

COMPANION EXPANSION

CHARACTERS, SPELLS, MONSTERS AND MAGIC ITEMS

FREE DOWNLOAD VERSION

Presenting additional creatures and magical items for fantasy roleplaying games for basic- and expert-level players and gamemasters, including 8 additional character classes (bard, druid, gnome, wildwood elf, half-elf/half-orc, half-ogre, illusionist, scout), expanded experience, combat, and saving throw tables, two additional types of magic (druid and illusion) and additional magic-user and cleric spells (90 in all), over 130 new or additional creatures (with a comprehensive index and suggested experience point awards), dozens of new or additional magic items, and extended treasure generation tables! Use these rules to expand your campaign in the **WORLD OF STRONGHOLD** or wherever your games are set!

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Credits

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PART 1 INTRODUCTION

IMPORTANT: THIS BOOK HAS BEEN DESIGNED TO BE USED WITH FANTASY GAME RULEBOOKS AND SETS FOR “BASIC” AND “EXPERT” PLAYERS AND GAMEMASTERS. THE RULES PRESENTED IN THIS BOOK REQUIRE THE USE OF A BASE RULEBOOK. IF YOU DO NOT OWN SUCH VOLUMES, OBTAIN THEM AND READ THEM CAREFULLY BEFORE ATTEMPTING TO IMPLEMENT ANY RULES PRESENTED HERE. SEE WWW.BARRATARIA.COM FOR LINKS TO VARIOUS FREE AND LOW-COST RULEBOOKS.

What is the **COMPANION EXPANSION**?

The **COMPANION EXPANSION** is intended to provide rules and guidelines that, as the title implies, expand fantasy rulesets and books for basic and expert level players. Such games are complete; this book is not a “patch” or “revision”. Nor is it necessary- many players and gamemasters (“GMs” hereafter) prefer to limit character advancement or to retire characters at 9th, 14th or even 20th level. The **COMPANION EXPANSION** should not be interpreted as some kind of criticism of such games.¹

This volume merely presents a variety of options for players and GMs to enhance their games, including additional rules for character advancement up to 36th level. It also presents seven additional character classes that can be added to any ongoing or new campaign. It contains new cleric and magic-user spells for low-level and high level characters, as well as rules for druid and illusion magic and additional creatures and magic items. These rules will allow the GM to extend the game around the campaign world and beyond, allowing characters to travel to other worlds and dimensions, challenging dangerous foes and collecting wondrous treasures.

Much of this information is not “new”. Now out-of-print rulesets (several of which are memorialized in the System Reference Document (“SRD”)) contained rules for high-level play and campaign development. More recent rulebooks based on the Open Game License have included higher-level spells without advancement guidelines to match, or rules for advancement to 20th level without including high-level spells. The material herein is derived from the SRD by Wizards of the Coast and is used pursuant to and released under the Open Gaming License (“OGL”), version 1.0(a), copyright 2000, Wizards of the Coast, Inc. It also utilizes Open Game Content from various OGL sources listed in the Legal Matters Appendix below, including Labyrinth Lord™ from Goblinoid Games and the Castles and Crusades™ Players’ Handbook by Troll Lord Games. See the Legal Information section at the end of this volume for details.

¹ In fact, the author prefers to play in such “low-level” games.

This project originated as a rules expansion to accompany gazetteers describing the **WORLD OF STRONGHOLD**. As the book expanded, it seemed that a generic version (without special races, classes, and creatures found in that world) would be immediately useful to GMs seeking expansion material for their campaigns for basic and expert characters. Ideally, the base material herein will be expanded, including expanded information on the establishment and management of strongholds as well as guidelines for strategic-level conduct of campaigns for high-level characters that mentor low-level characters or are involved in managing groups or guilds of their colleagues. Expanded information is also being developed to support maritime campaigning, including combat and movement rules, crew management, and other related information. Until the detailed setting books for the **WORLD OF STRONGHOLD** are completed, playtested, and published, it is hoped that GMs will be able to use the enclosed to extend their current games in the meantime with use of this volume.

How to use the **COMPANION EXPANSION**

This work is presented in discrete parts to allow the GM to use only those constituent parts as best suit the expansion of a particular game. GMs may wish to print the various parts separately and store them in a three-ring binder along with whatever core rules are used in the campaign, interspersing the desired parts from the **COMPANION EXPANSION** with the corresponding core rules. Experience charts can be included with the original charts they expand; spell lists can be placed alongside the default spell lists, and so on. Moreover, if some portion of the **COMPANION EXPANSION** is not to be permitted in a campaign, that part can be left out. Note that the GM is always the final arbiter of what is or is not permitted in any campaign or particular game- the fact that some particular rule or item appears in (or is omitted from) this book should not be viewed as evidence by “rules lawyer” players admissible in tabletop litigation!

Integrating New or Novice Players Into an Ongoing Campaign

Integrating novice players into Companion-level campaigns is a daunting proposition. It is almost always preferable to start a separate campaign with 1st level characters, hopefully including one or more experienced players. Novice players will likely be overwhelmed with the numbers of spells and abilities available to high-level characters. One compromise option is to introduce the new player with a character that is a follower of one of the Companion-level characters. The higher-level character then has an in-game motivation to lead the novice player, as well as an incentive to protect the novice (both the player and the character). New players are as precious a commodity to existing players and GMs as are followers to high-level characters, and as difficult to replace.

In addition, Companion-level campaigns occasionally feature the introduction of new player characters to introduce players new to the campaign or to replace player characters

that have been lost in battle. These introductions pose even greater problems because of the great power of Companion-level characters. As with the integration of novice players, the GM should consider carefully how best to proceed. A player could begin playing the trusted follower of a deceased PC, or the GM may allow a character to come into the campaign at a greater level than would otherwise normally occur. Additionally, if few characters of high level exist, they may “retire” to their estates, managing their dominions and returning only to address great harm and danger, while the players begin new characters in a new campaign.

PART 2 CHARACTERS

This section of the Companion Expansion introduces several optional classes and additional abilities for existing classes, including details regarding advancement for certain classes to as high as 36th level. The tables below list level, experience points required, hit dice or hit points gained per level, and spells (if any) usable per level.

BARDS

Level	XP	Hit Dice	Spells (by level)
1	0	1d6	0
2	1926	2d6	1
3	3851	3d6	2
4	7701	4d6	2/1
5	15401	5d6	2/2
6	30001	6d6	2/2/1
7	60001	7d6	2/2/2
8	120001	8d6	3/2/2
9	240001	9d6	3/3/2/1
10	360001	9d6+1	3/3/3/2
11	480001	9d6+2	3/3/3/2/1
12	600001	9d6+3	4/3/3/3/2
13	720001	9d6+4	4/4/3/3/3
14	840001	9d6+5	4/4/4/3/3
15	960001	9d6+6	5/4/4/4/3
16	1080001	9d6+7	5/5/4/4/4
17	1200001	9d6+8	5/5/5/4/4
18	1320001	9d6+9	5/5/5/5/4
19	1440001	9d6+10	6/5/5/5/5
20	1560001	9d6+11	6/6/5/5/5
21	1680001	9d6+12	6/6/6/5/5
22	1800001	9d6+13	6/6/6/6/5
23	1920001	9d6+14	6/6/6/6/6
24	2040001	9d6+15	6/6/6/6/6
25	2160001	9d6+16	6/6/6/6/6
26	2280001	9d6+17	6/6/6/6/6
27	2400001	9d6+18	6/6/6/6/6
28	2520001	9d6+19	6/6/6/6/6
29	2640001	9d6+20	6/6/6/6/6
30	2760001	9d6+21	6/6/6/6/6
31	2880001	9d6+22	6/6/6/6/6
32	3000001	9d6+23	6/6/6/6/6
33	3120001	9d6+24	6/6/6/6/6
34	3240001	9d6+25	6/6/6/6/6
35	3360001	9d6+26	6/6/6/6/6
36	3480001	9d6+27	6/6/6/6/6

The WORLD OF STRONGHOLD

As noted above, the material herein is intended to provide interim support for publication of adventures and sourcebooks set in the **WORLD OF STRONGHOLD**, a fantasy setting in development by Barrataria Games. Further information on the **WORLD OF STRONGHOLD** can be gleaned from existing adventure modules **AA1-2 Adventures at Rainbow Lodge**, **BL1-2 The Ruined Hamlet/Terror in the Gloaming**, and **BA1 Bandits of Stonefang Peak**.² GMs should note that certain of the information presented herein will be implemented with modifications in the **WORLD OF STRONGHOLD**, particularly as regards the character classes (for example, half-elves and druids are not present, and half-ogres appear in much different form).

Bards are wandering troubadours, travelling from place to place singing songs, telling tales, and accumulating new stories, music, and fables from every source to entertain the people they encounter. Bards can use their songs to cast various magical spells and to charm or otherwise affect the minds of creatures.

The prime requisites for a bard character are dexterity and charisma. If a bard has a score of 13 or greater in either Dexterity or Charisma, the character will gain a 5% bonus on earned experience points. If the bard's Dexterity and

² See www.barrataria.com/modules for further information.

Charisma are each 13 or greater, the character gains 10% to earned experience.

RESTRICTIONS: Bards use 6-sided dice to determine hit points. They may advance to a maximum of 36th level of experience. Bards may wear leather armor and may use shields. They may use any type of weapon of small size, as well as short bows and crossbows. A character must have charisma and dexterity of 9 or greater to be a bard.

SPECIAL ABILITIES: Thief abilities (Climb Sheer Surfaces, Hear Noise, Hide in Shadows, Move Silently), Influence Reactions, Counter-Song, Legend and Lore, Charm Others, Illusionist spells.

Thief Abilities: Bards use a variety of skills in the course of their entertainments, many of which mimic the abilities of thieves. Bards are able to Climb Walls, Hear Noise, Hide in Shadows, and Move Silently as do thieves of the same level.

Inspire Courage: The bard's song can inspire courage in allies, bolstering them against fear and improving their combat abilities. The bard must sing for two full rounds; the effects last for 10 rounds thereafter. Allies receive a +1 bonus on saving throws against charm and fear effects and a +1 bonus on attack and weapon damage rolls. At 10th level, and every five levels thereafter, this bonus increases by 1 (+2 at 10th, +3 at 15th, and +4 at 20th).

Influence Reactions: The bard can affect the reactions of others. When performing before a group that is not attacking (or intending to attack in the immediate future), the bard can try to make them friendlier or more hostile with a song appropriate to that end. All listeners must make a saving throw vs. Spell. The die roll is modified by -1 for every three experience levels of the bard (rounded down). If the listeners fail the saving throw, the group's reaction can be shifted one level on the reaction scale (see the default rulebook). Those who make the saving throw have their reaction shifted one level toward the opposite end of the scale (if the bard wanted them to be friendly, for example, their reaction is more hostile).

Counter-Song: Bards are also able to counter the effects of songs used as magical attacks, such as those of harpies or the sound of shriekers. Targets within 30' of the bard are immune to the attack as long as the bard sings the counter-song. If the bard is struck or fails a saving throw, the protection is lost instantly. The bard checks for the counter-song's success by making a saving throw vs. Spell. Success indicates that the attack is blocked. If the bard fails to save, the attack has its normal effect, and all must then take whatever action (such as making saving throws) would have resulted without the bard's song. The bard can use this ability once per encounter or battle. This power does not affect spells, but does counter the charm or influence reaction attempts of other bards. (Contrast the Charm Others ability described below, which can break these charms only after they have taken effect.)

Legend and Lore: Bards have a 5% chance per experience level to identify the general purpose and function of any magical item. The bard need not handle the item but must examine it closely. Even if successful, the exact function of the item is not revealed, only its general nature.

Charm Others: At 3rd level, the bard gains the ability to **charm person** once per day, as per the magic-user spell, except that the bard can only affect Hit Dice or levels equal to one-third the bard's level. The bard must play for one round, at which time the intended victim must save vs. Spells. The charm ability can also be used to negate another bard's charm attempt, or musical charming effects from monsters. If the bard is injured or interrupted while attempting to charm, the effect is ruined, and the victim(s) may be resentful or agitated as determined by the GM.

At 7th level, the bard can **charm** twice per day. The charm effect also can include intelligent monsters (but never undead) (c.f. **charm monster** spell). At 9th level, the bard's **charm** ability is effective against plants (c.f. **command plant** spell). At 15th level, the bard can **charm** three times per day, with the charm affecting groups of individuals (cf. **mass charm**).

In each case the target may save vs. Spell to avoid the charm effect, regardless of the various spell descriptions.

Illusionist Spells: Bards can cast illusionist spells by singing and playing their instrument. Although bard spells have effects identical to those of illusionist spells, bards learn their spells in one of two unique ways. The usual way is to learn from a bard of higher level. The tutor may require a favor or may wish to learn another new song in exchange. The bard may also discover special spell scrolls similar to those of illusionists (but not readable by them). Bards memorize their songs, so they have no need for a spell book. Bards that reach 9th level can create spells, in much the same way illusionists can create spells. Bards cast their spells by singing and playing an instrument (although it is possible that the GM may allow certain types of bards to cast spells a capella). The instrument can be of any sort appropriate to the bard's homeland, and is often handcrafted by the bard in the course of apprenticeship. The instrument is the bard's most prized possession, and besides being lost without it, the bard often has a great deal of emotional attachment to the tool of the trade and will not part with it lightly.

Because they can only learn new lore by meeting new folk, bards are essentially nomadic and do not construct castles. However, at 9th level a bard will gain a 1st level bard follower who has come to learn from a master. Thereafter the bard will gain an additional 1st level follower for every other level of experience gained, up to a total of six followers at any one time; i.e. one 1st level bard at 11th level, one 1st level bard at 13th level, etc. While the bards will gain experience for adventuring and will willingly fight to protect the master bard, the followers will depart when they reach 6th level. No replacements will arrive for any apprentices lost in battle.

CLERICS

Level	XP	Hit Dice	Spells (by level)
1	0	1d6	0
2	1551	2d6	1
3	3051	3d6	2
4	6051	4d6	2/1
5	12051	5d6	2/2
6	25051	6d6	2/2/1
7	50051	7d6	3/2/2/1
8	100051	8d6	3/3/2/2
9	200051	9d6	3/3/3/2/1
10	300051	9d6+1	4/4/3/3/2
11	400051	9d6+2	4/4/4/3/3
12	500051	9d6+3	5/4/4/4/3/1
13	600051	9d6+4	5/5/4/4/4/1
14	700051	9d6+5	6/5/5/5/4/2
15	800051	9d6+6	6/6/5/5/5/2
16	900051	9d6+7	6/6/6/5/5/3
17	1000051	9d6+8	6/6/6/5/5/4/1
18	1100051	9d6+9	7/6/6/6/5/4/1
19	1200051	9d6+10	7/7/6/6/5/4/2
20	1300051	9d6+11	7/7/7/6/5/5/2
21	1400051	9d6+12	7/7/7/7/6/6/3
22	1500051	9d6+13	7/7/7/7/6/6/4
23	1600051	9d6+14	7/7/7/7/7/6/4
24	1700051	9d6+15	8/7/7/7/7/7/5
25	1800051	9d6+16	8/8/7/7/7/7/5
26	1900051	9d6+17	8/8/7/7/7/7/6
27	2000051	9d6+18	8/8/8/7/7/7/6
28	2100051	9d6+19	8/8/8/8/7/7/7
29	2200051	9d6+20	9/8/8/8/7/7/7
30	2300051	9d6+21	9/9/8/8/8/7/7
31	2400051	9d6+22	9/9/9/8/8/7/7
32	2500051	9d6+23	9/9/9/9/8/8/7
33	2600051	9d6+24	9/9/9/9/9/8/7
34	2700051	9d6+25	9/9/9/9/9/8/8
35	2800051	9d6+26	9/9/9/9/9/9/8
36	2900051	9d6+27	9/9/9/9/9/9/9

At higher levels, clerics continue to work in closer and closer concert with their patron deity. At these levels, clerics typically busy themselves with pressing the cause of their faith to new peoples and places as well as developing territory and establishing settlements. Clerics who have chosen to construct a **castle** (as described in the standard rules) will typically take a place in the church hierarchy and become embroiled in the earthly matters of their church and its presence in the campaign world. Clerics who have not constructed strongholds will typically travel throughout the campaign world and beyond, converting new followers, recovering relics, influencing rulers, and so forth. These activities should be rewarded with experience points just as a cleric who vanquishes monsters or enemies of the cleric's faith receives commensurate experience for those activities.

Whether or not the cleric builds a castle, at 9th level a cleric will gain a 1st level cleric follower (acolyte) who has come to join the cleric's order. The cleric will gain an additional acolyte follower for every other level of experience gained,

up to a total of six followers at any one time; i.e. one 1st level cleric at 11th level, one 1st level cleric at 13th level, etc. While the acolytes will gain experience for adventuring and will willingly fight to protect the cleric, each follower will depart upon reaching 5th level. These followers are in addition to the fighters mentioned in the standard rules.

A revised "Clerics Vs. Undead" Table appears in Appendix B hereafter.

DRUIDS

Level	XP	Hit Dice	Spells
1	0	1d6	2
2	1551	2d6	2/1
3	3001	3d6	3/2/1
4	6001	4d6	4/2/2
5	12001	5d6	4/3/2
6	25001	6d6	4/3/2/1
7	50001	7d6	4/4/3/1
8	100001	8d6	4/4/3/2
9	200001	9d6	5/4/3/2/1
10	300001	9d6+2	5/4/3/3/2
11	400001	9d6+4	5/5/3/3/2/1
12	500001	9d6+6	5/5/4/4/3/2/1
13	600001	9d6+8	6/5/5/5/4/3/2
14	700001	9d6+10	6/6/6/6/5/4/3

Druids are humans who have dedicated themselves to study and protect nature in all its forms. They wield spells similar to (and in some cases the same as) clerics. Druids are neutral in alignment, neither lawful nor chaotic. Druids always live in the wilderness and consider themselves the protectors of that wilderness, watching and punishing those (lawful or chaotic, human or monster) that devastate or waste natural resources. Even chaotic and barely-intelligent monsters know better than to offend the local druid(s). However, druids will not attack creatures for harvesting berries or cutting down saplings to make a raft. They do not attack chaotic or carnivorous creatures just for killing to eat,

and they often do not intervene in conflicts between law and chaos unless those conflicts threaten to destroy too much of the natural realm that they hold sacred. The druids would rather see humans or demi-humans fall than suffer another forest to be turned to wasteland or see farm fields salted and ruined forever.

The prime requisites for a druid character are wisdom and charisma. If a druid has a score of 13 or greater in either Wisdom or Charisma, the character will gain a 5% bonus on earned experience points. If the druid's Wisdom and Charisma are each 13 or greater, the character gains 10% to earned experience.

RESTRICTIONS: Druids use 6-sided dice to determine their hit points. They may wear only leather armor and may use only wooden shields. Unlike clerics, druids are not limited to blunt weapons, but druids can only employ those weapons without metal parts (Club, Javelin, Staff, Spear, or Sling). A druid character must have ability scores of 9 or better in wisdom and charisma.

SPECIAL ABILITIES: Druids wield powerful magics controlling the natural world, some of which are also available to clerics (or magic-users) and some which are unique to the druids. They make saving throws as do clerics of the same level, but they receive a +1 on saving throws and +2 to saving throws against Poison, Death, or fire- or cold-based attacks. Druids can use magic items as follows: miscellaneous magic items usable by clerics, potions, rings, warding scrolls or spell scrolls (containing any spells otherwise employable by this class), Staff of the Serpent, or Staff of Striking, and any items specifically listed as usable by druids.

Druids may have pet animals (via the **animal companion** spell) with hit dice that add up to less than twice the level of the druid. For example, a 5th level druid may have pets with up to 10 total hit dice (exclusive of partial or "+1" hit dice).

A 3rd level druid can: identify (non-magical) plants and animals, identify pure water, and can enter and travel through overgrown areas (brambles, tangles of thornbushes, etc.) without leaving a detectable trail (or taking damage) or slowing from normal movement rate. The druid may choose to leave a trail in such circumstances.

Druids of 5th and greater level are immune to charm powers of woodland creatures (such as dryads, nixies, satyrs, but not harpies).

Upon reaching name level (9th level), a Druid may shapechange up to three times per day, into the form of a normal reptile, bird or mammal. The animal form can be as large as a brown bear or as small as a gecko, but must be an animal that the druid has seen, and each form can only be used once per day. There is no limit on the duration of the effect- a particular form can be maintained indefinitely. Each shapechange restores 1/3 of any hit point damage that the druid has suffered at the time of the change. The druid

actually becomes the animal, with all abilities and shortcomings, but retains his mental faculties and abilities (but cannot cast spells while in animal form).

Druids do not construct strongholds or fortresses, usually dwelling in sod or log houses or cruder habitations. At 9th level, a druid will gain a 1st level druid aspirant follower. The druid will gain an additional aspirant follower for every level of experience gained thereafter, up to a total of six followers at any one time. No replacements will arrive for any apprentices lost in battle. While these apprentices will gain experience for adventuring and will willingly fight to protect the druid, each departing upon reaching 6th level. The numbers of druids are limited; the GM will determine how many Great Druids (the highest-level druids in the campaign) will exist in a particular world.

DWARVES

Level	XP	Hit Dice	Abilities
1	0	1d8	n/a
2	2251	2d8	n/a
3	4451	3d8	n/a
4	8851	4d8	n/a
5	17051	5d8	n/a
6	35051	6d8	n/a
7	70051	7d8	n/a
8	140051	8d8	n/a
9	270051	9d8	Stronghold
10	400051	9d8+2	n/a
11	530051	9d8+4	n/a
12	660051	9d8+6	n/a

A dwarf that has constructed a **stronghold** (as described in the default rules) may choose to become a clanmaster by establishing a new clan of dwarves. A dwarf accomplishing a truly epic or heroic deed will be recognized by an existing clanmaster as well as the clan itself. The deed might be reconquering a dwarven fortress overrun by hobgoblins or assisting a besieged dwarven mine, recovering a lost artifact, freeing a captive dwarf lord from imprisonment, or perhaps making peace with a rival clan or elven band or other hostile force. The existing clanmaster will select 40 NPC dwarves from his own clan to form the new clan, and bestow some symbol of mastery on the dwarf (such as a chip from the clan's sacred stone, or a magic hammer, or enchanted masonry tools). These dwarves will accompany the dwarf character to their new home, work to make themselves suitable homes there, and fight for the common defense of all. In addition, upon reaching 9th level, dwarves attract 1-6 1st level dwarf followers. These characters will serve loyally (with 9 morale) but each will leave upon reaching 6th level. No replacements will arrive for any apprentices lost in battle.

If the dwarf has built the stronghold in a wilderness area, or in a dwarf-ruled area with the approval of the local ruler, other dwarves (or, at the GM's option depending on the campaign world, other races) will be attracted to the area and come to join the burgeoning community. These settlers will generally not become members of the clan, but merely neighbors making new lives in a new land.

ELVES

Level	XP	Hit Dice	Spells
1	0	1d6	1
2	4051	2d6	2
3	8051	3d6	2/1
4	16051	4d6	2/2
5	32051	5d6	2/2/1
6	64051	6d6	2/2/2
7	120051	7d6	3/2/2/1
8	250051	8d6	3/3/2/2
9	400051	9d6	3/3/3/2/1
10	600051	9d6+2	3/3/3/3/2

An elf that has constructed a **stronghold** (as described in the default rules) may choose to become a clanmaster by establishing a new clan. An elf who accomplishes a truly epic or heroic deed will be recognized by an existing clanmaster as well as the clan itself. The deed might be clearing an ancient forest of evil forces, discovering a new type of tree and returning cultivars, discovering a new spell helpful to elves, finding a lost artifact, or perhaps making peace with a rival clan or dwarven band or other hostile force. The clanmaster will select 24 elves from his own clan to form the new clan, and bestow some symbol of mastery on the elf (such as a sapling from the clan's sacred tree, or a magic bow, or enchanted forestry tools). These elves will accompany the elf character to their new home, work to make themselves suitable homes there, and fight for the common defense of all. In addition, upon reaching 10th level, elves attract 1-6 1st level elf followers. These characters will serve loyally (with 9 morale) but each will leave upon reaching 5th level. No replacements will arrive for any apprentices lost in battle.

If the elf has built his stronghold in a wilderness area, or in an elf-ruled area with the approval of the local ruler, other elves (or, at the GM's option depending on the campaign world, other races) will be attracted to the area and come to join the burgeoning community. These settlers will generally not become members of the clan, but merely neighbors making new lives in a new land.

ELVES (WILDWOOD)

Level	XP	Hit Dice	Spells
1	0	1d6	2
2	3501	2d6	2/1
3	7001	3d6	3/2/1
4	14001	4d6	4/2/2
5	28001	5d6	4/3/2
6	57001	6d6	4/3/2/1
7	114001	7d6	4/4/3/1
8	220001	8d6	4/4/3/2
9	440001	9d6	5/4/3/2/1
10	660001	9d6+2	5/4/3/3/2
11	880001	9d6+4	5/5/3/3/2/1
12	1100001	9d6+6	5/5/4/4/3/2/1

NOTE: Wildwood elves are an optional character class that may be utilized by the GM in certain campaign worlds or

areas in which very ancient forests exist, tended by nomadic elves that do not make permanent settlements and refuse extensive human contact. If utilized, the GM should NOT use "normal" elves or druids in contiguous areas, if at all in the campaign.

Wildwood elves are thin, magical beings. They usually have brown or reddish hair, tan or freckled skin, eyes of many colors, and pointed ears. They typically weigh about 120 pounds and stand between 5 and 5 ½ feet tall. Though very peaceful folk who enjoy good, light food and play, wildwood elves are talented fighters and users of magic, casting druidic spells.

RESTRICTIONS: Wildwood elves use 6-sided dice to determine hit points. They may advance to a maximum of 10th level of experience. They may only wear leather armor, and may only use wooden shields. They may use any of the following weapons, the only ones they make in their secluded forest glades: club, dagger, dart, hand axe, javelin, quarterstaff, sling, short bow, short sword, spear. A wildwood elf character must have a minimum strength and wisdom of 9. The prime requisites for a wildwood elf character are strength and wisdom. If a wildwood elf has a score of 13 or greater in either Wisdom or Charisma, the character will gain a 5% bonus on earned experience points. If the character's Strength and Charisma are each 13 or greater, the character gains 10% to earned experience.

SPECIAL ABILITIES: Wildwood 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, wildwood elves are completely unaffected by the paralysis ghouls can inflict. Wildwood elves can speak their alignment language, common, elvish, centaur, dryad, hobgoblin, and orc.

A 3rd level wildwood elf can: identify (non-magical) plants and animals, identify pure water, and can enter and travel through overgrown areas (brambles, tangles of thornbushes, etc.) without leaving a detectable trail (or taking damage) or slowing from normal movement rate. The elf may choose to leave a trail in such circumstances.

Wildwood elves of 5th and greater level are immune to charm powers of woodland creatures (dryads, nixies, satyrs, but not harpies).

Upon reaching name level (9th level), a wildwood elf may shapechange, up to three times per day, into the form of a normal reptile, bird or mammal. The animal form can be as large as a brown bear or as small as a gecko, but must be an animal that the elf has seen, and each form can only be used once per day. There is no limit on the duration of the effect—a particular form can be maintained indefinitely. Each shapechange restores 1/3 of any hit point damage that the elf has suffered at the time of the change. The elf actually becomes the animal, with all abilities and shortcomings, but retains his mental faculties and abilities (but cannot cast spells while in animal form).

Wildwood elves never construct strongholds as other characters do, because they never settle in one place permanently. However, a wildwood elf that accomplishes a truly epic or heroic deed will be recognized by an existing clanmaster as well as the clan itself. The deed might be clearing a forest of marauding giants or dragons, recovering a lost artifact, discovering a new natural wonder (such as a magical waterfall or enchanted tree), or making peace among feuding forest dwellers such as treants and centaurs. The clanmaster will select 40 elves from his own clan to form the new clan, and bestow some symbol of mastery on the new clanmaster (such as an enchanted acorn or seed, or rare flowers). These elves will become a new traveling clan of wildwood elves, and will fight for the common defense of the clan as they wander the wilderness. In addition, upon reaching 10th level, the wildwood elf attracts 1-6 1st level elf followers. These characters will serve loyally (with 9 morale) but each will leave upon reaching 5th level. No replacements will arrive for any apprentices lost in battle.

FIGHTERS

Level	XP	Hit Dice	Abilities
1	0	1d8	n/a
2	2051	2d8	n/a
3	4051	3d8	n/a
4	8051	4d8	n/a
5	16051	5d8	n/a
6	32051	6d8	n/a
7	64051	7d8	n/a
8	120051	8d8	n/a
9	240051	9d8	Castle
10	360051	9d8+2	n/a
11	480051	9d8+4	n/a
12	600051	9d8+6	n/a
13	720051	9d8+8	n/a
14	840051	9d8+10	n/a
15	960051	9d8+12	n/a
16	1080051	9d8+14	n/a
17	1200051	9d8+16	n/a
18	1320051	9d8+18	n/a
19	1440051	9d8+20	n/a
20	1560051	9d8+22	2 attacks/round
21	1680051	9d8+24	n/a
22	1800051	9d8+26	n/a
23	1920051	9d8+28	n/a
24	2040051	9d8+30	n/a
25	2160051	9d8+32	3 attacks/round
26	2280051	9d8+34	n/a
27	2400051	9d8+36	n/a
28	2520051	9d8+38	n/a
29	2640051	9d8+40	n/a
30	2760051	9d8+42	4 attacks/round
31	2880051	9d8+44	n/a
32	3000051	9d8+46	n/a
33	3120051	9d8+48	n/a
34	3240051	9d8+50	n/a
35	3360051	9d8+52	n/a
36	3480051	9d8+54	n/a

High-level fighter characters are active in castle construction and territory development, commanding troops and establishing dominions. Fighters may be knighted or otherwise recognized by rulers, or may establish their own dominions, or may merely travel the world seeking adventure. Fighters of high level may make multiple attacks per round. At 20th level, fighters may make two attacks per round. At 25th level, fighters may make three attacks per round. At 30th level, fighters may make four attacks per round.

At 9th level, a fighter will gain a 1st level fighter veteran follower who serves in exchange for instruction in the fighting arts. The fighter will gain an additional veteran follower for every other level of experience gained, up to a total of six followers at any one time; i.e. one 1st level fighter at 11th level, one 1st level fighter at 13th level, etc. While the apprentices will gain experience for adventuring and will willingly fight to protect the fighter, each follower will depart upon reaching 6th level. In addition, a fighter who builds a

castle will attract 40-240 (4d6x10) men-at-arms seeking military service. The GM will determine the makeup of the force and the salary they expect. They are generally loyal (morale 9) and serve diligently, although they will not accompany their liege into dungeons or magical environments or against undead or other supernatural creatures.

GNOMES

Level	XP	Hit Dice	Spells
1	0	1d6	2
2	2251	2d6	2/1
3	4451	3d6	2/2
4	8851	4d6	2/2/1
5	17051	5d6	2/2/2
6	35051	6d6	3/2/2/1
7	70051	7d6	3/3/2/2
8	140051	8d6	3/3/3/2/1
9	270051	9d6	3/3/3/3/2
10	400051	9d6+2	3/3/3/3/3

Gnomes are physically similar to dwarves, slightly shorter (3' to 3 ½' tall) and of thinner build. They have tan or brown skin and hair, large noses, and usually light (blue, grey, or amber) eyes. They are culturally similar to dwarves as well, but covet gems more than precious metals. Although they prefer drinking and joking to brawling, they are doughty fighters and employ crossbows and fight hand-to-hand with war hammers or picks when necessary to defend their lairs. They despise (and are despised by) kobolds, and get on well with dwarven clans that may live nearby. Although they are similar to dwarves, gnomes are able to cast illusionist spells in spite of their natural magical resistance.

The prime requisites for a gnome character are intelligence and dexterity. If a gnome has scores of 13 or greater in either intelligence or dexterity, the character will gain a 5% bonus on earned experience points. If the gnome's Intelligence and Dexterity are each 13 or greater, the character gains 10% to earned experience.

RESTRICTIONS: Gnomes use 6-sided dice to determine their hit points. They may advance to a maximum of 10th level of experience. Gnomes may use any type of armor and may use shields. They may use any type of weapon of small size, as well as short bows and crossbows. A gnome character must have a minimum dexterity, intelligence, and constitution of 9.

SPECIAL ABILITIES: Gnomes are hardy creatures and save as do dwarves of the same level. Gnomes often live underground, and have infravision (heat-sensing sight) which allows them to see up to 90 feet in the dark. They are expert miners and are able to find slanting passages, traps, shifting walls, and new construction 1/3 of the time (2 in 6). All gnomes speak their own language, plus Common, Kobold, Goblin, Halfling, and Dwarvish.

Gnomes may construct **strongholds** as do dwarves (as described in the default rules). A gnome character that has built a stronghold may choose to become a clanmaster, establishing a new clan. A gnome who accomplishes a truly epic or heroic deed will be recognized by an existing clanmaster as well as the clan itself. The deed might be reconquering a gnome stronghold overrun by kobolds, recovering a lost artifact, discovering a new illusion pleasing to gnomes, or perhaps making peace with a rival clan or other hostile force. The clanmaster will select 30 gnomes from his own clan to form the new clan, and bestow some symbol of mastery on the gnome (such as a small gem cut from the clan's sacred gem, or a magic staff, or enchanted mining or gemcutting tools). These gnomes will accompany the character to their new home, work to make themselves suitable homes there, and fight for the common defense of all. In addition, upon reaching 10th level, gnomes attract 1-6 1st level gnome followers. These characters will serve loyally (with 9 morale) but each will leave upon reaching 5th level. No replacements will arrive for any apprentices lost in battle.

If the gnome has built his stronghold in a wilderness area, or in a gnome-ruled area with the approval of the local ruler, other gnomes (or, at the GM's option depending on the campaign world, other races) will be attracted to the area and come to join the burgeoning community. These settlers will generally not become members of the clan, if the gnome is also a clanmaster, but merely neighbors making new lives in a new land.

HALF-ELVES, HALF-ORCS

Level	XP	Hit Dice	Abilities
1	0	1d8	n/a
2	2251	2d8	n/a
3	4451	3d8	n/a
4	8851	4d8	n/a
5	17051	5d8	n/a
6	35051	6d8	n/a
7	70051	7d8	n/a
8	140051	8d8	n/a
9	270051	9d8	Stronghold
10	400051	9d8+2	n/a
11	530051	9d8+4	n/a
12	660051	9d8+6	n/a

NOTE: Half-Elves and Half-Orcs are similar to the human Scouts presented below. The GM should consider whether or not to allow all of these classes to be used in the same campaign.

Half-elves and half-orcs are descended from marriages or matings between humans and elves or orcs, respectively. In each case, the character is presumed to have inherited the best facets of both parent races. Although their parentage differs greatly, they are treated the same for game purposes, except as noted below. They are especially skilled at stealthy wilderness tracking, hunting, and raiding. Strength is their prime requisite, but they must also have a Constitution of at least 12. They receive no bonus to experience points for high ability scores.

RESTRICTIONS: Half-elves and half-orcs use eight-sided dice (d8) to generate their hit points. They may advance to the 12th level of experience. They may wear armor no heavier than chain mail, and any armor heavier than leather (or carrying a shield) prevents them from tracking or using their thief-like abilities. They can use any weapon. They may not hire any men-at-arms or other servants or aides of any kind whatsoever until they reach 9th level.

SPECIAL ABILITIES: Half-elves and half-orcs are especially skilled at stealthy movement, important for tracking and for surprising enemies. When outdoors in the wilderness, Half-elves and half-orcs have **DOUBLE** the chances to Move Silently or Hide in Shadows as do Thieves of the same level, and the same chance to Hear Noise as thieves of equivalent level. In dungeons they have the same chances to Move Silently, Hide in Shadows, or Hear Noise as do Thieves of equivalent level.

They are able to survive in the wild, and are adept at foraging, hunting, and fishing, building shelters, improvising makeshift clothing, and other survival skills. In addition, they can use natural remedies and techniques to administer first aid, such as binding wounds, setting broken bones, and brewing curative draughts. The half-elf or half-orc will gain (or help another gain) 1 hit point immediately upon taking these steps. If the techniques are used over time, the victim's natural healing rate is doubled. This ability includes the ability to cure poisoning that could be cured with a **neutralize poison** spell. The half-elf or half-orc has a 1 in 6 chance (d6, roll 1) to cure poisoning. The GM will determine whether the skill may be used in particular circumstances (such as in a dungeon where familiar medicinal plants are unavailable), and if possible, how long it takes to gather ingredients and create a curative potion.

Half-elves and half-orcs can also track the path of most creatures when outdoors, but not in dungeons (unless in expansive caverns with ample plant and track evidence to follow). The base chance of tracking is 50% (1-3 on d6), adjusted by +/- 1 or more by the GM depending on conditions (hard surfaces, trail passing through stream, rain, age of tracks, etc.) In addition, their skill in stealthy movement and tracking means that half-elves and half-orcs are surprised only on a roll of 1. This ability only functions if the half-elf or half-orc is effectively alone (i.e. with creatures that can move very quietly and do not wear metal armor, or is more than 90' away from such creatures).

Half-elves and half-orcs have infravision and can see 30' in the dark. They speak three languages: common, elvish, and orkish.

Half-elves and half-orcs of 9th level or above may construct **strongholds** (as described in the standard rules). In general, they conform to the fighter class as regards their activity in castle construction and territory development, commanding troops and establishing dominions (but do not attract men-at-arms to service). They can be recognized by rulers or knighted as are fighters, or may establish their own

dominion, or merely assemble a band of elves/orcs, humans, and/or half-breeds to raid or rule, as desired.

In addition, at 9th level, a half-elf or half-orc who has built a castle will gain a 1st level half-elf/half-orc or fighter follower (as determined by the GM) who serves in exchange for instruction in the fighting arts. The character will gain an additional half-elf/half-orc or veteran follower for every other level of experience gained, up to a total of six followers at any one time; i.e. one 1st level follower at 11th level, one 1st level follower at 13th level, etc. While the apprentices will gain experience for adventuring and will willingly fight to protect the character, each follower will depart upon reaching 6th level.

HALFLINGS

Level	XP	Hit Dice	Abilities
1	0	1d6	n/a
2	2051	2d6	n/a
3	4051	3d6	n/a
4	8051	4d6	n/a
5	16051	5d6	n/a
6	32051	6d6	n/a
7	64051	7d6	n/a
8	120051	8d6	n/a
9	240051	9d6	Stronghold
10	360051	9d6+2	n/a
11	480051	9d6+4	n/a
12	600051	9d6+6	n/a

A halfling that has constructed a **stronghold** (as described in the standard rulebook) may choose to become a clanmaster by establishing a new clan. A halfling who accomplishes a truly epic or heroic deed will be recognized by an existing clanmaster as well as the clan itself. The deed might be freeing a band of halflings from slavery, discovering a hidden valley of rich farmland, discovering a new fertile type of crop and returning cultivars, or perhaps making peace with a rival clan or other hostile force. The clanmaster will select 40 halflings from his own clan to form the new clan, and bestow some symbol of mastery on the halfling (such as starter plants or cuttings from the clan's secret crop, or a magic sling, a breeding group of livestock of exceptional quality, or enchanted farm tools). These halflings will accompany the halfling to their new home, work to make themselves suitable homes there, and fight for the common defense of all. In addition, upon reaching 12th level, halflings attract 1-6 1st level halfling followers. These characters will serve loyally (with 9 morale) but will leave upon reaching 6th level. No additional followers will come to replace any losses.

If the halfling has built his stronghold in a wilderness area, or in a halfling-ruled area with the approval of the local ruler, other halflings (or, at the GM's option depending on the campaign world, other races) will be attracted to the area and come to join the burgeoning community. These settlers will generally not become members of the clan, if the halfling is also a clanmaster, but merely neighbors making new lives in a new land.

HALF-OGRES

Level	XP	Hit Dice	Abilities
1	0	1d10	n/a
2	4051	2d10	n/a
3	8051	3d10	n/a
4	16051	4d10	n/a
5	32051	5d10	n/a
6	64051	6d10	n/a
7	120051	7d10	n/a
8	250051	8d10	n/a
9	400051	9d10	n/a
10	600051	9d10+2	Stronghold

Half-ogres stand 7' to 7 ½' tall and are very strong and stoutly built. They are the offspring of humans and ogres, and as such are very rarely encountered. Those born to humans are often killed or cast out as monstrous; those born to ogres are often killed as weak. Their ogrish blood is usually strong, and they usually look like smaller versions of ogres. Occasionally they can pass at a great distance as a very large and ugly human. Their temperament is likewise usually ogrish: they are an ill-tempered race and usually of low intelligence, but are very strong and possess great stamina. They are sometimes hired as mercenaries by other races and classes, and they usually squander any earnings (above the considerable amount they spend on food) on base pursuits. They usually employ two-handed weapons and seem to favor axes most of all. They usually use only thrown missile weapons (such as axes or hammers), because they do not handle bows or crossbows well and because they like to fight in close quarters. They get on poorly with every race, mostly because they are met with mistrust wherever they go.

The prime requisites for a half-ogre character are strength and constitution. If a half-ogre has a score of 13 or greater in either strength or constitution, the character will gain a 5% bonus on earned experience points. If the prime scores are each 13 or greater, the character gains 10% to earned experience.

RESTRICTIONS: Half-Ogres use 10-sided dice to determine their hit points. They may advance to a maximum of 10th level of experience. They may use any type of armor (if they can find any that fits) and may use shields (but almost never do). They may use any type of melee weapon or thrown weapon, but not bows or crossbows. A half-ogre character must have minimum strength and constitution of 9.

SPECIAL ABILITIES: Half-ogres have infravision (heat-sensing vision) and can see up to 60' in the dark. They are hardy creatures and save as do dwarves of the same level. They are very strong and inflict +2 hit points of damage whenever they strike with a melee weapon. Even weaponless their brutal fists can inflict 1-8 points of damage per round. Their naturally thick hide gives them AC 7 protection even when unarmored. All half-ogres speak ogrish, and those with intelligence over 9 speak Common. They cannot learn additional languages, regardless of any intelligence bonuses.

Half-ogres that reach 10th level can construct strongholds as do fighters, but these are almost always in wild borderlands as few human leaders will accept a half-ogre vassal. In addition, the half-ogre attracts 1-4 1st level half-ogre followers (or, at the GM's option, ogres). These will serve loyally (with 9 morale) but each will leave upon reaching 5th level. No replacements will arrive for any followers lost in battle.

ILLUSIONISTS

Level	XP	Hit Dice	Spells (by level)
1	0	1d4	2
2	2551	2d4	2/1
3	5051	3d4	2/2
4	10051	4d4	3/2/1
5	20051	5d4	3/2/2/1
6	40051	6d4	3/3/2/2
7	80051	7d4	3/3/3/2/1
8	150051	8d4	4/4/3/3/2
9	300051	9d4	4/4/4/3/3
10	450051	9d4+1	5/5/4/4/3/1
11	600051	9d4+2	5/5/5/4/4/1
12	750051	9d4+3	6/5/5/5/4/2
13	900051	9d4+4	6/6/5/5/4/2
14	1050051	9d4+5	6/6/5/5/4/3
15	1200051	9d4+6	6/6/6/5/5/3/1
16	1350051	9d4+7	7/6/6/6/5/4/1
17	1500051	9d4+8	7/7/6/6/5/4/2
18	1650051	9d4+9	7/7/6/6/5/4/2
19	1800051	9d4+10	7/7/6/6/6/5/3
20	1950051	9d4+11	7/7/6/6/6/5/3
21	2100051	9d4+12	8/7/7/6/6/5/4
22	2250051	9d4+13	8/7/7/7/6/5/4
23	2400051	9d4+14	8/8/7/7/6/5/5
24	2550051	9d4+15	8/8/7/7/6/6/5
25	2700051	9d4+16	8/8/7/7/7/6/5
26	2850051	9d4+17	8/8/7/7/7/6/5
27	3000051	9d4+18	9/8/8/7/7/6/5
28	3150051	9d4+19	9/8/8/8/7/6/6
29	3300051	9d4+20	9/9/8/8/7/6/6
30	3450051	9d4+21	9/9/8/8/7/7/7
31	3600051	9d4+22	9/9/8/8/8/7/7
32	3750051	9d4+23	9/9/8/8/8/7/7
33	3900051	9d4+24	9/9/9/8/8/7/7
34	4050051	9d4+25	9/9/9/8/8/7/7
35	4200051	9d4+26	9/9/9/9/8/8/7
36	4350051	9d4+27	9/9/9/9/8/8/8

Illusionists are similar to magic-users but, as the name implies, principally cast spells that create illusions with varying sights, smells, and sounds. The illusionist must have both good intelligence and dexterity scores to successfully learn the difficult manual manipulations necessary to cast their spells. Although severely limited in the number of magical items they can employ, illusionists make up for this restriction by the power of their magic. Illusionists make their saving throws as magic-users do, but save at +4 against illusion or **light/darkness** spells.

RESTRICTIONS: Illusionists use four-sided hit dice (d4) to determine their hit points. They may not wear armor or carry shields. The only weapons they can use are: dagger, dart, sling, staff.

SPECIAL ABILITIES: Illusionists can cast many powerful illusions and other magical spells. They make their saving throws as do magic-users.

Illusionists may start manufacturing magical items (but only those that can be used by illusionists) at 9th level. Upon reaching 11th level, the illusionist may build a castle and attract apprentices as do magic-users, although the apprentices will be illusionists or gnomes (10% of the total, or as determined by the GM).

MAGIC-USERS

Level	XP	Hit Dice	Spells (by level)
1	0	1d4	1
2	2551	2d4	2
3	5051	3d4	2/1
4	10051	4d4	2/2
5	20051	5d4	2/2/1
6	40051	6d4	2/2/2
7	80051	7d4	3/2/2/1
8	150051	8d4	3/3/2/2
9	300051	9d4	3/3/3/2/1
10	450051	9d4+1	3/3/3/3/2
11	600051	9d4+2	4/3/3/3/2/1
12	750051	9d4+3	4/4/3/3/3/2
13	900051	9d4+4	4/4/4/3/3/3
14	1050051	9d4+5	5/4/4/4/3/3/1
15	1200051	9d4+6	5/5/4/4/4/3/2
16	1350051	9d4+7	5/5/5/4/4/4/2/1
17	1500051	9d4+8	5/5/5/5/4/4/3/2
18	1650051	9d4+9	6/5/5/5/4/4/3/2/1
19	1800051	9d4+10	6/6/5/5/4/3/3/2
20	1950051	9d4+11	6/6/6/5/5/3/3/2
21	2100051	9d4+12	6/6/6/6/5/5/4/3/3
22	2250051	9d4+13	7/6/6/6/5/5/4/3/3
23	2400051	9d4+14	7/7/6/6/6/5/4/4/3
24	2550051	9d4+15	7/7/7/6/6/6/4/4/3
25	2700051	9d4+16	7/7/7/7/6/6/5/4/4
26	2850051	9d4+17	8/7/7/7/6/6/5/4/4
27	3000051	9d4+18	8/8/7/7/7/6/5/5/4
28	3150051	9d4+19	8/8/8/7/7/7/5/5/4
29	3300051	9d4+20	8/8/8/8/7/7/6/5/5
30	3450051	9d4+21	9/8/8/8/8/7/7/7/5
31	3600051	9d4+22	9/9/8/8/8/8/7/7/6
32	3750051	9d4+23	9/9/9/8/8/8/8/7/7
33	3900051	9d4+24	9/9/9/9/8/8/8/8/7
34	4050051	9d4+25	9/9/9/9/9/8/8/8/8
35	4200051	9d4+26	9/9/9/9/9/9/8/8/8
36	4350051	9d4+27	9/9/9/9/9/9/9/8/8

SPECIAL ABILITIES: High-level magic-users are able to definitively **identify** magic items. At 15th level, a magic-user has a 2 in 6 chance to identify a single function of a magic item. Determining the function of a magic item takes

one day per function; a separate check must be made for each function. For example, a magic-user would have to analyze a staff with four powers once per power of the item, four days in total. At 20th level, the chance is increased to 3 in 6; at 25th level, a 4 in 6 chance, and at 30th level (maximum ability), a 5 in 6 chance. In each case, some types of items are easier to identify than others. Magic-users checking potions add +3 to the identification roll; if checking weapons they may add +2 to the roll. Checks of staves and miscellaneous magic items are made at -2. Note scrolls are subject to **read magic**; no identification roll is needed for this. Also, note that this ability differs from the bard's legend and lore ability in two important ways. If successful, the magic-user definitively and exactly understands the particular power determined. However, the magic-user does not identify any of the historical information regarding the item, or its background, or anything about the creator (although some or all of this could be divined through the use of other spells if necessary).

