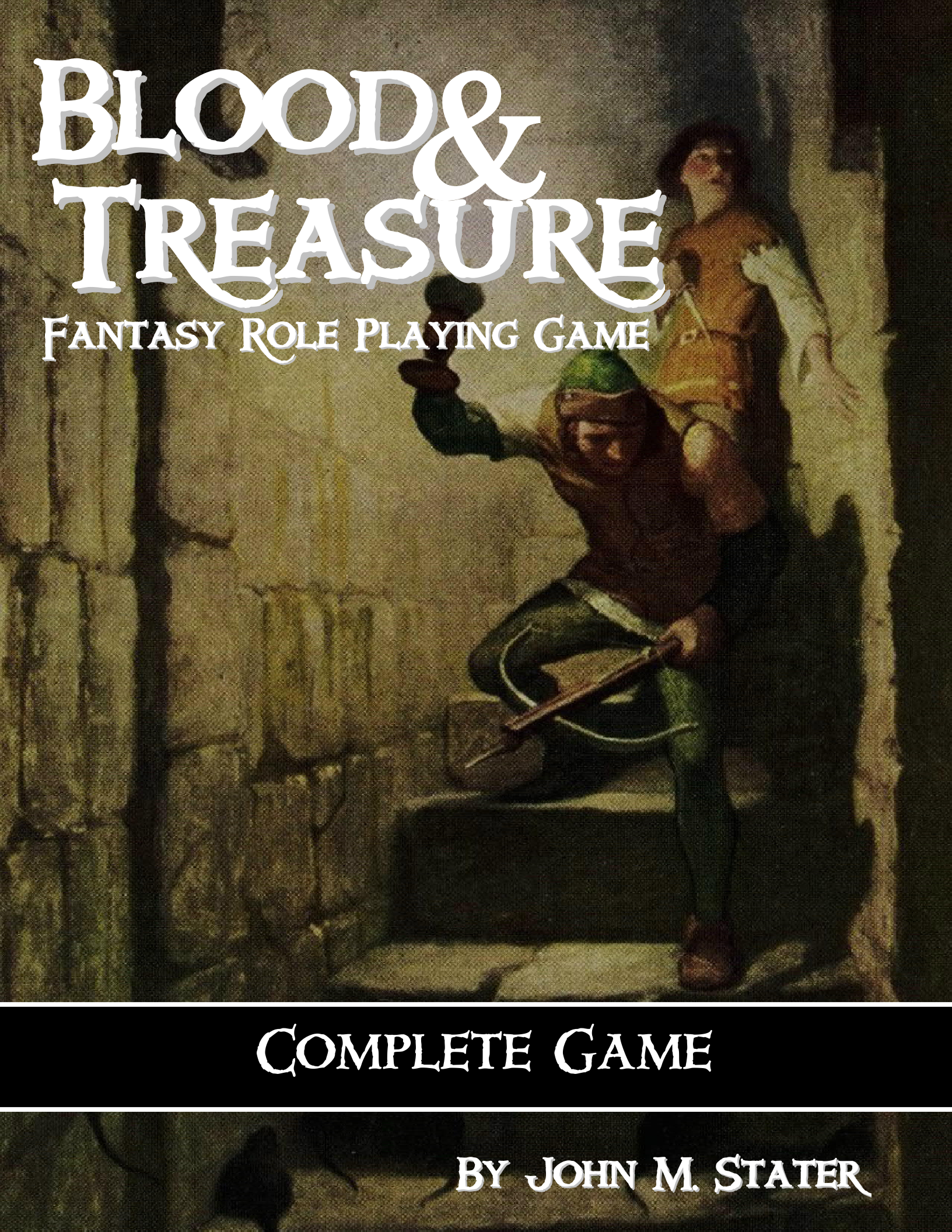
BLOOD & TREASURE
FANTASY ROLE PLAYING GAME
COMPLETE GAME
BY JOHN M. STATER

Blood & Treasure

Fantasy Role Playing Game

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Blood & Treasure

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CHAPTER ONE

GETTING STARTED

There is treasure beneath the ground, hidden in dank caverns and colossal vaults carved out of the earth by the slaves of wizards and dragons. Treasure enough to build a kingdom or destroy one, to launch a man or woman of modest birth into the heights of power. To get this treasure, you must leave the safety of hearth and home, cross wild and dangerous places and finally pierce the earth itself and delve deep into its mysteries. Most of the folk who seek this treasure die forgotten. A few carve out legends passed on by their lucky comrades. Fewer still live to tell their own tale and drag that treasure out of the underworld.

Will you be one of the lucky few?

THE BASICS

Blood & Treasure is a role playing game set in a fantasy world of dwarves, demons, dragons and hordes of gold coins and magic swords.

Blood & Treasure is a "pen & paper" game that requires a group of players to sit around a table with pencils, pieces of paper and dice and interact with one another to make things happen. One of the players is declared the referee, or Treasure Keeper (TK) and has the task of running the game. The other players take on the roles of fantasy characters – wizards, warriors, etc. – delving into dungeons in search of treasure. Most games have four to six players, but more or fewer players is possible.

THE DICE

Dice are absolutely vital to a game of *Blood & Treasure*. The game consists of several people weaving a tale of adventure and exploration. In order to keep the game from being a series of arguments over whether the actions in the game are successful or not, dice are used to determine how the events of the tale unfold.

Blood & Treasure uses the six-sided dice most people are familiar with and several other types of dice that generate different ranges of numbers. These dice can be purchased on the internet or in most gaming stores.

Four sided dice are abbreviated "d4"

Six sided dice are abbreviated as "d6"

Eight sided dice are abbreviated as "d8"

Ten sided dice are abbreviated as "d10"

Twelve sided dice are abbreviated as "d12"

Twenty sided dice are abbreviated as "d20"

When the game calls for a certain dice to be rolled, it uses these abbreviations and precedes them with the number of dice to be rolled. If the game needs you to roll one twenty sided dice, it asks you to roll "1d20". If the game needs you to roll three six sided dice, it asks you to roll "3d6".

There are three additional types of "dice" that are sometimes called for in the game. None of these dice technically exist, but other dice can be used for such rolls.

Two sided dice are abbreviated d2. A two sided dice can be simulated by flipping a coin (you must agree in advance whether heads or tails count as 1 or 2) or rolling a d6 and treating a roll of 1 to 3 as "1" and 4 to 6 as "2".

Three sided dice are abbreviated d3. A three sided dice can be simulated by rolling a d6 and treating a roll of 1 to 2 as "1", a roll of 3 to 4 as "2" and a roll of 5 to 6 as "3".

Percentile dice are abbreviated d100 or d%. To simulate a one hundred sided dice, roll two d10. The first dice counts as the ten's place, the second as the one's place. Thus, if the first dice was a "7" and the second dice was a "5", the roll would be considered a "75". If a "0" is rolled for the one's place, it is counted as a "0". If a "0" is rolled for the ten's place, it is considered a "10". A roll of "0" and "0" is "100".

HISTORY

Fantasy role playing is over three decades old now. *Blood & Treasure* tries to keep the rules simple and easy to understand, while drawing inspiration from throughout the history of fantasy role playing games. For simplicity's sake, this game will divide this history into three broad periods: Classic, Advanced and Expanded.

The "Classic" period stretches from the mid-1970's to the mid-1980's and covers the most fundamental portions of the game. The "Advanced" period built on those fundamentals, and spanned the late 1970's to the 1980's. In the 1990's fantasy roleplaying was "Expanded" with many new concepts.

Since some TK's and players prefer one period over another, and might wish to exclude races, classes, spells or monsters from a particular period, these items are marked with either an [A] for items that came from the Advanced period, or an [E] for items that came from the Expanded period. Unmarked items originated in the Classic period.

CHAPTER TWO

CHARACTERS

ABILITY SCORES | RACES | CLASSES | EQUIPMENT | HENCHMEN | STRONGHOLDS

For players of *Blood & Treasure*, the character they play is their window to the world. Characters can be male or female, young or old, and one of several different races and classes. Some aspects of a character are rolled randomly, and thus are outside the control of the player. Other aspects are chosen by the player. Before you create a character, you need to understand the following game-related terms.

Treasure Keeper: The referee for the game is referred to as the Treasure Keeper, or TK.

Character: A character is a person or creature either controlled by a player (a "player character", or PC) or by the referee (a "non-player character", or NPC).

Ability Score: An ability score reflects a character's potency in six different measures, three physical and three mental. Determining these ability scores is the first step in creating a character.

Race: A character's race, human or non-human, sets various benefits and limitations that will have an impact on the character during play. After ability scores are rolled, a player chooses his character's race.

Class: A character's class is their profession. Class determines how good a character is at combat, whether they can cast magic spells and what kinds of tasks they are trained in. After a character's ability scores and race have been decided, a class is chosen.

Experience Points: Experience points (XP) are a running measure of a character's deeds. XP are earned by overcoming challenges such as monsters and traps, and claiming treasures.

Level: The more XP a character earns, the higher their level. Just as an ability score measures how strong or weak a character is, their level measures how accomplished they are at their chosen profession. Most characters begin at 1st level, but some TKs might choose to start characters at higher levels to facilitate a different kind of game.

Hit Dice: A character earns a Hit Dice (HD) at each level. A HD is a dice rolled to determine a character's hit points (see below). The more skilled a class is at fighting, the larger their HD. Barbarians roll the largest HD, a d10, while magic-users and sorcerers roll a d4, the smallest HD.

Hit Points: Hit points (hp) are a vague measure of one's ability to survive danger. When hit points are reduced to 0, a character dies.

Attack Bonus: A character's attack bonus is the number they add to dice rolls when trying to deal damage to or overcome an opponent in combat.

Saving Throws: A saving throw is a dice roll in which a player rolls a twenty-sided dice (1d20) and attempts to roll a number equal to or higher than their saving throw value. There are two types of saving throws in *Blood & Treasure*. The first kind is used to see if a character can escape danger or destruction from traps, magic spells and other hazards. The second kind is used when a character attempts a non-combat task.

