 families also loses its *Settled* type, and reverts back to its normal terrain type. Again, this may have a knock-on effect on other fiefs; which may no longer be within 72 miles of a *Civilized* fief, and therefore may drop in civilization level themselves.

Should this cause the maximum population of a fief to drop below its current population, the population of that fief will reduce by 20% per month until it is no longer unsupportable.

Material Resources

Each fief of the dominion will produce between one and four resources that must be exploited to generate income for the dominion, determined by rolling a d10 and consulting the following list:

1	1 resource
2-7	2 resources
8-9	3 resources
10	4 resources

Although the actual resources available can be very varied, for game purposes they are simply split into three categories: Animal, Vegetable and Mineral.

For each resource found, roll 1d10 to see which type it is:

1-3	Animal
4-8	Vegetable
9-10	Mineral

The Game Master or players may wish to go into further detail about exactly what types of resources these are; for example a mineral resource could be a gold seam or a source of strong stone for building or a source of fine clay or any one of dozens of other types of mineral. This detail may enhance role playing, particularly if the players like doing trade negotiations, but it does not affect the dominion rules. In the example above, although gold is far more expensive than building stone, there will also be far less of it and the relative income for a gold mine or a quarry in a fief will be similar.

Example: When Lady Katrina was granted her land and built her castle, the Game Master rolled for resources for the fief. He rolled that the fief had three resources: two mineral and a vegetable. Jim discussed what those three resources could be with the Game Master, and between them they decided that there was a silver seam that could be mined, a source of granite that could be quarried, and—because the mountain fief is in a warm region and on the edge of the mountain range—olive groves in the valleys and foothills.

Ruling a Dominion

In *BX Advanced*, ruling of a dominion takes place in the timescale of months and years, dropping down to a day-to-day basis only during unusual situations.
To be specific, the population change and the economy (the income and expenditure for the dominion) are handled on a monthly basis, and the level of satisfaction—or unrest—of the populace is usually handled on a yearly basis but may need to be checked in exceptional circumstances.

Population Change

Each month, the number of families in each fief of the dominion will change due to a variety of factors. Rather than try to account for each individual factor, *BX Advanced* abstracts the whole population change for the month into a single check.
For each fief, the basic population change is based on the existing population of the fief:

Population	Change
1-100 families	+25%
101-200 families	+20%
201-300 families	+15%
301-400 families	+10%
401-500 families	+5%
501-750 families	+3%
750-1,000 families	+2%
1,001+ families	+1%

In addition to this percentage increase, each fief with fewer than 250 families must roll 1d6 and consult the following:

1-3	Lose 1d10 families
4-6	Gain 1d10 families

In the case of more populous fiefs, these small changes are simply assumed to be irrelevant compared to the normal population growth.

Example: When Lady Katrina builds her castle, the fief is wilderness. Therefore it attracts 1d10x10 families as settlers. Jim rolls a 7, so 70 families settle the fief.

After a month, Jim checks the fief for population growth. There are less than 100 families, so there is a 25% increase, making 94 families. Additionally, because there are less than 250 families in the fief, Jim rolls a d6 to see what the random fluctuation is. He rolls a 6, which is good news because it means that there is a further increase in population of 1d10 families, but is disappointed when he then only rolls a 2 on the 1d10. Two extra families arrive, making a total of 96 families at the start of month two.

Monthly Economy Check

Each game month, the ruler of the dominion, along with the Game Master, needs to check the economy and tally up the income and expenditure for the month.

Income
Monthly income comes from four sources:

Resources: Each fief of the dominion will have between 1 and 4 types of resource in it. These resources provide income for the dominion ruler based on their resource type:

Animal	2gp/family
Vegetable	1gp/family
Mineral	3gp/family

Each family within the fief may work on a single resource within the fief.

The ruler of the dominion may simply let the populace split themselves evenly between the available resources, or may direct the populace to concentrate on exploiting a particular resource.

However, doing so is subject to a few limitations.

Firstly, given the infrastructure needed to exploit a particular resource (animals need breeding, crops need sowing, mines need digging), the ruler of a dominion can only change the emphasis once per year. The ruler must decide what their priorities will be at the beginning of each year, and the actual change to those new priorities will happen at the beginning of the *following* year. When doing so, it is convenient to assign priorities in terms of percentages of families rather than in absolute numbers of families, since the total number of families in the fief will change from month to month.

Secondly, the populace must work all the resources in the fief for the local economy to thrive and for the populace to be content. In particular, forcing too much of the population to work in dangerous and unhealthy mines makes the ruler very unpopular. In game terms, each resource must be worked by at least 20% of the families in the fief. For each 1% below that threshold in a year, there is a cumulative –1 penalty to the dominion's Confidence Rating. Similarly, no more than 50% of the families in the fief should be made to exploit mineral wealth. For each 1% above that threshold in a year, there is a cumulative –1 penalty to the dominion's Confidence Rating.

Thirdly, any fief that brings in a monthly revenue of 15,000gp or more will attract corruption, black markets and bandits. Unless that fief contains the stronghold from which the dominion is ruled, 1d10x10% of the potential resource income will be lost to such forces.

Service: Each family in the dominion brings in the equivalent of income worth 10gp per month in service, such as building works, growing food, tending animals, and so forth.

Unlike other sources of income, this is not actually received by the ruler of the dominion as money. However, it can be used to offset expenses such as holidays, tithes, salt tax, and the paying of armies (mercenary or otherwise). Any service income that is not used is wasted and cannot be stored.

Poll Tax: Each family in the dominion normally pays 1gp per month in poll tax. This is actual money-in-the-coffers tax paid in coinage.

The ruler of the dominion can set the tax rate higher or lower if they desire. For each extra 5sp that is paid per family, there is a –10 penalty to the dominion's Confidence Rating per year. For each 5sp less that is paid per family, there is a +5 bonus to the dominion's Confidence Rating per year.

Additionally, when the ruler increases the tax rate, this gives an instant –25 penalty to the dominion's Confidence Rating and forces an immediate confidence check. Similarly, decreasing the tax rate gives an instant +10 bonus to the dominion's Confidence Rating.

Salt Tax: If the ruler of the dominion has other nobles who have sworn fealty to them, they are given 20% of the total income of each lesser noble's dominion.
This income is normally paid in the form of services, and therefore doesn't actually arrive as coinage. However, like other service income it can be used to offset expenditure. Like service income, this income cannot be stored, and must be used or wasted.

Example: In the fief containing her castle, Lady Katrina has assigned 25% of the families to work in the silver mine, 25% of the families to work in the granite quarry, and 50% of the families to work in the olive groves. Since she has at least 20% of the population working on each resource and she does not have more than 50% of the population working on mineral resources there is no effect on her dominion's confidence level.



After a few years of growth, there are 447 families living in the fief. Splitting these families into the different resources (with some rounding) gives:

447x25% = 112 families mining silver
447x25% = 112 families quarrying granite
447x50% = 223 families farming olives

Therefore the resource income for the fief in the first month of that year is:

(112x3)+(112x3)+(223x1) = 895gp

The service income of the fief is simply ten times the population, which is:

(10x447) = 4,470gp

Lady Katrina has not set taxes higher or lower than the 1gp/family, so in poll tax she receives:

(1x447) = 447gp

Therefore, for this fief, Lady Katrina receives a total of 1,342gp in cash and 4,470gp in services that can offset expenditure.

The Game Master then instructs Jim to add 920gp of extra service income for the salt tax paid to Lady Katrina by the baron who looks after her second dominion.

Expenditures
The following expenses must be accounted for:

Castle Staff and Maintenance: With the exception of armies, which must be accounted for, the cost of castle staff and routine maintenance is assumed to already be covered by the service income of the dominion.

However, extraordinary expenses such as rebuilding works in the wake of a siege or a monster attack must be paid for out of the ruler's pocket. Service income may be used to pay for these expenses.

Troops: Whether a full time standing army, a "special forces" unit of adventurers, or a group of mercenaries; troops must be paid for.

Armies and mercenaries can be paid for with service income, based on their costs in *Chapter 8: Equipping for Adventure*, but adventurers usually only work for cold hard cash.

In times of dire need, a peasant militia can be formed from the local populace.

Up to 10% of the families in an area can provide "poor" quality peasant militia (providing an average of 2.5 troops per family). A further 10% of the families in an area can provide "untrained" quality peasant militia (providing an average of 2.5 troops per family).

If either are called up, the families providing militia will not produce income of any type during the months in which the militia is active.

Tithes: One tenth of all gross income (income before any expenditure has been taken out) must be given in tithes to the various churches and temples that are worshipped throughout the dominion.

Tithes may be paid with either service income or money, or a combination of the two.

Failure to provide the full amount of tithes results in the churches (and possibly Immortals associated with them) being angered, and they make their anger known to the populace.

The net result of this is that any year in which tithes are not paid in full gives a –50 penalty to the dominion's Confidence Rating.

If tithes are short-changed for more than one year in a row, there is a 25% chance each year that an extra "Disaster" event will happen that year as the Immortals show their displeasure. If such an event is going to happen, it will be preceded by omens and prophetic dreams.

Salt Tax: In just the same way that the dominion may receive salt tax from subservient dominions, it must also pay twenty percent of its gross income (income before any expenditure has been taken out) to the noble or royal that the ruler of the dominion has sworn fealty to.

Salt tax may be paid with either service income or money, or a combination of the two.

Festivals and Holidays: Some days during the year are declared as festivals or holidays. These may have been declared by the ruler of the country, or by one of the major religions of the country, or the ruler of the dominion may declare their own.

The overall cost of a holiday is 5gp per family. This represents both the expenditure for celebrations and also the lost income because people are not working. This cost may be paid with either service income or money, or a combination of the two.



If the holiday was one declared by the churches, its cost can be recouped from the tithes paid to the church. Similarly, if the holiday was one declared by the ruler of the country, its cost can be recouped from the salt tax paid to that ruler.
However, if the cost of the holiday is too great to be covered by the tithes or salt tax (or if the holiday was declared by the dominion ruler rather than by a higher power) the dominion ruler must pay the remaining cost themselves.

Each time a regular holiday or festival that the populace are expecting is cancelled, a –5 penalty is applied to the dominion's Confidence Rating, and an immediate confidence check must be made.

Each time an extraordinary holiday or festival day is announced, a +2 bonus is applied to the dominion's Confidence Rating.

Entertaining Visitors: Etiquette demands that visiting nobles and royalty are entertained according to their station.

The following costs apply whenever a noble (and their retinue) are visiting:

Knight	No extra cost
Baron	100gp/day
Viscount	150gp/day
Count	300gp/day
Marquis	400gp/day
Duke	600gp/day
Archduke	700gp/day
Prince	As nobility + 100gp/day
King	1,000gp/day
Emperor	1,500gp/day

Example: Lady Katrina has a total income from her dominion for the month (including salt tax from her second dominion) of 1,342gp in cash, and 5,390gp worth of services.

Firstly, she takes 30% of that out (20% in salt tax to the queen and 10% in tithes to the church). She ends up paying 1,346gp to the queen and 673gp to the church for a total of 2,018gp.

The 2,018gp is all paid out of service income, leaving her with:

5,390-2,018 = 3,372gp left.

There was a religious festival for one day during the month. Since the population of her dominion is 447 families, this costs her:

447x5 = 2,235gp
Since this was a religious festival, she can use tithes to help fund it. She should be paying 673gp in tithes, so that leaves:

2,235-673 = 1,562gp to pay.

She pays the 1,562gp out of her remaining service income, leaving her with:

3,372-1,562 = 1,810gp left

Out of this 1,810gp, she pays for her standing army consisting of 300 heavy dwarven infantry (costing 5gp each per month) and 100 dwarven crossbowmen (costing 6gp each per month).

These troops cost her:

(300x5)+(100x6) = 2,100gp

She can pay 1,810gp of this wage bill using services, leaving her:

2,100-1,810 = 290gp to pay

She pays the 290gp out of her 1,342gp cash income, leaving her:

1,342-290 = 1,052gp

Having balanced her finances for the month, Lady Katrina discovers that she has managed to pay most of her expenses out of service income, but she considers cutting back on troop numbers, since she's having to dip into real cash in order to pay them.

She keeps the 1,052gp of cash and puts it in her coffers.

Experience for Income

When calculating the amount of experience the ruler of a dominion gets from their monthly income, there are two rules that must be applied.

Firstly, only cash income (i.e. Resources and Poll Tax) provide experience points. Service income and income from Salt Tax of lesser nobles does not provide experience points.

Secondly, experience points are derived from the gross income of cash (income before any expenditure has been taken out). Even if all the income is spent due to heavy expenditure and the ruler ends up making a net loss, they will still receive full experience.

Example: Lady Katrina received 1,342gp of cash and 5,390gp of services this month. She gets experience for all of the cash even though she had to spend some of it, but does not get money for the services. Lady Katrina therefore gains 1,342xp this month.

Confidence Level

Each dominion has a *Confidence Rating*. This is a number that represents the general state of content (or discontent!) of the populace.

There is a single confidence rating for the whole dominion—different fiefs do not have separate ratings.

When a dominion is first established, the initial confidence rating is set to the sum of the ability scores of the ruler plus 150 plus an additional d100 roll.

In addition to the confidence rating, a dominion also has a *Confidence Level*. The confidence level is based on the rating, and periodically a "confidence check" is made. Whenever a confidence check needs to be made, look up the current confidence rating on the Confidence Level Table and this will indicate the new confidence level.

Confidence Level Table

Confidence Rating	Confidence Level
49 or less	Turbulent
50 to 99	Belligerent
100 to 149	Rebellious
150 to 199	Defiant
200 to 229	Unsteady
230 to 269	Average
270 to 299	Steady
300 to 349	Healthy
350 to 399	Prosperous
400 to 449	Thriving
450 or higher	Ideal

It is important to remember that although the confidence rating may change frequently, the confidence level only changes when a confidence check is made—even if the rating moves into a different range between checks.

Yearly Confidence Check

At the beginning of each year, the Game Master checks the current confidence rating on *table 13-3* in order to determine the confidence level of the dominion.

This confidence check may also be required as a result of certain actions by the dominion ruler (e.g. when an expected holiday is cancelled) or as a result of a disaster striking the dominion.

Descriptions of the various confidence levels and their effects on the dominion are given below:

Average: The dominion is running smoothly. There are no special conditions or effects.

Belligerent: In each fief that has fewer troops than one half of the number of families, half the families will form a peasant militia (providing an average of 2.5 troops per family).

No poll tax can be collected.

A quarter of normal service income can be collected in areas without a peasant militia, but none can be collected in areas with a peasant militia.

A quarter of normal resource income can be collected in areas without a peasant militia, but none can be collected in areas with a peasant militia.

A –10 penalty is applied to the confidence rating.

All trade caravans and travelling officials will be attacked by bandits.

Any of the dominion ruler's troops that move or deploy within the dominion will be attacked by peasant militia, deserters, bandits or enemy agents.

There is a 50% chance that an enemy state will provide the peasant militia with military support.

Defiant: In each fief that has fewer troops than one third of the number of families, half the families will form a peasant militia (providing an average of 2.5 troops per family). However, these militia will not attack unless provoked.

No poll tax can be collected.

A half of normal service income can be collected in areas without a peasant militia, but only a third can be collected in areas with a peasant militia.

A half of normal resource income can be collected in areas without a peasant militia, but only a third can be collected in areas with a peasant militia.

Healthy: All income is 10% greater than normal.

There is a 25% chance per agent that enemy agents working in the dominion will be exposed.

Ideal: All income is 10% greater than normal.

There is a 75% chance per agent that enemy agents working in the dominion will be exposed.

If a random check indicates that a disaster will occur during the coming year, there is a 25% chance that it will not happen.

A +25 bonus is applied to the confidence rating.

The confidence rating cannot drop below 400 before the next confidence check.

Prosperous: All income is 10% greater than normal.

There is a 25% chance per agent that enemy agents working in the dominion will be exposed.

If a random check indicates that a disaster will occur during the coming year, there is a 25% chance that it will not happen.

Rebellious: In each fief that has fewer troops than one third of the number of families, half the families will form a peasant militia (providing an average of 2.5 troops per family). However, these militia will not attack unless provoked.

No poll tax can be collected.

A third of normal service income can be collected in areas without a peasant militia, but only a quarter can be collected in areas with a peasant militia.

A third of normal resource income can be collected in areas without a peasant militia, but only a quarter can be collected in areas with a peasant militia.

A –10 penalty is applied to the confidence rating.

Steady: There is a 25% chance per agent that enemy agents working in the dominion will be exposed.

Thriving: All income is 10% greater than normal.

There is a 50% chance per agent that enemy agents working in the dominion will be exposed.

If a random check indicates that a disaster will occur during the coming year, there is a 25% chance that it will not happen.

Turbulent: 95% of families will form a peasant militia (providing an average of 2.5 troops per family).
No income of any kind may be collected, except by force.

A –10 penalty is applied to the confidence rating.

The confidence rating cannot rise above 100 until the ruler of the dominion is removed.

All trade caravans and travelling officials will be attacked by bandits.

Any of the dominion ruler's troops that move or deploy within the dominion will be attacked by peasant militia, deserters, bandits or enemy agents.

One or more enemy states will provide the peasant militia with military support.

Unsteady: There is a 20% chance that a –10 penalty will apply to the confidence rating.

Events

Each year, 1d4 random events will happen in the dominion.

Due to the huge variety of events that can occur, it is not possible to list them here. However, they can be roughly classified into types of event.

For each event that occurs, roll on *table 13-4* to determine the type of event.

Dominion Events

D100 roll	Event Type
01-05	Major Positive Event
06-20	Minor Positive Event
25-40	Neutral Event
41-75	Minor Negative Event
76-95	Major Negative Event
96-00	Disaster

Although this table is random, the Game Master should be fair to the players and should not let players' dominions be wiped out by a few bad rolls which indicate disaster after disaster. If the dice seem to be against the players, then the Game Master should introduce plot elements or potential adventures into the game that can mitigate the worst situations. Similarly, if the dice are favoring the players and they are getting bored just raking in the money every month without challenge, the Game Master should introduce plot elements or adventures that can cause additional problems.

However, in either case the Game Master should be careful not to railroad the players and make them feel that the status quo is being forcibly maintained. The Game Master should make sure that the players' decisions have a real impact on the way their dominions prosper or struggle.

Types of event and their effects are listed below:

Major Positive Event: A major positive event will benefit the dominion greatly. It may result in a bonus to the confidence rating of up to +25, up to a doubling of income for a month, a population increase of up to +25%, or some combination of the above. Depending on the nature of the event, the ruler may need to get involved personally in order to get the best results—but there should be some positive results even if the ruler does nothing.

Examples: New resource type found, ancient treasure found, An Immortal decides to become the patron of the dominion, A clan of demi-human refugees joins the dominion.

Minor Positive Event: A minor positive event will benefit the dominion, or at the very least not harm it. It may result in a bonus to the confidence rating of up to +15, up to 50% extra income for a month, a population increase of up to +15%, or some combination of the above. The ruler may need to get involved personally in order to get the benefits—but there should be no negative results even if the ruler does nothing.

Examples: A new trade route is proposed, a hostile tribe of humanoids moves away from the dominion, Passing adventurers clear out local bandits without needing to be hired to do so, A druid moves into the area.



Neutral Event: A neutral event may benefit the dominion or harm it, depending on how it is dealt with. It may result in a change to the confidence rating of up to +/-10, up to 25% extra or less income for a month, a population change of up to +/-10%, or some combination of the above. Whether the event works out positively or negatively should depend on how the ruler handles it.

Examples: A VIP visitor arrives unexpectedly, Comets or other omens are seen in the sky, heresy is discovered in a local church, a local tribe of humanoids is displaced by a different tribe

Minor Negative Event: A minor positive event will harm the dominion, or at the very least not benefit it. It may result in a penalty to the confidence rating of up to +15, up to 50% less income for a month, a population decrease of up to -15%, or some combination of the above. The ruler may need to get involved personally in order to avoid the harm—but there should be no significant positive results no matter how well the ruler handles the situation.

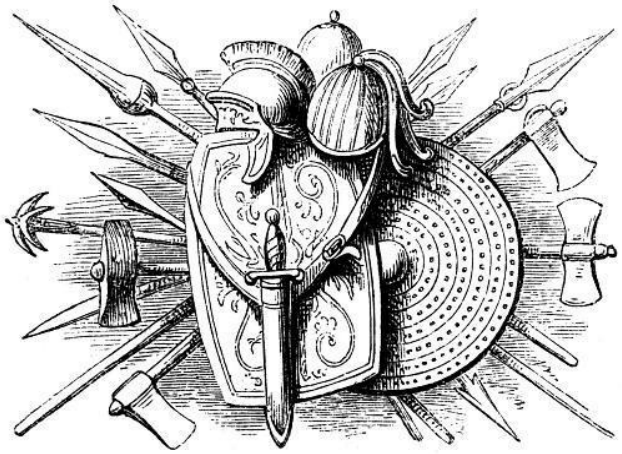
Examples: Bandits start raiding, an official is assassinated, low level wandering monsters arrive in the area, a disease breaks out.

Major Negative Event: A major negative event will harm the dominion greatly. It may result in a penalty to the confidence rating of up to -25, up to 75% less income for a month, a population decrease of up to -25%, or some combination of the above. Depending on the nature of the event, the ruler may need to get involved personally in order to get the least bad results—but there should be some negative results no matter how well the ruler handles the situation.

Examples: One of the fief's resources runs out, an epidemic strikes, a high level wandering monster enters the dominion, agitants foment rebellion against the ruler, a major fire breaks out.

Disaster: A disaster event will harm the dominion greatly in a similar way to a major negative event. It may result in a penalty to the confidence rating of up to -25, up to 75% less income for a month, a population decrease of up to 25%, or some combination of the
above. It will also result in an immediate confidence check. Depending on the nature of the event, the ruler may need to get involved personally in order to get the least bad results—but there should be seriously negative results no matter how well the ruler handles the situation.

Examples: An extremely high level monster attacks the dominion, plague strikes, a hurricane, tornado or avalanche sweeps the dominion, an earthquake strikes, an Immortal smites the dominion.



Optional Systems

The following systems are optional. Most can be added independently of any other optional system. However, some optional systems require the use of other optional systems For example, using the Advantages and Disadvantages system or the Psionics system requires the use of the Experience Ranks system. Some optional systems may not work well with others, for example the Spellcasting as a Skill system will not work well with the Spell Point system.

For the purpose of these optional systems, an Arcane class is a Bard, an Illusionist, or a Magic-User. A Divine class is a Cleric or a Druid. A Fighting Class is a Barbarian, a Fighter, a Monk, a Paladin, or a Ranger. A Specialist Class is an Assassin or Thief.

Experience Ranks

Each character class is assigned an Experience Rank. Experience Rank is simply which experience point advancement chart on the Experience Rank Table the character uses -- although this is an optional system, the experience rank assigned to each class in listed in the class description in section 2. If no optional rules than give adjustments to Experience points are used, Experience Rank can basically be ignored as the XP charts for each character class incorporate the experience point advancement chart for the unmodified class Experience Rank. For example, the Fighter class has an Experience Rank of 7. If you look at Experience Rank Table and compere the experience point advancement chart for Experience Rank 7 with the standard Fighter advancement table listed in the description of the Fighter class, you will see that they are the same.

If optional systems like Advantages and Disadvantages or Psionics are used which provide modifiers to Experience Rank, the experience point advancement chart the character will use is determined by adding any Experience Rank modifiers from these optional rules to the base Experience Rank of the character's class. For example, if the campaign is using the Advantages and Disadvantages rules and the character selects the Fighter class (Experience Rank 7) as well as the Ambidextrous advantage (+1 Experience Rank), the Danger Sense advantage (+2 to Experience Rank), and the Shaky disadvantage (-1 to Experience Rank), the character's Total Experience rank is 9 (7 + 1 + 2 – 1). This means the character will use the experience point advancement chart for Experience Rank 9 on the Experience Rank Table instead of the standard XP requirements for the fighter class. This means that the character would need 2500 XP to reach 2nd level instead of the fighter class standard of 2000 XP.

If the campaign allows multiclassing, the experience point chart used for each class is calculated separately. Continuing the example from above if a Fighter/Thief took the Ambidextrous advantage (+1 Experience Rank), the Danger Sense advantage (+2 to Experience Rank), and the Shaky disadvantage (-1 to Experience Rank), the character's Total Experience rank is 9 (7 + 1 + 2 – 1) for the Fighter class and 6 (4 + 1 + 2 -1) for the Thief class.

Advantages and Disadvantages

Many players like to have characters that are mechanically different from other characters of their class. Backgrounds help provide this, but some campaigns may need more. Characters in such campaigns may be created with advantages and disadvantages that adjust the character's Experience Base. All advantages and disadvantages selected for a specific character must be approved by the Gamemaster as suitable the campaign, the style of play, and the specific character. Things that any character should be able to try to do with at least some chance of success should never be allowed as advantages. The following are

example advantages and disadvantages that may be used. These are only examples., The Gamemaster should remove some of the ones listed that do not fit the campaign or style of play and/or add new ones tailored to the campaign.

Advantages: The following special abilities increase a character's abilities and powers at the cost of increasing the number of experience points a character needs to advance.

Alchemy: Alchemists can create potions with the effect of Magic-User Illusionist, or Druid Spells. The character must select one of the three types of spells when this advantage is selected. With access to water, ingredients (50 gp per use per Spell Level), and a successful roll of 1d20 + INT Bonus vs. a TN of 10 + (2 x Spell Level), an Alchemist can create potions for spells of a Spell Level up to 1/4 the Alchemist's Level (round up). Potions take 60 minutes per spell level to brew. These potions can be used up to 24 hours after their creation; creating a potion with no expiration adds (1 x Spell Level) to the TN. Each potion after the first created in a day adds +2 to the TN. Experience Rank modifier of +10.

Ambidextrous: Characters are normally considered to be right or left-handed. Ambidextrous characters can use both hands equally well, even at the same time. Experience Rank modifier of +1.

Danger Sense: The character has a sixth sense for danger. For an Experience Rank modifier of +2, he can never be surprised.

Direction Sense: For an Experience Rank modifier of +1, a character always knows which direction is which (e.g. which way is north). For an Experience Rank modifier of +3, a character not only always knows which direction is which but can always retrace his path (e.g. return the way he came in in a maze).

Former Magic-User Apprentice: The character began training as a Magic-User or Illusionist but did not complete it. The character has the Magic-User special abilities (Magic Dart and Minor Magic from the rules later in this section)) but at a cost of 3 HP per use. He can create the needed wand, but doing so takes a full week instead of a few hours. If the ritual rules are used, the character can cast first and second level spells as rituals provided he has a readable written copy of the spell ritual. Experience Base modifier of +7.

Herbalism: Herbalists are familiar with the magical methods of selecting and preparing herbal elixirs, poultices, etc. with the effects of divine healing spells (effect level is listed in parenthesis): Cure Light Wounds (1), Gentle Repose (2), Cure Blindness (3), Cure Deafness (3), Cure Disease (3), Cure Serious Wounds (4), Neutralize Poison (5), Restoration (7). Successful creation requires access to water, ingredients (50 gp per use per effect level), and a successful roll of 1d20 + WIS bonus vs. a TN of 10 + (2 x Effect Level). Effects equal to 1/2 the herbalist's level (round up) can be created. Herbal creations may be used up to 24 hours after creation. Herbal creations affecting disease or poison must be created for a specific disease or poison. Experience Rank modifier of +7.

Photographic Memory: For an Experience Rank modifier of +1, a character may remember details most would forget on a successful INT roll. For an Experience Rank modifier of +3, a character can remember everything with true photographic detail on a successful INT roll.

Disadvantages: The following major hindrances to a character decrease the number of experience points a character needs to advance. However, the character's Experience Rank can never go below 50% of his Experience Rank without any disadvantages.

Frail: Character is unhealthy and weak of frame, subtracting 1 from the number of hit points gained at each level (minimum gain 0). Experience Rank modifier of -1.

Hunted by Enemies: The character is hunted by some powerful person or group who want to do them ill. The Experience Rank modifier is the total of the modifier for the hunter's power and how often the enemy has a hand in the character's adventures. Power: slightly more powerful than character -0; much more powerful -2; extremely powerful -4. Frequency: 20% of game sessions -1; 40% of game sessions -2; 60% of game sessions -3.

Low Self-Esteem: Character has little self-confidence or self-worth, taking a -3 penalty on ability rolls or saving throws where this would be a factor. Experience Rank modifier of -1.

Meager Fortitude: Character is sickly and weak of stomach, taking a -3 penalty on ability rolls or saving throws where this would be a factor. Experience Rank modifier of -1.

Noncombatant: Character is relatively inept at melee combat; take a -2 penalty on all melee attack rolls. Experience Rank modifier of -1.

Phobia: The character has a fear so strong it can overwhelm him. Mild phobias can be temporarily overcome with a WIS roll. Severe phobias cannot be overcome. The Experience Rank modifier is determined by how common the object of the fear is and the severity. Type of fear: Rare object/situation: -1; Uncommon object/situation: -2; Common object/situation: -3. Severity of Fear: Mild Fear: 1x; Severe fear: 2x.

Poor Reflexes: Character zigs when he should zag, taking a -3 penalty on ability rolls or saving throws where this would be a factor. Experience Rank modifier of -1.

Shaky: Character is relatively poor at ranged combat, taking a -2 penalty on all ranged attack rolls. Experience Rank modifier of -1.

Unlucky: Your character just has bad luck, usually at the worst possible time. The Gamemaster will arbitrarily make something go wrong for the character each game session. This bad luck cannot kill the character outright, but just about anything else goes. Experience Rank modifier of -3.

Unreactive: Character is slow to react to danger, taking a -4 penalty on initiative checks and increasing the character's change of being surprised by 1. Experience Rank modifier of -1.

Vow: Your character has sworn an oath to do or not do something. The Experience Rank modifier is based on the amount of inconvenience the Gamemaster thinks it will cause the character during an average game session. Characters who break their vow during a session receive no XP for the session. Minor inconvenience: -1; Major inconvenience: -2; Great inconvenience: -3.

Vulnerable: Character is not good at defending himself, taking a -1 penalty to Armor Class. Experience Rank modifier of -1.

Weak Will: Character is highly suggestible and easily duped; taking a -3 penalty on ability rolls or saving throws where this would be a factor. Experience Base modifier of -1.

Notes for the Gamemaster: GMs should think carefully before allowing Advantages and Disadvantages into their game. While they can be a great way to create a special character, they can be a pain in play. This is especially true for disadvantages like "Hunted by Enemies" that actually create more work for the Gamemaster. If you decide to allow them, you need to carefully look over characters that use them to be sure that those taken actually make sense for the player's character concept and aren't just being used to min-max the character. Using this system requires using the Experience Ranks system.



Psionics

Psionics are mental powers which aren't magic but sometimes duplicate magical abilities. If psionics are used in a campaign, any highly intelligent being has a slight change of being psionic.

Creating Psionic Characters: Characters should check for psionics ability at character creation. Roll a d20 and add the characters INT bonus. On a roll of 21 or higher, the character may opt to have psionics abilities that will manifest as the character goes up levels. If the above roll is successful and the player opts for the character for the character to have psionics,, roll 2d6. The result is the maximum number of psionic abilities the character will manifest. Each ability a character can manifest adds +1 to the character Experience Rank. For example, a character who can manifest 8 psionic abilities adds +8 to his Experience Rank – which will increase the number of XP the character needs to advance in character level.

Manifesting Psionic Abilities: At character creation and every time a psionic character goes up a level, the character rolls to see if a new psionic ability manifests. Roll 1d20 + INT bonus against a target number of (21 – the maximum number of psionic abilities the character may manifest). On a successful roll, the character manifests a new psionic ability. Roll on the Psionic Ability Table below to determine the new ability. Reroll if the character already has the ability rolled.

Manifesting Psionic Attack and Defense Modes: Psionic characters manifest psionic attack and defense modes as they gain psionic abilities. Specific modes manifest as the character manifests a specific number of abilities. See Psionic Combat below for more information.

Number of Psionic Abilities Manifested	Attack Mode Manifested	Defense Mode Manifested
1	Mind Thrust	Thought Shield
2		Mind Blank
3	Ego Whip	
4		Mental Barrier
5	Psionic Blast	
6		Intellect Fortress
7	Id Insinuation	
8		Tower of Iron Will
9	Psychic Crush	

Using Psionic Abilities: Using a psionic ability is an action. Successful use requires a 1d20 + MIND Bonus + Level/2 versus the target number (TN) given in the ability description. Certain abilities also cost HP (even if the attempt is unsuccessful). The power of many psionic abilities is determined by the Ability Level of the specific psionic ability. This is the number of levels the character has possessed the specific ability. Simply recording the character's level when he gets the ability will make calculating this easy.

Psionic Abilities: The following psionic abilities may manifest. Which abilities manifest should be determined randomly. The Gamemaster is free to create other abilities.