High-level magic-users are also able to **construct golems**. At 15th level, a magic-user can construct any of the golems described in the default rules and those described herein except for clay, iron, and stone golems. At 20th level, the magic-user can construct clay and stone golems; at 25th level, iron golems. Specific details of the construction will be determined by the GM, but in general all require expensive materials, extensive construction time, and the casting of several powerful spells. Certain magical tomes may be found that may reduce or obviate some or all of these restrictions.

Magic-users may choose several possible paths of adventure at higher levels. As discussed in the default rules, magic-users may build (or seize) **towers** once they have reached 11th level. This may be done with or without permission of the local ruler. It is quite likely that the local ruler will not oppose the wizard for fear of making a dangerous enemy. Permission is usually granted by the landowner to keep on good terms with the neighbor wizard, whose help can often be invaluable.

Higher-level magic-users often construct dungeons beneath their towers; this can be done through the use of appropriate spells or by hiring specialists or by bribing or charming monsters. These dungeons give the magic-user space for conducting dangerous or unpopular research and imprisoning enemies when necessary. If left alone, these labyrinths also attract monsters, if left alone, which the magic-user can capture or otherwise use for magical research if done quietly and not so frequently as to drive the monsters away. Of course, such activities often unnerve the local population and often result in local nobles sending troops or, more often, adventuring parties to clear the areas.

Magic-users who do not wish (or cannot afford) to build towers can also apply for a position as magical advisor in any castle or stronghold that does not have one. The magic-user must negotiate a stipend and swear an oath of service to the ruler, and may be required to submit to a **geas** or **quest** to ensure loyalty. The magic-user then receives a suitable dwelling area and other facilities or items that may have been

requested from the ruler, like a small library, research and laboratory rooms, and the use or gift of magic items. The ruler of the stronghold may also subsidize research for spells or items that will be used by the stronghold.

Of course, magic-users need never settle in one place. They may visit other strongholds served by magic-users and offer to help in research, which speeds the project and increases its chances for success as discussed in the default rules used by the GM. Travelling magic-users will often learn of legendary treasures and locales or turn up long-lost treasure maps. In addition, adventurers and NPCs will often hire them to cast spells, identify magic items, and so forth.

SCOUTS

Level	XP	Hit Dice	Abilities
1	0	1d8	n/a
2	2201	2d8	n/a
3	4401	3d8	n/a
4	8801	4d8	n/a
5	17001	5d8	n/a
6	35001	6d8	n/a
7	70001	7d8	n/a
8	140001	8d8	n/a
9	270001	9d8	Use Healing Items, Gain Followers
10	400001	9d8+2	n/a
11	530001	9d8+4	n/a
12	660001	9d8+6	n/a
13	790001	9d8+8	n/a
14	920001	9d8+10	n/a
15	1050001	9d8+12	n/a
16	1180001	9d8+14	n/a
17	1310001	9d8+16	n/a
18	1440001	9d8+18	n/a
19	1570001	9d8+20	n/a
20	1700001	9d8+22	n/a
21	1830001	9d8+24	n/a
22	1960001	9d8+26	n/a
23	2090001	9d8+28	n/a
24	2220001	9d8+30	n/a
25	2350001	9d8+32	2 attacks/round
26	2680001	9d8+34	n/a
27	2810001	9d8+36	n/a
28	2940001	9d8+38	n/a
29	3070001	9d8+40	n/a
30	3200001	9d8+42	3 attacks/round
31	3330001	9d8+44	n/a
32	3460001	9d8+46	n/a
33	3590001	9d8+48	n/a
34	3720001	9d8+50	n/a
35	3850001	9d8+52	n/a
36	3980001	9d8+54	n/a

Scouts are similar to fighters, but are special lightly-armored, stealthy wilderness spies, trackers, hunters, and raiders. Scouts are members of various guilds and orders, including bounty hunters, wilderness rangers, and certain orders of knighthood in service to druids. Scouts are always Lawful or

Neutral in alignment, and must remain so at all times or lose all the special class benefits (except, of course, experience as a fighter). Strength is their prime requisite, but they must also have both Intelligence and Wisdom scores of at least 12 each, and a Constitution of at least 15.

RESTRICTIONS: Scouts may wear armor no heavier than chain, and any armor heavier than leather (or using a shield) prevents them from tracking or using their thief-like abilities. Scouts may own only that which they can carry with them (or on horseback, for mounted scouts). Excess treasure or goods must be donated to a worthy cause (but never to another player character). They may not hire any men-at-arms or other servants or aides of any kind whatsoever. They cannot build castles, although they may be appointed to command military forces based in the castle of some other owner.

SPECIAL ABILITIES: Scouts are especially skilled at stealthy movement, important for tracking and for surprising enemies. When outdoors in the wilderness, scouts have DOUBLE the chances to Move Silently or Hide in Shadows as thieves of the same level, and the same chance to Hear Noise as thieves of the same level. In dungeons or in town, scouts have the same chances to Move Silently, Hide in Shadows, or Hear Noise as do thieves of the same level.

Scouts have the ability to track the path of most creatures when outdoors, and even in dungeons they are often able to follow. The base chance of tracking is 50% (1-3 on d6), adjusted by +/- 1 or more by the GM depending on conditions (hard surfaces, trail passing through stream, rain, age of tracks, etc.) In addition, their skill in stealthy movement and tracking means that scouts are surprised only on a roll of 1. This ability only functions if the scout is effectively alone (i.e. with creatures that can move very quietly and do not wear metal armor, or is more than 90' away from such creatures).

All Scouts gain a special advantage when fighting against humanoids (Kobolds - Giants). For each level they have gained, they add +1 to their damage die against these creatures, so a 1st level scout adds +1, a 2nd level +2, and so on.

Where not otherwise specified scouts perform as Fighters. Because they cannot own more than they can carry, Scouts do not construct castles. However, upon reaching 9th level, scouts begin to accrue a number of additional advantages. At 9th level, scouts are able to employ magic items that heal or cure disease, including scrolls. Also, upon reaching 9th level from 2-24 followers (of type appropriate to the campaign as determined by the GM) will join the scout. These followers may be of most races or classes, but will always be 1st level when they arrive and Lawful or Neutral in alignment. Any followers who are killed cannot be replaced.

THIEVES

Level	XP	Hit Dice	Abilities
1	0	1d4	Backstab damage 2x
2	1251	2d4	n/a
3	2451	3d4	n/a
4	4851	4d4	Read languages
5	9651	5d4	n/a
6	20051	6d4	n/a
7	40051	7d4	n/a
8	80051	8d4	n/a
9	160051	9d4	Thief den
10	280051	9d4+2	Read spell scroll
11	400051	9d4+4	n/a
12	520051	9d4+6	n/a
13	640051	9d4+8	n/a
14	760051	9d4+10	n/a
15	880051	9d4+12	Backstab damage 3x
16	1000051	9d4+14	n/a
17	1120051	9d4+16	n/a
18	1240051	9d4+18	n/a
19	1360051	9d4+20	n/a
20	1480051	9d4+22	Backstab damage 4x
21	1600051	9d4+24	n/a
22	1720051	9d4+26	n/a
23	1840051	9d4+28	n/a
24	1960051	9d4+30	n/a
25	2080051	9d4+32	n/a
26	2200051	9d4+34	n/a
27	2320051	9d4+36	n/a
28	2440051	9d4+38	n/a
29	2560051	9d4+40	n/a
30	2680051	9d4+42	n/a
31	2800051	9d4+44	n/a
32	2920051	9d4+46	n/a
33	3040051	9d4+48	n/a
34	3160051	9d4+50	n/a
35	3280051	9d4+52	n/a
36	3400051	9d4+54	n/a

At higher levels, thieves gain new abilities and may become involved in controlling greater portions of thieving activities in their areas, including establishing (or joining) a Thieves' Guild. If the thief has constructed a thieves' den (hideout), the specifics vary depending on the circumstances in the area. If there is no Thieves' Guild operating in the immediate vicinity, the thief can simply declare himself area guildmaster. If there is a Guild already operating in the area, its members will likely take offense to the intruder and begin both covert (such as informing authorities of the group's activities) and overt (threatening or attacking the thief and the hideout) operations to eliminate the upstart competitors. The thief may be able to negotiate other arrangements, before or after hostilities arise, including sharing of profits and territory. Apprentices will continually arrive to join the band, assuming it survives any confrontations with the local guild. For each level above 9th, an additional 1st level apprentice thief will come to learn from the master thief. However, these thieves will leave when they have attained 7th level, and no more than 24 thieves will remain in the

guild at any time (i.e., if 24 are present, no more will arrive until a member dies or leaves). The master thief may suggest that a departing member relocate to another area and establish an allied guild there; thus the master thief may extend his holdings over ever greater areas (or inadvertently empower a future rival). The thief is not required to establish a guild after building a hideout, but if the hideout is built within the territory of a hostile Thieves' Guild, it is unlikely that the hideout will stand for long if it is not protected by a Guild of its own. Note that not all guilds are the same: the "guild" may operate as a bandit gang in a remote area or as a group of buccaneers if in a port city. Some guilds may be welcomed by the legitimate local ruler, and some guilds may even be sponsored or sanctioned by the local ruler as constables or other law enforcement officials. This arrangement is commonly used to provide for tax assessment and collection, with greatly varying results.

Backstab attacks: Thieves continue to improve in this ability. At 15th level, damage from this kind of attack is tripled. At 20th level, damage from the backstab attack is quadrupled.

Additional Skills: Thieves gain the following skills, beginning at 15th level. In addition, keep in mind the uses of other thieving skills in the situations that may face high-level thieves. For example, pick pockets could be used to cheat at cards. Read languages might be used to forge documents or artwork.

Escape Bonds: This ability allows the thief to escape all manner of non-magical captivity, from ropes to chains to prison cells to locked chests. The thief, through study and experience, becomes familiar with the principles behind such attempts and can apply them in escaping.

Inverted Climb: This ability allows the thief to climb overhangs and cling to ceilings in much the same way that lower-level thieves can climb walls.

Mimicry: This ability allows the thief to mimic any sound, from animal calls to spell effects, that he has ever heard. The GM may allow imitation of sound effects as well as simple voice mimicry, but may apply certain penalties to such attempts.

Disguise: This ability allows the thief to adopt another personality or appearance, including appearing as a different gender or different class (but not as a different race). The

ability does not include any speech abilities, or any special class abilities (such as spellcasting or fighter attack rolls).

Thieves' Abilities

Level	Pick Pockets*	Escape Bonds	Inverted Climb	Mimicry*	Disguise*
15	135	40	25	20	15
16	145	45	30	25	20
17	155	50	35	30	25
18	160	55	40	35	30
19	165	60	45	40	35
20	170	65	50	45	40
21	175	70	55	50	45
22	180	75	60	55	50
23	185	80	65	60	55
24	190	85	70	65	60
25	195	90	75	70	65
26	200	95	80	75	70
27	205	96	85	80	75
28	210	97	90	85	80
29	215	98	95	90	85
30	220	99	96	95	90
31	225	99	97	96	95
32	230	99	98	97	96
33	235	99	99	98	97
34	240	99	99	99	98
35	245	99	99	99	99
36	250	99	99	99	99

*Chance of success reduced 5% by every level of target beyond 5th. There is always a 1% chance of failure.

ARMOR AND WEAPONS

To provide GMs with additional options in fleshing out the campaign world, the following section provides information and descriptions of weapons in addition to those mentioned in the default rules. Players may also welcome additional weapon choices for their characters. In addition, the GM may wish to prepare statistics for additional weapons, or to vary the weapon selection for certain characters. The GM should be very careful to preserve game balance. For example, if clerics are allowed to use edged weapons, they should not be allowed any weapon doing more than 1-6 points of damage.

ARMOR TABLE

Armor Type	Armor Class	Cost	Enc. (lbs.)
Shield, Wood	-1 to base	5	5
Shield, Metal	-1 to base	10	10
No Armor	9	0	0
Padded	8	5	10
Leather	7	20	15
Studded Leather	6	35	20
Ring/Scale Mail	6	75	30
Chain Mail	5	200	40
Splint Mail	4	400	45
Plate Mail	3	800	50

Notes on Armor: Clerics, Fighters, Dwarves, Elves, Gnomes, and Halflings may use any of the armor types listed above. Other classes may be limited in the types of armor that they may wear, and magic-users and illusionists cannot wear armor at all. In general, non-magical armor is made for a specific race, and characters of one race cannot wear armor made for another race. Magical armor generally expands or contracts to fit the wearer.

The following descriptions are merely for the use of the GM and player in visualizing the game; they are not intended as any kind of historical treatise on armor.

Chain Mail: This armor consists of a heavy set of interlocked steel chain links (some or all of coat, greaves, coif) worn over soft leather armor.

Leather: This armor is fashioned from boiled, heavy leather, just supple enough to allow movement.

Padded: This armor is just quilting fashioned from durable heavy fabric. It is worn under chain or plate mail, or during weapons training when wooden swords are used. Peasants or other poor folk often make this sort of armor to obtain some minimal protection.

Plate Mail: This armor consists of steel breast and backplates and greaves and leg plates, all held together with leather strapping and worn over a suit of very fine chain mail that protects vulnerable points.

Ring/Scale Mail: This armor consists of leather armor completely covered with overlapping rings of armor sewn to the leather. Its protective value is the same as "scale mail", in which scales of metal are riveted onto the leather, creating an illusion of reptilian scales. Although it does not afford greater protection than studded leather armor, certain individuals (particularly nobles) will only wear metal armors, viewing studded leather as too common.

Shield: This is a shield made of wood planks (wood shields) or one or more metal pieces attached to a leather strap. There is no difference in the protection offered by wood and metal shields, except that each may be more susceptible to a particular type of damage (i.e. a wood shield might warp or burn if exposed to fire; a metal shield might rust).

Splint Mail: Also known as banded mail, this armor consists of a series of metal staves, fastened together like a barrel to form a suit of armor.

Studded Leather: This is a suit of heavy leather armor (q.v.) to which a heavy covering of metal studs or rivets has been added. Although it gives protection equivalent to ring mail or scale mail, it may be preferred in certain circumstances, particularly if worn while on a ship or in places where metal armor might attract undue attention or suffer corrosive damage.

MISSILE WEAPONS RANGE TABLE

Weapon	Range (Short)	Range (Med)	Range (Long)
Axe, Hand	10'	11-20'	21-30'
Bow, Long**	70'	71-140'	141-210**
Bow, Short	50'	51'-100'	101'-150'
Crossbow, Heavy***	80'	81-160'	161-240'
Crossbow, Light	60'	61-120'	121-180'
Dagger	10'	11-20'	21-30'
Dart*	20'	21-30'	31-40'
Holy Water, Oil	10'	11-20'	21-30'
Javelin	30'	31-50'	51-70'
Hammer, Light	10'	11-20'	21-30'
Sling	40'	41-80'	81-120'
Spear	20'	21-40'	41-60'

*Darts: Two darts may be thrown per round.

**Long Bows have a special range, Outdoor Long. It applies to shots made from 211'-450' distant, but can only be used outdoors or where there is no effective ceiling (so that shots can be arched to their target). Shots made at targets in this range are at -2 to hit.

***Heavy Crossbows can only be fired every other round, as they must be manually cranked back into shooting position.

WEAPONS

Weapon	Damage	Cost	Size	Weight
Axe, Battle	1d8	7	M	6
Axe, Hand	1d6	4	S	3
Axe, Great* (Bardiche)	1d10	10	L	10
Bow, Long*	1d6	50	L	3
Bow, Short*	1d6	25	S	2
Club-b	1d6	0	S	3
Club, great-b*	1d8	0	M	7
Crossbow, Heavy*	1d8	50	M	8
Crossbow, Light*	1d6	30	S	4
Cutlass	1d8	15	M	5
Dagger	1d4	3	S	1
Dagger, Silver	1d4	30	S	1
Dart (3)	1d3	1	S	1/2
Flail-b	1d6	6	M	3
Flail, Heavy-b*	1d8	8	L	10
Hammer, Light-b	1d4	4	S	2
Hammer, Great* (Maul)-b	1d8	10	L	10
Hammer, War-b	1d6	5	M	5
Javelin	1d6	1	M	2
Lance*	1d6	7	L	10
Mace-b	1d6	5	M	3
Mace, heavy-b*	1d8	8	L	8
Morning Star	1d8	8	L	5
Pick, Heavy	1d6	8	M	6
Pick, Light	1d4	5	S	3
Pole Arm*	1d10	10	L	15
Scimitar	1d8	15	M	5
Sling-b	1d4	2	S	2
Spear	1d6	3	M	3
Staff	1d6	0	M	4
Sword, Bastard	2d4	15	L	10
Sword, Broad	2d4	15	M	5
Sword, Long (normal)	1d8	10	M	6
Sword, Short	1d6	7	S	2
Sword, Two-Handed*	1d10	20	L	15
Trident	1d6	5	M	4

*= weapon must be used two-handed

b= blunt weapon (usable by clerics)

Axe, Battle: This is a large, heavy-bladed axe that can be wielded in one hand by creatures or characters of average strength. Dwarves often wield battle axes.

Axe, Hand: This small axe is useful both for combat and as a tool to chop down small trees. It can be thrown as a missile weapon as well.

Axe, Great (Bardiche): This huge, double-bladed axe can only be wielded with two hands because of its great size (5') and weight.

Bow: This is a curved bow of wood or other material with a taut string used to propel arrows. Long bows are 5' tall and can only be used by creatures that are man-sized or greater. Short bows are very common among rural folk; long bows are often restricted to certain social classes.

Club: The most common weapon in any world, the statistics for the club can be used for many improvised weapons such as belaying pins, bows (used as clubs), and so on.

Club, Great: This is merely a huge club that must be wielded with two hands by human-sized creatures.

Crossbow: The crossbow is a mechanized bow, powered by a crank and gears that fires quarrels (short, stout arrows) over long distances without need to arc fire as with bows. This makes them effective underground, and dwarves and gnomes prefer them for that reason. The Heavy Crossbow is a larger, more powerful version of the (light) normal crossbow. It can only be fired once per two rounds.

Cutlass: The cutlass is a type of sword, often wielded by marines or pirates, who prefer them because they can be used as machetes or hatchets if necessary. Its curved blade is heavier than that of a normal sword.

Dagger: The dagger is a long, stout knife, useful for many mundane applications as well as a melee or missile weapon (if thrown).

Dart: These lethal weapons are made of stout metal, and trained throwers can toss two in a single combat round.

Flail: This is a short wood staff or iron rod with several chains set in the head, each with a small smooth or spiked iron ball attached. The heavy flail is a larger (5' handle) version of the flail that must be wielded with two hands. Gnolls often wield heavy flails (although they can do so with one hand because of their great strength).

Hammer, Light: Also known as a throwing hammer, this is a small sledgehammer that can inflict some damage if used as a melee weapon.

Hammer, Great: Also known as a maul, this is a huge double-ended hammer head mounted on a wooden shaft at least 4' long.

Hammer, War: This is a heavy sledgehammer with a 3' long shaft. Dwarves often wield war hammers.

Javelin: This is a spear (q.v.) specially adapted for throwing, with a slighter staff and better overall balance. Barbaric races often use javelins as primary missile weapons, particularly in jungle climates where bowstrings tend to degrade rapidly.

Lance: The lance is essentially a heavy spear specially adapted to be used from a charging mount (usually a horse). It can also be used as a clumsy spear if dismounted (in which case it is treated as a two-handed weapon).

Mace: This is a 3' wood shaft or iron rod topped with a blunt metal head (often in some sort of stylistic design). Many orders of clerics are required to use maces as their primary weapon.

Mace, Great: This is an oversized mace that must be wielded with two hands.

Morning Star: The morning star is similar to a very large mace, except that the head has many iron spikes added to it. It inflicts gory wounds featuring bruising and piercing, and is favored by those who wish to inflict suffering as well as damage.

Pick: Also used as a digging tool, the military pick is a heavier version adapted for use as a weapon. The light pick is particularly favored by gnomes. The Heavy version is just that, often used against knights clad in platemail as it can pierce vulnerable areas easily.

Pole Arm: This is a catch-all category for a vast family of weapons typically wielded by mercenary soldiers or peasants. They feature a long (5-6') shaft topped with some kind of heavy blade. They cannot be used in close quarters or small chambers because a great deal of space is required for the backswing.

Scimitar: This sword is very similar to a cutlass (q.v.), but the curvature of the blade is more pronounced.

Sling: This weapon is merely a leather thong with a small pocket used to hold a stone or metal "bullet". The thong is whirled rapidly, and when one side is loosed the bullet is thrown great distances. It does not rely on a bowstring and is therefore more reliable in bad weather or on long journeys. Halflings often wield slings.

Spear: This weapon is common among all races and cultures, because it is simply a long (4-5') wooden shaft with a pointed head (like a large arrowhead) made of stone, bone, iron, steel, hard gems, or any of a thousand other materials. They can be thrown effectively, but at shorter distances than javelins (q.v.).

Staff: Another common weapon among rural folk, the staff is a 5-6'-long wooden shaft. It may be a specially-carved or embellished item, or merely a small sapling stripped of its branches.

Sword, Bastard: Also called a hand-and-a-half sword, this sword can be wielded with one hand (doing damage as a long sword) or two.

Sword, Broad: This weapon is similar to a short sword, but much heavier (and "broader").

Sword, Long (normal): This sword is longer than a short sword, but not as big as a bastard sword, nor as heavy as a cutlass. It features a slim, but sturdy blade approximately 3' long.

Sword, Short: This is a small (2') blade, often wielded by halflings and goblins and larger creatures that wish to conceal a sword on their person.

Sword, Two-handed: This is a very long (5') and heavy sword. It can only be wielded with two hands, and only by large and strong creatures or characters.

Trident: This weapon is a 3-4' shaft topped with a three-tined fork. It is often used underwater, and is preferred by lizard men.

OVERLAND MOVEMENT

The GM is encouraged to develop customized movement rates for the campaign setting, but the following table can be used in lieu of such custom information. GMs that wish to simplify wilderness movement even further, or to calculate monster overland movement rates, can simply divide the creature's movement rate by 5, the result indicating the number of miles that can be travelled per day. So a creature with a movement rate of 120' can move 24 miles in the wilderness per day. The GM should adjust this total further to account for rough terrain or difficult conditions; the adjustment factors below can be used as a guideline if this is the case.

OVERLAND MOVEMENT RATES

Afoot- light or no burden:	25 miles per day
Afoot- medium burden:	15 miles per day
Afoot- heavy burden:	5 miles per day
Donkey:	15 miles per day
Horse, Draft:	15 miles per day
Ox:	15 miles per day
Camel:	20 miles per day
Horse, War:	25 miles per day
Mule:	25 miles per day
Elephant:	25 miles per day
Horse, Riding:	50 miles per day*
Wagon/Cart:	10 miles per day**

*= This rate can only be used for one day, and only if a fresh horse is used every 8 hours. Each such mount must rest a full day thereafter. Riding a horse at top speed for more than 8 hours will kill it.

**= Carts and wagons can generally only pass through clear terrain, or along roads.

Adjustments:

Road (paved or no mud):	1.5x normal movement
Snow, desert:	3/5 normal movement
Forest, mud, broken lands:	2/5 normal movement
Mountains, swamp, jungle, ice:	1/5 normal movement

The above adjustments (except for mud, snow, and ice) should only be used where no road exists on the desired path of travel.

The GM should be aware that some terrain may be simply impassable for certain creatures or mounts. This may be the case for very large mounts (i.e. an elephant may be unable to use a cliffside trail) or because the terrain itself is impassable or exceedingly difficult (scaling sheer cliffs is an effective movement rate of 0 miles per day).

EQUIPMENT

Every player character is assumed to begin play with one of the following outfits of normal clothes: artisan's outfit, entertainer's outfit, explorer's outfit, mendicant's outfit, peasant's outfit, or scholar's outfit. The GM will assume the character is wearing the most appropriate clothing for the character's class, unless the player indicates otherwise when the character is created.

General Items	Cost	Wt (lbs.)
Backpack (empty)	5 gp	2
Barrel (empty)	2 gp	30
Basket (empty)	5 cp	.5 lb.
Bedroll	1 bp	5 lb.
Bell	1 gp	—
Blanket, winter	5 sp	3
Block and tackle	5 gp	5
Bucket (empty)	3 sp	2
Caltrops	1 gp	2
Candle	1 cp	—
Canvas (sq. yd.)	5 sp	1
Case, map or scroll (leather)	1 gp	.5
Chain (10 ft.)	2 gp	2
Chalk, 1 piece	1 cp	—
Chest (3'x1')	5 gp	25
Crowbar	2 gp	5
Fishhook	1 sp	—
Fishing net, 25 sq. ft.	5 gp	5
Flask (empty)	5 cp	1.5
Flint and steel (tinder box)	3 gp	—
Grappling hook	5 gp	4
Hammer (small)	5 sp	2
Holy Symbol, wood	1 gp	.5
Holy Symbol, silver	15 gp	.5
Hourglass	25 sp	1
Ink and quill-pen	2 sp	—
Iron spikes (dozen)	1 sp	1
Jug, clay	3 cp	9
Ladder, 10-foot	6 gp	20
Lamp, common	2 gp	1
Lantern, bullseye	10 gp	3
Lantern, hooded	5 gp	2
Lock	10 gp	1
Manacles	15 gp	2
Mirror, small steel	5 gp	.5
Paper (sheet)	5 sp	—
Parchment (sheet)	2 sp	—
Pick, miner's	3 gp	3
Pitcher, clay	2 cp	5
Piton	1 gp	1/2
Pole, 10-foot	-	8
Pot, iron	1 sp	5
Pouch, belt (empty)	1 gp	.5
Ram, portable	10 gp	20
Rations, trail (per week)	5 gp	1
Rations, preserved (per week)	15 gp	.5
Rope, hemp (50 ft.)	1 gp	10
Rope, silk (50 ft.)*	10 gp	5
Sack, large (cloth)	2 sp	.5
Sack, small (cloth)	1 sp	.5
Sealing wax	5 sp	1

Sewing needle	2 sp	—
Signal whistle	1 sp	—
Signet ring	5 gp	—
Sledge	1 gp	10
Shovel	5 sp	.5
Stakes, wood, with mallet	5 sp	1
Tent	5 gp	20
Torch (6)	1 gp	1
Twine, cotton, 100'	1 sp	.5
Vial, glass	1 gp	.1
Waterskin/Wineskin	1 gp	4
Whetstone	2 sp	.5

Special Substances

Item	Cost	Weight
Acid (flask)	20 gp	1
Everburning torch	50 gp	1
Garlic, bulb	5 sp	.5
Holy water (flask)	25 gp	1
Oil (1-pint flask)	2 gp	1

Special Tools and Skill Kits

Item	Cost	Weight
Alchemist's lab	500 gp	100
Artisan's tools	5 gp	5
Disguise kit	50 gp	8
Musical instrument, common	5 gp	3
Musical instrument, rare/precious	50 gp	3
Scale, merchant	15 gp	1
Spellbook (blank)	500 gp	5
Thieves' tools	30 gp	1

Clothing

Item	Cost	Weight
Artisan's outfit	2 gp	4
Cleric's vestments	5 gp	6
Cold weather outfit	8 gp	7
Entertainer's outfit	15 gp	4
Explorer's outfit	3 gp	8
Mendicant's outfit	1 sp	2
Noble's outfit	10 gp	10
Peasant's outfit	5 sp	2
Royal outfit	500 gp	15
Scholar's outfit	1 sp	6

Food, Drink, and Lodging

Item	Cost	Weight
Ale, pint	5 sp	1
Ale, pitcher (gallon)	1 gp	1
Banquet (per person)	10 gp	—
Bread (loaf)	2 cp	.5
Cheese, small wheel	5 sp	.5
Inn, good (one night)	5 gp	—
Inn, common (one night)	1 gp	—
Inn, poor (one night)	5 sp	—
Poor	5 bp	—
Meal, good	5 gp	—
Meal, common	1 gp	—
Meal, poor	1 sp	—
Meat, haunch	3 gp	.5
Wine, local/common (pitcher)	1 gp	1.5
Wine, fine/exotic (pitcher)	5 gp	1.5

Mounts and Related Gear

Item	Cost	Weight
Barding, Leather	75 gp	40
Barding, Chain	150 gp	60
Bit and bridle	2 gp	1
Dog, hunting	15 gp	—
Dog, war (guard)	50 gp	—
Dog, riding	100 gp	—
Donkey	10 gp	—
Horse, draft	40 gp	—
Horse, heavy war	400 gp	—
Horse, light war	200 gp	—
Horse, riding	75 gp	—
Mule	30 gp	—
Pony, riding	20 gp	—
Pony, war	100 gp	—
Saddle, military	25 gp	30
Saddle, pack	5 gp	15
Saddle, riding	10 gp	25
Saddlebags	4 gp	8
Stabling (per week)	1 gp	—

Transport

Item	Cost	Weight
Carriage (stagecoach)	1,000 gp	600
Cart (two-wheeled)	50 gp	200
Sled	20 gp	300
Wagon, "four horse"	500 gp	400
Wagon, "two horse"	250 gp	300

Equipment Descriptions

Caltrops: A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. They are scattered on the ground to slow down or damage pursuing enemies. One 2-pound bag of caltrops covers a 10'-square area. Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. Each must make a saving throw vs. Breath Weapon (at +2 if the creature is wearing hard-soled footwear). If failed, the creature suffers 1d4 points damage. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at slower than normal speed (and not pursued or pursuing) can easily pick its way through a bed of caltrops.

Candle: A candle dimly illuminates a 5-foot radius and burns for 6 turns (1 hour).

Chain: This is a stout 10' length of metal links. It can be readily linked with other segments.

Crowbar: A crowbar is used to pry open or damage doors or other structures. If used in combat, treat a crowbar as a club (1d6 damage).

Flint and steel (tinder box): This box includes flint and steel sufficient to ignite combustible materials in one round.

Grappling Hook: This is a metal hook used to grip walls or other surfaces for scaling.

Hammer: This is a small metal hammer, not suitable for combat but instead a tool used to drive iron spikes, increase leverage on crowbars, or to drive wooden stakes.

Ink: This is black ink. Ink in other colors costs twice as much or more as determined by the GM.

Jug, Clay: This basic ceramic jug is fitted with a stopper and can hold 1 gallon of liquid.

Lamp, Common: A lamp clearly illuminates a 15-foot radius, provides shadowy illumination out to a 30-foot radius, and burns for 24 turns (4 hours) if fueled with a full flask of oil. It can be carried in one hand.

Lantern, Bullseye: A bullseye lantern provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone. It burns for 24 turns (4 hours) if fueled with a full flask of oil. It can be carried in one hand, and usually includes a shutter that can be closed to temporarily dim its illumination.

Lantern, Hooded: A hooded lantern clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It burns for 24 turns (4 hours) if fueled with a full flask of oil. It can be carried in one hand.

Lock: This key-operated padlock can be used to secure doors, chests, gates, and so on that are equipped with hasps or other appropriate hardware. At the GM's option more advanced or complicated locks may be available at greater cost that may be more difficult for thieves to open.

Manacles: Manacles can bind man-sized creatures. Manacles for binding larger or smaller creatures, or special monsters, may be available as determined by the GM at an increased cost. Most manacles have locks; additional locks may also be added.

Oil: A flask of oil holds one pint and typically fuels a lantern for 24 turns (4 hours). The flask can also be ignited and thrown as a missile weapon. Lighting the flask takes one round (assuming it has already been extracted from a backpack along with tinder box). It can also be poured on the ground to cover a smooth non-porous area 5 feet in diameter. If lit, the oil burns for 1 turn, although the flame only causes damage for 2 rounds.

Ram, Portable: This iron-shod wooden beam gives a +1 bonus on attempts to break doors open.

Rope, Hemp: This rope is made from plant-based fibers and has ordinary strength. It is fairly heavy, particularly when wet.

Rope, Silk: This rope is made from silk and is very light, even when wet, and is much easier to carry as it can be rolled very tightly.

Torch: A torch is a branch of wood similar in size to a club with a tip that has been treated with oil or wrapped in some treated cloth. When ignited it burns for 6 turns (1 hour), clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius. If a torch is used in combat, a successful hit may cause the torch to go out (1-3 on d6).

Vial: A vial is a stoppered glass container, usually no more than 1 inch wide and 3 inches high, containing about an ounce of liquid.

SPECIAL SUBSTANCES AND ITEMS

Acid: Flasks of acid can be thrown as weapons as are flasks of flaming oil. They inflict 1d6 points of damage on creatures struck.

Everburning Torch: This otherwise normal torch has a **continual light** spell cast upon it. It clearly illuminates all in a 30' radius.

Holy Water: Holy water is water that has been enchanted or blessed by certain temples as determined by the GM. It damages undead creatures and evil outsiders almost as if it were acid. A flask of holy water can be thrown as a splash weapon or poured on a person or creature. Unholy water, if available in the campaign, is water that has been profaned or cursed by chaotic clerics or temples and might have negative effects as determined by the GM.

TOOLS AND SKILL KITS

Alchemist's Lab: The alchemist's lab contains various and sundry tools for making alchemical items. Without this lab, alchemists (or magic-users) cannot attempt to make potions. Special components for potions are not included, except as determined by the GM.

Artisan's Tools: These special tools include the items needed to pursue simple crafts. The GM will determine what exactly is included, but common sets might be available for tailors, cobblers, netmakers, and so on. The GM will likely rule that these trades cannot be pursued without appropriate tools.

Disguise Kit: This kit contains various dyes and paints and wig materials enabling the user to create a rudimentary facial disguise.

Holy Symbol, Silver or Wooden: A holy symbol focuses positive energy. A cleric uses it as a tool for turning undead. Each religion has its own holy symbol. An **unholy symbol** is like a holy symbol except that it focuses negative energy and is used by Chaotic clerics.

Musical Instrument, Common or Precious: This includes any portable musical instrument (lyre, lute, recorder, etc.). Precious instruments may be exotic instruments from far-off cultures or specially crafted from costly, unusual, or luxurious materials.

Scale, Merchant's: This balance and associated weights is used to value items by weight, including anything made of precious metals.

Spellbook, Blank: A new or replacement magic-user's or illusionist's spellbook has 100 pages of parchment, and each spell takes up one page per spell level.

Thieves' Tools: This kit contains small picks, hooks, and various other items thieves use to open locks.

CLOTHING

Artisan's Outfit: This outfit includes a shirt, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.

Cleric's Vestments: These ecclesiastical clothes are for performing formal, official priestly functions, not for adventuring.

Cold Weather Outfit: A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. Characters in cold regions without this gear may suffer environmental damage as determined by the GM.

Entertainer's Outfit: This set of flashy, perhaps even gaudy, clothes is for performing or entertaining. While the outfit looks whimsical, its practical design lets the wearer tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

Explorer's Outfit: This includes sturdy boots, leather breeches, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak.

Mendicant's Outfit: This simple outfit includes sandals, loose breeches, and a loose shirt, all bound together with sashes. The outfit is typically worn by ascetic clerics or others who have taken vows of poverty. The sashes are strong enough to serve as short ropes.

Noble's Outfit: This set of clothes is designed to make ostentatious display of luxury. Precious metals and gems may be worked into the clothing or included as buttons or decorative items. The price does not include typical accessories such as a signet ring or other jewelry.

Peasant's Outfit: This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

Royal Outfit: This raiment is ostentatious, with gems, gold, silk, and fur in abundance, literally "fit for a king".

Scholar's Outfit: Perfect for a scholar or magic-user, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

FOOD, DRINK, AND LODGING

Inns: Poor accommodations at an inn amount to a place on the floor near the hearth and a tattered blanket. Common accommodations consist of a place on a raised bed in a heated, shared room and use of a blanket and a pillow. Good accommodations consist of a small, private room with one large bed or two small beds, some amenities, and a covered chamber pot in the corner.

Meals: Poor meals might be composed of hard bread, baked or boiled roots like potatoes or turnips or watery gruel or soup, and small beer. Common meals might consist of bread, cheese or butter, stew, and watered-down ale or wine. Good meals might be composed of several courses, including one or more meats or fish, sweet and savory breads, one or more soups or vegetables, and ale or wine. A Banquet is fit for nobility and contains all of the foregoing, usually including one or more exotic delicacies and elaborate dessert courses.

MOUNTS AND RELATED GEAR

Barding: Barding is a type of armor that covers a horse or other mount's head, neck, chest, and body. Barding can be made of leather or chain (analogous to the armor types available for characters). Barding slows a mount that wears it, as determined by the GM (perhaps 25% for leather barding and 50% for chain barding), with commensurate reductions in carrying capacity.

Dog, Riding: This dog is specially trained to carry a small humanoid rider (goblin, halfling, kobold). It is as brave in combat as a trained warhorse. Riders take no damage when falling from a riding dog.

Donkey or Mule: Donkeys and mules are steady in the face of danger, hardy, surefooted, and capable of carrying heavy loads over vast distances. Unlike horses, donkeys and mules are willing (though not eager) to enter dungeons and other strange or threatening places.

Feed: Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them is much better. Riding dogs must be fed at least some meat.

Horse: A horse is suitable as a mount for a human, elf, or half-orc.

Pony: A pony is smaller than a horse and is a suitable mount for a dwarf, gnome or halfling.

Saddle, Military: A military saddle braces the rider, allowing for mounted combat (such as use of a lance).

Saddle, Pack: A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.

Saddle, Riding: The standard riding saddle supports a rider, but cannot be used for mounted combat.

TRANSPORT

Carriage: This four-wheeled vehicle can transport as many as four people within an enclosed cab, and two drivers without. Two horses usually draw it. A carriage comes with the harness needed to pull it.

Cart: This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

Sled: This is a wagon on runners for moving through snow and over ice. Two horses (or other beasts of burden) usually draw it. A sled comes with the harness needed to pull it.

Wagon (two horse): This is a four-wheeled, open vehicle for transporting heavy loads. It comes with the harness needed to pull it, and often has a canvas or cloth canopy that can cover the load area.

Wagon (four horse): This is a four-wheeled vehicle for transporting heavy loads. It is similar to the smaller, open "two horse" wagon, but it is fully covered with a wood or other cabin or enclosure. Some are fitted out as lodging, others for special cargoes, and so on. It comes with the harness needed to pull it.

EQUIPMENT PACKS

In certain circumstances, GMs (or players) may want to avoid the time (real and game) necessary to equip a character beyond armor and weaponry. In these circumstances, the GM can direct the players to select one of these packages, or create variations appropriate to certain classes or particular adventuring locales.

Equipment Pack I (40 gp)	Equipment Pack II (30 gp)
Backpack	Backpack
Large Sack	2 Large Sacks
Lantern	6 Torches
2 Oil Flasks	3 Oil Flasks
Tinderbox	Tinderbox
Waterskin	Waterskin
Normal Rations	Normal Rations
Bedroll and Blanket	Bedroll and Blanket
Mirror (small, handheld)	10' pole or 50' rope

Equipment Pack III (30 gp)	Equipment Pack IV (50 gp)
Backpack	Backpack
4 Small Sacks	4 Small Sacks
Holy Symbol (Wooden)	Thieves' Picks or Holy Symbol (Silver)
12 Iron Spikes	12 Iron Spikes
Small Hammer	Small Hammer
Waterskin	Waterskin
Normal Rations	Normal Rations
Bedroll and Blanket	Bedroll and Blanket
6 cloves of garlic, or 1 wolvesbane	3 Wooden Stakes

PART 3 MAGIC

CLERIC SPELLS

First Level	
1.	Cure Light Wounds*
2.	Detect Evil
3.	Detect Magic
4.	Light*
5.	Protection From Evil*
6.	Purify Food and Drink
7.	Remove Fear*
8.	Resist Cold

Second Level	
1.	Bless*
2.	Find Traps
3.	Hold Person*
4.	Know Alignment*
5.	Resist Fire
6.	Silence 15' Radius
7.	Snake Charm
8.	Speak with Animals

Third Level	
1.	Animate Dead
2.	Continual Light*
3.	Cure Disease*
4.	Dispel Magic
5.	Locate Object
6.	Remove Curse*
7.	Speak With Dead
8.	Striking

Fourth Level	
1.	Create Food/Create Water*
2.	Cure Serious Wounds*
3.	Detect Lie*
4.	Lower Water
5.	Neutralize Poison*
6.	Protection From Evil 10' Radius
7.	Speak With Plants
8.	Sticks to Snakes*

Fifth Level	
1.	Commune
2.	Cure Critical Wounds*
3.	Dispel Evil
4.	Flame Strike
5.	Insect Plague
6.	Quest*
7.	Raise Dead
8.	True Seeing

Sixth Level	
1.	Animate Objects
2.	Blade Barrier
3.	Find the Path
4.	Heal*
5.	Part Water
6.	Speak With Monsters
7.	Stone Tell
8.	Word of Recall

Seventh Level	
1.	Control Weather
2.	Earthquake
3.	Holy Word
4.	Regenerate*
5.	Restoration*
6.	Resurrection*
7.	Symbol
8.	Wind Walk

CLERIC SPELL DESCRIPTIONS

Third Level Cleric Spells

Animate Dead

Range: 60'

Duration: Permanent

This spell conforms to the fifth level magic-user spell of the same name (q.v.).

Dispel Magic

Range: 120'

Duration: Permanent

This spell conforms to the third level magic-user spell of the same name (q.v.).

Speak With Dead

Range: 10'

Duration: 1 Round/level

This spell allows the caster to ask up to three questions of a corpse within the spell's range. Clerics of 7th level or less can speak with a corpse that has been dead for 1-4 days. Clerics of 8th-14th level can speak with a corpse that has been dead for 1-4 months. Clerics of greater than 14th level can speak with any corpse. 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). Answers are often brief, cryptic, or repetitive, particularly if the creature's alignment while alive differed from that of the caster. The spell only functions once per week as to any particular corpse. A damaged corpse may be able to give partial answers or partially correct answers, as determined by the GM. This spell does not affect a corpse that has been turned into an undead creature (until the undead creature is destroyed).

Fourth Level Cleric Spells

Create Food/Create Water*

Range: 0'

Duration: Permanent

This spell allows the caster to create EITHER food or water (i.e. the spell must be cast twice to create both food and water). In either case, the caster can supply 12 men and mounts, plus an additional 12 men and mounts per level of the caster above 9th. For example, a 10th level cleric casting this spell could supply 24 men and mounts with EITHER water OR food sufficient to sustain them for one day, or could cast the spell twice, creating food once and water the next. The GM may adjust amounts to particular mounts or conditions as necessary: camels may take more water, or all may take less if in cool weather, and so on. Water created is pure and clean-tasting; food created is dense, relatively tasteless, and highly nutritious (such that a small amount satisfies a person or mount, much less than non-magical food). The reverse of the spell, **Destroy Food/Destroy Water**, can be used to disintegrate water (about 100 gallons if cast by a 9th level cleric) or food stores. Destroying food to starve people is usually a chaotic act.

Detect Lie*

Range: 30'

Duration: One round per level

This spell allows the caster to discern whether words spoken within the area of effect are lies. The reversed form, **undetectable lie**, negates the effects of a **detect lie** spell or prevents listeners from determining the truth of statements in the area of effect.

Lower Water

Range: 240'

Duration: 10 turns

This spell allows the caster to reduce the depth of 10,000 square feet of water by 50% for the duration of the spell.

Fifth Level Cleric Spells

Cure Critical Wounds*

Range: 0'

Duration: Permanent

This spell operates as the fourth level spell **cure serious wounds** (q.v.), but it cures 4d6+4 (4-28) hit points damage (up to the target's normal maximum). The reverse (**cause critical wounds**) causes 4d8+4 hit points of damage to a being touched by the caster.

Flame Strike

Range: 60'

Duration: Instantaneous

This spell causes a 10' wide, 30' diameter gout of fire to erupt from the heavens (or up from the nether world) on any point within the spell range. It causes 6d8 hit points of fire

damage, although targets that save vs. Spell only take 3d8 hit points damage.

True Seeing

Range: 0'

Duration: 1 round per caster level

This spell allows the caster (or another target) 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 creatures or objects. Further, the subject can focus its vision to see into other planes (but not into extradimensional spaces). **False seeing**, the reversed spell, makes objects, characters, and monsters appear in every aspect as they are not: ugly things seem beautiful and vice versa; rich appointments seem shabby, and so forth.

Sixth Level Cleric Spells

Animate Objects

Range: 30'

Duration: 1 round per caster level

This spell empowers the caster to make inanimate objects (with volume up to 1 cubic foot per caster level) within the spell range move and act almost as if brought to life. These objects then attack as desired by the caster. Any non-magical object can be animated, but not objects carried or worn by a creature. Animated objects can move in a manner logical to their shape, whether this is a slithering rope, a walking chair, or a rolling vial. 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 an armoire, might only move at 10'. Objects attack as if actually wielded by the caster (i.e. the same "to hit" number). Damage caused by attacks must be reasonably determined by the GM depending on the object animated (and the number animated). The animated objects may themselves be attacked, and the GM must determine the armor class and hit points of the animated objects as well.

Blade Barrier

Range: 30'

Duration: 3 rounds per caster level

This spell creates a magical barrier (up to 20' x 20' x 20') of whirling blades (swords, daggers, etc. as desired by the caster). Creatures attempting to cross the barrier will suffer 8d8 hit points damage. If the spell is cast on an area already occupied, targets in the area of effect must save vs. Spell; success indicates the target only takes half damage.

Find the Path*

Range: 0'

Duration: 1 turn per 6 levels of the caster

This spell allows the target to discern the most direct physical route from the target's current destination to another specified destination. The spell will immediately counteract

the effects of a **maze** spell (q.v.). 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 (including opening doors, climbing stairs, and so on). The spell ends when the destination is reached (unless it expires first). The reversed form (**lose the path**) renders the spell's target completely incapable of finding its way if it fails a save vs. Spell.

Heal*

Range: 0'

Duration: Instantaneous

This spell immediately and completely cures the recipient of all ills, including disease, blindness, paralysis, poison, fatigue, spell conditions like **feblemind**, and all hit point damage. The reversed form, **harm**, drains all but one hit point from the target and **causes disease** (as the 3rd-level spell) if the caster makes a successful "to hit" roll and the target fails its saving throw vs. Spell.

Part Water

Range: 120'

Duration: 6 turns

This spell has the same effect as the magic-user spell of the same name (q.v.).