Armor Class: A character's Armor Class is a target number that an attacker must overcome with his or her attack roll to inflict damage. Armor Class starts at 10 and increases due to a high dexterity score or because a character is wearing armor or carrying a shield.

Tasks: Tasks are non-combat actions that some character classes have as skills. A character that is skilled in a task gets better at performing that task as they gain levels. A character with a *knack* in a task is better at doing it than most, but does not improve over time.

Feats: Feats are an optional set of special abilities that characters can learn as they advance in level. Feats permit characters to learn things not normally associated with their class, perfect different styles of fighting or learn new tricks with their spell casting.

ABILITY SCORES

Each character in the game is defined by six ability scores. These scores represent the character's mental and physical faculties and apply a bonus or penalty to the actions they attempt over the course of a game.

A player rolls three six-sided dice (3d6) for each of his character's ability scores. This procedure produces characters that are average in most abilities, with maybe one or two abilities that are above or below average.

Average characters are not acceptable to some players and TKs, so they can alter the ability score procedure as they see fit. Some allow players to roll 4d6 for each ability score, dropping the lowest value and then adding the other three. Some Treasure Keepers allow players to roll the scores and then assign them to the ability scores rather than rolling the scores in order. Some use both methods. Use the method your TK prefer.

Each ability score, after changes made to the score because of the character's race (see below), has a modifier ranging from -5 to +5. This modifier is the number you apply to dice rolls when your character tries to do something governed by that ability score. A positive modifier is called a bonus, and a negative modifier is called a penalty.

ABILITY SCORE	MODIFIER
1	-5
2	-4
3	-3
4, 5	-2
6, 7, 8	-1
9, 10, 11, 12	0
13, 14, 15	+1
16, 17	+2
18	+3
19	+4
20	+5

Ability scores for non-player characters can be lower than 3 or higher than 18. Ability scores for player characters are between 3 and 18.

STRENGTH (STR): Strength measures muscle power. This ability is especially important for fighters, barbarians, paladins, rangers, and monks because it helps them prevail in combat. Strength also limits the amount of equipment your character can carry. You apply a strength modifier to:

• Melee attack rolls

• Damage rolls when using a melee weapon or a thrown weapon

• The following tasks: Bend bars, break down doors, climb sheer surfaces, jump and swimming

DEXTERITY (DEX): Dexterity measures hand-eye coordination, agility, reflexes and balance. This ability is the most important one for assassins and thieves, but it's also high on the list for characters who typically wear little armor or no armor at all, and for anyone who wants to be a skilled archer. You apply a dexterity modifier to:

• Ranged attack rolls

• Armor Class (AC)

• Reflex saving throws, for avoiding fireballs, traps, death rays, dragon breath and other attacks that you can escape by moving quickly

• The following tasks: Balance, escape bonds, hide in shadows, move silently, open locks, pick pockets, remove traps and riding

CONSTITUTION (CON): Constitution represents health and stamina. A constitution bonus increases a character's hit points, so it is important for all classes. You apply a constitution modifier to:

• Each roll of a Hit Die, although a penalty cannot drop a result below 1. A character always gains at least 1 hit point each time they advance in level

• Fortitude saving throws, for resisting poison, fighting off disease, being turned into stone and similar threats

INTELLIGENCE (INT): Intelligence determines how well your character learns and reasons. This ability is important for magic-users because of their scholarly approach to magic. Animals have an intelligence score of 1 or 2. Sentient creatures have an intelligence score of at least 3. You apply an intelligence modifier to:

• The number of languages your character knows at the start of the game. Characters begin the game knowing how to speak a number of languages equal to 3 + their intelligence modifier (and they always speak at least one language). A character can give up speaking an additional language to become literate in a language they already speak.

• The following tasks: Decipher codes, find secret doors and find traps.

• A high intelligence score grants magic-users additional spells that they can cast per day. An intelligence of 13 to 15 grants a magic-user one additional first level spell each day. An intelligence of 16 to 17 grants a magic-user one additional second level spell per day. An intelligence of 18 grants a magic-user one additional third level spell per day. A magic-user only gets an additional spell of a level that they can already cast.

WISDOM (WIS): Wisdom is common sense, willpower, perception and intuition. While the intelligence score represents one's ability to analyze and remember information, wisdom represents awareness of one's surroundings. Wisdom is the most important ability for clerics and druids, and it is also important for paladins and rangers.

You apply a wisdom modifier to:

• Will saving throws, for negating the effect of spells and powers, and avoiding surprise.

• The following tasks: Listen at doors, survival and tracking.

• A high wisdom score grants clerics and druids additional spells they can cast per day in the way high intelligence does for magic-users.

CHARISMA (CHA): Charisma measures force of personality, personal magnetism, ability to lead and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Charisma is most important for paladins, sorcerers, and bards.

You apply a charisma modifier to:

• Reaction rolls to determine if monsters and NPCs react to your characters in a hostile or friendly manner.

• Tasks involving trickery

• Characters can have a number of followers in their retinue equal to 3 plus their charisma modifier

• A high charisma score grants bards and sorcerers additional spells they can cast per day in the way that high intelligence does for magic-users.

RACES

Characters in *Blood & Treasure* can be of one of seven different races (or species, if we want be accurate). Each race has a unique perspective and different special abilities and limitations that it brings to the game.

HUMANS

Humans should require no description here unless this document has fallen into the hands of an alien species or evolved animals in a post-apocalyptic world. Humans have a wide variety of body shapes, skin colors, hair colors, eye colors and cultures.

Humans are medium-sized creatures with a base speed of 30 feet.

Humans enjoy a 10% bonus to all earned experience. When a dwarf would earn 100 XP, a human earns 110 XP.

Humans receive a bonus feat at 1st level or, if you do not care to use feats in your game, a +1 bonus to all saving throws

All humans speak Common and can learn any other language.

Humans cannot multi-class (i.e. advance in two classes simultaneousl), but they can change classes at any point during play (see below).

DWARVES

Dwarves are stout, rugged people who dwell underground in mines or in fortresses. They stand about four feet in height and usually have craggy faces with large noses, bushy eyebrows and squinty eyes. For most dwarves, their beards are a matter of great pride. Dwarves tend to be loyal friends with a strong sense of right and wrong, but with a weakness for accumulating riches. Most dwarves are aligned with Law.

Although dwarves are only tall enough to be considered "small" creatures, they are broad enough to count as medium creatures. A dwarf's short, bandy legs propel them forward at a speed of 20 feet per round. They can see in the dark up to 60 feet. This "darkvision" is in black and white only, but it is otherwise like normal sight.

Dwarves are hardy creatures, adding one point to their starting constitution score. They are also taciturn folk, losing one point from their starting charisma score. Starting ability scores cannot be altered above 18 or below 3.

Dwarves enjoy a +3 bonus on Fortitude saving throws against poison and a +3 bonus on Will saves against magic unless they themselves are spellcasters. Dwarf spellcasters lose this bonus to save vs. magic.

Dwarves have a *knack* for noticing unusual stonework such as sliding walls, stonework traps, new construction, unsafe stone surfaces and shaky stone ceilings. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. This knack also applies to finding and removing traps that involve stone construction.

Dwarves speak Common and Dwarven. They might also speak Gnome, Goblin, Kobold, Orc, Ogre, Hill Giant and Earth Elemental.

Dwarves are +1 to hit goblins, hobgoblins and orcs in combat, and increase their AC by +4 against large humanoids like giants.

Dwarves can multi-class as cleric/fighters, fighter/magic-users and fighter/ thieves. See Multi-Classing below for how this works.

ELVES

Elves are graceful creatures descended from the fairy folk. They have thin faces, pointed ears and vivid eyes. Their skin and hair color are often in harmony with the environment they call home, thus desert elves might have skin the color of sand and hair the color of a desert sunset. Elves stand five feet tall on average.

Elves are medium-sized creatures with a base speed of 30 feet.

Elves are quick and graceful, adding one point to their starting dexterity score. Their lithe bodies and light frames, quick as they may be, are not particularly tough, so they lose one point from their starting constitution score. These ability modifications cannot increase a score above 18 or reduce it a score below 3.

Elves have darkvision to a range of 60 feet. They have a *knack* for finding secret doors. They need only pass within 5 feet of such things to have a chance to notice them, even if they were not actively looking. Elves receive a +1 bonus to hit with longbows, shortbows, longswords and short swords. Finally, elves have 90% magic resistance to *sleep* spells and enchantment spells. They are also immune to a ghoul's paralysis touch.

Elves speak Common and Elven. They might also speak Gnoll, Gnome, Goblin, Orc, Sylvan and Dragon.

Elves may multi-class as fighter/magic-users, cleric/magic-users and magic-user/thieves.

LANGUAGES

Virtually every type of being in *Blood & Treasure* has its own language. Humans speak Common, which represents something akin to Latin in Medieval Europe. You can choose to have no Common tongue in your campaign, instead giving each human culture a language of its own.

Other languages in the game include:

Celestial (Lawful)	Gnome	Medusa
Dragon *	Grimlock	Naga
Druidic	Goblin @	Ogre
Dwarf	Halfling	Ophidian
Elemental *	Infernal (Chaotic)	Orc
Elf	Kobold	Sylvan #
Giant *	Manticore	Thieves' Cant
Gnoll		

* There are languages for each different type

@ Used by bugbears, goblins and hobgoblins

Spoken by the fey and intelligent woodland creatures like treants

GNOMES A

Gnomes are fairy creatures who stand about 2 to 3 feet tall. In most ways, they appear to be miniature dwarves, though they do not share the stern attitudes of those people. Gnomes have an infectious sense of wonder and curiosity and a love of jests and jokes.

Gnomes are small creatures with a base speed of 20 feet. They have darkvision to a range of 60 feet and have a knack for listening at doors.