Roll	Psionic Ability	Roll	Psionic Ability
1	Animal Telepathy	13	Etherealness
2	Astral Projection	14	Healing Trance
3	Aura Alteration	15	Invisibility
4	Body Control	16	Levitation
5	Body Equilibrium	17	Mind over Body
6	Clairaudience	18	Precognition
7	Clairvoyance	19	Psychic Surgery
8	Dimension Door	20	Shape Alteration
9	Domination	21	Telekinesis
10	Empathic Projection	22	Telepathy
11	Empathy	23	Teleportation
12	ESP	24	Suspend Animation

Animal Telepathy: Character can establish 2-way mental communication with an animal. TN is 12. HP Cost is 1 HP per minute. Level of communication depends on the intelligence of the target. Does not require target to obey or be helpful.

Astral Projection: Character can enter a trance and project himself into the Astral Plane. This works like the Astral Spell except that speed of travel and other effects depend on Ability Level. TN is 15. HP Cost is 1 HP per 10 minutes.

Aura Alteration: Character can alter a target's aura to either to disguise the target's alignment and level, or to remove a compulsion or charm. Disguise has a TN of 15, costs 5 HP, lasts 10 minutes per Ability Level, can make the target appear as any desired alignment and can modify the character's apparent level by up to Ability Level levels. Removing a charm, compulsion, or curse costs 10 HP and grants the target another saving roll.

Body Control: Character can adjust his body to exist in unusual conditions (extreme temperatures, hostile/destructive elements like poison gas, water, acid, fire, lava, etc.).TN is 12 for unusual conditions like extreme temperatures, 15 for hostile environments like underwater or lack of good air. 18 for extreme conditions like acids, lava, etc. Costs 1 HP per 10 minutes. Maximum duration is Ability Level x 10 minutes. Reroll Ability check every hour.

Body Equilibrium: Character can adjust his body weight to correspond to the surface he is walking on so as not to sink into water, mud, quicksand, etc. TN is 12. Costs 1 HP per 10 minutes. Maximum duration is Ability Level x 10 minutes. Reroll Ability check every hour.

Clairaudience: Character can hear at a distance (30 feet + Ability Level x 10). TN is 12 (plus +2 for each foot of material between psionic and target area). Costs 1 HP per minute.

Clairvoyance: Character can see at a distance (30 feet + Ability Level x 10). TN is 12 (plus +2 for each foot of material between psionic and target area). Costs 1 HP per minute.

Dimension Door: Character can teleport up to Ability Level x 20 feet. TN is 12 is target location visible, 15 otherwise. Costs 5 HP.
Domination: Character can force another to do their will. TN to

establish is 15 + target's level/hit dice. TN to maintain for another round is 15 + target's level/hit dice. Costs the target's level/hit dice in HP per minute.

Empathic Projection: Character projects an emotional state upon targets. This works similar to the Suggestion spell but is limited to suggesting emotions. TN is 12 if touching a single target, 15 otherwise. Range: 30 feet + (Ability Level x 10). Can affect up to Ability Level targets. HP Cost is 3 per target.

Empathy: Character senses the emotions/emotional needs of the target(s). TN is 15. Cost: 1 HP per minute if a single target, 3 HP per minute otherwise. Range: 30 feet + (Ability Level x 10).

ESP: Character can read the surface thoughts of the target. TN is 10 + target's level/hit dice. Cost: 1 HP per minute if touching target, 3 HP per minute otherwise. Range: 30 feet + (Ability Level x 10). Searching for specific/deeper thoughts adds 5 to the TN (+10 if the target is specifically hiding them) and doubles the HP cost.

Etherealness: Character can alter his body vibrations to those of the Ethereal Plane, but is only able to carry Ability Level * Ability Level pounds of material with him. TN is 12 + 1 per 20 pounds of weight carried. HP Cost: 1 HP per 10 minutes.

Healing Trance: Character can go into a trance and heal Body Points quickly. A maximum of one BP per Ability Level can be healed. TN is 10 + number of BP to be healed. Trances lasts a number of hours equal to the BP to be healed, and 1 BP is healed per hour of trance. HP Cost: BP healed x 2.

Invisibility: Character can turn invisible by making those in range not notice the character. Character cannot attack and maintain invisibility. Range is Ability Level x 10 feet. TN is 12 (or 15 if the targets are highly alert).

Levitation: Character can float in the air. DC to float is 12 and it costs 1 HP per minute. Character can ascend or descend Ability Level feet per minute by making an ability check with a TN of 15. Character can move laterally Ability Level feet per minute by making an ability check with a TN of 18.

Mind over Body: Character can suppress bodily needs like food, water, and sleep for two days per Ability Level. Thereafter the character must spend an equal number of days resting before this ability can be used again. No ability check or HP cost.

Precognition: Character has a vague sense of the future. While using this power the character cannot be surprised and adds his Ability Level/2 (round up) to initiative, combat rolls, and any other d20 rolls where an ability to know what might happen in the near future would be helpful. TN is 15 and the roll must be made each minute the ability is used. HP cost is 5 HP per minute.

Psychic Surgery: Character and target go into a trance to heal target's Body Points quickly. Character must be touching target. A maximum of one BP per Ability Level can be healed. TN is 10 + number of BP to be healed. Trances last a number of hours equal to the BP to be healed and 1 BP is healed per hour of trance. HP Cost: BP healed x 2.

Shape Alteration: Character can modify his appearance similar to the Polymorph Self spell. TN is 12 to make minor changes to appearance (remaining same species), 15 to make major changes (another species of similar size), and 18 to make more extreme changes. Cost is per hour and is based on type of change: 3 HP for minor changes, 8 HP for major changes, and 15 HP for extreme changes. Maximum duration is Ability Level hours.

Telekinesis: Character can move objects up to Ability Level x Ability Level pounds by mental power. TN is 12 (18 if precise control is needed). HP Cost is 3 HP per minute for slow movement, 8 per attack for combat speed movement.

Telepathy: Character can establish 2-way mental communication with an intelligent target. TN is 12 if target is willing, 18 otherwise. HP Cost is 1 HP per minute. 1 minute of telepathy allows an information exchange equal to 10 minutes of talking.

Teleportation: Character can teleport up to Ability Level * 100 miles. TN is 12 if the target location is intimately known to character, 18 if the target location is well known, and 24 if the target is only known from a clear description. HP Cost is 15.

Suspend Animation: Character can virtually stop all body functions for a predetermined amount of time. Maximum duration is Ability Level x Ability Level weeks. Character will not change during this time. A number of days equal to the number of weeks spend in suspended animation must pass before this ability can be used again. No ability check or HP cost.

Psionic Combat: Only psionic characters that have manifested a psionic attack ability can make a psionic attack. The Psionic Attack Roll is 1d20 + INT bonus + number of psionic abilities manifested. The attack is successful if it is higher than the target's Psionic Armor Class (10 + INT bonus + armor bonuses from a psionic defense mode).

Psionic attacks do psionic damage (see below for amounts). Tally psionic damage separately. If the total psionic damage ever becomes greater than the character's current hit points, the character falls into a coma and remains in a coma until he has more hit points than psionic damage points and makes a successful save vs Paralysis (may be attempted once per hour). With a night's sleep, psionic damage "heals" 1d6 + twice the number of psionic abilities manifested, if any.

Psionic Defense Modes: Defense modes increase the character's psionic armor class when in use. Only one mode can be in effect at one time. Thought Shield costs 0 HP to use and gives a +1 bonus to the character's psionic armor class. Mind Blank costs 0 HP to use and gives a +2 bonus to the character's psionic armor class. Mental Barrier costs 0 HP to use and gives a +4 bonus to the character's psionic armor class. Intellect Fortress costs 2 HP to use and gives a +4 bonus to the psionic armor class of the character and everyone within 10 feet. Tower of Iron Will costs 3 HP to use and gives a +6 bonus to the psionic armor class of the character and everyone within 3 feet.

Psionic Attack Modes: Mind Thrust costs 1 HP to use and does 1d8 points of psionic damage. Ego Whip costs 2 HP to use and does 2d6 points of psionic damage and the target must make a save vs paralysis or be stunned for one minute. Psionic Blast costs 4 HP to use and attacks everyone in a conic area in front of the psionic doing 1d6 damage to everyone in the affected area, double damage to those in short range (10'), half damage at long range (30'). One attack roll is made and used against all possible targets. Id Insinuation costs 2 HP to use and does 3d6 psionic damage and the target must save vs. Fear or be affected as a fear spell for 1d6 rounds. Psychic Crush costs 5 HP to use and does 4d6 psionic damage and 2d6 physical (HP) damage.

Notes for the Gamemaster: Psionics were one of the least used and poorest described abilities in 1e. While the 1e system can be made to work, it does not work well. This psionics system therefore has been made to have similar abilities and power levels to the 1e psionics system, but the implementation is much different. Few campaigns will need psionics, but the system is here for those (like one of the author's) that do. Using this system requires using the Experience Ranks system.

Talents

At level 2 (and every 2 levels thereafter), characters may select one narrow area of skill where they are better than average: something they are "Good at." This talent should be either something directly related to their class or background -- or something they have spent game time and/or money learning. If the player wishes (and the Gamemaster approves), instead of selecting a new talent a talent the character is already "Good at" be improved to "Expert at" at a later even-numbered level and a talent the character is "Expert at" may be improved a final time to "Master at" at yet a later even-numbered level. The Gamemaster will consider the character's talents just as he would the character's class and background when deciding if a character will succeed with an action.

Notes for the Gamemaster: Many players used to more "new school" styles of play want rules-based, mechanical ways to customize their characters. Talents provide a way to do this that does not add much complexity nor restrict characters from trying to do things anyone should be able to try because they failed to select some special mechanical customization feat. Talents let characters choose to be better than average in some specific, limited field. For example, while any character can try to swing from vines, a character that is "Good at: Swinging from Vines" is going to be more successful at it than the average character. If you need to assign numerical benefits to talents for when a success roll is needed, +2 per level is a good place to start for most talents (i.e. Good at +2, Expert at +4, Master at: +6).

Additional Fighter Class Abilities

Cleave: After a fighter kills an opponent, he may immediately make another attack against any still-standing foe within 5 feet. The maximum number of attacks he can make in one round is equal to his level.

Immunity to Fear: At 4th level, a fighter is immune to fear, including fear caused by dragons, undead, spells, and magic items.

Leadership: At 4th level, a fighter inspires those under his command. Any hirelings or mercenaries under the command of the fighter have a +1 bonus to their morale when personally led by the fighter.

Intimidation: A fighter of 4th level or above will not be targeted by normal troops (0 level) so long as there are other (lesser) targets available. At 6th level and above, any creature with less than half a fighter's level in hit dice must make a morale check to attack the fighter when another target is available.

Combat Awareness: A fighter may roll a D20 whenever an invisible or hidden physical being first comes within sight, when it does something that could be noticed (like walk through dust or open a door), or when it comes within melee range, if the roll is equal to or less than the fighter's level the fighter has detected the invisible or hidden being. At 8th level or above, a fighter automatically detects hidden or invisible beings if they come within melee range.

Notes for the Gamemaster: Some consider the fighter a boring class to play because while fighters are combat machines able to dish out a lot of damage, they have no "special fighter class abilities". These special abilities are drawn from the powers "heroes" and "superheroes" had in the original minis game that grew into the original edition of the world's most popular fantasy game. They will make a fighter more powerful, but not overwhelmingly so.

Additional Spell Caster Abilities

Magic-Users, Illusionists, Clerics, and Druids have additional minor abilities. The Gamemaster may opt to give other spell casting classes in the campaign these abilities.

Arcane Caster Special Abilities

All Magic-Users and Illusionists (arcane casters) have the following special abilities. All require the use of a special wand hand-made by the arcane caster.

Create Handmade Wand: An arcane caster knows how to create the handmade wand required for arcane special abilities. The wand must be made by the arcane caster using it to function. Creating the wand requires a knife, a living tree to cut the wand from, and 12 minus the arcane caster's level hours (minimum of 1 hour) of uninterrupted time.

Magic Dart: An arcane caster can shoot a 1d4 dart of magic energy from the tip of their handmade wand once per round provided no other action is taken. The arcane caster must roll to hit the target normally. Range: short 60; medium 120; long 180. Usable once per round if no other action taken. Requires pointing a handmade wand at the target and costs 1 HP per use. The visible effects can be whatever the Magic-User desires. This does not affect damage, it only adds color to the ability.

Minor Magic: Arcane casters can cast minor "everyday/non-combat" magic at will. Attempting something the Gamemaster considers abusive fails and causes the arcane caster's wand to explode (doing 1d6 backfire damage to the magic-user unless a save is made). Usable once per round if no other action taken. Requires waving a handmade wand. Cost 1 HP per use.

Some examples: Light a candle or pipe with a flame from the tip of the wand. Dust things – at first level a minor magic spell might be needed for each shelf or piece of furniture, while at third level a single spell might dust a room and at sixth level the magic-user's the entire floor of a house or tower. Tie or untie a knot. Float coins from the magic-users coin purse to a merchant's hand.

Divine Caster Special Abilities

All Clerics and Druids (divine casters) have the following special abilities. The divine caster must have a holy symbol of his religion in hand to use these abilities.

Minor Divination: A divine caster may spend 10 minutes in prayer asking his deity whether or not a specific action would have generally good or generally bad results *from the deity's point of view*. The cleric will have vague feeling of rightness or wrongness. A cleric may do this at most once per day (+1 additional time per day every 5 levels). Example: A cleric wishing to know whether attack a demon temple would have good or bad results might be told "good results" even though the cleric's entire party would be wiped out because *from the deity's point of view* an attack on the temple has a good result as it will interrupt an important ceremony even though the cleric and his party are killed in the attack.

Minor Healing Prayers: Immediately after combat, a divine caster may touch the wounds and pray over a being severely injured in that combat. This costs the divine caster 1 HP and will restore 1-4-1 (0-3) hit points if the standard rules are being used.. If the optional Body Point rules are being used, this ability will instead restore 1d2-1 (0-1) body points -- or 1d4-1 (0-3) hit points for beings without body points. Even if 0 hit points (or body points) are restore, minor healing prayers will stop any bleeding. This may only be done once per being per combat and takes one minute per being. Only damage taken in the current combat can be healed.



Smite: A divine caster may imbue his normal weapon with holy power allowing it to hit monsters that normally require silver or even magical weapons to hit. Spending 1 HP before making the attack roll will allow hitting monsters that require silver (or other special non-magical) weapons to hit. Spending 2 HP before making the attack roll will allow hitting monsters that require +1 or +2 magical weapons to hit. Spending 4 HP before making the attack roll will allow hitting monsters that require +3 magical weapons to hit.

Notes for the Gamemaster: Arcane Caster Abilities: Some people feel that the Magic-User and Illusionist classes are too weak and uninteresting to play at lower levels. These special abilities add some magical flavor to the Magic-User without really increasing the power of the class. The Magic Dart ability is no worse than letting a magic-user use a sling (a fairly common house rule), but it has a more magical feel. Minor Magic lets a Magic-User use magic for minor mundane tasks which is fun but generally has no effect on the game except, perhaps, to impress peasants and the like.

Divine Caster Abilities: While the Cleric and Druid have a good mix of combat and magical abilities, these special abilities add some nice minor powers. The Smite ability is particularly useful as it means that no party with a cleric will ever be caught fighting creature they cannot possibly hit due to lack of special weapon types (with the exception of rare, high-powered monsters that require a +4 or +5 magic weapon to hit).

Spellcasting as a Skill

Magic-users, clerics and other spell casters don't memorize spells and forget them when they cast them. Instead, they select a number of spells, from their available spells, equal to their Level +3 (note that if they have less available spells than this, they are stuck with what they have, no spell can be selected more than once). Note that a caster may not memorize a spell of a spell level he could not cast at his level under the standard rules.

Every time they wish to cast a selected spell they must roll a D20, add their attribute modifier (INT for magic-users/illusionists, WIS for clerics/druids/rangers, CHA for bards/paladins) and one-half their level (rounded up), against a Target Number of 10 + the level of the spell being cast. If they equal or beat the Target Number the spell succeeds. If they roll lower than the target number, the spell fails and they cannot cast that particular spell again that day.

Optional: Add +1 to the casting roll for every full round spent casting the spell, to a maximum bonus of the caster's level.

Notes for the Gamemaster: This optional rule makes spell casters less reliable as casting spells will no longer be automatically successful, but so long as they do successfully cast a spell, they will retain in in memory. If you use this optional system, you may need to adjust the number of spells casters can memorize to fit your campaign. The number in the rule works well in a campaign where magic is not as common as it is in a campaign using the standard rules; for example, a swords and sorcery setting.

Body Points, Hit Points, and Healing

Hit Points (HP): Hit Points are determined by character class as in the standard rules. If Hit Points reach 0, the character is unconscious and begins to take severe physical injury. Further damage, including any remaining points of damage the attack that reduced hit points to zero, directly reduces Body Points. Hit Points represent stamina, luck, minor cuts and scrapes, etc. Optional: To avoid confusion, "Hit Points" may be renamed "Fatigue Points."

Body Points (BP): All characters have 20 Body Points. If Body Points reach 0, the character is dead. Each two points of body damage a character has suffered gives a -1 to all attack, success, saving, and similar D20 rolls.

Option: Body Points for Fighting Classes equal 20 + (Level/2) (round down, maximum 30). Body Points for Arcane Classes equal 20 – (Level/2) (round up, minimum 10). This has fighting classes slowly becoming tougher while arcane classes lose physical conditioning as they become more magically powerful.

Recovering Hit Points: All characters recover all hit points after six hours of total rest. If a character has lost Body Points due to wounds, only 50% of total hit points lost are recovered per six hours of rest.

Healing Body Point Damage: Body points lost recover at a rate equal to the character's CON Bonus (minimum of 1 point regained) per full day of complete rest. If a character with up to 50% Body Point damage (up to 10 points of BP damage if base 20 BP is used) performs more than very light activity or careful, slow travel during a day, he has a 50% chance of losing an additional body point. If a character with more 50% of Body Point damaged (11 or more points of BP damage if base 20 BP is used) does anything other than rest quietly in bed during a day, he has a 50% chance of losing an additional body point.

Healing Magic: Cure spells or their equivalent no longer affect hit points on characters (but continue to do so on creatures who only have hit points). A Cure Light Wounds (or equivalent) will cure 1d2+1 Body Points. A Cure Serious Wounds (or equivalent) will cure 3d2+3 Body Points. In either case, 1 point will be cured per 10 minutes of rest after the spell is cast (up to the maximum the spell will cure), if the rest in interrupted any remaining points of healing are lost.

Critical Hits (Optional): A natural 20 that would otherwise hit is automatically a critical hit. A critical hit does normal hit point damage, but also does a number of body points damage equal to the number of damage dice rolled (normally 1). Most monsters do not have body points, so a critical hit will do maximum damage plus a normal damage roll to them and cause them to lose their next attack.

Spell Casting (Optional): Casting a spell costs a spell caster hit points: 2 hit points to cast a spell of level 1 to 3, 2 hp to cast a spell of level 4 to 6, 3 hit points to cast a spell of level 7 or 8, and

5 hit points to cast a spell of level 9. For 5 additional hit points, the caster may try to retrain the spell in memory after casting it, doing so a successful save vs spells.

Bleeding (optional): A character who has been reduced to 0 hit points by weapon or other trauma-related damage will eventually bleed out and die if their wounds are not bound. A bleeding character must make a Save every minute or suffer one body point of additional damage. Binding wounds takes 1 minute per point of body damage taken, but no further bleeding rolls are needed (including while the wounds are being bound). Any healing spell cast on a bleeding character will effectively stop the bleeding.

Second Wind (Optional): Once per day, characters may regain 20% of their total hit points (round up) by resting in a safe place for an hour while eating a meal. This amount is reduced by 2 hp per point of body damage (to a minimum of 0 hp recovered).

Monster Body Points (Optional): Body Points should generally only be used for player characters and important NPCs. If the Gamemaster does not mind the added complexity, monsters may have Body Points as well. A monster's Body Points are equal to twice the number of hit dice the monster has. This option is not recommended as it adds a lot of pointless Gamemaster bookkeeping to every combat. If the Gamemaster does not want to use this option, but still feels that the addition of Body Points gives player characters too much of an advantage over monsters, the Gamemaster may simply increase the HPs rolled for monsters by twice the number of hit dice the monster has.

Notes for the Gamemaster: This character damage and healing system is somewhat more trouble to use as it requires tracking two separate point totals, it is somewhat more realistic – or at least many players feel that it is more realistic. While it provides negative effects for suffering actual wounds (body damage), it makes characters somewhat more capable as their hit points are fully restored by a night's sleep if they haven't suffered any body damage. The optional Critical Hits and Spell Casting rules are recommended. The optional Monster Body Points rule is not really recommended except for GMs running adversarial campaigns.

Ritual Magic

A spell caster can perform ritual magic to cast spells of any level (and other special rituals that might be found in old books or scrolls) provided the caster has a written copy of the spell or ritual, any needed materials (mainly required by special rituals), and the time and space needed to perform the ritual.

Ritual casting of a spell of a level the caster is able to cast normally takes 10 minutes and costs 1 HP per level of the spell being ritually cast. Ritual casting of a spell of a level the caster is not yet able to cast normally takes 15 minutes per level of the spell and costs 4 hit points per level of the spell being ritually cast. Ritual casting of a special ritual takes as long and costs as many HP as the ritual states (that is, the Gamemaster assigns these as needed when he creates the special ritual). Multiple spell casters may participate in a casting a special ritual with the HP cost of casting divided among them.

Optional Sacrifices: One or more beings with human or better intelligence may be sacrificed during ritual magic. Each sacrifice made adds 10 minutes to the ritual and provides 10 plus the being's level or hit dice in HP to power the ritual. This amount is tripled if the being is truly a willing sacrifice. Some special rituals may require the sacrifice of intelligent beings. The sacrifice of intelligent beings is normally against the law in civilized societies.

Notes for the Gamemaster: These supplemental rules allow magic to be cast as rituals, trading time for energy and class/level limitations on direct spell casting. While player-characters may occasionally find magic rituals useful, they are very useful for NPCs and villains. Your NPC village cleric may not be able to cast Raise Dead as a spell, but his holy books might have an elaborate and expensive ritual with similar effects. Your mad chaotic sorcerer might be able to cause a volcano to appear with a horrible ritual the calls for the sacrifice of all the children in the closest village – a ritual that player characters would be unlikely to use even if they obtain a copy.

Action Points

All characters have 1 action point per character level. Actions points may be used to simulate a heroic effort by a character or to simulate a lucky break. Action Points recover 1 per day of total rest in safe surroundings.

Heroic Effort: Each action point spent on heroic effort allows the player to roll a 1d6 and adjust any single die roll affecting the character or made as a result of the character's actions in the character's favor by the amount rolled. The action point must be expended before the die roll to be adjusted is made.

Luck: Spending one action point for luck will cause a minor bit of good luck to come the character's way. Spending two action points for good luck will cause a major bit of good luck to come the character's way. In both cases, the Gamemaster decides exactly what the good luck is, but it should be helpful in a minor/major way to the character's immediate situation.

Shake Off Fatigue: Recover half your lost hit points instantly. This counts as an action.

Strike Now: The character can take his action right now instead of waiting for his normal turn to act to come up. This cannot be used to cast a spell over 3rd level.

Try Again: Spending two action points allows the character to try any roll again that he has failed. The character must abide by the result of the second roll even if it is worse than the first roll. This simulates the character realizing he is failing and putting everything he has into turning failure into success.

Notes for the Gamemaster: Action points are a way for players to avoid or lessen the effects of truly disastrous die rolls at critical points or to have something lucky/helpful happen by "chance." While some think they go against the "let the dice fall where they may" old school attitude (and to some extent they do), in reality they turn out to be just another very limited resource for players to manage, which is a very old school thing. If your players complain about bad rolls to the point they are annoyed with the game, adding action points might be something to consider. You can reduce the number of action points characters receive for less heroic campaigns (e.g. gain 1 action point every 2nd level instead of every level).

Deities and Divine Intervention

Characters will find it helpful to follow one of the gods. Although Clerics, Druids, and Paladins have special access to the deities, other classes may receive advice and assistance at times as well. A character may select any deity (or pantheon in some campaigns) to follow from the campaign allowed by the Gamemaster.

Divine Intervention: Deities will occasionally assist their followers when petitioned for aid. There is a chance of angering the deity and a strong possibility that the deity will not deign to take an interest in mortal affairs at that time. The petitioner may thus receive aid, suffer harm, or get no response at all. Petitioning for divine intervention more often than once a week results in automatic retribution.

Petitioning for divine intervention can be done at any time provided the character is capable of thought. A d100 roll on the appropriate table using the column for the characters level below will determine the result. Clerics, Druids, and Paladins add 5 to their level before consulting the chart.

Greater Deity

Result	1-5	6-10	11-15	16-20	21+
Retribution	01-80	01-70	01-60	01-50	01-40
No Effect	81-95	71-90	61-85	51-80	41-70
Intervention	96-00	91-00	86-00	81-00	71-00

Major Deity

Result	1-5	6-10	11-15	16-20	21+
Retribution	01-70	01-60	01-40	01-30	01-20
No Effect	81-90	61-80	41-70	31-60	21-50
Intervention	91-00	81-00	71-00	61-00	51-00

Minor Deity

Result	1-5	6-10	11-15	16-20	21+
Retribution	01-60	01-40	01-30	01-20	01-15
No Effect	61-85	41-75	31-65	11-55	16-45
Intervention	86-00	76-00	66-00	56-00	46-00

Demi-God

Result	1-5	6-10	11-15	16-20	21+
Retribution	01-50	01-30	01-20	01-10	01-05
No Effect	51-80	31-65	11-55	11-45	06-35
Intervention	81-00	66-00	56-00	46-00	36-00

Characters may make an offering to their deity before rolling for divine intervention. All offerings musty be in the possession of the petitioner at the time of the request (deities do not accept IOUs). This table lists the die roll modifier for various types of offerings:

Offering	Die Roll Modifier
Treasure (1000gp)	+1
Each Potion	+2
Magic Weapon/Armor	+Bonus
Magic Scroll (per spell)	+2
Magic Ring, wand, or rod	+5
Magic Staff	+10
Miscellaneous Magic item	+10
Minor Artifact	+15
Minor Artifact	+25
Accept Minor Quest	+10
Accept Major Quest	+20
Intelligent Being Sacrificed	+Level or HD

Only evil deities accept the sacrifice of intelligent beings. A minor quest will take 4 to 8 months. A major quest will take 1 to 3 years. The quest will be imposed by the deity (and need not involve actual questing).

There is an additional modifier of -15 if the character does not regularly donate at least 10% of income to the deity's temple. Characters who ignore their deity except when in need of help suffer a die roll modifier of -10 to -30 as determined by the Gamemaster.

If the result is intervention, the deity will do the minimum needed to answer the request. For Demi-Gods, the maximum would be about the ability of a limited wish spell. For Minor Deities, the maximum would be about the power of a single wish spell. For Major Deities, the maximum would be about the about ability of several wish spells. There is no effective limit for what Greater Deities can do.

If the result is retribution, the petitioner takes his level in D6 of damage (plus Body Point damage equal to the character's level if Body Points are being used).

Conversion (Optional): Characters may not willingly change their allegiance to another deity/pantheon except at a full temple of the new deity and then only with a favorable reaction roll from the new deity's priests (large donations to the temple will give favorable modifications to the roll). Lay people accepted by a new god must spend 1d4 weeks (at their own expense) at the temple learning the basic rituals and dogma of their new faith before they can receive any benefits from that faith. Clerics and Druids must spend 1d6 months (plus their level in weeks) in such study before they can cast divine spells above 2nd level again. Druids can only convert to another nature deity.

Spell Level Availability (Optional): A character's deity may limit the level of Divine Spells the character may cast. If the character's deity is a Demi-God, the maximum level of Divine Spells the character has access to is 5th level. If the character's deity is a Minor Deity, the maximum level of Divine Spells the character has access to is 6th level. If the character's deity is a Major or Greater Deity, the maximum level of Divine Spells the character has access to is 7th level.

Special Spells by Deity (Optional): Deities may not offer all of the standard Divine Spells (Cleric) to their clerics. They may simply not provide some of the standard spells, substitute special spells for some of the standard spells, or even add additional spells to the standard spells.

Notes for the Gamemaster: Divine Intervention gives characters an expensive way to try to get themselves out of extremely bad situations by paying for a miracle. It doesn't work all that often (especially for lower level characters), but when it does it is often a memorable moment in the campaign. Note that successful divine intervention need not be splashy and obviously "deities acting in the world" if that is not suitable for the campaign. The spell options allow easy customization of deities so that each deity has a somewhat unique list of spells. The optional conversion rules make it easy to stop characters from switching deities depending on their current needs.



Experience Rank Table

	XP to Advance By Total Experience Rank							
Level	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**
1	0	0	0	0	0	0	0	0
2	500	750	1000	1250	1500	1750	2000	2250
3	1000	1500	2000	2500	3000	3500	4000	4500
4	2000	3000	4000	5000	6000	7000	8000	9000
5	4000	6000	8000	10000	12000	14000	16000	18000
6	8000	12000	16000	20000	24000	28000	32000	36000
7	16000	24000	32000	40000	48000	56000	64000	72000
8	32000	48000	64000	80000	96000	112000	128000	144000
9	64000	96000	128000	160000	192000	224000	256000	288000
10	96000	144000	192000	240000	288000	336000	384000	432000
11	128000	192000	256000	320000	384000	448000	512000	576000
12	160000	240000	320000	400000	480000	560000	640000	720000
13	192000	288000	384000	480000	576000	672000	768000	864000
14	224000	336000	448000	560000	672000	784000	896000	1008000
15	256000	384000	512000	640000	768000	896000	1024000	1152000
16	288000	432000	576000	720000	864000	1008000	1152000	1296000
17	320000	480000	640000	800000	960000	1120000	1280000	1440000
18	352000	528000	704000	880000	1056000	1232000	1408000	1584000
19	384000	576000	768000	960000	1152000	1344000	1536000	1728000
20	416000	624000	832000	1040000	1248000	1456000	1664000	1872000

	XP to Advance By Total Experience Rank							
Level	**9**	**10**	**11**	**12**	**13**	**14**	**15**	**16**
1	0	0	0	0	0	0	0	0
2	2500	2750	3000	3250	3500	3750	4000	4250
3	5000	5500	6000	6500	7000	7500	8000	8500
4	10000	11000	12000	13000	14000	15000	16000	17000
5	20000	22000	24000	26000	28000	30000	32000	34000
6	40000	44000	48000	52000	56000	60000	64000	68000
7	80000	88000	96000	104000	112000	120000	128000	136000
8	160000	176000	192000	208000	224000	240000	256000	272000
9	320000	352000	384000	416000	448000	480000	512000	544000
10	480000	528000	576000	624000	672000	720000	768000	816000
11	640000	704000	768000	832000	896000	960000	1024000	1088000
12	800000	880000	960000	1040000	1120000	1200000	1280000	1360000
13	960000	1056000	1152000	1248000	1344000	1440000	1536000	1632000
14	1120000	1232000	1344000	1456000	1568000	1680000	1792000	1904000
15	1280000	1408000	1536000	1664000	1792000	1920000	2048000	2176000
16	1440000	1584000	1728000	1872000	2016000	2160000	2304000	2448000
17	1600000	1760000	1920000	2080000	2240000	2400000	2560000	2720000
18	1760000	1936000	2112000	2288000	2464000	2640000	2816000	2992000
19	1920000	2112000	2304000	2496000	2688000	2880000	3072000	3264000
20	2080000	2288000	2496000	2704000	2912000	3120000	3328000	3536000

	XP to Advance By Total Experience Rank							
Level	**17**	**18**	**19**	**20**	**21**	**22**	**23**	**24**
1	0	0	0	0	0	0	0	0
2	4500	4750	5000	5250	5500	5750	6000	6250
3	9000	9500	10000	10500	11000	11500	12000	12500
4	18000	19000	20000	21000	22000	23000	24000	25000
5	36000	38000	40000	42000	44000	46000	48000	50000
6	72000	76000	80000	84000	88000	92000	96000	100000
7	144000	152000	160000	168000	176000	184000	192000	200000
8	288000	304000	320000	336000	352000	368000	384000	400000
9	576000	608000	640000	672000	704000	736000	768000	800000
10	864000	912000	960000	1008000	1056000	1104000	1152000	1200000
11	1152000	1216000	1280000	1344000	1408000	1472000	1536000	1600000
12	1440000	1520000	1600000	1680000	1760000	1840000	1920000	2000000
13	1728000	1824000	1920000	2016000	2112000	2208000	2304000	2400000
14	2016000	2128000	2240000	2352000	2464000	2576000	2688000	2800000
15	2304000	2432000	2560000	2688000	2816000	2944000	3072000	3200000
16	2592000	2736000	2880000	3024000	3168000	3312000	3456000	3600000
17	2880000	3040000	3200000	3360000	3520000	3680000	3840000	4000000
18	3168000	3344000	3520000	3696000	3872000	4048000	4224000	4400000
19	3456000	3648000	3840000	4032000	4224000	4416000	4608000	4800000
20	3744000	3952000	4160000	4368000	4576000	4784000	4992000	5200000

Appendix A: Sample Stocked Dungeon

This appendix illustrates the process of stocking a dungeon by following the advice presented earlier. The "Den of the Morlock Shaman" is a small dungeon that will likely be used for only one or a few adventures.