Speak With Monsters

Range: 30'

Duration: 1 round per caster level

This spell allows the caster to speak with any monsters of a single type within the area of effect. Any creature with any sort of intelligence and ability to communicate can understand the caster. The spell does not compel the monsters to speak, nor to be truthful, nor does it enhance the creatures' intelligence in any way.

Stone Tell

Range: 0'

Duration: 1 turn

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, and will respond to inquiries as best they can. A stone's perspective, perception, and knowledge may prevent the stone from providing all desired details. The caster can speak with natural or worked stone, but not magically-created stone (such as that made with a **flesh to stone** spell).

Word of Recall

Range: 0'

Duration: Instantaneous

This spell instantly transports the caster back to the caster's pre-designated sanctuary (usually one which has been specially consecrated by the cleric or another cleric). The caster can transport himself and an additional 25 pounds (of living and/or inanimate matter) per level of experience.

Seventh Level Cleric Spells

Control Weather

Range: 0'

Duration: concentration

This spell functions as the magic-user spell of the same name.

Earthquake

Range: 120'

Duration: 3 rounds

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

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 7d6 points of damage to any creature caught therein. An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris (or cause sinkholes above).

Cliffs: Cliffs may 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 within the area (or adjacent to the area, if they fail a saving throw vs. Spell) 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 (or adjacent to the area, if they fail to save vs. Spell) will be sucked into the mud and killed.

Holy Word*

Range: 0'

Duration: Instantaneous

Upon speaking the word, opposing creatures not of the caster's alignment (cf. **protection from evil**) within a 30' radius area of effect suffer the following, depending on their hit dice:

Less than 4: killed
 4-7+: paralyzed 1d4 turns
 8-11+: Stunned 2d4 rounds, -4 to hit, movement reduced 50%
 12+: Deafened 1d4 rounds, -2 to hit, movement -25% (3 in 6 chance that the spell is ineffective).

Regenerate*

Range: 0'
 Duration: Permanent

This spell causes the target to re-grow lost body parts, such as arms, hands, etc. in 1d4 turns. The spell also can re-attach severed limbs in 1 round. The reverse of the spell, **degenerate**, causes a touched body part to wither and shrivel immediately, and to fall off within 1d4 turns.

Restoration*

Range: 0'
 Duration: Permanent

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. The reversed form, **drain energy** drains one level away from a target touched by the caster.

Resurrection*

Range: 0'
 Duration: Permanent

This spell functions as does **raise dead**, but recipients are immediately restored to full hit points and health (cf. **heal**). The condition of the remains is not a factor- if some small portion of the target body still exists, it can be resurrected. The creature can have been dead no longer than 10 years per level of the caster. The reversed form, **destruction**, causes the victim to die immediately and fall to dust. When either form of the spell is cast, the caster is completely weakened for 1 day per level of the character raised or destroyed, and may do nothing but rest in bed. For this duration the caster cannot fight, cast, or prepare to cast spells.

Symbol

Range: 0'
 Duration: 1 turn per level

This spell allows the caster to scribe a powerful, glowing, magic rune of power upon any surface or in the air. There are three different symbols available to clerics. The particular symbol desired must be chosen when the spell is cast. Targets may avoid these effects with a successful save vs. Spell.

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

Symbol of Persuasion: Creatures become friendly to the caster and behave as if the same alignment for 1d20 turns.

Symbol of Hopelessness: Creatures surrender or give up any struggle for 3d4 turns.

Wind Walk

Range: 0'
 Duration: 6 turns per caster level

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 up to two other creatures with him, 1 per 8 levels of experience. A wind walker can fly at a speed of 60' per level, per turn, to a maximum of 600' per turn. Wind walkers are not invisible but rather appear misty and translucent, appearing to most onlookers as fast-moving clouds or fog or mist (if near to the ground).

MAGIC-USER AND ELF SPELLS

First Level	
1.	Charm Person
2.	Detect Magic
3.	Feather Fall
4.	Floating Disc
5.	Hold Portal
6.	Light*
7.	Magic Missile
8.	Protection From Evil
9.	Read Languages*
10.	Read Magic
11.	Shield
12.	Sleep
13.	Spider Climb
14.	Ventriloquism
Second Level	
1.	Continual Light*
2.	Detect Evil*
3.	Detect Invisible
4.	ESP
5.	Invisibility
6.	Knock
7.	Levitate
8.	Locate Object
9.	Magic Mouth
10.	Mirror Image
11.	Phantasmal Force
12.	Stinking Cloud
13.	Web
14.	Arcane Lock

Third Level	
1.	Clairvoyance
2.	Dispel Magic
3.	Fire Ball
4.	Fly
5.	Gust of Wind
6.	Haste*
7.	Hold Person
8.	Infravision
9.	Invisibility 10' Radius
10.	Lightning Bolt
11.	Protection from Evil 10' Radius
12.	Protection From Normal Missiles
13.	Tongues
14.	Water Breathing

Fourth Level	
1.	Charm Monster
2.	Clairaudience
3.	Confusion
4.	Dimension Door
5.	Plant Growth
6.	Hallucinatory Terrain
7.	Ice Storm*
8.	Lesser Globe of Invulnerability
9.	Massmorph
10.	Polymorph Other
11.	Polymorph Self
12.	Remove Curse*
13.	Wall of Fire/Wall of Ice
14.	Arcane Eye

Fifth Level	
1.	Animate Dead
2.	Cloudkill
3.	Cone of Cold*
4.	Conjure Elemental
5.	Contact Other Plane
6.	Feeblemind
7.	Hold Monster
8.	Magic Jar
9.	Passwall
10.	Telekinesis
11.	Teleport
12.	Transmute Rock to Mud*
13.	Wall of Stone
14.	Wall of Iron

Sixth Level	
1.	Anti-Magic Shell
2.	Control Weather
3.	Death Spell
4.	Disintegrate
5.	Geas*
6.	Invisible Stalker
7.	Legend Lore
8.	Lower Water
9.	Move Earth
10.	Part Water
11.	Project Image
12.	Reincarnation
13.	Stone to Flesh*
14.	Wall of Force

Seventh Level	
1.	Command Plants
2.	Delayed Blast Fire Ball
3.	Dual Dimension
4.	Globe of Invulnerability
5.	Grasping Hand
6.	Instant Summons
7.	Limited Wish
8.	Mage's Sword
9.	Mass Invisibility
10.	Phase Door
11.	Power Word Stun
12.	Reverse Gravity
13.	Simulacrum
14.	Statue

Eighth Level	
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.	Symbol
14.	Trap the Soul

Ninth Level	
1.	Contingency
2.	Crushing Hand
3.	Energy Drain
4.	Gate/Dismissal
5.	Imprisonment
6.	Meteor Swarm
7.	Power Word Kill
8.	Prismatic Sphere
9.	Shape Change
10.	Temporal Stasis
11.	Time Stop
12.	Wish

MAGIC-USER AND ELF SPELL DESCRIPTIONS

First Level Magic-User/Elf Spells

Feather Fall

Range: 10'/level

Duration: 1 round/level

This spell causes the affected creatures or objects to fall slowly. Feather fall causes the target to fall at the rate of a feather or sheaf of paper, at a rate of about 60 feet per round (equivalent to the end of a fall from a few feet). The subjects take no damage upon landing. The spell affects up to 200 lbs. of creature and equipment, plus 200 additional lbs. of creature and/or equipment per level of the caster. The spell may be cast while falling, if the fall takes longer than one round, or at an object falling straight down if within range of the spell (and if it falls for more than one round). The spell works only upon free-falling objects (including missile weapons). It does not affect a sword blow or a charging creature. Note that when the spell duration expires, the subject resumes falling at the normal rate.

Spider Climb

Range: 0'

Duration: 3 rounds +1 round/level

This spell empowers the recipient to climb and travel on vertical surfaces or even traverse ceilings as does a spider. The affected creature must have its hands free to climb in this manner, and can climb at the speed of a giant crab spider (40'/round). Unwilling targets may make a saving throw vs. Spell to avoid the effects.

Second Level Magic-User/Elf Spells

Magic Mouth

Range: 100'

Duration: Special

This spell creates an enchanted mouth on an object or creature. The mouth suddenly appears and speaks a message (25 words or less in any language) when a specified event occurs. The mouth appears and moves to appear to be a part of whatever it is cast upon (so if the spell is cast upon a statue, the mouth of the statue appears to speak). Of course, magic mouth can be placed upon a tree, rock, or any other object or creature. Only visual and audible triggers will activate the magic mouth, and they are not infallible (i.e. disguises and illusions such as magical **silence**, **darkness** or **invisibility** can fool it, as determined by the GM). The magic mouth has no special powers of divination, and therefore cannot distinguish alignment, level, Hit Dice, or class except by mundane appearance.

Stinking Cloud

Range: 120'

Duration: 1 round/caster level

This spell creates a 20' cube of thick fog composed of nauseating vapors. Living creatures in the cloud that fail a saving throw vs. Poison become nauseated for as long as they remain in the cloud and for 2-5 rounds after they escape or it dissipates. Any creature remaining in the cloud on a subsequent round (or re-entering it) must make an additional saving throw vs. Poison each round that it remains in the cloud. The spell effects can be subject to a **permanency** spell (q.v.), and a permanent **stinking cloud** dispersed by wind reforms in 1 turn after such dispersal.

Third Level Magic-User/Elf Spells

Gust of Wind

Range: 0'

Duration: 1 round

This spell creates a strong (50 mph) gust of wind that affects all creatures in its path. The gust affects an area 10' wide and 10' long per level of experience of the caster. Creatures smaller than giants are unable to move, and creatures smaller than man-sized are blown backward 10-40' and flying creatures of that size take 1d6 points of damage. back 1d6x10 feet. Missile attacks into the wind are impossible. The gust automatically extinguishes candles, torches, and similar unprotected flames, and causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights. In addition to the effects noted, a gust of wind can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range. **Gust of wind** can be made permanent with a **permanency** spell (q.v.).

Haste*

Range: 240'

Duration: 3 turns

Reversal of this spell (**slow**) causes affected creatures (one per level of the caster within a 60' diameter circle) to move and attack at a drastically slowed rate. A slowed creature can only move at one-half speed, attacking once per two rounds (assuming the creature only normally attacks once per round). **Slow** counters and dispels **haste**. It is cumulative to other slowing effects (i.e. if cast on creatures moving through quicksand, the GM may determine that those creatures are slowed to 1/4 normal movement).

Tongues

Range: 0'

Duration: 1 turn

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject

can speak only one language at a time, although it may be able to understand several languages. The spell does not enable the subject to speak with mute creatures, amplify its voice, or charm or influence other creatures. It can be made permanent with a **permanency** spell (q.v.).

Fourth Level Magic-User/Elf Spells

Clairaudience

Duration: 1 round/ caster level

Range: Special

This spell enables the caster to hear sounds at a remote location. The caster can hear sounds within a 60' radius of any point, any distance away, chosen by the caster. The point chosen must be known, either in the caster's personal knowledge or an obvious or famous location. The spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically silenced, nothing can be heard. The effect can only be blocked with metal sheeting or certain magical protections as determined by the GM.

Ice Storm*

Range: 10'/caster level

Duration: 1 round

This spell causes great magical hailstones to pound down in a 40' diameter area for 1 full round, dealing 3d10 hit points of damage to every creature in the area. For the rest of the round, all land movement within the area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage dealt). The reverse of the spell, **fiery rain**, causes flaming cinders to fall in the area, inflicting 3d10 of fire damage and igniting flammables within the area (which, if ignited, will continue burning even after the cinders have disappeared).

Lesser Globe of Invulnerability

Range: 0'

Duration: 1 round/ caster level

This spell creates an immobile, faintly shimmering magical sphere that excludes all spell effects of 3rd level or lower (including those generated by wands or items). However, any type of spell can be cast through or out of the magical globe. Spells already in effect when cast and those of 4th level and higher are not affected by the globe. The globe can be brought down by a **dispel magic** spell cast on the area. Creatures can leave and return to the globe without penalty. Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled (so, for example, a **fire ball** will still detonate, but will not affect anything within the globe), and the caster can be deceived by illusions outside the globe (but one purporting to attack creatures within the globe would have no effect).

Fifth Level Magic-User/Elf Spells

Cone of Cold*

Range: 5'/caster level

Duration: instantaneous

This spell creates a cone-shaped area of extreme cold, originating at the caster's hand and extending outward. It drains heat, dealing 1d8 points of cold damage per caster level (maximum 15d8). The reversed form, **cone of fire**, is the same except that it instead creates an area of extreme heat.

Wall of Iron

Range: 120'

Duration: permanent

This spell creates a flat, vertical iron barrier. The wall is 1" thick for every four levels of experience of the caster (to a maximum of 2' thick) and covers an area of 15 square feet per level of experience of the caster up to a maximum 500 square feet (10'x50', 20'x25'). The wall cannot be conjured so that it occupies the same space as a creature or another object. The caster can choose to double the wall's area by halving its thickness. The wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed, and requires combined strength scores of 40 or a single creature with greater than 18 strength to push over. Creatures beneath a falling wall can make a saving throw vs. Breath Weapon to avoid being crushed, with those that fail taking 6d6 hit points of damage. The wall cannot be created in thin air- it must be attached to or rest upon some surface. The wall itself is not magical and is subject to rust, perforation, and other natural phenomena. It is impervious to battering except by giants, earth elementals, etc. as determined by the GM.

Sixth Level Magic-User/Elf Spells

Legend Lore

Range: 0'

Duration: permanent

This spell imparts the caster with legends about an important person, place, or thing. If the caster is in the place or holds the item for which information is sought, the spell can be cast in only 1d4 turns. If the caster has detailed information about the subject, the casting time is 1d10 days, and the resulting lore is less complete and specific. If the caster knows only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete. The caster cannot engage in other than routine, low-intensity activities: eating, sleeping, and so forth. When completed, the caster knows legends (if any) about the person, place, or things considered. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. The information is always in the form of lore, stories, songs, poems, etc. However, if the subject is not of legendary importance, no information will be gained. As a

rule of thumb, characters who are 14th level and higher are “legendary,” as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Wall of Force

Range: 0'

Duration: permanent

This spell creates an invisible wall of force. The wall cannot move, is immune to damage of all kinds, and is unaffected by most spells, including **dispel magic**. However, it is immediately dissipated by a **disintegrate** spell, or a **rod of cancellation** or a **sphere of annihilation**. Breath weapons and spells cannot pass through the wall in either direction, although **dimension door**, **teleport**, and similar effects can bypass it. However, gaze attacks can operate through a wall of force. The wall typically is formed into a flat, vertical area up to one 20' square per level of the caster, but can also form spheres, arcs or other shapes of like area. The wall must be continuous and unbroken when formed; if its surface is broken by any object or creature, the spell fails. It can be made permanent with a **permanency** spell.

Seventh Level Magic-User/Elf Spells

Command Plants

Range: 120'

Duration: six months (see below)

This spell allows the caster to control one or more plants or plant creatures in an area 30' square. Affected plants or creatures can understand the caster, and believe the caster to be a friend and ally to be trusted and protected (similar to the magic-user spell **charm person**- q.v.). The affected plants will not attack while the spell is effective, and will not obey commands of self-harming actions. An intelligent commanded plant might be convinced that something very dangerous is worth doing. Non-intelligent plants will do whatever the caster requires (but they gain no new abilities). The caster can affect a number of intelligent plant creatures whose combined level or HD do not exceed twice the caster's level. Non-intelligent plants get no saving throw. Intelligent plants or plant creatures can make saving throws as do creatures affected by **charm person** (q.v.).

Delayed Blast Fireball

Range: 0'

Duration: Special

In most respects, this spell is identical to **fire ball**. However, damage receives a +1 bonus per damage die, and the caster may choose for the spell to detonate 1-5 rounds after the spell is cast, as designated by the caster.

Dual Dimension

Range: 0'

Duration: 3 rounds + 1 round/ caster level

The spell caster causes the caster's depth to disappear, such that the caster only can be measured in terms of two dimensions- height and width. The caster can act normally for the duration of the spell, casting other spells, attacking, moving, and so on. The caster can move through cracks or other openings that can also accommodate his unchanged height and width. The caster can also effectively “disappear” at will by turning sideways. The caster can be detected with **true seeing**, but not with detect invisible (because the caster is not really invisible). Note that flank attacks (q.v.) and area attacks are unaffected, and damage caused by such is tripled while the spell is effective.

Globe of Invulnerability

Range: 0'

Duration: 1 round/ caster level

This spell functions like **lesser globe of invulnerability**, except that it also excludes 4th-level spells and spell-like effects.

Grasping Hand

Range: 10'/ caster level

Duration: 1 round/ caster level

This spell creates a ghostly hand that can act as a barrier between the caster and another being, or can grasp one or more beings to hold them. The 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 less than 1000 pounds. The hand can also be used to push a being weighing less than 2 tons so that its movement is reduced to 10' per round. Creatures weighing less than 8 tons can be pushed so that their movement rate is reduced by half. An opponent can attack a grasping hand, which has an AC of 9 and hp equivalent to the caster's total at the time of casting.

Instant Summons

Range: Infinite

Duration: instantaneous

The caster calls some nonliving item (which the caster has prepared beforehand) from virtually any location directly to his hand. The item must not be more than roughly 3' long nor weigh more than 8 pounds, and must have been inscribed with some sigil or magical phrase by the caster with special ink (available from alchemists at a cost of 5,000 gp). When the spell is cast, the caster summons the item by

speaking a special word, causing the item to appear instantly in the caster's hand. If the item is in the possession of another creature, the spell does not work. The spell functions across planes, assuming that no other creature possesses the item when the spell is cast.

Limited Wish

Range: Special

Duration: Special

A limited wish functions much like a **wish** spell (q.v.), but only produces more limited or circumscribed effects. A **limited wish** can duplicate any spell of 7th level or lower or undo the harmful effects of spells of similar levels (such as **geas** or **quest**). It can also produce other effects of similar power, such as causing a single creature to automatically hit on its next attack or succeed on its next saving throw. 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 as determined by the GM.

Mage's Sword

Range: 30'

Duration: 1 round/ caster level

This spell creates a magical **vorpal sword** (q.v.) that the caster can wield for the duration of the spell. The caster attacks at +4 to hit with the sword, inflicting 5d6 hit points damage against creatures larger than man-sized, 5d4 points damage against all others. The sword can strike any creature normally only damaged by magical weapons and creatures in the ethereal plane (and other planes as determined by the GM). A successful **dispel magic** spell causes the sword to disappear.

Mass Invisibility

Range: 10' per caster level

Duration: Special

This spell functions as an **invisibility** (q.v.) spell, except that creatures within a 30' radius are rendered invisible.

Phase Door

Range: 0'

Duration: Special

This spell creates a magical passage (10' deep and 5' diameter) through wooden, plaster, or stone walls. The 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. The caster may 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**; anyone within the passage when it is dispelled is harmlessly ejected. The caster may make one passage per two levels of experience; for example a 14th level magic-user could make 7 passages, or

could take one other creature along through three **phase doors**.

Power Word Stun

Range: 5'/ caster level

Duration: instantaneous

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 (but not in an area affected by a **silence 15' radius** spell). The duration of the spell depends on the target's current hit point total. Creatures with less than 30 hit points are stunned for 4d4 rounds. Creatures with 31-60 hit points are affected for 2d4 rounds. Creatures with 61-90 hit points are stunned for 1d4 rounds. Creatures with more than 91 hit points are unaffected. There is no saving throw against this spell.

Reverse Gravity

Range: 5'/ caster level

Duration: instantaneous

This spell reverses gravity in an area of 30' square feet, causing all unattached objects and creatures within that area to fall upward 16'. 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. In the next round, affected objects and creatures fall downward.

Simulacrum

Range: 0'

Duration: permanent

This spell creates a semi-illusory duplicate of any creature when cast on a rough snow or ice form that contains some minor piece of the creature to be duplicated (hair, nail, or the like). The duplicate creature is partially real and appears to be the same as the original, but with only one-half of the real creature's levels or Hit Dice (with commensurate abilities and hit points). No special telepathic link exists, so the caster's command must be exercised in some other manner. A simulacrum has no ability to become more powerful, and cannot increase its level or abilities. If reduced to 0 hit points or otherwise destroyed, it reverts to snow and melts away in the following round. Simulacra can be detected with **true seeing** and **detect magic**. Simulacra have only 10-30% of the memories of the original subject; this percentage can be augmented as determined by the GM (such as with the casting of other powerful spells; the simulacrum should never have more than 60% of the memories of the original).

Statue

Range: 0'

Duration: 6 turns/ caster level

This spell turns the 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 subject's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage. The subject can return to its normal state, act, and then return instantly to the statue state if desired throughout the duration of the spell. Unwilling subjects may make a saving throw vs. Spell to avoid the effects.

Eighth Level Magic-User/Elf Spells

Antipathy/Sympathy

Range: 30'

Duration: 12 turns/ caster level

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 dictated by the caster. The kind of creature to be affected must be named specifically, or the specific alignment to be attracted or repelled must be named.

An **antipathy** spell causes creatures of the designated kind or alignment to 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.

A **sympathy** spell causes creatures of the specified kind or alignment to 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.

Clenched Fist

Range: 5'/ caster level

Duration: 1 round/ caster level

This spell creates a large, ghostly and bodiless hand that can strike any one opponent per round selected by the caster. The attacks always strike the opponent. If a target becomes stunned, subtract 4 from attack rolls made while the target is stunned. A roll of 1 or less indicates the victim takes 4d6 points damage and is stunned for 3 rounds. Damage is as follows, determined by rolling 1d20:

1 or less:	4d6 damage, stunned 3 rounds
2-4:	3d6 damage, stunned 1 round
5-8:	2d6 damage
9-20:	1d6 damage

Victims or opponents can attack the fist, which is AC 9 and has hp equal to the caster's total at the time the spell is cast.

Clone

Range: 0'

Duration: Permanent

This spell makes a duplicate of a living 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 body (while alive). The piece of flesh need not be fresh, but it must somehow 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.

Glass Like Steel

Range: 0'

Duration: permanent

The caster may give glass (in a quantity up to 10 pounds per caster level) the strength of steel. 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.

Incendiary Cloud

Range: 30'

Duration: 4 rounds + 1d6 rounds

This 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. On the 3rd round, damage is equal to half the level of the caster. The heat reaches a peak on the 4th round, inflicting damage equal to the caster's level. In the 5th round the cloud is in existence, the damage decreases to half that of the caster's level, and thereafter the cloud deals no more damage. All creatures caught within the cloud receive a saving throw versus spells on the third round; if successful, all damage inflicted by the cloud is reduced to half for the entire duration they are exposed to the cloud. Victims failing to save in the 3rd round may save again on the 4th and 5th rounds to reduce damage.

Irresistible Dance

Range: 0'

Duration: 1d4+1 rounds

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

–4 penalty to Armor Class and prevents the victim from making any saving throws. It also negates any AC bonus granted by a shield held by the target.

Mass Charm

Range: 5' / caster level

Duration: Special

This spell functions like **charm monster** (q.v.). However, the spell effects hit dice equal to twice the caster's level. All creatures to be affected must be within a 30' square area; these creatures make saving throws against the spell at a penalty of –2.

Maze

Range: 5' / level

Duration: special

The caster banishes the subject into an extradimensional space. The duration of the banishment is determined by the intelligence of the subject, as follows:

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 and up:	1d4 rounds

Minotaurs are immune to this spell.

Mind Blank

Range: 30'

Duration: 7 rounds + 1 round/ caster level

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 to affect the subject's mind or to gain information about the subject. 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.

Permanency

Range: 10'

Duration: special

This spell makes certain other spells permanent as determined by the GM. Each time this spell is cast, the caster loses 1 point of constitution. It is cast immediately after the effect the caster desires to make permanent. Permanency can make these spells effective on a person: **read/speak languages, detect evil, detect invisibility, detect magic, infravision, protection from evil, protection from normal missiles, read magic**. The spell can also make these area-affecting spells permanent: **fear, gust**

of wind, invisibility, magic mouth, prismatic sphere, stinking cloud, wall of fire/ice, wall of force. Every subsequent casting of this spell on a person or item has a 25% cumulative chance of destroying all prior effects made permanent with previous castings of the spell.

Polymorph Any Object

Range: 5' / caster level

Duration: special

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 GM will have to decide the specific duration of each use of this spell based on the circumstances, such as:

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.

Power Word Blind

Range: 120'

Duration: special

This spell allows the caster to utter a single word of power that blinds one or more creatures. The duration of the spell depends on the current hit point total of the target(s). Up to 100 hit points of creatures can be affected, and the duration of the effect depends on the total hit points involved. If less than 50 hit points are affected, the duration of the blindness is 2-5 turns. If 50 or more hit points are affected, the blindness only lasts for 2-5 rounds. There is no saving throw allowed. Clerics attempting to reverse the effects of the spell must prevail as if using a **dispel magic** spell (q.v.); the caster's level must be compared with the level of the caster of the power word to determine whether the blindness can be cured.

Symbol

Range: 0'

Duration: see below

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:

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.

Death: When triggered, a symbol of death slays one or more creatures whose total hit points do not exceed 80.

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.

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.

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**.

Pain: Each creature suffers wracking pains that impose a -4 penalty on attack rolls and -2 to DEX. These effects last for 2d10 turns.

Sleep: All creatures of 8 HD or fewer fall into a catatonic slumber for 1d12+4 turns. Unlike with the **sleep** spell (q.v), sleeping creatures cannot be awakened by non-magical means before this time expires.

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.

Trap the Soul

Range: 10'

Duration: permanent

This spell 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: The spell can be completed by speaking its final word 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.

Ninth Level Magic-User/Elf Spells

Contingency

Range: 0'

Duration: 1 day/ caster level

This spell allows the caster to cast a second spell so that it comes into effect under some condition dictated when casting the **contingency**. The **contingency** and the companion spell are cast at the same time. The spell to be brought into effect by the **contingency** must be one that affects a person and is of a level no higher than one-third the caster's level (and never greater than 6th level). The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, when the stated condition is met the **contingency** immediately brings the companion spell into effect, the latter being "cast" instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (both the **contingency** and the companion spell) may fail when called on. The spell is irrevocable once cast: the companion spell occurs based solely on the stated conditions, regardless of whether the caster still wants it to (and regardless of how much time has passed since casting). Only one **contingency** spell may be in effect for a caster at any time; if a second is cast, the first one (if still active) is dispelled. The **contingency** does not guarantee the effectiveness of the companion spell; if saving throws or possible failure are involved in the companion spell, such may operate to negate the effect when triggered.

Crushing Hand

Range: 5' per caster level

Duration: 1 round per caster level

This spell creates a large, ghostly and bodiless hand that can grasp and squeeze one opponent per round selected by the caster. 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 clenched fist. It is AC 9 and hit points equal to those of the caster at the time the spell is cast.

Energy Drain

Range: 0'

Duration: instantaneous

This spell imparts the caster with fell power to drain two levels of the life force of any living creature he strikes (cf. **spectre**). The caster must make a successful touch (melee) attack to hit. Monsters lose two hit dice. A character drained completely is dead, but does not rise as undead unless separately affected by an **animate dead** spell (or similar power). Casting an **energy drain** spell is always a chaotic act; even neutral creatures will rarely resort to its use.

Gate*

Range: 30'

Duration: special

This spell creates an interdimensional connection to another plane of existence that remains open for 10-100 turns. It also attracts the attention of a creature on that plane. The caster must call a particular individual being through the **gate**. Although the creature is not compelled to step through, something always steps through the **gate**. The actions of the creature depend on the actions and alignment of the caster, of any companions, and the general situation.

The reverse of this spell, **dismissal**, forces an extraplanar creature back to its proper plane. If the creature has hit dice greater than the caster's level, it is entitled to a saving throw vs. Spell, but that throw is adjusted by -1 for every level of the caster greater than the hit dice of the creature.

Imprisonment

Range: 0'

Duration: permanent

When the caster casts this spell and touches a single creature, it is entombed in a state of suspended animation (as per the **temporal stasis** spell- q.v.) in a small sphere far beneath the surface of the earth. The subject remains there unless a **freedom** spell (the reversed form of **imprisonment**) is cast at the location where the **imprisonment** occurred. 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.

Meteor Swarm

Range: 40' + 10' / caster level

Duration: instantaneous

This powerful and spectacular spell is similar in many ways to **fire ball**. 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 (no saving throw). Otherwise, these larger spheres fly through the air 20' apart

and impact the ground 20' apart, each affecting a 30' diameter area. 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.

Power Word Kill

Range: 2 1/2' / caster level

Duration: instantaneous

The caster utters a single word of power that instantly kills one or more creatures within a 20' diameter area, 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. There is no saving throw allowed against this spell, but any creature that has 61 or more hit points is unaffected.

Prismatic Sphere

Range: 0'

Duration: 1 turn / caster level

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 blinds creatures with less than 8 HD for 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 obscured by the floor surface. The effects of each constituent color of the sphere are:

Red: Stops non-magical ranged weapons; inflicts 10 points of fire damage. Negated by **cone of cold**.

Orange: Stops magical ranged weapons; inflicts 20 points acid damage. Negated by **gust of wind**.

Yellow: Stops poisons, gases, and petrification; inflicts 40 points of damage. Negated by **disintegrate**.

Green: Stops breath weapons; inflicts poison on any touching (saving throw versus poison applies). Negated by **passwall**.

Blue: Stops divination and mental attacks. Any touching turned to stone (saving throw versus petrify negates). Negated by **magic missile**.

Indigo: Stops all spells. Any touching must save versus spell-like devices or become insane. Negated by **continual light**.

Violet: Energy field that **gates** (q.v.) creatures to another plane (saving throw versus spells negates). Negated by **dispel magic**.

Shape Change

Range: 0'

Duration: 1 turn/ caster level

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.

Temporal Stasis

Range: 10'

Duration: permanent

The caster must succeed on an attack roll. The subject is placed into a state of suspended animation and time ceases to pass for that individual creature. The creature does not grow older, and its body functions virtually cease. This state persists until the magic is counteracted (such as by a successful **dispel magic** spell). No saving throw is permitted.

Time Stop

Range: 0'

Duration: 2 rounds

This spell seems to make time stop 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.

Wish

Range: special

Duration: special

This spell is the most powerful magic in the game. 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 GM must determine 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, and these might be permanent or temporary. Wishes will be fulfilled according to the letter of the request, and the GM must adjudicate wishes accordingly. Although another character may be wished dead, such an act disrupts balance and the GM will likely fulfill the wish but in a way that the character wished dead is unaffected. For instance, 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 or never existed.

DRUID AND WILDWOOD ELF SPELLS

First Level

1. Animal Companion
2. Cure Light Wounds^{C*}
3. Detect Magic^C
4. Entangle
5. Faerie Fire
6. Pass Without Trace
7. Produce Flame*
8. Purify Food and Drink^{*C}
9. Resist Cold^C
10. Speak With Animals^C

Second Level

1. Charm Mammal
2. Find Traps^C
3. Gust of Wind^M
4. Heat Metal
5. Hold Animal or Plant
6. Obscuring Mist
7. Resist Fire^C
8. Snake Charm^C
9. Summon Swarm*
10. Warp Wood

Third Level

1. Call Lightning
2. Cure Disease^{*C}
3. Dispel Magic^C
4. Animal Growth
5. Plant Growth^M
6. Move Earth, Lesser
7. Speak With Plants^C
8. Stone Shape
9. Tongues^M
10. Water Breathing^M

Fourth Level

1. Confusion^M
2. Create Food/Create Water^C
3. Cure Serious Wounds^C
4. Dryad's Door
5. Hallucinatory Terrain^M
6. Neutralize Poison^C
7. Sticks to Snakes^C
8. Summon Nature's Ally

Fifth Level	
1.	Antiplant Shell
2.	Command Plants
3.	Conjure Elemental ^M
4.	Stone Tell ^C
5.	Cure Critical Wounds ^C
6.	Insect Plague ^C
7.	Wall of Fire/Wall of Ice ^M
8.	Transmute Rock to Mud ^M

Sixth Level	
1.	Antilife Shell
2.	Control Weather ^M
3.	Find the Path ^C
4.	Fire Seeds
5.	Heal ^C
6.	Reincarnation ^M
7.	Transport Via Plants
8.	Wall of Thorns

Seventh Level	
1.	Antipathy/Sympathy ^M
2.	Changestaff
3.	Creeping Doom
4.	Earthquake ^C
5.	Finger of Death ^C
6.	Fire Storm*
7.	Move Earth ^M
8.	Reverse Gravity ^M

C= cleric spell

M= magic-user spell

DRUID AND WILDWOOD ELF SPELL DESCRIPTIONS

First Level Druid/Wildwood Elf Spells

Animal Companion

Range: 10'

Duration: special

This spell allows the caster to befriend and train an animal companion. Once cast, the animal may make a saving throw vs. Spell. If successful, the animal stands curiously for the duration of the spell, and then goes on its way. If the animal fails the save, the animal trails along with the caster as would a pet. The animal will defend itself (and the caster) if attacked but will otherwise perform as normal for its kind. The companion can learn up to 6 minor tricks or commands, as would be typical for a normal dog. The caster must teach and reinforce each trick over a week of game time. Typical commands are: come, guard, stay, attack, stand down, etc. The animal is a loyal companion that accompanies the caster on adventures as appropriate for its kind (i.e., a horse cannot enter a dungeon, and a dolphin cannot embark on land adventures), and the companion is completely typical for its kind. A caster can have more than one companion, but the total hit dice of companions can never exceed twice the caster's level of experience. For example, a 4th level caster could have up to 8 hit dice worth

of companions, which could be four wolves, or two mountain lions, or one polar bear and a camel. The caster may leave the companion unattended for a time, in which case the animal will remain in the area (such as near the caster's home). The caster can release and obtain new companions as desired, but new companions must be trained (and commensurate game time spent). In general, the caster suffers no particular penalty with respect to an animal companion that has perished, but a caster should never send a companion to death lightly (and risks loss of spellcasting abilities or other penalties as determined by the GM if such death is commonplace). The caster must genuinely wish to obtain a companion, or the spell does not function.

Entangle

Range: 80'

Duration: 1 turn

This spell causes grasses, weeds, bushes, and trees in a 40' diameter area to wrap, twist, and entwine any creatures in or entering the area that fail a saving throw vs. Spells. Creatures that make the saving throw are still able to move at only half speed through the area, but each round such creature must make another saving throw vs. Spell or be entangled. In certain circumstances, the spell may affect something other than plants (such as nets or ropes made of plant material). Very strong or large creatures (such as giants) may be unaffected by the spell.

Faerie Fire

Range: 80'

Duration: 4 rounds/ caster level

This spell creates a pale glow (similar to candlelight) that surrounds and outlines one or more creatures that fail a saving throw vs. Spells. The glow negates the effects of invisibility or darkness or other obscurement-type magic effects. The light does not cause any harm to the objects or creatures thus afflicted, but attacks made against the subject are made at +2 to hit. The caster can outline one creature (up to the size of an ogre) per level of experience.

Pass Without Trace

Range: 0'

Duration: 1 turn/ level

This spell allows the caster (or other subject) to move through any type of terrain leaving neither footprints nor scent. Tracking the subjects is impossible by nonmagical means; any pursuer attempting to use magical means to follow the subject must make a saving throw vs. Spell to use such magic.

Produce Flame*

Range: 0'

Duration: instantaneous

When this spell is cast, flames as bright as a torch appear in the caster's open hand. The flames do no harm, but in addition to providing illumination, the flames can be used to ignite flammable materials. The caster can throw the flames

up to 40', igniting combustibles where they land. The reversed form, **produce frost**, produces a chilling blast that can be used to freeze small amounts of water or similar liquids (small stagnant pools, muddy patches in a road, and so on). The frost effect can also be thrown up to 40'. Neither form of the spell functions underwater.

Second Level Druid/Wildwood Elf Spells

Charm Mammal

Range: 120'

Duration: special

This charm makes a mammal (including humans, demi-humans, and humanoids) regard the caster as a trusted friend and ally. The caster cannot control the charmed subject as an automaton, but the subject perceives the caster's words and actions in the most favorable way. The subject will fight to defend the caster, but requests involving self-harm, or threats against or attacks on the subject break the charm. An affected creature might be convinced that something very dangerous is worth doing. The spell does nothing to enable communication, so if the caster cannot speak the subject's language, communication might be impossible. With respect to saving throws and other details, this spell is otherwise the same as the magic-user spell **charm person**.

Heat Metal

Range: 40'

Duration: 7 rounds

This spell causes metal to become dangerously hot. Because the magic is not cast on the subject, there is no saving throw against the spell. If the subject is wearing metal armor or carrying metal equipment, the subject will take fire damage. The damage increases for the first few rounds of the spell, and decreases in the last three rounds of the effect. 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. On the second and penultimate rounds, intense heat causes pain and 1-4 hit points of damage. In the third, fourth, and fifth rounds, the metal is searing hot, causing 2d4 points of damage per round. Any cold intense enough to damage the victim negates fire damage from the spell (and vice versa) on a point-for-point basis. If cast underwater, the spell deals half damage and boils the surrounding water. **Chill metal**, the reverse of the spell, operates in the same way but inflicts cold damage instead of heat damage. The caster need not concentrate on the spell once it has been cast. Generally, the victim will remove/drop any affected metal items after the second round of the spell. The effect is magical, so placing the item(s) in water or snow do not counteract the effects. **Heat metal** counters and dispels **chill metal**, and vice versa.

Hold Animal or Plant

Range: 80'

Duration: 1 turn/ caster level

This spell functions like **hold person** (q.v.), except that it affects a single animal instead of a humanoid. At the caster's option, it can instead affect 1-4 normal or animate plants in a 40' square area. It causes the animal or plant to stop moving, prevents animate plants from attacking or making noise, and can counteract the effects of an **entangle** spell. Intelligent or animate plants or plant creatures are entitled to a saving throw vs. Spell, which they make at +2.

Obscuring Mist

Range: 0'

Duration: 4 rounds/ caster level

This spell envelops the caster in a globe of misty vapor 20' in diameter. It is stationary and obscures all sight (including infravision). A moderate wind (11+ mph), such as from a **gust of wind** spell, disperses the mist in 4 rounds, and a stronger wind disperses the fog in 1 round. A **fire ball**, **flame strike**, or similar spell burns away the fog within the fire spell's area of effect. This spell functions underwater, creating a cloud of bubbles with the same effect.

Summon Swarm*

Range: 30'

Duration: 1 round/ caster level

This spell summons an insect swarm (q.v.) composed of normal insects such as bees, stinging ants, wasps, hornets, or pinching beetles. The swarm attacks all other creatures within its area. Any creatures within the area of the swarm suffer 2 hit points damage per round they remain within the swarm and are unable to take any action except swat and scratch at the swarm. If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can, and then moves at random (usually away from the caster) for the duration of the spell. The reversed form of the spell, **repel swarm**, can dispel a summoned or other swarm of insects (but not arachnids) or repulse insectoid creatures (but not arachnid-like creatures such as aranea or the effects of **creeping doom**) that fail to save vs. Spell.

Warp Wood

Range: 10'/ caster level

Duration: permanent

This spell causes wood to bend and warp, permanently destroying its straightness, form, and strength. Doors spring open, ships spring leaks, and wooden weapons become useless. The caster can affect a 1" diameter shaft of wood, 12" in length, per level or experience. At 1st level, a caster can warp an axe handle, at 2nd a spear shaft, and so on. The spell can also "unwarp" wood (effectively warping it back to normal) with this spell, straightening wood that has been warped by this spell or naturally. Enchanted or magical wood may be unaffected by the spell (see **dispel magic**).

Third Level Druid/Wildwood Elf Spells

Animal Growth

Range: 120'

Duration: 12 turns

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.

Call Lightning

Range: 360'

Duration: 1 turn/ caster level

This spell draws upon the energy of a nearby storm or cloud bank and empowers the caster to, once per round, call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that inflicts 3d6 points of electrical damage. The caster can target any point within the spell's range. Any creature in the target square or in the path of the bolt is affected. The caster need not call bolts immediately or at any particular time during the spell's duration: other actions, even spellcasting, can be performed, but not in any round in which the caster calls down a bolt. This spell does not function indoors or underground (except for some magical or special cavern that has actual weather patterns). The spell also functions underwater, but instead of bolts the spell creates spherical areas of electrical energy in shape similar to **fire ball** (q.v.). There must still be weather above the water sufficient to cast the spell.

Move Earth, Lesser

Range: 240'

Duration: 1 round/ caster level

This spell allows the caster to dig soft earth (but not rock) at a rate of 125' per round (cube 5' on a side). A creature on the edge of the pit can avoid falling in with a successful saving throw vs. Poison or Death; creatures in the center of the area dug will fall in. The earth moved is always scattered evenly around the pit, and for each additional round of earthmoving, there is a 25% chance per round that the sides of the hole collapse.

Stone Shape

Range: 0'

Duration: permanent

This spell allows the caster to form an existing piece of stone into any shape, such as a rough portal, crude coffer, or similar items that have no moving parts. Precise detailing or carving is not possible (although the stone is itself nonmagical and can be worked normally once the shaping is complete). although fine detail cannot be made. The caster can shape 9 cubic feet plus 1 cubic foot per level of the caster.

Fourth Level Druid/Wildwood Elf Spells

Dryad's Door

Range: 0'

Duration: 1 turn/level

This spell enables the caster to pass through any plant material, including solid tree trunk or other plant material (such as gigantic leaves). The caster's equipment also travels along, and although the caster can freely move into and out of, or remain in, the plant matter, the caster is not enabled to see through the plant matter.

Summon Nature's Ally

Range: 120' + 10'/level

Duration: Special

This spell summons a woodland or other wild creature, anywhere within the spell's range, to aid the caster. It attacks the caster's opponents, if any, to the best of its ability. If the caster can communicate with the creature, other actions can be requested. Any summoned creature that can otherwise summon or conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. The caster cannot predict or dictate what creatures will be summoned, which are determined as follows:

01-20	1d6 sprites
21-45	1d8 pixies
46-65	1d4 dryads
66-80	1d4 satyrs
81-95	1d4 centaurs
96-98	1 unicorn
99-00	1 treant

If the caster or creatures allied with the caster are chaotic, the creatures make a saving throw vs. Spells at +4, and if the saving throw is made the creatures run away.

Fifth Level Druid/Wildwood Elf Spells

Antiplant Shell

Range: 0'

Duration: 1 turn/level

This spell creates an invisible, mobile barrier (20' sphere) that keeps all creatures within the shell protected from attacks by plant creatures or animated plants. Although the caster can force the shell against normal, dense plant growth and force a passage for others to follow, forcing the barrier against creatures shatters the shell. The caster cannot use any weapons to attack that contain plant matter (such as axe handles or spear shafts).

Command Plants

Range: 30'

Duration: See below

This spell allows the caster to control one or more plants or plant creatures in a 30' square area. Affected plants or creatures can understand the caster, and believe the caster to be a friend and ally to be trusted and protected (see **charm person**). The affected creatures will not attack while the spell is effective, and will not obey commands for self-harming actions. A commanded plant might be convinced that something very dangerous is worth doing. The caster can affect a number of plant creatures whose combined level or HD do not exceed twice the caster's level. Non-intelligent plants get no saving throw. Intelligent plants or plant creatures can make saving throws as do creatures affected by **charm person** (q.v.).

Sixth Level Druid/Wildwood Elf Spells

Antilife Shell

Range: 0'

Duration: 1 turn per level

This spell creates a shell similar to the **antiplant shell** (q.v.), but the **antilife shell** prevents the entrance of most types of living creatures, including plants and animals. It does not screen elementals or undead. The caster cannot make physical attacks out of the shell (assuming the caster is alive, of course).

Fire Seeds

Range: Touch

Duration: Special

This spell transforms acorns or other nuts or small seeds or berries into fiery missiles that explode on impact or detonate at the command of the caster (within 40') within two turns after creation. The caster can transform as many as four acorns or nuts into incendiary weapons that inflict 2d8 hit points of fire damage and ignite all combustible items in a 10' radius where the acorn impacts. The missiles must be thrown, requiring a successful "to hit" missile roll. If the throw misses, the missiles still detonate upon impact. Alternately, up to eight small berries (such as holly berries) can be transformed into explosives. They are too light to be thrown, but they can be placed or tossed short distances or dropped, only detonating at the command of the caster. They inflict 1d8 points of fire damage in a 5' radius. Targets that make a successful saving throw vs. Spell take only half damage.

Transport Via Plants

Range: 0'

Duration: instantaneous

This spell allows the caster to enter any normal, living plant and pass any distance to a living 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. If the caster cannot specify the

location of a particular kind of destination plant, the spell moves the caster 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 is ejected from the entry plant. The caster can bring along whatever objects that the caster can carry, and up to two man-sized (or equivalent) creatures with any carried equipment. The caster can remain in the destination plant (or the origin plant) for up to 24 hours. If the destination plant is destroyed, the caster and other creatures (if any) are slain and all objects are ejected.

Wall of Thorns

Range: 80'

Duration: 1 turn/level

This spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. The caster can create a 10'x10'x5' wall per level of experience, but the "wall" can be shaped as desired by the caster in equivalent volume (such as to block a passage). Any creature forced into or attempting to move through a **wall of thorns** takes 8 points of damage per round of movement (if attempting to break through the barrier; the creature will break through 10' of barrier per round). A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage. Creatures with the ability to pass through overgrown areas unhindered can pass through the wall at normal speed without taking damage. The wall can be chopped through very slowly (1'/round). It can also be burned by magical (not normal) fire, which will destroy the wall in 10 rounds. Despite its appearance, the wall is not actually a living plant, and thus is unaffected by spells that affect plants.

Seventh Level Druid/Wildwood Elf Spells

Changestaff

Range: 0'

Duration: 6 turns/level

This spell causes the caster's normal staff to transform into a treant (q.v.). The caster plants the end of the staff in the ground and speaks a command word, turning the staff into a creature that looks and fights just like a treant. The creature defends the caster and obeys any spoken commands, but cannot converse with actual treants or control trees. If reduced to 0 hit points, the creature crumbles to sawdust and the staff is destroyed. Otherwise, the staff returns to its normal form when the spell expires and can be used for another casting of the spell.

Creeping Doom

Range: 120'

Duration: 4 rounds/level

This spell calls forth a mass (500-1000) of creeping, flying, biting insects, arachnids, and centipedes. The doom forms in a 20' square area and will creep 10' per round in any direction commanded by the caster (within the 120' range of the spell). Each creature inflicts one hit point of damage with

a bite/sting and then immediately dies. The caster cannot choose or control which creatures are attacked, or how much, so damage will occur proportionately to targets in the affected area. If the caster moves more than 120' away, the swarm continues creeping in the same direction, attacking any creatures it encounters. For each 10' travelled beyond the range of the caster's control, it loses 10% of its remaining numbers.

Fire Storm*

Range: 120'

Duration: 1 round

When this spell is cast, an entire area is shot through with sheets of roaring flame. A caster can affect an area measuring 20' x 10' area x caster level. Any creature within the area takes 2d8 points of fire damage per caster level (maximum 20d8). The reverse of this spell, **fire quench**, smothers normal fire in double the area listed above, and extinguishes any magical fires (5% chance of success per level of the caster).