Gnomes are as rugged as dwarves, adding one point to their starting constitution scores. They are, alas, not as burly as their larger cousins, and so lose one point of their starting strength score. These ability modifications cannot increase a score above 18 or reduce it below 3.

Gnomes have a natural affinity for illusion spells. A gnome with a charisma score of 10 or higher can cast the following spells, each once per day: *Audible glamer, dancing lights* and *prestidigitation*. Gnomes receive a +2 bonus on Will saving throws against illusions.

Gnomes speak Common and Gnome. They might also speak Dwarf, Elf, Goblin, Hill Giant, Orc, Sylvan and the language of burrowing mammals.

Gnomes can multi-class as fighter/illusionists, cleric/illusionists or illusionist/ thieves. The illusionist is a specialist type of magic-user.

HALF-ELVES A

Half-elves are the children of humans and elves. They look like pretty, graceful humans and their height is somewhere between five and six feet. Humans consider half-elves flighty and inconstant and elves think them entirely too practical and grounded. Despite these minor complaints, half-elves are well-liked by most folk.

Half-elves are medium-sized creatures with a base speed of 30 feet. They have darkvision to a range of 60 feet. Half-elves have 30% magic resistance to *sleep* and enchantment spells. Their good looks and pleasant manners give them a *knack* for trickery.

Half-elves speak Common and Elven. As with humans, they might learn virtually any other language.

Half-elves can multi-class (as elves) at first level or, if they choose not to multi-class at first level, change careers in mid-play as humans.

HALF-ORCS A

Half-orcs are the issue of humans and the monstrous orcs. They look like brutish humans with pug noses and large canine teeth.

Half-orcs are medium-sized creatures with a base speed of 30 feet. They are iron-thewed and rugged, and so add one point to their starting strength and constitution scores. Unfortunately, they are ugly and ill-mannered, and suffer a two point penalty to their starting charisma score. These modifications cannot put a score above 18 or below 3.

Half-orcs have darkvision to 60 feet.

Half-orcs speak Common and Orc. They might also speak Gnoll, Goblin, Hill Giant, Ogre or Dragon.

Half-orcs can multi-class as assassin/clerics, assassin/fighters and assassin/ magic-users at fist level. If they choose not to multi-class at first level, they can change careers as humans.

HALFLINGS

Halflings are small people who stand about three feet tall. When young they are slim and possess an unquenchable curiosity, but as they age they have a tendency to become staid and settled (and fat).

Halflings are small creatures with a base speed of 20 feet per round. Quick and nimble, they add one point to their starting dexterity scores. Because of their size, they lose one point of their starting strength. These modifications cannot take a score above 18 or below 3.

Halflings have darkvision to a range of 30 feet. They enjoy a +1 bonus when attacking with slings and thrown weapons, and they have a *knack* for hiding, moving silently and getting into trouble.

Halflings speak Common and Halfling. They might also speak Dwarven, Elven, Gnome, Goblin, Kobold or Orc.

Halflings can multi-class as cleric/thieves, fighter/thieves or magic-user/thieves.

OTHER RACES

Several of the monsters in this book are given statistics to make them playable races, but check with the Treasure Keeper to make sure he or she is allowing them in their game before you decide to play one.

CLASSES

Characters may take up in one of thirteen archetypal classes. The four classic classes are cleric, fighter, magic-user and thief, but there are many more to choose from.

CLASS	HIT DICE	SPELLS	WEAPONS	ARMOR
Cleric	d6	10 levels	Limited	Any
- Druid	d6	10 levels	Limited	Limited
Fighter	d8	No	Any	Any
- Barbarian	d10	No	Any	Limited
- Duelist	d8	No	Any	Limited
- Paladin	d8	4 levels	Any	Any
- Ranger	d8	4 levels	Any	Limited
Magic-User	d4	10 levels	Limited	None
- Sorcerer	d4	10 levels	Limited	None
Thief	d6	No	Limited	Limited
- Assassin	d6	4 levels	Any	Limited
- Bard	d6	7 levels	Limited	Limited
- Monk	d6	No	Limited	None

You should never feel that a character class is something set in stone. Feel free to introduce variations, either to improve a class, make it more suitable for your campaign, or please a player. A sample variation is included with each class to show ways in which this can be done.

ADVANCING IN LEVEL

During play, characters earn experience points (XP) by overcoming challenges and acquiring treasure. As a character gains experience, they advance in level. The table below shows the minimum number of XP a character must have to attain a level. Some characters advance in only one class at a time, and use the column for their class. Other characters advance in two classes at once, and use the "Multi-Class" column. Thus, a dwarf fighter would need 2,000 XP to achieve 2nd level, while a dwarf fighter/thief would instead need 3,000 XP.

TABLE: EXPERIENCE POINT REQUIREMENTS AT EACH LEVEL

LEVEL	ASSASSIN, BARD, THIEF	BARBARIAN, CLERIC, DRUID, DUELIST, FIGHTER, MONK	MAGIC-USER, PALADIN, RANGER, SORCERER	MULTI-CLASS
1	0	0	0	0
2	1,500	2,000	2,500	3,000
3	3,000	4,000	5,000	6,000
4	6,000	8,000	10,000	12,000
5	12,000	16,000	20,000	24,000
6	24,000	32,000	40,000	48,000
7	48,000	64,000	80,000	96,000
8	96,000	128,000	160,000	192,000
9	200,000	250,000	300,000	400,000
10	400,000	500,000	600,000	800,000
11	600,000	750,000	900,000	1,100,000
12	800,000	1,000,000	1,100,000	1,400,000
13	1,000,000	1,250,000	1,400,000	1,700,000
14	1,200,000	1,500,000	1,700,000	2,000,000
15	1,400,000	1,750,000	2,000,000	2,300,000
16 +	+ 200,000	+ 250,000	+ 300,000	+ 300,000

The Assassin

D6 HIT POINTS

REQUIREMENTS

Dexterity and Intelligence of 13 or higher
Chaotic (CE, NE, LE)

ARMOR ALLOWED

Padded, leather, ring mail, studded leather

WEAPONS ALLOWED

Crossbows (all), daggers (all), dart, rapier, sap, shortbow and short sword

SKILLS

Climb, decipher script, escape bonds, hide, listen at doors, move silently, trickery

ASSASSIN CLASS ADVANCEMENT

							Spells Per Day			
Level	Hit Dice	Attack	Fort	Ref	Will	Title	1st	2nd	3rd	4th
1st	1d6	+0	15	13	15	Ruffian	-	-	-	-
2nd	2d6	+1	15	12	15	Marauder	-	-	-	-
3rd	3d6	+1	14	12	14	Thug	-	-	-	-
4th	4d6	+2	14	11	14	Blackguard	-	-	-	-
5th	5d6	+3	13	11	13	Cut-throat	-	-	-	-
6th	6d6	+3	13	10	13	Hellhound	1	-	-	-
7th	7d6	+4	13	10	13	Malefactor	1	-	-	-
8th	8d6	+5	12	9	12	Slayer	1	-	-	-
9th	9d6	+6	12	9	12	Death Lord	1	-	-	-
10th	10d6	+6	12	8	12	Death Lord	1	1	-	-
11th	+2 hp	+7	11	8	11	Death Lord	1	1	-	-
12th	+2 hp	+8	11	7	11	Death Lord	1	1	1	-
13th	+2 hp	+8	11	7	11	Death Lord	1	1	1	-
14th	+2 hp	+9	10	6	10	Death Lord	2	1	1	-
15th	+2 hp	+10	10	6	10	Death Lord	2	2	1	1
16th	+2 hp	+10	10	5	10	Death Lord	2	2	2	1
17th	+2 hp	+11	9	5	9	Death Lord	2	2	2	1
18th	+2 hp	+12	9	4	9	Death Lord	3	2	2	1
19th	+2 hp	+12	9	4	9	Death Lord	3	3	3	2
20th	+2 hp	+13	8	3	8	Death Lord	3	3	3	3

Each time a character advances in level, they roll a new Hit Dice to gain additional hit points (unless they are 11th level or higher, in which case they gain a set number of hit points per level) and may improve their attack bonus and saving throws. They might also gain the ability to cast new and more powerful spells or gain a new or more powerful ability.

ASSASSIN A

Assassins are sneaky killers, not unlike thieves in some ways, but they focus more on delivering killing blows and handling poison than on stealing into ancient vaults to steal gold. In many ways, they are the opposite of paladins; unholy warriors in service to chaos, evil and death.

Assassins are trained in the use of **poison** and never risk accidentally poisoning themselves when applying poison to a blade or pouring poison into a goblet. In addition, assassins always re-roll failed saves against poison.

Assassins are sneaky, cunning killers. If an assassin can **backstab** an opponent, he scores double damage. At 5th level this increases to triple damage. At 10th level this increases to x4 damage and at 15th level to x5 damage. Ranged attacks can count as backstabs if the target is within 30 feet. Backstabs do not score additional damage on plants, oozes, constructs or the undead.

A **5th level** (cut-throat) assassin's backstab victims must pass a Fortitude saving throw or be paralyzed for 1d6 rounds + 1 round per level of the assassin, or killed (i.e. reduced to 0 hit points), assassin's choice. If the victim's saving throw succeeds, the attack is just a normal backstab attack.

A **6th level** (hellhound) assassin learns to cast divine spells using the same rules as a cleric. These spells are drawn from the assassin spell list (see below).

A **9th level** (death lord) assassin can choose to establish a stronghold in the wilderness or an assassins' den in a town and gain followers. The assassin attracts 1d6 men-at-arms (thugs) per level, 1d6 first level assassins who wish to train under him and one 3rd level assassin to serve as a lieutenant. These assassins should be generated as characters under control of the player. Assassins' guilds will not share territory, so a turf war is inevitable.