The Scenario: "Fighting Evil"

For this scenario we choose the classic plot of fighting evil. The Den of the Morlock Shaman is a small set of caverns, with areas of worked stone. Many years past, the cavern portion of the small dungeon was the beginning of a mining operation. However, the veins of precious metal turned out to be small and the mine was abandoned before it reached significant size.

The morlock shaman Eoppa, as well as morlock workers and soldiers, were sent by the great morlock chief in the north to establish an outpost in the mine. New areas were added by the workers, and now the small complex houses the shaman Eoppa and a small number of soldiers. With the outpost established, the morlocks have grown bored with the day-to-day monotony of cleaning their weapons and hunting in the nearby woods. Eoppa and his men began raiding a local village's livestock, but as this sport got old they began attacking the villagers at night. There have been three attacks on the villagers to date. In the last skirmish, a family of farmers was killed, but their teenage son and daughter were captured alive and taken back to the morlock lair to be slaves.

The PCs could be related to the teenagers and their family, or they could be natives of the village. The village might ask for the PCs' help in ridding the countryside of the morlocks and rescuing the farmers' children.

The Lair

The small cavern portion of the morlock den is drawn first, using a standard scale of 1 square = 10'. Then, the new portions of the den that have been created by the morlocks are drawn in. It is already clear that the morlocks will figure heavily in this scenario, so area 7 will be the soldiers' bunkroom, and area 12 will be the luxurious quarters of Eoppa. The boy is in area 8a and the girl is in 8c, which are two out of a few prison cells. The PCs will have to pass through several areas before finding the prison cells. The remaining areas will be stocked using the random method.

Stocking the Dungeon

Area 1: The Gamemaster rolls d00 to determine the contents of this roughly 10' by 10' alcove. The result is a 34, which indicates that a monster is present. There is a 50% chance that there will be treasure with the monster, and the d00 result is 04, indicating there is treasure. The Gamemaster rolls on the dungeon wandering monsters table, level 1, to determine which monster is present. The result is a 7, indicating there is green slime. Since the number encountered is 1d4, this die is rolled to see how many are here. The roll indicates 1 green slime is present. The monster description indicates that normally there is no treasure associated with green slime, so the earlier result that indicated treasure is present is ignored.

Area 2: The roll result for this room is 11, indicating the room is empty. There is a 15% chance that treasure is present, but 26 is rolled, so none is indicated. However, we decide to place a crevice in the south portion of the room. While no monsters or traps are associated with it, it is 10' deep and surrounded by loose rocks and soil, and a PC may fall inside if he ventures too close.

Area 3: A roll of 65 indicates a trap. A roll of 16 on d00 means that there is treasure, since there is a 30% chance of treasure. First, it is decided that the trap will consist of rocks that fall from the ceiling if someone walks into the alcove. The damage is 2d6 for a 10' radius, centered roughly toward the back of the alcove. After referring to the Unprotected Treasure Table, and rolling for treasure on Dungeon Level One, it is determined that 200 sp and 500 gp present. Since it is unlikely that the morlocks would leave such riches lying about, it is decided that the treasure is buried in a small steel box, 1' below ground at the very back of the alcove .

Area 4: The Gamemaster decides that there are 5 morlocks stationed here as guards. There are 10 morlocks total in the den, so it is decided that these morlocks have half of the total treasure. After referring to the Treasure Hoard Class table for the morlock Hoard Class XX, appropriate dice are rolled for treasure categories, and the treasure belonging to the morlocks consists of 2 pieces of jewelry. One is worth 1,600 gp and the other is worth 600 gp. The Gamemaster decides that the one of lesser value is here, and the one of greatest value will be with Eoppa, since he is the leader.

Area 5: A roll of 76 indicates that a unique encounter will be placed here. Since morlocks sometimes keep albino apes, there will be one albino ape here as a guard. The doors open to a small roughly hewn landing and the start of a stairway going down which was never finished.

Area 6: Since an albino ape is present in this complex, this area is designated as the sleeping area for the ape.

Area 7: This area is the morlock bunkroom. There are 3 morlocks here, taking their sleep shift. The smaller attached room is being used as a latrine.

Area 8: This area consists of five individual cells. All but two of the cells are empty. Cell 8a holds the son and 8c holds the daughter.

Area 9: After rolling a 25 on the stocking table, and then 07 for the presence of treasure, it is determined that this room is an empty room with treasure in it. The room will be made to be a secret room that holds Eoppa's private treasure stash. After consulting the Unprotected Treasure table, it is determined that there are 300 silver pieces in this room. The remaining jewelry from the morlocks will be placed here, and a poison needle trap for good measure.

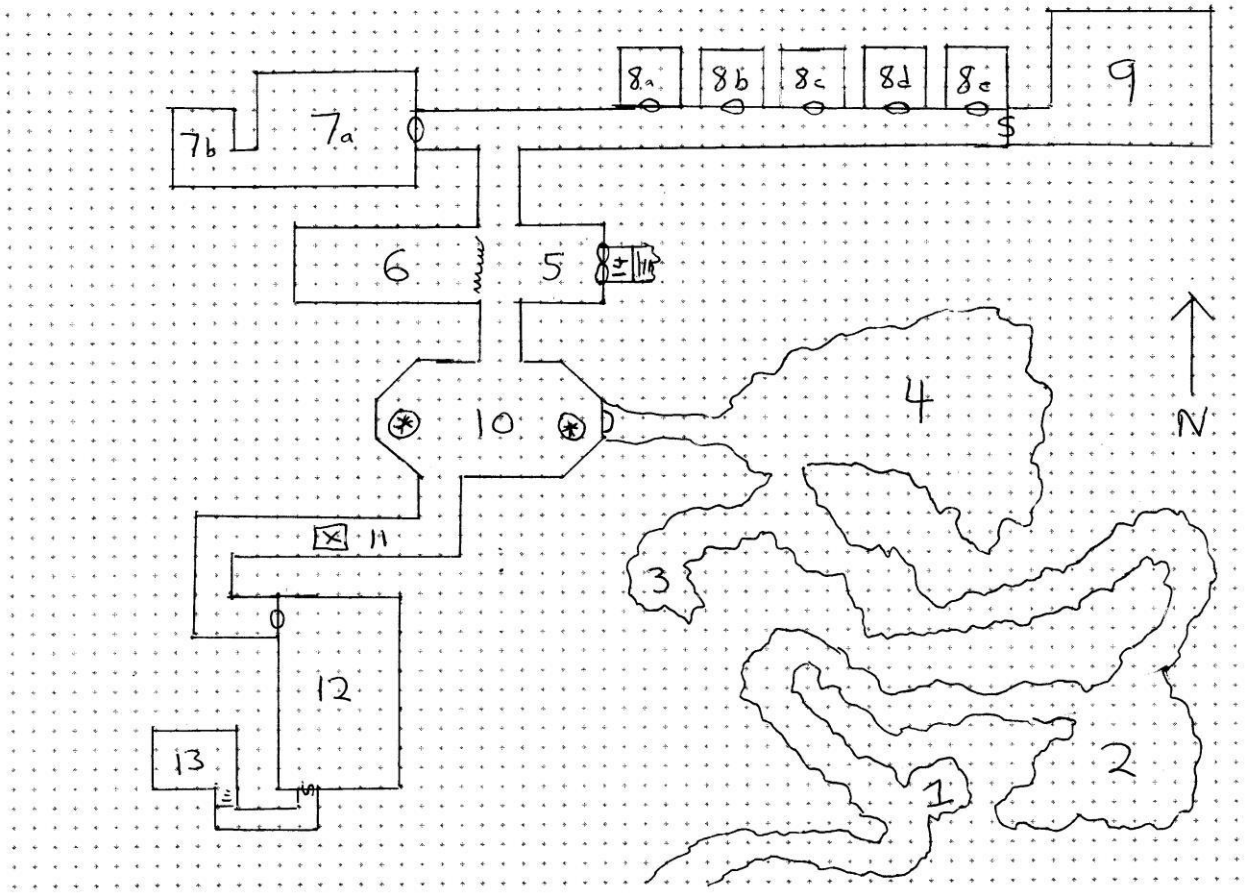
Area 10: This room serves as the morlock shaman's temple, and there are two statues at either end of the room, representing the male and female morlock gods of darkness and death. Eoppa will be located here, along with one morlock guard.

Area 11: This hallway will make a good last opportunity for an encounter before reaching area 12. A trap is indicated on the stocking table, so a concealed 10' deep pit trap is placed here.

Area 12: This area is Eoppa's private quarters.

Area 13: A hidden room which the morlocks have yet to discover. Rolling a 42 on the stocking table and then a 77 for the presence of treasure, this room has a monster and no treasure. Given that the room has been sealed off for many years, the Gamemaster decides to put two skeletons on the room which will animate if anyone steps off the stairs.

Den of the Morlock Shaman Map



Dungeon Description

Now that the dungeon has been stocked, the areas are written up as they will be used in play. This is the point where the room descriptions are fleshed out, and monster details are presented in abbreviated format as discussed in Section 7.

Area 1: This small (10' x 15'), dank alcove is devoid of anything except for the green slime on the ceiling, waiting to drop down onto any victim that enters the area. *Green Slime* (1) [AL N, MV 3' (1'), AC NA, HD 2, #AT 1, DG Acid, SV F1, ML 12]

Area 2: This empty cavern room is littered with gnawed bones and other refuse. There is a large 10' x 20' crevasse on the south side of the room. Any character who ventures within a few feet from the edge of the crevasse must succeed in a DEX check or slip on the loose gravel near the edge of the pit and fall 10' down to the bottom. Any character that falls to the bottom of the pit will suffer 1d6 hit points of damage.

Area 3: This 10' x 20' alcove appears empty, but any character approaching within 10' of the south end of the alcove triggers a ceiling trap. Heavy stones fall from the ceiling dealing 2d6 hit points of damage to all characters in a 10' radius, centered roughly toward the back of the alcove. At the back of the alcove, buried 1' below the ground, is a small steel box containing 200 sp and 500 gp.

Area 4: This large, damp cavern contains a group of 5 morlock guards. These devilish white-skinned, pink-eyed brutes will immediately attack anyone entering this area. They are wielding short swords. One of the morlocks has a gold necklace studded with precious jewels, and is worth 600 gp. *Morlocks* (5) [AL C, MV 120' (40'), AC 8, HD 1, #AT 1, DG 1d6 (short sword), SV F1, ML 9]

Area 5: This room contains a large, aggressive albino ape. It is accustomed to some traffic in this area, so it may be more easily surprised than normal (1-3 on 1d6). A red curtain is draped across the entire width of the western part of the room. Unless the characters are completely silent during their encounter with the ape, Eoppa and 1 morlock guard will be ready and waiting in area 10 to jump out and fight the characters should, they slay the ape. *Albino ape* (1) [AL N, MV 120' (40'), AC 6, HD 4, #AT 2, DG 1d4/1d4 (claws), SV F2, ML 7]

Area 6: This portion of the room is curtained off from area 5, and contains a sleeping mat and a few half-eaten carcasses of sheep. This is the sleeping area for the albino ape.

Area 7: 7a is the morlock bunkroom. There are currently 3 morlocks in this room, taking their sleep shift. They will be automatically surprised if the characters enter, and they will have to spend one further round gathering their weapons. Grungy clothing, dirty beds, and rotten food are the only other items in this room. The room's extension (7b) is currently being used as a primitive latrine.

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Area 8: This is a hallway consisting of five cells. All are completely empty except for cells 8a and 8c, which hold the farmers' son and daughter, respectively. The doors are locked, so unless the key is

taken from Eoppa, a character will need to pick the lock. There is a secret door on the east wall of this area, and a character must successfully look for secret doors in order to locate it.

Area 9: This area is Eoppa's secret treasure room. It holds a small wood box with 300 sp inside, and a small pedestal with an ornate golden necklace on it. The necklace is gem encrusted and is worth 1,600 gp. The wooden box is locked and has a poison needle trap. Unless someone has the key to this box, the lock must be picked. Even if the key is used, the needle trap is effective unless one knows the secret to opening the box without triggering the trap. A character must successfully *detect traps* on the lock to learn of the trap. Otherwise, when the key is used or when an attempt is made to pick the lock the character is pricked with the needle, and must succeed in a saving throw versus poison or die.

Area 10: This is the morlock temple room. On the west side of the room there is a grotesque statue of the male morlock god of darkness. His arms are raised in the air and he holds the head of a dwarf by its beard. On the east side of the room there is a statue of the female morlock god of death. She holds a dagger, and three skulls are stung around her waist with a cord. Unless Eoppa and the 1 morlock guard in this room have already been alerted to intruders, Eoppa will be kneeling in prayer before the male statue on the east side of the room when the characters enter. The guard will be sitting nearby. Eoppa has the powers of a 2nd level cleric, and will use a spell if possible. *Eoppa* (Unique) [AL C, MV 120' (40'), AC 8, HD 2, #AT 1, DG 1d6 (short sword), Spells (*Cause fear*), SV F1, ML 9]; *Morlock* (1) [AL C, MV 120' (40'), AC 8, HD 1, #AT 1, DG 1d6 (short sword), SV F1, ML 9]

Area 11: A pit trap in the floor here will cause a character stepping on it to fall (1-2 on 1d6) 10' to the bottom of the pit, suffering 1d6 hit points of damage.

Area 12: These luxurious quarters (for a morlock) belong to Eoppa. A bed is near the east wall, and lush cave bear rugs are on the floor. Animal hides are strung about on the walls, along the side of peculiar carvings made of some sort of dense dried mushrooms.

Area 13: A narrow corridor leads from area 12 to a short flight of steps to this area. Five skeletons are on the floor. They will animate and attack if anyone steps off the stairs. It will take them a full combat round to awaken and stand up to fight. Skeletons (5) {AL C, MV 60' (20"), AC 7, HD 1, #AT 1, DG 1d6 (short sword), SV F1, ML 12]

Area 14: A narrow landing roughly hewn from the rock leads to the start of a set of stairs going down. Construction appears to have stopped many years ago.

Taking it to the Next Level

Large, expansive dungeons are generally the core adventuring locations in *BX Advanced*. When adding deeper levels to a dungeon, it can help to think of it abstractly in three-dimensional space. Note below in the sample of a dungeon cross section how multiple levels stack upon each other, not necessarily directly above or below, and how some levels may have "sub-levels." Sub-levels are a good way to create smaller areas with special encounters, treasures, and threats. These areas may be hidden by secret doors or otherwise difficult to reach. Depending on the back-story of the dungeon, levels could consist entirely of natural caverns, caverns excavated by monsters or humanoids, or areas of bricks or worked stone. Some levels could be simply connected by stairs or sloping passages, or even more difficult paths such as through an underwater passage. Magic teleportation areas could transport characters to levels or sub-levels that are not physically connected to any other area. In the end, let creativity and cunning be your guide!

Final Note On Dungeon Keys

Many potential Gamemasters look at published adventures with their detailed descriptions and professional appearance and feel that they do not have the time or the skill to create a dungeon. The thing to remember is that as you aren't writing your dungeon for professional publication, all you need is enough information in your dungeon key to easily run the adventure. You don't need detailed descriptions, complete sentences, and the like. Even the Dungeon Description section above is far more wordy that it needs to be, especially if you are planning to run the adventure in a few days. If I were creating this dungeon for my group, the first five rooms would look more like this in my dungeon key.

1) Empty. 1 Green slime on ceiling [AL N, MV 3' (1'), AC NA, HD 2, #AT 1, DG Acid, SV F1, ML 12]

2) Gnawed bones/other refuse. 10' x 20' crevasse in the south. If near edge, Dex check or fall 10' to bottom (1d6 dam)

3) Empty. Trap: go within 10' of south wall and ceiling falls (2d6 dam). Treasure: steel box buried at back (200 sp, 500gp)

4) Damp. 5 morlock guards w/short swords [AL C, MV 120' (40'), AC 8, HD 1, #AT 1, DG 1d6 (short sword), SV F1, ML 9]. Auto attack strangers. One has a jewel-studded gold necklace (600 gp).

5) Red curtain covering west wall. 1 Albino ape [AL N, MV 120' (40'), AC 6, HD 4, #AT 2, DG 1d4/1d4 (claws), SV F2, ML 7]. Surprised on 1-3. If party isn't very quiet, people from room 10 will attack if ape slain.

Actually, my key would probably be even shorter as I would not use the full monster stats line for common monsters , just the stats I know I would need. I could look up the others stats if I actually needed them.



Appendix B: Sample Campaign Setting

At the dawn of roleplaying, the campaign and its setting were already established. One could say it preceded the RPG itself, as Dave Arneson adapted the ideas of Major David Wesely's Braustein game for his Blackmoor campaign. Slightly later, Gary Gygax created Greyhawk. From the experience gained with these campaigns, the first roleplaying game was written. In all the years since, the campaign has been the centerpiece. Yet few roleplaying games included a fully useable campaign setting with their rules.

The limits of roleplaying games are only bound by the collective imagination of the referee and his players. But first time referees are often daunted not only by the effort needed to master the game rules, but also having to create a campaign setting. Many have given the advice to start out small, to detail a town or village near a dungeon as the initial focus of the campaign. As the referee gains experience, he can later expand into the surrounding wilderness, fleshing out the campaign setting with as much detail as he wishes.

As good as that advice is, it would help to have examples of what a fleshed out campaign would look like. This Sample campaign setting is not meant to define the limits of older editions, but rather their possibilities, to show referees a way of organizing their own campaigns and finally as a source of inspiration.

You can use this campaign setting as an example to base your own original area on or you can use it as the initial area of your campaign, either as is or modified as needed to suit your needs.

Blackmarsh

Blackmarsh was designed to evoke the earliest campaigns of the world's most popular roleplaying game. It takes place amid a wilderness full of danger and the possibility of great treasure. It is organized as a numbered hex grid with locales keyed to specific hexes. Locales are described briefly in a paragraph or two. Most locales are meant to serve as a springboard for the referee to create his own details. In addition, geographical entities, organizations, and realms that span multiple hexes are described as well.

The Hex Map

A grid of hexes, arranged in columns, make up the map. The hex numbers are given in a four-digit format (1213, 0114, etc). For example, 0211 means that it is in the "02" column (the 2nd column of the map) and is 11 hexes down. Sometimes the hex number will not be clear because of the terrain in the hex. In this case, you will need to count the hexes. Each map hex is 5 miles.

This system of using hex numbers allows a referee to quickly find the locales on the map and what is near a location. This helps keep the map uncluttered and easy to read. Geographical features are composed of multiple hexes and are labeled directly on the map. They are listed alphabetically in that map's chapter.



Adventuring Advice

This format is designed to make it easy to referee players as they explore the world. With a list of locales, it is easy for the referee to determine what is over the next hill and what possible challenges the players might face. In addition, since the players can largely be left to their own devices, this format allows the referee more time to focus on the core adventures in his campaign.

Not every hex location has a description, and the background information is only meant to be a loose framework. Referees are encouraged to add material and make the setting unique to their campaigns.

It is suggested that to get maximum use of this setting that the referee look over the locales, then chose the ones that best suit the campaign. Note the NPCs and their circumstances. Develop a timeline of events if the characters are not involved. Detail important locales and add new ones of your own design. Do the same for the NPCs, and make notes on their motivations and personalities.

After each session of the campaign, review what the players did. Look at your original timeline of events, see what impact their actions had, and make the needed changes. Sometimes the players' actions will lead to a new and unexpected chain of events.

The creativity of the referee comes by not forcing his players to follow a predetermined story, but to develop new and interesting consequences based on the players' actions. Use the NPC's motivations and personalities to decide which consequences are the most likely and pick the most interesting.

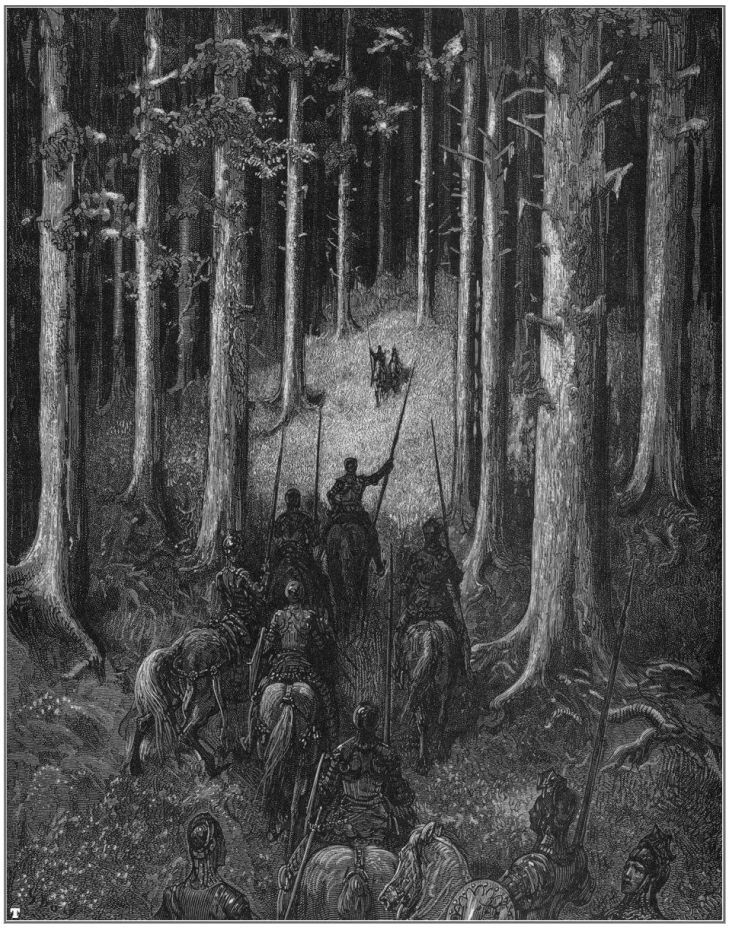
The result is a campaign where the players feel they are forging their character's destiny within a living, breathing world. It will not only be fun and adventurous, but also filled with surprises. Consequences will accumulate and spin the campaign into unexpected directions.

Overview

Blackmarsh lies on the fringe of civilization, located around a large bay on the western edge of the Grey Sea. For a brief time, the frontiers of the great empires encompassed the region, but they retreated centuries ago. Only a few outposts of civilization remain amid the dangers of the encroaching wilderness.

The bay that dominates Blackmarsh was created two millennia ago by the disaster known as The Mountain That Fell. After The Mountain That Fell, strange and terrible monsters appeared in the surrounding wasteland. The elves arrived in Blackmarsh, drove the fell creatures into hiding, and healed the land. However, after two and a half millennia, their power is waning and the monsters have crept back into the dark corners of the wilderness.

A thousand years ago, the Bright Empire settled Castle Blackmarsh and for a brief time the races were united in an alliance and pushed back the monsters. Then eight hundred years ago, the Bright Empire collapsed after being defeated by the barbarians in the cataclysmic battle known as The Shattering. Blackmarsh was one of the first regions to be abandoned. Left in the wake of the empire's retreat was a patchwork of realms ruled by petty kings and tyrants.



Since the Shattering, the frontier has slowly retreated. In place of the ordered safety of the Bright Empire, monsters, barbarians, and other increasingly roamed without restraint. In the present day, those who come to Blackmarsh are more interested in viz, killing monsters, or the strange artifacts left by The Mountain That Fell than establishing new settlements. The only force that stands against the wilderness is the Blackmarsh Rangers. Anyone who is willing to defend the land and its people are welcomed into their ranks.

The Mountain That Fell

In the days when man knew only the working of stone and fought for their existence against the orc and the goblin, the sky turned to ash and down fell the fiery mountain onto the land. The world tore open and the grey waters rushed in. Those who survived the impact were lost as boiling clouds rushed out in all directions leaving a wasteland in its wake.

The Mountain That Fell left a gift; magic. Near and far, those of learning and strong of heart discovered new powers to shape the world. In the desolation around the Smoking Bay the adventurous found viz, magic in physical form. And there was more, scattered amid the landscape were strange artifacts and stranger creatures that survived The Mountain That Fell. For a time men, dwarves, orc, goblins, and other races braved the dangers and fought each other in the wastelands. Then the elves came into Blackmarsh expelled the feuding races, drove the monsters out, and healed the land.

Viz

Viz is a magical substance that takes many forms. It could be a flask of pure spring water, a newly bloomed flower, or an iridescent rock. What all these items have in common is they are infused with pure magic. Viz can be used in the casting of spells or the creation of magic items.

Viz allows a magic user to cast spells without losing it from memory. The viz is consumed in the process. One viz for a first level spell, two viz for a second level spell, three for a 3rd level spell and so on. One viz is worth 100 GP towards the creation of a magic item. The referee can use viz as treasure usable towards the creation of a magic item in place of giving out more gold pieces.

The Wild North

To the north of Blackmarsh lies the Wild North, a cold land of dark fir and taiga. The mighty Belaya River runs through the heart of the land. Scattered through the Wild North are the human Rurasin city-states.

Southland

Bordering Blackmarsh to the south is the region known as Southland. It lies on the frontier of the Vasa Province of the Grand Kingdom and was recently opened for settlement. The Kingdom of Bolzak in the White Mountains is the birthplace of many dwarves in Blackmarsh.

Adaption Notes

There are several possible ways to place Blackmarsh in an existing campaign world. The first, it's located on the frontier of the "known world". A once wide spread empire, that encompassed Blackmarsh, has since retreated or collapsed. Another possibility, Blackmarsh is located in an out of the way corner of the world where the land is marginal for farming and mining. In times of decline, it is one of the first places to be abandoned, or at best ignored.

The settlements of the four races (man, elves, dwarves, halflings) are distant colonies of racial homelands. The remoteness of Blackmarsh means that these settlements are effectively independent.

There are four distinct areas of men in Blackmarsh. The Ostrobards are new to civilization, having shed their barbarian ways in the last century. There are the men along the southern shore of the Smoking Bay running from Castle Blackmarsh in the west to Jorvik in the east. They are a surviving remnant of the Bright Empire. The Vasan Vikings have four settlements along the eastern edge of Blackmarsh. They arrived here after they lost much of their homeland to the Grand Kingdom. Finally, there is the Grand Kingdom which is starting to expand into Blackmarsh.

Several references are made to the dwarven kingdom of Bolzak which is found in Southland. This can be ignored or replaced with a suitable dwarven kingdom of your choosing. Olden Hold is a base for the dwarves to explore Blackmarsh so it is not critical to have a kingdom immediately to the south.

The Blackmarsh Rangers are designed as an organization indigenous to the area. If a referee wants to incorporate the Ranger class this would be a natural starting point.

For the House of the Raven, a referee could use the dark elves from other fantasy roleplaying games. As presented in Blackmarsh, they are a group who believe that the elves should rule and enslave other races. This is considered abhorrent to the cultures of Blackmarsh.

Geography

The aftermath of The Mountain That Fell has had a major impact on the region's geography. The impact caused many cracks and shifts in the land, forming the numerous swamps and estuaries of the region. Even after two thousand years, and the best efforts of the elves, much of the shoreline is a confusing maze of waterways.

Alhert Island
This long barrier island has little of note other than scrub and sand. The unique Pyrocantha bush grows in abundance here. Its berries can be harvested in the fall and used to create a salve that when rubbed on armor gives a +1 bonus. Unfortunately, the salve lasts only a single battle, but additional doses can be applied. Multiple applications of the salve do not have an accumulative effect.

Dragonbone Peaks
The western slopes of these high mountains took the brunt of the debris ejected from the crash of The Mountain That Fell. The debris covers most of the valleys of western slopes. In the centuries since, an extensive cavern system has formed. It is believed the network extends for miles along the western edge of the mountain range.

Driftwood Isle
The currents of the Grey Sea caused this island to accumulate a large amount of driftwood as well as other objects from the wind and tide. Along the southeast peninsula, the scattered remains of a ship can be found. Beneath a pile of seaweed is a body of a young man dressed in the style of a high noble of the Grand Kingdom. His hand clutches a necklace with the royal seal.

Lanis River
The Lanis River flows north from Southland and is three miles wide when it enters Blackmarsh. The current is deep and slow and easily allows ships and barges to travel in both directions. Merchants travel between Castle Blackmarsh, Westguard and the dwarven kingdom of Bolzak. Sometimes the occasional Vasan longship will try their luck raiding farther south.

Pendar Mountains
A spur of the White Mountains they connect a hundred miles to the northwest. They are known for the numerous goblin tribes that inhabit the little explored mountain valleys.

Rednut River
This river gets its name from the number of Rednut groves growing along its banks. The Rednut is considered a tasty delicacy by the inhabitants and animals of Blackmarsh. Every fall, the river surface is covered with floating rednuts as they drop from the trees. This has the unfortunate effect of attracting hippogriffs and griffons who swoop down and scoop them off the water. They are not above trying to take a more meaty bite from an unwary traveler on the river.

Sandstone Island
The leeward side (facing Sheltered Bay) is a mass of sandstone that was heavily cracked from the crash of The Mountain That Fell. There are numerous ravines, gullies, and chasms throughout the length of the island. This is a favorite haunt for vikings and pirates to hide their treasure. Windward, it gradually fills in with sand until the beach dunes are reached.

Sheltered Bay
A chain of islands absorbs the brunt of any storm sweeping in from the Grey Sea. It is also the only entrance into the Smoking Bay and the rest of Blackmarsh. There is a 1 in 3 chance per day of encountering a ship entering or leaving the Smoking Bay.

Smoking Bay
The Mountain That Fell created the Smoking Bay and for a century afterwards, pillars of steam rose from the waters and were seen for hundreds of miles away. The pillars of steam have since subsided, but the name remains. The sea bottom is a confusing maze of rubble with many areas unexplored. Many sea creatures have moved in to take advantage of the chaotic terrain to hide.

The Black Marshes
The impact of The Mountain That Fell fractured this region forming the marshes that give the area its name. The marshes are fifteen miles north-south and over fifty miles east-west. The impact left several large lakes connected by a confusing maze of waterways and bogs. It offers a convenient place to hide for those who want keep their activities away from prying eyes. The water is black in color caused by the minerals leeching from the surrounding soil and vegetation.

The Crimson Hills
Over the centuries, numerous orc tribes conquered and were conquered among these hills. Their continual conflict has caused this region to be known as the Crimson Hills. The two main tribes are the Bateaters (1911) and the Bloodcrushers (2207), but there are several smaller orc clans and families hiding and hunting in the hills.

The Grey Sea
The Grey Sea is known for its storms, strong currents, treacherous reefs, and superb fishing grounds. After the collapse of the Bright Empire reavers, vikings and pirates dominated the waters, but the rise of the Grand Kingdom has largely brought peace to the Grey Sea. Only the Vasan Vikings and a few pirate ships remain to challenge the might of the Grand Kingdom's navy.

The Greywoods
Over a thousand elves make their home in this forest. The forest gets its name from the Grey Ash trees, whose seeds in the fall, dry into a grey ash like color. The seeds littering the forest floor

remind the elves of the wasteland that once existed here in the aftermath of The Mountain That Fell. The ash seeds are also a potent source of viz, jealously guarded by the elves for their own use.

The Tave Marshes
Unlike the Black Marshes there are not many lakes in the Tave Marshes. Instead, there is a network of estuaries connected by small steams and bogs. The region is largely avoided by the surrounding races due to the evil reputation of the weretigers that dwell within the swamp.

The White Mountains
These majestic, snowcapped mountains stretch far to the northwest, and are the highest known in the regions. The dwarven kingdom of Bolzak lies to the south and Olden Hold is the northernmost outpost.

The White Mountains teem with game, and great predators, such as griffons and hippogriffs, making their home in the high aeries. Stone giants are known to roam to the edge of the mountains, and although they don't often attack, they will attack small parties of travelers.

Thornbrush Island
The leeward side of this island is choked with groves of thorny bushes and hedges. Numerous game trails form an extensive maze that wild boars (2 HD) and other creatures use.

The Westwall
Farther south, the Westwall forms the western boundary of the Vasa Province of the Grand Kingdom. The northern terminus ends in Blackmarsh and is home to several clans of hill giants.



Rumors

D20 Roll	Rumor
1	In Strangeholm, the halflings have uncovered a powerful sword of law (F)
2	Goblins roam the Pendar Mountains (T)
3	Be careful wandering the Greywoods, the boundary between worlds is weak there (T)
4	The elves have wild parties of debauchery in Castle Blackmarsh(F)
5	The Duke of the Ostrobards is noted for his wild parties (T)
6	The Wizard of the Isle will allow any who tells him a riddle he can't solve to stay on The Mountain That Fell (F)
7	Lord Mazardan of Olden Hold is offering 1,000 GP for any viz brought to him (partially False, he will offer 200 GP)
8	King Ragnar's grip on the throne of Castle Taldane is weak. Civil war is about to ensue (T)
9	The Blackmarsh Rangers are recruiting new members (T)
10	Sir Causari of Inuacus Keep is gathering forces to overthrow the elves (F)
11	Three beautiful maidens dwell in the westernmost lake of the Blackmarshes, they will bestow their treasure on those who please them (F)
12	Beware of those who march underneath the Raven's wings (T)
13	Actayl Oathbinder survived the clearing of the lighthouse and is now in Jorvik raising an army (F)
14	A strange maelstrom appears in the western portion of the Smoking Bay. One can see treasure at the bottom (T)
15	The Ostrobards are having trouble with attacks by hippogriffs (T)
16	Lord Mazardan hosts a lavish banquet at Olden Hold every year. Only the most successful of explorers are invited. (T)
17	Myrmidons of Sarrath are leading an invasion force into Blackmarsh (F)
18	So many orcs have died in the Crimson Hills that the hills are haunted by their spectres (F)
19	Most of the magic-users from the time of the Bright Empire lived in conclaves south of the Black Marshes. Their ruined homes are dangerous but many are remain untouched (T)
20	The Duke of the Ostrobards is going to hold a grand tourney the first in the Blackmarsh region (F)

Locales

0105 These are the ruins of Daur Anthar, the hold of the famed Dwarven Ironmaster, Gamli Norreshield. It is here that he found a vein of metal rich in viz and researched its use in the forging of arms and armor. When the hold was abandoned several hundred years ago, an earth elemental (HD 12) remained to guard the ruins.