BARD, GNOME, AND ILLUSIONIST SPELLS

First Level	
1.	Disguise Self
2.	Color Spray
3.	Dancing Lights
4.	Detect Magic ^M
5.	Magic Mirror
6.	Ghostly Clamor
7.	Hypnotism
8.	Light ^{*M}
9.	Mirror Image ^M
10.	Phantasmal Force ^M
11.	Read Illusionist Magic
12.	Ventriloquism ^M

Second Level	
1.	Blindness/Deafness
2.	Blur
3.	Detect Invisible ^M
4.	Fogbank
5.	Hypnotic Pattern
6.	Minor Image
7.	Invisibility ^M
8.	Magic Mouth ^M
9.	Misdirection
10.	Rope Trick
11.	Sanctuary
12.	Silence 15' Radius ^C

Third Level	
1.	Continual Light ^{*M}
2.	Dispel Illusion Magic
3.	Fear
4.	Illusory Script
5.	Invisibility 10' Radius ^M
6.	Nondetection
7.	Slow ^M
8.	Phantasmal Killer
9.	Major Image
10.	Suggestion

Fourth Level	
1.	Confusion ^M
2.	Hallucinatory Terrain ^M
3.	Invisibility, Greater
4.	Massmorph ^M
5.	Minor Creation
6.	Shadow Conjuration
7.	Shadow Walk
8.	Summon Illusory Monsters

Fifth Level	
1.	Confusion, Greater
2.	Shout
3.	Shadow Evocation
4.	Summon Illusory Monsters II
5.	Major Creation
6.	Mirage
7.	Project Image ^M
8.	Summon Monster (Shadows)x

Sixth Level	
1.	Conjure Animals ^C
2.	Mass Suggestion
3.	Permanent Image
4.	Programmed Image
5.	Shadow Evocation, Greater
6.	Summon Illusory Monsters III
7.	Simulacrum ^M
8.	True Seeing ^C

Seventh Level	
1.	Irresistible Dance ^M
2.	Limited Wish ^M
3.	Maze ^M
4.	Phantasmal Horde
5.	Prismatic Spray
6.	Prismatic Sphere ^M
7.	Veil
8.	Vision

C= cleric spell

M= magic-user spell

BARD, GNOME, AND ILLUSIONIST SPELL DESCRIPTIONS

First Level Bard/Gnome/Illusionist Spells

Color Spray

Range: 0'

Duration: instantaneous

This spell creates a vivid cone of clashing colors which emanates from the caster's hand (to a distance of 20'). Creatures are affected by the spray as follows, according to the Hit Dice (or level) of the target:

Creatures with 2 HD or less are rendered unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round.

Creatures with 3 or 4 HD are blinded and stunned for 1d4 rounds, then stunned for 1 round.

Creatures with 5 or more HD are stunned for 1 round.

Creatures above 6th level or 6 hit dice, or above the level of the spellcaster are entitled to a saving throw vs. Spell. Sightless or undead creatures are unaffected.

Dancing Lights

Range: 100' + 10'/level

Duration: 2 rounds/level

This spell creates up to six lights resembling lanterns or torches or 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-foot-radius area in relation to each other but otherwise move as desired by the caster: forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round to the maximum range of the spell.

Disguise Self

Range: 0'

Duration: 10 rounds + 1 round/level

This spell makes the caster or the subject—including clothing, armor, weapons, and equipment—look different. Size can seem 1 foot shorter or taller, thin, fat, or in between. The spell does not change body type. Otherwise, the extent of the apparent change is up to the caster: adding or obscuring a minor feature up to changing to look like an entirely different person. The spell does not provide the abilities (such as touch attacks) or mannerisms of the chosen form or grant special touch or spell powers.

Ghostly Clamor

Range: 100' + 10'/level

Duration: 2 rounds/level

This spell allows the caster to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. The sound can be of any type, but once the spell is cast the type of sound cannot be changed. The caster can produce as much noise as two normal humans per caster level (up to a

maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise produced can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as four humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring saber-tooth tiger is equal to the noise from twenty humans. The spell can be used in conjunction with other spells to enhance the effectiveness of a **phantasmal force** spell.

Hypnotism

Range: 10'

Duration: 1 round +1 round/level

The caster, by making gestures and droning incantations, can fascinate nearby creatures, which stop and stare blankly at the caster. The effect also makes suggestion spells more reasonable. The spell affects 1d6 creatures. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear the caster are affected. If used on creatures currently in combat with the caster or allies, each target gains a +2 bonus on its saving throw. While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. This allows the caster to make a single request of the affected creature. The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward the caster.

Magic Mirror

Range: 0'

Duration: 2 rounds +1 round/level

This spell causes a small (1' square) area of air in front of the caster to become a shimmering surface akin to a reflecting pool or mirror. It moves with the caster, and any gaze attack from a monster or magic item or spell is reflected back upon the attacker. The caster has no ill effects from the gaze attack, but the attacker will suffer those ill effects if it does not make a successful saving throw vs. the appropriate attack form.

Read Magic (Illusionist)

Range: 0'

Duration: 2 rounds/level

This spell is identical to the magic-user spell **read magic** (q.v.), but only allows the reading of illusionist spells and scrolls.

Second Level Bard/Gnome/Illusionist Spells

Blindness/Deafness

Range: 60'

Duration: permanent

This spell causes a single target creature to be blinded or deafened, at the option of the caster, if the creature fails its saving throw vs. Spells. The effects can only be reversed via **dispel magic** (q.v.) or at the command of the caster.

Blur

Range: 0'

Duration: 4+ 1d4 rounds

This spell causes the subject's outline to appear blurred, shifting and wavering. This distortion grants the subject concealment and 20% of attacks against the subject miss, regardless of any to-hit roll made. The spell does not affect opponents that cannot see the subject.

Fogbank

Range: 10'

Duration: 4 rounds + 1 round/level

This spell creates a growing fog cloud, covering a volume of 40' x 20' x 20'. The cloud is heavier than air and moves away from the caster at 10'/round. The cloud will be dispersed by heavy wind in one round, lighter wind or very thick vegetation in two rounds.

Hypnotic Pattern

Range: 120'

Duration: special

This spell creates a twisting pattern of subtle, shifting colors that weaves through the air, fascinating creatures within it. The spell affects 24 levels or hit dice of creatures that fail a saving throw vs. Spells. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Sightless creatures are not affected; creatures wounded while subject to the fascination are freed from the trance.

Minor Image

Range: 240'

Duration: special

This spell is similar to **phantasmal force** (q.v.), except that it includes some minor sounds (such as an illusion of a door opening and creaking) but not understandable speech.

Misdirection

Range: 100'

Duration: 8 hours

This spell misdirects the information from divination spells (such as **detect evil**, **detect magic**, **detect lie**). On casting the spell, the caster chooses another object within range, and for the duration of the spell the subject of misdirection is detected as if it were the other object. If the caster of the detection spell makes a saving throw vs. Spells, the **misdirection** is ineffective. Detection spells provide information based on the second object rather than on the actual target of the detection. This spell does not affect other types of divination magic (**ESP**, **clairvoyance**, etc.).

Rope Trick

Range: 0'

Duration: 2 turns/level

When this spell is cast upon a piece of rope from 5 to 30 feet 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 at that point attached to an extradimensional space that is on another plane of existence (cf. **contact other plane**). Creatures in this space are hidden beyond the reach of spells (including divinations), unless those spells can work across planes. The space can hold as many as eight human-sized creatures. Creatures in the space can pull the rope up into the space, making the rope "disappear." The rope can support up to 16,000 pounds, and weight greater than that pulls the rope from the area. Those in the space can see down out of it as if through a 3-foot-by- 5-foot floor window. The window is invisible, and even creatures that can see invisible objects can only see the window, not through it. Anything inside the extradimensional space drops out when the spell ends. This spell can also be used to reach a mundane location if climbers do not climb all the way to the top of the magical rope.

Sanctuary

Range: 0'

Duration: 1 round/level

When this spell is in effect, any single opponent attempting to strike or otherwise directly attack the subject of the spell must make a saving throw vs. Spell. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent believes the caster to be some friendly or sympathetic creature and thus will not directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected, but they cannot convince those creatures that are affected that they are being deceived. The spell does not prevent the subject from being attacked or affected by area or effect spells or weapons (such as a catapult shot). If the subject attacks, the spell is broken, but the subject can take other actions such as casting spells not involving attack or moving.

Third Level Bard/Gnome/Illusionist Spells

Dispel Illusion Magic

Range: 120'

Duration: instantaneous

This spell will automatically dispel any illusion caused by a magic-user or elf or monster. Against those caused by illusionists, it functions like **dispel magic** (q.v.).

Fear

Range: 180'

Duration: special

This spell creates a cone of terror 60' long and 30' wide at its end. Each creature in the area becomes panicked unless it makes a saving throw vs. Spell. Affected creatures will heedlessly run away from the caster as fast as they can (triple movement rate) for one round per level of the spellcaster. If a creature cannot run (such as in a dead-end passage or room with no exit), it will cower in fear for the duration of the spell.

Illusory Script

Range: 0'

Duration: 4 hours

This spell allows the caster to 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 which can be understood only by the intended reader(s) (as designated by the caster). No other character or creature can read the writing, although an illusionist can recognize it as **illusory script**. Any reader other than those designated by the caster must make a saving throw vs. Spells or be subject to a **suggestion** (q.v.) designated by the caster when the script was created. The suggestion must be performable within three rounds; typical suggestions include "Close the book and leave," or "Forget the existence of the book". If dispelled by **dispel magic**, the script and its secret message disappear. If dispelled by **dispel illusion magic**, the message can be read. The hidden message can also be read by a combination of the **true seeing** spell with the **read illusionist magic** or **read languages** spell.

Nondetection

Range: 0'

Duration: 1 hour/ level

This spell makes a creature or object difficult to detect by divination spells such as **clairvoyance**, **locate object**, and the various detect spells. It also prevents location by magic items such as crystal balls. If cast on a creature, the spell wards the creature's carried or worn items as well as the creature itself. High-level casters may overcome this effect if, when the detection spell is cast, the subject of the **nondetection** spell fails a saving throw vs. Spells.

Phantasmal Killer

Range: 10'/level

Duration: 1 round/level

The caster creates a phantasmal image of the most fearsome creature imaginable to the subject. Only the spell's subject can see the **phantasmal killer**, and the caster only sees a vague shape. The creature is immune to attack and barrier. The target must first make a saving throw vs. Spells to recognize the image as illusory. If that save fails, the subject must save vs. Poison or Death or die from fright. Even if the latter saving throw is successful, the subject takes 3d6 points of damage. If the subject of this spell succeeds in disbelieving and is wearing a **helm of telepathy** (q.v.), the illusory beast can be turned upon the caster, who must then save vs. Spells and Death in turn.

Major Image

Range: 240'

Duration: special

This spell functions like **phantasmal force** (q.v.), except that sound, smell, and thermal illusions are included in the spell effect. The caster can move the image within the range; the image disappears when struck by an opponent unless the caster causes the illusion to react appropriately.

Suggestion

Range: 100'

Duration: 1 hour + 1 hour/level

This spell influences a target creature by suggesting a course of activity (limited to a sentence or two) which the creature will perform unless it saves vs. Spells. 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 cancels the spell. 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. If the condition is not met before the spell duration expires, the activity is not performed. A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2) at the discretion of the GM.

Fourth Level Bard/Gnome/Illusionist Spells

Invisibility, Greater

Range: 0'

Duration: 4 rounds + 1 round/level

This spell is identical to the **invisibility** spell, but the recipient does not appear upon attacking.

Minor Creation

Range: 0'

Duration: 1 hour/level

The caster can create a nonmagical, unattended object of nonliving matter of vegetable origin (wood, cloth, etc.). The volume of the item created cannot exceed 1 cubic foot per caster level. The item disappears when the spell expires.

Shadow Conjunction

Range: special

Duration: special

This spell creates the appearance of any magic-user or illusionist spell of 3rd level or lower. Creatures that fail a saving throw vs. Spells take FULL damage from the intended spell effect. Shadow conjunctions are actually one-fifth (20%) as strong as the real spells; creatures making the saving throw vs. Spells take only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of that save, an affected creature is also allowed any save that the spell being simulated allows.

Shadow Walk

Range: 10'

Duration: 1 round/level

To use this spell, the caster must be in or near an area of shadowy illumination. The caster steps into the shadows and disappears. The caster can then move invisibly (at normal rate) for the remainder of the spell. Creatures viewing the spellcaster will see an illusory door open (cf. **dimension door**). If they open this door they see an empty room of modest size within the shadows. Only true seeing or a successful **dispel magic** or **dispel illusion magic** will reveal the deception. Note the caster must still be in the range of the cancellation spell for the invisibility effect to be cancelled.

Summon Illusory Monsters I

Range: 100'

Duration: 1 round/level

This spell is similar to **shadow conjunction** (q.v.), but creates illusory creatures instead of spell effects. An illusory monster has one-fifth (20%) the hit points of a normal creature of its kind (regardless of whether or not it is recognized as illusory) and Armor Class 9. It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as an illusory creature (by making a saving throw vs. Spells), however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the illusory creature's AC bonuses are one-fifth as large. A creature that succeeds on its save sees the illusory creatures as transparent images

superimposed on vague, shadowy forms. The total hit dice of illusory creatures summoned cannot exceed the level of the caster: a 10th level caster can summon up to 10 "hit dice" worth of illusory creatures, and if more than one creature is summoned, all must be of the same type.

Fifth Level Bard/Gnome/Illusionist Spells

Confusion, Greater

Range: 120'

Duration: 1 round/level

This spell is similar to the **confusion** spell (q.v.), but all creatures within the area of effect are subjected to the "confusion" effect, babbling incoherently for the duration of the spell. Only fighters, dwarves, gnomes, halflings, and illusionists are entitled to saving throws vs. Spells (with all except gnomes and illusionists saving at -2 on the roll).

Major Creation

Range: 30'

Duration: special

This spell functions like **minor creation** (q.v.), except that the caster can also create an object of mineral nature: stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity.

Vegetable matter	2 hours/level
Stone or crystal	1 hour/level
Precious metals	2 turns/level
Gems	1 turn/level
Rare metals	2 rounds/level

Mirage

Range: 240'

Duration: special

This spell functions like **hallucinatory terrain** (q.v.), but allows the caster to make any area (not just natural areas) appear to be something other than it is. The illusion includes auditory, visual, tactile, and olfactory elements. Unlike **hallucinatory terrain**, the spell can alter the appearance of structures (or add them where none are present). It does not disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

Shout

Range: 0'

Duration: instantaneous

The caster emits an ear-splitting yell that deafens and damages creatures in a 30-long cone. Any creature within the area is deafened for 2d6 rounds and takes 3d6 points of

sonic damage. A successful save vs. Spells negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or creature takes 1d6 points of sonic damage per caster level (maximum 15d6). A crystalline creature is allowed a save vs. Spells to reduce the damage by half. A **shout** spell cannot penetrate a **silence** spell. Repeated use of this spell (particularly more than once per day) may, at the GM's option, have a cumulative chance to deafen the caster permanently.

Shadow Evocation

Range: special

Duration: special

This spell is similar to the **shadow conjuration** spell, but the caster evokes a quasi-real, illusory version of a magic-user spell of 5th or lower level. Spells that inflict damage have normal effects unless an affected creature saves vs. Spells. Creatures that save take only 40% damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 40% likely to occur. If recognized as an illusion, a damaging spell deals only 40% damage. An affected creature is also allowed any save that the spell being simulated allows.

Summon Illusory Monsters II

Range: 100'

Duration: 1 round/level

This spell is similar to **summon illusory monsters I** (q.v.). However, illusory monsters created have 40% of normal hit points and Armor Class 7. The illusory monsters cause 40% normal damage to victims that make a saving throw vs. Spells.

Summon Monster (Shadows)

Range: 30'

Duration: 1 round + 1 round/level

This spell allows the caster to summon one shadow (q.v.) per level of experience. The shadows serve the will of the caster until destroyed or the spell expires.

Sixth Level Bard/Gnome/Illusionist Spells

Mass Suggestion

Range: 360'

Duration: 4 turns+ 4 turns/level

This spell functions like **suggestion** (q.v.), except that it can affect one creature per level of the caster. The same suggestion applies to all these creatures. If only one creature is to be affected, it saves vs. Spell at -4.

Permanent Image

Range: 240'

Duration: special

This spell functions like **phantasmal force** (q.v.), except that the figment includes visual, auditory, olfactory, and thermal elements, and the spell is permanent. The caster can move the image by concentrating while within the limits of the range, but the image is static while the caster is not concentrating.

Programmed Image

Range: 30'/level

Duration: special

This spell functions like **phantasmal force** (q.v.), except that this spell's image activates when a specific condition occurs. The image includes visual, auditory, olfactory, and thermal elements, including intelligible speech. The caster sets the triggering condition (which may be a special word) when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as alignment. (See **magic mouth** for more details about such triggers.)

Shadow Evocation, Greater

Range: 0'

Duration: 1 hour/level

This spell is similar to **shadow evocation** (q.v.), but the caster evokes a quasi-real, illusory version of a magic-user spell of 6th or lower level. Spells that inflict damage have normal effects unless an affected creature saves vs. Spells. Creatures that save take only 60% damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 60% likely to occur. If recognized as an illusion, a damaging spell deals only 60% damage. An affected creature is also allowed any save that the spell being simulated allows.

Summon Illusory Monsters III

Range: 100'

Duration: 1 round/level

A more powerful version of **summon illusory monsters** (q.v.), this spell creates illusory monsters, but with 3/5 of the hit dice and hit points and with AC 7. The illusionist can raise double his or her level of monsters (measured by hit dice).

Seventh Level Bard/Gnome/Illusionist Spells

Phantasmal Horde

Range: 10'/level

Duration: 1 round/level

This spell functions like phantasmal killer, except that it affects more than one creature within a 30' radius (with total hit dice equal to or less than TWICE the caster's level). Only the affected creatures see the phantasmal creatures attacking them, though the caster sees the attackers as shadowy shapes. The targets must first make a saving throw vs. Spells to recognize the image as illusory. If that save fails, the subjects must save vs. Poison or Death or die from fright. Even if the latter saving throw is successful, the subjects take 3d6 points of damage. If any of the subjects is wearing **helm of telepathy**, and saves vs. Spell, the beast can be turned upon the caster as described for the **phantasmal killer** spell.

Prismatic Spray

Range: 0'

Duration: instantaneous

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from the caster's hand (cone-shaped area 60' long and 15' wide). Each beam has a different power corresponding to the layers of a **prismatic sphere** (q.v.). Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects. The striking colors are determined by rolling a d8: 1. red, 2. orange, 3. yellow, 4. green, 5. blue, 6. indigo, 7. violet, 8. roll twice ignoring further results of 8.

Veil

Range: 30'/level

Duration: 1 turn/level

This spell instantly changes the appearance of the subjects and their surroundings, and maintains the illusion for the spell's duration. The subjects look, feel, and smell just like the creatures chosen by the caster, but affected creatures resume their normal appearances if slain. Unwilling targets that make a saving throw vs. Spells are unaffected. Any structural or terrain illusions are NOT dissipated upon being touched.

Vision

Range: 0'

Duration: special

This spell functions like **legend lore** (q.v.), except that it works more quickly and strains the spellcaster. The caster poses a question about some person, place, or object, then casts the spell. Two six-sided dice are rolled. If the result is

10-12, the vision is granted. If the result is 7-9, some minor results are received, and they are generally true (although they may be vague). If the result is less than 7, the caster receives a FALSE vision. Obviously, the caster will not necessarily know whether the vision is true, false, or in between.

PART 6 MONSTERS

MONSTER LIST: Aboleth to Yeti

NOTE: Where creatures are listed as having powers to grab or hold characters fast, the GM may wish to require characters make an "open doors" check, with bonuses or penalties as appropriate, to break free of the hold.

Aboleth

Armor Class:	4	No. App:	1 (1-4)
Hit Dice:	12***	Save As:	Fighter: 12
Move:	90' (30')	Morale:	10
swim	180' (60')		
Attacks:	4 tentacles	Hoard/Treas:	XVII/F
Damage:	1-6 each	Alignment:	Chaotic

The aboleth is a revolting amphibian found in the deepest, darkest oceans and in subterranean lakes and rivers. An aboleth looks vaguely like a smaller sperm whale with four great tentacles (10' long). Four pulsating blue-black orifices line the bottom of its body and secrete gray slime. It swims well and drags itself along with its tentacles on land. The tentacles cause 1d6 hit points of damage per strike. In addition, a victim must make a saving throw vs. Spell, or its skin will transform (in 5 rounds) to a slimy membrane that must be kept damp at all times. This effect can be remedied with a **cure disease** or **cure serious wounds** spell. They can also **create illusion** at will (but must concentrate to do so; they can make no other action. They can also attempt to mentally dominate another creature (within 30') up to three times per day. The victim will be filled with a desire to serve the aboleth if it fails to make a saving throw vs. Spells. The creature will do anything for the aboleth except fight; if the creature is more than one mile from the aboleth it can make an additional saving throw vs. Spells to break the effect. The charm is also broken with **remove curse** or **dispel magic** spells, or the death of the aboleth. The aboleth can also expel a cloud of mucus within 1'. All creatures in the cloud will be rendered able to breathe water (and unable to breathe air) for 1-3 hours. The effect is avoided if the subject makes a saving throw vs. Poison. This mucus can be washed off with soap, wine, or vinegar.

They are highly intelligent and speak their own language as well as the languages of mermen and locathah.

Algoid

Armor Class:	6	No. App:	1 (1-6)
Hit Dice:	2	Save As:	Fighter: 2
Move:	60' (20')	Morale:	7
Attacks:	2	Hoard/Treas:	XX/C
Damage:	1-10/1-10	Alignment:	Neutral

The algoid is a living colony of algae that has developed some semblance of intelligence and mobility. It is roughly humanoid in shape (7' tall) and resembles a green humanoid. Algoids make their lairs in marshes and swamps. In its

natural surroundings, it is nearly invisible until it attacks. The algoid often lies in wait, partially submerged in water or a bog, until its prey passes nearby. It springs to attack with its powerful fists when its opponents come within range. An algoid can animate trees as does a treant (q.v.) within 90 feet at will, controlling up to two trees at a time. A **lower water** spell deals 1d6 points of damage per caster level (maximum 10d6) to an algoid (no save). Edged weapons of less than +2 enchantment have no effect on the algoid, although blunt or piercing weapons do normal damage. **Fire ball** and lightning spells do no damage.

Ankheg

Armor Class:	2/4	No. App:	1-6 (1-6)
Hit Dice:	3-8	Save As:	Fighter: 3-8
Move:	180' (60')	Morale:	7
burrow:	90' (30')		
Attacks:	1	Hoard/Treas:	XX/C
Damage:	3-18+acid	Alignment:	Neutral

The ankheg is a burrowing insect-like monster with a taste for fresh meat. An ankheg has huge sharp mandibles and six legs ending in sharp points, usually about 10 feet long when full-grown. Ankhegs dig winding tunnels beneath the surface of rich soil of forests or farmlands. When prey approaches on the surface, the ankheg springs up to attack from 5 to 10 feet below. Its mandibles are coated with digesting acid, causing an additional 1d4 points of damage per round until the victim is dissolved. The ankheg can also spit the digestive acid up to 30'. It can spit once every six hours. Ankheg carapace can, if dried and cured properly, be fashioned into AC 2 armor. The acid, if extracted from the glands in the ankheg, can be utilized as any acid available from an alchemist.

Annis

Armor Class:	0	No. App:	1 (1)
Hit Dice:	7***	Save As:	Cleric: 14
Move:	120' (40')	Morale:	10
Attacks:	2 claws/1 bite or 1 spell	Hoard/Treas:	XX/C
Damage:	1-6/1-6/1-6 + poison	Alignment:	Chaotic

The annis is a foul, filthy hag that can be found in any dismal location, but dwells most often in swamps. They can change their appearance three times per day, usually taking the form of an exceptionally tall human, a small giant, or an ogre. Though physically powerful, they try to divide and confuse their foes before combat. They love to pose as commoners or gentlefolk to lull their victims into a sense of false security before they attack. If an annis strikes with both claws in a round, it can rend its victim for 2-12 hit points of additional damage. Each round the victim suffers an additional 2-12 points of damage unless the victim is freed. They can cause **darkness** three times per day. They can speak with giants and ogres.

Aranea

Armor Class:	7	No. App:	1-3 (1-6)
Hit Dice:	3**	Save As:	M-U: 3
Move:	180' (60')	Morale:	7
web:	120' (40')		
Attacks:	1 bite	Hoard/Treas:	XX,VIII/ D, O
Damage:	1-6+ poison	Alignment:	Chaotic

Aranea are a race of intelligent spiders that can cast magical spells. They look like brown or green giant spiders, but with two small arms, each about 2 feet long, below the mandibles. Each arm has a hand with four many-jointed fingers and a double-jointed thumb, which enables them to cast magic-user spells (treat as a 3rd level magic-user). They are the size of a donkey, and have a large hump on their back, holding their oversized brains. They speak their own language and that of elves. They use spells to avoid physical combat whenever possible, and can spin webs as do other giant spiders (but their webs are not flammable). They enjoy subduing opponents for ransom, and are eager to trade for magical items, especially those that mimic spell effects (like wands). There are rumors of aranea that are able to cast higher-level spells.

Archer Bush

Armor Class:	6	No. App:	1 (1-6)
Hit Dice:	2	Save As:	Fighter: 1
Move:	30' (10')	Morale:	12
Attacks:	1 thorn blast	Hoard/Treas:	Nil
Damage:	1-8	Alignment:	Neutral

The archer bush is a subterranean, semimobile plant that gains sustenance from the blood of living creatures. It attacks by firing a cluster of thorns at any creature that comes within 20 feet of its location, inflicting 1d8 points damage and causing creatures to suffer -1 to all to hit rolls until the thorns are removed.

Ascomoid

Armor Class:	3	No. App:	1 (1)
Hit Dice:	6	Save As:	Fighter: 6
Move:	120' (40')	Morale:	12
Attacks:	1 spore burst	Hoard/Treas:	Nil
Damage:	see below	Alignment:	Neutral

Ascomoids are subterranean fungus monsters that exist on a diet of living creatures, feeding by sitting atop a slain creature and absorbing its body fluids into its own form. They generally avoid light and the surface world, though they have no adverse reaction to sunlight or bright light. The average ascomoid is 10 feet wide and weighs 300 pounds.

An ascomoid attacks by rolling over its opponents or slamming into them. Though mindless, if attacked the ascomoid reacts by firing spores at its attackers. It moves by rolling, and can simply run over man-sized or smaller opponents as it goes. Those rolled over must save vs.

Breath Attack or be knocked prone and take 1-8 points damage. Once per round, an ascomoid can fire deadly spores in a 30-foot line. Upon impacting a solid surface, the spores billow into a cloud that fills a 20-foot radius. Creatures caught within the cloud must save vs. Poison or take 2d6 points of damage. Even if the save succeeds, affected creatures are blinded and nauseated for 1d4 rounds.

Badger

	Normal	Giant
Armor Class:	4	4
Hit Dice:	1+2	3
Move:	60' (20')	60' (20')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1-2/1-2/1-3	1-3/1-3/1-6
No. App:	1-3 (2-5)	1 (1-4)
Save As:	Normal Man	Fighter: 2
Morale:	10	10
Hoard/Treas:	Nil	Nil
Alignment:	Neutral	Neutral

Badgers are burrowing mammals, omnivorous like bears. They move very quickly, despite their portly shape. They fight viciously to defend their nest. Their pelts have some small value to trappers or hunters.

Banshee (Groaning Spirit)

Armor Class:	0	No. App:	1 (1)
Hit Dice:	12****	Save As:	M-U: 20
Move:	60' (20')	Morale:	12
Attacks:	1 touch/ 1 wail	Hoard/Treas:	XIX/D
Damage:	1-8/death	Alignment:	Chaotic

This horror is the spirit of an evil female (often an elf). They are rarely found, and even then only in a horrid, desolate place such as a swamp. The mere sight of a groaning spirit causes **fear** in all viewers who fail to save vs. Spells. The groaning spirit can only be hit by magic weapons (+2 or greater enchantment) and is immune to all spells except those that specifically harm evil (such as **dispel evil** or **holy word**). Once per round it can utter a keening wail that kills all within 30' that fail a saving throw vs. Poison or Death Magic. They are immune to cold and electricity. Holy water does 2-16 points damage per vial hitting the banshee.

Basidirond

Armor Class:	4	No. App:	1 (1-2)
Hit Dice:	5**	Save As:	Fighter: 5
Move:	60' (20')	Morale:	12
Attacks:	1 bite	Hoard/Treas:	Nil
Damage:	2-8+smother	Alignment:	Chaotic

The basidirond resembles an inverted umbrella (7' tall) with several dark green or brown stems hanging beneath it. The inside of its cone-shaped top is inky black. It lairs in dry underground caverns. It typically attacks by striking with its cone-shaped cap, inflicting 2d8 points damage. Creatures struck must save vs. Poison or suffocate within 2-5 rounds as

the spores clog their lungs. This effect can be avoided with a **cure disease** or similar spell as determined by the GM.

The basidirond can also release a cloud of invisible spores in a 20' radius. All creatures within the area must save vs. Poison or suffer one of the following hallucinations (roll 1d8):

1. Individual believes he is in a swamp and strips off gear and armor to avoid sinking.
2. Individual believes he is being attacked by a swarm of spiders. He attacks the floor and surrounding area.
3. Individual believes item held has turned into a viper; drops item and retreats back from it.
4. Individual believes he is suffocating and gasps for air and clutches throat (able to do nothing else).
5. Individual believes he has shrunk to 1/10 normal size. He begins yelling for help.
6. Individual believes his associates have contracted a disease, and will not approach closer than 10 feet.
7. Individual believes he is melting; grasps self in attempt to hold together.
8. Individual believes his back is covered with leeches. He tears armor, clothing, etc. from his back to get at them.

Basidironds are immune to all mind-affecting spells (charm, sleep, etc.) and take no damage from cold but are **slowed** for 1 round per two levels of the caster of the cold spell. While **slowed** a basidirond cannot use its spores or hallucination cloud special attacks.

Basilisk, Greater

Armor Class:	2	No. App:	1 (1-2)
Hit Dice:	10***	Save As:	Fighter: 10
Move:	60' (20')	Morale:	9
Attacks:	2 claws/1 bite	Hoard/Treas:	XV/H
Damage:	2-8+smother	Alignment:	Neutral

The greater basilisk is a larger and more dangerous version of the basilisk (q.v.). It has all the abilities of the normal basilisk, plus two forms of poison damage. Its claws are poisoned, and creatures struck by a claw must save vs. Poison (at +4) or die. In addition, its breath is extremely foul, and any creature directly in front of the greater basilisk must save vs. Poison at +2 or die.

Beaver, Giant

Armor Class:	6	No. App:	1-10 (10-40)
Hit Dice:	4	Save As:	Fighter: 2
Move:	60' (20')	Morale:	7
swim:	120' (40')		
Attacks:	1 bite	Hoard/Treas:	XX/C
Damage:	2-16	Alignment:	Neutral

The giant beaver is a huge, semi-intelligent form of the normal creature. They live as do their lesser brethren, but their dams and lodges are huge, as are the lakes created by their handiwork. They are generally noncombatant unless threatened in their lodge. Their pelts are valuable and actively taken by some very intrepid hunters. They value

certain shiny objects and can occasionally be convinced to build (or move) dams on this basis.

Beetle, Giant, Stink

Armor Class:	5	No. App:	1-4 (2-8)
Hit Dice:	6*	Save As:	Fighter: 3
Move:	120' (40')	Morale:	9
Attacks:	1 bite or 1 gas blast	Hoard/Treas:	VI/U
Damage:	2-8 or poison	Alignment:	Neutral

This horror is a 4'-long black beetle. Its bite is damaging, but those that have encountered it truly dread its ability to exude a great cloud of nauseating gas in a 20' radius around itself. This cloud has the same effect as the **stinking cloud** spell (q.v.).

Boar, Giant

Armor Class:	6	No. App:	1-6 (1-6)
Hit Dice:	8+2	Save As:	Fighter: 4
Move:	90' (30')	Morale:	9
Attacks:	1 bite	Hoard/Treas:	Nil
Damage:	3-18	Alignment:	Neutral

These creatures are huge versions of the mundane wild boar, and are usually found in prehistoric settings. They stand 5' at the shoulder. They can be trained (with difficulty) to be used as mounts. Orcs are particularly fond of such use, as are certain barbaric tribes.

Bookworm

Armor Class:	2	No. App:	1-2 (10-40)
Hit Dice:	1/4 (2 hp)	Save As:	Normal Man
Move:	90' (30')	Morale:	12
Attacks:	nil	Hoard/Treas:	Nil
Damage:	nil	Alignment:	Neutral

The bookworm is a tiny, 1-inch long, gray, seemingly normal worm. It moves quickly and has limited camouflage ability; it therefore surprises on 1-5. This miniscule creature is the bane of scholars, wizards, and sages, for its primary source of food is the paper, wood, and leather that make up books. Bookworms cannot harm living creatures, but they burrow through wood, leather, rope, and paper very quickly. A burrowing bookworm can bore through wood at 3" per

round, and leather or similar items in one round. Scrolls (magical or mundane) are destroyed in a single round and any spells contained thereon are destroyed as well. A spellbook loses one spell level per round that a bookworm spends burrowing into it. Multiple bookworms can destroy a spellbook much faster (since each bookworm burrowing through a book destroys one spell level per round). They are easily killed by attacks that deal damage over an area (such as fire or cold), but obviously these methods may damage the material being "saved". Consider one worm killed for each point of damage dealt.

Brain Lasher

Armor Class:	5	No. App:	1-4 (1-8)
Hit Dice:	9**	Save As:	Fighter: 9
Move:	120' (40')	Morale:	9
Attacks:	see below	Hoard/Treas:	III,IV,IX, XXI/B,L,M,S
Damage:	see below	Alignment:	Chaotic

Brain lashers are rarely encountered and greatly feared. The brain lasher's head vaguely resembles an octopus, with a round mouth lined with four large suckered tentacles, and four small, slime dripping tentacles surrounding it. 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 lasher is exceptionally intelligent. It will often attack by stealth rather than frontal assault, often by commanding minions it has dominated or charmed. Brain lashers usually attack with their mind thrust attack (see below) before attempting melee combat. In close combat, a brain lasher will attempt to grasp an opponent's head with its talons. Once grasped, the victim suffers 1d6 damage per round as the talons dig into the victim's skull. The talons will puncture the skull in 4 rounds, instantly sucking the victim's brain into its stomach, instantly killing the victim. In addition, brain lashers may use their mental powers to create slaves with their ancestral form attack (see below).

Brain lashers live deep beneath the earth, often occupying dangerous underground ruins or deep, expansive caves. They will usually have 3d20 neanderthal slaves, which they create from humans with their mental powers and breed as slaves for excavating their dwellings and using for other unspeakable tastes. It is rumored that brain lashers come from some other, distant world, which is perhaps true since each can **plane shift** once per day. They may also use **ESP** and **clairvoyance** three times per day (all as per the spells of the same name).

Once per week, the lasher can use its ancestral form power to transform a humanoid target within 30' to a previous stage of its evolution. For example, a human might become a dimmer-witted neanderthal. The target is entitled to a saving throw vs. Poison or Death to avoid the effect. Once per two rounds, the brain lasher can fire a bolt of pure mental energy into the mind of another creature. This mind

thrust inflicts 3d6 hp damage at a single creature within 50 feet that fails its saving throw vs. Spell (made at a -2 penalty because of the incredible power of the lasher).

Brownie

Armor Class:	3	No. App:	0 (4-16)
Hit Dice:	1/2**	Save As:	Cleric: 9
Move:	120' (40')	Morale:	7
Attacks:	1 sword	Hoard/Treas:	XI,XII,XIII/J, K, L
Damage:	1-3	Alignment:	Lawful

Brownies are tiny (18") faerie creatures that live in secluded woodlands and glens. They can speak their own language, elvish, and halfling, and are basically friendly to those races although they never seek out contact with them. They are excellent craftsmen with materials found in the forests. They are never surprised, and can hide in woodlands as do halflings (q.v.). They can use each of the following spells once per day: **confusion, continual light, dancing lights, dimension door, mirror image, protection from evil, ventriloquism**

Bulette

Armor Class:	-2/6	No. App:	1 (1)
Hit Dice:	9**	Save As:	Fighter: 9
Move:	90' (30')	Morale:	12
burrow:	30' (10')		
Attacks:	2 claws/1 bite	Hoard/Treas:	Nil
Damage:	4-48/3-18/3-18	Alignment:	Neutral

These horrid creatures are much feared, for they are nearly always hungry and eagerly dig in pursuit of prey. They appear to be some sinister massive turtle or beetle, possessing an upper shell as hard as steel (AC -2), with a fin-like crest that protrudes above the soil when they burrow (which is why they are known to some as "landsharks"). The crest can be fashioned by dwarves or gnomes into a magical shield of up to +2 enchantment because it is harder than steel. There is a soft area beneath the crest which is AC 6. They burrow with iron-hard claws, which they use to rend prey before devouring it. When seriously pressed they can spring 10' straight up into the air, and strike with all four claws, instead of two.

Carcass Moth

Armor Class:	0	No. App:	1-2 (2-12)
Hit Dice:	5**	Save As:	Fighter: 3
Move:	60' (20')	Morale:	9
fly:	150' (50')		
Attacks:	4 tentacles/1 bite	Hoard/Treas:	VI, VII/U, V
Damage:	paralysis/1-6	Alignment:	Neutral

Carcass moths are thought to be the mature form of the carcass scavenger (q.v.). They grow to have wingspans up to 20 feet. Its wings are lined with tiny holes and veins that allow the carrion moth to emit a whining drone that affects

all creatures that hear it. Carcass moths are attracted to the stench of decaying flesh and the light of anything larger than a torch or lantern. The carcass moth attacks by biting with its mandibles and slapping with its tentacles. Paralyzed creatures are carried off and devoured. When one dies, its remains split open and releases a foul-smelling gas, causing nausea in all within a 20' radius that fail to save vs. Poison, debilitating them for 1-4 turns. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Caryatid Column

Armor Class:	6	No. App:	1-12 (1-12)
Hit Dice:	5	Save As:	Fighter: 9
Move:	90' (30')	Morale:	12
Attacks:	1 weapon	Hoard/Treas:	Nil
Damage:	by weapon +1	Alignment:	Neutral

A caryatid column is a kind of magical construct, not unlike stone golems or animate statues. Caryatid columns are usually about 6-7'-tall and weigh around 1,500 pounds. The column always wields a weapon, usually a one-handed weapon like a sword. The weapon itself is constructed of steel, but is melded with the column and made of stone until the column animates. They are programmed as guardians and activate when certain conditions are met or broken. Caryatid columns generally do not move more than 50 feet from the area they guard. Non-magical weapons only inflict one-half damage to the caryatid column. In addition, there is a 25% chance (-5% per point of magical bonus) that weapons striking a caryatid column will snap.

Cat, Great

	Lynx	Spotted Lion
Armor Class:	5	6
Hit Dice:	2+2	6+2
Move:	150' (50')	150' (50')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1-2/1-2/1-4	1-4/1-4/1-10
No. App:	1-2 (1-4)	1-3 (5-10)
Save As:	Fighter: 1	Fighter: 3
Morale:	9	9
Hoard/Treas:	Nil	Nil
Alignment:	Neutral	Neutral

Lynx: These cats are usually found in forests. The lynx is about the size of a large dog and known for its short tail. They can climb, jump, and swim. They are silent stalkers and well camouflaged, surprising victims on a roll of 1-5 on 1d6. They generally prey on small animals, and will not attack humans or large opponents unless defending their dens or young.

Spotted Lion: These great cats are usually found in prehistoric areas. They are similar to normal lions beneath the skin but they are much larger, sporting a spotted hide and lacking any mane.

Catoblepas

Armor Class:	5	No. App:	1 (1-3)
Hit Dice:	6**	Save As:	Fighter: 6
Move:	60' (20')	Morale:	7
Attacks:	1 tail/ special	Hoard/Treas:	XXI/C
Damage:	1-6 + stun	Alignment:	Neutral

The catoblepas is very rare, but greatly feared nonetheless. It has an incredibly large head on a long, dinosaur-like neck. Its very large (10') bovine body is covered with a tough skin like a rhinoceros, and bizarre slime-covered tail. When threatened the catoblepas swings the tail, doing 1-6 points of damage to any creature struck, which will be stunned for 1d6 rounds unless a save vs. Poison is made. Their most feared power, however, is the death ray emitted by its eyes. Any creature meeting its gaze must save vs. Poison or Death Magic or be immediately and irrevocably slain.

Cave Fisher

Armor Class:	4	No. App:	1-4 (1-4)
Hit Dice:	3	Save As:	Fighter: 5
Move:	30' (10')	Morale:	8
Attacks:	2 claws	Hoard/Treas:	VI.VII/U,V
Damage:	2-8/2-8	Alignment:	Neutral

The cave fisher is a strange insectoid creature (7' long) that lairs on ledges and cliffs underground, where it can quickly strike. Often, the ground and walls nearby are covered with the strong, web-like adhesive filament that the cave fisher can fire from its snout. Cave fishers usually anchor themselves to a cave ledge and string filament across the ground of the lair. When a living creature touches or passes near the filament, the fisher attempts to trap it and reel it in. If the cave fisher fails this, it can fire its filament at an opponent up to 60 feet away. The strands are nearly invisible, and the fisher can reel in prey at 20' per round. The filaments can only be cut with a magical blade, but the adhesive can be dissolved with alcohol-based liquids.

Clam, Giant

Armor Class:	2	No. App:	0 (1-10)
Hit Dice:	4	Save As:	Fighter: 2
Move:	15' (5')	Morale:	12
Attacks:	special	Hoard/Treas:	XI/L
Damage:	special	Alignment:	Neutral

Giant clams may be found in salt or fresh inshore waters. They feed not only on sunlight but also on what they can filter from the water, usually small plants and animals, and sometimes the occasional swimmer. A giant clam moves by pushing out a small "foot" and sliding itself along. They simply wait until an unsuspecting opponent swims too close to its current position. The clam sucks the prey into its interior (if the prey fails a saving throw vs. Breath Weapon) and clamps shut, slowly digesting its meal (1d8 points acid damage per round) and expelling any indigestible material (such as metal and stone) into the surrounding water. Creatures with strength of 17 or greater can attempt to force

the clam shell open (as per opening a stuck door). Air-breathers trapped by a giant clam face the danger of drowning as well. Giant clams are well-camouflaged, surprising on 1-4.

Cobra Flower

Armor Class:	6	No. App:	1 (2-4)
Hit Dice:	6**	Save As:	Fighter: 3
Move:	15' (5')	Morale:	12
Attacks:	1 bite	Hoard/Treas:	Nil
Damage:	1-6 + acid	Alignment:	Neutral

This tall, slender plant has a large flowering bulb topping its brownish-green roots. Two large green leaves flank its flowering top, giving the appearance of a cobra's hood. Cobra flowers draw nutrients from sunlight, the soil, and water, but enjoy a diet of insects, rodents, animals, and even humanoids when available. When a cobra flower detects a living creature, it remains motionless until its prey is within 5 feet. It then spreads its leafy hood, opens its flowery bulb, and bites its prey, secreting acidic enzymes to break down and digest the victim. If the bite attack is successful, the cobra flower stays attached to the victim, inflicting an additional 1d8 points of acid damage per round. Creatures smaller than man-sized are engulfed and take 1d10 points of damage per round until freed.

Cooshee

Armor Class:	5	No. App:	0 (1-8)
Hit Dice:	3	Save As:	Fighter: 2
Move:	120' (40')	Morale:	8
Attacks:	1 bite	Hoard/Treas:	Nil
Damage:	1-8	Alignment:	Neutral

Cooshee are large dogs that are bred and favored by elves (q.v.). They are green and brown in color and very large, nearly 4 feet tall. Their bark can be heard over 1 mile distant. Once per turn, cooshee can sprint at double speed (240' (80')) for one round.

Coyote (Jackal)

	Coyote	Jackal
Armor Class:	7	7
Hit Dice:	1	1/2
Move:	180' (60')	180' (60')
Attacks:	1 bite	1 bite
Damage:	1-4	1-2
No. App:	2-12 (3-18)	Varies
Save As:	Fighter: 1	Normal Man
Morale:	8 or 6	6
Hoard/Treas:	Nil	Nil
Alignment:	Neutral	Neutral

Jackals and coyotes are similar canine carnivores (cf. dog). Jackals are generally found in dry steppes or scrub regions;

coyotes can be found anywhere except arctic climes. The jackal hunts almost exclusively in a pack; although coyotes are pack animals like other canines they are often encountered singly or in pairs. Both varieties are easier to train than wolves, but not as malleable as normal dogs.

Coyotewere

Armor Class:	4	No. App:	1-4 (2-8)
Hit Dice:	4**	Save As:	Fighter: 4
Move:	120' (40')	Morale:	9
Attacks:	1 bite/weapon	Hoard/Treas:	XX/C
Damage:	2-8 or weapon	Alignment:	Chaotic

These shape-shifting creatures can either appear as normal humanoids or as a coyote-headed human covered in brown or grey fur. Their gaze causes sleep in any victims that fail to save vs. Spells. In their humanoid form, their bite causes 2-8 points of damage; they can use weapons in either humanoid or coyote-headed form. They often consort with coyotes of normal type. They are only harmed by magical weapons.

Crayfish/Lobster, Giant

Armor Class:	4	No. App:	1-4 (1-4)
Hit Dice:	4*	Save As:	Fighter: 2
Move:	60' (20')	Morale:	7
swim:	120' (40')		
Attacks:	2 claws	Hoard/Treas:	Nil
Damage:	2-12/2-12	Alignment:	Neutral

These menaces are merely giant-sized forms of the normal crayfish (freshwater) and lobster (saltwater). They are well-camouflaged, surprising prey on 1-4.

Crypt Thing

Armor Class:	3	No. App:	1 (1)
Hit Dice:	6*	Save As:	M-U: 6
Move:	120' (40')	Morale:	12
Attacks:	2 claws	Hoard/Treas:	X/M
Damage:	1-8/1-8	Alignment:	Neutral

Crypt things are skeletal magical constructs (NOT undead) found guarding tombs, graves, crypts, and other such structures. They can speak Common, although they do not always choose to speak. The crypt thing is noncombatant, and usually does not move unless intruders disturb it or its guarded area or item. At the first sign of disturbance, the crypt thing removes intruders by teleporting all creatures within a 50' radius to a randomly determined location (roll 1d4: 1, north; 2, south; 3, east; 4, west) and a random distance (1d10 x 100 feet) away from the crypt thing. Teleport location should be determined randomly for each creature that fails its saving throw. Creatures making a successful save vs. Spells will not be teleported. The crypt thing attacks opponents that successfully resist, raking and slashing with its claws.

Darkmantle

Armor Class:	3	No. App:	1-6 (1-6)
Hit Dice:	1*	Save As:	Fighter: 1
Move:	60' (20') fly 30' (10')	Morale:	7
Attacks:	1 bite	Hoard/Treas:	VI/U
Damage:	1-6	Alignment:	Neutral

The darkmantle appears to be a cave-dwelling, air-breathing octopus. It normally hangs from a ceiling by a muscular "foot" at the top of its body, often leading passerby to think it is a stalactite or lump of rock. It can change its color to match almost any type of stony background. It is about 4 feet long from end to end, and weighs about 30 pounds. It attacks by dropping onto its prey and wrapping its tentacles around the opponent's head and squeezing, attempting to suffocate the foe. This attack does 1-6 hit points damage on the first round, and 1-6 points each additional round it is attached. Once per day a darkmantle can **cause darkness** as per the spell, and does so usually just before attacking. The darkmantle can "see" by a form of sonar, as does a giant bat (q.v.). A silence spell therefore effectively blinds the darkmantle.