ASSASSIN SPELLS

1ST-LEVEL ASSASSIN SPELLS

1. Audible Glamer
2. Change Self
3. Detect Poison
4. Feather Fall
5. Jump
6. Obscuring Mist
7. Sleep
8. True Strike

2ND-LEVEL ASSASSIN SPELLS

1. Alter Self
2. Darkness
3. Dexterity
4. Illusory Script
5. Intelligence
6. Invisibility
7. Pass Without Trace
8. Spider Climb
9. Undetectable Alignment
10. Venom Touch

3RD-LEVEL ASSASSIN SPELLS

1. Deep Slumber
2. Deeper Darkness
3. False Life
4. Magic Circle Against Good
5. Misdirection
6. Nondetection

4TH-LEVEL ASSASSIN SPELLS

1. Clairaudience/Clairvoyance
2. Dimension Door
3. Free Action
4. Glibness
5. Locate Creature
6. Modify Memory
7. Poison
8. Skinwalking

ASSASSIN VARIANT – BOUNTY HUNTER

Some TKs and groups of players may feel uncomfortable about having an assassin in their midst, especially if the party is to include a paladin or other lawful characters. Feel free to use the bounty hunter as a slightly less "evil" version of the assassin.

The bounty hunter replaces the assassin's 5th level death attack with a "knockout punch" attack. The attack works in the same manner, but the result is unconsciousness for 1d6 turns instead of death. In addition, the bounty hunter learns to cast spells from the ranger spell list instead of the list above.

BARBARIAN A

Barbarians represent the savage, uncouth warrior who comes from beyond the bounds of civilization. Barbarians disdain the soft ways of civilized folk, preferring the brutal honesty of their homeland. They can find enjoyment in the diversions of civilization for a time, but eventually feel the pull of the wilderness and must leave civilization behind.

A barbarian's **land speed** is faster than the norm for her race by 10 feet.

A barbarian can fly into a **rage** during combat once per day per four levels (i.e. once per day from level 1 to 3, twice per day from level 4 to 7, three times per day from level 8 to 11, four times per day from level 12 to 15, five times per day from level 16 to 19 and six times per day at level 20).

While raging, a barbarian makes two attacks per round, but suffers a -2 penalty to their Armor Class. A raging barbarian cannot do anything that requires a great deal of thought or concentration. Spells that would take them out of their rage or in any way hold them are saved against by the barbarian with a +2 bonus to her roll.

A berserk rage lasts up to 6 rounds, and a barbarian may prematurely end her rage. At the end of the rage, the barbarian is fatigued (see Rules of Play: Conditions) until they rest for one hour.

A barbarian's natural **sixth sense** always warns them of a coming strike. A barbarian's foes gain no tactical advantage against them (i.e. no bonus to hit) from flanking, rear attacks or attacks while *invisible*.

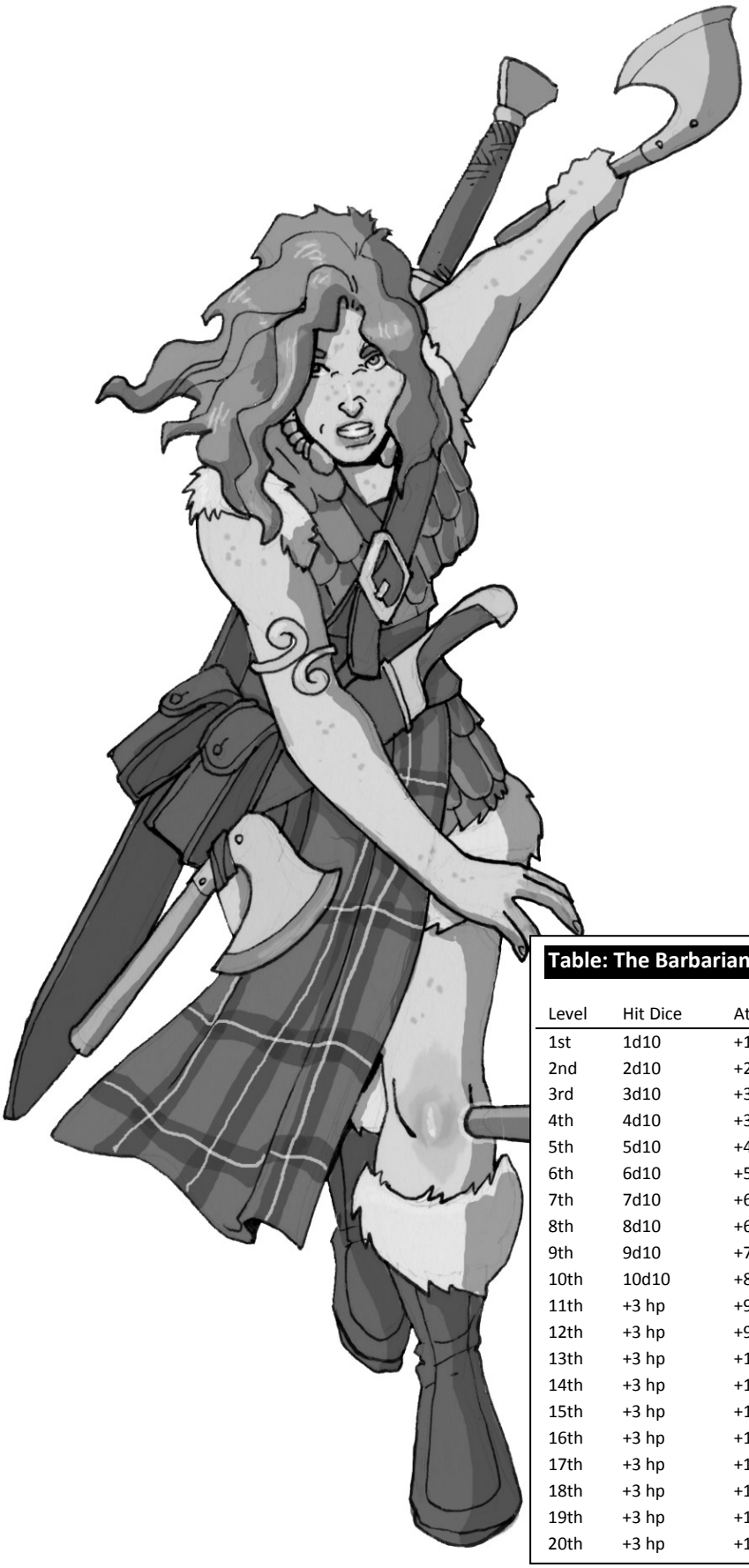
A **9th level** (barbarian prince or princess) barbarian can choose to establish a stronghold in the wilderness and gain followers (see High Level Play below). A barbarian who becomes a lord or lady attracts 1d4 berserkers per level to their retinue, 1d6 first level barbarians who wish to join their campaigns of plunder and one 3rd level barbarian to serve as their sub-chief. These barbarians should be generated as player characters under the control of the barbarian's player.

BARBARIAN VARIANT – NOMAD

The barbarian presented above is based primarily on the Viking berserkers. Another famous horde of so-called "barbarians" were the Mongols, whose fame rested on their skill at riding and mounted archery.

The nomad has the abilities of a barbarian, except as follows:

The Barbarian



D10 HIT POINTS

REQUIREMENTS

Strength and Constitution of 13 or higher
Neutral or Chaotic (CG, NG, N, CN, CE, NE)

ARMOR ALLOWED

Padded, leather, ring mail, studded leather, scale mail, shields

WEAPONS ALLOWED

All weapons

SKILLS

Bend bars, break down doors, climb, jump, survival, swimming

Table: The Barbarian Class Advancement

Level	Hit Dice	Attack	Fort	Ref	Will	Title
1st	1d10	+1	13	15	15	Tribesman
2nd	2d10	+2	12	15	15	Savage
3rd	3d10	+3	12	14	14	Plunderer
4th	4d10	+3	11	14	14	Raider
5th	5d10	+4	11	13	13	Reaver
6th	6d10	+5	10	13	13	Shield-biter
7th	7d10	+6	10	13	13	Berserker
8th	8d10	+6	9	12	12	Conqueror
9th	9d10	+7	9	12	12	Barbarian prince
10th	10d10	+8	8	12	12	Barbarian prince
11th	+3 hp	+9	8	11	11	Barbarian prince
12th	+3 hp	+9	7	11	11	Barbarian prince
13th	+3 hp	+10	7	11	11	Barbarian prince
14th	+3 hp	+11	6	10	10	Barbarian prince
15th	+3 hp	+12	6	10	10	Barbarian prince
16th	+3 hp	+12	5	10	10	Barbarian prince
17th	+3 hp	+13	5	9	9	Barbarian prince
18th	+3 hp	+14	4	9	9	Barbarian prince
19th	+3 hp	+15	4	9	9	Barbarian prince
20th	+3 hp	+15	3	8	8	Barbarian prince

Nomads do not have the rage ability. Instead, they add the Riding skill to their repertoire. A nomad increases her mount's land speed as well as her own by 10 feet per round. Nomads suffer no penalty to attacking with melee or ranged weapons while mounted on a horse. In addition, they attack twice per round when using ranged weapons from horseback.

BARD A

The bard is a roguish class that specializes in musical performance and the art of persuasion. Bards are middling warriors, have many useful skills and are capable of some spell casting.

A bard **casts spells** drawn from the bard spell list in the same manner as a magic-user casts spells. Like magic-users, bards keep spellbooks, the spells taking the form of songs and musical notation. A bard begins play knowing four 0-level spells. He learns new spells through spell research, learning from other bards, or by finding them.

A bard may make a special **Legend Lore** check (a Will saving throw modified by intelligence) to see whether he knows some relevant information about local notables, legendary items or noteworthy places. A successful legend lore check does not reveal the powers of a magic item but may give a hint as to its general function.

Once per day per bard level, a bard can use his musical ability to produce **magical effects** on those around him (usually including himself, if desired). These effects can all be activated by reciting poetry, chanting, singing, whistling, playing an instrument or playing an instrument in combination with some spoken performance. Each of these abilities requires a minimum bard level to use.