0107 A band of brigands are bent on vengeance against the Rangers of Blackmarsh and are marching on Blackoak Castle. Sigrun the Boneless (Ftr9), two captains (Ftr6,5), and three lieutenants (Ftr4) lead 115 brigands.

0211 Viewing the Halflings of Newcombe as easy prey, King Graptar the Stupendous (treat as a hobgoblin and wielding a +1 warhammer) moved 150 goblins into the Pendar Mountains where they established their new base. Surrounding the king are twelve guards (treat as hobgoblins) who protect Graptar against any usurpers.

0214 A mother black dragon (old, HD 8) and her child (young, HD 7) have slaughtered a herd of deer and are in a meadow consuming the carcasses.

0217 **Oldan Hold**, Pop: 342, Dwarf; Align L; Ruler: Lord Mazardan, Ftr6, L, Dwarf; Resource: Market.

Oldan Hold is the northernmost outpost of the Dwarven Kingdom of Bolzak. It was founded as a base for the search of viz by the Ironmasters of Bolzak. It's become an entrepôt where merchants all over Blackmarsh come and trade with the dwarves. There are 5d10 foreign merchants (human, elf, halflings) with their guards present.

Lord Mazardan was one of the most successful explorers and appointed as Lord of Oldan Hold two decades ago. He is also High Captain of the Northern Company of Adventurers. An association of explorers looking for sources of viz. Every year he hosts a grand banquet in the company hall where members and their friends eat and tell tales of their discoveries.

0302 The inside of this bend on the Rednut River is riddled with giant snake dens. Every 100 yards there is a 3 in 6 chance of encountering either a hole to a den (1-4) or a giant snake (HD 2)(5-6).

0309 This crumbling wizard's keep dates back a thousand years to the time of the Bright Empire. An experiment gone awry left the keep infested with numerous ochre jellies (HD 5), including one very large black pudding (HD 10, 60 hp) in the old great hall.

0318 A herd of mean tempered wild boars (HD 3) roam the slopes of the White Mountains here. Even hunters from Olden Hold (see 0217) avoid this valley. There is a 1 in 4 chance of encountering 4d4 boars per hour while in the region.

0407 **Blackoak Castle**; Sinerian, Ftr4/Mu6 L, Elf; 50 elves, 60 men, 40 dwarves, 20 halflings.

This castle is the headquarters of the Blackmarsh Rangers, an organization dedicated to preserving peace between the races and keeping Blackmarsh free from the depredations of monsters. They consider the Brotherhood of the Raven their mortal enemy (see 1807). The Temple of Thor at Castle Blackmarsh is an ally especially when monsters are involved.

The Blackmarsh Rangers were founded by the legendary Geran Blackoak fifteen centuries ago during the invasion of the Ostrobard barbarians. Geran Blackoak was instrumental in restoring the peace. While he failed to unite them politically, a tradition of mutual assistance took hold among the races.

The castle serves as the primary training ground for new rangers recruits as well as a meeting place for the biannual gathering of the captains. It contains workshops and stores to supply the various ranger circles wandering throughout Blackmarsh. Clerics of Silvanus, the Forest Lord, are traditionally stationed at the castle to provide aid and support. Thanks to the elves, one of the finest schools of magic in the Blackmarsh region is found here. The school tends to study the practical rather than theoretical aspects of magic.

High Captain Sinerian has been the leader for over a century and expects to serve for several decades more. Her greatest challenges have been dealing with the raids of the Vasan Vikings from across the Grey Sea, and the rising power of the Grand Kingdom to the southeast. If the Rurasin city-states to the north unite, it may prove another threat to the peace.

0409 **Strangeholms**, Pop: 292, Halfling; Align L; Ruler: Mayor Holbein Redleaf, 0-lvl, L; Resource: Farm.

Strangeholms is a halfling village that surrounds a large hill south of the Holms Water. The region around the village has rich soil for farming and the halflings supply much of the food needed by Castle Blackoak (see 0407).

Mayor Holbein, along with his constable, keeps the peace, but struggles when the occasional monster emerges from the ruined wizard keep (see 0309) to the northwest. In addition to being mayor, Holbein is a skilled painter and has had his work commissioned several times by the wealthy and nobles of Blackmarsh.

0413 A tribe of 190 kobolds dominate the forest north of the lake. High Chief Cruk rules the kobolds with the assistance of six other chiefs of the tribe (treat as goblins). He also leads the kobolds in the worship of a strange glowing sword of law in an open grove at the center of the forest. When the kobolds first arrived, a century ago, they tried to take the sword, but it killed any who touched it.

0415 These islands are known as the three sisters. Each island is the home of a nixie (HD 1, charm) and the three of them are rival sisters. They use their Charm Person ability to compete among themselves for the most handsome captives. They are not above conspiring with outsiders if it means that one sister is denied her prize.

0515 This is the dwelling place of the Lake King (HD 5, charm) and his court of 80 nixies (HD 1, charm). He will release anybody captured if they will kidnap his quarreling daughters and bring them home to him. (see 0515)

0605 A weak wall exists between this world and other planes of existence in the elven forest. Here the fabric of reality has been torn, 48 elves are fighting a 12 flame demons (treat as 8 HD Fire Elementals). Several dozen more elves surround the conflict trying to contain the blaze started by the fight.

0608 **Ashdown**, Pop: 121, Mixed; Align L; Ruler: Councilor Neera Dane, Ftr6, L; Resource: Market.

Ashdown is home to many retired rangers as well as the spouses and children of rangers currently on duty. Neera Dane, a retired ranger captain leads the village council and operates under the authority of the high captain of the rangers. She and the villagers will gladly aid any friend and ally of the rangers. Halflings, men, dwarves, and elves can be found living here.

0610 **Greenton**, Pop: 642, Halfling; Align L; Ruler: Ealdorman Paddock Ryburn, L; Resource: Farm.

Greenton is the chief settlement of the Newcombe Halflings and an important market for the surrounding farms. Here merchants from across Blackmarsh flock to purchase grain and other produce to export back to their home regions. When in residence, the merchants stay in a hamlet just outside of Greenton known as Sack. So named from the stuffed woolsacks the merchants sit on while bidding or negotiating prices. Ealdorman Paddock maintains a large contingent of 20 constables led by Sherriff Barris Ironoak to keep the merchants in their place.

0616 Ruchill Burn runs through a 50' deep gorge for over a half mile. During the Bright Empire, magic-users established a



conclave here to harvest the viz found within the cliffs of the gorge. Two centuries after the empire's fall, the conclave was abandoned. The cliffs are honeycombed with several levels of the conclave. Many of the levels span both sides of the gorge with bridges connecting them. Not all of them are safe.

0702 Six trolls (HD 6, Regen) feast on corpses from a slain merchant caravan from Muncaester (see 1305). The smoke from their cooking fire can be seen from two miles away.

0712 This ruined tower was once used as a lighthouse. It guided ships to the mouth of the Lanis River. Built during the Bright Empire it was abandoned several centuries ago. Since then, a succession of leaders of chaos expanded the complex beneath the tower to create a base to be used against Castle Blackmarsh (see 0913). Currently, it's believed to be empty having been cleared by adventurers over forty years ago after the killing of Atacyl Oathbinder, an undead vampire magic-user.

0804 **Stardell Falls**, Pop: 503, Elf; Align L; Ruler: King Nilal, Ftr4/Mu8, L; Resource: Magic.

Stardell Falls is the heart of the Greywoods. The village consists of individual steadings arrayed in a series of semi-circles around a 40-foot waterfall. On either side of the falls are two towers made of a shimmering grey stone, and a bridge connects the two. The west tower is the King's Tower and the east tower is the Queen's tower. Here King Nilal resides with his queen, the Lady Aerindel (Ftr4/Mu8).

The waterfall is a rich source of viz. Elven magic-users inhabit the steadings surrounding the lynn. At the base, behind the falls, is a magnificent temple to Silvanus the Forest Lord. The temple is carved out of the rock. The falls provide a spectacular backdrop to the services especially when the moon or sun is at its zenith.

0814 Scattered throughout the bogs are several small buildings that were once the homes of magic-users researching the plants and herbs of the region. Stone was sunk into the bogs and dry pathways were built to connect the scattered residences. It was abandoned in the century after the fall of the Bright Empire and time has taken its toll. Sections of the pathways have worn away and various creatures have moved into the abandoned dwellings. Some have reported that the wizards left unfinished experiments and strange forms of plant life live in the ruins.

0909 A large water elemental (16 HD) inhabits this area of the Smoking Bay. It preys on unwary ships sucking them down into a giant maelstrom. At the sea bottom there is a half-mile wide shallow basin littered with the remains of the ships and treasures that the water elemental dragged down.

0912 This island is home to 100 men who fish the surrounding island. They were granted this island by the lords of Castle Blackmarsh in exchange for standing watch against any raiders, particularly Vasan Vikings. At the south end of the island is a 20' wooden tower that can be seen from the main land. At the sign of danger a fire will be lit and relayed along a series of signal towers to Castle Blackmarsh.

0913 **Castle Blackmarsh**, Pop: 1,294, Men; Align N; Ruler: Governor Tyrilas, Elf, Ftr4/Mu2, L; Resource: Market.

Castle Blackmarsh is the largest settlement in the Blackmarsh region. It was originally founded by the Bright Empire over a thousand years ago and served as the main port for various settlements and conclaves of magic-users. It was ruled by a governor appointed by the emperor and advised by a council of magic-users and merchants.

It survived the fall of the Bright Empire and became an independent city-state dominating the settlements along the southern shore of the Smoking Bay. The economic decline caused most of the outlying settlements to be abandoned a century after the empire's collapse. The mages established themselves in Castle Blackmarsh, forming a conclave in the castle.

They dominated the city-state for several centuries occasionally allying with the other races to defeat common threats. In that time the population of the town stabilized and found a small amount of prosperity as adventurers entered Blackmarsh searching for viz.

A century ago, an ambitious magic-user named Atacyl Oathbinder maneuvered his way into control of the council. He seized absolute control of Castle Blackmarsh and ruled as a tyrant for several decades. It is rumored that he accomplished this through a strange helmet capable of mind control. His attempt at empire building was thwarted. The rangers retook Castle Blackmarsh with a combined force of different races and Blackmarsh exiles.

The elves took control of the settlement and appointed a governor at the head of the reformed council. Castle Blackmarsh, the home of the wizard's conclave, was the site of many Atacyl's experiments and magical researches. Even after a century of rule, not all of the levels that Atacyl created have been explored.

Forty years ago, Atacyl reappeared as a vampire magic-user and attempted to retake Castle Blackmarsh. He was destroyed, supposedly, by a band of adventurers and his base at the old Lanis Lighthouse (see 0712) was purged.

Castle Blackmarsh Establishments
1) Blackmarsh Castle
The castle is currently under occupation by the Greywood Elves. They maintain sole control to prevent former allies of Atacyl Oathbinder from gaining access to the lower levels. They do not

have the manpower to clear the dungeons. They will allow adventuring parties who have the recommendation of the Blackmarsh Rangers or the Temple of Thor to enter. The elves have an arrangement with the Temple of Thor to provide healing at good rates for those that require it.

2) Temple of Thoth
This once glorious temple to the God of Knowledge has fallen into decay. The near destruction of the society of magic-users and scholars by Actacyl has left little for donations to maintain the grounds and buildings. Much of their income comes from charging for access to their extensive library of magic, legend, and lore.

3) Temple of Thor
This temple was established soon after the fall of Actacyl. With their allies, the Blackmarsh Rangers, they rid the town of the many magical traps, devices, and creatures left behind. Since then they have been the most popular temple with the hall packed on holy days. They actively seek out newcomers and encourage them to form adventuring parties. They will either send them to the elves to explore Castle Blackmarsh or into the surrounding countryside to respond to the many requests for aid.

4) Merry Legs Banquet Hall
This is the largest banquet hall in Castle Blackmarsh. Unlike the Viz Club it is not exclusive and any adventuring party that is willing to pay its fees may make use of the main hall and the many private dining rooms. It also makes suites of 3 to 4 rooms available to rent for parties needing a place to stay. During the evening hours, merchants, caravan masters, and ship captains dine and drink in the main hall seeking business opportunities. Starting an hour after sunset the floor show starts, it features singing bards, dancing wenches, and juggling dwarves.

5) The Scholar's Inn
This is the largest inn in town. It has an extensive library that is open to patrons. It doesn't have the depth of the library at the Temple of Thoth, but it has more current material. Nearly half of the rooms are rented to what remains of the Blackmarsh Guild of Wizards. Survivors of Actayl's reign and the elven takeover have congregated here to restart the guild. However, the town's mistrust has hindered their recovery.

6) The Viz Club
This is a banquet hall open to members only. Only elite explorers and adventurers are invited and the yearly fees are said to be ruinous. However, membership gives access to information and lore found nowhere else. The few that are invited gladly pay.

7) Dax Brothers Outfitters
Founded by two brothers five decades ago, this is the premier shop to buy equipment in the Blackmarsh region. They import the best from the Grand Kingdom and beyond. Their prices are 20% higher than normal, but the equipment's quality gives a +1 or +5% bonus to dice rolls involving their use. The Dax Brothers long passed away long ago and currently a large group of cousins are involved in running the store. Many of them are overseas or scattered throughout the Blackmarsh region looking for the latest goods to bring back to the shop.

8) Emporium of the Strange and Arcane
Not all magic-users in Blackmarsh struggled after the fall of Actacyl and the takeover by the Elves. Thil the Cowled proved himself an ally of the elves and the Blackmarsh Rangers and became one of the first adventurers to become rich from exploring the dungeons beneath the castle. After retiring from adventuring, he established the emporium to buy and trade magic items. Now 102 years old, he leaves the day-to-day operation to his apprentices, but will still participate in negotiations for high value items. Adventurers will find that there is an 80% chance that magic items worth 1,000 GP or lower can be found in stock. For items up to 5,000 GP value there is a 20% chance of being in stock. For more valuable items, these are auctioned off every quarter at the Viz Club. For non-members there is a 1,000 GP entrance fee.

9) The Abrams Company
John Abrams is the most successful ship magnate in the Blackmarsh region and one of the leading trading companies on the Grey Sea. He owns over two dozen ships of various sizes, ranging from one-mast coasters to caravels capable of crossing the vast distances to the Golden Shore beyond the Sunrise Sea. With a recommendation, he will let an adventuring party charter one of his ships.

10) The Blackmarsh Company of Adventurers
The Company of Adventurers is largest company of caravan masters in the Blackmarsh region. They organize overland caravans to Greywood, the Duchy of the Ostrobards, Newcombe Shire, and into Southland. Matthew Thanes is the latest Captain General to lead the company and is always on the lookout for new members to join as merchants, scouts, or guards.

11) The Company of Honorable Men
Actacyl's reign dispossessed many wealthy and noble inhabitants of Blackmarsh. Driven into hiding, they attempted to strike back at the Oathbinder's tyranny. In subsequent decades their descendents became little better than a group of organized thugs. Today, they gladly aid those who are discontented with the rule of the elves while running their illicit operation for financial gain.

0918 On a bluff, overlooking the lake, is the remains of a wizards' conclave founded a thousand years ago during the Bright Empire. Like the others, it was abandoned shortly after the empire's fall and remained unoccupied for several centuries. After the collapse of Atacyl's attempt to regain control of Castle Blackmarsh, one of his lieutenants, Sir Autse Darkheart (Ftr12), now occupies the ruins. Sir Autse was transformed into a wraith and was made Atacyl's second in command. The ruins are now crawling with skeletons, zombies, wights, and lesser wraiths under Darkheart's command.

1002 **Wedmor**, Pop: 255, Man(Ostrobard); Align L; Ruler: Lord Octa, Ftr5, L; Resource: Cattle.

Wedmor was settled by the Ostrobards several centuries ago and has become a center for cattle herding. Every fall, the herds are rounded up and most of the bulls and old are slaughtered. The meat is salted and shipped down the Rednut River to Muncaester and distributed throughout the Blackmarsh region. Lord Octa is looking for additional hands to aid with the roundup and guard against raiders and monsters.

1014 This large island, in the midst of the Black Marshes, is a nesting ground for a herd of chimerae. (HD 9)

1103 Sixteen centaurs (HD 4) are running down a herd of cattle they are planning to rustle. A mile away two herders (Ftr1) are riding at full gallop back to Wedmor (see 1002) for help.

1107 This grotto is home to 86 merman (HD 1). They are ruled by King Neptar (Ftr4). They are holding a funeral for Neptar's son who was slain by a water elemental. (see 0909)

1112 On the sea bottom, are the sunken remains of the last treasure ships to sail from Blackmarsh before the fall of the Bright Empire. Gold, adamant, and sealed crates with viz lie in the hulls of a dozen galleys and scattered across the seabed. Taking residence amid the crumbling ships is a school of several dozen sharks (2 HD) along with a giant sea serpent. (12 HD)

1113 **Inuacus Keep;** Sir Causari, Ftr10, L; 50 men.
This keep is an outpost of Castle Blackmarsh and protects the surrounding farms from monsters moving north from the Black Marshes, as well as Atacyl loyalists located in Jorvik. Sir Causari is the leader of a faction that wants to see the elves leave Castle Blackmarsh and restore human rule.

1213 Located on Witch Hill are the foundations of Ramat, an old ruined Thothian monastery from the time of the Bright Empire. It was home to a potent holy artifact known as the Spear of Ramat. All records on the monastery were lost after the empire's retreat. In the present, the young daughter of Governor Causari of Inuacus Keep lost her favorite pet dog while on a picnic near the ruins. The governor will gladly pay an adventuring party to search the ruins for the dog. (see the Ruins of Ramat, from Brave Halfling Publishing.)

1214 This island is home to a coven of warlocks. This coven was established a century ago after the fall of Castle Blackmarsh. A few surviving magic-users fled here with Atacyl's body and oversaw his resurrection as a vampire. In the transformation process, Atacyl slaughtered half of the coven before fleeing into the bogs. Since then the coven has struggled to survive and only a few aging members remain.

1217 In the foothills north of the last peaks of the Westwall is the steading of 8 hill giants (HD 8). They enjoy raiding the farms around Jorvik and Norbury Castle.

1302 **Camden**, Pop: 214, Man(Ostrobard); Align L; Ruler: Lord Varxis, Ftr8, L; Resource: Iron.
Several iron mines dot the hills to the west. Lord Varxis has his hands full trying to keep enough forces in the field to protect the mines.

1305 **Muncaester**, Pop: 895, Man(Ostrobard); Align L; Ruler: Duke Caedwine, Ftr4, L; Resource: Market.

Muncaester is the largest settlement of the Ostrobards, and the seat of their dukes. It is located on an island in the midst of a bay formed by the confluence of the Rednut River and the River Eamont. A thriving market in farm produce, furs, and exotic herbs attracts merchants from all over the Grey Sea.

Duke Caedwin is known for his great girth and wild banquets. He has agents throughout the town on the lookout for new arrivals to provide a banquet with tales of their exploits. The duke will not take no for an answer.

1306 A small group of five islands stretches southwest from Muncaester (see 1305). They are home to dozens of fishing clans harvesting the bounty of the Grey Sea. Several of the fishermen are members of smuggler clans that specialize in moving goods in and out of Muncaester, evading the duke's taxmen.

1307 This forested island lies unspoiled in the middle of the Smoking Bay. The sorcereress Naomi (Mu9) ensures that it stays that way. She relies on several dryads (HD 2, charm) for aid. She was once the lover of the Wizard of the Isle, (see 1309) but he spurned her several centuries ago. Because of this any male interlopers will stay as the guest of the dryads for a long, long time. Females will just experience memory loss and put adrift to sea.

1309 The larger island is all that remains of The Mountain That Fell. It is incredibly rich in viz although the lack of any beach and the steep slopes make it difficult to get around. Any who managed to brave the island not only has to contend with the ire of the Wizard of the Isle but the numerous flyers dwelling around the slopes. There have been reports of gargoyles, wyverns, griffons, hippogriffs, pegasi, chimerae, manticores, and even rocs nesting near the summit.

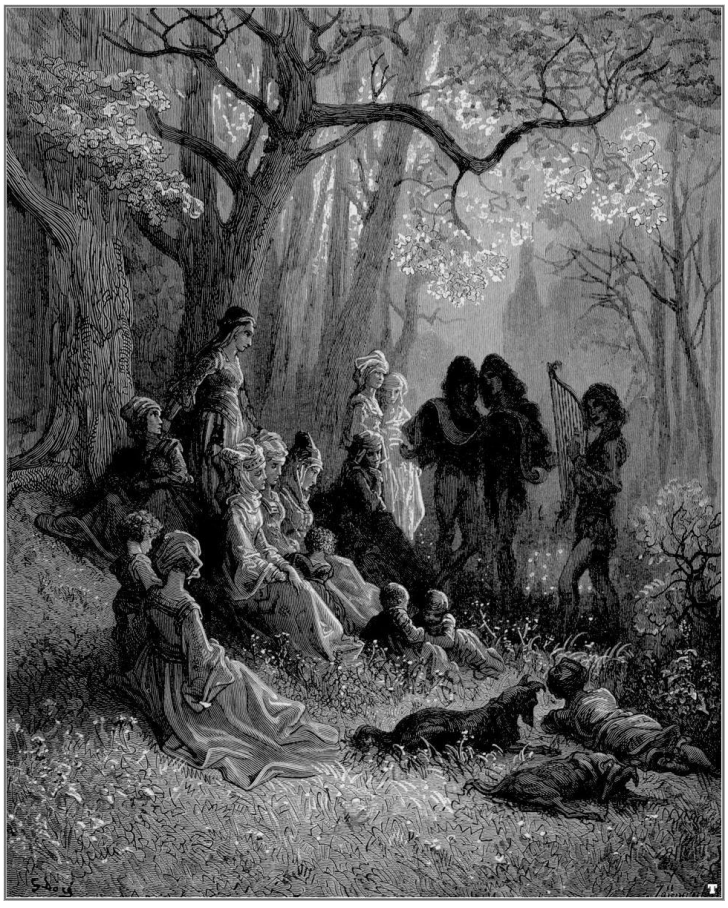
The smaller island off the southwest shore is home to the mysterious Wizard of the Isle (Mu18). His presence goes back centuries and all anybody knows of him is that he is the self-appointed guardian of what remains of The Mountain That Fell.

Anybody surviving landfall and subsequent attacks by the local creatures will be apprehended by the Wizard of the Isle, and warned not to return. They will be escorted back to their ship by the wizard's golden mechanical servant Cee-Three. He will calmly explain that they need to seek their viz elsewhere and that The Mountain That Fell is very dangerous to meddle with.

1316 **Jorvik**, Pop: 481, Man; Align N; Ruler: Lord Maracan, Ftr11, C; Resource: Market.

Jorvik was once one of the small villages allied with Castle Blackmarsh until a century ago. When Atacyl rule was overthrown, several of his supporters fled to Jorvik and fortified the village. They attempted several plots to retake Castle Blackmarsh, but failed. Their aid of Atacyl's last failed attempt (see 0712) nearly ruined them and they were forced to pay tribute to Castle Blackmarsh.

Lord Maracan is the current leader and his plans revolve around posing as experts on the region to newly arrived scouts of the Grand Kingdom. He is also attempting to enflame resentment towards the elves and their ranger lackeys.
1406 Two Vasan longships drift in the current, resting after a several days of hard sailing. Each ship has 75 warriors on board. Their chief, Egil Longhair (Ftr 8), plans to raid at sunrise.



1503 A flock of 9 hippogriffs (HD 3) landed on Egbert's farm two miles from the river. The locals have gathered to watch. Egbert weeps as his pigs and chickens are devoured by the hippogriffs.

1506 **Ethanfeld**, Pop: 145, Man (Ostrobard); Align L; Ruler: Lord Ingwold, Ftr6, L; Resource: Fish.

This village gains much of its livelihood from fishing, but also enjoys some trade outfitting adventurers heading east to the Dragonbone Peaks. Lord Ingwold leads 20 men known as the Dragonbane Company. They keep the valley up river clear of monsters.

1515 A shrine to the sea god, Mannann, is maintained on the island by Tavis (Clr 8). His holy duty is to aid any shipwreck survivors. He has a small single mast sailing boat he uses to search the surrounding waters.

1518 **Norbury Castle;** Sir Dennis Langre, Ftr9, L; 120 men.

This is the northernmost outpost of the Vasa Province of the Grand Kingdom. Completed only five years ago, it is hoped that the castle will serve as a gateway for merchants and explorers from the Grand Kingdom into Blackmarsh.

Sir Dennis Langre served on the frontier with Grand Kingdom's rival the Ochre Empire and in some of the New World colonies. While he appreciates the aid that Lord Maracan of Jorvik has given in learning about Blackmarsh, he is beginning to suspect an ulterior agenda.

1602 **Wessex Keep;** Bedewald the Atheling, Ftr6, L; 50 men. This is the easternmost outpost of the Ostrobards. It shields the farms and villages to the west from the creatures who dwell in the Dragonbone Peaks. Duke Caedwin eldest son, Bedewald, is in command. He is the opposite of his libertine father in almost every way. He was given Wessex Keep to so that the duke wouldn't have to hear his nagging.

1609 The land between the coast and the swamp is occupied by 325 Kobolds (HD ½) of the Shelleater Tribe. They are divided into six feuding clans who continually fight among themselves. They will only unite when outsiders invade. They use their superior knowledge of the terrain to make life miserable for the invaders.

1701 In a cave beneath a rocky outcropping, an eight-headed hydra (8 HD) has taken residence. Bedewald the Atheling (see 1602) has a patrol periodically check to make sure it hasn't moved farther south.

1706 Four rocs (6 HD) from The Mountain That Fell (see 1309) have landed and are feasting on the remains of a sub-adult red dragon (see 2105). Three hundred yards to the east is the charred remains of a fifth Roc.

1709 On this island, in the midst of the swamp, there is strange black monolith on top of a rocky outcropping. Every full moon weretigers emerge from the surrounding bogs to perform strange rites. If the ritual is watched for any length the players will discovered all races are among the weretigers; elves, men, halflings, and dwarves. And even orcs, goblins, and kobolds! Those who visited The Mountain That Fell (see 1309) will see that the monolith is made of the same type of stone.

1807 In the middle of this forest is a confusing network of ravines and hills. This is the current base of the Brotherhood of the Raven. They are a group who believe in the supremacy of the elves. They have operated against the rangers and other races of Blackmarsh for nearly two thousand years.

Currently there are 158 Elves in residence along with 200 slaves, mostly orcs. They are nominally led by the Autarch Elana (Ftr4/Mu8) who has minimal authority over the various commanders and their troops. To get anything done Elana has to continually negotiate compromises between the different factions.

1816 At the bottom of the lagoon are the remains of a ship that was sent by the Grand Kingdom's rival, the Ochre Empire to scout Blackmarsh. It contains several treasure chests of gold for bribery and valuable supplies to outfit expeditions.

1902 This was a settlement of the Ostrobards that was burned out several decades ago by the dragon Scytheback (see 2105). It was the hub for several abandoned silver mines nearby.

1905 This is an encampment for 15 elves from the Brotherhood of the Ravens. They are led by Rinisar Anothil (Ftr 2/Mu 2). They plan to rouse the hydra (see 1701) and drive it to the southwest to ravage the lands of the Ostrobards.

1911 This network of caves is home to 105 orcs (1 HD) of the Bateater Tribe. They pay an annual tribute to the Brotherhood of the Raven (see 1807).

1914 A sleeping dragon turtle (11 HD) has drifted into the Sheltered Bay.

2015 Ten Vasan Vikings (HD 1) stand guard over supplies for the return voyage of Egil Longhair's fleet (see 1406).

2105 This is the lair of Scytheback, a very old red dragon (11 HD). She participated in the fall of the Bright Empire over a thousand years ago and hordes the treasures she looted here. She made an alliance with the Brotherhood of the Raven (see 1807) and considers them useful pawns in keeping unwanted visitors away from her lair.

Over the centuries, she has had a succession of mates to breed her young. Her current mate is Dakack, an adult red dragon (10 HD), whom with she mated with twenty years ago. They are currently raising three young that are now sub-adults (10 HD). One of them is missing (see 1706).

2109 **The Tribute Place**: Kinkaris, Ftr6, L, Orc; 20 orcs. This crude heap of stones serves as a keep for Kinkaris (Ftr7, Orc, C) and his guards (Ftr 3, Orc). He has been placed in charge of collecting the annual tribute for the Brotherhood of the Raven from the Bateaters (see 1911) and Bloodcrusher tribes (see 2207).

2114 On this idyllic island five mermaids (HD 1, charm) frolic in the streams, collecting seashells, and gently placing them in a crystal clear pool of water in the center of the island. Then on the night of the full moon they collect the ones that turn into viz (4d6) and journey to the Azure Lord's hall. (see 2416)

2201 Within the ruined castle, made of black stone, are twisted skeletal remains. It is obvious that they came to some horrific end. Several attempts over the last several centuries have been made to reoccupy the castle. Nevertheless, after the full moon the new inhabitants are slain in the same manner. The last attempt was made a hundred years ago by the Brotherhood of the Raven.

2203 In this corner of the forest, 85 pixies make their home. Their miniature village is spread out among the trees built on small wooden platforms. They gleefully torment anyone who intrudes.

2207 This network of caves is the home of 243 Orcs of the Bloodcrusher Tribe. They are ruled by King Suduk (Ftr 8) assisted by his shaman G'mung (Mu6). King Suduk resents paying tribute

to the Brotherhood of the Raven and especially hates Kinkaris (see 2109).

2306 The hills and ravines echo with the sound of battle as 15 berserkers (Ftr 1) from Castle Taldane battles 30 orcs (HD 1) from the Bloodcrusher Tribe. The berserkers are surrounded on a ridge between two ravines and are hard pressed by the orcs.

2401 Along the side of a half-mile stretch of the river valley are the warrens for 300 giant ants (2 HD). The queen's chamber is built around a long buried cubical artifact 10' by 10' by 10'. There is a door on one side of the artifact, but the giant ants have not opened it. One in twenty ant eggs can be used as a single viz.

2410 Six 20' tall black pillars with strange carvings can be seen through the water on the top of a shallow bank. On further examination, there are compartments on the ends of the pillars where viz can be inserted.

2411 **Ysby**, Pop: 80, Man (Vasan); Align N; Ruler: Chief Bjarni, Ftr5, N; Resource: Fish.

This fishing village of Vasan Vikings was established two hundred years ago by an improvised clan from Vasa. They kept contact with their relatives, and when much of Vasa fell to the Grand Kingdom Ysby proved to be an important way station for the refugees. Since the establishment of Castle Taldane, it has returned to being a sleepy fishing hamlet.

2416 A sea mount rises from the ocean floor to 15 feet beneath the surface. Around the peak and down 80 feet are the grottos and caves of the Azure King (Ftr12), a powerful merman lord. He rules over a tribe of 300 mermen. The Sapphire Enchantress (Mu12, Merman) is his advisor and the current lover of the Wizard of the Isle.

2505 **Castle Taldane**: King Ragnar the Ringless, Ftr9, N, Men (Vasan); 200 men (Vasan).

King Ragnar's grandfather was dispossessed by the conquest of Vasa by the Grand Kingdom. He fled with what goods he could carry on his longships and brought with him as many of his own and allied clans as he could. In the decades since the petty kings of Taldane dreamt of reconquering their home, but it has been a struggle to survive in Blackmarsh let alone rebuild enough troops to mount a major military expedition.

King Ragnar is known as the ringless after losing his royal signet ring when his finger was cut off in a raid on Castle Blackmarsh. It brought him great shame and now he spends his days in a drunken stupor beating his dogs. Rumor has it that it is sitting in a jeweler's shop in Castle Blackmarsh.

2509 **Gamla**, Pop: 405, Man (Vasan); Align N; Ruler: Chief Yngvar, Ftr12, N; Resource: Farm.

Protected by the swamp to the west, Gamla has seen a small measure of prosperity due to the fertile land. Chief Yngvar criticizes King Ragnar (see 2505) at every turn. Yngvar is considering whether to challenge him or whether to raise a rebellion to overthrow him.

2618 A ship from the Ochre Empire is sailing toward Blackmarsh searching for the lost expedition sent here five years ago. It is commanded by Lord Travvarn (Ftr7, L), a powerful myrmidon in the Church of Sarrath, the Dragon God. He is assisted by Archon Devers (Clr5, L) who enforces a strict discipline among the ship's crew and warriors.