Decapus

Armor Class:	5	No. App:	0 (1)
Hit Dice:	4	Save As:	Fighter: 2
Move:	3' (1')	Morale:	11
Attacks:	9 tentacles	Hoard/Treas:	XX/C
Damage:	1-6	Alignment:	Chaotic

The decapus is a very rarely-encountered bizarre and nasty menace that is found in dark and gloomy woods. They prefer to swing through trees until they find prey, then attacking with their tentacles, gripping and strangling prey until it is dead.

Derro

Armor Class:	5	No. App:	2-12 (3-30)
Hit Dice:	3*	Save As:	Dwarf: 6
Move:	90' (30')	Morale:	10
Attacks:	1 weapon	Hoard/Treas:	XIX/D
Damage:	by weapon	Alignment:	Chaotic

The derro are a subterranean race similar to grey dwarves, but not enough is known of either race to provide definitive details. Derro are afflicted by a form of racial madness, which most often manifests as delusions of grandeur and an overpowering urge to inflict torment on other creatures. Derro are stealthy and bloodthirsty. They like to carefully arrange cruel traps and deadly ambushes and strike savagely from hiding. They delight in taking captives who can be tortured to death later, and favor traps and poisons that disable without killing. They are reviled by every other sentient race that knows of them.

For every five derro encountered, there will be a leader with 4 hit dice. For every ten derro, there will be a subchief with

5 hit dice. If there are twenty or more, there will be a 7 hit dice chieftain and a 6 hit dice assistant.

Derro also have tribe members that can cast spells as do magic-users of level 5-8. They have a 5% chance per level of possessing a magic item useful to them. There will always be a magic-user with a chieftain, and he will have 1d4 students (equivalent to 1st-4th level magic-users).

Disenchanter

Armor Class:	5	No. App:	1 (1)
Hit Dice:	5*	Save As:	Fighter: 5
Move:	120' (40')	Morale:	9
Attacks:	1 snout	Hoard/Treas:	Nil
Damage:	special	Alignment:	Neutral

The disenchanter resembles a massive camel with a long snout that ends in a suction cup. It is greatly feared for the damage it can cause. Much like a rust monster (q.v.), it feeds on objects most adventurers hold near and dear to their hearts—magic items. A typical disenchanter is about 8 feet long and weighs 600 pounds. It can **detect magic** at will in a 120' radius, and targets magical items carried or worn by an opponent. A disenchanter is able to discern the most powerful magical items in a group and always attacks those items first, unless those items are too difficult to reach (such as hidden in a backpack). Only then will the disenchanter choose to attack a more readily available item (such as a magical shield). It fastens its snout onto an item and drains the item's magical properties. Disenchancers can only be hit with magical weapons; magical weapons striking a disenchanter are not drained of their magical properties.

Dog

	Normal	War Dog
Armor Class:	7	6
Hit Dice:	2	2+2
Move:	180' (60')	120' (40')
Attacks:	1 bite	1 bite
Damage:	1-6	2-8
No. App:	2-12 (3-18)	Varies
Save As:	Fighter: 1	Fighter: 2
Morale:	8 or 6	11
Hoard/Treas:	Nil	Nil
Alignment:	Neutral	Neutral

Normal: Dogs are found anywhere humans are found. They are most comfortable in a pack or group; if there are less than three encountered, or a group of dogs has lost more than half of its numbers in a battle, their morale is 6 rather than 8. These statistics represent a medium-sized dog; toy or very small lap breeds should be treated accordingly (i.e. 1 or 1/2 hit dice) by the GM.

War Dog: These are the largest breeds of dog, bred for ferocity and ability to guard, attack, and search when commanded. They are not normally encountered in the wild or loose, so the number appearing is determined by the owner. They are strong, able to pull sleds, carry burdens, or

even be ridden (as preferred by halflings), assuming proper tack is available.

Dolphin

Armor Class:	5	No. App:	0 (1-20)
Hit Dice:	3*	Save As:	Dwarf: 6
Move:	180' (60')	Morale:	10
Attacks:	1 head butt	Hoard/Treas:	Nil
Damage:	2-8	Alignment:	Lawful

Dolphins are marine mammals that can grow to 20' long. They can remain submerged for up to 15 minutes without air. They can speak their own language, and can communicate with other dolphins telepathically within 50 miles. Dolphins are generally friendly with sailors, and tend to fight sharks when they encounter them.

Donkey

Armor Class:	8	No. App:	1-4 (1-12)
Hit Dice:	1+1	Save As:	Normal Man
Move:	120' (40')	Morale:	7
Attacks:	1 bite or kick	Hoard/Treas:	Nil
Damage:	1-2 or 1-6	Alignment:	Neutral

Donkeys are small domesticated pack animals. They can carry 150 lbs. (or 350 lbs. at 1/2 movement rate). They are able to negotiate very rocky and hilly terrain and can subsist on meager forage, making them more valuable (and commonly-encountered) in dry and desolate lands. They can be cross-bred with horses to produce mules (q.v.).

Dragon, Rust

Armor Class:	0	No. App:	1-4 (1-4)
Hit Dice:	9**	Save As:	Fighter: 9
Move:	90' (30')	Morale:	9
fly:	240' (80')		
Attacks:	2 claws/1 bite or breath	Hoard/Treas:	III,IX,XV/H, N, O
Damage:	2-7/2-7/3-30	Alignment:	Chaotic

The rust dragon appears identical to the red dragon although it is slightly smaller. The rust dragon can only be identified after it breathes, for its cloud-shaped breath weapon has the same effect as the touch of the tentacles of the rust monster (q.v.). They will have no magical items in their lair that are made of iron or steel.

Dragonfly, Giant

Armor Class:	3	No. App:	1-6 (1-6)
Hit Dice:	7*	Save As:	Fighter: 3
Move:	360' (120')	Morale:	9
Attacks:	1 bite	Hoard/Treas:	Nil
Damage:	3-12	Alignment:	Neutral

Giant dragonflies appear as normal dragonflies about 5 feet long. Their skin glitters in the sunlight and, if it can be removed and preserved, can be sold to certain collectors and

craftsmen. They are dangerous predators and hunt humans and other humanoids as prey. They hunt warmblooded creatures fearlessly, attacking until its prey is dead. They are very fast, gaining +2 on initiative rolls, and missile attacks against them are made at -4 to hit.

Dwarf, Grey (Duergar)

Armor Class:	4	No. App:	2-8 (20-80)
Hit Dice:	1+1	Save As:	Dwarf: 1
Move:	60' (20')	Morale:	9
Attacks:	1 weapon	Hoard/Treas:	XIX/D
Damage:	by weapon	Alignment:	Chaotic

The grey dwarves dwell in the deepest caverns beneath the earth. They are about the same size as normal dwarves, but have jet black skin and are usually bald (although males and females usually sport beards). There will be a 2 hit dice leader for every 10 grey dwarves encountered, a 3 hit dice subchief for every 20 grey dwarves, and a lair will always contain a chieftain with 4 or more hit dice (but never more than 12 hit dice). They always have slaves with them in their lairs. They despise both goblins and normal dwarves.

Eagle

	Normal	Giant
Armor Class:	7	5
Hit Dice:	1	4+2
Move:	450' (150')	390' (130')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1-2/1-2/1-4	1-6/1-6/1-10
No. App:	0 (1-8)	0 (1-20)
Save As:	Normal Man	Fighter: 4
Morale:	8	9
Hoard/Treas:	Nil	VI/U
Alignment:	Neutral	Neutral

The normal and giant eagles are strong flyers and possessed with outstanding eyesight, surprised by intruders only on a roll of 1. In combat, if they dive to make their initial attack, the claw attacks are made at +2 to hit and inflict double damage. Eagles of all sorts usually nest on very high rocky promontories or tall trees. Normal eagles are often trained and kept as pets or used to hunt.

Giant Eagles: In addition to being much larger than the normal version, giant eagles are highly intelligent and able to telepathically communicate with others within 240'. A giant eagle typically attacks from a great height, diving earthward at tremendous speed. When it cannot dive, it uses its powerful talons and slashing beak to strike at its target's head and eyes. They dwell far from civilization, although they are often on good terms with gnomes and elves. They can be ridden, if they choose and if appropriate harnessing is available, and can carry 100 lbs. at normal speed or 200 lbs. at half speed. A typical giant eagle stands about 10 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way except size, weighing about 500 pounds. Giant eagle eggs and chicks are valuable and can be sold for a tidy sum.

Ear Seeker

Armor Class:	9	No. App:	1-8 (1-8)
Hit Dice:	1 hp	Save As:	Normal Man
Move:	60' (20')	Morale:	12
Attacks:	eggs	Hoard/Treas:	Nil
Damage:	see below	Alignment:	Neutral

Ear seekers are tiny worms that lair in rotting wood or other organic materials. If the surface containing them is contacted, they burrow toward any warm place on the creature (favoring ears particularly). They then lay 2d8 eggs before dying. They are killed by **cure disease** spells or similar abilities. Once laid, ear seeker eggs hatch in 4d6 hours. Each egg devours surrounding flesh, killing the host. Once all eggs have hatched and the host is dead, the seekers move on to a new host whenever one is available.

Earwig, Giant

Armor Class:	4	No. App:	1-4 (2-8)
Hit Dice:	5	Save As:	Fighter: 2
Move:	90' (30')	Morale:	12
Attacks:	1 bite/1 pinch	Hoard/Treas:	Nil
Damage:	1-4/ 2-12	Alignment:	Neutral

Giant earwigs are huge (8' long) forms of the mundane type of insect. They are omnivorous, usually living among and eating decaying plant material, but eager to supplement their diet with any available meat. Their main attack is made with a huge set of pincers located in the tail; if attacked from ahead and behind the giant earwig can bite and pinch in the same round.

Eel

	Electric	Giant
Armor Class:	9	6
Hit Dice:	2*	6*
Move:	120' (40')	240' (80')
Attacks:	1 bite+shock	1 bite
Damage:	1-4+ shock	3-12
No. App:	1-3	1-4
Save As:	Fighter: 1	Fighter: 3
Morale:	7	9
Hoard/Treas:	Nil	Nil
Alignment:	Neutral	Neutral

Electric Eels: These well-known marine menaces are 9' long and can at will emit an electric shock with 60' radius. Victims receive no saving throw, but damage decreases by distance from the eel, inflicting 1d8 points of damage within 60', 2d8 if within 40', and 3-24 if within 20' of the eel. These eels readily attack anything that looks like prey or that threatens them.

Giant Eels: These are merely large versions of the normal type, dangerous because of their size. They are often trained by undersea creatures to use as beasts of burden or mounts.

Elf, Sea

Armor Class:	6	No. App:	2-8 (3-36)
Hit Dice:	1+1*	Save As:	Elf: 1
Move:	120' (40')	Morale:	11
swim:	120' (40')		
Attacks:	1 weapon	Hoard/Treas:	VI/U
Damage:	by weapon	Alignment:	Neutral

Sea elves are a water-breathing species of normal elves, and have most of the normal elvish traits. They can survive out of water for up to 24 hours. They are typically armed with harpoons, nets, and tridents. They get on well with merfolk and other neutral sea races. They are particularly friendly with dolphins.

Elk

	Normal	Giant
Armor Class:	7	6
Hit Dice:	2	8
Move:	150' (50')	120' (40')
Attacks:	1 butt	1 butt
Damage:	1-8	1-12
No. App:	0 (1-12)	0 (1-6)
Save As:	Fighter: 1	Fighter: 4
Morale:	7	7
Hoard/Treas:	Nil	Nil
Alignment:	Neutral	Neutral

Elk are large herd animals found in hills, plains, and mountain and forest meadows. The giant variety is usually found only in prehistoric settings, and measures 10' from antler tip to antler tip and nose to tail.

Ettercap

Armor Class:	6	No. App:	1-2 (1-2)
Hit Dice:	10*	Save As:	Fighter: 5
Move:	270' (90')	Morale:	11
Attacks:	2 claws/1 bite	Hoard/Treas:	VI/U
Damage:	1-3/1-3/1-8	Alignment:	Chaotic

Ettercaps are hideous stooping creatures standing 6 feet tall and weighing 200 pounds or more. They are usually black or dark purple in color, with ugly distended bellies and huge clawed hands. They dwell in dank forests and often consort with various types of giant spiders. They are not brave creatures, but their cunning traps often ensure that the enemy never draws a weapon. They often use their webs as nets, garrotes, and so on.

Forester's Bane

Armor Class:	4/7/9	No. App:	1-2 (1-4)
Hit Dice:	5*	Save As:	Fighter: 5
Move:	0' (0')	Morale:	12
Attacks:	3-6	Hoard/Treas:	Nil
Damage:	2-5	Alignment:	Neutral

The forester's bane is a huge, immobile, carnivorous shrub. Close inspection reveals large, tough leaves radiating from its

central stalk. These dark green leaves hide six purple serrated stalks inside its body. At the center of this low-growing shrub is a 3-foot diameter yellowish orb from which sprout many small green branches. Each branch has small, sweet smelling (and tasting) berries of various colors growing from it. The forester's bane attempts to grab any living creature that moves near it. Trapped creatures are subjected to attacks by 1-6 serrated stalks that slash and cut until the opponent escapes. The forester's bane releases a trapped victim when either it or the victim is dead, or the leaf holding the victim is destroyed. Leaves and stalks have 10 hit points each and can be attacked with melee weapons. Severing a leaf or stalk deals no damage to a forester's bane; the central bulb must be attacked. Attacks that hit a leaf deal half their damage to the monster and half to the trapped victim. Destroyed leaves and stalks grow back in 2d4 weeks if the forester's bane is not killed.

Frog, Giant

	Giant	Poisonous
Armor Class:	6	7
Hit Dice:	2*	2*
Move:	90' (30')	90'(30')
Attacks:	1 bite	1 bite/1 tongue
Damage:	1-6	special or 1-4
No. App:	2-40 (3-60)	1-6 (1-6)
Save As:	Fighter: 1	Fighter: 1
Morale:	7	9
Hoard/Treas:	Nil	Nil
Alignment:	Neutral	Neutral

Giant Frogs: These creatures are giant versions of their much smaller cousins, unintelligent and always hungry. Giant frogs have long tongues that they can wrap around victims up to 15 feet away (normal chance to hit). Trapped victims of dwarf size or smaller can then be dragged to the frog's mouth at a rate of 5' per round, and the creature then has a +2 bonus to hit rolls against them. For purposes of attacks, the tongue has AC 8; the frog will release its victim following any successful attack that damages its tongue. The tongue will be severed if it takes more than 6 points of damage from an attack with an edged weapon. The frog can swallow victims that are elf-sized or smaller. Swallowed victims die in three rounds unless they can cut themselves free (requiring an 18 or better to hit with a small weapon). The frog dies if the victim can cut its way out.

Poisonous Frogs: The skin of these frogs secretes a poison, and their saliva is also poisonous. Anyone touching or bitten

by one of them must make a saving throw vs. Poison suffers 2d8 points of damage from the poison and is paralyzed. Some creatures may harvest poison from these frogs for use on weapons.

Frogemoth

Armor Class:	2/4/6	No. App:	1 (1)
Hit Dice:	16**	Save As:	Fighter: 16
Move:	120' (40')	Morale:	10
swim	120' (40')		
Attacks:	1 tongue or 4 tentacles	Hoard/Treas:	VI/U
Damage:	1-6+4 or 1-4 +4 (x4)	Alignment:	Chaotic

The rare and horrible frogemoth is only found in dismal swamps or murky freshwater ponds, pools, or slow rivers. It uses its 10'-long tongue and 4 10' long tentacles to attack and feed on prey. Its hide is quite tough; the tentacles less so (AC 4), and the tongue is relatively soft (AC 6). Each tentacle can take 20 hit points of damage before being severed; the tongue takes 15, and the rest of the body the remaining amount.

Frog Man

Armor Class:	6	No. App:	2-20 (10-60)
Hit Dice:	1	Save As:	Fighter: 1
Move:	180' (60')	Morale:	8
swim:	270' (90')		
Attacks:	2 claws/1 bite or by weapon	Hoard/Treas:	Nil
Damage:	1-2/1-2/2-5 or by weapon	Alignment:	Chaotic

Frogmen are humanoids that dwell in very damp and dank places, particularly swamps. They can hop up to 30' forward and 15' up, and if they hop to attack they do so at +1 to hit. They usually use spears and javelins as weapons. In the lair there will be 1 female or young for every male. There will also be a chief who has 2 Hit Dice and attacks with +1 to hit and damage, and 2-5 bodyguards with maximum hit points.

Ghast

Armor Class:	4	No. App:	1-4 (2-8)
Hit Dice:	4**	Save As:	Fighter: 4
Move:	90' (30')	Morale:	10
Attacks:	2 claws/1 bite	Hoard/Treas:	VIII,IX,XXI/ B, N, O
Damage:	1-4/1-4/1-8	Alignment:	Chaotic

These undead are nearly indistinguishable from ghouls (q.v.), and are normally found surrounded by a pack of those horrors. The difference is usually noticed when opponents approach within 10', because the ghast exudes a carrion stench in a 10' radius that causes retching and nausea unless a saving throw vs. Poison is made. Any failing the saving throw attack at a penalty of -2. Worse, the ghast shares the

ghoulis ability of paralyzation, and their attack is so potent that it will even affect elves. Paralysis caused by a ghaſt laſts for 5-10 (4+1d6) rounds or until negated by an appropriate ſpell. Ghaſts, like ghoulſ, are not affected by ſleep and charm ſpellſ. They can be ſtruck by any ſort of weapon, and are turned aſ if they were wightſ.³

Ghoſt

Armor Claſſ:	-2	No. App:	1 (1)
Hit Dice:	14****	Save Aſ:	M-U: 14
Move:	90' (30')	Morale:	12
Attackſ:	1 touch/1gaze	Hoard/Treaſ:	IX, XVIII/ E,N,O
Damage:	ſee below	Alignment:	Chaotic

Ghoſtſ are powerful, terror-inſpiring undead. Juſt viewing a ghoul cauſeſ any doing ſo to age 10 yearſ in an inſtant, fleeing heedleſſly if a ſaving throw vſ. Spellſ iſ failed. Clericſ of 6th or greater level are immune to thiſ effect, and any character over 8th level ſaveſ at +2. The ghoul can uſe a **magic jar** effect once per turn; if ſucceſſful, the victim iſ controlled by the ghoul. A ghoul can alſo materialize to touch a victim, who ageſ 10-40 yearſ (with no ſaving throw). Ghoſtſ are immune to cold, electricity, and all ſpellſ except thoſe that ſpecifically target evil (ſuch aſ **diſpel evil** or **holy word**). Ghoſtſ can only be ſtruck by weaponſ of +3 or greater enchantment.

Ghoul, Lacedon

Lacedonſ are found underwater, and are otherwiſe identical to ghoulſ. In addition to all traitſ aſſociated with ghoulſ, they can ſwim at the ſame rate they can move while on land.

Giant, Deformed

Armor Claſſ:	3	No. App:	1 (1-4)
Hit Dice:	13*	Save Aſ:	Fighter: 13
Move:	150' (50')	Morale:	9
Attackſ:	1 club	Hoard/Treaſ:	XVIII/E + 5,000 gp
Damage:	4-40	Alignment:	Chaotic

Deformed giantſ (alſo known aſ fomorianſ) are giantſ with multiple and various hideouſ deformities. Theſe include mangled limbſ in varying number, deformed facial featureſ, humpbackſ, curved ſpineſ, overſized feet and/or legſ, and extra ſenſory organſ or miſplaced ſenſory organſ. Theſe giantſ cannot throw boulderſ, but their additional ſenſeſ allow them to detect intruderſ eaſily (ſo they are ſurpriſed only on a roll of 1). They are the crudeſt and moſt brutal of any giant race, and it iſ believed that they were ſpecifically bred for theſe traitſ by ſome evil magic-uſer or other nefariouſ power.

³ Some GMſ prefer to determine chanceſ to turn undead by reference to creature type inſtead of by hit dice. For thiſ reaſon referenceſ to creature equivalentſ are included in the text; GMſ that uſe other methodſ to reſolve turn undead attemptſ can ignore them.

Giant, Marine, Sky

	Marine	Sky
Armor Claſſ:	3	0
Hit Dice:	13**	15**
Move:	150' (50')	150' (50')
Attackſ:	1	1+ ſpecial
Damage:	4-40	5-60
No. App:	1 (1-4)	1 (1-4)
Save Aſ:	Fighter: 13	Fighter: 15
Morale:	9	10
Hoard/Treaſ:	XVIII/E	XVIII/E
Alignment:	Chaotic	Chaotic

Marine Giant: Theſe monſterſ are rarely ſeen by ſurface-dwellerſ, aſ they uſually dwell only in deep waterſ. They occaſionally attack ſhipping when their lairſ or landſ have ſomehow been diſturbed by air-breatherſ. They are humanoid in ſhape, with green or aqua ſkin and hair, and 13' tall. They are amphibiouſ like ſea elveſ, and can ſurvive for up to 24 hourſ out of water (and can throw boulderſ for 3-30 hit pointſ damage when on land). When underwater they can create a lightning blaſt, which doeſ 6-36 pointſ of electrical damage to all in a 30' radius that fail to ſave vſ. Spell. They are uſually attended by ſome leſſer creatureſ (ſuch aſ gogglerſ or locathah) and uſually have ſeveral petſ (ſuch aſ ſea dragonſ or giant eelſ).

Sky Giantſ: Theſe powerful monſterſ dwell only on the hiſheſt mountain cragſ or on great magically-controlled cloud iſlandſ. They are uſually ſerved by leſſer giantſ (particularly cloud giantſ) or other creatureſ (ſuch aſ manticores, wyvernſ, giant ravenſ, or other flying beaſtſ). They have light blue ſkin and dark blue or black hair, with blue or grey eyeſ. They alſo get on well with blue dragonſ, poſſibly becauſe ſky giantſ are immune to electrical damage. They carry great maceſ and often carry huge croſſbowſ which have a range of 480' and inflict 4-14 (2d6+2) pointſ of damage when they hit. They can, once per turn, caſt a **lightning bolt**. Once per day they can **conjure elemental** (air elemental only) or **control weather**.

Gibbering Moulder

Armor Class:	1	No. App:	1 (1)
Hit Dice:	4+3**	Save As:	Fighter: 4
Move:	60' (20')	Morale:	9
Attacks:	6 bites	Hoard/Treas:	XXI/B
Damage:	1-6 each	Alignment:	Neutral

These bizarre creatures appear as amoebic blobs covered in multiple fanged mouths. The creature moves by using the mouths to bite or suck the ground. When it is close to an edible morsel, the blob extends 6 mouths on pseudopods to bite the victim. Each time the moulder bites, the mouth remains attached to the victim and does an additional 1 point of damage per round until released. Once a victim has been bitten 6 times, it is trapped and immobilized by the moulder, which then moves on to the next victim. In addition to the bite attack, the moulder can babble from all its mouths at the same time, which causes **confusion** (as the spell) in a 60' radius for all who fail a saving throw vs. Spells. The moulder can also spit its phosphorous-laden digestive acids up to 60'. If the spittle hits any hard, cold surface, it bursts into a bright, blinding flare which blinds all within 30' of the impact that fail a saving throw vs. Paralysis.

Goat

	Giant	Normal
Armor Class:	7	7
Hit Dice:	3	1+2
Move:	150' (50')	120' (40')
Attacks:	1 head butt	1 head butt
Damage:	2-16	1-4
No. App:	0 (2-16)	0 (2-24)
Save As:	Fighter: 2	Normal Man
Morale:	10	7
Hoard/Treas:	Nil	Nil
Alignment:	Neutral	Neutral

Goat: These animals are commonly found in rocky and poor pastures, hills, mountains and scrublands. Their meat is prized by many humanoids.

Giant Goat: These creatures are larger (4' at shoulder) versions of the normal variety. They are usually found in forbidding, rocky terrain in hills, mountains, or scrublands. They attack only if pressed (or during mating season), and if they can charge more than 40' before attacking, they do so at +2 to hit and +4 to damage.

Golem, Clay, Flesh

	Clay	Flesh
Armor Class:	7	8
Hit Dice:	11*** (50 hp)	9*** (40 hp)
Move:	90' (30')	120' (40')
Attacks:	1	2
Damage:	3-30	2-16/2-16
No. App:	1(1-2)	1 (1)
Save As:	Fighter: 15	Fighter: 12
Morale:	12	12
Hoard/Treas:	Nil	Nil

Alignment: Neutral Neutral

Clay Golem: These constructs cannot be damaged by edged weapons, and cannot be hit by non-magical weapons. After three rounds of combat (but no more than once per day) the golem can cast **haste** upon itself, which is effective for three rounds. They are immune to spells except: **move earth** (inflicts 3-36 hit points of damage and pushes the golem back 20-80'), **disintegrate** (slows the golem and inflicts 1-12 hit points of damage), and **earthquake** (immobilizes the golem for one turn and inflicts 5-50 hit points of damage). Clay golems often go berserk, and a berserk clay golem will attack everything it sees. Damage inflicted by a clay golem can only be cured with a **heal** spell or more powerful magic (i.e. **wish**).

Flesh Golem: These magical creatures are constructed by magic-users from cadavers and stray body parts. They appear to be oddly-combined humans, stitched and sewn together. They are immune to all normal weaponry. They are immune to spells except for fire-based spells (**wall of fire**, **fire ball**, etc.) which slow the golem by 50% for 2-12 melee rounds. Electrical attacks heal damage to the golem at a rate of one point per hit die of electrical damage done. They are very strong and can break through a stout wood door easily.

Golem, Iron, Mercury

	Iron	Mercury
Armor Class:	3	8 to start
Hit Dice:	18*** (80 hp)	1-9***
Move:	60' (20')	120' (40')
Attacks:	1 weapon	3
Damage:	4-40	1-4/1-4/1-6
No. App:	1(1)	1 (1)
Save As:	Fighter: 21	See below
Morale:	12	12
Hoard/Treas:	Nil	Nil
Alignment:	Neutral	Neutral

Iron Golem: Iron golems are created by high-level magic-users. They can obey simple commands as received or can be positioned to guard an area or item and be activated if it is disturbed or a door is opened. They are much stronger than flesh golems, and pound doors to cinders. Iron golems can only be struck by +3 or better magical weapons. They

are immune to all spells except spells that do electrical damage: a **lightning bolt** slows the iron golem for 3 rounds. Magical fire attacks repair damage, 1 hit point repair per hit point of fire damage inflicted. Iron golems can breathe a cloud of poison gas in a 10' radius every 7 rounds.

Mercury Golem: These constructs look to be silvery, man-sized statues until they animate. They attack with fists and bite if the area (or person) they guard is threatened. They may be struck with normal weapons, but if brought to 0 hit points they dissipate into mercury droplets until automatically regenerating in the following round. The mercury golem reforms to be 1' taller and gaining one HD (with maximum hit points, so after reformation the golem will have 16 hp). The reformed mercury golem inflicts one extra point of damage per attack, adds 20' to its movement rate, and improves its AC and saving throw classifications by 1 each. If again brought to 0 hit points, it again regenerates and adds an additional HD with an additional one point bonus to AC, saves, and damage bonuses and additional movement speed. A mercury golem thus reformed will have AC 6, 3 HD, 24 hp, save as a Fighter: 3, and will inflict 1-4+2/1-4+2/1-6+2 hp damage with its attacks. This continues until the mercury golem is reformed with 9 HD and 72 hp. If again brought to 0 hp, the mercury golem cannot reform and dissipates into nothingness.

Golem, Wax

Armor Class:	7	No. App:	1-6 (1-10)
Hit Dice:	1*	Save As:	see below
Move:	90' (30')	Morale:	12
Attacks:	1	Hoard/Treas:	Nil
Damage:	1-8	Alignment:	Neutral

These constructs are bizarre creatures made from wax. Little detailing is possible, and wax is quite soft, so these typically appear as vaguely-humanoid blobs. They are immune to all spells except fire spells, which do full damage. However, whenever wax golems are struck for more than one point of damage, the molten wax within them squirts in a 10' long gout toward whatever has damaged them, this molten wax inflicting 1-6 points damage.

Hag, Green, Sea

	Green	Sea
Armor Class:	-1	6
Hit Dice:	9***	11***
Move:	120' (40')	120' (40')
swim	120' (40')	150' (50')
Attacks:	2 claws/1 touch	Special
Damage:	1d8	1d6/special
No. App:	0 (1)	0 (1-4)
Save As:	Fighter: 18	Cleric: 11
Morale:	10	10
Hoard/Treas:	X,XVI/G, M	X,XVI/G,M
Alignment:	Chaotic	Chaotic

Although each different type of hag varies in its habitat and powers, they all take the form of hideous crones. Their aspect is not quite completely human, however, and few would mistake their monstrous visages for those of even the homeliest human. Hags are monstrosly strong, are naturally resistant to spells, and can cast magic of their own. They have infravision allowing them to see up to 60' distant.

Green Hag: Green hags are found in desolate swamps and dark forests. A green hag is usually about the same height and weight as a female human. They prefer to attack from hiding, usually after distracting foes (such as mimicking cries for help and so on). They may change their appearance as an annis (q.v.) does, but they may do it at any time. They can also cast **darkness**, **invisibility**, **light**, **ventriloquism**, and **water breathing** as the spells of the same name, any number of times per day. They can move silently and hide in forests (90% chance).

Sea Hag: The sea hag is found in warm waters (fresh or salt) with heavy plant growth. They are the ugliest of the hags, colored to blend into their murky aquatic environment (although they are in fact amphibious and can survive indefinitely on land). A sea hag is about the same height and weight as a female human. Sea hags usually remain in hiding until they can affect as many foes as possible with their horrific appearance. The sight of a sea hag is so revolting that anyone who sets eyes upon one must succeed on save vs. Spell or be weakened from fright and horror (lose 1/2 Strength points for 1-6 turns). The gaze of the sea hag causes any meeting the gaze to be killed immediately if a save vs. Poison or Death is failed. Unlike the other hags, the sea hag is so noisome as to be shunned by all intelligent creatures, although they occasionally make pets of giant crabs and other aquatic menaces.

Hag, Night

Armor Class:	0	No. App:	1 (1-2)
Hit Dice:	8*****	Save As:	M-U: 16
Move:	90' (30')	Morale:	12
Attacks:	1	Hoard/Treas:	see below
Damage:	2-12	Alignment:	Chaotic

Night hags are evil creatures from other planes of existence. They appear as human-shaped females, with skin and hair as black as night. They are thoroughly evil and Chaotic and

attack Lawful creatures immediately unless this seems futile. They love to use their special **sleep** spell which affects all creatures (even elves) which fail to save vs. Spell, strangling the victims that are overcome by it. In addition they have a powerful bite.

A night hag can, at will, cast **detect evil, detect good, detect magic, magic missile, polymorph self**, or **ray of enfeeblement**. It can also become ethereal at will so long as it possesses its heartstone (see below). In addition, night hags can haunt the dreams of Chaotic individuals by using a heartstone (see below) to become ethereal and enter the sleeping victim's mind. Once the night hag invades someone's dreams, it rides on the victim's back until dawn. The sleeper suffers from tormenting dreams and loses 1 point of Constitution drain upon awakening. Only by confronting and defeating the night hag while ethereal can this draining be stopped. An individual drained of all Constitution by a night hag arises the next night as a wraith (q.v.).

Night hags can only be hit by silver weapons or those of +3 or greater enchantment. In addition to their saving throws, night hags are immune to sleep, charm, fear, fire and cold.

Although they carry no treasure, all night hags carry a periapt known as a heartstone. This instantly **cures disease** in the holder of the stone. In addition, a heartstone provides a +2 resistance bonus to all saving throws. A night hag that loses this charm can no longer become ethereal until it can manufacture another (which takes one month). Creatures other than the hag can benefit from the heartstone's powers, but the periapt shatters after curing ten diseases. It does not bestow ethereality to a bearer that is not a night hag. For obvious reasons these stones are incredibly valuable if sold (although if the night hag that created it still lives the purchaser may face future difficulties).

Hydra, Cryohydra Hydra, Pyrohydra

These monsters are identical to the hydra (q.v.), except that each head of the hydra has a breath weapon. A cryohydra breathes frost, and a pyrohydra breathes fire. Each head can breathe twice per day, inflicting 8 hit points of fire or cold damage, as appropriate. A saving throw vs. Dragon Breath reduces the damage to 4 hit points.

Hydra, Lernaean

These monsters are identical to the hydra (q.v.), except that, each time a head is severed, TWO grow back in its place within 1-4 rounds (and the hydra gains 1 hit die). This regrowth is averted if the stump is treated with fire or acid immediately after the head is severed. They are otherwise identical to the normal hydra.

Hyena

	Normal	Giant
Armor Class:	7	7
Hit Dice:	2	5
Move:	120' (40')	120' (40')
Attacks:	1 bite	1 bite
Damage:	2-8	3-12
No. App:	0 (2-12)	0 (2-8)
Save As:	Fighter: 1	Fighter: 3
Morale:	7 (5)	7 (5)
Hoard/Treas:	Nil	Nil
Alignment:	Neutral	Neutral

Hyenas are canine pack hunters that are often found in the same grasslands and hills as are lions (whom they occasionally hunt). The giant version is identical to the normal version, except for its size and commensurate greater power.

Jellyfish, Giant

	Giant	Colossal
Armor Class:	9	6
Hit Dice:	4*	9*
Move:	15' (5')	30' (10')
Attacks:	Tentacles	Tentacles
Damage:	1-10 + paral	1-10 + paral
No. App:	0 (1-10)	0 (1-4)
Save As:	Fighter: 2	Fighter: 5
Morale:	8	9
Hoard/Treas:	Nil	VI/U
Alignment:	Neutral	Neutral

These huge cousins of the normal jellyfish are dreaded by fishermen and sailors. They are found floating near the surface of saline seas and lakes. Their stinging tentacles dangle down 50' or more. Although mindless, the jelly is capable of motion and seeks to devour sustenance wherever it is found, paralyzing any live creatures with its stingers. Paralyzed opponents are automatically hit in subsequent rounds.

Giant: The giant jellyfish measures approximately 10' across and has up to 40 tentacles dangling menacingly below. However, only 4 can be used to mount an attack against a single opponent in any round. Each tentacle that strikes does 1-10 hit points of damage, and the victim must save vs. Paralysis or be paralyzed for 1-10 rounds.

Colossal: This jelly is twice the size of the giant jellyfish, approximately 20' across and bearing 80 tentacles. It can attack each opponent with 2-8 tentacles per round. The man-o-war can attack a single opponent with 1d10 of its tentacles each round. The monster gains a +4 bonus on all to hit rolls against paralyzed opponents.

Kelpie

Armor Class:	4	No. App:	1-3 (1-3)
Hit Dice:	5*	Save As:	Fighter: 5
Move:	90' (30')	Morale:	9
swim:	120' (40')		
Attacks:	Nil	Hoard/Treas:	XX/D
Damage:	Nil	Alignment:	Chaotic

Kelpies appear as normal kelp or seaweed, but can take the appearance of a beautiful human female with long flowing dark hair, emerald eyes, and milky-white skin, cloaked in a robe of green seaweed. They are found in saltwater and freshwater swamps, fens, and stagnated underground pools and lakes. They lie in wait for their foes (most often males), and when a target moves within range, they reshape their form to appear human (in most cases, they take the form of a drowning woman) so as to lure the target closer. If the ruse is not detected and the opponent moves within 5 feet of the kelpie, she attacks, attempting to drown her victim. Drowned foes are taken back to the kelpie's lair and devoured. Once per day, a kelpie can produce an effect identical to the **charm monster** spell (caster level 9th). The target can save vs. Spell to avoid the effects. If the save fails, the victim believes the kelpie to be a very beautiful and attractive creature, and attempts to move as quickly as possible toward the kelpie. The charm is negated if the victim dies, the kelpie dies, or **dispel magic**, **limited wish**, or **wish** is cast on the victim. A charmed foe (since he is not resisting the kelpie) can only hold his breath for a number of rounds equal to his Constitution. A kelpie can communicate telepathically to a range of 1 mile with any creature she has touched. Kelpies are near-immune to fire-based attacks, taking only half damage even if the appropriate saving throw is failed.

Khorprau

Armor Class:	3	No. App:	1-3 (1-3)
Hit Dice:	8**	Save As:	Fighter: 10
Move:	30' (10')	Morale:	10
swim:	150' (50')		
Attacks:	1 bite/ 1 tail	Hoard/Treas:	IX, XIV/I, N
Damage:	1-4/3-18	Alignment:	Chaotic

Khorprau are a bizarre amphibian race that dwells in hot waters such as hot springs or geothermally-heated ocean caves. They have webbed, clawed appendages and a long fantail. They can attack either with their bite or with their fantail. They usually attack first by attempting to mentally dominate one character within 30' (cf. **aboleth**). They can do this once per round. Once charmed the khorprau can read the victim's mind (cf. **ESP**) and command the victim to do nearly anything (including self-harm) unless the victim saves vs. Spells.

Kraken

Armor Class:	5/0	No. App:	1 (1)
Hit Dice:	20*	Save As:	Fighter: 20
Move:	150' (50')	Morale:	12
Attacks:	see below	Hoard/Treas:	IX, X, XVI/ G, M, N
Damage:	see below	Alignment:	Chaotic

Kraken are a horrid race of intelligent, gigantic squid. Six of the beast's tentacles are shorter arms about 30 feet long (which strike for 2-8 points of damage); the remaining two are nearly 60 feet long and covered with barbs (doing 2-12 points of damage per strike). Its beaklike mouth is located where the tentacles meet the lower portion of its body and does 5-20 hit points of damage when biting. Krakens strike their opponents with their barbed tentacles, then grab and crush with their arms or drag victims into their huge jaws. Kraken tentacles are armor class 5; the barbed tentacles have 20 hit points and the barbless tentacles have 10 hit points. If the kraken hits with an arm or tentacle attack, the victim is held fast and takes 2-12 hit points damage per round of constriction. If it loses three or more tentacles, the kraken will usually retreat to the depths. It can jet backward in a straight line once per round at a speed of 280 feet. It can also emit a cloud of jet-black ink which prevents vision in an area 80'x80'x120'. Kraken can also **control weather** once per day.

Leprechaun

Armor Class:	8	No. App:	1 (1-20)
Hit Dice:	1/2**	Save As:	M-U: 1
Move:	150' (50')	Morale:	8
Attacks:	0	Hoard/Treas:	1-10,000 gp
Damage:	Nil	Alignment:	Neutral

Leprechauns are tiny (2') fairy creatures found in secluded woodlands and glens. They live to laugh, and enjoy nothing better than finding and pestering strangers. They can speak common and elvish. At will, they can become **invisible**, **polymorph objects**, **create illusion**, and use **ventriloquism**. They find pickpocketing amusing, and will often grab a valuable object and invisibly scamper off. They love both wine and gold, and can occasionally be tempted with one to give up the other.

Lich

	Cleric	Magic-User
Armor Class:	0	6
Hit Dice:	9d4+14-36****	9d4+14-36****
Move:	90' (30')	90' (30')
Attacks:	1 touch or spell	1 touch or spell
Damage:	d10+ paralysis	d10+ paralysis
No. App:	1 (1)	1 (1)
Save As:	Cleric: 11-30	MU: 11-30
Morale:	10	10
Hoard/Treas:	XXII/A and special	
Alignment:	Chaotic	Chaotic

A lich is an undead spellcaster, usually a magic-user or cleric of 14-36th (12+2d12) level who has used his magical powers to unnaturally extend life. A lich naturally appears as a gaunt and skeletal humanoid with withered flesh stretched tight across horribly visible bones, but usually will use illusion to appear as whatever best suits its purposes. Its eyes have long ago been lost to decay, but bright pinpoints of crimson light burn on in the empty sockets. They can speak at least four languages, including common.

Their skeletons are magically enhanced to provide superior protection from physical attacks. Just looking upon a lich causes **fear** in all characters below 5th level (no saving throw). Its fell touch causes 1d10 points of damage and permanently paralyzes any victim that fails its saving throw vs. Paralysis.

Liches can only be turned by very high-level clerics. They are immune to **charm**, **sleep**, **feeblemind**, **polymorph**, **cold**, **lightning**, and **death** spells, and can be harmed only by magical weapons.

Because they have had centuries to amass treasures, liches always have a large assortment of magical items. A lich encountered in the wilderness has 2-5 useful magic items. In its lair, a lich will have 2-20 magical items available, all of which will be used to full effect. They are virtually never encountered alone: they usually surround themselves with multiple guardian undead or other monsters. Liches often use delaying tactics and alarms to give advance warning of intruders, and liches will use the intervening rounds to summon creatures, cast defensive spells, and so on. They often use **permanency** (q.v.) to make one or more spell effects (**fly**, **invisibility**, **shield**, etc.) permanent on themselves.

Liches have powers to control undead, regardless of the profession followed in their former life. They can command undead with FOUR times their hit dice (but never other liches). In addition, they can summon any undead within 5 miles to come to their aid, although these additional undead are not under the lich's command.

Locathah

Armor Class:	5	No. App:	0 (2-20)
Hit Dice:	7	Save As:	Fighter: 7
Move:	150' (50')	Morale:	10
Attacks:	1 weapon	Hoard/Treas:	V,VII,XXII/A, N, R
Damage:	by weapon +5	Alignment:	Neutral

The locathah are tall (10-12') ichthyoid humanoids. They train various large fish as pack animals and use them to move trade goods to various undersea and coastal communities. Some tribes raid shipping and communities instead.

Lurker Above

Armor Class:	5	No. App:	0 (2-20)
Hit Dice:	10*	Save As:	Fighter: 10
Move:	30' (10')	Morale:	10
fly:	270' (90')		
Attacks:	1	Hoard/Treas:	XX/C
Damage:	1-6+ special	Alignment:	Neutral

The lurker above is a subterranean carnivore that preys on any living creatures that enter its territory. It waits for its prey, clinging to the ceiling, roof, or similar overhang, dropping from its hiding place and wrapping itself around prey passing beneath. Its near-perfect camouflage lets it surprise in this manner on rolls of 1-4. It engulfs all in its 20' wingspan, constricting for 1-6 points of damage per round. Engulfed creatures suffocate in 2-5 rounds unless freed from without. Engulfed creatures can only fight with short stabbing weapons, and then only if these were unsheathed before the lurker descended. They are nearly undetectable when attached to ceilings unless actually probed with a pole or other item.

Manta Ray

	Normal	Giant
Armor Class:	6	6
Hit Dice:	4*	10*
Move:	120' (40')	180' (60')
Attacks:	1 tail	1 buffet /1 tail
Damage:	1-8+paral	3-12+paral
No. App:	0 (1-3)	0 (1)
Save As:	Fighter: 2	Fighter: 5
Morale:	7	7
Hoard/Treas:	Nil	VII/V
Alignment:	Neutral	Neutral

Manta rays are large aquatic creatures, over 6' in diameter. They have tails with sharp poisonous spines that paralyze prey that fails to save vs. Poison. The giant variety is 75' long, and is generally similar to the normal variety. In addition to the tail attack, the giant manta can buffet victims underwater by flapping its "wings"; this inflicts 3-12 points of damage. It may do so in the same round it strikes with its tail.

Men, Bandits

Armor Class:	7 or 6	No. App:	1-12 (4-40)
Hit Dice:	1	Save As:	Thief: 1
Move:	120' (40')	Morale:	7
Attacks:	1 weapon	Hoard/Treas:	VI, XXII/ A, U
Damage:	by weapon	Alignment:	Chaotic or Neutral

Bandits are gangs of NPC thieves (q.v.). They can be Neutral or Chaotic; bandits are more focused on profit than on mayhem than brigands (q.v.), which are always Chaotic and usually more vicious in their actions and more likely to consort with Chaotic creatures or serve evil spellcasters. For every 10 bandits encountered, there will be a 2nd level thief. For every 20 there will be a 3rd level thief. Any group will be led by a thief or other character of higher level than all the other bandits.

Men, Clerics

Armor Class:	varies	No. App:	1-8 (1-20)
Hit Dice:	varies*	Save As:	Cleric: varies
Move:	60' (20')	Morale:	7
Attacks:	1 weapon	Hoard/Treas:	VII/U
Damage:	1-6	Alignment:	varies

Clerics may be encountered almost anywhere, usually on a pilgrimage to some site of religious significance or on some kind of crusade or quest. The GM must determine the appropriate details of the clerics based on the religions and deities of the campaign world. The most common encounter is with neophyte 1st level clerics (the number indicated above). If 3 or more are present, there will be a 2nd level cleric leading the group. If 5 or more are present, the leader will be 3rd level. If more than 10 are encountered, the leader will be 4th level, and this leader will have a 2nd level assistant. Occasionally higher-level clerics will be encountered; these encounters can be generated as indicated in the base rules for NPC parties (q.v.). If the GM prefers, higher-level cleric encounters can occur 20% of the time, indicating a 7th-12th level cleric leader accompanied by several lesser apprentices (2nd-5th levels, 1 per three levels of the cleric), and 1-4 fighters of 2nd-5th level.

Men, Fighters

Armor Class:	4 or better	No. App:	2-8 (2-12)
Hit Dice:	varies	Save As:	Fighter: varies
Move:	60' (20')	Morale:	9
Attacks:	1 weapon	Hoard/Treas:	VI, VII/U, V
Damage:	by weapon	Alignment:	varies

Fighters may be encountered almost anywhere, usually travelling to or returning from some military campaign or operation. The GM must determine the appropriate details of the fighters (particularly their weaponry) based on the possible types in the campaign world. The most common

encounter is with 1st level fighters (the number indicated above). For every 5 present, there will be a 2nd level fighter present. If more than 5 but less than 10 are present, they will be led by a 3rd level fighter. If more than 10 are encountered, the leader will be 4th level and will have a 2nd level assistant. Occasionally higher-level fighters will be encountered; these encounters can be generated as indicated in the base rules for NPC parties (q.v.). If the GM prefers, higher-level fighter encounters can occur 20% of the time, indicating a 7th-12th level fighter accompanied by several lesser apprentices (2nd-5th levels, 1 per three levels of the fighter). If the fighter is 8th level or higher, there will be a cleric (2nd-5th level), and if the fighter is 10th level or higher, there will be a magic-user present (3rd-6th level). There is a 25% chance that there will be 1-4 thieves present in such a group as well.

Men, Magic-Users

Armor Class:	varies	No. App:	1-4 (2-12)
Hit Dice:	varies**	Save As:	M-U: varies
Move:	120' (40')	Morale:	7
Attacks:	1 weapon	Hoard/Treas:	VI/V
Damage:	1-4	Alignment:	varies

Magic-users may be encountered almost anywhere, usually searching for some magical artifact or spell component. The number listed as appearing above indicates 1st level magic-users encountered. If more than three are encountered, they will be led by a 3rd level magic-user. If more than 10 are encountered, there will be a 4th level leader with two 2nd level assistants in addition to the numbers indicated above. Occasionally higher-level magic-users will be encountered; these encounters can be generated as indicated in the base rules for NPC parties (q.v.). If the GM prefers, higher-level magic-users will be encountered 20% of the time, indicating a 7th-12th level magic-user leader accompanied by several lesser apprentices (2nd-5th levels, 1 per three levels of the magic-user), and 1-6 fighters of 1st-6th level.