A **1st level** bard (rhymer) can use his music to cause one or more creatures to become ***fascinated*** with him. Each creature to be fascinated must be able to see and hear the bard and able to pay attention to him (i.e. not distracted by combat). The bard must also be able to see his targets. A bard can fascinate as many creatures as he could have in his retinue, based on his charisma. The targets receive a Will saving throw to negate the effect. If this saving throw fails, the target sits quietly and listens to the bard's performance, taking no other actions for as long as the bard continues to play. Any obvious threat, such as someone drawing a weapon, casting a spell or aiming a weapon at the target, automatically breaks the effect.

A **6th level** bard (poet) can make a ***suggestion*** (as the spell) to a single creature that he has already *fascinated* with no additional save.

At **9th level** (immortal bard), a bard can choose to establish a stronghold in the wilderness or a theatre in a town and gain followers. A bard who becomes a lord or lady of a stronghold attracts 1d6 men-at-arms per level, 1d6 first level bards who wish to train under him and one 3rd level bard to serve as a lieutenant. These bards should be generated as characters under control of the player. A bard with a school attracts 1d6 0-level students per bard level, 1d6 first level bards who wish to train under him and one 5th level bard protégé.

A **12th level** bard can use his music or poetics to create an effect equivalent to the ***break enchantment*** spell on another creature (not himself). Using this ability requires one minute of uninterrupted music and it functions on a single target within 30 feet.

BARD SPELLS

0-LEVEL BARD SPELLS

1. Audible Glamer
2. Dancing Lights
3. Daze
4. Detect Magic
5. Flare
6. Know Direction
7. Light
8. Lullaby
9. Mage Hand
10. Mending
11. Message
12. Open/Close
13. Prestidigitation
14. Read Magic
15. Resistance
16. Summon Instrument

1ST-LEVEL BARD SPELLS

1. Alarm
2. Animate Rope
3. Cause Fear
4. Change Self
5. Charm Person
6. Comprehend Languages
7. Cure Light Wounds
8. Detect Secret Doors
9. Erase
10. Expeditious Retreat
11. Feather Fall
12. Fool's Gold
13. Foretelling
14. Grease
15. Hideous Laughter
16. Hypnotism
17. Identify
18. Magic Aura
19. Magic Mouth
20. Obscure Object
21. Phantasmal Force
22. Remove Fear
23. Sleep
24. Summon Monster I
24. Undetectable Alignment
26. Unseen Servant
27. Ventriloquism

2ND-LEVEL BARD SPELLS

1. Alter Self
2. Animal Messenger
3. Animal Trance
4. Blindness/Deafness
5. Blur
6. Calm Emotions
7. Charisma
8. Cure Moderate Wounds
9. Darkness
10. Daze Monster
11. Delay Poison
12. Detect Thoughts (ESP)
13. Dexterity
14. Enthrall
15. Glitterdust
16. Glossolalia
17. Heroism
18. Hold Person
19. Hypnotic Pattern
20. Improved Phantasmal Force
21. Intelligence
22. Invisibility
23. Locate Object
24. Mirror Image
25. Misdirection
26. Pyrotechnics
27. Rage
28. Scare
29. Shatter
30. Silence
31. Sound Burst
32. Suggestion
33. Summon Monster II
34. Summon Swarm
35. Tongues
36. Whispering Wind

3RD-LEVEL BARD SPELLS

1. Blink
2. Charm Monster
3. Clairaudience/Clairvoyance
4. Confusion
5. Crushing Despair
6. Cure Serious Wounds
7. Daylight
8. Deep Slumber
9. Detect Invisibility
10. Dispel Magic
11. Displacement
12. Fear
13. Gaseous Form
14. Glibness
15. Good Hope
16. Haste
17. Illusory Script
18. Invisibility Sphere
19. Lighten Burden
20. Phantom Steed
21. Remove Curse
22. Scrying
23. Sculpt Sound
24. Secret Page
25. Sepia Snake Sigil
26. Slow
27. Speak with Animals
28. Spectral Force
29. Summon Monster III
30. Tiny Hut

THE BARD

D6 HIT POINTS

REQUIREMENTS

Charisma and Intelligence of 13 or higher

ARMOR ALLOWED

Padded, leather, ring mail, studded leather, shields

WEAPONS ALLOWED

Club, crossbows (all), dagger, dart, javelin, longsword, maces (all), morningstar, quarterstaff, rapier, sap, short sword, short-bow, sickle, sling, spear and whip

SKILLS

Decipher scripts, listen at door, pick pockets and trickery

Table: The Bard Class Advancement

							Spells Per Day						
Level	Hit Dice	Attack	Fort	Ref	Will	Title	0	1st	2nd	3rd	4th	5th	6th
1st	1d6	+0	15	13	13	Rhymer	2	-	-	-	-	-	-
2nd	2d6	+0	15	12	12	Scop	3	-	-	-	-	-	-
3rd	3d6	+1	14	12	12	Jongleur	3	1	-	-	-	-	-
4th	4d6	+1	14	11	11	Versifier	3	2	-	-	-	-	-
5th	5d6	+2	13	11	11	Goliard	3	3	1	-	-	-	-
6th	6d6	+2	13	10	10	Poet	3	3	2	-	-	-	-
7th	7d6	+3	13	10	10	Minstrel	3	3	2	-	-	-	-
8th	8d6	+3	12	9	9	Rhapsode	3	3	3	1	-	-	-
9th	9d6	+4	12	9	9	Immortal Bard	3	3	3	2	-	-	-
10th	10d6	+4	12	8	8	Immortal Bard	3	3	3	2	-	-	-
11th	+2 hp	+5	11	8	8	Immortal Bard	3	3	3	3	1	-	-
12th	+2 hp	+5	11	7	7	Immortal Bard	3	3	3	3	2	-	-
13th	+2 hp	+6	11	7	7	Immortal Bard	3	3	3	3	2	-	-
14th	+2 hp	+6	10	6	6	Immortal Bard	4	3	3	3	3	1	-
15th	+2 hp	+7	10	6	6	Immortal Bard	4	4	3	3	3	2	-
16th	+2 hp	+7	10	5	5	Immortal Bard	4	4	4	3	3	3	-
17th	+2 hp	+8	9	5	5	Immortal Bard	4	4	4	4	3	3	1
18th	+2 hp	+8	9	4	4	Immortal Bard	4	4	4	4	4	3	2
19th	+2 hp	+9	9	4	4	Immortal Bard	4	4	4	4	4	4	3
20th	+2 hp	+9	8	3	3	Immortal Bard	4	4	4	4	4	4	4

4TH-LEVEL BARD SPELLS

1. Break Enchantment
2. Cure Critical Wounds
3. Detect Scrying
4. Dimension Door
5. Dominate Person
6. Felonious Friend
7. Free Action
8. Hallucinatory Terrain
9. Hold Monster
10. Improved Invisibility
11. Legend Lore
12. Locate Creature
13. Modify Memory
14. Neutralize Poison
15. Rainbow Pattern
16. Repel Vermin
17. Secure Shelter
18. Shadow Conjuration
19. Shout
20. Speak with Plants
21. Summon Monster IV
22. Zone of Silence

5TH-LEVEL BARD SPELLS

1. Dream
2. False Vision
3. Healing Circle
4. Mind Fog
5. Mirage Arcana
6. Mislead
7. Nightmare
8. Persistent Illusion
9. Seeming
10. Shadow Evocation
11. Shadow Walk
12. Song of Discord
13. Suggestion, Mass
14. Summon Monster V

6TH-LEVEL BARD SPELLS

1. Analyze Dweomer
2. Animate Object
3. Cone of Paralysis
4. Eyebite
5. Find the Path
6. Geas
7. Heroes' Feast
8. Irresistible Dance
9. Permanent Illusion
10. Programmed Illusion
11. Project Image
12. Summon Monster VI
13. Sympathetic Vibration
14. Veil

BARD VARIANT – THE ARISTOCRAT

The bard plays at being a combination of rogue, scholar and mage. One could focus its abilities away from magic, though, and more toward combat and create an aristocrat.

The aristocrat loses the bard's spellcasting abilities. In their place, the charming aristocrat gains a +1 bonus on all reaction checks and increases its Hit Dice to a d8. In addition, the aristocrat can use any armor and any weapon, though depending on their culture they might disdain the use of "common" weapons like clubs. Finally, coming from a wealthy family, the aristocrat gets 15 gp per point of charisma in starting funds.

The aristocrat activates his bardic musical abilities with his commanding voice.

CLERIC

Clerics are servants of the celestial powers (i.e. Law) or the infernal powers (i.e. Chaos). They are warrior priests capable of fighting alongside fighters and casting a wide variety of spells, including the very valuable and healing spells.

A cleric **casts spells** from the cleric spell list. A cleric's alignment restricts him from casting certain spells opposed to her alignment. A cleric must choose and prepare his spells in advance (see below).

Like other spell casters, a cleric can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Cleric.

Clerics meditate or pray for their spells each morning (for Lawful clerics) or night (for Chaotic clerics). He must spend one hour in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells. A cleric may prepare and cast any spell on the cleric spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

"BARDS ARE LAME"

You will sometimes hear this from various players. Bards, monks, thieves and clerics all have their detractors in the gaming world. Clerics, for example, ruin encounters with the undead because of their turning ability. Thieves and all their skill rolls ruin the game for people who want to figure out puzzles and traps on their own. Bards are just pointless to some people. Monks sometimes get a bad rap because they are inspired by Asian kung-fu films and therefore do not fit in seamlessly with the other classes drawn from archetypes of Medieval European folklore and myth.

If there is a class here you dislike, do not include it in your game. The two most basic classes in the game are the fighter and the magic-user, but no class is absolutely integral to the game, so any class can be removed without ruining the game. The key is to make sure everyone playing the game knows about these limitations and accepts them before play begins.