2704 **Daretop**, Pop: 415, Man (Vasan); Align N; Ruler: Chief Kalfvald, Ftr8, N; Resource: Farm.

Daretop supplies much of the food for Castle Taldane. Chief Kalfvald is an aging warrior past his prime. The chief is fiercely loyal to King Ragnar and will come to his aid in any fight with Chief Yngvar (see 2509). However, his son Hamdir (Ftr7) does not share his father's loyalties. The death of Kalfvald will drastically alter the balance of power for King Ragnar.

2706 This island is crawling with giant crabs (3 HD). Longships from Daretop (2704), Castle Taldane (2505), Gamla (2509), and Ysby(2411) come here to hunt the crabs. It is dangerous, but great sport among the vikings.

2707 This island is deserted except for a single driftwood hut. Here dwells Kostbera, a Vasan seeress. In exchange for food and supplies, she will build a fire out of driftwood and seaweed to read the omens for the giver.

2714 Those who pass this spot report strange bubbles foaming the surface. The few that have ventured down 100 feet have reported pieces of a strange, giant, crystalline skeleton at the bottom. Even more disturbing is that in the more recent reports, the skeleton is more complete.



BLACKMARSH
1 Hex = 5 miles
DRAGONBONE PEAKS
Daretop
Castle Taldene
Gamla
Sandstone Island
Ysby
The Crimson Hills
Thornbrush Island
Alhert Island
The Grey Sea
Driftwood Isle
Norbury Castle
Wessex Keep
Camden
Muncaester
Ethanfield
River Famont
Redmut River
Wedmor
The Jade Marshes
Smoking Bay
Sheltered Bay
Jorvik
Greywoods
Castle Blackoak
Holms Water
Ashdown
Strangeholms
Greenton
PENDAR MOUNTAINS
Castle Blackmarsh
Inucucs Keep
The Black Marshes
Lanis River
Ruchhill Burn
THE WESTWALL
Olden Hold
THE WHITE MOUNTAINS


Castle Blackmarsh
= 40 ft
RSC
Misery
Bay
1
2
3
4
5
6
7
8
9
10
11
(grain storage)
(grain storage)
Greenfield
Hamlet

Appendix C: Monsters By Hit Dice

The following lists present monsters according to their number of Hit Dice, for easy generation of custom encounter tables. Each category includes HD with bonuses or penalties. For example, a monster with HD 2+2 will be found in the HD 2 category. Some monsters appear in multiple HD categories because they have variable HD numbers..

HD 1 or fewer

Baboon
Badger, Normal
Bat, Ordinary
Bee, Giant Killer
Beetle, Giant Fire
Brownie
Centipede, Giant
Dog, Wild
Dwarf
Dwarf, Duergar
Ear Seeker
Eel, Sea
Elf
Elf, Deep
Elf, Drow
Eye, Floating
Ferret, Giant
Flightless Bird
Frog, Giant
Frog, Killer
Frog, Poisonous
Gas Spore
Gnome
Goblin
Halfling
Hawk, Ordinary
Herd Animals
Hobgoblin
Jackal
Kobold
Leprechaun
Men, Berserker
Men, Brigand
Men, Pirate
Men, Merchant
Men, Nomad
Merfolk
Morlock
Nixie
Orc
Piercer
Pixie
Pterodactyl
Rat, Ordinary
Rat, Giant
Rot Grub
Shrew, Giant
Skeleton
Snake, Spitting Cobra
Sprite
Stirge

HD 2

Baboon, Higher
Bat, Giant
Beetle, Giant Spitting
Camel
Crocodile, Ordinary
Devil, Imp
Dog, War
Dryad
Eel, Electric
Flightless Bird
Fly, Giant Carnivorous
Frog, Giant
Ghoul
Gnoll
Golem, Wood
Green Slime
Herd Animals
Horse, Riding (wild)
Insect Swarm
Lizardfolk
Locathah
Locust, Subterranean
Mule
Neanderthal
Pegasus
Piercer
Pseudo-dragon
Sahuagin
Shadow
Shark, Bull
Snake, Pit Viper
Spider, Giant Crab Spider
Strangle Weed
Tick, Giant
Toad, Giant Poisonous
Troglodyte
Wolf, Ordinary
Yellow Mold
Zombie



HD 3

Ankheg
Ape, Chimpanzee
Axe Beak
Badger, Giant
Beetle, Giant Carnivorous
Boar, Ordinary
Boar, Giant
Boar, Warthog
Bugbear
Carcass Scavenger
Cat, Mountain Lion
Crab, Giant
Demon, Quasit
Devil, Lemure
Fish, Giant Piranha
Flightless Bird
Frog, Giant
Fungi, Violet
Gray Ooze
Harpy
Hawk, Giant
Hell Hound
Herd Animals
Hippogriff
Hyena, Normal
Insect Swarm
Lizard, Giant Gecko
Lycanthrope, Wererat
Nymph
Piercer
Sea Hag
Shrieker
Snake, Sea Snake
Spider, Giant Black Widow
Statue, Animate Crystal
Strangle Weed
Throghrin
Tick, Giant
Triton
Wight
Wolverine, Ordinary



HD 4

Ankheg
Ape, Albino
Ape, Gorilla
Bear, Black
Blink Dog
Cat, Panther
Centaur
Crayfish, Giant
Doppelganger
Eagle, Giant
Gargoyle
Gelatinous Cube
Ghast
Hell Hound
Herd Animals
Hippocampus
Insect Swarm
Jackalwere
Lizard, Giant Draco
Lycanthrope, Wereboar
Lycanthrope, Werewolf
Medusa
Ogre
Owl, Giant
Piercer
Rhagodessa, Giant
Scorpion, Giant
Shark, Mako
Snake, Giant Rattler
Spider, Giant Tarantula
Statue, Animate Iron
Strangle Weed
Tick, Giant
Unicorn
Wasp, Giant
Weasel, Giant
Wolf, Dire
Wolverine, Giant
Wraith
Yeti

HD 5

Ankheg
Ape, Man-Eating
Bear, Grizzly
Beetle, Giant Boring
Devil, Horned
Eel, Giant
Cat, Lion
Cockatrice
Fish, Giant Rockfish
Hell Hound
Hydra
Hyena, Giant
Lizard, Giant Horned Chameleon
Lycanthrope, Weretiger
Mummy
Ochre Jelly
Ogre Mage
Owl Bear
Pteranodon
Rust Monster
Satyr
Slithering Tracker
Snake, Giant Python
Spider, Phase
Statue, Animate Stone
Toad, Giant Ice

HD 6

Ankheg
Basilisk
Bear, Polar
Cat, Tiger
Crocodile, Large
Demon, Succubus/Incubus
Devil, Erinyes
Dragon, White
Gray Worm
Hell Hound
Homunculus
Hydra
Leech, Giant
Lizard, Giant Tuatara
Lycanthrope, Werebear
Manticore
Minotaur
Nightmare
Otyugh, Standard
Phase Tiger
Rhinoceros, ordinary
Roc, Small
Sea Serpent
Spectre
Squid, Giant
Troll
Whale, Killer
Wind Walker
Wolf, Winter

HD 7

Ankheg
Bear, Cave
Beetle, Giant Stag
Demon, Babau
Demon, Marith
Djinni
Dragon, Black
Dragon, Brass
Griffon
Groaning Spirit
Hell Hound
Hydra
Lammasu
Mimic
Naga, Water
Otyugh, Standard
Rakshasa
Remorhaz
Toad, Giant
Vampire
Wyvern
Xorn

HD 8

Ankheg
Demon, Balor
Demon, Vrock
Devil, Barbed
Dragon, Copper
Cat, Saber-tooth Tiger
Dragon, Green
Dragon, Sea
Elemental, Air
Elemental, Earth
Elemental, Fire
Elemental, Water
Fish, Giant Catfish
Giant, Hill
Golem, Bone
Gorgon
Hydra
Invisible Stalker
Mimic
Naga, Water
Night Hag
Octopus, Giant
Otyugh, Standard
Remorhaz
Rhinoceros, Woolly
Salamander, Flame
Shambling Mound
Shark, Great White
Sphinx, Gynasphinx
Treant
Vampire

HD 9

Bulette
Chimera
Couatl
Demon Boar
Demon, Hezrou
Devil, Bone
Dragon, Blue
Dragon, Bronze
Dragonne
Elephant
Giant, Stone
Golem, Flesh
Hydra
Lamia
Mimic
Naga, Spirit
Otyugh, Advanced
Remorhaz
Shambling Mound
Sphinx, Hieracosphinx
Vampire
Will-O-Wisp

HD 10

Black Pudding
Demon, Glabrezu
Dragon, Red
Dragon, Silver
Efreeti
Ettin
Eye of the Deep
Eye of Terror
Fish, Giant Sturgeon
Ghost
Giant, Frost
Golem, Amber
Hydra
Lurker Above
Mimic
Naga, Spirit
Otyugh, Advanced
Remorhaz
Roper
Shambling Mound
Shark, Giant
Sphinx, Criosphinx
Turtle, Giant Snapping

HD 11

Demon, Nalfeshnee
Devil, Ice
Dragon, Gold
Eye of the Deep
Eye, Tentacled
Eye of Terror
Giant, Fire
Golem, Clay
Hydra
Naga, Guardian
Otyugh, Advanced
Remorhaz
Roper
Shambling Mound
Shark, Giant
Stegosaurus
Triceratops

HD 12

Beetle, Giant Rhinoceros
Elemental, Air
Elemental, Earth
Elemental, Fire
Elemental, Water
Eye of the Deep
Eye of Terror
Giant, Cloud
Hydra
Lich
Naga, Guardian
Otyugh, Advanced
Remorhaz
Roc, Large
Roper
Salamander, Frost
Shark, Giant
Slug, Giant
Sphinx, Androsphinx
Titanothere
Trapper
Whale, Narwhal

HD 13

Cyclops
Devil, Pit Fiend
Remorhaz
Shark, Giant

HD 14

Eye, Tentacled
Golem, Stone
Remorhaz
Shark, Giant

HD 15

Crocodile, Giant
Eye, Tentacled
Giant, Storm
Mastodon
Purple Worm
Shark, Giant
Turtle, Giant Sea



HD 16

Aerial Servant
Elemental, Air
Elemental, Earth
Elemental, Fire
Elemental, Water
Eye, Tentacled

HD 17

Titan

HD 18

Dragon, Chromatic
Golem, Iron
Titan

HD 19

Titan

HD 20

Golem, Bronze
Titan
Tyrannosaurus Rex

HD 21

Demon, Juiblex
Devil, Bael
Titan

HD 22

Demon, Orcus
Devil, Amon
Titan

HD 23

Demon, Astarot
Devil, Geryon

HD 30

Dragon Turtle

HD 36

Roc, Giant
Whale, Sperm

Appendix D: Random Tables

Dungeon Furnishings

Dungeon design is addressed thoroughly in the *BX Advanced* core rules. However, the following tables may be useful for fleshing out special areas or adding odds and ends to underground areas.

Random Traps

Use this table for designing traps. Some creativity will need to be employed to make the traps appropriate for the situation and abilities of the PCs.

Random Trap Determination

D%	Trap Type	D%	Trap Type
01-06	Arrow trap[1]	41-43	Lightning bolt
07-08	Collapsing ceiling[5]	44-53	Pit (10' deep)[2]
09-10	Compacting ceiling	54-63	Pit (locks shut)[2]
11-12	Compacting walls	64-67	Portcullis trap[5]
13-14	Dropping ceiling	68-72	Room[6]
15-19	False door[3]	73-78	Scything blade
20-23	Falling stones	79-83	Sliding pit[2]
24-25	Flooding passage	84-88	Sliding pit (locks shut)[2]
26-27	Flooding room	89-94	Spear trap[1]
28-30	Fire ball	95-98	Swinging ball/block
31-40	Gas[4]	99-00	Teleporter

[1]Poisoned on a roll of 1 on d10
[2]Roll d10; poison spikes, 1; spikes, 2-3; flooding, 4
[3]Roll d10; pit trap, 1-2; poisoned needle, 3
[4]Roll d10; blinding, 1-2; confusion, 3-4; fear, 5; poisonous, 6; sleep, 7-8; slowing, 9-10;
[5]Roll d6; blocks passage ahead 1-3; blocks passage behind 4-6
[6]Roll d10; flooding, 1-2; elevator, 3-4; collapsing, 5-6; spiked, 7-8; compacting, 9-10

Atmospheric Details

The following tables can be used to add atmosphere to otherwise bare or uninteresting areas. These atmospheric details need not be explained in any way, or if they inspire the imagination they could lead to additional unique encounters or mysteries. Roll once or more times on the table below for any given area. Different dice rolls should be used for rolling for odors or tactile atmospheric details.

Random Atmospheric Details

d12	Odors	Tactile	Visibility (d6)
1	Damp	Breeze, cold	Dusty
2	Decay	Breeze, dry	Foggy
3	Earth	Breeze, humid	Misty
4	Excrement	Breeze, warm	Obscured (gnats, etc.)
5	Ferrous	Breeze, wet	Smokey
6	Leather	Downdraft	Steamy
7	Mold	Numbing wind	
8	Musky	Prickly draft	
9	Ozone	Side draft	
10	Sea Air	Static charged air	
11	Smoke	Unnaturally still	
12	Sulphur	Updraft	

Random Sounds

D%	Sound	D%	Sound
01	Barking	53-54	Panting
02	Bell chiming	55	Paper crinkling
03-04	Buzzing	56	Pounding
05-06	Cackling	57-58	Rattling
07	Chains rattling	59-60	Ripping
08-09	Choking	61-62	Scratching
10-12	Chuckling	63	Sizzling
13-14	Coughing	64	Slapping
15-16	Creaking	65-67	Slithering
17-19	Door breaking	68-69	Snapping
20-21	Door shutting	70	Sneezing
22-23	Door slamming	71	Snorting
24-25	Dragging	72-73	Sobbing
26	Farm animal (random)	74	Spitting
27-28	Fire crackling	75-76	Stone sliding
29-30	Footsteps, walking	77-78	Talking (indiscernible)
31-32	Footsteps, running	79-80	Tapping
33	Giggling	81	Thunder
34	Glass breaking	82	Wailing
35	Gong pounding	83-84	Water bubbling
36-37	Grating	85-86	Water dripping
38-39	Gurgling	87-88	Water flowing
40-41	Hissing	89	Water splashing
42	Hooves clopping	90-91	Water trickling
43-45	Laughing	92-94	Whispering
46	Leaves rustling	95	Whistling
47-48	Moaning	96-97	Wind whistling
49	Musical instrument	98-99	Wood splintering
50-52	Name spoken	00	Yelling (indiscernible)

Miscellaneous room contents

D%	Contents	D%	Contents
01	Ashes	53-54	Potion bottle, empty
02	Axe, bloody	55	Rope, hemp, rotten
03-04	Bandages, bloody	56	Sack, large, rotten
05-06	Blood, dried	57-58	Shield, cracked
07-08	Blood, puddle	59-60	Shirt, stained
09-10	Blood, wet smear	61-62	Skeletal part (random)
11-12	Bones, broken	63	Skeleton, animal
13-14	Boot, chewed	64-65	Skeleton, human
15-16	Candles, partly burned	66-67	Skin, furred, dry
17-19	Cart, broken	68-69	Skin, tattooed, dry
20-21	Cobwebs	70	Skull, animal
22-23	Dagger hilt	71	Skull, human
24	Desiccated corpse	72-73	Skull, humanoid
25-26	Excrement	74	Slimy ceiling
27-28	Figurine, small wood	75-76	Slimy floor
29-30	Firewood	77-78	Slimy wall
31	Grappling hook, rusty	79	Spikes, iron, rusty
32-33	Grave marker	80-81	Stain, indiscernible
34	Helmet, cleaved	82	Stain, water
35	Holy symbol, ruined	83-84	Stones, large
36-37	Incense and burner	85-86	Stones, small
38-39	Key	87-88	Sword, long, broken
40-41	Lantern, broken	89	Tooth, large sharp
42-43	Manacles, rusty	90-91	Torch, partially burned
44-45	Map, illegible	92-93	Warning (chalk on a wall)
46	Mirror, small, broken	94-95	Water, puddle
47-48	Mold	96-97	Water, droplets on wall
49-50	Moss	98-99	Waterskin, empty, rotten
51-52	Mushrooms (in offal)	00	Withered flowers or herbs

Special Encounters

When designing a dungeon, there are areas that contain unique encounters or areas. The following tables can be rolled on or chosen from to help design these unique places or objects. Care must be taken to create objects or areas that cannot be abused by the players, and in some cases effects associated with these encounters should be temporary or limited in use. Roll or choose from the Random Features Table first, then roll or choose on the Random Characteristics Table. If rolling randomly, not all results will make sense, so the referee will have to roll again or alter the interpretation of the results. Specific details of the effects are left to the design of the referee, such as duration, damage dealt (if appropriate), trigger mechanisms, etc.

Random Features

D%	Result	D%	Result
01-03	Alcove	51-53	Painting
04-05	Altar, large	54-56	Passage
06-07	Altar, small	57-59	Pedestal
08-10	Archway	60-61	Pillar/column
11-12	Barrier, invisible	62-65	Pit
13-14	Basin, stone	66-67	Platform, stone
15-17	Bust sculpture	68-70	Pool, artificial
18-20	Ceiling	71-72	Pool, natural
21-22	Ceiling, domed	73-74	Portcullis
23-25	Chest, wooden	75-76	Room
26-28	Container (jar, pot, etc.)	77-78	Rug
29-31	Door (50% secret)	79-80	Shelf, inset to wall
32-33	Fireplace	81-82	Sphere, glass
34-36	Floor	83-84	Stairway
37-38	Fountain	85-87	Statue
39-40	Fungus	88-89	Tapestry
41-42	Gate, iron	90-92	Vault
43-45	Idol	93-94	Vegetation
46-48	Mirror, large	95-97	Wall
49-50	Monster	98-00	Well

Random Characteristics

D%	Characteristic	D%	Characteristic
01-02	Ages (25% decreases)	51	Illusionary
03-04	Alters alignment	52	Increases ability[4]
05-06	Animates an object	53	Increases gravity
07-08	Attracts	54-55	Invisible
09-10	Attacks	56-57	Levitates
11-12	Bestows a curse	58-59	Moves
13-14	Burns	60	Nullifies magic
15-16	Causes fear	61-62	Pivots
17-18	Causes geas	63	Points
19-20	Changes[3]	64	Poisons

21-22	Collapses	65	Polymorphs
23-24	Condenses	66-67	Produces an object[2]
25-26	Consumes	68-69	Reduces
27-28	Decreases ability[4]	70-71	Replaces
29-30	Decreases gravity	72-73	Repulses
31	Disintegrates	74-75	Reveals lies
32-33	Duplicates object	76-77	Reverses gravity
34	Duplicates person	78-79	Sinks
35-36	Emits a gas	80-81	Sliding
37-38	Emits a slime or ooze	82-83	Slopes (up or down)
39	Enlarges	84-85	Speaks[1]
40-41	Fake	86-87	Spins
42	Flesh to stone	88-89	Steals
43-44	Freezes	90-91	Stone to flesh
45	Grants a language	92-93	Stretches
46	Grants opposite wish	94	Suspends animation
47	Grants a wish	95-96	Teleports
48	Heals	97-98	Twists
49-50	Heats	99-00	Withers a body part

[1]Roll d4; with intelligence, 1; a preprogrammed message, 2; tries to convince the party to take an action, 3; tries to lead the party into a trap, 4
[2]Roll d8; gold coins, 1; fools gold, 2; magic item, 3; food, 4; gems, 5; water, 6; wine, 7; oil, 8
[3]Roll d6; skin color, 1; eye color, 2; hair color, 3; race, 4; sex, 5; height, 6
[4]Roll d6; STR, 1; DEX, 2; CON, 3; INT, 4; WIS, 5; CHA, 6

Specialty Room Furnishings

The following tables can be used to flesh out the contents of alchemy or magic-user labs and rooms.

Alchemy or Magic-User Furnishings

D%	Item	D%	Item
01-02	Alembic	51-52	Jars, glass
03	Aludel	53	Manacles, wall mounted
04	Anthanor	54-55	Molds, Casting
05-06	Beakers, glass	56-57	Mortar and pestle
07-08	Bellows	58-59	Oil lamp
09-10	Bottles, glass	60-61	Parchment/Paper
11-12	Bowls, glass	62	Pelicans
13	Bowls, wooden	63	Pentagram
14-15	Brazier	64	Philosopher's Stone
16	Calcinary furnace	65-66	Pipettes
17-18	Cage, large	67	Pots, ceramic
19-20	Cage, small	68-69	Pots, copper
21-22	Candles	70	Pots, iron
23-24	Cauldron	71-72	Prism
25	Circle, protection	73-74	Quills
26	Circle, summoning	75	Retort
27-28	Coal	76-77	Rods, iron stirring
29-30	Crucible	78	Sand bath
31	Crystals, quartz	79	Scale, balance weight
32-33	Cucurbit	80-81	Spatula
34	Cupel	82-83	Spoons, measuring
35-36	Cups, measuring	84-85	Stands (for hot glass)
37	Cylinders, glass	86	Still, glass
38-39	Dishes, glass	87-88	Stoppers
40	Dissolving furnace	89-90	Tar, sealing
41-42	Flasks, glass	91-92	Tongs
43	Funnels, glass	93-94	Tripod
44	Furnace	95	Tubing, glass
45-46	Hourglass	96-97	Tweezers
47-48	Incense	98-99	Vials, glass
49-50	Ink, vials	00	Water clock

Use the table below for randomly determining the contents of jars, pots, or other vessels in a lab.

Random Container Contents

D%	Contents	D%	Contents
01-03	Amber	51-53	Leaves
04-06	Ashes	54-56	Locusts
07-09	Bark	57-60	Minerals, powdered
10-12	Blood, powdered	61-64	Oil, essential
13-15	Bone, chips/hunks	65-67	Powder
16-18	Bones, small animal	68-70	Mummy, small animal
19-21	Charcoal	71-73	Needles, bone
22-24	Cloth, cotton	74-76	Sap/resin
25-27	Eggs, exotic pickled	77-79	Salt, crystals
28-31	Entrails, pickled	80-82	Seeds
32-35	Eyes, dried	83-85	Sinew
36-38	Fat/grease	86-88	Skin, dried
39-	Fingers/toes, dried	89-	Slime

41		91	
42-44	Flower petals, dried	92-94	Teeth
45-47	Fluid, putrid	95-97	Tongue, pickled
48-50	Hair, humanoid	98-00	Urine

The following table can be used for determining which torture devices are present in a torture room or some other location.

Torture Chamber Furnishings

D20	Devices	D20	Implements
1	Breaking Wheel	1	Brazier
2	Cauldron, large	2	Cage, large
3	Chair, spiked	3	Chains
4	Copper Boot	4	Clamps
5	Crocodile Shears	5	Cleaver
6	Crocodile Tube	6	Garrotes
7	Guillotine	7	Hooks, iron
8	Head crusher	8	Iron, branding
9	Heretics Fork	9	Balls, large iron
10	Iron coffin	10	Knives, various
11	Iron Maiden	11	Manacles
12	Judas Cradle	12	Nails
13	Knee Splitter	13	Oil, barrel
14	Lead Sprinkler	14	Pliers
15	Pear of Anguish	15	Rope
16	Pendulum	16	Saw, large
17	Rack	17	Spikes, iron
18	Spanish Tickler	18	Wedges, iron
19	Thumb Screws	19	Wedges, wood
20	Tongue Tearer	20	Whips

Random Tavern Patrons

It is a law of gaming nature that at some point players ask about what sorts of people are in a tavern. The following tables can be used to jumpstart the creative juices so that this question can be answered on the fly in a colorful way. This is meant to be a mental springboard, and the referee should flesh out tavern patrons to whatever degree is necessary based on the situation.

Tavern Patrons

D20	Race	D20	Class	D4	Sex
1-2	Dwarf	1	Assassin	1-2	Male
3-4	Elf	2-3	Cleric	3-4	Female
5	Gnome	4-8	Fighter		
6	Half-Elf	9	Illusionist		
7	Half-Orc	10-11	Magic-User		
8-10	Halfling	12	Monk		
11-20	Human	13-16	None[1]		
		17	Paladin		
		18	Ranger		
		19-20	Thief		

[1]Roll for a profession.

Random Professions

D%	Profession	D%	Profession
01-03	Animal Trainer	56-59	Huntsman
04-05	Armorer	60-62	Lapidary/Jeweler
06-09	Baker	63-66	Lorimer
10-12	Blacksmith	67	Mapmaker
13	Bookbinder	68-69	Mason
14-16	Bowyer/Fletcher	70-73	Miner
17-20	Brewer	74-76	Potter
21-23	Butcher	77-78	Roper
24-26	Carpenter	79-81	Seafarer
27-28	Chandler	82-84	Shipwright
29-33	Cooper	85-87	Spy
34-35	Coppersmith	88-90	Tailor
36-46	Farmer	91-93	Tanner
47-50	Fisher	94-96	Thatcher/Roofer
51-54	Furrier	97-98	Woodcutter
55	Glassblower	99-00	Vintner

The following table may be rolled or chosen from more than once for an individual, and should be used as inspiration when describing or role-playing an NPC's personality and/or motives.

Random Tavern Patron Traits

D%	Trait	D%	Trait
01	Agreeable	51	Narcissistic
02	Aloof	52	Naughty
03	Angry	53	Noisy
04	Apologetic	54	Nosy
05	Armless	55	Neutral
06	Arrogant	56	Oafish
07	Bald	57	Old
08	Beautiful	58	Optimistic
09	Boisterous	59	Ornery
10	Brawny	60	Pathetic
11	Callous	61	Pessimistic
12	Chaotic	62	Picky
13	Childish	63	Pious
14	Cold	64	Polite
15	Cranky	65	Porcine
16	Crazy	66	Predatory
17	Crippled	67	Pretty
18	Dark	68	Private
19	Dastardly	69	Proud
20	Despicable	70	Quarrelsome
21	Dour	71	Quiet
22	Drunken	72	Quick
23	Elegant	73	Quirky
24	Evil	74	Ragged
25	False	75	Regal
26	Flattering	76	Rich
27	Flatulent	77	Righteous
28	Friendly	78	Riotous
29	Frightened	79	Ruthless
30	Good	80	Secretive
31	Gross	81	Sick
32	Hairless	82	Silent
33	Hairy	83	Simple
34	Haggard	84	Stern
35	Haughty	85	Stupid
36	Helpless	86	Surly
37	Injured	87	Timid
38	Jesting	88	Tired
39	Joyous	89	Treacherous
40	Knowledgeable	90	Trustworthy
41	Large	91	Twisted
42	Laughing	92	Untrustworthy
43	Lecherous	93	Unwell
44	Legless	94	Uppity
45	Little	95	Ugly
46	Loud	96	Vain
47	Middle-aged	97	Venerable
48	Miserly	98	Wasted
49	Mousey	99	Weak
50	Murderer	00	Willful

APPENDIX E: SAMPLE RANDOM MONSTER TABLES

This appendix presents tables of monsters for dungeon encounters and wilderness encounters. Note that these are just some possible encounters with some of the monsters from Section 7. The Gamemaster should modify these tables or create new ones for specific areas.

Sample Random Monster Table - Dungeon

Roll d20	Level 1	Level 2	Level 3	Level 4 + 5	Level 6 + 7	Level 8 +
1	Bee, Giant Killer	Bat, Giant	Ant, Giant	Bear, Cave	Basilisk	Black Pudding
2	Beetle, Fire	Baboon, Higher	Ape, Albino	Blink Dog	Bear, Cave	Chimera
3	Centipede, Giant	Beetle, Spitting	Beetle, Carnivorous	Cockatrice	Black Pudding	Demon Boar
4	Dwarf	Cat, Mountain Lion	Bugbear	Doppelganger	Dragon, White	Dragon, Black
5	Gnome	Elf	Cat, Panther	Gray Ooze	Gorgon	Dragon, Blue
6	Goblin	Ghoul	Carcass Scavenger	Hell Hound	Hell Hound	Dragon, Gold
7	Green Slime	Gnoll	Doppelganger	Lizard, Giant Tuatara	Hydra	Dragon, Green
8	Halfling	Gray Ooze	Fly, Giant Carnivorous	Lycanthrope, Wereboar	Lycanthrope, Weretiger	Dragon, Red
9	Kobold	Hobgoblin	Gargoyle	Lycanthrope, Werewolf	Minotaur	Giant, Hill
10	Lizard, Giant Gecko	Lizard, Giant Draco	Gelatinous Cube	Minotaur	Mummy	Giant, Stone
11	Morlock	Lizardfolk	Harpy	Mummy	NPC Group	Golem, Bone
12	Orc	Locust, Subterranean	Lycanthrope, Wererat	NPC Group	Ochre Jelly	Golem, Amber
13	Rat, Giant	Neanderthal	Medusa	Ochre jelly	Owl bear	Hydra
14	Snake, Spitting Cobra	Pixie	NPC Group	Owl Bear	Phase Tiger	Lycanthrope, Werebear
15	Skeleton	Snake, Pit Viper	Ochre Jelly	Rhagodessa	Rust Monster	Manticore
16	Spider, Giant Crab	Spider, Giant Black Widow	Ogre	Rust Monster	Salamander, Flame	NPC Group
17	Stirge	Toad, Giant	Shadow	Spectre	Scorpion, Giant	Purple Worm
18	Toad, Giant	Troglodyte	Spider, Giant Tarantula	Troll	Spectre	Salamander, Flame
19	Wolf	Yellow Mold	Throghrin	Worm, Gray	Troll	Salamander, Frost
20	Zombie	Zombie	Wight	Wraith	Worm, Gray	Vampire

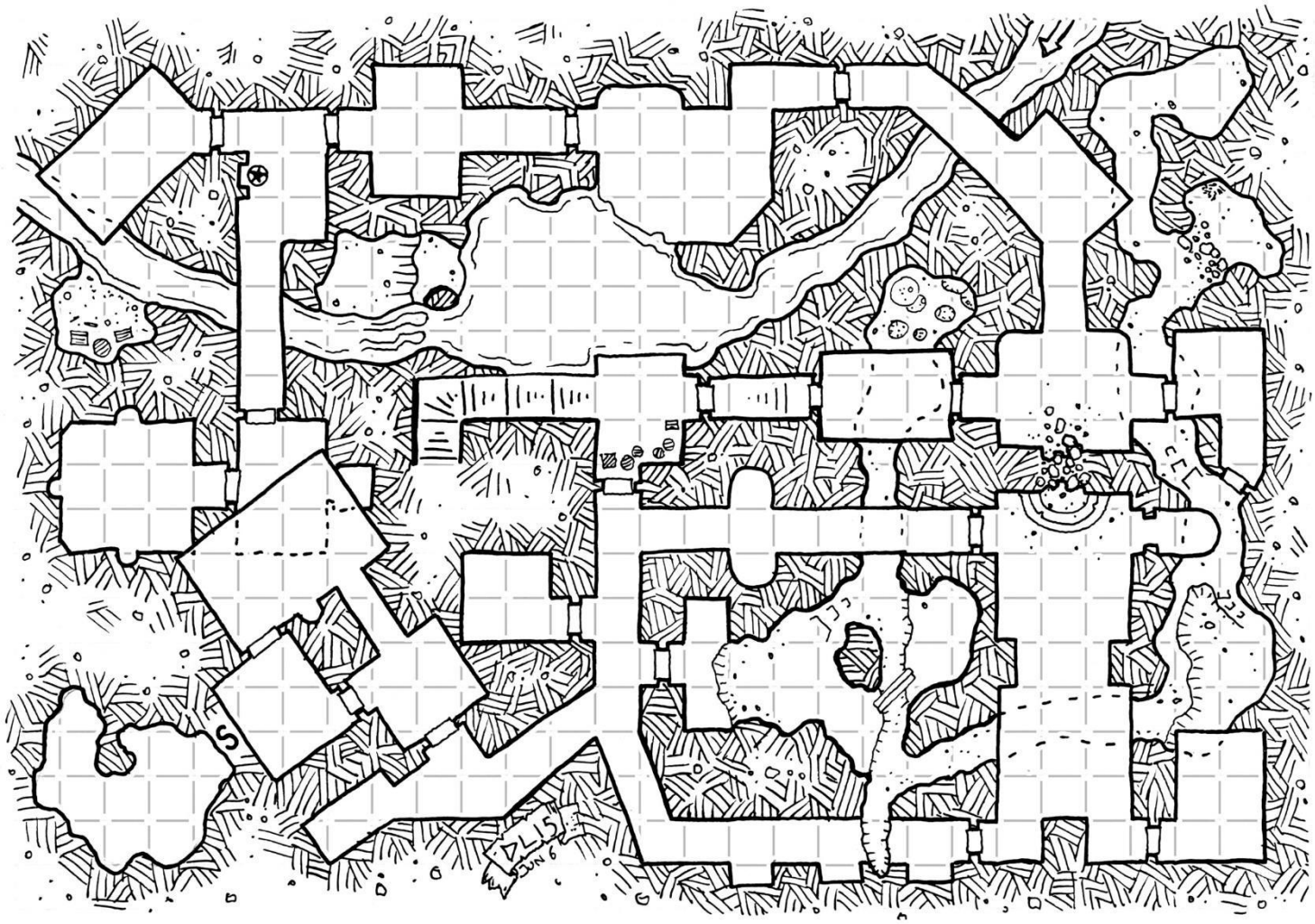
Wilderness Monster Encounter Table

Roll d20	Desert	Forest/Wooded	Grassland	Inhabited Lands	Jungle
1	Beetle, Fire	Bee, Giant Killer	Ant, Giant	Dragon, Gold	Ant, Giant
2	Beetle, Spitting	Boar	Baboon, Higher	Dwarf	Bugbear
3	Blink Dog	Bugbear	Boar	Elf	Cat, Panther
4	Camel	Cat, Panther	Dragon, Green	Gargoyle	Dragon, Green
5	Cat, Lion	Cockatrice	Fly, Giant Carnivorous	Giant, Hill	Elephant
6	Dragon, Blue	Dryad	Giant, Hill	Goblin	Fly, Giant Carnivorous
7	Dragon, Red	Dragon, Green	Halfling	Halfling	Giant, Fire
8	Goblin	Elf	Hippogriff	Lycanthrope, Weretiger	Gnoll
9	Hawk, Giant	Ghoul	Horse, Riding (wild)	Men, Brigand	Gray Worm
10	Hobgoblin	Hobgoblin	Men, Merchant	Men, Merchant	Lizardfolk
11	Lizard, Giant Gecko	Lycanthrope, Werewolf	Men, Nomad	NPC Party	Lycanthrope, Wereboar
12	Lizard, Tuatara	Men, Brigands	Ogre	Ogre	Medusa
13	Men, Nomad	Orc	Orc	Orc	Men, Brigand
14	Mummy	Roc, Small	Scorpion, Giant	Rat, Giant	Men, Merchant
15	NPC Party	Spider, Giant Crab	Spider, Giant Black Widow	Rhagodessa	Neanderthal
16	Ogre	Troll	Stirge	Skeleton	Phase Tiger
17	Scorpion, Giant	Unicorn	Troll	Wolf	Rat, Giant
18	Snake, Pit Viper	Wight	Throghrin	Vampire	Scorpion, Giant
19	Snake, Giant Rattler	Wolf	Weasel, Giant	Wight	Snake, Giant Python
20	Spider, Giant Tarantella	Wolf, Dire	Wyvern	Zombie	Troll