Men, Nobles

Armor Class:	4 or better	No. App:	2-8 (2-24)
Hit Dice:	varies	Save As:	varies
Move:	60' (20')	Morale:	8
Attacks:	1 weapon	Hoard/Treas:	Vix3/Vx3
Damage:	by weapon	Alignment:	varies

Nobles may be encountered almost anywhere. They can be of any class or level as determined by the GM as appropriate for the campaign, since any class or race could be of noble birth or station. In most campaigns nobles will be fighters of at least 3rd level. The number indicated on the dice indicates the number of 1st level fighter bodyguards/companions/squires accompanying the noble. If more than 5 are indicated, the noble will be 4th level. If more than 10 are indicated, the noble will be 5th level. The GM may also generate the composition of the noble party as

indicated for NPC party generation (see the standard rulebook).

Men, Normal

Armor Class:	9 or better	No. App:	1-4 (2-24)
Hit Dice:	1-4 hp	Save As:	Normal Man
Move:	120' (40')	Morale:	6
Attacks:	1 weapon	Hoard/Treas:	VII/U
Damage:	by weapon	Alignment:	varies

Any human encountered in a campaign, from the lowliest peasant to "men-at-arms" to nobility, that does not have another class professed is treated as a normal human.

Men, Tinkers/Traders/Trappers

Armor Class:	6 or better	No. App:	1-8 (3-18)
Hit Dice:	1	Save As:	Fighter: 1
Move:	120' (40')	Morale:	7
Attacks:	1 weapon	Hoard/Treas:	VI,VII/U, V
Damage:	by weapon	Alignment:	varies

In addition to merchants (q.v.), characters are likely to encounter small-scale itinerant traders such as prospectors, tinkers, fur trappers, and so on. They lead 1-4 pack animals (usually mules or donkeys) per trader, each laden with trade goods or supplies. They are lightly armored (usually leather armor and shield) to allow for movement in very rough terrain where merchants generally do not bother (or dare) to travel.

Mudman

Armor Class:	9	No. App:	1-12 (1-12)
Hit Dice:	2*	Save As:	see below
Move:	30' (10')	Morale:	12
Attacks:	1	Hoard/Treas:	Nil
Damage:	see below	Alignment:	Neutral

Although called "men", mudmen are merely animate piles of mud, one of the lowest forms of life on the plane of earth. When a living creature enters a mud pool, the mudman forms its humanoid shape (which takes one round) and attacks until the opponent is slain or leaves the mud pool. A mudman attacks by hurling globs of mud (or, at close range, merely striking with a muddy "arm"). Each strike with mud reduces the target's movement rate by 10', raises AC by 1, and penalizes to hit rolls and saving throws by -1. Once movement is reduced to 0, the target is covered in mud and begins to suffocate, dying in 5 rounds (+1 round per point of constitution bonus). Mudmen are immune to mind-influencing effects such as charms, compulsions, phantasms, and patterns. **Dispel magic** acts as a **fire ball** spell, dealing 1d6 points of damage per caster level (maximum 10d6) to all mudmen in a 30-foot radius (no save). **Transmute mud to rock** deals 1d8 points of damage per caster level (maximum 15d8) to all mudmen in the area

of effect (usually the entire pool). Various banishment and dismissal spells (cf. **holy word**) are also effective to drive them back to their plane of origin. Mudmen are bound to the pool where they are formed or where they enter the Material Plane and cannot leave their mud pool.

Mushroom Man

Armor Class:	8	No. App:	1-12 (20-200)
Hit Dice:	1 and up	Save As:	Fighter: 1+
Move:	90' (30')	Morale:	9
Attacks:	1	Hoard/Treas:	XXII/A
Damage:	1-6 x HD	Alignment:	Neutral

The mushroom men are a race of sentient, mobile fungus. They dwell in the deepest caverns beneath the earth, never venturing above ground. They look like (and probably are) a combination of man and mushroom, with arms and legs with digits and a mushroom cap head. They are cultivators without parallel, and have an almost magical ability to grow fungi and plants of all kinds. Although they dwell far from surface-dwellers, they are generally peaceful and curious and therefore likely to treat strangers warmly. However, they are hunted by *vegepygmies* (q.v.), and anyone or thing looking like a member of that race sends them into a complete terror. They do not use weapons, but in self-defense can batter with their hands for 1d6 hit points of damage per hit die. A 6 hit dice mushroom man chieftain inflicts 6d6 points of damage with his battering.

Their bizarre fungal "voicebox" can be used to imitate and mimic nearly any sound. However, they do not have the same effects as the sound: they can mimic a harpy's song, for example, but listeners will not be charmed.

Because of their peaceful nature, they are frequently enslaved by other races. They are accomplished craftsmen, working wonders with fungal and plant matter.

Nightmare

Armor Class:	-4	No. App:	1 (1)
Hit Dice:	7***	Save As:	Fighter: 7
Move:	150' (50')	Morale:	12
fly:	360' (120')		
Attacks:	2 kicks/1 bite	Hoard/Treas:	Nil
Damage:	1-12/2-12 x2	Alignment:	Chaotic

A nightmare is an evil, enchanted flying horse from another plane of existence. Their hooves flame and they breathe sulfurous gas that obscures vision within 30'. Creatures within the smoke must save vs. Poison or suffer from coughing and choking, incurring a -2 penalty on attacks. They are very rarely encountered, and then almost always as a mount for some powerful undead creature or chaotic character. They are about the size of a riding horse, and carry similar burdens.

Ogre Mage

Armor Class:	4	No. App:	1-2 (1-6)
Hit Dice:	5+2***	Save As:	Fighter: 5
Move:	90' (30')	Morale:	10
fly:	150' (50')		
Attacks:	1	Hoard/Treas:	VIII, IX, XVI/ G, N, O
Damage:	1-12 or by weapon +4	Alignment:	Chaotic

Ogre magi are magical, intelligent, dangerous cousins to the ogre. They stand about 10 feet tall and weigh up to 700 pounds. They usually have light green or light blue skin with black or very dark brown hair (when they choose to appear in their normal form. They can speak with normal ogres, orcs, and giants. Although they are very strong and able fighters, they usually rely on their magical abilities, resorting to physical combat only when necessary. When faced with obviously superior forces, they prefer to retreat using **gaseous form** rather than fight a losing battle. If more than two are encountered, one will be a chief with 9 hit dice and great strength (+2 to hit and damage rolls).

Their magical nature grants them several special abilities. They regenerate 1 hit point per round, and severed limbs can regenerate (if reattached). At will they can **fly** (for up to 12 consecutive turns), become **invisible**, **cause darkness** in 10' radius, and **polymorph** to human-sized shape (from 4' to 12' tall). Once per day they can **charm person**, **sleep**, assume **gaseous form**, or cast **cone of cold** (as the spell, but inflicts 8d8 hit points damage if the target fails to save vs. Spell).

Orc, Half-

Armor Class:	7	No. App:	2-8 (20-120)
Hit Dice:	1+1	Save As:	Dwarf: 1
Move:	120' (40')	Morale:	9
Attacks:	1	Hoard/Treas:	XX/D
Damage:	by weapon	Alignment:	Neutral or Chaotic

Half-orcs can also appear as NPCs. They can sometimes be found among orcs, whether in raiding bands or in settlements. These half-orcs are usually Chaotic, often with more orcish blood and reared among orcs. However, larger communities of half-orcs are occasionally found. They are usually neutral in alignment, although there are occasionally one or more groups of orcs living there (controlling their Chaotic and brutal tendencies either out of respect or fear of the half-orcs and their leaders). The number generated indicates the total size of the adult population: 50% of the number will be adult females. There will be juveniles equal to 50% of the number of adults. For every 10 half-orcs, there will be one of 2nd level. For every 20, there will be a 3rd level half-orc. For every 40, there will be a 4th level, and for every 50 there will be a 5th level leader. Any lair or group of 100 or greater will be led by a half-orc of 6th-9th level. Depending on terrain, up to 20% will be mounted (whether on horses, stags, or giant boars is up to the GM).

In addition to the foregoing, a half-orc settlement usually has 1-4 mountain lions or 2-12 wolves guarding it.

Orog

Armor Class:	5	No. App:	1-8 (1-12)
Hit Dice:	3	Save As:	Fighter: 3
Move:	90' (30')	Morale:	9
Attacks:	1	Hoard/Treas:	XIX/D
Damage:	1-8 or by weapon +1	Alignment:	Chaotic

Orogs are the offspring of matings of ogres and orcs. They can see in daylight with no penalty. They are usually found with orcs, particularly if the orc tribe has one or more ogres dwelling with them. They often end up as leaders or chieftains of orc tribes, as they are considered equal (if not superior) to the normal orcs. They prefer to use large, heavy weapons in combat such as great axes or two-handed swords. They hate half-orcs and are almost never encountered with half-orcs (or orc tribes that contain half-orcs).

Otyugh

Armor Class:	3	No. App:	1 (1-2)
Hit Dice:	6-8*	Save As:	Fighter: 6-8
Move:	60' (20')	Morale:	10
Attacks:	2 tentacles/ 1 bite	Hoard/Treas:	XXII/A
Damage:	1-8/1-8/2-5 + disease	Alignment:	Chaotic

The otyugh is a horrible monster that lives within and feeds on piles of manure and carrion. They also enjoy eating living things, and are always hungry. They have huge spheroid bodies and stumpy legs. The great fanged maw is on the body, but the eyes are located on a long stalk that allows them to see in any direction they choose (and to use the stalk as a periscope). They have two other tentacles, each with sharp fishhook-like barbs that inflict damage on their prey, or constrict them. Opponents hit by a tentacle suffer 2-4 points of damage per round, and bite attacks on victims held by the tentacles are made at +2. Characters with less than 18 strength must make a successful "open doors" check to break the otyugh's grip. Because they live in filth and feed on it, their bite inflicts disease 90% of the time (assuming the victim fails a saving throw vs. Poison).

Extra-large otyughs have been found that have an armor class of 0, 9-12 hit dice, and inflict 2-12 damage per strike with the tentacle. These horrors have been reported to measure up to 8' in diameter.

Owl

	Normal	Giant
Armor Class:	7	6
Hit Dice:	1-1	4
Move:	360' (120')	300' (100')
Attacks:	2 claws/1 bite	2 claws/1 bite

Damage:	1/1/1-4	1-8/1-8/1-6
No. App:	0 (1-8)	0 (1-3)
Save As:	Normal Man	Fighter: 2
Hoard/Treas:	Nil	VIII,IX,XI/L,N,O
Alignment:	Neutral	Neutral

Owls are generally nocturnal creatures, typically found in temperate and cold woodlands, grasslands, and swamps. They feed on small rodents and mammals. Their flight is almost completely silent, and they surprise on a roll of 1-5 on d6.

Giant Owl: A much larger version of the normal variety, giant owls can carry prey up to 150 lbs. They are a bit more intelligent than the normal variety and can be trained. They are often found with elves or gnomes.

Phantom

Armor Class:	Nil	No. App:	1 (1-4)
Hit Dice:	Nil	Save As:	Nil
Move:	90' (30')	Morale:	6
Attacks:	Nil	Hoard/Treas:	Nil
Damage:	Nil	Alignment:	Neutral

Phantoms are translucent spirits of creatures that died a particularly violent death. A phantom appears much as it did in life, though its form is incorporeal. Phantoms have no attack form other than causing extreme fright- anyone viewing a phantom must save vs. Spells or flee as if subject to the magic-user spell **fear** (q.v.). If the save is successful, that creature cannot be affected again by that phantom's fear for one day. A phantom is immune to all attack forms but can be destroyed through the casting of certain dismissal-type spells (such as **dispel evil**) as determined by the GM.

Phycomid

Armor Class:	5	No. App:	1-4 (1-4)
Hit Dice:	4*	Save As:	Fighter: 2
Move:	90' (30')	Morale:	6
Attacks:	2	Hoard/Treas:	Nil
Damage:	1-8/1-8	Alignment:	Neutral

A phycomid appears as a small blob of decomposing matter covering the ground. A patch of phycomids is often found growing in garbage heaps, refuse, and other such places, typically covering a 2'-diameter area. The actual number of mushroom-growths varies with the actual size of the patch. The mushroom caps are usually white, red, purple, or yellow in color, and the phycomid's body is milky white. The phycomid attacks by extruding a small tube from its body and firing a glob of acid at a foe up to 30' distant. The phycomid's fluid globules are formed of acid, inflicting 1d8 points of acid damage per strike. In addition, a creature hit by a phycomid's fluid globule attack must save vs. Poison or begin to sprout tiny mushroom-like growths in 2-5 rounds.

The victim will die in 5-8 turns unless a **cure disease** spell is cast on the victim.

Piercer

Armor Class:	3	No. App:	1 (1-2)
Hit Dice:	1-4	Save As:	Fighter: 1-4
Move:	30' (10')	Morale:	7
Attacks:	1	Hoard/Treas:	Nil
Damage:	1-6 x HD	Alignment:	Neutral

Piercers resemble 1-foot long stalactites and are found underground in caves and caverns hanging from the ceiling waiting for living creatures to pass underneath. They almost always surprise prey (rolls of 1-5). When a living creature passes directly below it, the piercer drops and attempts to impale the unsuspecting foe. If struck the target sustains 1d6 points of piercing damage per hit die of the piercer. Piercers are typically 2' long, plus an additional foot of length per hit die.

Poltergeist

Armor Class:	9	No. App:	1 (1)
Hit Dice:	1/2*	Save As:	Fighter: 1
Move:	60' (20')	Morale:	6
Attacks:	Nil	Hoard/Treas:	Nil
Damage:	Nil	Alignment:	Neutral

Poltergeists are undead spirits that haunt the area where they died. They have no material form and cannot manifest on the Material Plane; they can only be hit by magical weapons. Most are "trapped" in the area where they were killed and can never leave this area unless they are destroyed. This "prison" drives them mad and they come to hate all living creatures. Poltergeists can only attack by picking up objects and hurling them at opponents. A creature hit by a thrown object must save vs. Spell or flee in terror for 2d6 rounds. A creature that successfully saves is immune to the **fear** effect of the same poltergeist for the remainder of the encounter. Poltergeists are invisible even when attacking. This ability is inherent and cannot be dispelled or negated; certain creatures (like dragons) that can detect invisible creatures can see them. Both wild and domesticated animals can sense the unnatural presence of a poltergeist at a distance of 30 feet. Such animals will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within 30 feet.

Pony

Armor Class:	7	No. App:	0 (2-20)
Hit Dice:	2	Save As:	Fighter: 1
Move:	210' (70')	Morale:	6
Attacks:	2 hooves	Hoard/Treas:	Nil
Damage:	1-4/1-4	Alignment:	Neutral

Ponies are small horses favored as mounts by children, halflings, and dwarves (when circumstances force them to ride). They can carry 200 lbs. at normal speed or 400 lbs.

at half speed. Ponies are easily frightened, and can only be ridden in combat if they are specially trained to do so.

Praying Mantis, Giant

Armor Class:	3	No. App:	1 (1)
Hit Dice:	10*	Save As:	Fighter: 5
Move:	60' (20')	Morale:	9
climb:	120' (40')		
Attacks:	1 pinch, 1 bite	Hoard/Treas:	Nil
Damage:	2-12/3-12	Alignment:	Neutral

This gigantic (10' tall) insect may have been the result of magical experimentation. They are very rarely encountered, and then usually only where forests or jungles grow tall enough to conceal them, but they are greatly feared wherever they are found. They are always colored to match their surroundings, surprising on 1-4. They lurk waiting for prey, and then attack with their two great pincers. If the prey is hit with the pincers, it is held unless its strength is 17 or greater. Prey so held is automatically bitten in the following round for 3-12 hit points damage. The prey is held fast until devoured or the mantis is killed.

Purple Moss

Armor Class:	always hit	No. App:	1-8 (1-4)
Hit Dice:	2*	Save As:	Fighter: 2
Move:	0'	Morale:	N/A
Attacks:	see below	Hoard/Treas:	Nil
Damage:	see below	Alignment:	Neutral

This plant is similar to yellow mold (q.v.). It feeds on moisture, so any area in which it grows is always extremely dry. Purple moss emits a sweet smell to a range of 10 feet that has the same effect as a **sleep** spell (except that victims may save vs. Poison to avoid effects). A victim that falls asleep is quickly covered by the moss. It takes 1 full round to cover a small creature like a halfling, 2 rounds to cover a human, and so on. A creature so covered begins to suffocate immediately, taking 1d4 points of damage per round until totally suffocated 2-5 turns later. Slain victims are digested in 1d2 hours by acidic secretions from the moss. Purple moss can be destroyed by fire.

Tabaxi

Armor Class:	6	No. App:	0 (3-30)
Hit Dice:	2+1	Save As:	Fighter: 2
Move:	90' (30')	Morale:	9
Attacks:	2 claws/1 bite or 1 weapon	Hoard/Treas:	XI/L (luxuries, not gems)
Damage:	1-4 each or by weapon	Alignment:	Neutral

Tabaxi are nomadic feline humanoids. They are covered with fur and have feline heads, similar to cats or lynx (q.v.). They walk upright and are formidable fighters. They can fight well with natural weapons, and if they hit with both claws in an attack they can rake with their back legs for 2-5

hit points of damage each. They often train various types of cats, and in prehistoric settings the fiercest warriors ride sabre-tooth tigers into battle.

Raven/Crow

	Normal	Giant
Armor Class:	8	7
Hit Dice:	1/4	2+2
Move:	360' (120')	300' (100')
Attacks:	1 bite	1 bite
Damage:	1-4	1-6
No. App:	0 (3-30)	0 (2-16)
Save As:	NM	Fighter: 1
Morale:	5	7
Hoard/Treas:	Nil	Nil
Alignment:	Neutral	Neutral

These black birds are found nearly everywhere. They are scavengers and omnivorous, and will eat nearly anything (although they usually do not attack humans or large living creatures). They are often seen as bad omens, but are highly intelligent (for animals) and can be trained easily. The normal sort rarely attacks, but if a group does, the above statistics indicate the effect of the attack of a murder of crows (cf. **bat, normal**).

Remorhaz

Armor Class:	0/2/4	No. App:	1 (1-4)
Hit Dice:	7-14	Save As:	Fighter: 7-12
Move:	120' (40')	Morale:	10
Attacks:	1	Hoard/Treas:	XXII/A
Damage:	6-36	Alignment:	Neutral

The remorhaz is a huge (20'-40' length) legged worm that lives in arctic and subarctic regions. When attacking, it rears up and strikes (somewhat like a snake) to bite in a blinding flash. If it strikes with a 20, the target is swallowed whole. When fighting, its back emits intense heat, hot enough to melt any nonmagical weapon striking it and inflicting 10-100 hit points of heat damage to any creature touching it. Remorhaz eggs are highly valuable.

Roper

Armor Class:	0	No. App:	1-3 (2-5)
Hit Dice:	12***	Save As:	Fighter: 10
Move:	30' (10')	Morale:	10
Attacks:	6 limbs/1 bite	Hoard/Treas:	Xix5/Lx5
Damage:	paralysis/ 5-30	Alignment:	Chaotic

A roper stands some 9 feet tall, tapering from 3 or 4 feet in diameter at the base to 1 foot across at the top, weighing 2,000 pounds or more. They are underground predators, seizing creatures with their sticky tentacles and devouring them. A roper's coloration and temperature change to match the features of the surrounding cave. They are intelligent and can speak. They quietly lurk in the shadows and grab unsuspecting prey with their sticky tentacles, dragging it back to its maw at 10' per round. It can attack with 6 tentacles, and can bite one creature for 5-30 points

damage per round. A stuck victim is bitten at +4 to hit. The strands also sap the victim's strength, unless a saving throw vs. Paralysis is made. The tentacles can be damaged with a magical edged weapon (which causes 5 hit points damage per hit). The strand damage is not deducted from the creature's hit points, and damaged limbs grow back eventually. They are immune to cold or lightning, and are only harmed silvered or magical weapons. They do not digest treasure, and valuable items can sometimes be found in the stomach of a dead roper.

Rot Grub

Armor Class:	9	No. App:	4-24 (4-24)
Hit Dice:	1 hp	Save As:	Fighter: 1
Move:	30' (10')	Morale:	12
Attacks:	1	Hoard/Treas:	Nil
Damage:	see below	Alignment:	Neutral

These oversized, enhanced maggots crawl off carrion and infest living hosts. They cause a fatal illness unless cured or killed. If a creature touches infested carrion, the grubs leap onto any exposed skin and begin burrowing. The grubs can be removed by applying flame (such as from a torch); each application burns the victim for 1-6 points damage, killing 2 grubs per point of fire damage caused. If not burned within 3 rounds, the victim dies within 3 turns unless receiving a **cure disease** spell.

Russet Mold

Armor Class:	9	No. App:	1 (1)
Hit Dice:	1	Save As:	Fighter: 1
Move:	0'	Morale:	N/A
Attacks:	Nil	Hoard/Treas:	Nil
Damage:	Nil	Alignment:	Neutral

Russet mold is found in dark, wet areas, and likely (75% chance) to be mistaken for ordinary rust. A patch of russet mold is about 5 to 7 feet in diameter. When a living creature comes within 5 feet of a patch of russet mold, it releases a cloud of spores in a 5-foot radius. All in the area must save vs. Poison or sicken and die in 2-5 turns. Any creature so killed will begin growing russet mold colonies and rise as a vegepygmy (q.v.) in 24 hours, absent magical curatives as determined by the GM. If **antiplant shell** is cast within one hour, the decaying process is delayed for the spell's duration. After that, only a **wish** or comparable magic can prevent the creature from rising as a vegepygmy. Russet mold is immune to weapons, fire and cold. Acid and alcohol (at least 1 gallon per foot diameter of mold) damage russet mold, and **cure disease** or **continual light** spells instantly destroy it.

Sahuagin

Armor Class:	5	No. App:	0 (20-80 or 10-20)
Hit Dice:	2 or better	Save As:	Fighter: 2
Move:	120' (40')	Morale:	10
swim:	240' (80')		
Attacks:	2 claws/1bite or 1 weapon	Hoard/Treas:	XI, XII, XIV/I, K, L
Damage:	1-3/1-3/1-6 or by weapon +1	Alignment:	Chaotic

Sahuagin are chaotic undersea humanoids. They are about the size of a normal human and are usually green in color, darker along the back and lighter on the belly. They despise sea elves and dislike even the locathah. They especially despise humans and land-dwellers, and frequently sink merchant ships and fishing boats and raid coastal settlements. They are vicious fighters, whether armed with weapons or merely their claws and bite. They are usually armed with spears/harpoons and nets. They have excellent eyesight and can see up to 300' in clear water.

Satyr

Armor Class:	5	No. App:	0 (2-8)
Hit Dice:	5***	Save As:	Fighter: 5
Move:	120' (40')	Morale:	10
Attacks:	1 head butt or weapon	Hoard/Treas:	XII/A
Damage:	2-8 or by weapon	Alignment:	Neutral

Satyr are combinations of man and goat, with the head and upper body of humans and the lower body of a goat (although they walk upright). Their hair is usually brown or faun, and coarse. Every satyr carries a set of magical pipes, which they play to create songs with the effects of any of: **charm person**, **sleep**, or **fear**. The songs affect all listeners within 60' that fail to save vs. Spell. The satyrs usually only charm females, and they use the **fear** or **sleep** effects against other intruders. If their songs fail, the satyrs fight with weapons or their head butt attack (2-8 hit points damage). They move silently enough to be surprised only on a 1, and they are (like halflings) 90% likely to be unseen in foliage or undergrowth.

Scarecrow

Armor Class:	2	No. App:	0 (1)
Hit Dice:	8*	Save As:	Fighter: 8
Move:	120' (40')	Morale:	12
Attacks:	1	Hoard/Treas:	Nil
Damage:	1-12+charm	Alignment:	Neutral

Scarecrows are magical constructs that appear exactly like their normal counterparts except for their red-glowing eyes. They have a powerful **charm** gaze, similar to that of the vampire (q.v.). Characters that fail a saving throw vs. Spell will be unable to attack the scarecrow, although they will be entitled to additional saving throws when attacked. Their touch has the same charming effects; any character struck by

the scarecrow must save as if it had met the scarecrow's gaze.

Scorpion Man

Armor Class:	1	No. App:	1-8 (2-20)
Hit Dice:	4** and up	Save As:	Fighter: 4 and up
Move:	240' (80')	Morale:	10
Attacks:	1 weapon/ 1 tail	Hoard/Treas:	XX/C
Damage:	3-18/ 1-10+ poison	Alignment:	Chaotic

Scorpion men are horrible combinations of scorpion and man, as if a human upper body were grafted onto a giant scorpion's body. They congregate in any climate where humans or scorpions are normally found. They can use any weapon but favor long bows and huge polearms that inflict 3-18 hit points damage. The tail stinger inflicts 1-10 points of damage- victims that fail to save vs. Poison die. Characters that survive the poison are nonetheless paralyzed for 1-8 rounds unless they save vs. Paralysis. A scorpionman lair will include a chieftain of 7 HD, and 1-4 bodyguards with 5 HD each.

Scythe Tree

Armor Class:	0	No. App:	0 (1-6)
Hit Dice:	6	Save As:	Fighter: 3
Move:	60' (20')	Morale:	7
Attacks:	4 branches	Hoard/Treas:	VI/U
Damage:	2-4 x 4	Alignment:	Chaotic

Scythe trees are 20' trees that look like normal trees that have lost most of their leaves. However, their branches look much like the blades of scythes, and careful examination will reveal the creature's saw-like maw on the trunk. They attack with up to 4 branches, attempting to hack intruders to bits and scoop the remains into the foul mouth.

Sea Horse, Giant

Armor Class:	7	No. App:	0 (1-20)
Hit Dice:	3	Save As:	Fighter: 2
Move:	210' (70')	Morale:	5 (8 as mount)
Attacks:	1 head butt	Hoard/Treas:	Nil
Damage:	1-8	Alignment:	Neutral

A sea horse is a magical combination of horse and fish, usually about 15' long. These creatures are the favorite steeds of mermen and tritons. In the wild their morale is 5, but when trained and ridden as a mount their morale is 8. They can swim at double speed for 1 turn, but must then rest for 1 turn.

Shambling Mound

Armor Class:	0	No. App:	1-3 (1-3)
Hit Dice:	8-11	Save As:	Fighter: 8-11
Move:	90' (30')	Morale:	11
Attacks:	2 fists	Hoard/Treas:	XII/A
Damage:	2-16/2-16	Alignment:	Neutral

The dripping horror known as the shambling mound is dreaded in and around wetlands of all kinds. They are magical mounds of rotting vegetation with a base intelligence and an eagerness to smash and kill. Their brains (such as they are) are located in the midsection. They are exceedingly difficult to detect in their natural environment, surprising on rolls of 1-4. They attack with their club-like arms, and if both hit a single victim in the same round the victim is entangled in the plant matter and will suffocate in 2d6 rounds unless freed by companions. Shambling mounds are immune to blunt weapons, and take only half damage from edged weapons. They are immune to fire and take only 1/2 damage from cold. Lightning causes 1 hit dice growth for every hit dice of the lightning strike suffered.

Skeleton Hero

Armor Class:	5 or 3	No. App:	2-8 (4-24)
Hit Dice:	4*	Save As:	Fighter: 4
Move:	120' (40')	Morale:	11
Attacks:	2	Hoard/Treas:	XXI/B
Damage:	by weapon	Alignment:	Chaotic

Skeleton heroes are animated remains of certain able fighters, often created by lichs and spell-casting vampires to serve as bodyguards or soldiers. They usually wear their original armor, which may be chain or plate mail, and are always armed with a melee weapon (often two-handed) and a missile weapon (usually a long bow). They are immune to **sleep** and **charm** spells and from cold or electrical damage. Skeleton heroes only take one point of damage per hit from edged weapons, but full damage from blunt weapons. They take 2d8 damage per hit with holy water. Skeleton heroes can command up to 8 hit dice of skeletons and zombies. They are turned as if they were wraiths.

Skeleton Lord

Armor Class:	0 or better	No. App:	1 (1)
Hit Dice:	9-12*	Save As:	Fighter: 9-12
Move:	150' (50')	Morale:	12
Attacks:	2	Hoard/Treas:	XVIII/E
Damage:	by weapon	Alignment:	Chaotic

Skeleton lords are the very rare undead incarnations of very powerful chaotic fighters. It is speculated that they are created by lichs (q.v.) or evil powers from other planes. A skeleton lord can command undead with total hit dice not exceeding triple its own (i.e. a 9 hit dice skeleton lord can command up to 27 hit dice of lesser undead). They are usually found with lichs, vampires, or other especially powerful undead. As with skeleton heroes (q.v.), they are occasionally disguised by magic to appear as living soldiers

and are usually armored in their original equipment, which is always magical chain or plate mail. They are usually armed with swords and long bows but can use any weapon. They suffer no penalty for operating in sunlight and therefore have no fear of it, and they are immune to **sleep** and **charm** spells and from cold or electrical damage. They only take one point of damage per hit from edged weapons, but full damage from blunt weapons such as sling stones and clubs. They take 3d8 damage per vial of holy water poured or thrown on them. Because of the powerful evil magic used to create them, skeleton lords are turned as liches.

Skeleton Vicar

Armor Class:	5 or 3	No. App:	1 (1)
Hit Dice:	5*	Save As:	Cleric 5
Move:	120' (40')	Morale:	12
Attacks:	1	Hoard/Treas:	XXI/B
Damage:	by weapon	Alignment:	Chaotic

Skeleton vicars are similar to skeleton heroes (q.v.), but instead are the animated remains of certain deceased clerics. The skeleton vicar casts spells as a 5th-level cleric (regardless of what level the cleric may have attained before death). Like skeleton heroes, it is speculated that they are created by liches (q.v.). They are turned as wraiths.

Skeleton Warlock

Armor Class:	7	No. App:	1 (1)
Hit Dice:	6*	Save As:	M-U:6
Move:	120' (40')	Morale:	12
Attacks:	1	Hoard/Treas:	XXI/B
Damage:	by weapon	Alignment:	Chaotic

Skeleton warlocks are similar to skeleton heroes (q.v.), but instead are the animated remains of certain deceased magic-users. As such, they are exceedingly rare. A skeleton warlock casts spells as a 6th-level magic-user regardless of what level the magic-user may have attained before death. Like skeleton heroes, it is speculated that they are created by liches (q.v.). They are turned as spectres.

Skunk

	Normal	Giant
Armor Class:	7	6
Hit Dice:	1-1*	3*
Move:	150' (50')	120' (40')
Attacks:	1 bite+ squirt	1 bite+ squirt
Damage:	1+ special	1-4 + special
No. App:	1-2 (1-4)	1 (1-3)
Save As:	NM	Fighter: 2
Morale:	6	7
Hoard/Treas:	Nil	VI/U
Alignment:	Neutral	Neutral

Skunks are infamous small scavengers that live in most terrains. They are nearly unable to fight with their bite, but are greatly feared nonetheless. If threatened, they can squirt a gout of horrid musk 5' wide and 15' long from their tail region that fouls all it touches. Any creature so hit must save

vs. Poison or be nauseated for 3-30 rounds. Worse, any creature so sprayed cannot surprise anything it encounters and will repulse virtually every creature encountered (treat as charisma of 3) until the creature and all possessions are thoroughly washed. Cloth and soft absorbent items (including leather) are essentially ruined by the musk unless the stench can somehow be magically removed.

Slime Crawler

Armor Class:	5	No. App:	1-4 (5-8)
Hit Dice:	1+1*	Save As:	Normal Man
Move:	60' (20')	Morale:	9
climb:	60' (20')		
Attacks:	4 tentacles/ 1 bite	Hoard/Treas:	VI/U
Damage:	1-3x4/1-4	Alignment:	Neutral

Slime crawlers are the immature form of carcass scavengers (q.v.). The process of maturity usually takes two to three weeks, during which time the slime crawler feeds on any living organisms encountered. More slug-like at this larval stage, the slime crawler's legs appear as small buds or stumps. These legs allow the slime crawler to climb walls and other surfaces, albeit slower than the adult form. Four tentacles sprout below its throat, eventually splitting (losing their grappling ability) and growing into the pseudopod-like tentacles of the mature form.

Slime crawlers have a nasty bite, but prefer to use their tentacles in battle. Each strike from a tentacle inflicts 1-3 points damage. Targets struck by more than two tentacles are held fast and constricted for 1-3 points damage per round unless freed. Slime crawlers also exude a thin, oily film from the mouth, leaving a slug-like trail behind as they move. A creature stepping in a space covered with this slime must save vs. Breath Weapon or slip and fall prone. The slime remains in the area for 2d4 turns before losing its potency.

Slug, Giant

Armor Class:	8	No. App:	1 (1)
Hit Dice:	12*	Save As:	Fighter: 6
Move:	60' (20')	Morale:	12
burrow:	60' (20')		
Attacks:	1 bite	Hoard/Treas:	Nil
Damage:	1-12	Alignment:	Neutral

Giant slugs are gigantic versions of their normal slimy counterparts. They are usually only found deep underground. They eat anything and everything, and in addition to their rasp (bite) they can spit acid which does 4d8 hit points to whatever it hits, or 2d8 if the target saves vs. Breath Weapon. They are massive and strong and can destroy wooden buildings almost instantly. They are immune to blunt weapons and similar attacks.

Spider, Great

Armor Class:	3	No. App:	1-4 (1-4)
Hit Dice:	6*	Save As:	Fighter: 3
Move:	60' (20')	Morale:	10
web:	150' (50')		
Attacks:	1 bite	Hoard/Treas:	Vlx2/Ux2
Damage:	3-36 + poison	Alignment:	Neutral

Great spiders are even larger than the various forms of giant spider. Their appearance varies widely, as different varieties appear in different regions, but their statistics are similar. Like the black widow spider, they can spin a web that is as sticky as that created by the spell of the same name. They are 15' in diameter, or more. They are greatly feared by those who know enough to do so, as their bite is both terribly painful and virulently poisonous (-2 penalty on saving throws vs. Poison).

Strangle Weed

Armor Class:	6	No. App:	1 (1)
Hit Dice:	4*	Save As:	Fighter: 2
Move:	9' (3')	Morale:	7
Attacks:	3-10 fronds	Hoard/Treas:	VI/U
Damage:	1-6 each	Alignment:	Neutral

Strangle weed is a 12' wide marine plant that looks like harmless seaweed. However, it attacks the unwary by entwining its blades around and constricting victims. Each frond that strikes entangles the victim and inflicts an additional 1d6 points of constriction damage. If the victim is not otherwise held above water, it will eventually drown.

Thorny

Armor Class:	4	No. App:	1-6 (2-12)
Hit Dice:	4	Save As:	Fighter: 4
Move:	150' (50')	Morale:	9
Attacks:	1 bite	Hoard/Treas:	Nil
Damage:	1-6	Alignment:	Neutral

Thornies resemble hunting dogs constructed of tangled briars, vines, leaves, and sticks, the entire body covered with small, sharp thorns. They are used for hunting, drayage, and companionship by the vegepygmies (q.v.). They are almost never encountered outside of a vegepygmy tribe or hunting party. They reproduce by planting egg-like seeds (that the female lays) in the ground. Three to six months later, a small tree sprouts, buds, and eventually produces thornies as a kind of fruit. An average thorny tree is capable of producing 1d6+4 thornies, at which point it dies. A thorny attacks with its bite, and if an opponent moves close enough, it attacks with the thorns covering its body. Any creature attacking a thorny unarmed, with a handheld weapon, or with natural attacks takes 1d4+2 points of piercing damage from the thorny's sharpened thorns.

Trapper

Armor Class:	3	No. App:	1 (1)
Hit Dice:	12*	Save As:	Fighter: 12
Move:	90' (30')	Morale:	12
Attacks:	4 or more	Hoard/Treas:	XVI/G
Damage:	see below	Alignment:	Neutral

Trappers are thought to be distant relatives of the lurker above (q.v.). Trappers, however, lurk on and mimic the floor of a building, dungeon, or other structure. By manipulating their body structure while covering the floor (up to 400 sq. ft.), trappers can form a box that resembles a small trunk or chest. This is usually enough to lure would-be-adventurers to their doom. The 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. Trapped creatures suffer 1-6 points of damage per round of constriction. Trappers take only half damage from fire and cold attacks, and trapped prey cannot use weapons to attack at all. Prey is completely smothered in 6 rounds, or as determined by the GM.

Treant, Greater (Eant)

Armor Class:	0	No. App:	0 (1-12)
Hit Dice:	15****	Save As:	Fighter: 15
Move:	120' (40')	Morale:	11
Attacks:	2 limbs	Hoard/Treas:	VIII,X/M,O
Damage:	4-48/4-48	Alignment:	Neutral

Eants (the "a" is silent) are similar to their cousins the treants, but while they are similar in stature, they are much stronger and possessed with certain additional powers. They may animate up to four trees at any time (and change which trees are animated at will), but those animated perform as do normal treants. Blunt weapons only do 1 point of damage per attack. Eants may use the following spells once per day, cast at the 15th level of ability: **warp wood, growth of plants, command plants, wall of thorns**. In two turns eants can create potions that, if drunk, are the equivalent of a **heal** spell. They are vulnerable to fire, and make all saving throws against fire-based attacks at -2.

Treant, Killer

Armor Class:	2	No. App:	0 (1-8)
Hit Dice:	8*	Save As:	Fighter: 8
Move:	60' (20')	Morale:	9
Attacks:	2 limbs	Hoard/Treas:	XX/C
Damage:	2-12/2-12	Alignment:	Chaotic

Occasionally, a grove of trees can be fouled by the spillage of certain potions or the burial of cursed bodies. If a treant happens to be present and drinks from fouled waters, a killer treant can be formed. They are as evil and corrupted as normal treants are lawful. They kill for the pleasure of it and hate all humankind (although there are dark rumors of chaotic elves that revere these menaces).

Tree, Hangman

Armor Class:	0	No. App:	0 (2-12)
Hit Dice:	8**	Save As:	Fighter: 4
Move:	0'	Morale:	12
Attacks:	4 limbs/1 bite	Hoard/Treas:	Nil
Damage:	0/3-18	Alignment:	Neutral

Hangman trees appear to the incautious observer to be old oak or willow trees hung with numerous vines. However, these trees are intelligent and have a great fanged maw (which looks much like a knothole if not examined closely). The vines function as animate hangman nooses. The tree uses these vines to ensnare victims around the neck and strangle them until dead, then cramming them into their hungry mouth. A hangman tree can extend up to 4 of these vines to attack per round, and each vine inflicts 1d6 hit points of damage. In addition, snared creatures take an additional 1d6 points of damage per round from constriction damage. Each vine can absorb 10 points of damage before separating from the tree, and these hit points are in addition to those of the main tree. Victims that are snared must also make a saving throw vs. Poison or Death or be cast into the maw and swallowed whole. Swallowed victims take 2d8 hit points of damage per round (being ground by the tree's gizzard-like innards) until freed. Swallowed creatures can use daggers to free themselves, but the tree's innards are armor class 4. A hangman tree can swallow up to two man-sized creatures.

Tri-flower Frond

Armor Class:	9	No. App:	0 (1-10)
Hit Dice:	2**	Save As:	Fighter: 2
Move:	0'	Morale:	12
Attacks:	see below	Hoard/Treas:	Nil
Damage:	see below	Alignment:	Neutral

Tri-flower fronds are carnivorous plants found in forests. They are immobile creatures that reproduce by releasing seeds into the air and allowing either the wind (or creatures

who happen to come into contact with them) to carry them afar. Seeds take root once they touch the ground, and within a few months, a new tri-flower frond appears. A tri-flower frond attacks by firing its 4 tendrils from its orange flower. If a tri-flower frond sleeps a victim, it pulls the opponent next to it and droops over it, allowing its yellow bloom to drip a shower of caustic acid on the sleeping victim (causing 1-6 points damage per round) while it inserts a needle-like tendril from its red bloom into the victim's body and drains fluids (draining 1-4 points damage per round). It can, alternately, tip its yellow bloom and drip a shower of acid onto a creature in any space adjacent to the frond, inflicting 1d6 points of damage per round the foe remains in that space. In addition, a tri-flower frond can fire a tendril from its orange bloom that causes an opponent struck to fall into a deep, coma-like sleep if it fails a save vs. Poison. This effect is similar to a **sleep** spell, except it can affect a creature of any Hit Dice and slapping or attacking an affected creature does not wake it. A slept creature awakens on its own after 1d4 hours. A **dispel magic** spell ends the **sleep** effect. Since the tri-flower frond looks like a normal plant when at rest, it surprises victims on 1-4.

Triton

Armor Class:	4	No. App:	0 (10-60)
Hit Dice:	5***-7***	Save As:	Dwarf: 11
Move: swim	150' (50')	Morale:	9
Attacks:	1 weapon	Hoard/Treas:	XVII/F
Damage:	by weapon	Alignment:	Neutral

Tritons are an undersea race that look similar to mermen. However, they are all powerful spellcasters, casting either magic-user or clerical spells as a magic-user or cleric would depending on the triton's hit dice (equating to a spellcaster's level). They often train sea creatures as mounts, such as giant eels or sea horses (q.v.).

Vampire Rose

Armor Class:	7	No. App:	0 (1-8)
Hit Dice:	4*	Save As:	Fighter: 2
Move:	30' (10')	Morale:	12
Attacks:	1 thorn + blood drain	Hoard/Treas:	Nil
Damage:	1-8	Alignment:	Neutral

Vampire roses look very similar to normal rose bushes with white flowers; they are likely to be noted because they seem to be blooming out of season. The vampire rose stands motionless until prey comes within range, at which point it strikes with a thorny stalk and begins to drain blood. After inflicting 1-8 hit points of damage from the initial strike, the plant will drain 1-8 hit points worth of blood per round. In addition, the victim must make a saving throw vs. Spells or be completely tranquilized, standing helplessly while the plant kills it.

Vegepygmy

Armor Class:	4	No. App:	6-24 (30-300)
Hit Dice:	1-6	Save As:	Fighter: 1-6
Move:	120' (40')	Morale:	12
Attacks:	1	Hoard/Treas:	XX/C
Damage:	1-6 or by weapon	Alignment:	Chaotic

Vegepygmies are short, humanoid-shaped fungus creatures that are green or brown in color. Their "fingers" have curved thorns that look like talons. Vine-like growths dangle from their joints and abdomens. They are 2'-4 1/2' tall, those with more hit dice tending to be the taller individuals. Parties of vegepygmies hunt near their forest lairs, blending into the surroundings so well that opponents are surprised on a roll of 1-3. They will attack any form of animal life for food. Half of the vegepygmies in a group have 1 HD, while 25% have 2 HD. The rest are 3 or 4 HD (equal chances). For every 50, there is a subchief with 5 HD and 1d4+1 bodyguards with 3 HD each. Each tribe is led by a chief with 6 HD and 2d4 bodyguards with 4 HD each. Half of the vegepygmies encountered carry spears, while the others use clubs or go without weapons. Attacks from piercing weapons cause only 1 point of damage to vegepygmies. They are immune to electrical attacks, and all charm spells except those that affect plants. Their lairs are usually found in the underbrush of deep, dark forests and jungles, though some have lairs in warm underground areas. Tribes are very territorial. They often use shriekers and thornies (q.v.) to guard their lairs, both types of creatures letting their masters pass by freely. Yellow mold (q.v.) is usually found in the vicinity of a lair as well.

Wasp, Giant

Armor Class:	6	No. App:	1-4 (1-4)
Hit Dice:	4*	Save As:	Fighter: 2
Move:	60' (20')	Morale:	10
fly:	180' (60')		
Attacks:	1 bite/ 1 sting	Hoard/Treas:	XLx10/Lx10
Damage:	2-8/1-4 + poison	Alignment:	Neutral

Giant wasps are enormous predators similar to their nasty-tempered smaller relatives. Their poison is virulent, but victims that fail to save are paralyzed rather than killed. The wasps usually use this time to encase the prey into an egg cell to be devoured by larvae upon hatching (usually within 2-5 days). Note that unlike giant killer bees these menaces can sting repeatedly without suffering ill effects.

Wight, Barrow

Armor Class:	4	No. App:	1-4 (2-8)
Hit Dice:	6*	Save As:	Fighter: \6
Move:	90' (30')	Morale:	12
Attacks:	1 touch	Hoard/Treas:	XXI/B
Damage:	1-4 + energy drain	Alignment:	Chaotic

Barrow wights are superficially similar to normal wights (q.v.), but are found exclusively in or near a burial tomb ("barrow") guarding it or the treasure therein. Their gaze causes insanity in any creature meeting it unless the victim makes a saving throw vs. Spell. They are turned as spectres.

Will-o-Wisp

Armor Class:	-8	No. App:	1 (1-3)
Hit Dice:	9***	Save As:	see below
Move:	180' (60')	Morale:	12
Attacks:	1 shock	Hoard/Treas:	X/M, XVI/G (magic only)
Damage:	2-16	Alignment:	Chaotic

The will-o-wisp is a bizarre electrical magical creature that feeds off the life force of dying creatures. It is found wherever creatures are likely to die, such as swamps or dangerous dungeons (near pit traps). They attack with an electrical shock that inflicts 2-16 hit points of damage. They appear as small bright lights, and they can increase or decrease the intensity or vary the color of the light to confuse prey. They are immune to every spell except **protection from evil**, **magic missile**, and **maze**.

Wolf, Ghoul

Armor Class:	6	No. App:	1-4 (1-8)
Hit Dice:	4*	Save As:	Fighter: 4
Move:	150' (50')	Morale:	12
Attacks:	1 bite	Hoard/Treas:	VI/U
Damage:	1-8+paralysis	Alignment:	Chaotic

The ghoul wolf is a rare undead wolf. Its appearance conforms to that of the normal wolf, but the fur is usually matted and pulling off here and there, occasionally even with tendons and muscles showing beneath holes in the skin. The ghoul wolf hates life and hungers even more than do normal wolves. Its bite paralyzes in the same way as that of ghouls (q.v.). There are rumors of undead dire wolves. They can be turned by clerics as ghouls.

Wolf-in-Sheep's-Clothing

Armor Class:	3/5/7	No. App:	0 (1)
Hit Dice:	9*	Save As:	Fighter: 5
Move:	30' (10')	Morale:	12
Attacks:	1-3 tentacles/ 1 bite	Hoard/Treas:	VI/U
Damage:	1-4/1-4/3-12	Alignment:	Neutral

The wolf-in-sheep's-clothing is a strange plant creature that dwells in woodlands or grasslands. It has two tentacle-like eyestalks, and seven root stalks (which it uses to skulk to new hunting grounds). The "stump" of the monster can withstand 9 hit dice of damage; damage to the tentacles does not affect the health of the creature. Root tentacles take 20 hit points to sever, and the eyestalks take 15 hit points each. When within range of prey, the monster strikes with 1-3 of the root

tentacles. Any successful strike draws the victim to be bitten by the mouth in the next round unless the character can break free with an open doors check.

Wolfwere

Armor Class:	3	No. App:	1 (1-3)
Hit Dice:	5+1**	Save As:	Fighter: 5
Move:	150' (50')	Morale:	10
Attacks:	1 bite or 1 weapon	Hoard/Treas:	VIII,IX,XXI/ B, N, O
Damage:	2-12 or by weapon	Alignment:	Chaotic

The wolfwere is a dangerous shapeshifting monster. It can take the form of a humanoid creature at will, usually appearing as a very attractive male or female human. They usually go about in their natural wolfish form, consorting with normal or dire wolves. When prey approaches, the wolfwere assumes the form of a minstrel or traveller, usually with a musical instrument. With the deception in place, the wolfwere sings its song which magically overcomes all listeners failing a saving throw vs. Spells as if they were struck with a **slow** spell (q.v.). This lethargy lasts for 5-8 rounds and cannot be dispelled or cured. The wolfwere can only be hit by weapons of +1 or greater enchantment. They despise werewolves.