Clerics also have the power to **turn or control undead** creatures by channeling the power of their faith through their holy or unholy symbols. A cleric of Law (LG, NG, CG) can "turn" or destroy undead creatures. A cleric of Chaos (CE, NE, LE) instead rebukes or commands such creatures (see Combat).

A cleric's language options include Celestial and Infernal (the languages of Law and Chaos respectively). These choices are in addition to the bonus languages available to the character due to his race.

A **9th level** (patriarch) cleric can choose to establish a stronghold in the wilderness and gain followers. A cleric who becomes a lord or lady attracts 1d6 men-at-arms per level, 1d6 first level clerics who wish to train under them and one 3rd level cleric to serve as a lieutenant. These clerics should be generated as characters under player's control.

Ex-Clerics: A cleric who grossly violates the code of conduct required by his deity loses all spells, spell casting ability and class features. He cannot again gain levels as a cleric of that god until he atones (see the *atonement* spell).

CLERIC VARIANT – SPECIALTY PRIESTS

The clerics presented above are fairly basic agents of Law and Chaos, or, in the Medieval European sense, of God and the Devil. One can expand the horizon of the cleric by using specialty priests of different deific domains.

Each domain corresponds to the portfolio of a god or goddess and gives the specialty priest a special power that replaces the traditional cleric's turn (or rebuke) undead ability.

Specialty priests can be Neutral as well as Lawful or Chaotic.

AIR: A deity of air might be a deity of the sky and heavens, such as Jupter, Zeus, Anu or Varuna, or a more minor deity of a particular wind. Air priests can turn earth elemental creatures and rebuke air elementals.

ANIMALS: Priests of animal deities might be dedicated to a particular animal like Bast, goddess of cats, to animals in general, or to deities of the hunt, like Artemis. Animal priests can *speak with animals* at will.

DEATH: While death deities are usually considered Chaotic, mainly because living creatures have a distaste for dying, they need not be so. Hades was one of the kings of the universe, along with his brothers Zeus and Poseidon and thus arguably a lawful deity. The demon lord Orcus is also associated with death because of his control of the undead. Death priests may use a *touch of death* once per day. They must make a successful melee attack against an opponent and roll 1d6 per cleric level. If the roll is higher than the target's current hit points, they die.

EARTH: Earth deities run to the deities of mineral wealth, like the Roman Plutus, deities of stone and earth, like the Egyptian Geb, and deities of the land, like the Chinese Tu Di Gong. Earth priests can turn air elemental creatures and rebuke earth elemental creatures.

EVIL: Deities of pure evil or primordial chaos are quite common in mythology and religion. For pure evil, there is Satan in all his guises, a primordial deity like Tiamat, or a fictional deity such as Lovecraft's Azathoth. Evil priests can smite lawful creatures as a paladin smites chaotic creatures.

FIRE: Deities of fire include hearth deities (who are usually lawful), priests of the element of fire (who may be neutral) or priests of hellfire (who are chaotic). Fire priests can turn water elemental creatures and rebuke fire creatures instead of turning undead creatures.

GOOD: Deities of good are always lawful, and include such heroic deities as Mithra of the Zoroastrians (or Mithras, his Greco-Roman incarnation), archangels like Michael or saints, such as Cuthbert or George. Priests of good can smite chaotic creatures in the same manner as a paladin.

KNOWLEDGE: Deities of knowledge are often also deities of magic, the Egyptian Thoth being a good example. One might consider some saints, like the Venerable Bede, as a deity of knowledge. Priests of knowledge have the same abilities as sages to answer questions (see Henchmen below).

LOVE: Gods and goddesses of love may be gentle and kind, and thus lawful, or lustful and passionate, and thus chaotic or neutral. A priest of love is probably chosen as much for their charisma as for their wisdom. Love priests can, once per day, make a trickery or reaction check with a bonus equal to their level.

MADNESS: Deities of madness are chaotic in nature. They might include the fictional Nyarlathotep created by H. P. Lovecraft or the Greek demi-goddesses known as the Mania. A priest of madness gains a +2 bonus to save vs. mind control and can cast *confusion* 1/day.

MAGIC: Deities of magic include the lawful Thoth, the more neutral Hermes Trismegistus and the chaotic Hecate. Priests of magic can use magic-user scrolls and wands as though they were magic-users equal to their cleric level.

PLANTS: A plant priest is not unlike a druid. Plant deities are sometimes wild, like Dionysus, the god of wine, but often they are associated with fertility and agriculture, like the Germanic Freyja or the Greek Demeter. Plant priests can rebuke/command plant creatures as chaotic clerics rebuke the undead.

STRENGTH: Deities of strength are often deities of heroism. Heracles, the Greek demigod, is probably the most famous deity of strength, but there is also the Roman goddess of strength, Strenua, and Thrud, the daughter of Thor. Once per day, a priest of strength can gain a bonus to all strength-based tasks equal to their cleric level.

SUN: Though sun deities are usually lawful, peoples who inhabit extremely hot climates may cast them as chaotic. The Egyptians, for example, had Ra, lawful god of the morning sun, and Set, chaotic god of the blistering noonday sun. Sun priests can invoke a cone of searing light once per day that operates as the *searing light* spell, but in a 30-ft long cone instead of a line.

TRAVEL: Deities of travel are often also deities of communication and trade. Some examples include lawful Mercury of the Romans, and chaotic Eshu of the Yoruba of West Africa. For a total time of one round per level, priests of travel can operate under the effects of the *free action* spell.

TRICKERY: Trickster deities are rarely lawful. Some tricksters simply balance the playing field between man and god, or keep the gods from becoming too egotistical, such as Raven of the American Indians or, to some extent, Monkey of Chinese mythology. Others are true agents of chaos, such as the Norse Loki. Trickster priests are skilled at hiding, move silently and picking pockets.

WAR: War is one of the oldest human endeavors, and most pantheons contain one or more deities of war. War gods include the chaotic Ares and Tezcatlipoca and the more lawful Athena and Tyr. War priests can use edged and piercing weapons and receive a +1 bonus to all attacks.

WATER: Water deities are usually divided between deities of the oceans and seas, like Susanoo, Aegir, Mananan Mac Lir and Neptunus, and the lesser deities of fresh water. Water priests can turn fire elemental creatures and rebuke water elemental creatures.

WEATHER: Weather deities are fairly close to air deities in form and function. Some thunder gods have managed to survive in popularity into modern times, such as Thor in comic books and Raiden in video games. Weather priests add survival as a class skill, and add *lightning bolt* to their list of third level spells.

CLERIC SPELLS

0-LEVEL CLERIC SPELLS

1. Create Water
2. Cure Minor Wounds
3. Detect Magic
4. Detect Poison
5. Guidance
6. Inflict Minor Wounds
7. Light
8. Mending
9. Purify Food and Drink
10. Read Magic
11. Resistance
12. Virtue

1ST-LEVEL CLERIC SPELLS

1. Bane
2. Bless
3. Bless Water
4. Cause Fear
5. Command
6. Comprehend Languages
7. Cure Light Wounds
8. Curse Water
9. Deathwatch
10. Detect Evil
11. Detect Undead
12. Divine Favor
13. Doom
14. Endure Elements
15. Entropic Shield
16. Inflict Light Wounds
17. Invisibility to Undead
18. Magic Stone
19. Magic Weapon
20. Obscuring Mist
21. Protection from Evil/Good
22. Random Action
23. Remove Fear
24. Sanctuary
25. Shield of Faith
26. Summon Monster I

THE CLERIC

D6 HIT POINTS

REQUIREMENTS

Wisdom of 9 or higher
Non-Neutral (LG, LN, LE, NG, NE, CG, CN, CE)

ARMOR ALLOWED

All armor and shields

WEAPONS ALLOWED

All blunt (i.e. non-slashing, non-piercing) weapons

SKILLS

Decipher script, riding

Table: The Cleric Class Advancement

							Spells Per Day									
Level	Hit Dice	Attack	Fort	Ref	Will	Title	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	1d6	+0	13	15	13	Beadle	3	1	-	-	-	-	-	-	-	-
2nd	2d6	+1	12	15	12	Almoner	4	2	-	-	-	-	-	-	-	-
3rd	3d6	+1	12	14	12	Chanter	4	2	1	-	-	-	-	-	-	-
4th	4d6	+2	11	14	11	Friar	5	3	2	-	-	-	-	-	-	-
5th	5d6	+3	11	13	11	Prester	5	3	2	1	-	-	-	-	-	-
6th	6d6	+3	10	13	10	Vidame	5	3	2	2	-	-	-	-	-	-
7th	7d6	+4	10	13	10	Exarch	6	4	3	2	1	-	-	-	-	-
8th	8d6	+5	9	12	9	Hierophant	6	4	3	2	2	-	-	-	-	-
9th	9d6	+6	9	12	9	Patriarch	6	4	4	3	2	1	-	-	-	-
10th	10d6	+6	8	12	8	Patriarch	6	4	4	3	2	2	-	-	-	-
11th	+2 hp	+7	8	11	8	Patriarch	6	5	4	4	3	2	1	-	-	-
12th	+2 hp	+8	7	11	7	Patriarch	6	5	4	4	3	2	2	-	-	-
13th	+2 hp	+8	7	11	7	Patriarch	6	5	5	4	4	3	2	1	-	-
14th	+2 hp	+9	6	10	6	Patriarch	6	5	5	4	4	3	2	2	-	-
15th	+2 hp	+10	6	10	6	Patriarch	6	5	5	5	4	4	3	2	1	-
16th	+2 hp	+10	5	10	5	Patriarch	6	5	5	5	4	4	3	2	1	-
17th	+2 hp	+11	5	9	5	Patriarch	6	5	5	5	5	4	4	3	3	1
18th	+2 hp	+12	4	9	4	Patriarch	6	5	5	5	5	4	4	3	3	2
19th	+2 hp	+12	4	9	4	Patriarch	6	5	5	5	5	5	4	4	3	3
20th	+2 hp	+13	3	8	3	Patriarch	6	5	5	5	5	5	4	4	4	4