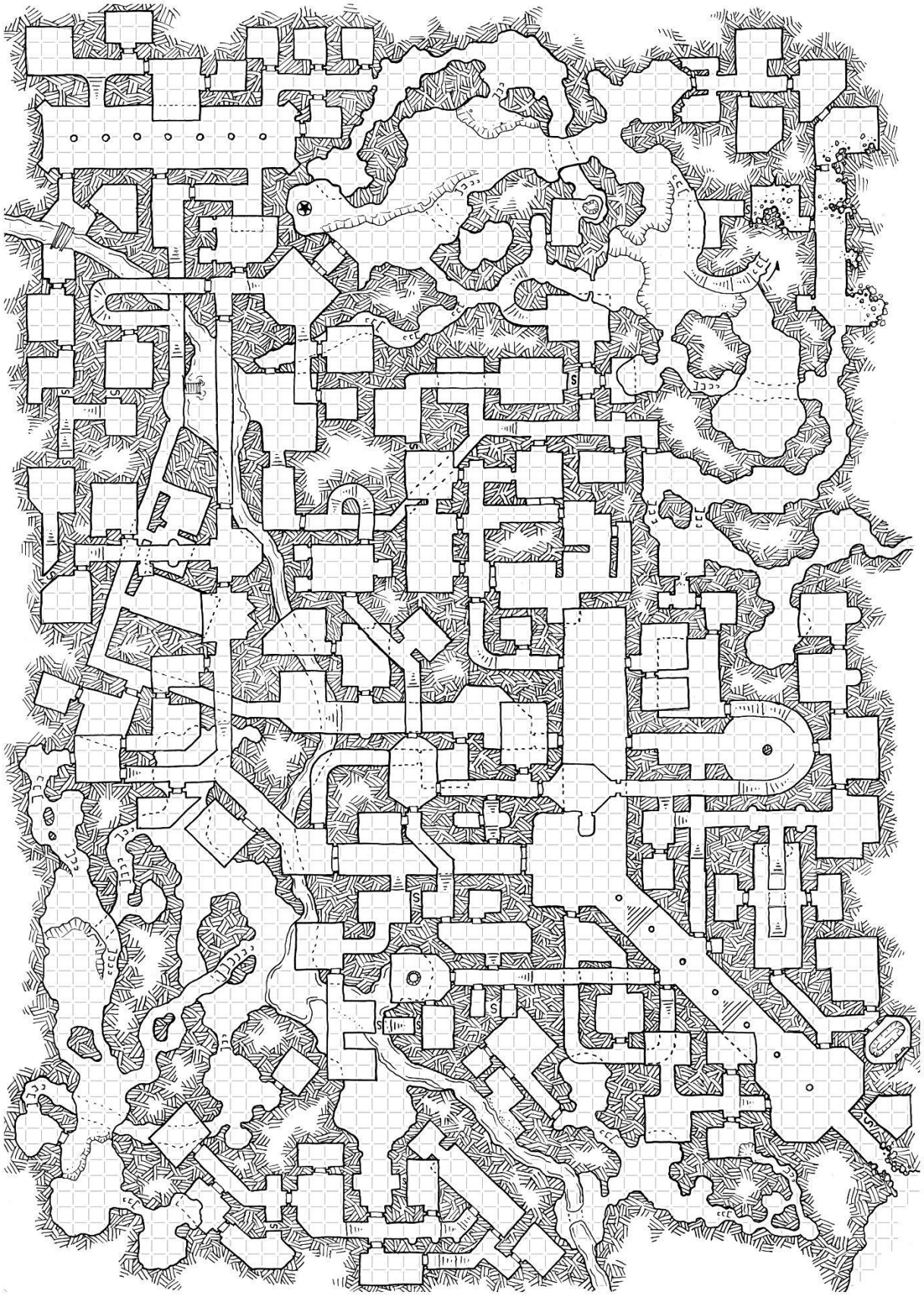
Roll d20	Mountains/Hills	Rivers/Lakes	Sea	Swamp	Village/Town
1	Ape, Albino	Bee, Giant Killer	Crab, Giant	Basilisk	Boar
2	Beetle, Spitting	Boar	Crocodile, Giant	Boar	Dwarf
3	Cat, Sabre-Tooth Tiger	Cat, Panther	Dragon, Green	Dragon, Black	Elf
4	Chimera	Crab, Giant	Dragon, Sea	Ghoul	Ghoul
5	Dragon, Red	Crocodile	Dragon Turtle	Gnoll	Giant, Hill
6	Dragon, White	Dragon, Black	Fly, Giant Carnivorous	Goblin	Gnoll
7	Dwarf	Dragon, Green	Harpy	Leech, Giant	Goblin
8	Giant, Hill	Elf	Hawk, Giant	Lizard, Giant Draco	Halfling
9	Giant, Stone	Fish, Giant Piranha	Hydra, Aquatic	Lizardfolk	Lycanthrope, Werewolf
10	Griffon	Fly, Giant Carnivorous	Men, Merchant	Medusa	Men, Brigand
11	Halfling	Hydra, Aquatic	Men, Pirate	Men, Brigand	Men, Merchant
12	Lycanthrope, Werewolf	Leech, Giant	Merfolk	Nixie	Morlock
13	Men, Brigand	Lizardfolk	NPC Party	Ogre	NPC (any class)
14	Men, Merchant	Merfolk	Octopus, Giant	Orc	NPC Party
15	Morlock	NPC Party	Roc, Giant	Rhagodessa	Ogre
16	Neanderthal	Ogre	Sea Serpent	Spider, Giant Black Widow	Orc
17	Ogre	Rat, Giant	Shark (any)	Stirge	Rat, Giant
18	Orc	Stirge	Snake, Sea	Toad, Giant	Spectre
19	Phase Tiger	Toad, Giant	Squid, Giant	Troglodyte	Vampire
20	Roc, Giant	Troll	Whale (any)	Troll	Zombie

APPENDIX F:MAPS

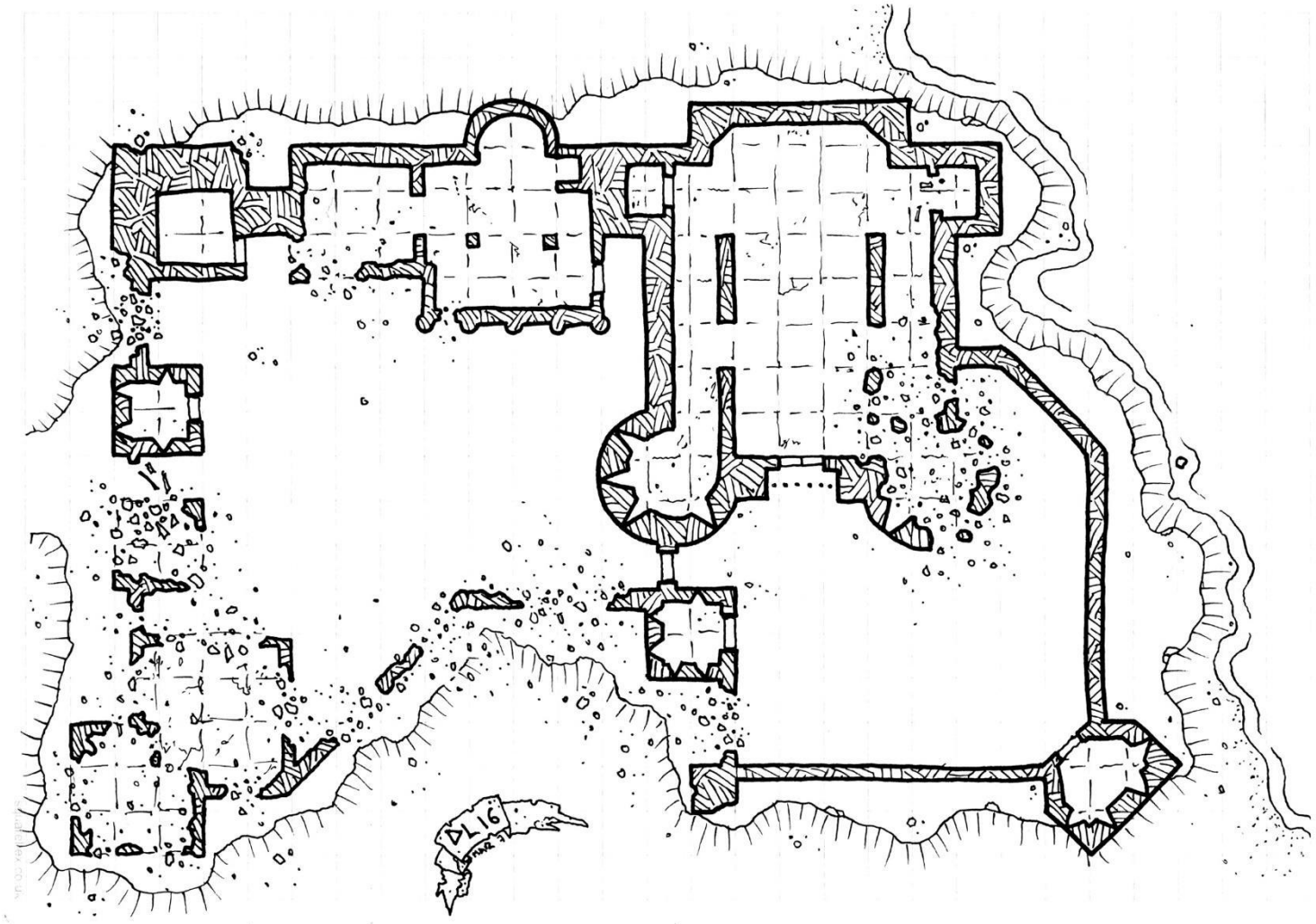
Here are an assortment of maps for use in your games. Maps by Dyson Logos.