Wolverine

	Normal	Giant
Armor Class:	5	4
Hit Dice:	3	4+4
Move:	120' (40')	150' (50')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1-4 x 2/2-5	2-5 x 2/2-8
No. App:	1 (1)	1 (1)
Save As:	Fighter: 3	Fighter: 4
Morale:	10	10
Hoard/Treas:	Nil	Nil
Alignment:	Neutral	Neutral

Wolverines are foul-tempered animals similar to badgers (q.v.). They are aggressive and kill for the sake of killing. They make all attacks at +4 to hit. Worse, they can squirt musk as do skunks (q.v.). They are adept and cunning hunters.

Xorn

Armor Class:	-2	No. App:	1-4 (1-4)
Hit Dice:	7+7***	Save As:	Fighter: 7
Move:	120' (40')	Morale:	10
Attacks:	1 bite/3 claws	Hoard/Treas:	X,XI,XII,XIII, XIV/I, J, K, Lx5, M
Damage:	6-24/1-3 x 3	Alignment:	Neutral

Xorn are bizarre creatures from the elemental plane of earth. They are indifferent to creatures of the Material Plane—with the sole exception of anyone carrying a significant amount of

precious metals or minerals. Xorn eat precious metals and gems, and can smell food up to 30 feet away. They are usually only encountered in deep caverns or mountains. Xorn can blend into stone in one round, and can move through stone at their normal rate once they have done so. In addition they appear to be made of stone, and can hide so effectively that they surprise creatures on 1-5 (which they typically do to demand metals or gems that they have detected in passerby. They are immune to fire and cold spells, and take 1/2 or no damage from electrical attacks. They may be affected by certain earth-related spells as determined by the GM. For example, **move earth** stuns them for 1-4 rounds and throws them up to 30'; **stone to flesh** or **rock to mud** spells change their armor class to 0 for 1-4 rounds; **passwall** inflicts 5-30 points damage).

Yeti

	Lesser	Greater
Armor Class:	6	4
Hit Dice:	4	8
Move:	150' (50')	150' (50')
Attacks:	2 claws	2 claws/1 bite
Damage:	1-6/1-6	1-8/1-8/2-12
No. App:	1-6 (1-12)	1-4 (2-8)
Save As:	Fighter: 4	Fighter: 8
Morale:	9	10
Hoard/Treas:	XX/D	XX/D
Alignment:	Neutral	Neutral

The yeti is a legendary hulking humanoid covered in white, shaggy fur (making it nearly invisible in snowy environs). Its hands end in filthy and razor-sharp claws. They make their lairs in remote mountains and hills. They are fierce predators with ravenous appetites, dining on mountain goats, sheep, polar bears, and humanoids. The typical yeti stands 9 feet tall and weighs 600 or more pounds. The yeti attacks with its claws, attempting to grab an opponent and squeeze it to death. If either claw attack strikes with a roll of 20, the yeti has grabbed the victim and crushed it against its icy flesh, inflicting 2-16 points of crushing damage. The yeti's gaze, if met, causes victims to freeze in terror if they do not save vs. Spells.

PART 7 TREASURES

This section of the Companion Expansion introduces additional and new magic items along with complete tables for random generation of discovered magic items. These tables may not match those in the default rules exactly; GMs should freely substitute as necessary to achieve the desired levels of magical items in the campaign. Note that the probabilities listed on Table 7.1 are weighted to make potions, scrolls, and weaponry more commonly found than rings, wands, and miscellaneous magic items. GMs should customize these probabilities as best suits the campaign. Most importantly, the GM should never allow a random roll to unbalance a game or adventure- powerful magic items should be guarded (or better yet, wielded in self-defense) by beings of commensurate power.

Table notations:

*= described in this volume

c= usable only by clerics (but not druids, unless stated otherwise)

dr= usable only by druids (and wildwood elves, unless stated otherwise)

dw= usable only by dwarves

e= usable only by elves

f= usable only by fighters

g= usable only by gnomes

h= usable only by halflings

i= usable only by illusionists (and gnomes, unless stated otherwise)

m= usable only by magic-users (includes elves unless stated otherwise, but not gnomes and illusionists)

t= usable only by thieves

(parentheses)= recommended for low-level adventures

Random Magic Item Generation (d100)- Table 7.1

01-25	Potion (see Table 7.2)
26-40	Scroll (see Table 7.3a)
41-45	Ring (see Table 7.4)
46-50	Rod/Staff/Wand (see Table 7.5)
51-53	Miscellaneous Magic (see Table 7.6a)
54-56	Miscellaneous Magic (see Table 7.6b)
57-59	Miscellaneous Magic (see Table 7.6c)
60-75	Armor/Shield (see Table 7.7)
76-90	Sword (see Table 7.8)
91-95	Miscellaneous Melee Weapon (see Table 7.9)
96-00	Miscellaneous Missile Weapon (see Table 7.10)

Magic Potions (d100)- Table 7.2

01-02	Animal Control
03	Clairaudience
04	Clairvoyance
05-06	Climbing*
07-10	Cure Disease*
11-15	Delusion
16-18	(Diminution)
19	Dragon Control
20-22	(ESP)

23-28	Extra-healing*
29-30	Fire Resistance
31-32	Flesh to Stone*
33-35	Flying
36-37	Freedom of Movement*
38-40	Gaseous Form
41	Giant Control
42	Giant Strength
43-45	(Growth)
46-55	(Healing)
56-58	Heroism
59	Human Control
60-65	(Invisibility)
66-67	Invulnerability
68-71	(Levitation)
72	Longevity
73-78	Neutralize Poison*
79	Oil of Ethereality*
80	Oil of Slipperiness*
81	Philter of Love*
82	Plant Control
83-87	(Poison)
88	Polymorph
89-90	Speed
91	Stone to Flesh*
92	Super-heroism*
93-94	Sweet Water*
95-96	Treasure Finding
97-98	Undead Control
99-00	Water Breathing*

Scrolls (d100)- Table 7.3a

01-05	(Cursed)
06-10	(Treasure Map) (see Table 7.3b)
11-15	(Treasure Map (False))*
16-25	(d4 1st Level Spells)
26-30	(d4 2nd Level Spells)
31-34	d4 3rd Level Spells
35-37	d6 4th Level Spells
38-39	2d4 5th Level Spells
40	2d4 6th Level Spells
41	2d4 7th Level Spells
42	d4 8th Level Spells- m
43	d4 9th Level Spells- m
44	Improvement*
45-46	Interrogation*
47-50	Ward Against Acid*
51-56	Ward Against Cold*
57-59	Ward Against Elementals
60-64	Ward Against Fire*
65-66	Ward Against Gas*
67-70	Ward Against Lightning*
71-76	Ward Against Lycanthropes
77-79	Ward Against Magic
80-82	Ward Against Paralysis*
83-85	Ward Against Petrification*
86-89	Ward Against Plants*
90-95	Ward Against Poison*
96-00	Ward Against Undead

Treasure Maps (d100)- Table 7.3b	
01-30	d4 x 1000 gp (or equivalent)
31-50	5d6 x 1000 gp (or equivalent)
51-60	6d6 x 1000 gp (or equivalent)
61-65	5d6 x 1000 gp (or equivalent), 4d6 gems
66-70	2d4 gems, 2d6 jewelry
71-80	Valuable Items*
81-87	1 magic item
88-92	2 magic items
93-95	3 magic items (no weapons)
96-98	3 magic items, 1 potion
99	3 magic items, 1 potion, 1 scroll
00	5d6 x 1000 gp (or equivalent), 3 magic items

Rings (d100)- Table 7.4	
01-03	Climbing*
04-06	(Command Animal)
07	Command Human
08	Command Plant
09-15	Delusion
16	Djinni Calling
17-20	Feather Falling*
21-25	(Fire Resistance)
26-30	Freedom of Movement*
31-34	Frost Resistance*
35-45	(Invisibility)
46-50	Jumping*
51-52	Mind Shielding*
53-69	(Protection)
70	Regeneration
71	Shielding*
72-75	Shooting Stars*
76-77	Spell Storing
78	Spell Turning
79-85	Sustenance*
86-90	Swimming*
91-92	Telekinesis*
93-94	(Water Walking)
95-97	(Weakness)
98	Wishes
99-00	X-Ray Vision

Rods/Staves/Wands (d100)- Table 7.5	
01-02	Rod of Alertness*
03-05	Rod of Cancellation
06	Rod of Rulership*
07-08	Rod of Security*
09-10	Rod of Splendor*
11-16	Rod of Wonder*
17-19	Staff of Absorption*- c,m
20-21	Staff of Acid*- m
22	Staff of Commanding c, d
23-27	Staff of Curing*- c,d
28	Staff of Elemental Power*- d
29-31	Staff of Illusion- i
32-37	(Staff of Healing)- c, d
38	Staff of Harms*- c, d
39-40	Staff of Illusion*- g,i

41-42	Staff of Light*- c,m,i
43-44	Staff of Passage*- m
45	Staff of Power- m
46-48	Staff of Reincarnation*- d
49	Staff of Resurrection*- c
50-53	Staff of Striking
54	Staff of Swarming Insects*- d
55	Staff of Thunder and Lightning*- m, d
56-57	Staff of the Woodlands*- d
58-59	Staff of Withering- c, d
60	Staff of Wizardry- m
61-63	(Staff of the Serpent)- c
64-65	Wand of Cold
66-68	(Wand of Detecting Enemies)
69-71	(Wand of Detecting Magic)
72-74	Wand of Detecting Metals
75-77	Wand of Detecting Secret Doors
78-81	Wand of Detecting Traps
82-84	Wand of Device Negation
85-87	Wand of Fear
88-89	Wand of Fire Balls
90-91	Wand of Lightning Bolts
92-95	Wand of Magic Missiles
95-96	(Wand of Paralyzation)
97-98	Wand of Petrification*
99-00	Wand of Polymorphing

Miscellaneous Magic (A-D) (d100)- Table 7.6a	
01-02	Alchemist's Jug*
03-04	Amulet vs. Crystal Balls and ESP
05-09	(Bag of Devouring)
10-14	(Bag of Holding)
15	Boat, Folding*
16	Book of Divinity*- c
17-23	Boots, Elven
24-27	Boots of Levitation
28-30	Boots of Speed
31-33	Boots of Traveling and Springing
34	Bowl of Commanding Water Elementals
35	Bowl Summoning Evil Waters*
36-38	Bracers of Archery*
39-45	Bracers of Armor*
46-49	Bracers of Thieving*- t
50-51	Bracers of Vulnerability*
52	Brazier of Commanding Fire Elementals
53	Brazier of Red Dragon Hatred*
54-57	Brooch of Shielding*
58-59	(Broom, Flying)
60-61	Carpet, Flying
62	Censer of Controlling Air Elementals
63	Censer of Invisible Stalker Ire*
64-66	Chime of Opening*
67-70	Cloak, Elven
71	Cloak of the Mountebank*
72-74	Cloak of Poison*
75-81	Cloak of Protection*
82-83	Cloak of the Southlands*
84-85	Cloak of the Spider*
86-87	Cloak of the Northlands*
88-91	(Crystal Ball)

92	Crystal Ball with Clairaudience
93	Crystal Ball with ESP
94	Crystal Ball of Hypnosis*
95-99	Decanter of Endless Water*
00	Displacer Cloak

**Miscellaneous Magic (D-M)
(d100)- Table 7.6b**

01-02	Djinni Lamp*
03-09	Drums of Panic
10-16	Dust of Appearance*
17-24	Dust of Disappearance*
25-28	Dust of Death*
29-30	Efreeti Bottle*
31-34	Bottle of Smoke*
35	Eyes of Charming*
36-37	Eyes of the Eagle*
38	Eyes of Petrification*
39-44	(Gauntlets of Ogre Power)
45	Gem of Seeing*
46-47	Girdle of Giant Strength
48-49	Girdle of Weakness*
50-54	Hat of Disguise*
55	(Helm/Hat of Alignment Changing)
56-58	(Helm/Hat of Telepathy)
59-61	Helm/Hat of Languages and Magic
62-63	Helm/Hat of Teleportation
64-66	Horn of Blasting
67-68	Horn of Fog*
69-71	Horn of Plenty*
72-75	Horseshoes of Speed*
76-78	Horseshoes of Flying*
80	Horseshoes of Bucking*
81-82	Instant Fortress*
83-87	Instrument of the Minstrels*- b
88-89	Libram of Advancement*
90-91	Lyre of Building*
92-93	Lyre of the Dead*
94-95	Lyre of Discord*
96-97	Lyre of Irritation*
98-00	Marvelous Pigments*

**Miscellaneous Magic (M-Z)
(d100)- Table 7.6c**

01-05	Mattock of Digging*- dw, g, h
06-10	(Medallion of Thoughts)
11-14	Medallion of Thoughts, 90'
15-18	Mirror of Illusion*
19-20	Mirror of Life Trapping-m,i
21	Mirror of Opposition*
22-23	Mirror of Travelling*
24-26	Necklace of Adaptation*
27-32	Necklace of Healing*-c, d
33-34	Necklace of Fireballs*
35-38	Necklace of Strangling*
39-43	Net of Ensnarement*- d, dw, g, h, sc, t
44-49	Net of Strangling*
50-52	Pipes of Haunting*
52-53	Pipes of Pain*
54-57	Pipes of the Sewers*
58-61	Pipes of Sounding*

62-68	Portable Hole*
69	Robe of the Archmage*-m
70-74	Robe of Armor*- m, i
75-76	Robe of Useful Items*- m, i
77-81	(Rope of Climbing)
82-84	Rope of Constriction*
85-87	Miraculous Cutting Saw*- f, sc, dw, g, h
88-89	Scarab of Protection
90-92	Skeleton Key*
93	Stone of Controlling Earth Elementals
94	Stone of Angry Stegosauruses*
95-97	Talisman of Undead Turning*- c
98-00	Talisman of Undead Attraction*- c

**Armor/Shield
(d100)- Table 7.7a
(see Table 7.7b for bonus)**

01-25	(Shield)
26-35	(Padded Armor)
36-55	(Leather Armor)
56-70	(Studded Leather Armor)
71-85	(Ring Mail/Scale Mail) Armor)
86-95	(Chain Mail Armor)
96-99	Plate Mail Armor
00	Shield and Armor, dice again for armor type

**Armor/Shield Bonus
(d100)- Table 7.7b**

01-05	(-1, Cursed)
06-10	-2, Cursed
11-15	-3, Cursed
16-75	+1
76-94	+2
95-97	+3
98-99	+4
00	+5

**Swords
(d100)- Table 7.8
(see Table 7.12 for bonus)**

01-35	Short Sword
36-70	Long Sword
71-80	Bastard Sword
81-90	Broad Sword
91-95	Two-handed Sword
96-00	Cutlass/Scimitar

**Miscellaneous Melee Weapon
(d100)- Table 7.9
(see Table 7.11 for bonus)**

01-05	Axe, Battle
06-10	Axe, Hand
11-15	Axe, Great (Bardiche)
16-20	Club
21-25	Dagger
26-30	Flail
31-35	Flail, Heavy
36-40	Hammer, Light
41	Hammer, Great (Maul)
42-47	Hammer, War

48-55	Lance
56-65	Mace
66-70	Morning Star
71-75	Pick, Heavy
76-80	Pick, Light
81-85	Pole Arm
86-95	Spear
96-98	Staff
99-00	Trident

**Miscellaneous Missile Weapon
(d100)- Table 7.10**

01-13	Arrows +1 (quantity 1d10)
14-20	Arrows +1 (quantity 2d12)
21-25	Arrows +1 (quantity 3d10)
26-27	Arrows +2 (quantity 2d12)
28-29	Arrows +3 (quantity 1d8)
30	Arrow, Slaying*
31-43	Quarrels +1 (quantity 1d10)
44-50	Quarrels +1 (quantity 2d12)
51-55	Quarrels +1 (quantity 3d10)
56-57	Quarrels +2 (quantity 2d12)
58-59	Quarrels +3 (quantity 1d8)
60	Quarrel, Slaying*
61-64	Bow, Long +1
65	Bow, Long +2
66-70	Bow, Short +1
71-72	Bow, Short +2
73	Bow of Magic Missiles*
74	Crossbow, Heavy, +1
75	Crossbow of Speed +1
76-80	Crossbow, Light, +1
81	Crossbow, Light +2
82-84	Javelin +1
85	Javelin of Lightning Bolts*
86-89	Sling +1
90	Sling +2
91-92	Sling Stones, +1 (quantity 2d12)
92-93	Sling Stones, +2 (quantity 1d10)
94	Sling of Speed +2*
95-97	Darts +1 (2d10)
97-98	Darts +2 (1d8)
99	Hammer +2, Dwarven Thrower*
00	Hammer of Thunderbolts*

**Sword/Weapon Bonus
(d100)- Table 7.11**

01-05	(-1, Cursed)
06-10	-2, Cursed
11-70	(+1)
71--90	(+2)
91-95	+3
96-97	+4
98-99	+5
00	Special Ability: Roll again for bonus, roll on Table 7.12 for Special Ability

**Sword/Weapon Special Ability
(d100)- Table 7.12**

01-25	(Glowblade (continual light on blade))
26-30	Changebane (+3 vs. lycanthropes)
31-34	Spellbane (+3 vs. spell-users and magic creatures)
35-38	Scalebane (+3 vs. reptiles)
39-42	Deadbane (+4 vs. undead)
43-46	Dragonbane (+4 vs. dragons)
47-51	Spawnbane (+3 vs. regenerating creatures)
52-57	Lightbringer (casts light on command 30' radius)
58-63	Pathfinder (locate object on command)
64-69	Icebane (flames on command, +3 vs. cold-users)
71-74	Flamebane (freezes on command, +3 vs. fire-users)
75	Holy/Unholy Avenger (+5 vs. chaotic/lawful creatures)
76	Lifebane (drains 2 life energy levels)
77-78	Luckbringer (1-3 wishes)
79-80	Friendbringer (charm person 3x/week)
81-84	Deceiver (disguise self when unsheathed)
85-87	Defender (bonus can be added to AC instead)
88-90	Lifebringer (cure serious wounds 1/day)
91	Blade of Venom
91-95	Concealer (invisibility 1/day when unsheathed)
96	Vorpall Blade
97-99	Berserker (cursed; wields attacks all within 60')
00	Sapient/Sentient sword (see rulebook)

MAGIC ITEM DESCRIPTIONS

Potions (Table 7.2)

The GM is encouraged to develop some standard potion descriptions, perhaps drawing from actual liquids, to use in the campaign. Healing potions might be brown and sweet like maple syrup, flying potions might be sky blue in color, and so on. And, of course, to deviate from them occasionally to keep the players guessing!

Climbing: This potion lasts for 1 turn + 5d5 rounds, during which time the drinker gains the ability to climb like a thief with 99% ability (a roll of 00 means failure). However, the odds of failure increase by 5% if the character is carrying 100 lbs. or more. Furthermore, if metal armor is worn, the falling chance increases by 5% per point of AC adjustment (exclusive of magical adjustment) conferred by the type of armor worn. For example, a character wearing chainmail will suffer a -20% penalty, since chainmail armor (AC 5) provides 4 points of adjustment from the armor class of an unarmored person (AC 9).

Cure Disease: When imbibed, this potion has the same effect as the cleric spell **cure disease** (q.v.) on the imbiber.

Extra-healing: This potion has the same effect as a potion of **healing** (q.v.) but cures 2d8 points of damage.

Flesh to Stone: Imbibing this potion immediately turns the creature drinking the potion to stone unless the victim succeeds at a saving throw vs. Petrify or Paralyze.

Freedom of Movement: When imbibed, this potion automatically cancels any hold or slow effects or conditions on the imbiber. For example, it negates the effects of a **slow** spell, allows the imbiber to move at normal speed through mud or underwater, and so on.

Neutralize Poison: When imbibed, this potion has the same effect as the cleric spell **neutralize poison** (q.v.).

Oil of Etherealness: This potion is not imbibed; this thin oil is applied to the character and all of his belongings in order to achieve an ethereal state for 4+1d4 turns. It takes 3 rounds for the potion to take effect. It can be counteracted before the effect expires if the character is rubbed or sprayed with a mildly acidic liquid. When ethereal, a character is invisible and can pass through any objects that are not also ethereal. The character is, however, subject to attack from creatures in the ethereal plane.

Oil of Slipperiness: This potion is not drunk, but instead applied to the character and any carried equipment. Any character so coated cannot be restrained or grabbed, whether by constrictor snakes or any other grasping attacks, including binding ropes, chains, or similar magical effects. Further, objects can be coated with the oil, and if a floor is coated any individual even standing on the floor will have a 95% probability each round of falling, due to slipping. The effects of the oil last 8 hours, but the oil can be cleaned off early with thin liquid containing alcohol, such as wine or vinegar.

Philter of Love: The imbiber of this potion becomes charmed (cf. **charm person**) by the next person or creature the imbiber lays eyes upon. However, the drinker will actually become completely enamored by the person or creature if it is of the preferred sex and of compatible racial stock. The charm aspect of this potion lasts for 4+1d4 turns, but only **dispel magic** will free the drinker from the enchantment of the member of a preferred sex.

Stone to Flesh: This potion can be imbibed or poured (as an oil). In either case, it has the opposite effects of a **flesh to stone** potion (q.v.). It can reverse the effects of the petrifying gaze or aspect of monsters like basilisks and medusae.

Super-heroism: This potion is an improved version of the **potion of heroism** (q.v.), which also is usable only by dwarves, fighters, and halflings and is only effective for 5-20 rounds. Extra levels and their accompanied benefits to combat are temporarily granted to the imbiber, but additional levels granted are increased by +2 (for example, a 3rd level fighter drinking this potion will temporarily gain 5 levels, not 3 as with the **potion of heroism**). In addition,

characters of 11-13th level temporarily gain 1 level. In all other respects this potion is identical to the **potion of heroism**.

Sweet Water: This potion is not intended to be drunk, although it is not harmful if it is imbibed. It is instead used to cleanse water (including turning saltwater into fresh water) or otherwise transform poisons, acid, etc. into drinkable liquid. It will even turn other potions into normal water. For most liquids, this potion will affect up to 100,000 gallons. Certain liquids, as determined by the GM, will be transformed in lesser amounts; for example only 1,000 gallons of acid can be neutralized. The potion's effects are permanent, and once treated, liquid will resist spoilage or contamination for 5d4 rounds. After this time it can be contaminated once again.

Water Breathing: When imbibed, this potion has the same effect as the magic-user spell **water breathing** (q.v.).

Scrolls (Table 7.3)

Treasure Map (False): The GM should prepare (or describe) a map of a nearby area which includes description of a rich treasure. The description should be totally inaccurate, and in the GM's discretion may lead to a dangerous monster's lair, a treacherous natural hazard, or merely to nothing at all.

Improvement: This rare scroll immediately and permanently raises an attribute of the reader by one point. It raises the character's prime attribute if not already 18; if 18 it raises any other statistic as determined by the GM. There is a 25% cumulative chance per scroll read that the reader's prime attribute will be permanently (and irrevocably, save a **wish**) decreased by 1d4 points.

Interrogation: When read, this scroll compels one creature to answer questions for one turn, including automatic translation of both languages. Any lies told will be revealed as if the compelled creature had been subjected to a **detect lie** spell (q.v.).

Ward Against Acid: When read, this scroll creates a protective circle with 10' radius, warding all within from the effects of acid, whether magical or mundane. The effect moves with the reader and lasts for 2 turns.

Ward Against Cold: When read, this scroll creates a protective circle with 10' radius, warding all within from the effects of cold, whether magical or mundane. The effect moves with the reader and lasts for 5-8 turns.

Ward Against Fire: When read, this scroll creates a protective circle with 10' radius, warding all within from the effects of fire, whether magical or mundane. The effect moves with the reader and lasts for 5-8 turns.

Ward Against Gas: When read, this scroll creates a protective circle with 10' radius, warding all within from the effects of gas-type weapons and attacks, whether magical or

mundane, including spells like **cloudkill** or **stinking cloud**. The effect moves with the reader and lasts for 5-8 turns.

Ward Against Lightning: When read, this scroll creates a protective circle with 10' radius, warding all within from the effects of lightning or electrical damage, whether magical or mundane. The effect moves with the reader and lasts for 2-12 rounds.

Ward Against Paralysis: When read, this scroll creates a protective circle with 10' radius, warding all within from the effects of any paralyzing attacks or spells, including **hold person** (but not **slow**). The effect moves with the reader and lasts for 4-48 rounds.

Ward Against Petrification: When read, this scroll creates a protective circle with 10' radius, warding all within from the effects of any petrifying attacks or spells. The effect moves with the reader and lasts for 4-48 rounds.

Ward Against Plants: When read, this scroll creates a protective circle with 10' radius, warding all within from the effects of any attacks from a plant or plant-like creature (including molds, slimes, oozes, etc.). The effect moves with the reader and lasts for 4-48 rounds.

Ward Against Poison: When read, this scroll magically protects the reader (and only the reader) from the effects of any poison, whether liquid or gaseous or otherwise. The effect lasts for 2-12 rounds.

Treasure Maps (Table 7.3b)

The GM should place the treasure indicated mindful of its overall intrinsic worth. Smaller treasures may be located in areas very near the current dungeon or adventure locale. Magic treasures should be located further away, perhaps best evaluated after the exact nature of the treasures themselves are determined. Treasures should almost never be found unguarded; the GM can provide for traps or tricks, or guardian creatures, or even incidental guardians (such as a creature that unknowingly dwells where the treasure is located, or frequently hunts that area, etc.). Finally, the map need not merely list perfect directions or show a straight line to the treasure- the map may indicate several possible locations of the treasure, or may misidentify one or more landmarks, or otherwise lead to further adventures- but the indicated treasure should be discoverable with the map (cf. **Treasure Map (False)**, above).

Valuable Items: This map leads to one or more valuable items as determined by the GM appropriate for the campaign. They could be rare books, luxury items, precious commodities, or anything else that is valuable in the

campaign and is not gold, gems or jewelry, or magical items. Another treasure map is a valuable item!

Rings (Table 7.4)

Rings may be used by any character class, except as determined by the GM. However, in no event can more than 2 rings (one on each hand) be worn and active for any one character at any given moment.

Ring of Climbing: This ring confers all the benefits of the **potion of climbing** (q.v.), but without penalties for armor worn.

Ring of Feather Falling: This ring automatically enacts a **feather fall** spell (q.v.) if its wearer suffers a fall. The wearer can deactivate the ring (or merely take it off) to allow for desired falls or jumps.

Ring of Freedom of Movement: This ring confers all the benefits of the **potion of freedom of movement** (q.v.) while worn.

Ring of Frost Resistance: This ring operates as does a **ring of fire resistance** (q.v.), but protects against cold or frost damage and effects.

Ring of Jumping: This ring allows the wearer to jump great distances: 30 feet forward, 10 feet backwards or straight up, in each case with a slight arc to the trajectory of the jump. It may be used up to four times per day.

Ring of Mind Shielding: The wearer of this ring is continually immune to mind reading or divination spells like **ESP**, **detect lie**, and any alignment detection spells.

Ring of Shielding: This ring allows the wearer to activate a **shield** (equivalent to the magic-user spell of the same name) at will. The wielder must concentrate on use of the shielding effect; no spells or attacks can be made by the wielder while this ring is activated. It can be used up to three times per day.

Ring of Shooting Stars: This ring has two modes of operation, one effective in shadowy darkness or outdoors at night and a second one when the wearer is underground or indoors at night.

During the night under the open sky or in areas of shadow or darkness, the ring perform the following functions on command, in each case as the spell of the same name: **dancing lights** (once per turn), **light** (twice per night), **lightning bolt** (6d6 damage, once per night), or **meteor swarm** (once per week).

Indoors at night, or underground, the ring has the following properties, again as per the spell of the same name: **faerie fire** (twice per day), **magic missile** (3 missiles, once per day).

Ring of Sustenance: This ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. The ring must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week before its beneficial effects will be felt.

Ring of Swimming: This ring allows the wearer to swim at a rate of 150' per turn. It also doubles the amount of time that the wearer may stay underwater or dive, and mitigates any depth effects (up to 500') that would otherwise occur. The wearer can swim without tiring for 24 turns (4 hours) at the listed rate, then must rest (floating in place if no landing is available) for 6 turns (1 hour). The ring does not confer the ability to breathe underwater, but it does protect the wearer from the effects of cold and exposure while swimming. The GM may determine that certain water conditions (i.e. hurricanes) may be beyond the power of this ring.

Telekinesis: This ring allows the wielder to use **telekinesis** equivalent to the magic-user spell (q.v.) on command.

Rod of Alertness: This rod grants the wielder a +1 on all initiative checks. The wielder can, once per round, use any of the following abilities like the spell of the same name: **detect evil**, **detect magic**, **detect lie**, or detect invisible creatures. If the rod is planted in the ground, it senses any creature within 120' who intends to harm the possessor and is illuminated (as if with a **continual light** spell). At the same time, the rod creates the effect of a **protection from evil** spell upon all creatures friendly to the possessor in a 10-foot radius. Immediately thereafter, the rod sends forth a mental alert to these friendly creatures, warning them of possible danger from the unfriendly creature or creatures within the 120' radius. These effects last for 10 rounds, and the rod can perform this function once per day.

Rod of Rulership: Activating this device allows the wielder to command the obedience and fealty of creatures within 120 feet. Creatures totalling 300 Hit Dice can be ruled, but creatures with intelligence scores of 13 or higher are entitled to a saving throw vs. Spells to avoid the effect. Ruled creatures obey the wielder as if their absolute sovereign. Nonetheless, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken. Each use of the rod consumes one charge, and the effect lasts for one turn.

Rod of Security: Once per week, this item can be activated to create an extradimensional space where the rod's possessor and as many as 199 other human-sized creatures can stay in complete safety. The creatures can remain for up to one day. Sequestered creatures do not age, natural healing take place at twice the normal rate, fresh water and food is in abundance, and the climate within is pleasant. Activating the rod causes the wielder and all creatures touching the rod to be transported instantaneously to the secure space. Members of large groups can hold hands or otherwise maintain physical contact, allowing all connected creatures in a circle or a chain to be affected by the rod. Unwilling creatures can make a saving throw vs. Spells to avoid the effect. When the rod's effect expires or is dispelled, all the affected creatures instantly reappear in the location they occupied when the rod was activated. The rod's possessor can dismiss the effect at will before the maximum time period expires.

Rod of Splendor: The possessor of this rod gains a +4 bonus to his or her charisma score for as long as the rod is carried or held. Once per day, the rod creates and garbs the wielder in clothing of the finest fabrics, plus adornments of furs and jewels. Apparel created by the magic of the rod remains in existence for 12 hours. However, if the possessor attempts to sell or give away any part of it, to use it for a spell component, or any other practical use, all the apparel immediately disappears. The same applies if any of it is forcibly taken from the wielder.

Rods/Staves/Wands (Table 7.5)

Any character may use a rod. Only spellcasters can use staves (and many can only be used by clerics or druids). Only magic-users and elves (not wildwood elves) can use wands. Rods and staves can be used as weapons inflicting 1-6 points of damage per hit; each magical rod or staff is enchanted with a +1 bonus to hit and damage (unless indicated otherwise).

Rod of Wonder: A rod of wonder is a strange and unpredictable device that randomly generates any number of weird effects each time it is used. It can be used once per round, using one charge and causing effects determined by the GM or randomly determined as follows:

Rod of Wonder Effects	
01-05	Slow creature pointed at for 10 rounds
06-10	Faerie fire surrounds target
11-17	Deludes wielder into believing rod functions as indicated on second die roll
18-25	Gust of wind topples targets man-sized or smaller
26-30	Stinking cloud at 30' distance
31-33	heavy rain falls for 1-4 rounds in 60' radius
34-36	summons animal (rhino (01–25), elephant (26–50), or mouse (51–100))
37-46	Lightning bolt , 6d6 damage
47-49	Stream of 600 large butterflies pours forth and flutters around for 2 rounds, blinding everyone (including wielder) within 25 ft.
50-53	Enlarge person if within 60 ft. of rod.
54-58	Darkness 30' diameter hemisphere, centered 30 ft. away from rod.
59-62	Grass grows in 160-sq.-ft. area before the rod; already-existing grass grows to ten times normal size.
63-65	Turns any nonliving object of up to 1,000 lb. mass and up to 30 cu. ft. in size. ethereal
66-69	Reduce wielder to 1/12 height (no save)
70-79	Fireball at target or 100' ahead, 6d6 damage
80-84	Invisibility on rod wielder
85-87	Leaves grow from target; persist for 24 hours.
88-90	10–40 gems, value 1 gp each, shoot forth in a 30-ft.-long stream, inflicting 1 hp damage per gem to any creature in the stream's path. (divide gems among creatures present)
91-97	Shimmering colors dance and play over a 40-ft.-by-30-ft. area in front of rod. Creatures therein are blinded for 1d6 rounds.
98-00	Flesh to stone (or stone to flesh if target is stone already) if target is within 60 ft.

Staff of Absorption: This staff acts as a magnet, drawing spells or comparable spell-like effects or abilities into itself. The magic absorbed must be a single-target spell or a ray directed at the wielder. The staff nullifies the spell's effect and stores its potential until the wielder releases this energy by casting spells (which castings do not result in loss of the spell from memory). The wielder instantly detects a spell's level and can decide whether or not the staff absorbs it. The staff can absorb a maximum of fifty spell levels. The wielder knows the remaining absorbing potential and current amount of stored energy.

Staff of Acid: This staff has three main powers. At a cost of one charge, the staff fires a small gout of acid at one creature within 50' for 2d4 points damage. By using 2 charges, the wielder can fire an acid arrow at one creature within 240'. This attack also inflicts 2d4 points damage; however, unless neutralized the acid continues burning for an additional two rounds, inflicting 2d4 points damage per

round. Finally, once per day, at a cost of 4 charges, the wielder can cause acid rain to fall in a 30' x 30' x 30' cube up to 200' distant, causing 2d6 points damage to each creature within for four rounds. Targets making saving throws vs. Wands/Staves take half damage.

Staff of Curing: This staff allows the wielder to cast any of the following spells, once per round, by expending the indicated number of charges: **cure disease** (1 charge), **cure serious wounds** (1 charge), **heal** (3 charges).

Staff of Elemental Power: There are four types of this staff, one for each element: Air, Earth, Fire, and Water. Each staff is +2 when used in melee, and can summon an 8 HD elemental of the commensurate type once per day. The wielder gains a +2 to all saving throws made against attacks or spells of the staff's elemental type. In addition each type has the following unique abilities, each requiring the number of charges indicated for activation:

Air: **gaseous form** (1), **stinking cloud** (2), **cloudkill** (3)

Earth: **stone shape** (1), **wall of stone** (2), **transmute rock and mud** (2)

Fire: **produce flame** (1), **wall of fire** (2), **flame strike** (3)

Water: **create water** (1), **ice storm** (2), **wall of ice** (2)

Note: the GM may allow clerics of certain deities (God of Wind, God of the Sea, etc.) to use the Staff of Elements corresponding to the deity's sphere of influence.

Staff of Harms: This spell operates much like a **staff of healing** (q.v.), but it instead **inflicts light wounds** (no charge), **serious wounds** (2 charges), or **causes poison** (4 charges) in any it strikes that fail a saving throw vs. Wands.

Staff of Light: This staff radiates **continual light** (as the spell) upon command. It also allows the wielder to cast the following spells: **dancing lights** (1 charge), **light** (1 charge), **continual light** (2 charges- allows casting spell on other items or locations), **sunburst** (3 charges). The **sunburst** effect causes a 40' diameter globe of searing radiance to explode silently from a point up to 120' away selected by the wielder. The **sunburst** dispels virtually any **darkness**-type spell in effect in the area, and all creatures in the globe are blinded if they fail to save vs. Wands/Staves. Undead creatures caught within the globe (or other creatures damaged by sunlight, such as oozes/slimes/jellies) take 6d6 points of damage. Undead or creatures damaged by sunlight take half damage if they make a saving throw vs. Wands/Staves.

Staff of Illusion: This staff allows the wielder to cast any of the following spells, expending the indicated number of charges: **color spray**, **dancing lights**,

hypnotic pattern (1 charge each), **mirror image**, **hallucinatory terrain** (2 charges each).

Staff of Passage: This staff empowers the wielder to travel great distances, allowing usage of any of the following spells at the indicated number of charges per activation: **knock** (1 charge) **dimension door** (1 charge), **passwall** (1 charge), **phase door** (2 charges), **teleport** (2 charges), **wind walk** (2 charges).

Staff of Reincarnation: This staff allows the wielder to cast a **reincarnation** spell (q.v.) on a deceased character or creature. Each usage requires one charge, and the staff can only be used once on any one individual. The staff can only be used to reincarnate creatures dead less than one week.

Staff of Resurrection: This staff enables the wielder to resurrect dead humanoids (cf. **resurrection**) without suffering the negative effects of casting similar spells. Resurrecting a normal human, cleric, or druid requires one charge. Resurrecting demi-humans requires the following charges: dwarf 3, elf 5, gnome 3, halfling 2, half-elf/half-orc 2, half-ogre 3. Resurrecting humans other than normal humans, clerics or druids requires 2 charges for a fighter or similar, 3 charges for a magic-user or similar, or 4 charges for a thief or bard. The staff can only be used to resurrect creatures dead less than one week.

Staff of Swarming Insects: This staff allows the wielder to cast the following spells, at the indicated cost in charges for each activation: **summon swarm** (1 charge), **insect plague** (2 charges), **creeping doom** (4 charges).

Staff of Thunder and Lightning: This staff can be used in one of the following four ways, each no more than once per day. The staff can be used to strike with a +3 enchantment, with any strike causing a great thunderclap and stunning the victim if a save vs. Staff is missed. Alternately, it can cause a short spark of electricity to strike an opponent within 30' for 2-12 points of electrical damage. It can also cause a thunderclap, which sends forth a 50' cone of deafening noise that stuns and deafens all within for 1-4 rounds that fail to save vs. Staff. Finally, it can also cause one **lightning bolt** (as the magic-user spell) per day, which causes 9d6 hit points of damage. At the wielder's option, the thunderclap and lightning bolt may be combined in one attack, but this can only be done once per week. The staff does not have or use any charges.

Staff of the Woodlands: This staff can cast any of the following spells at the expenditure of the indicated number of charges: **charm mammal** (1 charge), **speak with animals** (1 charge), **wall of thorns** (3 charges), **summon nature's ally** (3 charges), **changestaff** (4 charges). The staff also allows its wielder to **pass without trace** at will, with no charge cost. This attribute continues to function after all the charges are expended.

Wand of Petrification: This wand shoots forth a beam that immediately (if the target fails a saving throw vs. Petrify or Paralyze) turns the victim to stone. Each usage costs one charge.

Miscellaneous Magic Items (Table 7.6a-c)

Alchemist's Jug: This magical bottle can, if uncorked, pour forth a variety of liquids on command, one at a time and once each per day. The exact liquids are left to GM discretion, but might include acid (8 ounces), ale (1 gallon), beer (1 gallon), chlorine (1 ounce), milk (1/2 gallon), oil (2 quarts), urine (2 quarts), vinegar (1 gallon), water (salt or fresh) (16 gallons each). The liquid pours forth at the rate of 1 gallon per round.

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 normal 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 sailboat 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 tiller, 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 boat may be transformed any number of times in one day, however, each transformation takes one round.

Book of Divinity: Useful only to clerics, the power of this magical book is dictated by its alignment, as each of these books is always lawful, or neutral, or chaotic. In each case, if read for one day by a cleric of the corresponding alignment, the cleric automatically gains enough experience points to advance one level. If read by a cleric of a differing alignment, the cleric must make a saving throw vs. Spells. If successful, the cleric takes 2-12 points damage. If failed, the cleric loses one life energy level (cf. wight). If so much as touched by a non-cleric, the touching creature takes 3-18 points damage (half if a saving throw vs. Spells is made).

Bowl Summoning Evil Waters: This bowl appears as any magical bowl allowing summoning of water elementals. However, if activated the character is immediately attacked by an 8 HD water elemental or similar evil water creature present in the campaign.

Bracers of Archery: These leather wristbands look like normal protective wear. The wearer receives a +2 bonus to attack rolls when using a long or short bow. Both bracers must be worn for the magic to be effective. The bracers do not allow characters (i.e. magic-users) to ignore class-based weapon restrictions.

Bracers of Armor: These items appear to be leather or metal wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting the wearer an armor class bonus. Both bracers must be worn for the magic to be effective. Bonus is determined by rolling a d10; 1-5 indicates +1 bracers, 6-8 indicates +2 bracers, 7-9 indicates +3 bracers, and 10 indicates +4 bracers are discovered. These items have no effect if worn in conjunction with metal armor (or any magical armor).

Bracers of Thieving: If these leather wristlets are worn by a thief character, the character's chances for success at using thief class abilities are determined as if the thief were of three experience levels higher than the current experience level. If donned by any non-thief character, the character must save vs. Spells or take 2d8 points of damage.

Bracers of Vulnerability: Identical in appearance to **bracers of armor** (q.v.), these gauntlets automatically penalize the wearer's armor class by 2. They affect metal and magical armor, and the wearer cannot drop them unless subjected to a **remove curse** spell.

Brazier of Red Dragon Hatred: This item appears identical to a magical brazier for summoning elementals. However, if activated it immediately summons (and antagonizes) the nearest red dragon. While the red dragon might not immediately take action to attack the victim, it will immediately begin plotting its revenge for this perceived slight.

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 use, it can absorb **magic missiles** of the sort generated by spell, wand, or other item. These brooches have charges: when found they will have from 10-100 charges, each capable of absorbing a single missile. When it has no more charges the brooch melts and becomes useless.

Censer of Invisible Stalker Ire: This item appears identical to a magical item able to summon air elementals. However, if activated it instead summons an angry invisible stalker (q.v.) which appears within one round to attack the activator.

Chime of Opening: This small hollow tube looks like a normal musical instrument or wind chime. 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, as well as automatically dispelling any **hold portal** or **arcane lock** spell. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and **arcane locked**, the chime must be struck once per round for four rounds. A **silence 15' radius** spell negates the power of the device.

Cloak of the Mountebank: On command, this cloak allows the wearer to use the magic of the **dimension door** spell twice per day. When activated,

the wearer disappears, leaving behind a cloud of smoke, appearing in a similar fashion at the intended destination.

Cloak of the Northlands: Similar to the **cloak of the southlands** (q.v.), this fur cloak makes the wearer comfortable in all cold climates. It has all the effects of the **cloak of the southlands**, but instead protects the wearer from cold and ice spells and effects.

Cloak of Poison: This looks like a normal cloak, and radiates magic if spells or items are used to examine it. When donned, however, the wearer must immediately save vs. Poison or die.

Cloak of Protection: This magical cloak appears to be an ordinary cloth or leather cloak. The cloak functions much like a **ring of protection** (q.v.), 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**.

Cloak of the Southlands: This cloak is made of impossibly-sheer material, and makes the wearer comfortable in any hot climate, offsetting any heat-related environmental penalties. In addition, the wearer gains +2 to any saving throws against fire or heat effects or damage, with all damage dice reduced by -1 (cf. **ring of fire resistance**).

Cloak of the Spider: This black garment, embroidered with a weblike pattern in silk, gives the wearer the ability to climb as if subject to a **spider climb** spell. In addition, the cloak grants immunity to entrapment by **web** spells or webs of any sort. The wearer can move through webs at half normal speed. Once per day, the wearer of this cloak can cast a **web** spell. Finally, the wearer gains a +2 bonus on saving throws against poison from spiders.

Crystal Ball of Hypnosis: This is identical to the other types of magical crystal balls, but anyone gazing into its center must save vs. Spells or be permanently mesmerized by the ball, refusing to move from the ball in any circumstance.

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. The wielder can command the rate and duration of pouring. The decanter can pour a stream (1 gallon per round), a fountain (a 5-foot-long gout that streams out at 5 gallons per round), or a geyser, which produces a 20-foot-long, 1-foot-wide spout at 30 gallons per round. The geyser effect causes considerable back pressure, and if not braced or against a wall, the holder must make a saving throw vs. Breath Weapon or be knocked prone. The geyser can be used to crush or wash away small creatures, as determined by the GM.

Djinni Lamp: This appears as a normal brass lamp of small size. When rubbed, a djinni (q.v.) will appear and serve the individual that has rubbed the lamp. 10% of the time, or

if a chaotic character has rubbed the lamp, the djinni will attack. 10% of the time, or if a neutral character has rubbed the lamp, the djinni will grant three wishes, and then depart, forever freed of the lamp's enchantment. The remainder of the time, the djinni will serve normally. However, djinn do not like being imprisoned, and will serve reluctantly. If permanently released by the owner of the lamp (i.e. using a **wish** to free the djinni), the djinni is likely to grant one or more wishes or other boons to his liberator.

Dust of Appearance: This powder appears to be a very fine 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 magically invisible. If the dust is blown through a tube it covers a cone-shaped area 20' long and 15' wide at its terminal end. The dust likewise negates the effects of **mirror image**, a **cloak of displacement**, and **elven cloaks**. The dust's effect lasts for 2d10 turns. The dust is usually found in small silk packets, 2d20 in number.

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. Dusted creatures or objects cannot be seen by normal or magical means, except for a **gem of seeing** (q.v.) or by application of **dust of appearance**. The invisibility bestowed by the dust lasts for 2d10 turns, and the invisibility is not dispelled if the enchanted character attacks.

Dust of Death: This dust is packaged much as the other magical and beneficial dusts. However, if it is sprinkled on or near a creature, the creature must save vs. Poison or die immediately. Affected creatures that make the saving throw are still debilitated with a wracking cough for 2d6 turns.

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 the bottle appears in a cloud of smoke 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 bottle loses all magical properties, becoming an ordinary, but well-made, nonmagical bottle.

Bottle of Smoke: This bottle looks exactly like an **efreeti bottle** (q.v.), but if opened it immediately begins emitting great clouds of grey smoke. Each round it fills 50,000 cubic feet with opaque white smoke. The bottle cannot be resealed once opened.

Eyes of Charming: These two crystal lenses fit over the user's eyes, allowing the wearer to use them to **charm person** (one target per round) merely by meeting a target's gaze. The target can avoid the effect by making a successful saving throw versus spells.

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.

Eyes of Petrification: These two lenses fit over the user's eyes, conferring the gaze of a basilisk (q.v.) on the wearer. This gaze may only be utilized twice per day.

Gem of Seeing: This finely cut and polished stone is indistinguishable from an ordinary jewel in appearance. When gazed through as a lens, the gem enables the user to see as though subject to a **true seeing** spell. The gem can be used for as much as 10 rounds per day. Note that items or areas can only be scanned slowly, as if using a jeweler's glass.

Girdle of Weakness: This looks like any other magical belt, but when worn it immediately affects the wearer like a **ring of weakness** (q.v.).

Hat of Disguise: This apparently normal hat allows its wearer to appear as virtually anything else, as with a **disguise self** spell (q.v.). As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, and so on. At the GM's option, the item may appear as a comb, scarf, or any other similar form when initially found.

Helm/Hat of Alignment Changing, Telepathy, Languages and Magic, Teleportation: Each of these items can be worn as a helm or, at the option of the wearer, as a hat or cap. (Cf. **hat of disguise**). The GM may place the items as helms or as hats, as appropriate to the situation.