2ND-LEVEL CLERIC SPELLS

1. Aid
2. Animal Messenger
3. Augury
4. Calm Emotions
5. Chant
6. Charisma
7. Consecrate
8. Constitution
9. Cure/Inflict Moderate Wounds
10. Darkness
11. Death Knell
12. Delay Poison
13. Desecrate
14. Dexterity
15. Enthrall
16. Find Traps
17. Gentle Repose
18. Hold Person
19. Know Alignment
20. Make Whole
21. Remove Paralysis
22. Resist Energy
23. Shatter
24. Shield Other
25. Silence
26. Sound Burst
27. Speak with Animals
28. Spiritual Hammer
29. Status
30. Strength
31. Summon Monster II
32. Undetectable Alignment
33. Wisdom
34. Zone of Truth

3RD-LEVEL CLERIC SPELLS

1. Animate Dead
2. Bestow Curse
3. Blindness/Deafness
4. Cause Disease
5. Continual Flame
6. Create Food and Water
7. Cure Blindness/Deafness
8. Cure Disease
9. Cure Serious Wounds
10. Daylight
11. Deeper Darkness
12. Dispel Magic
13. Glyph of Warding
14. Helping Hand
15. Inflict Serious Wounds
16. Invisibility Purge
17. Locate Object
18. Magic Circle Against Evil/Good
19. Magic Vestment
20. Meld into Stone
21. Obscure Object
22. Prayer
23. Protection from Energy
24. Remove Curse
25. Searing Light
26. Speak with Dead
27. Speak with Plants
28. Stone Shape
29. Summon Monster III
30. Water Breathing
31. Water Walk
32. Wind Wall

4TH-LEVEL CLERIC SPELLS

1. Air Walk
2. Armor of Darkness
3. Control Water
4. Cure Critical Wounds
5. Detect Lie
6. Dimensional Anchor
7. Dismissal
8. Divination
9. Divine Power
10. Free Action
11. Giant Vermin
12. Holy Smite
13. Imbue with Spell Ability
14. Inflict Critical Wounds
15. Negative Energy Protection
16. Neutralize Poison
17. Planar Ally, Lesser
18. Poison
19. Repel Vermin
20. Restoration
21. Sending
22. Spell Immunity
23. Sticks to Snakes
24. Summon Monster IV
25. Tongues
26. Unholy Smite

5TH-LEVEL CLERIC SPELLS

1. Atonement
2. Bolts of Bedevilment
3. Break Enchantment
4. Circle of Doom
5. Command, Greater
6. Commune
7. Dispel Evil/Good
8. Disrupting Weapon
9. Flame Strike
10. Hallow
11. Healing Circle
12. Insect Plague
13. Magic Resistance
15. Mark of Justice
16. Plane Shift
17. Raise Dead
18. Righteous Might
19. Scrying
20. Slay Living
21. Summon Monster V
22. Symbol of Pain
23. Symbol of Sleep
24. True Seeing
25. Unhallow
26. Wall of Stone

6TH-LEVEL CLERIC SPELLS

1. Animate Object
2. Antilife Shell
3. Banishment
4. Blade Barrier
5. Bolt of Glory
6. Create Undead
7. Curse of the Mummy
8. Find the Path
9. Forbiddance
10. Harm
11. Heal
12. Heroes' Feast
13. Planar Ally
14. Quest
15. Summon Monster VI
16. Symbol of Fear
17. Symbol of Persuasion
18. Undeath to Death
19. Wind Walk
20. Word of Recall

7TH-LEVEL CLERIC SPELLS

1. Control Weather
2. Destruction
3. Ethereal Jaunt
4. Holy Word
5. Refuge
6. Regenerate
7. Repulsion
8. Resurrection
9. Summon Monster VII
10. Symbol of Stunning
11. Symbol of Weakness
12. Unholy Word

8TH-LEVEL CLERIC SPELLS

1. Antimagic Field
2. Create Greater Undead
3. Crown of Glory
4. Dimensional Lock
5. Discern Location
6. Earthquake
7. Fire Storm
8. Holy Aura
9. Planar Ally, Greater
10. Spell Immunity, Greater
11. Summon Monster VIII
12. Surelife
13. Symbol of Death
14. Symbol of Insanity
15. True Creation
16. Unholy Aura

9TH-LEVEL CLERIC SPELLS

1. Astral Projection
2. Energy Drain
3. Etherealness
4. Gate
5. Genesis
6. Immunity to Energy
7. Implosion
8. Miracle
9. Soul Bind
10. Storm of Vengeance
11. Summon Monster IX
12. True Resurrection

DRUID A

Druids are priests of nature deities, such as gods of the sun or thunder or goddesses of wind and fertility. Most worship several deities at once. Unlike clerics, druids remain unaligned between Law and Chaos. They straddle civilization and wilderness, standing between man and the forces of nature.

Druids are capable warriors. Although they are not as skilled as barbarians or rangers, they have several special abilities and a wide variety of spells.

A druid **casts spells** drawn from the druid spell list. A druid must choose and prepare her spells in advance (see below). Like other spell casters, a druid can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Druid. A druid prepares and casts spells the way a cleric does. A druid may prepare and cast any spell on the druid spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

A druid's bonus language options include Sylvan, the language of woodland and fey creatures, and Druidic, a secret language known only to druids. These languages are in addition to the bonus languages available to the character because of her race. Druids are forbidden to teach Druidic to non-druids.

THE DRUID

D6 HIT POINTS

REQUIREMENTS

Constitution and Wisdom of 13 or higher
Neutral (N) alignment

ARMOR ALLOWED

Padded, leather and wooden shields

WEAPONS ALLOWED

Club, dagger, dart, quarterstaff, scimitar, sickle, sling, spear

SKILLS

Survival

Table: The Druid Class Advancement

							Spells Per Day									
Level	Hit Dice	Attack	Fort	Ref	Will	Title	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	1d6	+0	13	15	13	Neophyte	3	1	-	-	-	-	-	-	-	-
2nd	2d6	+1	12	15	12	Initiate	4	2	-	-	-	-	-	-	-	-
3rd	3d6	+1	12	14	12	Ovate	4	2	1	-	-	-	-	-	-	-
4th	4d6	+2	11	14	11	Soothsayer	5	3	2	-	-	-	-	-	-	-
5th	5d6	+3	11	13	11	Magus	5	3	2	1	-	-	-	-	-	-
6th	6d6	+3	10	13	10	Shaman	5	3	2	2	-	-	-	-	-	-
7th	7d6	+4	10	13	10	Magister	6	4	3	2	1	-	-	-	-	-
8th	8d6	+5	9	12	9	Druid	6	4	3	2	2	-	-	-	-	-
9th	9d6	+6	9	12	9	Archdruid	6	4	4	3	2	1	-	-	-	-
10th	10d6	+6	8	12	8	Archdruid	6	4	4	3	2	2	-	-	-	-
11th	+2 hp	+7	8	11	8	Archdruid	6	5	4	4	3	2	1	-	-	-
12th	+2 hp	+8	7	11	7	Archdruid	6	5	4	4	3	2	2	-	-	-
13th	+2 hp	+8	7	11	7	Archdruid	6	5	5	4	4	3	2	1	-	-
14th	+2 hp	+9	6	10	6	Archdruid	6	5	5	4	4	3	2	2	-	-
15th	+2 hp	+10	6	10	6	Archdruid	6	5	5	5	4	4	3	2	1	-
16th	+2 hp	+10	5	10	5	Archdruid	6	5	5	5	4	4	3	2	1	-
17th	+2 hp	+11	5	9	5	Archdruid	6	5	5	5	5	4	4	3	3	1
18th	+2 hp	+12	4	9	4	Archdruid	6	5	5	5	5	4	4	3	3	2
19th	+2 hp	+12	4	9	4	Archdruid	6	5	5	5	5	5	4	4	3	3
20th	+2 hp	+13	3	8	3	Archdruid	6	5	5	5	5	5	4	4	4	4

A **2nd level** (initiate) druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars and overgrown areas magically manipulated to impede motion still affect her.

A **3rd level** (ovate) druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

A **4th level** (soothsayer) druid gains a +2 bonus on saving throws against the spells of the fey and against spells of acid, cold, electricity and fire.

A **5th level** (magus) druid gains the ability to turn herself into any animal and back again three times per day. Her options for new forms include all normal (i.e. non-giant) animals with as many or fewer Hit Dice as the druid has levels. The animal form chosen must be one with which the druid is familiar.

The druid can remain in animal form for up to 1 hour per druid level. Each time a druid changes shape, they regain lost hit points as if they had rested for a night (i.e. one hit point per level).

A **9th level** (archdruid) druid is immune to all poisons. In addition, an archdruid can establish a stronghold in the wilderness and gain followers (see High Level Play below). A druid who becomes a lord or lady attracts 1d6 men-at-arms per level, 1d6 first level druids who wish to train under them and one 3rd level druid to serve as a lieutenant. These druids should be generated as characters under control of the player.

A **12th level** druid can also change into a plant creature with the same Hit Dice restrictions as for animal forms. A druid cannot use this ability to take the form of a plant that is not a "monster".

A **16th level** druid can also change into an elemental (air, earth, fire, or water) once per day with no more Hit Dice than the druid has levels.

Ex-Druids: A druid who ceases to revere nature, changes to a prohibited alignment or teaches the Druidic language to a non-druid loses all spells and druid abilities. She cannot thereafter gain levels as a druid until she atones (see the *atonement* spell).