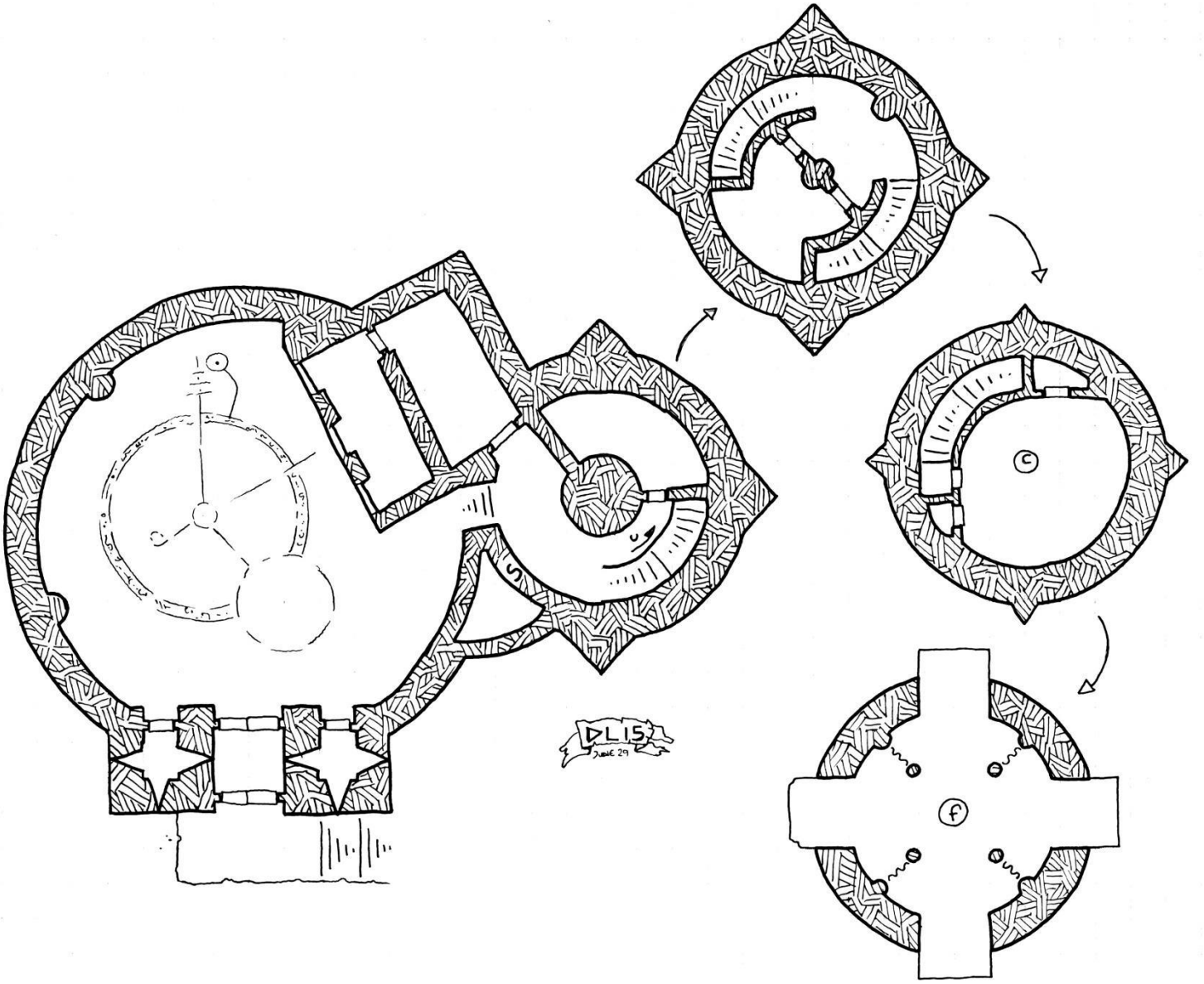
Map 1: Small Dungeon Level



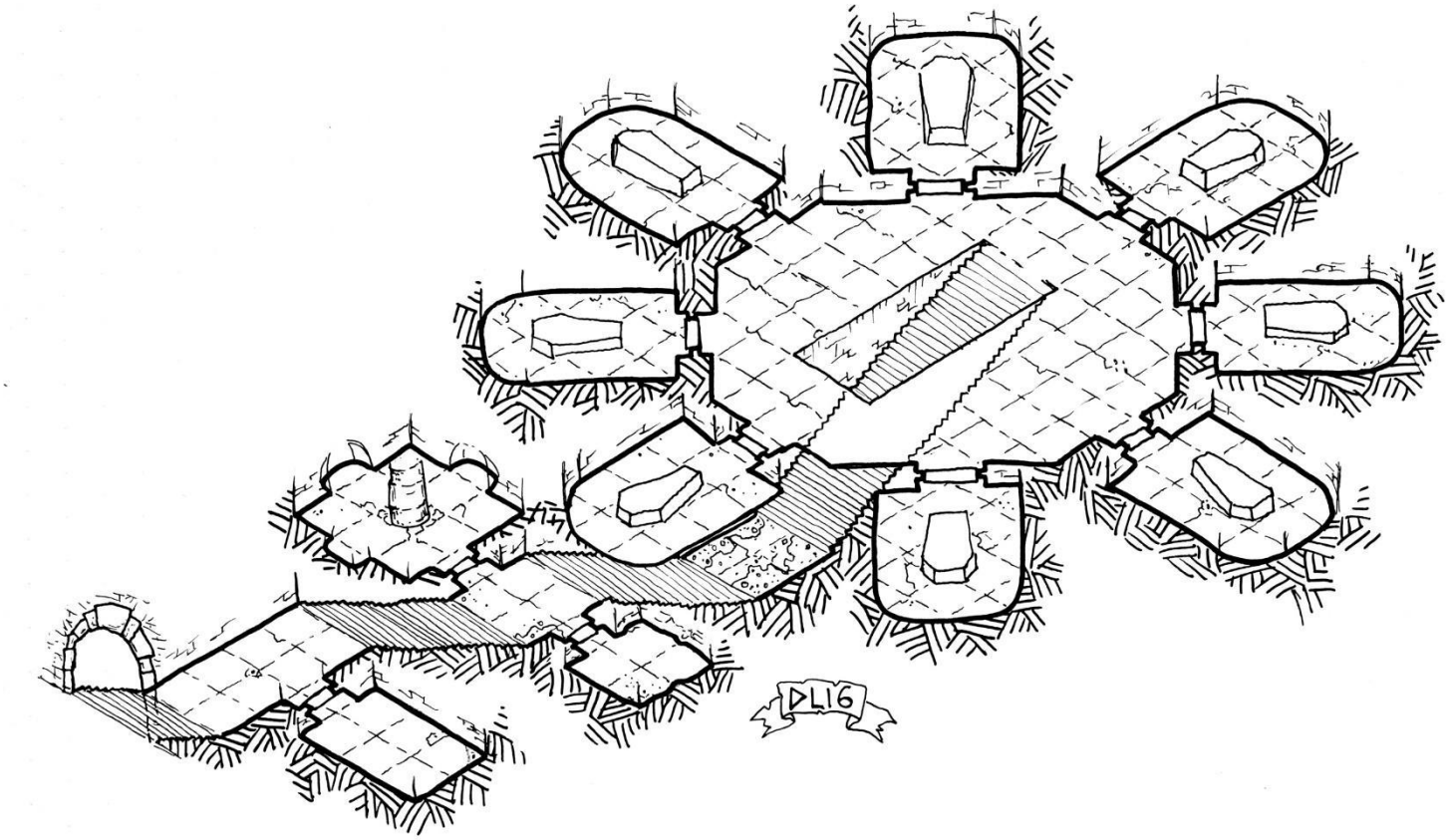
Map 2: Large Dungeon Level



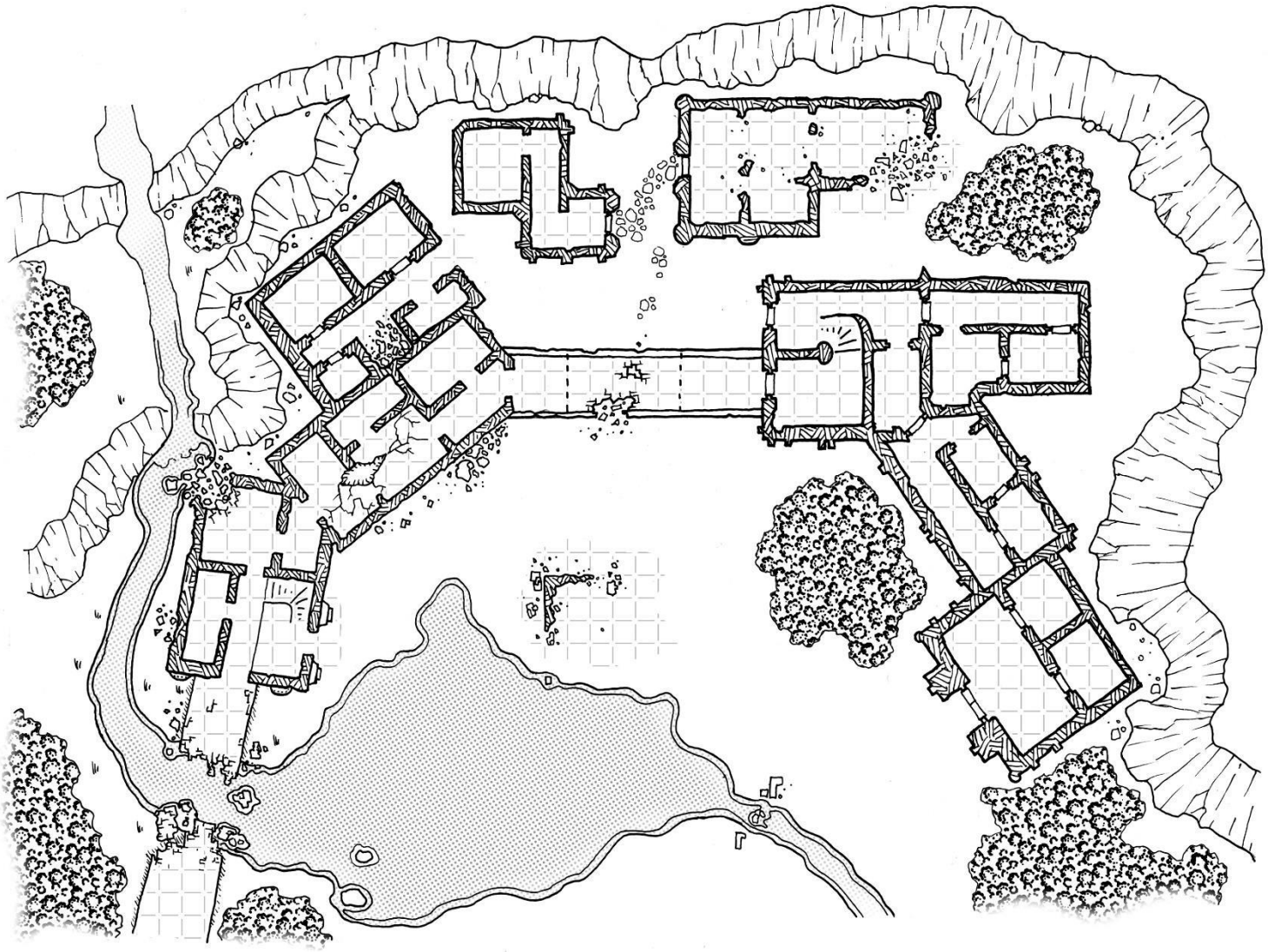
Map 3: Ruined Fortress



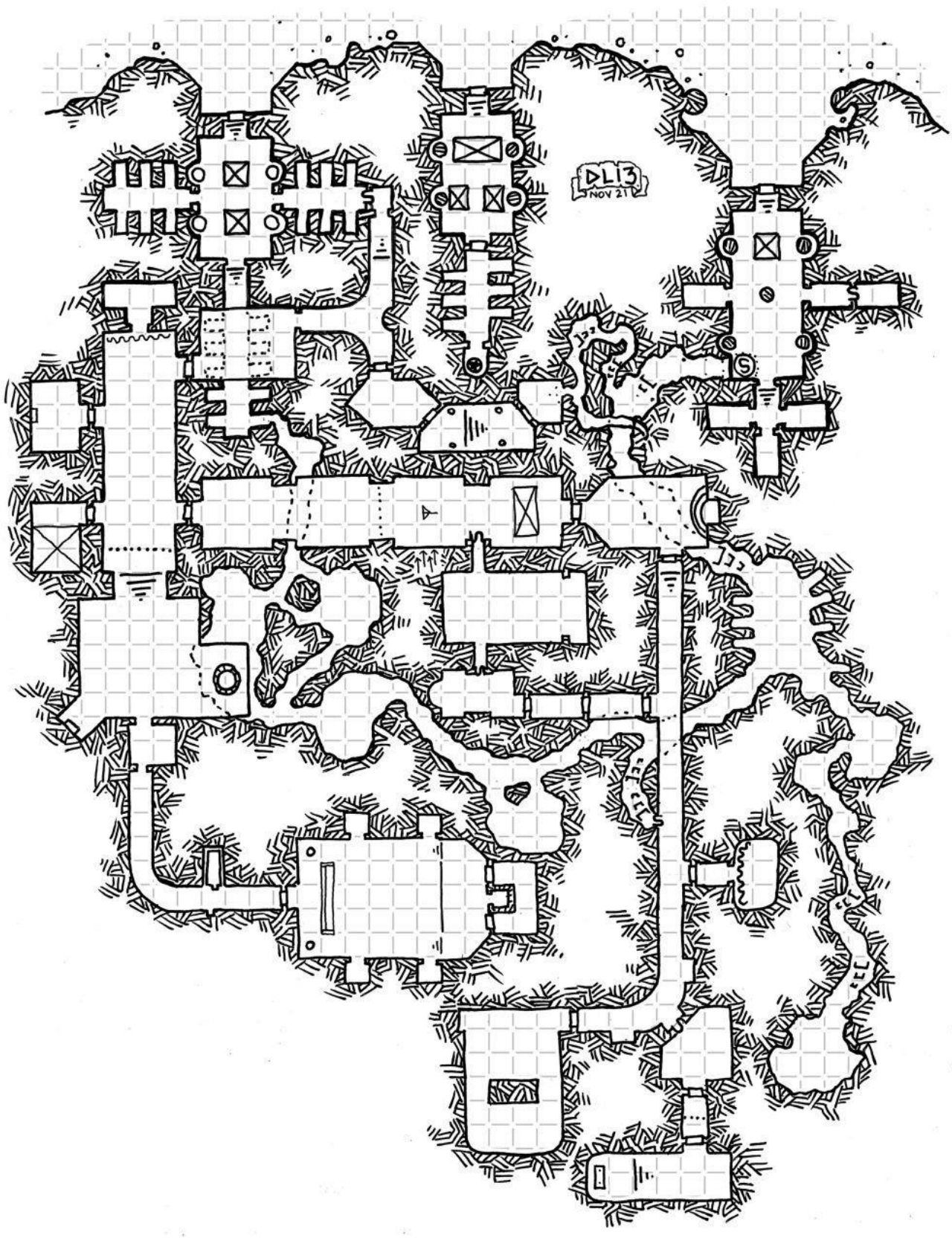
Map 4: Wizard's Tower



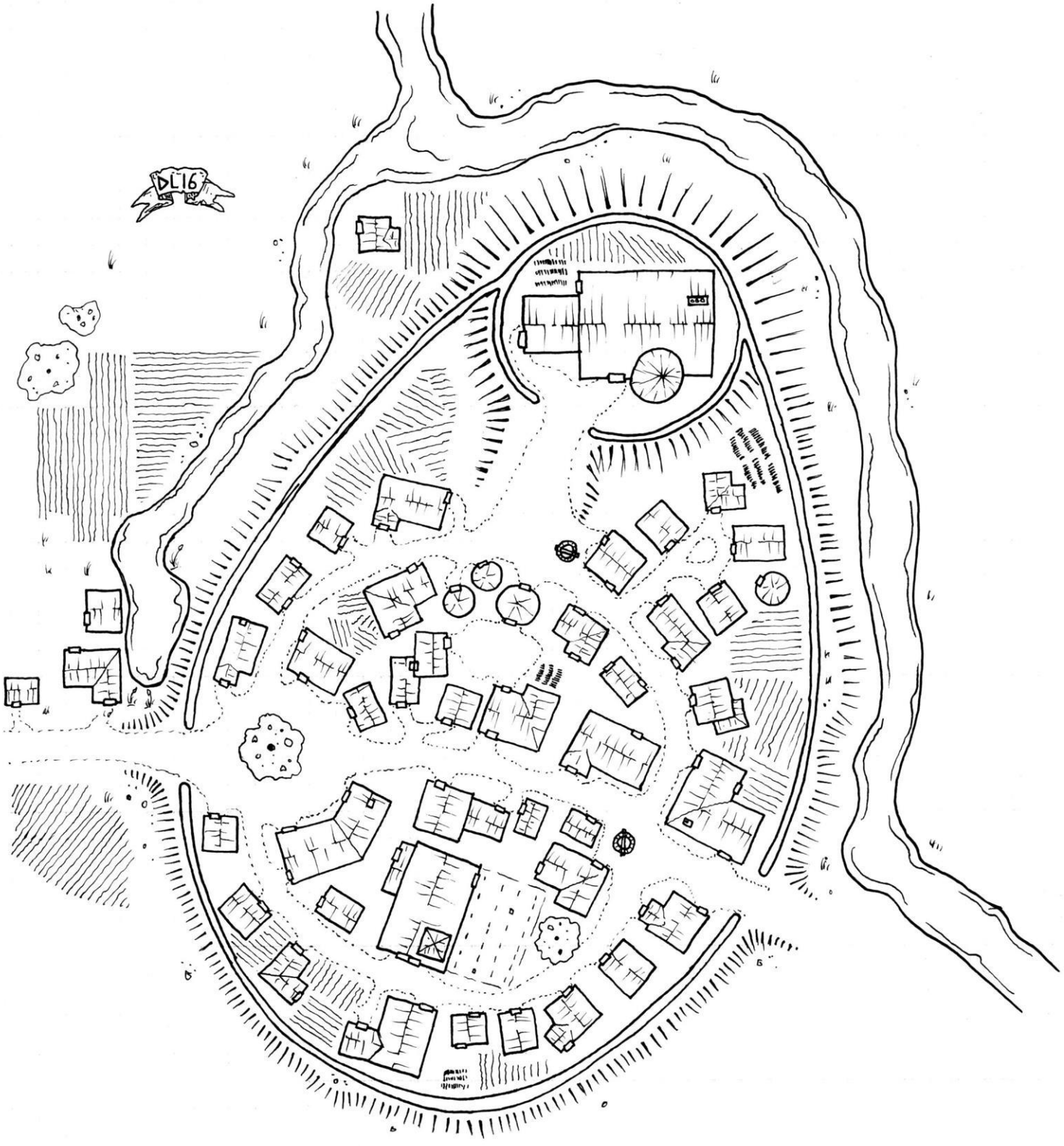
Map 5: Family Tomb



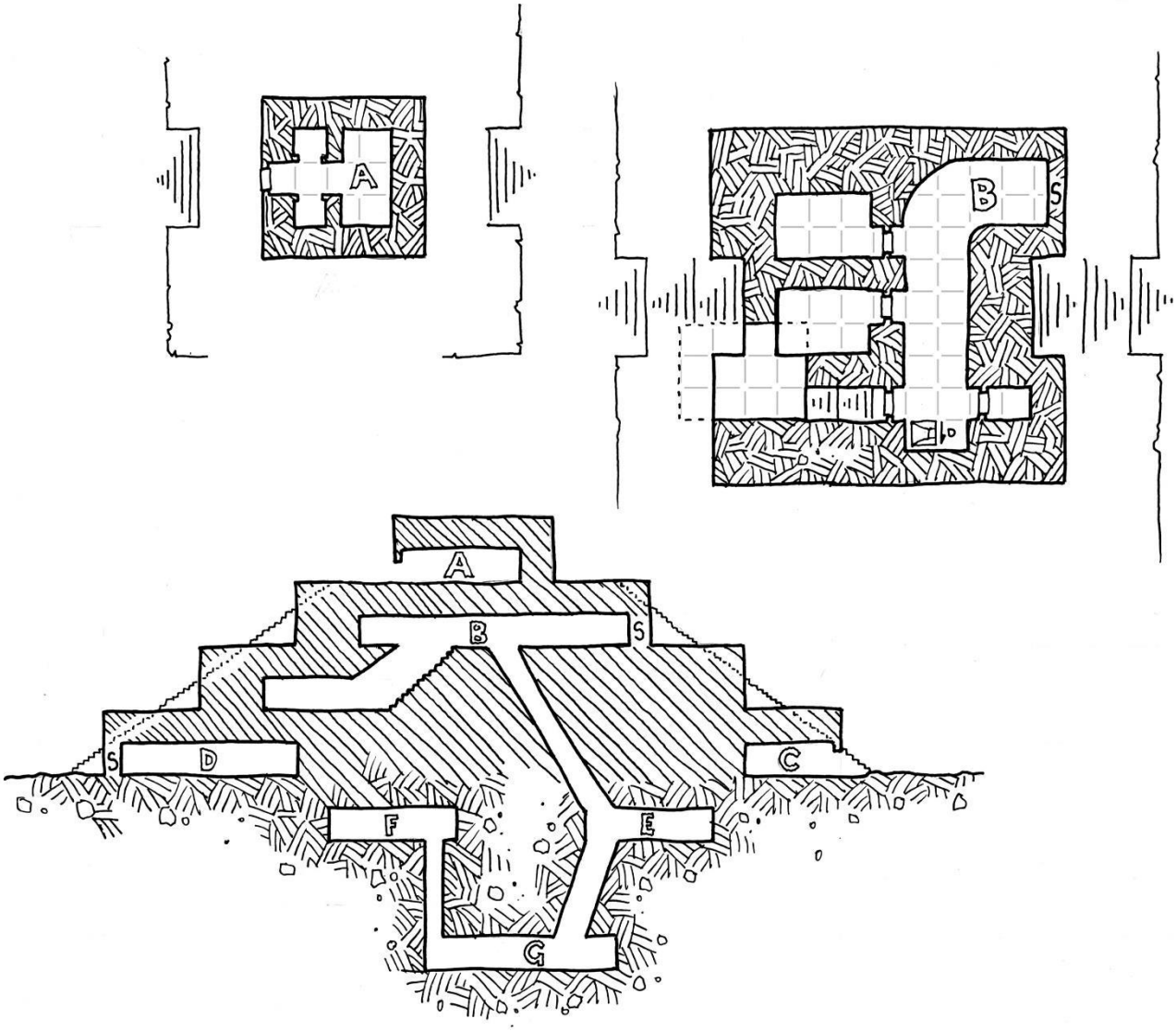
Map 6: Manor Ruins



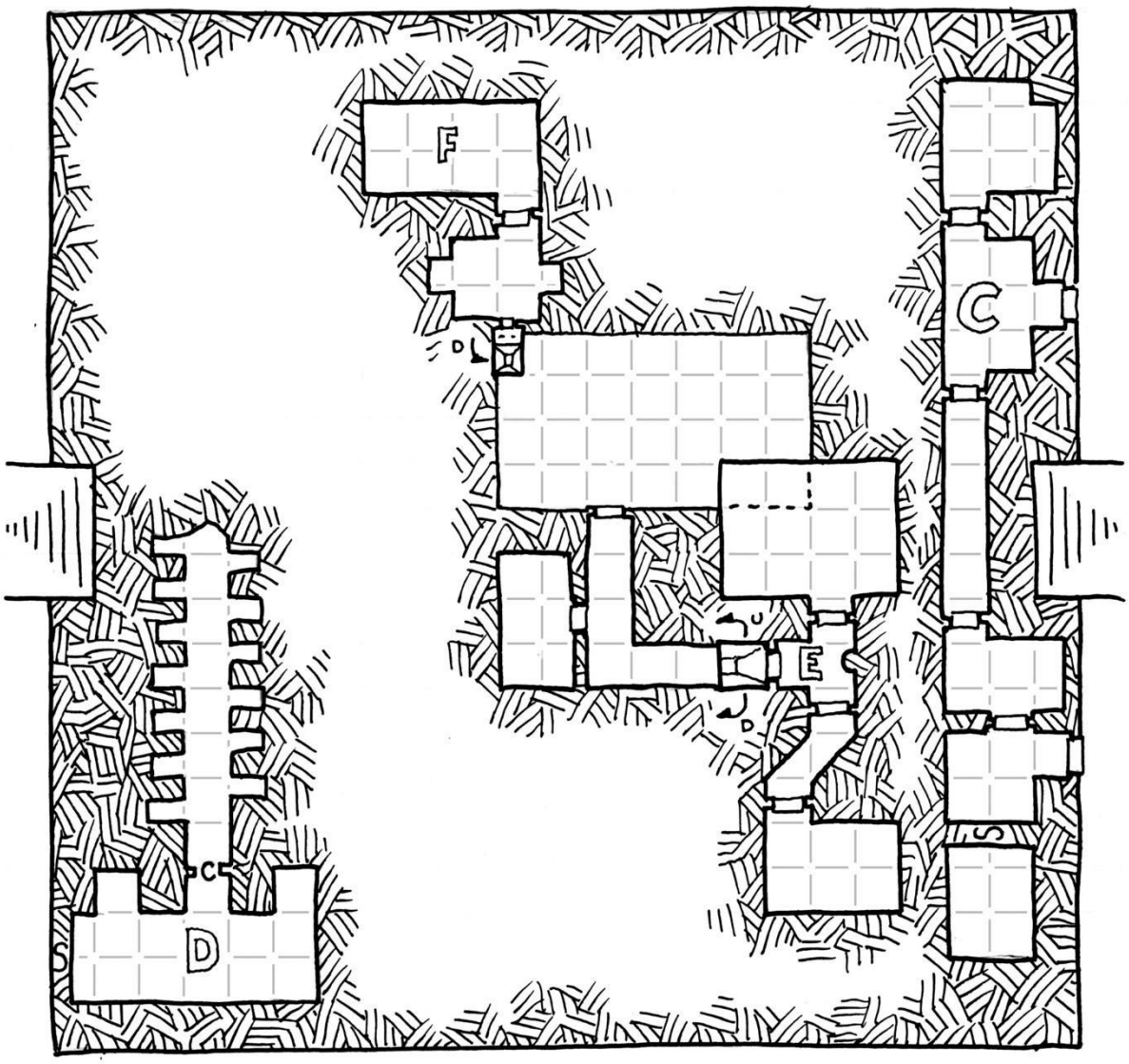
Map 7: Three Entrances



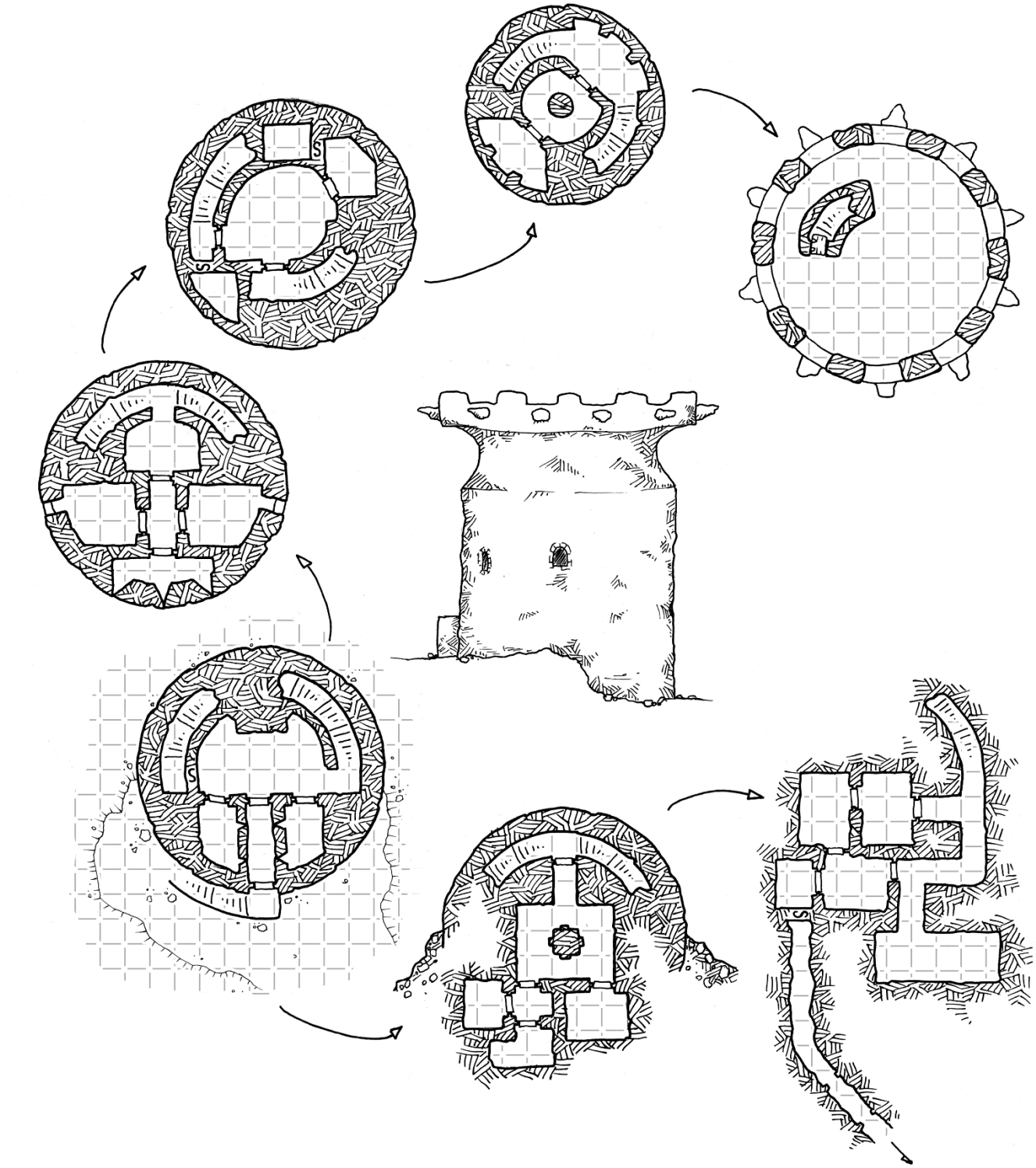
Map 8: Walled Village



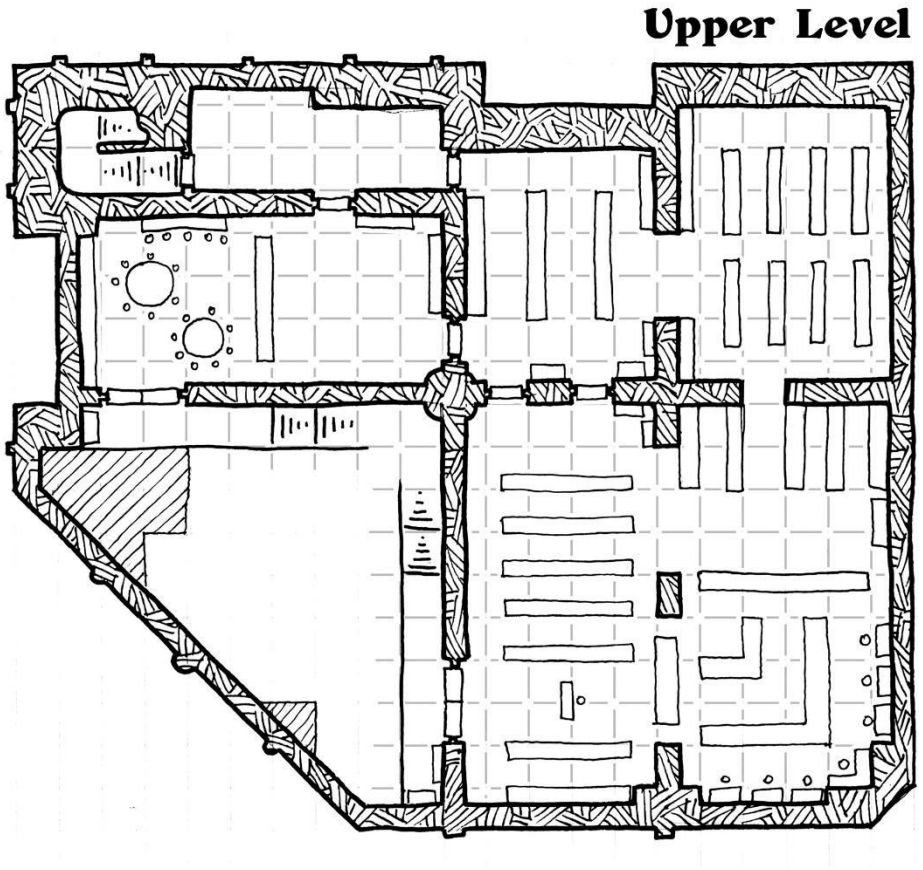
Map 9a: Pyramid Upper Levels

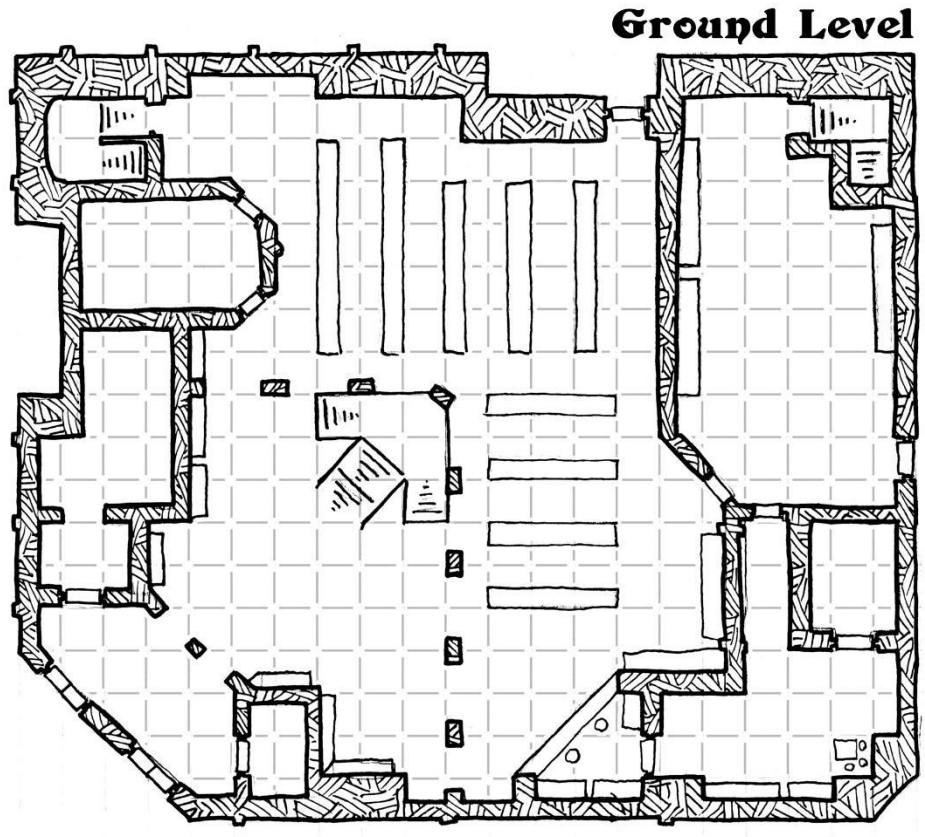


Map 9b: Pyramid Lower Levels

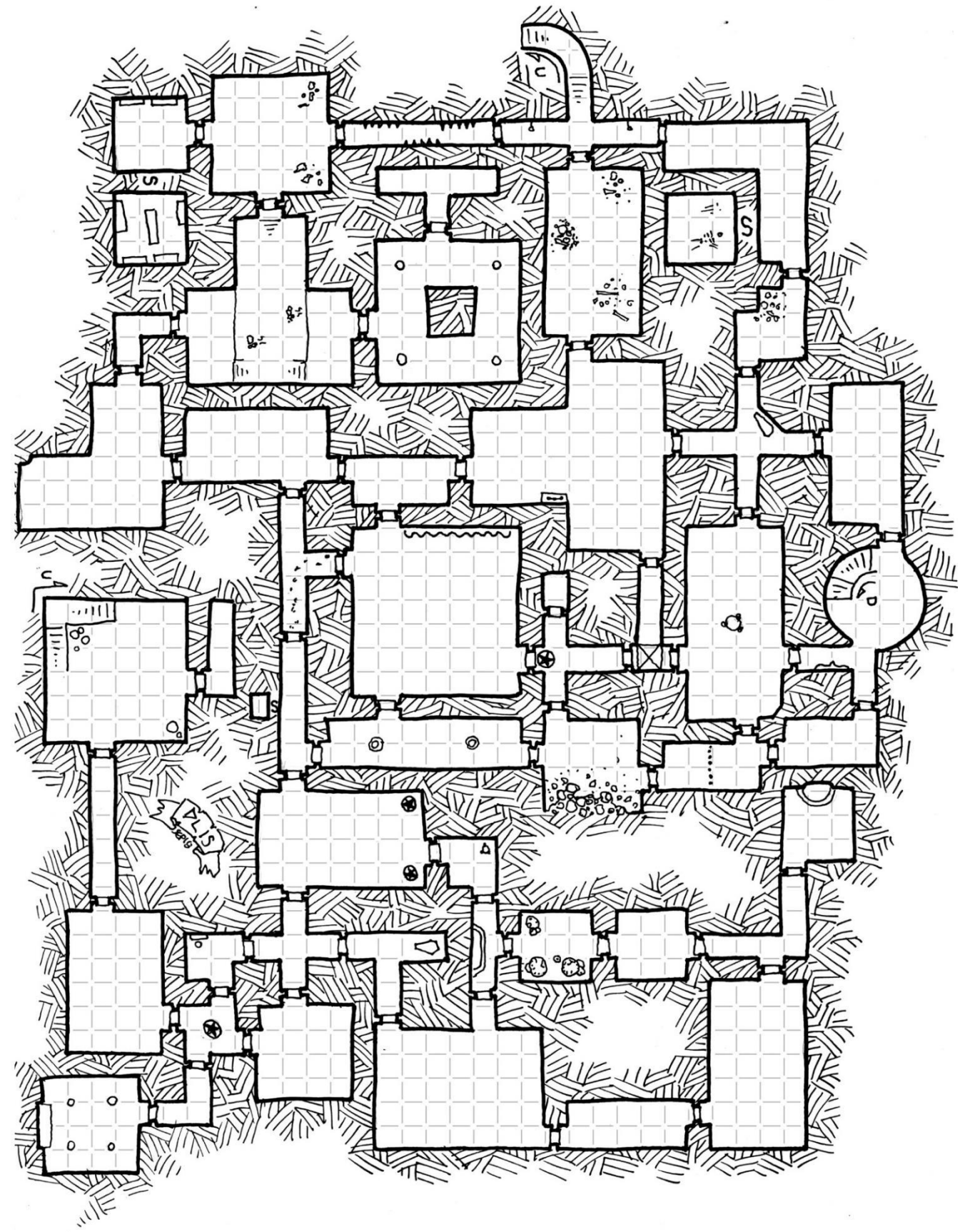


Map 10: Crowned Tower

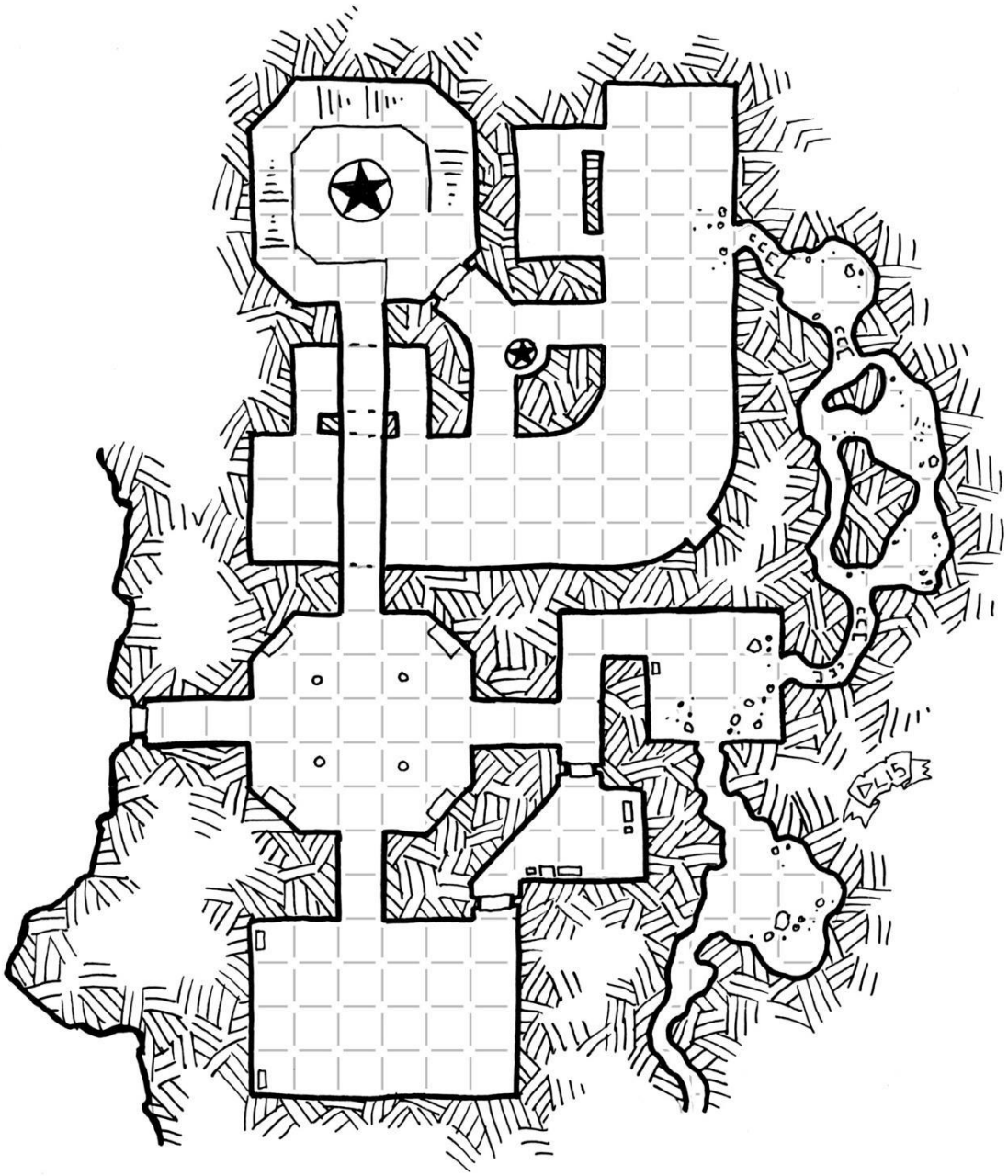




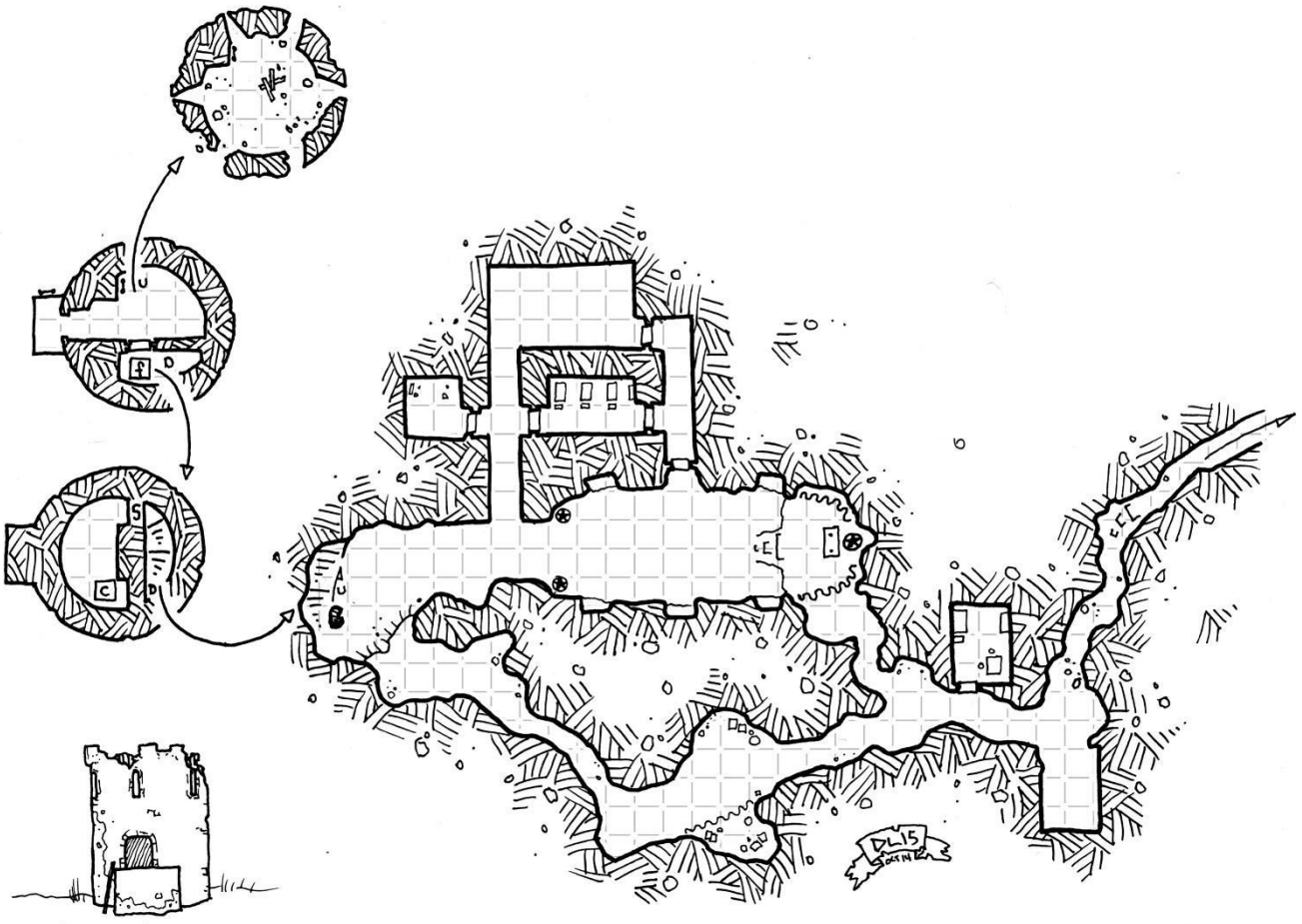
Map 11: Guildhall



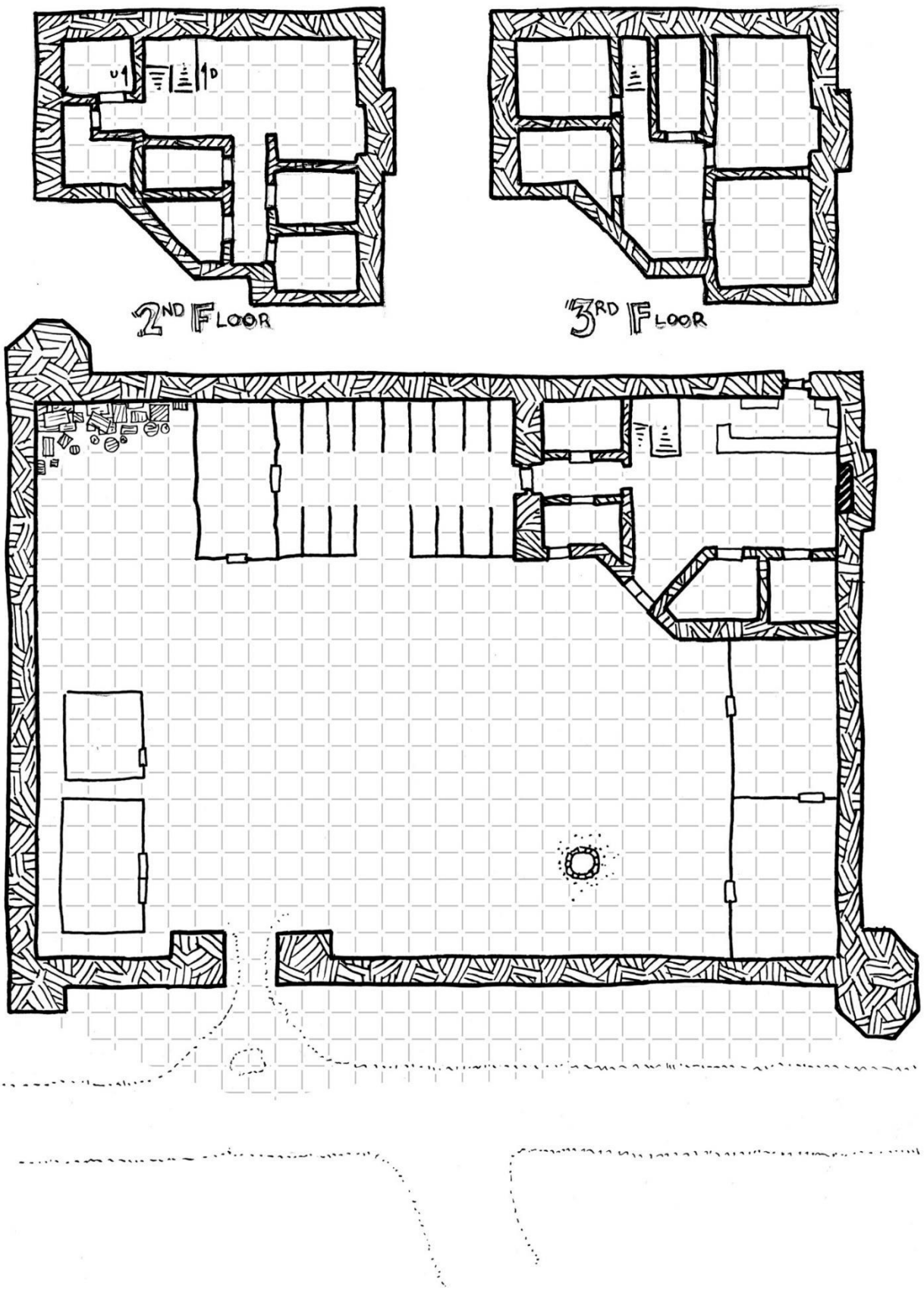
Map 12: Dungeon Level



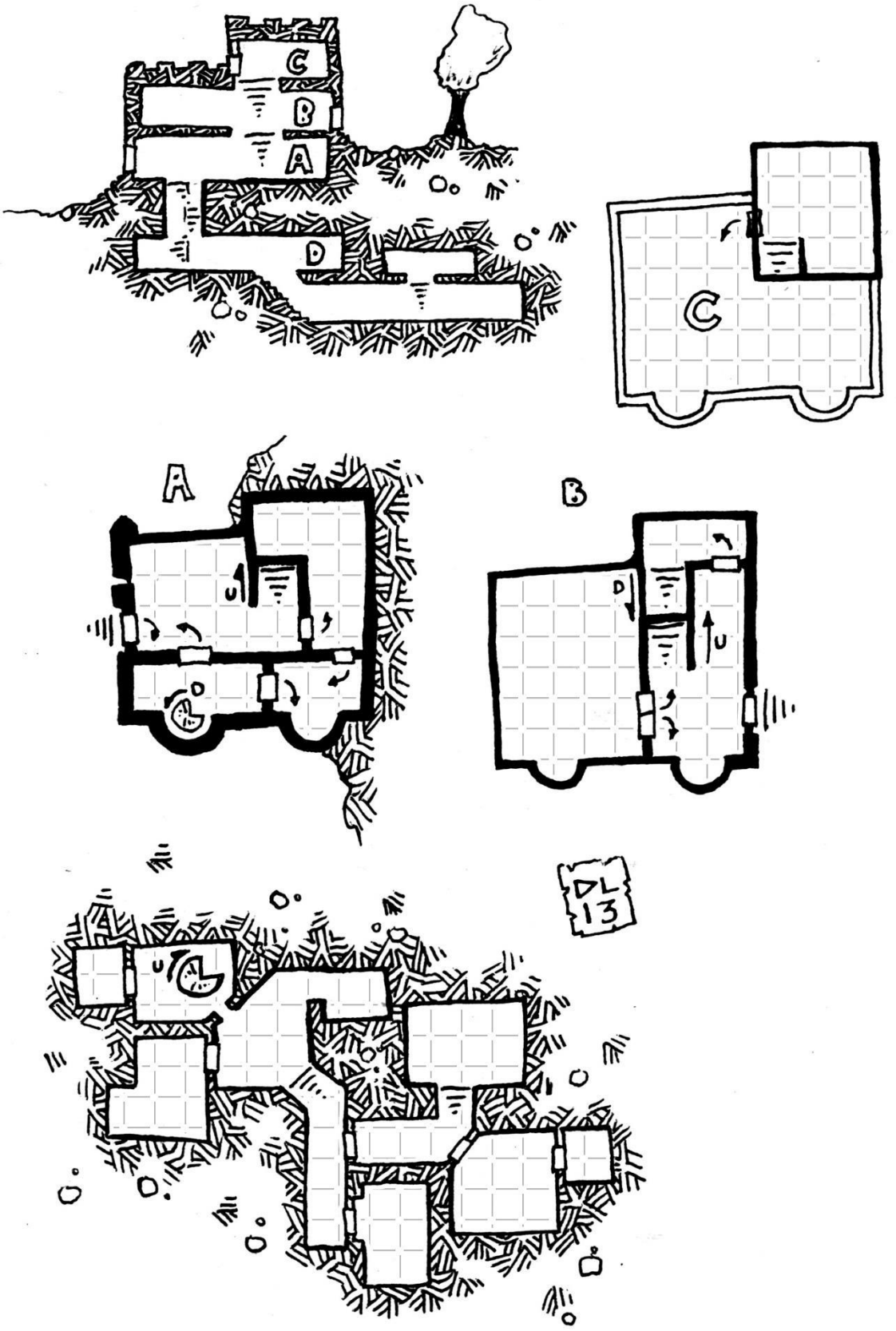
Map 13: Dark Temple



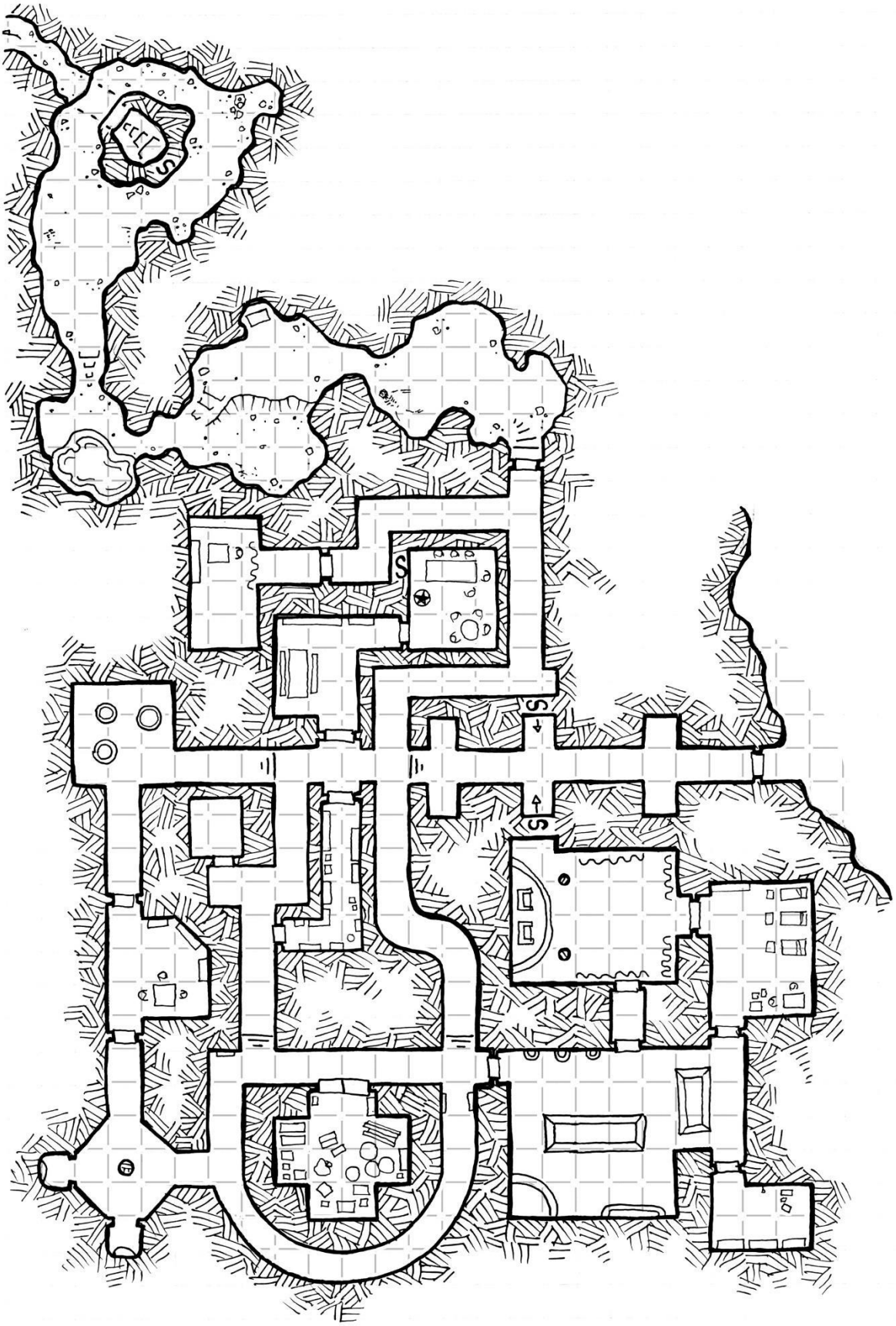
Map 14: Ruined Tower



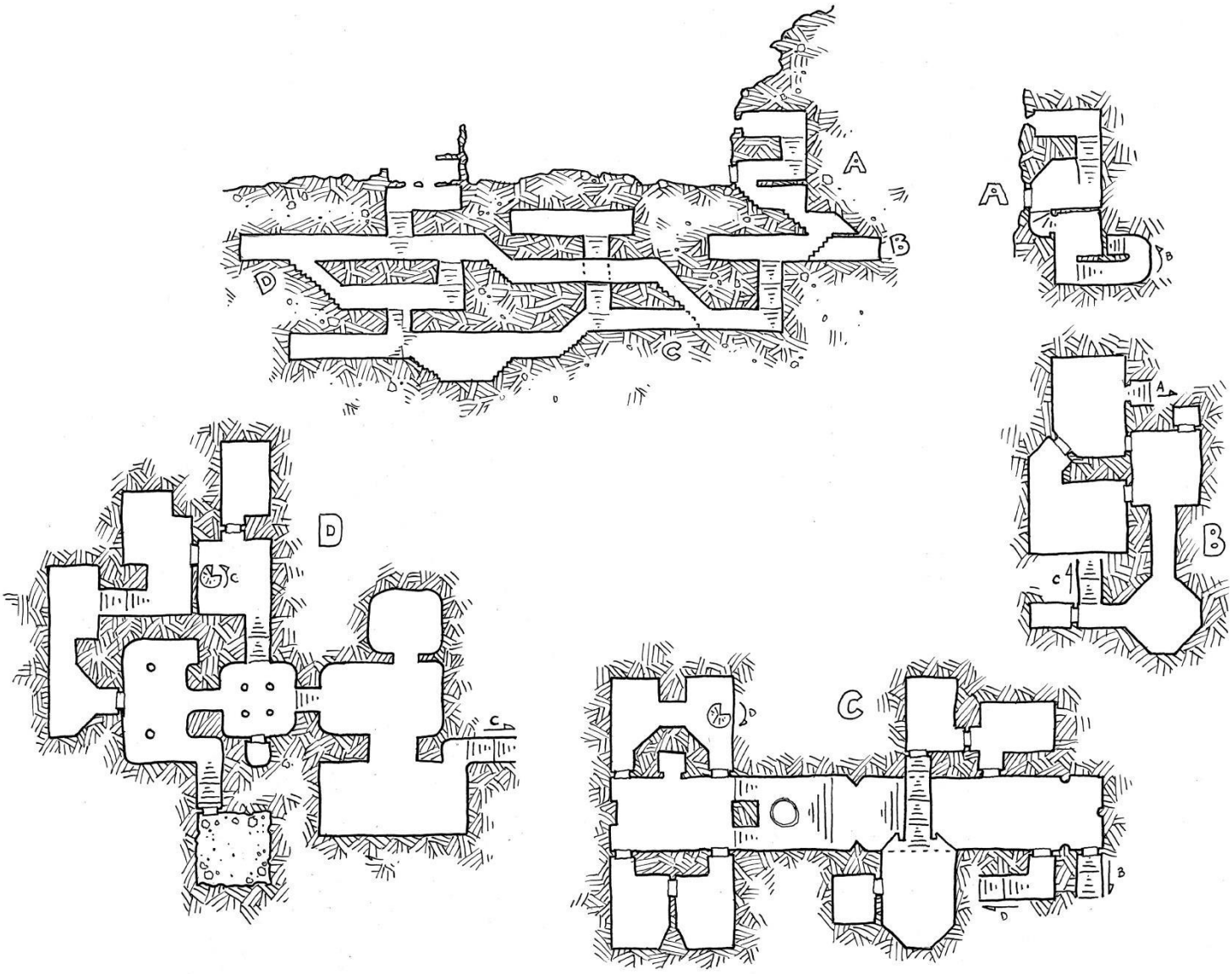
Map 15: Roadside Inn



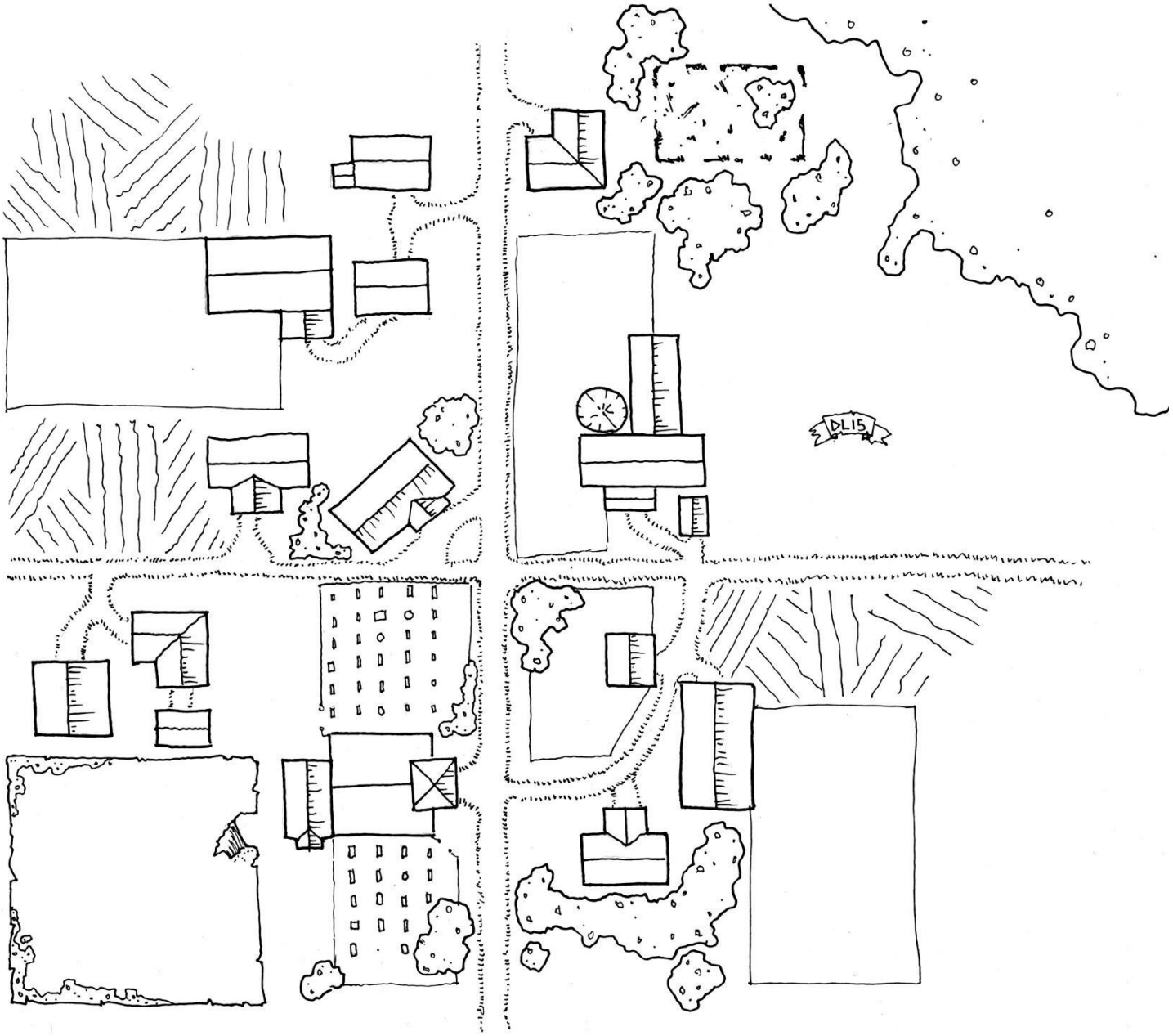
Map 16: Hillside Fort



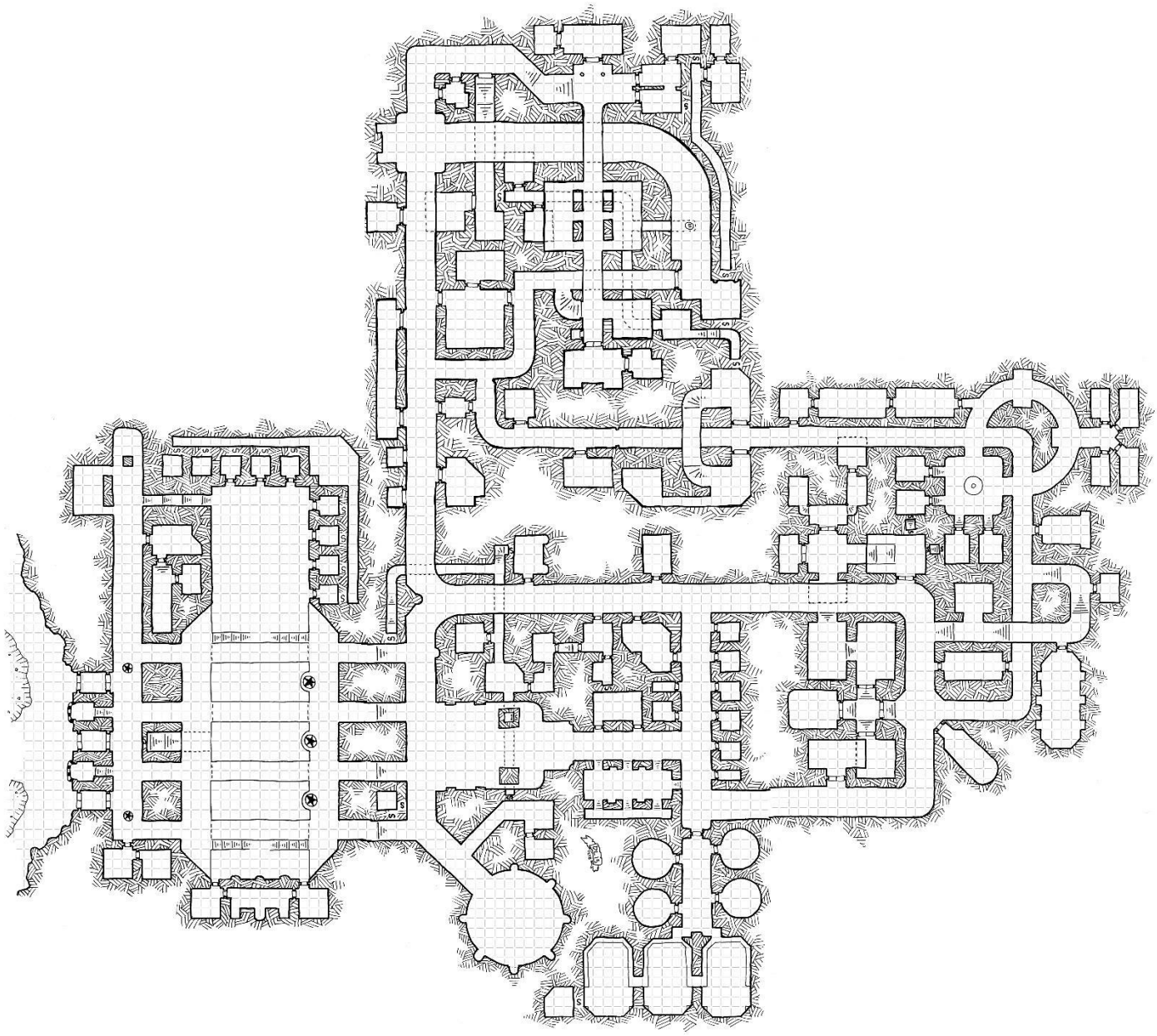
Map 17: Another Dungeon Level



Map 18: Small Multilevel Dungeon



Map 19: Village



Map 20: Deep Dungeon

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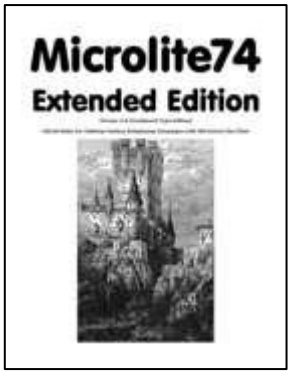
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Other RetroRoleplaying Games

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Microlite74 Games

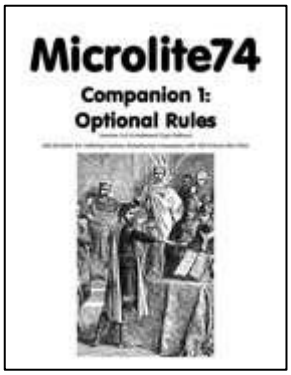


Microlite74 is a family of free old school tabletop roleplaying games. The goal of Microlite74 games is to recreate the style and feel of that very first ("0e") fantasy roleplaying game published back in 1974 without giving up all of the clearer mechanics of modern D20-based versions. Microlite74 games are based on the original 1974 edition of the world's most popular fantasy roleplaying game filtered through the rules light Microlite20 version of the third edition of the rules system. Microlite74 games are not intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules.

There are three major versions of Microlite74:

- **Microlite74 Basic** which is similar to the original 3 little booklets in the 0e boxed set.
- **Microlite74 Standard** which is similar to the original 3 little booklets in the 0e boxed set plus most of the material from the supplements and "official" material published in the early magazine articles.
- **Microlite74 Extended** which includes everything in Microlite74 Standard does and adds the 0e house rules the author was using in the late 1970s.

Microlite74 Companion volumes add optional rules and optional expansions to the Microlite74 system. There are currently five Companion volumes:

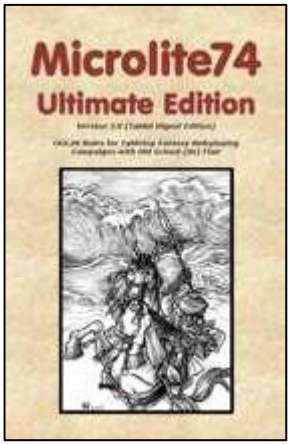


- **Companion I: Optional Rules** includes many optional rules. Most can be used with any version of the third edition of *Microlite74*: Basic, Standard, or Extended.
- **Companion II: Treasure** contains a large number of magical items of treasure and a system for randomly determining what treasure a group of monsters has.
- **Companion III: More Optional Rules** includes many more optional rules, including many new classes. Most can be used with any version of the third edition of *Microlite74*: Basic, Standard, or Extended.
- **Companion IV: Bestiary of Monster**s contains descriptions of a large number of 0e and 1e monsters, including demons and devils. These descriptions are much more detailed than those included in the Microlite74 rules.
- **Companion V: First Edition Spells** provides more detailed descriptions of spells and provides many new spells similar to those in the first edition of the world's most popular fantasy RPG.

There are special versions of Microlite74 designed to provide a specific "feel" for specific types of campaigns. Currently, two special versions are available:



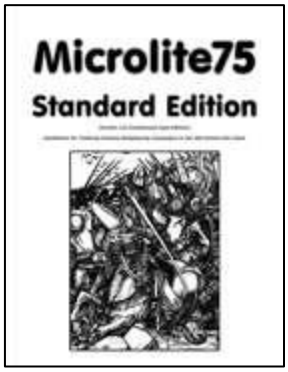
- **Microlite74 Swords & Sorcery** is Microlite74 Extended with many special rules designed for swords & sorcery style campaigns. there are only two classes (Adventurer and Sorcerer) and 6 levels, magic is limited and casting certain spells can corrupt the caster, and many 0e style magic items are relics of dead civilizations from long ago. Humans are assumed to dominate the world and most enemies are other humans and animals. True monsters certainly exist but they are assumed to be rare.
- **Microlite74 Light vs Dark** was designed for a specific campaign world with only two deities (a Lord of Light (order) and a Lord of Darkness (chaos) who oppose each other. Magic is both common and rare in this campaign world in that about 25% of the population have the ability to use Minor Magic at will (including all characters and NPCs with a class level), but arcane magic is otherwise limited to long, complex, and costly rituals. Clerics have limited spell-like abilities called prayers. Magic items created by binding spirits to material items are more common.
- **Microlite74 3d6 Edition** is a version designed for use with only six-sided dice (3d6 are rolled when a D20 would be rolled in standard versions) and the system includes partial successes as well as success and failure.



All of the above are "Pay What You Want" games which means you can even download them for free. Digest-sized versions (combined with an epub copy) of some of the above are available for a low price.

Microlite74 Ultimate Edition is the ultimate version of *Microlite74* in one volume suitable for digest-sized printing or tablet viewing. This Ultimate Edition combines the rules from Microlite74 Extended with the additional rules from first, second, and third *Microlite74 Companion* volumes, full treasure listings, some new additional rules, a sample setting, and several short location-based adventures is a 380+ page digest-sized PDF (epub also included). $9.95

Microlite75 Games



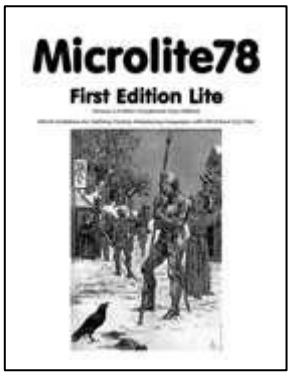
Microlite75 is a family of free old school tabletop roleplaying games. Microlite75 is somewhat of a second edition of Microlite74 for those who prefer the more standard experience and level advancement system from the Microlite81 games, body points and hit points and the single save system. Like Microlite74 games, the goal of Microlite75 games is to recreate the style and feel of that very first ("0e") fantasy roleplaying game published back in 1974 without giving up all of the clearer mechanics of modern D20-based versions. Microlite75 games are based on the original 1974 edition of the world's most popular fantasy roleplaying game filtered through the rules light Microlite20 version of the third edition of the rules system.

Like Microlite74, there are three major versions of Microlite75:

- **Microlite75 Basic** which is similar to the original 3 little booklets in the 0e boxed set.
- **Microlite75 Standard** which is similar to the original 3 little booklets in the 0e boxed set plus most of the material from the supplements and "official" material published in the early magazine articles.
- **Microlite75 Extended** which includes everything in Microlite75 Standard does and adds the 0e house rules the author was using in the late 1970s.

Unlike Microlite74 games, all versions of include treasure lists and use the author's hit point/body point system. Optional rules in both Microlite75 Standard and Microlite75 Extended provide more traditional hits points, saving throws, and fire-and forget magic systems. All three are available as "Pay What You Want" games.

Microlite78: First Edition Lite

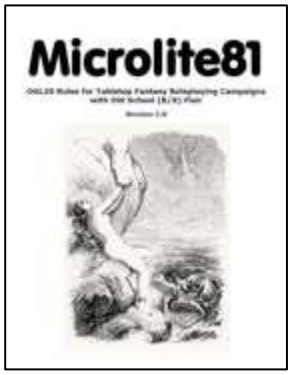


Microlite78: First Edition Lite is a trimmed-down miniature version of the Primary Fantasy SRD rules designed to be quick and easy to play, especially when compared to modern incarnations of the game. The goal of Microlite78: First Edition Lite is do for First Edition (1e) what Microlite74 did for the Original Edition (0e) to recreate the style and feel of the First Edition of the world's most popular fantasy roleplaying game published back in 1978 without giving up all of the clearer mechanics of modern D20-based versions.

Microlite78: First Edition Lite was created at the request of a RetroRoleplaying Cancer Fund donor who asked me if I could piece together parts of Microlite74 to produce a complete single volume Microlite78: First Edition Lite and add a "few things" to make it more like the 1978 "First Edition" of the world's most popular fantasy roleplaying game. It would have been simple to toss the rules from Microlite74 Extended with the descriptions from Companion II: Treasure, Companion IV: Bestiary of Monsters and Companion V: First Edition Spells together in one volume. However, the request was for a bit more: classes written up in more detail (as in Microlite81, including the more normal XP treatment) and some of the system altered a bit to make it more like 1e.

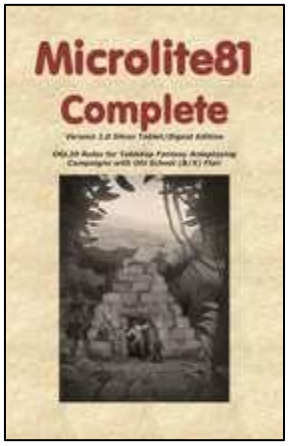
Microlite78: First Edition Lite is available as a "Pay What You Want" game.

Microlite81 Games