Horn of Fog: This horn allows its possessor to blow forth a thick cloud of heavy fog. The fog covers a 10-foot square next to the horn blower each round that the user continues to blow the horn; fog clouds travel 10 feet each round in a straight line from the emanation point unless blocked by something substantial such as a wall. The device makes a deep, foghorn-like noise, with the note dropping abruptly to a lower register at the end of each blast. The fog dissipates after 1 turn. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

Horn of Plenty: When sounded, this magical horn brings forth a great feast, including a magnificent table, chairs, service, and food and drink for up to 12 creatures. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is completely satiated, negating all effects of hunger and starvation that may have befallen them. Each is cured of all diseases, sickness, nausea, and poison. The ambrosial food that is consumed grants each creature that partakes immunity to fear effects for 12 hours.

Horseshoes of Speed: These iron shoes come in sets of four and look like ordinary horseshoes. When affixed to a horse, pony, or mule's hooves, they double the creature's

land speed. Jumping distances also double. All four shoes must be worn by the same animal for the magic to be effective.

Horseshoes of Flying: These iron shoes come in sets of four and look like ordinary horseshoes. When affixed to a horse, pony, or mule's hooves, they allow the creature to fly at the speed of a griffon (q.v.). All four shoes must be worn by the same animal for the magic to be effective.

Horseshoes of Bucking: These normal-looking horseshoes are always found in a set of four, and radiate magic if detected. Once put on, the animal wearing them will, when mounted by a rider, immediately begin bucking and will not stop until the rider has fallen off (taking appropriate damage).

Instant Fortress: This metal cube is small, but when activated it grows to form a tower 20 feet square and 30 feet high, with arrow slits on all sides and a crenellated battlement atop it. The metal walls extend 10 feet 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 will not open the door. The adamantine walls of instant fortress have 100 hit points. The fortress cannot be repaired except by a **wish**, which restores 50 points of damage taken. The fortress springs up in just 1 round, with the door facing the device's owner. 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 (a save vs. Breath Attack will reduce by half). The fortress cannot be deactivated unless it is empty.

Instrument of the Minstrels: Any non-bard touching this item must make a saving throw vs. Poison or die immediately. Bards may use this magical musical relic to make any sort of music desired, with the instrument magically changing form (and music) as commanded by the bard up to once per round. A bard could command it to be a lute one round, then a lyre, then a flute, and then a kettle drum. In addition, while played by a bard the instrument grants **protection from evil 10' radius** equal to the spell of the same name. [Note: if the GM does not allow bards in the campaign, this item may be deemed to grant any wielder the ability to play the musical instrument imitated, and may ignore the first sentence of this description.]

Libram of Advancement: This book comes in several forms, but only one will be discovered at any one time. Each can only be read by members of a particular class, as indicated below. When read by a member of the appropriate class, the reader immediately gains experience sufficient to reach the next higher level. If read by any other type of character, the reader must save vs. Spell or lose one life energy level. The types of books and those they affect are as follows:

Libram of Combat: fighters, scouts, half-orcs, half-elves, half-ogres

Libram of the Faerie Queene: elves

Libram of the Goldsmith: gnomes

Libram of Good Hearthkeeping: halflings

Libram of Illusion: illusionists

Libram of Magic: magic-users

Libram of the Stonemaster: dwarves

Libram of Thievery: thieves

Libram of the Songweaver: bards

Libram of the Woodlands: druids, wildwood elves

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 3 turns. The lyre is also useful to speed building projects: once a week its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, or whatever. The effect produced in but 3 turns of playing is equal to the work of 100 humans laboring for three days. The lyre can only be played in this fashion once per week. Bards playing this instrument receive a 50% bonus to all effects.

Lyre of the Dead: This lyre can be used once per day. Its tones allow the character playing it to **speak with dead** (as the spell) for three turns.

Lyre of Discord: This lyre appears normal and radiates magic if detected. When played, however, it has the effects of a **symbol** of discord (q.v.) on all within a 30' radius for 2d10 rounds.

Lyre of Irritation: This lyre appears normal and radiates magic. When used by a bard character to cast a spell or in error as one of the other magical lyres, it will induce all hearing it to save vs. Spell or be compelled to immediately attack the player.

Marvelous Pigments: These magic paints enable their possessor to create actual, permanent objects simply by depicting their form in two dimensions. The paints form the desired object as the artist views the completed painting. 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 (i.e. not creatures), and the pigments must be applied to a surface. 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) whose value does not exceed 500 gp. Items created are not magical; the effect is instantaneous but the GM must determine how long the painting takes to complete (1d10 rounds or more, depending on the size and detail required to depict the item).

Mattock of Digging: This item appears as a normal mattock, but instead can be used by dwarf, gnome, or halfling characters to dig 1 cubic yard of normal earth per round, with hard clay or gravel taking twice as long to dig. The user must one turn per five turns of digging.

Mirror of Illusion: Any illusionist standing in front of this mirror for one round can change his or her appearance as desired as per the **disguise self** spell. The effects last for 1-8 days.

Mirror of Opposition: This item resembles a normal mirror about 4 feet long and 3 feet wide. If a creature sees its reflection in the mirror's surface, an exact duplicate of that creature comes into being and immediately 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 all items it carries disappear completely. The mirror functions up to four times per day.

Mirror of Travelling: This magical mirror allows the user to travel an unlimited distance merely by stepping into the mirror. Each mirror is connected to 0-9 other mirrors in various locations, and the user steps into an extradimensional corridor connecting them all. The user can peer out each mirror to see where the portal leads. If a mirror is broken, that exit (or entrance) is closed; if all mirrors but one are broken, those within are trapped as if in a **mirror of life trapping** (q.v.). The GM should consider where the other mirrors may be located and where they lead.

Necklace of Adaptation: The magic of this necklace wraps the wearer in a shell of fresh air, making the wearer immune to all magical and mundane harmful vapors and gases and allowing the wearer to breathe, even underwater or in a vacuum.

Necklace of Healing: This necklace contains several (2-24) blue beads (often turquoise), each of which allows the caster to cast a **cure light wounds** spell. Two beads can be used to cast a **cure serious wounds** spell, and three can be used to cast a **cure disease, neutralize poison, or remove curse** spell. Each bead is destroyed when used.

Necklace of Fireballs: This necklace contains several (2-12) red beads (often coral). The spheres are detachable by the wearer (and only by the wearer), who can easily hurl one to detonate as a **fireball** spell. Spheres come in different strengths, ranging from those that deal 2d6 points of fire damage to those that deal 12d6 (randomly determined by the GM at the time of casting).

Necklace of Strangling: When worn, this necklace immediately begins tightening around the throat of the character, constricting for 6 hp damage per round unless removed with a **remove curse** or similar spell.

Net of Ensnarement: This heavy net looks to be typical of the sort used in combat. However, it is magically strengthened such that it can only be cut with magical weapons. It can be thrown up to a distance of 20', and magically closes on all opponents within its 10' spread. Any who do not save vs. Spells are entrapped within the net. It can also be hung overhead by any normal means and commanded to drop at the desired time, again entrapping all in its 10' square area of effectiveness. Finally, it can also be laid on the floor or ground and commanded to spring up to entrap any atop it (covering up to a 5' cube).

Net of Strangling: This net appears to be a magical net; however, the first time it is wielded or used by a possessor it immediately and permanently entangles the user (cf. **rope of constriction**, below).

Pipes of Haunting: This magic item appears to be a small set of pan pipes. When played the pipes create an eerie, spellbinding tune, causing all within 30' who hear the tune to flee in fear for 4 rounds if they fail to save vs. Spell. Creatures with 6 or more Hit Dice are unaffected. These pipes can be sounded up to twice per day.

Pipes of Pain: This item appears to be one of the other types of magical pipes. When played, however, the pipes create a keening sound in the player's ears, rendering the character deafened and stunned for 2d8 turns if the character fails to make a saving throw vs. Spell.

Pipes of the Sewers: These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract 20-80 normal or 4-48 giant rats (q.v.) if any are within 400 feet. For each 50-foot distance the rats have to travel, there is a 1 round delay before the rats arrive. The piper must continue playing until the rats appear and while they remain, forcing the rats to obey the piper's telepathic commands. If the rats are under the control of another creature, there is a 25% chance per round (cumulative) that the piper can take control of the rats. Once control is assumed, there is a 70% chance per round that the other creature manages to reassert its control.

Pipes of Sounding: When played, these magical pipes create the same effects as the **ghostly clamor** spell (q.v.). They can be played up to four times per day.

Portable Hole: This item appears to be a circle of silken cloth, approximately 6' in diameter. When spread upon any surface, it causes a 10'-deep extradimensional space to appear. 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 to supply one medium creature or two small creatures for 2 turns. The cloth does not accumulate weight even if its hole is filled. If a **bag of holding** is placed within the hole (or vice versa), a horrible magical disaster occurs, sending the contents of both to the Astral Plane or some other extraplanar location and destroying both items.

Robe of the Archmage: These robes are always aligned (01–40 lawful, 41–75 neutral, 76–100 chaotic), and work only for possessors of like alignment. Its wearer gains the following powers: Armor Class 4; +2 on saving throws vs. Spell; +1 on all other saving throws. If the robe is donned by a character that is not of its alignment, the character must immediately make a saving throw vs. Spell or lose one experience level. If the save is made, the character still takes 2-12 points damage.

Robe of Armor: This silvery, magical robe grants the wearer protection equivalent to AC 5.

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 always has two each of the following patches: dagger, lantern (filled and lit), mirror (a highly polished 2-foot-by-4-foot steel mirror), pole (10-foot length), silk rope (50-foot coil), large sack.

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. Once removed, a patch cannot be replaced.

Robe of Useful Items	
01–08	Bag of 100 gold pieces
09–15	Coffer, silver (6 in. by 6 in. by 1 ft.), 500 gp value
16–22	Door, iron (up to 10 ft. wide and 10 ft. 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 ft. long)
45–51	Mule (with saddle bags)
52–59	Pit, open (10 ft. by 10 ft. by 10 ft.)
60–68	Potion of extra healing
69–75	Rowboat (12 ft. long)
76–83	Minor scroll of one randomly determined spell
84–90	War dogs, pair
91–96	Window (2 ft. by 4 ft., up to 2 ft. deep)
97-00	Roll twice more, ignoring this result

Rope of Constriction: This item appears to be a rope of climbing (q.v.), but when uncoiled it immediately wraps around the character attempting to use it, constricting for 2d4 points damage per round. It can only be cut with magical weapons, is treated as AC 4, and takes 30 points of damage before releasing. Half of all damage inflicted on the rope is inflicted on the victim.

Miraculous Cutting Saw: This magical saw is over 10' long and can only be wielded by two creatures with strength of 15 or greater. It will cut through 1' of hardwood tree trunk per turn, up to a 6' trunk. Characters must rest

for 6 turns after 6 consecutive turns of cutting, but the saw may be utilized by other characters able to do so.

Skeleton Key: This item is a large key with a skull carved on the handle, occasionally decorated in some way (glowing eyes, gilded, etc.). It allows any user to open locks with the same skill as a 9th level thief.

Stone of Angry Stegosauruses: This stone appears to be a magical stone allowing control of earth elementals, but in fact when wielded it summons an angry stegosaurus to attack the user.

Talisman of Undead Turning: This holy symbol allows a lawful or neutral cleric to turn undead as if he or she were three levels higher. For chaotic clerics, this is a cursed item which causes undead to turn upon and attack the chaotic priest using it.

Talisman of Undead Attraction: This unholy symbol allows a chaotic cleric to control undead as if he or she were three levels higher. For lawful or neutral clerics, this is a cursed item which causes undead to attack the user at +2 to hit.

Miscellaneous Missile Weapons (Table 7.10)

Arrow, Slaying: This arrow functions in almost all circumstances as an arrow +3. However, each is also keyed to a particular type of creature. If it strikes such a creature, the target must save vs. Poison or Death or die instantly. 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 GM may add to this list, or simply choose an appropriate creature type for the situation.

Slaying Arrow	
1	Birds/Avians
2	Clerics
3	Dragons
4	Druids (includes wildwood elves)
5	Elementals
6	Extraplanar creatures
7	Fighters (includes Dwarves and Halflings)
8	Genies (Djinni, Efreeti)
9	Giants
10	Golems
11	Humanoids
12	Humans
13	Illusionists (includes Gnomes)
14	Magic-Users (includes Elves)
15	Mammals
16	Plants
17	Reptiles
18	Sea creatures
19	Thieves (includes Bards and Scouts)
20	Undead

Bow of Magic Missiles: This powerful weapon appears most often without a string, although it can be fitted with one and fired as a normal long or short bow (in which case it will enchant the missiles with +1 to hit). This bow can fire one **magic missile** (as the spell) per round, whether or not it is strung. It will fire up to ten missiles per day.

Crossbow of Speed +1: The wielder of this magical heavy crossbow may attack once per round, instead of once every other round. Attacks are made at +1 to hit, exclusive of enchantment of the quarrels used.

Hammer, +2, Dwarven Thrower: This weapon commonly functions as a +2 hammer. In the hands of a dwarf, the hammer gains an additional +1 bonus (for a total bonus of +3 to hit and damage) and returns to the thrower's hand after it is hurled. When hurled, it deals an extra 2d8 points of damage against giants.

Hammer of Thunderbolts: This war hammer is enchanted for use by giants, titans, and similar creatures. It cannot be wielded by human-sized creatures absent magical aids (**gauntlets of ogre power**, **girdle of giant strength**, etc.) When wielded in melee combat it performs at +2 to hit and damage. When it is hurled and strikes a target, it creates a cacophonous roar of thunder, stunning all creatures within 30' that fail to save vs. Spell. When hurled its damage bonus is +4, and if the thrown hammer strikes a giant, it fells the giant if it fails to save vs. Poison or Death. Even with magical assistance it is very heavy, so it can only be hurled once every other round.

Javelin of Lightning: This javelin is enchanted to hit at +2. However, when it strikes a target it becomes a small bolt of lightning that inflicts 2d12 hit points of damage on any target it strikes. It is destroyed on a successful hit.

Quarrel, Slaying: Although the enchantment is placed on a crossbow quarrel instead of an arrow, this item is otherwise identical to the **arrow, slaying** (q.v.).

Sling of Speed: This normal-looking sling is enchanted to hit at +2, and is able to fire two stones per round.

Sword/Weapon Special Abilities (Table 7.12)

Blade of Venom: This blade is magically enchanted to, once per day, insinuate deadly poison into a victim struck by the weapon. The wielder must determine whether to poison prior to striking, but if the blow misses the poison may be activated on a subsequent strike. Use of this type of weapon is almost always a chaotic act.

Vorpal Blade: The vorpal blade is a magical weapon composed of energy. It can cut through stone or metals and can sever the heads of those it strikes. Upon a roll of natural 20, the weapon severs the opponent's head (if it has one)

from its body. Some creatures, such as otyughs or oozes, have no heads. Others, such as golems and many undead creatures, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off. A vorpal weapon must be a slashing weapon- contrary results should be rerolled by the GM.

APPENDIX A: COMPREHENSIVE MONSTER INDEX

MONSTER	MONSTER CHALLENGE	MONSTER SPELLCASTERS?	MONSTER INTELLIGENCE	EXPERIENCE VALUE
Aboleth*	VIII		15	3,600
Algoid*	V		2	20
Ant, Giant	III		0	80
Ankheg*	VI		0	Varies
Annis*	VII		12	1,490
Ape, Albino	IV		2	75
Aranea*	IV		15	80
Archer Bush*	II		0	20
Ascomoid*	VI		0	320
Baboon, Higher	II		2	20
Badger, Normal*	I		2	15
Giant*	II		2	50
Banshee*	X		12	4,400
Basidirond*	V		0	570
Basilisk	VI		2	980
, Greater*	VIII		2	3,100
Bat, Normal	I		2	6
Giant	II		2	20
Bear, Black	III		2	80
Grizzly	IV		2	200
Polar	V		2	320
Cave	VI		2	440
Beaver, Giant*	III		8	80
Bee, Giant Killer	I		0	7
Beetle, Giant, Fire	I		0	15
, Spitting	II		0	38
, Stink*	V		0	570
, Carnivorous	III		0	65
Black Pudding	VIII		0	3,100
Blink Dog	IV		9	135
Boar, Normal	III		2	50
Giant*	V		2	620
Bookworm*	I		0	5
Brain Lasher*	X		18	3,100
Brownie*	I	Cleric 7	12	7
Bulette*	VIII		2	2,400
Bugbear	III		5	100
Camel	II		2	20
Carcass Moth*	V		0	500
Carcass Scavenger	III		0	135
Caryatid Column*	IV		2	650
Cat, Great, Mountain Lion	II		3	65
, Panther	III		3	80
, Lion	IV		3	200
, Tiger	V		3	320
, Sabre-Tooth Tiger	VI		2	560
, Lynx*	I		3	35
, Spotted Lion*	V		2	380
Catoblepas*	VII		5	820
Cave Fisher*	III		3	50
Centaur	IV	Druid 7	10	80
Centipede, Giant	I		0	6
Chimera	IX		6	1,700

Cockatrice	VI		2	350
Clam, Giant*	III		0	80
Cobra Flower*	VII		0	820
Cooshee*	II		5	50
Coyote/Jackal*	I		3	10
Coyotewere*	VI		10	245
Crab, Giant	III		2	50
Crayfish/Lobster, Giant*	IV		0	135
Crocodile, Ordinary	II		2	20
Large	V		2	320
Giant	X		2	1,500
Crypt Thing*	V		14	570
Cyclops	X		9	2,400
Darkmantle*	I		0	13
Decapus*	IV		2	80
Demon Boar	VIII		11	3,800
Derro*	III	Special	10	65
Disenchanter*	IV		2	350
Djinni	VII		14	1,700
Dog, Normal*	I		4	20
, War*	II		4	35
Dolphin*	III		15	65
Donkey*	I		2	15
Doppelganger	IV		9	190
Dragon, Black	Varies		Varies	Varies
, Blue	Varies		Varies	Varies
, Gold	Varies		Varies	Varies
, Green	Varies		Varies	Varies
, Red	Varies		Varies	Varies
, Rust*	Varies		Varies	Varies
, Sea	Varies		Varies	Varies
, White	Varies		Varies	Varies
Dragonfly, Giant*	VI		0	790
Dragon Turtle	X		5	9,500
Dryad	II	Druid 9	14	29
Dwarf	I		10	10
Dwarf, Grey (Duergar)*	II		10	15
Eagle, Normal*	I		5	10
Giant*	IV		12	140
Ear Seeker*	I		0	5
Earwig, Giant*	IV		0	200
Eel, Electric*	Varies		1	29
, Giant*			1	570
Efreeti	X		14	4,500
Elemental	Varies		9	Varies
Elephant	VII		2	2,400
Elf	II	Special	12	15
Elf, Sea*	II	Special	10	21
Elk, Normal*	II		2	20
Giant*	IV		2	560
Ettin	VIII	Cleric 3	6	1,700
Ettercap*	VII		5	1,700
Ferret, Giant	I		2	15
Fish, Giant, Piranha	III		1	65
, Rockfish	IV		1	460
, Catfish	VII		1	620
, Sturgeon	IX		1	1,700
Fly, Giant Carnivorous	II		0	29

Forester's Bane*	IV		0	350
Frog, Giant*	II		0	29
Poisonous*	II		0	29
Froghemoth*	IX		2	3,300
Frog Man*	II	Cleric 5	4	10
Gargoyle	III		4	500
Gelatinous Cube	II		0	245
Ghast*	IV		5	190
Ghost*	X		14	5,100
Ghoul	II		3	47
Ghoul, Lacedon*	II		3	25
Giant, Deformed*	VIII	Cleric 3	5	2,400
, Hill	VII	Cleric 5	7	560
, Stone	VII	Druid 5	10	1,700
, Frost	VIII	Cleric 5	14	1,700
, Fire	VIII	Cleric 7	13	2,000
, Cloud	IX	Druid 7	16	2,000
, Marine*	IX	Cleric 7	14	2,300
, Storm	IX	Druid 9	18	3,300
, Sky*	IX	Cleric 9	12	3,300
Gibbering Mouther*	V		2	290
Gnoll	II	Cleric 5	7	47
Gnome	I	Special	11	10
Goat, Giant*	II		2	50
, Normal*	I		2	15
Goblin	I	Cleric 7	9	5
Golem, Wood	III		0	59
, Bone	VI		0	2,065
, Amber	VI		0	3,100
, Bronze	IX		0	4,250
, Clay*	IX		0	3,600
, Flesh*	V		0	3,100
, Iron*	X		0	5,250
, Mercury*	VIII		0	5,250
, Wax*	V		0	13
Gorgon	IX		2	1,060
Gray Ooze	II		0	80
Gray Worm	VI		0	570
Green Slime	I		0	38
Griffon	VI		2	440
Hag, Green*	VII		12	3,100
, Night*	X		12	3,060
, Sea*	VII		12	3,600
Halfling	I		10	5
Harpy	III	Cleric 5	7	50
Hawk, Normal	I		2	5
, Giant	III		2	65
Hell Hound	Varies		12	Varies
Herd Animals	I-III		2	Varies
Hippogriff	III		3	65
Hobgoblin	II	Cleric 9	10	15
Horse	Varies		2	Varies
Hydra , Cryo-, Pyra-, Lernaean*	Varies		2	Varies
Hyena, Normal*	II		2	20
, Giant*	IV		2	200
Insect Swarm	II		0	Varies
Invisible Stalker	VII		11	1,060
Jellyfish, Giant*	Varies		0	Varies

Kelpie*	VI		12	350
Kobold	I	Cleric 5	9	5
Khorprau*	VIII		16	1,560
Kraken*	X		18+	3,250
Leech, Giant	V		0	570
Leprechaun*	I		14	7
Lich*	X	Special	18+	Varies
Lizard, Giant, Gecko	III		2	100
, Draco	II		2	215
, Horned Chameleon	IV		2	800
, Tuatara	V		2	570
Lizard Man (Lizardfolk)	II	Cleric 7	6	47
Locathah*	V	Druid 7	3	440
Locust, Subterranean	I		0	38
Lurker Above*	VII		5	1,700
Lycanthrope, Wererat	III	Special	10	95
, Werewolf	IV	Special	10	190
, Wereboar	V	Special	10	365
, Weretiger	VI	Special	10	650
, Werebear	VI	Special	10	1,070
Manta Ray, Normal*	I		2	125
, Giant*	II		2	1,750
Manticore	VI		3	980
Mastodon	X		2	3,300
Medusa	III		9	245
Men, Bandits*	I	Special	11	Varies
, Berserkers	II	Special	9	Varies
, Brigands	II	Special	11	Varies
, Clerics*	I	Special	11	Varies
, Fighters*	I	Special	9	Varies
, Magic-Users*	II	Special	15+	Varies
, Merchants	I	Special	11	Varies
, Nobles*	II+	Special	10	Varies
, Nomads/Dervishes	I	Special	11	Varies
, Normal*	I		11	5
, Pirates/Buccaneers	I	Special	11	Varies
, Tinkers/Traders/Trappers*	I	Special	11	Varies
Merfolk (men)	I	Druid 7	12	20
Minotaur	V	Cleric 3	5	820
Mudman*	II		0	29
Mule	II		2	20
Mummy	V		6	860
Mushroom Man*	Varies		5	13
Neanderthal (Caveman)	II	Druid 5	7	20
Nightmare*	VII		10	1,490
Nixie	I	Druid 5	13	16
NPC Party	Varies	Special	Varies	Varies
Ochre Jelly	III		0	500
Octopus, Giant	VIII		2	2,060
Ogre	III	Cleric 3	6	125
Ogre Mage*	VI	Special	16	860
Orc	I	Cleric 7	7	10
Orc, Half-*	I		9	15
Orog*	III	Cleric 3	6	50
Otyugh*	V		2	Varies
Owl, Normal*	I		4	5
, Giant*	III		10	80
Owl Bear	IV		2	350

Pegasus	II		4	47
Phantom*	I		0	5
Phycomid*	V		0	135
Phase Tiger	VI		4	570
Piercer*	Varies		0	Varies
Pixie	II		14	16
Poltergeist*	II		5	6
Pony*	I		2	20
Praying Mantis, Giant*	VII		0	1,700
Pterodactyl, Normal	I		2	13
, Giant (Pteranodon)	V		2	350
Purple Moss*	II		0	29
Purple Worm	X		0	3,300
Tabaxi*	III		10	47
Rat, Ordinary (pack)	I		2	2
Rat, Giant	I		2	6
Raven/Crow, Normal*	I		2	5
, Giant*	III		16	35
Remorhaz*	VI-X		0	Varies
Rhagodessa	IV		0	215
Rhinoceros, Normal	V		2	570
Woolly	VII		2	1,060
Roc	Varies		4	Varies
Roper*	IX		5	3,600
Rot Grub*	I		0	5
Russet Mold*	II		0	12
Rust Monster	IV		2	500
Sahuagin*	II	Cleric 7	10	Varies
Salamander, Flame	VIII		1	2,060
Frost	X		1	3,600
Satyr*	VI	Druid 7	10	650
Scarecrow*	VII		2	1,060
Scorpion, Giant	IV		0	190
Scorpion Man*	VIII	Cleric 12	8	Varies
Scythe Tree*	VI		0	320
Sea Horse, Giant*	III		3	50
Sea Serpent	VI		2	570
Shadow	III		4	83
Shambling Mound*	VIII		0	Varies
Shark, Bull	II		2	29
Mako	IV		2	135
Great White	VIII		2	1,060
Shrew, Giant	I		2	19
Shrieker	II		0	65
Skeleton	I		0	13
Skeleton Hero*	IV		9	135
Skeleton Lord*	VIII+		12	Varies
Skeleton Vicar*	IV	Special	12	350
Skeleton Warlock*	V	Special	16	680
Skunk, Normal*	I		2	13
, Giant*	III		2	65
Slime Crawler*	I		0	21
Slug, Giant*	IX		0	2,000
Snake, Spitting Cobra	I		2	13
, Pit Viper	II		2	38
, Sea Snake	III		2	65
, Giant Rattler	IV		2	135
, Rock Python	V		2	350

Spectre	VII		8	1,070
Spider, Crab Spider	I		0	38
, Black Widow Spider	II		0	80
, Tarantulla	IV		0	135
Spider, Great*	VI		0	570
Sprite	I	Druid 5	14	6
Squid, Giant	VI		1	1,070
Statue, Animate	Varies		0	Varies
Stegosaurus	X		0	1,200
Stirge	I		1	16
Strangle Weed*	III		0	135
Thorny*	IV		2	80
Throghrin	III		6	80
Titanothera	X		2	2,000
Toad, Giant	II		0	25
Trapper*	VII		2	2,000
Treant, Normal	VII		11	1,560
, Greater (Eant*)	X	Special	18	5,100
, Killer*	VIII		8	1,060
Tree, Hangman*	VIII		0	1,560
Triceratops	X		2	1,200
Tri-flower Frond*	III		0	38
Triton*	V-VII	Druid 9	6	Varies
Troglodyte	II	Cleric 5	10	38
Troll	VI		6	600
Tyrannosaurus Rex	X		2	2,250
Unicorn	III		4	135
Vampire	X	Special	10	Varies
Vampire Rose*	IV		0	135
Vegepygmy*	I-VI	Cleric 5	0	Varies
Wasp, Giant*	III		0	135
Weasel, Giant	IV		2	290
Whale, Killer	VI		2	570
, Narwhal	X		2	1,200
, Sperm	X		4	12,500
Wight	III		5	110
Wight, Barrow*	VI		5	570
Will-o-Wisp*	VII		2	3,100
Wolf, Ghoul*	IV		2	135
Wolf, Normal	I		2	2535
Wolf, Dire	IV		4	140
Wolf-In-Sheep's-Clothing*	VIII		0	1,700
Wolfwere*	V		12	660
Wolverine, Normal*	III		2	50
, Giant*	IV		2	140
Wraith	V		7	300
Wyvern	VI		5	1,140
Xorn*	VII		10	1,700
Yellow Mold	II		0	38
Yeti, Lesser*	V		4	135
Yeti, Greater*	VIII		4	1,220
Zombie	II		0	29

Monster Challenge: Indicates relative strength of monster, on I-X scale.

Monster Spellcasters: Indicates maximum level for indicated type of spellcasters.

Monster Intelligence: Indicates average intelligence level of monster, comparable to character attributes.

*= Monster information contained in this Companion Expansion.

APPENDIX B: ALTERNATE COMBAT AND SAVING THROW TABLES

CHARACTER COMBAT TABLE

Clerics* Thieves	Fighters**	Magic- Users***	Armor Class of Target Creature														
Level Attained			9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
normal human- no class/level			11	12	13	14	15	16	17	18	19	20	20	20	20	20	20
1-4	1-3	1-6	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
5-8	4-6	7-11	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
9-12	7-9	12-16	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
13-16	10-12	17-21	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
17-20	13-15	22-26	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
21-24	16-18	27-31	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
25-28	19-21	32-36	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15
29-32	22-24		2	2	2	3	4	5	6	7	8	9	10	11	12	13	14
33-36	25-27		2	2	2	2	3	4	5	6	7	8	9	10	11	12	13
	28-30		2	2	2	2	2	3	4	5	6	7	8	9	10	11	12
	31-33		2	2	2	2	2	2	3	4	5	6	7	8	9	10	11
	34-36		2	2	2	2	2	2	2	3	4	5	6	7	8	9	10

*= Includes Druids and Bards

**= Includes Dwarves, Elves, Wildwood Elves, Gnomes, Halflings, Half-Elves/Half-Orcs, Half-Ogres, Scouts

***= Includes Illusionists

MONSTER COMBAT TABLE

Monster	Armor Class of Target Creature																			
Hit Dice	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Up to 1	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20	20	20	20
1+ to 2	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20	20	20
2+ to 3	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20	20
3+ to 4	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20
4+ to 5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20
5+ to 6	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
6+ to 7	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
7+ to 8	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
9+ to 11	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
11+ to 13	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
13+ to 15	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
15+ to 17	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
17+ to 19	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
19+ to 21	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
21+ to 23	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15
23+ to 25	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14
25+ to 27	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13
27+ to 29	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12
29+ to 31	2	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11
31+ to 33	2	2	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10
33+ and up	2	2	2	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9

SAVING THROW TABLES

Cleric and Druid					
	Breath	Poison	Petrify	Wands	Spells
1-4	16	11	14	12	15
5-8	14	9	12	10	13
9-12	12	7	10	8	11
13-16	10	5	8	6	9
17-20	8	3	6	4	7
21-24	6	2	4	3	5
25-28	4	2	3	2	3
29-32	3	2	2	2	3
33+	2	2	2	2	3

Thief and Bard					
	Breath	Poison	Petrify	Wands	Spells
1-4	16	13	13	14	15
5-8	14	12	11	12	13
9-12	12	10	9	10	11
13-16	10	8	7	8	9
17-20	8	6	5	6	7
21-24	6	4	3	4	5
25-28	4	2	2	3	3
29-32	3	2	2	2	2
33+	2	2	2	2	2

Dwarf, Half-Elf/Half-Orc, Half-Ogre, Halfling					
	Breath	Poison	Petrify	Wands	Spells
1-3	13	8	10	9	12
4-6	10	6	8	7	10
7-9	7	4	6	5	8
10-12	4	2	4	3	6

Elf, Gnome, and Wildwood Elf					
	Breath	Poison	Petrify	Wands	Spells
1-3	15	12	13	13	15
4-6	13	10	11	11	12
7-9	9	8	9	9	10
10	7	6	7	7	8

Fighter and Scout					
	Breath	Poison	Petrify	Wands	Spells
NM	17	14	16	15	18
1-3	15	12	14	13	16
4-6	13	10	12	11	14
7-9	11	8	10	9	12
10-12	9	6	8	7	10
13-15	7	4	6	5	8
16-18	5	3	5	4	7
19-21	4	2	4	3	6
22-24	3	2	3	2	5
25-27	2	2	2	2	4
28-30	2	2	2	2	3
31+	2	2	2	2	2

Magic-User and Illusionist					
	Breath	Poison	Petrify	Wands	Spells
1-5	16	13	13	13	14
6-10	14	11	11	11	12
11-15	12	9	9	9	10
16-20	10	7	7	7	8
21-25	8	5	5	5	6
26-30	6	4	4	3	4
31-35	4	3	3	2	3
36	3	2	2	2	2

CLERIC TURNING UNDEAD TABLE

Cleric Level	Hit Dice of Undead												
	1	2	3	4	5	6	7	8	9-10	11-12	13-14	15-16	17+
1	7	9	11	-	-	-	-	-	-	-	-	-	-
2	5	7	9	11	-	-	-	-	-	-	-	-	-
3	3	5	7	9	11	-	-	-	-	-	-	-	-
4	T	3	5	7	9	11	-	-	-	-	-	-	-
5	T	T	3	5	7	9	11	-	-	-	-	-	-
6	D	T	T	3	5	7	9	11	-	-	-	-	-
7	D	D	T	T	3	5	7	9	11	-	-	-	-
8	D3	D	D	T	T	3	5	7	9	11	-	-	-
9-11	D3	D3	D	D	T	T	3	5	7	9	11	-	-
12-14	D4	D3	D3	D	D	T	T	3	5	7	9	11	-
15-16	D4	D4	D3	D3	D	D	T	3	5	7	9	11	-
17-18	D4	D4	D4	D3	D3	D	D	T	3	5	7	9	11
19-22	D4	D4	D4	D4	D3	D3	D	D	T	3	5	7	9
23-25	D4	D4	D4	D4	D4	D3	D3	D	D	T	3	5	7
26+	D4	D4	D4	D4	D4	D4	D3	D3	D	D	T	T	3

T= Automatically turns 2d6 hit dice of undead. D= Automatically destroys 2d6 hit dice of undead.

D3= Automatically destroys 3d6 hit dice of undead. D4= Automatically destroys 4d6 hit dice of undead.

APPENDIX C: ALTERNATE SPELL LISTS

BASIC FANTASY ROLEPLAYING GAME Cleric Spells- BFRPG

First Level	
1.	Cure Light Wounds*
2.	Detect Evil*
3.	Detect Magic
4.	Light*
5.	Protection From Evil*
6.	Purify Food and Drink
7.	Remove Fear*
8.	Resist Cold
Second Level	
1.	Bless*
2.	Charm Animal
3.	Find Traps
4.	Hold Person
5.	Resist Fire
6.	Silence 15' Radius
7.	Speak with Animals
8.	Spiritual Hammer
Third Level	
1.	Continual Light*
2.	Cure Blindness
3.	Cure Disease*
4.	Growth of Animals
5.	Locate Object
6.	Remove Curse*
7.	Speak With Dead
8.	Striking
Fourth Level	
1.	Animate Dead
2.	Create Water
3.	Cure Serious Wounds*
4.	Dispel Magic
5.	Neutralize Poison*
6.	Protection From Evil 10' Radius
7.	Speak With Plants
8.	Sticks to Snakes*
Fifth Level	
1.	Commune
2.	Create Food
3.	Cure Critical Wounds*
4.	Dispel Evil
5.	Insect Plague
6.	Quest*
7.	Raise Dead*
8.	True Seeing
9.	Wall of Fire

Sixth Level	
1.	Animate Objects
2.	Blade Barrier
3.	Find the Path
4.	Heal*
5.	Part Water
6.	Speak With Monsters
7.	Stone Tell
8.	Word of Recall

Seventh Level	
1.	Control Weather
2.	Earthquake
3.	Holy Word
4.	Regenerate*
5.	Restoration*
6.	Resurrection*
7.	Symbol
8.	Wind Walk

Magic-User Spells- BFRPG

First Level	
1.	Charm Person
2.	Detect Magic
3.	Feather Fall
4.	Floating Disc
5.	Hold Portal
6.	Light*
7.	Magic Missile
8.	Protection From Evil
9.	Read Languages*
10.	Read Magic
11.	Shield
12.	Sleep
13.	Spider Climb
14.	Ventriloquism

Second Level	
1.	Continual Light*
2.	Detect Evil*
3.	Detect Invisible
4.	ESP
5.	Invisibility
6.	Knock
7.	Levitate
8.	Locate Object
9.	Magic Mouth
10.	Mirror Image
11.	Phantasmal Force
12.	Stinking Cloud
13.	Web
14.	Wizard Lock

Third Level	
1.	Clairvoyance
2.	Darkvision
3.	Dispel Magic
4.	Fireball
5.	Fly
6.	Gust of Wind
7.	Haste*
8.	Hold Person
9.	Invisibility 10' Radius
10.	Lightning Bolt
11.	Protection from Evil 10' Radius
12.	Protection From Normal Missiles
13.	Tongues
14.	Water Breathing

Fourth Level	
1.	Charm Monster
2.	Clairaudience
3.	Confusion
4.	Dimension Door
5.	Growth of Plants*
6.	Hallucinatory Terrain
7.	Ice Storm*
8.	Lesser Globe of Invulnerability
9.	Massmorph
10.	Polymorph Other
11.	Polymorph Self
12.	Remove Curse*
13.	Wall of Fire/Wall of Ice
14.	Wizard Eye

Fifth Level	
1.	Animate Dead
2.	Cloudkill
3.	Cone of Cold*
4.	Conjure Elemental
5.	Feeblemind
6.	Hold Monster
7.	Magic Jar
8.	Passwall
9.	Telekinesis
10.	Teleport
11.	Wall of Stone

Sixth Level	
1.	Anti-Magic Shell
2.	Death Spell
3.	Disintegrate
4.	Flesh to Stone*
5.	Geas*
6.	Invisible Stalker
7.	Legend Lore
8.	Lower Water
9.	Projected Image
10.	Reincarnate
11.	Wall of Force
12.	Wall of Iron

Seventh Level	
1.	Command Plants
2.	Delayed Blast Fire Ball
3.	Dual Dimension
4.	Globe of Invulnerability
5.	Grasping Hand
6.	Instant Summons
7.	Limited Wish
8.	Mage's Sword
9.	Mass Invisibility
10.	Phase Door
11.	Power Word Stun
12.	Reverse Gravity
13.	Simulacrum
14.	Statue

Eighth Level	
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.	Symbol
14.	Trap the Soul

Ninth Level	
1.	Contingency
2.	Crushing Hand
3.	Energy Drain
4.	Gate/Dismissal
5.	Imprisonment
6.	Meteor Swarm
7.	Power Word Kill
8.	Prismatic Sphere
9.	Shape Change
10.	Temporal Stasis
11.	Time Stop
12.	Wish

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LABYRINTH LORD GAME

Cleric Spells- Labyrinth Lord

First Level

1. Cure Light Wounds*
2. Detect Evil
3. Detect Magic
4. Light*
5. Protection From Evil*
6. Purify Food and Drink
7. Remove Fear*
8. Resist Cold

Second Level

1. Bless*
2. Find Traps
3. Hold Person*
4. Know Alignment*
5. Resist Fire
6. Silence 15' Radius
7. Snake Charm
8. Speak with Animal

Third Level

1. Animal Growth
2. Animate Dead
3. Continual Light*
4. Cure Disease*
5. Dispel Magic
6. Locate Object
7. Remove Curse*
8. Striking

Fourth Level

1. Create Food and Water*
2. Cure Serious Wounds*
3. Detect Lie*
4. Lower Water
5. Neutralize Poison*
6. Protection From Evil 10' Radius
7. Speak With Plants
8. Sticks to Snakes*

Fifth Level

1. Commune
2. Cure Critical Wounds*
3. Dispel Evil
4. Flame Strike
5. Insect Plague
6. Quest*
7. Raise Dead
8. True Seeing

Sixth Level

1. Animate Objects
2. Blade Barrier
3. Conjure Animals
4. Find the Path
5. Heal*
6. Part Water
7. Stone Tell
8. Word of Recall

Seventh Level

1. Control Weather
2. Earthquake
3. Holy Word
4. Regenerate*
5. Restoration*
6. Resurrection*
7. Symbol
8. Wind Walk

Magic-User and Elf Spells- Labyrinth Lord

First Level

1. Charm Person
2. Detect Magic
3. Feather Fall
4. Floating Disc
5. Hold Portal
6. Light*
7. Magic Missile
8. Protection From Evil
9. Read Languages*
10. Read Magic
11. Shield
12. Sleep
13. Spider Climb
14. Ventriloquism

Second Level

1. Arcane Lock
2. Continual Light*
3. Detect Evil*
4. Detect Invisible
5. ESP
6. Invisibility
7. Knock
8. Levitate
9. Locate Object
10. Magic Mouth
11. Mirror Image
12. Phantasmal Force
13. Stinking Cloud
14. Web

Third Level	
1.	Clairvoyance
2.	Dispel Magic
3.	Fire Ball
4.	Fly
5.	Gust of Wind
6.	Haste*
7.	Hold Person
8.	Infravision
9.	Invisibility 10' Radius
10.	Lightning Bolt
11.	Protection from Evil 10' Radius
12.	Protection From Normal Missiles
13.	Tongues
14.	Water Breathing

Fourth Level	
1.	Arcane Eye
2.	Charm Monster
3.	Clairaudience
4.	Confusion
5.	Dimension Door
6.	Hallucinatory Terrain
7.	Ice Storm*
8.	Lesser Globe of Invulnerability
9.	Massmorph
10.	Plant Growth
11.	Polymorph Others
12.	Polymorph Self
13.	Remove Curse*
14.	Wall of Fire/Wall of Ice

Fifth Level	
1.	Animate Dead
2.	Cloudkill
3.	Cone of Cold*
4.	Conjure Elemental
5.	Contact Other Plane
6.	Feeblemind
7.	Hold Monster
8.	Magic Jar
9.	Passwall
10.	Telekinesis
11.	Teleport
12.	Transmute Rock to Mud*
13.	Wall of Stone
14.	Wall of Iron

Sixth Level	
1.	Anti-Magic Shell
2.	Control Weather
3.	Death Spell
4.	Disintegrate
5.	Geas*
6.	Invisible Stalker
7.	Legend Lore
8.	Lower Water
9.	Move Earth
10.	Part Water
11.	Project Image
12.	Reincarnation

13.	Stone to Flesh*
14.	Wall of Force

Seventh Level	
1.	Command Plants
2.	Delayed Blast Fire Ball
3.	Duo-Dimension
4.	Globe of Invulnerability
5.	Grasping Hand
6.	Instant Summons
7.	Limited Wish
8.	Magic Sword
9.	Mass Invisibility
10.	Phase Door
11.	Power Word Stun
12.	Reverse Gravity
13.	Simulacrum
14.	Statue

Eighth Level	
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.	Symbol
14.	Trap the Soul

Ninth Level	
1.	Contingency
2.	Crushing Hand
3.	Energy Drain
4.	Gate/Dismissal
5.	Imprisonment
6.	Meteor Swarm
7.	Power Word Kill
8.	Prismatic Sphere
9.	Shape Change
10.	Temporal Stasis
11.	Time Stop
12.	Wish

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SWORDS & WIZARDRY GAME

Cleric Spells- S&W

First Level

1. Cure Light Wounds
2. Detect Evil
3. Detect Magic
4. Light
5. Protection From Evil
6. Purify Food and Drink

Second Level

1. Bless
2. Find Traps
3. Hold Person
4. Silence 15' Radius
5. Snake Charm
6. Speak with Animals

Third Level

1. Animate Dead
2. Continual Light
3. Cure Disease
4. Dispel Magic
5. Locate Object
6. Prayer
7. Remove Curse
8. Speak With Dead

Fourth Level

1. Create Water
2. Cure Serious Wounds
3. Detect Lie
4. Lower Water
5. Neutralize Poison
6. Protection From Evil 10' Radius
7. Speak With Plants
8. Sticks to Snakes

Fifth Level

1. Commune
2. Create Food
3. Dispel Evil
4. Finger of Death
5. Insect Plague
6. Quest
7. Raise Dead
8. True Seeing

Sixth Level

1. Animate Object
2. Blade Barrier
3. Conjure Animals
4. Find the Path
5. Part Water
6. Speak With Monsters
7. Stone Tell
8. Word of Recall

Seventh Level

1. Aerial Servant
2. Astral Spell
3. Control Weather
4. Earthquake
5. Holy Word
6. Restoration
7. Resurrection
8. Symbol
9. Wind Walk

Magic-User Spells: S&W

First Level

1. Charm Person
2. Detect Magic
3. Feather Fall
4. Hold Portal
5. Light
6. Magic Missile
7. Protection From Evil
8. Read Languages
9. Read Magic
10. Shield
11. Sleep
12. Spider Climb

Second Level

1. Continual Light
2. Darkness 15' Radius
3. Detect Evil
4. Detect Invisibility
5. ESP
6. Invisibility
7. Knock
8. Levitate
9. Locate Object
10. Magic Mouth
11. Mirror Image
12. Phantasmal Force
13. Pyrotechnics
14. Stinking Cloud
15. Strength
16. Web
17. Wizard Lock

Third Level

1. Clairaudience
2. Clairvoyance
3. Darkvision
4. Dispel Magic
5. Explosive Runes
6. Fireball
7. Fly
8. Gust of Wind
9. Haste
10. Hold Person
11. Invisibility 10' Radius
12. Lightning Bolt
13. Monster Summoning I
14. Protection from Evil 10' Radius

15.	Protection From Normal Missiles
16.	Slow
17.	Suggestion
18.	Tongues
19.	Water Breathing

Fourth Level

1.	Charm Monster
2.	Confusion
3.	Dimension Door
4.	Extension I
5.	Fear
6.	Hallucinatory Terrain
7.	Ice Storm
8.	Lesser Globe of Invulnerability
9.	Massmorph
10.	Monster Summoning II
11.	Plant Growth
12.	Polymorph Other
13.	Polymorph Self
14.	Remove Curse
15.	Wall of Fire
16.	Wall of Ice
17.	Wizard Eye

Fifth Level

1.	Animal Growth
2.	Animate Dead
3.	Cloudkill
4.	Cone of Cold
5.	Conjure Elemental
6.	Contact Other Plane
7.	Extension II
8.	Feeblemind
9.	Hold Monster
10.	Magic Jar
11.	Monster Summoning III
12.	Passwall
13.	Telekinesis
14.	Teleport
15.	Transmute Rock to Mud
13.	Wall of Iron
14.	Wall of Stone

Sixth Level

1.	Anti-Magic Shell
2.	Control Weather
3.	Death Spell
4.	Disintegrate
5.	Enchant an Item
6.	Geas
7.	Invisible Stalker
8.	Legend Lore
9.	Lower Water
10.	Monster Summoning IV
11.	Move Earth
12.	Part Water
13.	Project Image
14.	Reincarnation
15.	Repulsion
16.	Stone to Flesh

17. Wall of Force

Seventh Level

1.	Cacodemon
2.	Charm Plants
3.	Delayed Blast Fire Ball
4.	Dual Dimension
5.	Extension III
6.	Globe of Invulnerability
7.	Grasping Hand
8.	Instant Summons
9.	Limited Wish
10.	Mage's Sword
11.	Mass Invisibility
12.	Monster Summoning V
13.	Phase Door
14.	Power Word Stun
15.	Reverse Gravity
16.	Simulacrum
17.	Statue

Eighth Level

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.	Monster Summoning VI
11.	Permanency
12.	Polymorph Object
13.	Power Word Blind
14.	Symbol
15.	Trap the Soul

Ninth Level

1.	Astral Spell
2.	Contingency
3.	Crushing Hand
4.	Energy Drain
5.	Gate
6.	Imprisonment
7.	Meteor Swarm
8.	Power Word Kill
9.	Prismatic Sphere
10.	Shape Change
11.	Temporal Stasis
12.	Time Stop
13.	Wish

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