Microlite81 is a Microlite20-based version of the B/X version of the world's most popular fantasy roleplaying game -- the two boxed sets (basic and Expert) that were published in 1981. Microlite81 does for B/X what Microlite74 did for 0e, produce a version of the original B/X based on the Microlite20 rules that recreates the style and feel of the B/X version of the world's most popular fantasy roleplaying game published back in 1981 without giving up all of the clearer mechanics of modern D20-based versions. Microlite81 games are based on the 1981 Basic/Expert edition of the world's most popular fantasy roleplaying game filtered through the rules light Microlite20 version of the third edition of the rules system. Microlite81 games are not intended to be a clone of the B/X rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules.

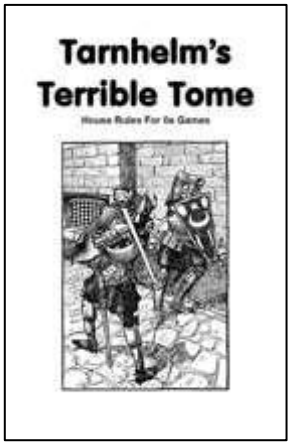
There are four different versions of Microlite81. All are pay what you want.



- **Microlite81** is the standard version the game. It is intended to be fairly standard B/X converted to a Microlite20-based system.
- **Microlite81 Complete** is standard Microlite81 with more complete descriptions of spells, monsters, and magic items and a few extras like an example of play which will hopefully make the game more friendly to players with less experience with old school gaming.
- **Microlite81 Extended** is Microlite81 with the author's house rules from the 1977-1983 era. Most of the house rules used in Microlite74 Expanded will also be used in Microlite81 Expanded. They have been modified as needed to work with a system based on B/X instead of one based on 0e.
- **Microlite81 Advanced** uses the spell lists, monsters, and treasures from the 1e (Advanced) version of the world's most popular fantasy RPG, but still limited to the 14 character levels and six spell levels of B/X. There are a large number of optional rules: psionics, mutations, etc.

A digest-sized version of Microlite81 Complete (including a separate epub version) is available for $7.50. A digest version of Microlite81 Advanced is planned for future release.

Tarnhelm's Terrible Tome

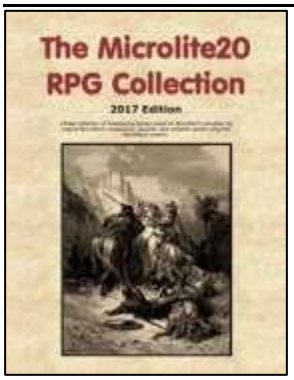


Tarnhelm's Terrible Tome is a set of house rules for the original 1974 (0e) version of the world's most popular tabletop fantasy roleplaying game (and modern clones, like *Swords & Wizardry*). The Tarnhelm's Terrible Tome PDF is designed to be printed double-sided using the booklet-printing feature of Adobe Acrobat, the pages can be folded and stapled to create a "0e" style digest-sized booklet. Most of the house rules are modern renditions of the house rules the author used with his original edition games in the 1970s. Some of in this volume house rules include:

- A simple "skills" system based on class and background instead of lists of skills
- A Hit Point/Body Point system where Hit Points represent fatigue and Body Points represent actual wounds.
- Ritual Magic
- An alternate alignment system
- Critical Hits and Critical misses
- A class based weapon damage system that ends class weapon restrictions.
- An optional Armor system that ends class restrictions on wearing armor
- An optional class: the Mnemonic Mage
- Optional Divine Intervention rules

Tarnhelm's Terrible Tome is available as a "Pay What You Want" game.

Microlite20 RPG Collection

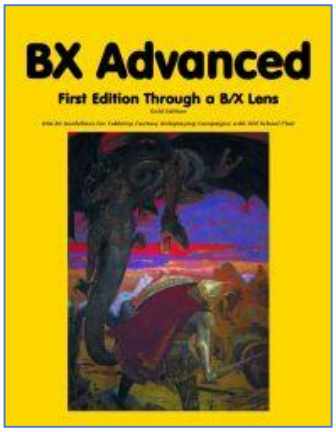


The Microlite20 RPG Collection is a PDF compilation of Microlite20 based games. Each individual game is copyrighted separately, is based on the Open Game License (because the original, Microlite20, is OGL), and is available for free. Each game is a separate entity with its own copyright and license. The author of each individual game is solely responsible for his or his work. No editing of individual games has been done. The original 2010 edition was a single volume with around 600 pages. The 2012 edition about 1400 pages. This third, 2017, edition is just over 2000 pages.

In addition to the standard Microlite20 rules (and a large number of optional systems and expanded rules), The Microlite20 RPG Collection (2017 Edition) includes the following Microlite20-based role-playing games: Microlite20 Revised, M20 SIWDCC, Microlite20 House Rules, MicroFantasy, Alter Microlite20, Ultimate Ultramicrolite20, Nanolite20, Microlite20 Modern, M20 Modern: Expert, Microlite20 Ultimate Modern-Day, M20 Hard Core Rules, Swords against Sorcery, M20 Heroic, Iron Heartbreakers, Microlite11, WildWalker's M20 4e, Microlite20 Variant 4e, Microlite 4E, Micro Action Fantasy, Microlite20 5e, Microlite5e, MicroFive Core, M20 Fifth, MULRAH, Lite20, Mini20, Realms of Renown, Microlite77, Microlite20 OSS, Advanced Microlite20 OSS, Argo, M20 Hyborian Age, Microlite Conan, Prehistoric Microlite20, Microlite20 Bronze Age, Microlite Dark Sun, Omerian Tales, Beacon, WarEngine RPG, Yamato M20, Challenges & Champions, Microlite20 Elf Lords, Microlite20 Dark Heritage, Microlite20 Resident Evil, Microlite20 Cthulthu, Microlite20 Vampires, Microlite20 2012, SpyLite, Giant Bug Invasion, Cyberpunk, SuperLite, Microlite20 Ultimate Costumes, Tumbleweed, Gunsmoke & Goblins, Owl Hoot Trail, Microlite Storytelling, TileHack, Dragoons, ZombiePocalypse, Microlite Tri-Stat, Relics & Ruins, OmegaLite20, RABID, Microlite20 Vermin, Where No Man Has Gone Before, Galactic Methuselah, FrontierLite, M20 Star Wars, Microlite20 Star Wars, Scions of a Primordial Planet, Micro MechWarrior, Stargate 1895, Blaster D20 Microlite, Pendragon D20 Microlite, Diabolical D20 Microlite, TMKT, Microlite20 NG, PathfinderLite20, Microlite20 Edición Némesis, Microlite74 1.1, Microlite74 3.0 Basic, Microlite74 3.0 Standard, Microlite74 3.0 Extended, Microlite78: First Edition Lite, Microlite81, Microlite81 Extended, Gyphons & Gramarye, Microlite20 Golden Edition, DungeonFinder Player's Guide, DungeonFinder GM's Guide, DungeonFinder Book of Monsters, and Grimm Lite.

The Microlite20 RPG Collection (2017 Edition) is available as a "Pay What You Want Game"

BX Advanced



Unlike the above games which are based on the Microlite20 rules, the BX Advanced games are based on a "retroclone" of the B/X rules produced in 1981. The Basic/Expert version of the world's most popular fantasy roleplaying game is the version of the rules most players started with during the game's "boom years" in the early 1980s. While the first "advanced" edition of the game was the star of the lineup, many players ignored many of its more complex rules when they moved from the "basic" edition to the "advanced" edition and just added the classes, spells, monsters, and treasure from the advanced edition to the Basic/Expert rules they were already familiar with.

The BX Advanced games are an attempt to produce a set of rules that are a clone of the Advanced First Edition using the Basic/Expert rules as a base: the First Edition through a B/X Lens. This provides a first of the game that is easy to learn, fast to play, and that includes all of the classes, spells, monsters, and treasures most people expect from "classic D&D". BX Advanced allows you to use all of the Basic, Expert, and First Edition adventures and settings from the 1980s as well as the many modern adventures and setting produced by OSR fans and companies today.

The BX Advanced Gold Edition is designed for people who want a classic experience without a lot of the gonzo material that many people added to their 1980s games. The Gold Edition is pretty much classic 1e using the B/X rules system. The BX Advanced Gold Edition includes a number of optional rules systems, but they are fairly tame in what they do to the game. The Gold Edition includes a sample dungeon and a complete small campaign setting. This version is available as a "Pay What You Want" PDF with no real interior art and as a paid PDF with a color cover and interior art (including some color art).

The upcoming BX Advanced Adamantine Edition will take the game into new realms with optional systems for things like technology and mutations, many additional classes, spells, monsters, and treasure, and much more.



BX Advanced

First Edition Through a B/X Lens

The *BX Advanced Gold Edition* rules are based on the 1978 1e edition of the world's most popular fantasy roleplaying game with the less complex game systems of the 1981 B/X edition. In other words, this is a modern version of the fantasy roleplaying game many people played in the 1980s. They started playing with the B/X edition and just added the races, classes, spells, monsters and treasures from the first Advanced edition, instead of using all the more complex rules from the Advanced Edition. All of the first Advanced edition fun without all the fiddly rules. Play an assassin, a barbarian, a bard, a cleric, a druid, a fighter, an Illusionist, a Magic-User, a Monk, a Paladin, a Ranger, or a Thief in an old school game of exploration, treasure-finding, and fast to play combat. Be a hero or a rogue: your decisions determine whether your character will retire rich, rule a kingdom, or die before his time.

This modern version also includes many options: psionics, some of the house rules the author used in the 1970s, and selected ideas from other roleplaying games. While a sample adventure and campaign setting are included, these rules can be used with all of the old adventures designed for B/X or 1e and the many new adventures published for these games in the last few years – or you can easily create adventures of your own.

A Publication of
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