DRUID SPELLS

0-LEVEL DRUID SPELLS

1. Create Water
2. Cure Minor Wounds
3. Detect Magic
4. Detect Poison
5. Discern Aura
6. Flare
7. Guidance
8. Know Direction
9. Light
10. Mending
11. Purify Food and Drink
12. Read Magic
13. Resistance
14. Virtue

1ST-LEVEL DRUID SPELLS

1. Animal Friendship
2. Calm Animals
3. Charm Animal
4. Cure Light Wounds
5. Detect Animals or Plants
6. Detect Snares and Pits
7. Elemental Weapon
8. Endure Elements
9. Entangle
10. Faerie Fire
11. Goodberry
12. Hide from Animals
13. Jump
14. Longstrider
15. Magic Fang
16. Magic Stone
17. Obscuring Mist
18. Pass without Trace
19. Produce Flame
20. Shillelagh
21. Speak with Animals
22. Summon Nature's Ally I

2ND-LEVEL DRUID SPELLS

1. Animal Messenger
2. Animal Trance
3. Barkskin
4. Charisma
5. Chill Metal
6. Constitution
7. Delay Poison
8. Dexterity
9. Fire Trap
10. Flame Blade
11. Flaming Sphere
12. Fog Cloud
13. Gust of Wind
14. Heat Metal
15. Hold Animal
16. Lighten Burden
17. Reduce Animal
18. Resist Energy
19. Soften Earth and Stone
20. Spider Climb
21. Strength
22. Summon Nature's Ally II
23. Summon Swarm
24. Tree Shape
25. Warp Wood
26. Wisdom
27. Wood Shape

3RD-LEVEL DRUID SPELLS

1. Call Lightning
2. Cause Disease
3. Cure Disease
4. Cure Moderate Wounds
5. Daylight
6. Diminish Plants
7. Dominate Animal
8. Know Alignment
9. Meld into Stone
10. Neutralize Poison
11. Plant Growth
12. Poison
13. Protection from Energy
14. Quench
15. Sleet Storm
16. Snare
17. Speak with Plants
18. Spike Growth
19. Stone Shape
20. Summon Nature's Ally III
21. Water Breathing
22. Wind Wall

4TH-LEVEL DRUID SPELLS

1. Air Walk
2. Antiplant Shell
3. Blight
4. Command Plants
5. Control Water
6. Cure Serious Wounds
7. Dispel Magic
8. Flame Strike
9. Free Action
10. Giant Vermin
11. Ice Storm
12. Reincarnate
13. Repel Vermin
14. Rusting Grasp
15. Scrying
16. Spike Stones
17. Sticks to Snakes
18. Summon Nature's Ally IV

5TH-LEVEL DRUID SPELLS

1. Animal Growth
2. Atonement
3. Awaken
4. Call Lightning Storm
5. Commune with Nature
6. Control Winds
7. Cure Critical Wounds
8. Hallow
9. Insect Plague
10. Negative Energy Protection
11. Polymorph Other
12. Stoneskin
13. Summon Nature's Ally V
14. Transmute Mud to Rock
15. Transmute Rock to Mud
16. Tree Stride
17. Unhallow
18. Wall of Fire
19. Wall of Thorns

6TH-LEVEL DRUID SPELLS

1. Antilife Shell
2. Dart of Mistletoe
3. Find the Path
4. Fire Seeds
5. Healing Circle
6. Ironwood
7. Liveoak
8. Move Earth
9. Repel Wood
10. Spellstaff
11. Stone Tell
12. Summon Nature's Ally VI
13. Transport via Plants
14. Wall of Stone

The Duelist

D8 HIT POINTS

REQUIREMENTS

Dexterity and Intelligence of 13 or higher

ARMOR ALLOWED

Padded, leather and bucklers

WEAPONS ALLOWED

All weapons

SKILLS

Balance, jump

Table: The Duelist Class Advancement

LEVEL	HIT DICE	ATTACK	FORT	REF	WILL	TITLE
1st	1d8	+1	15	13	15	Rascal
2nd	2d8	+2	15	12	15	Rogue
3rd	3d8	+3	14	12	14	Rake
4th	4d8	+4	14	11	14	Romantic
5th	5d8	+5	13	11	13	Swashbuckler
6th	6d8	+5	13	10	13	Daredevil
7th	7d8	+6	13	10	13	Swordsman
8th	8d8	+7	12	9	12	Avenger
9th	9d8	+8	12	9	12	Fencing Master
10th	10d8	+9	12	8	12	Fencing Master
11th	+3 hp	+10	11	8	11	Fencing Master
12th	+3 hp	+10	11	7	11	Fencing Master
13th	+3 hp	+11	11	7	11	Fencing Master
14th	+3 hp	+12	10	6	10	Fencing Master
15th	+3 hp	+13	10	6	10	Fencing Master
16th	+3 hp	+14	10	5	10	Fencing Master
17th	+3 hp	+15	9	5	9	Fencing Master
18th	+3 hp	+15	9	4	9	Fencing Master
19th	+3 hp	+16	9	4	9	Fencing Master
20th	+3 hp	+17	8	3	8	Fencing Master

7TH-LEVEL DRUID SPELLS

1. Animate Plant
2. Changestaff
3. Control Weather
4. Creeping Doom
5. Fire Storm
6. Harm
7. Heal
8. Summon Nature's Ally VII
9. Sunbeam
10. Transmute Metal to Wood
11. True Seeing
12. Wind Walk

8TH-LEVEL DRUID SPELLS

1. Animal Shapes
2. Control Plants
3. Earthquake
4. Finger of Death
5. Repel Metal or Stone
6. Reverse Gravity
7. Summon Nature's Ally VIII
8. Sunburst
9. Whirlwind
10. Word of Recall

9TH-LEVEL DRUID SPELLS

1. Antipathy
2. Elemental Swarm
3. Foresight
4. Immunity to Energy
5. Regenerate
6. Shambler
7. Shapechange
8. Storm of Vengeance
9. Summon Nature's Ally IX
10. Sympathy

DRUID VARIANT – THE BEASTMASTER

The druid intercedes between people and the natural world. The beastmaster is part of the natural world, dwelling apart from civilization and maybe having even been raised by animals. Beastmasters gain the AC and movement bonuses of the monk and the favored enemy ability and tracking skill of the ranger, but lose the ability to use armor and shields and the druid ability to change shape.

DUELIST E

Duelists are warriors who learn to fight using trickery, fancy swordplay and quick reflexes rather than armor and shields. Duelists may be swashbuckling rogues or serious and studious masters of the art of fence.

Duelists specialize in one particular **dueling weapon**, becoming supreme with that weapon. They can choose this weapon from the following list: Broadsword, dagger, longsword, rapier, scimitar, short sword or quarterstaff. When fighting with their chosen weapon, a duelist scores double damage on a successful hit. When fighting against a non-duelist opponent using the same weapon, they are treated as though they have a tactical advantage against them.

A duelist adds her intelligence bonus (if any) as well as her dexterity bonus to her **Armor Class** while wielding a melee weapon. When fighting defensively, a duelist enjoys a +4 bonus to Armor Class instead of the normal +2 bonus.

A duelist always **springs into combat** with relish, gaining a +2 bonus on all initiative rolls. If your TK is using side vs. side initiative (see Rules of Play: Combat), the duelist may roll their own initiative die and use either their value or the value of their side, whichever value is higher.

A **6th level** (daredevil) duelist gains the ability to **riposte**. The riposte is an attack that can only be attempted in a round after the duelist's opponent has missed the duelist with one of their own melee attacks, and it only works against living creatures with discernible anatomies. A riposte is handled just like a normal attack, with the duelist scoring triple damage on a successful attack with his favored weapon, and double damage with other weapons.

At **9th level** (fencing master), a duelist can choose to establish a stronghold in the wilderness or a fencing academy in a town and gain followers (see High Level Play below). A duelist who becomes a lord or lady of a wilderness stronghold attracts 1d6 men-at-arms per level while a duelist with a school attracts 1d6 0-level students per level. A duelist with either a stronghold or school attracts 1d6 first level duelists who wish to train under them and one 3rd level duelist to serve as a lieutenant. These duelists should be generated as characters under control of the player.

At **12th level**, the duelist can roll with a potentially lethal blow to take less damage from it than he otherwise would. Once per day, when he would be reduced to 0 or fewer hit points by damage from a weapon or other blow (not a spell or special ability), the duelist can make a Reflex saving throw. If the save succeeds, he takes half damage from the blow; if it fails, he takes full damage.

DUELIST VARIANT – THE MARKSMAN

Duelists specialize in the use of melee weapons. A variant duelist might instead focus on ranged weapons, either thrown or shot.

A marksman loses the duelist's skill at jumping. They can choose to specialize with any ranged weapon. If they specialize with a ranged weapon that can also be used as a melee weapon (such as a hand axe or dagger), their special abilities only apply to that weapon when it is being used as a ranged weapon.

In place of a duelist's riposte ability, gained at 6th level, the marksman gains the monk's ability to deflect missile weapons.

FIGHTER

Fighter is perhaps the most basic class in the game and an ideal choice for new players. Fighters are men and women trained in combat from a young age. While any sort of historical warrior can be portrayed using the fighter class, most fighters gravitate towards being heavily armored knights.

Fighters do not have a tremendous number of skills or special features, but they do have the best attack bonuses in the game and, as they advance in level, the most attacks per round.

A fighter can **attack once per level** against foes with 0 Hit Dice.

A **5th level** (grognard) fighter can attack twice per round against foes with any number of Hit Dice.

A **9th level** (warlord) fighter can choose to establish a stronghold in the wilderness and gain followers (see High Level Play below). A fighter who becomes a lord or lady attracts 1d8 men-at-arms per level, 1d6 first level fighters who wish to train under them and one 3rd level fighter to serve as a lieutenant. These fighters should be generated as characters under control of the player.

A **10th level** fighter attacks three times per round.

A **15th level** fighter attacks four times per round.

FIGHTER VARIANT – THE DEFENDER

The defender is a fighting-man that focuses his training on defense rather than offense. In place of multiple attacks, the defender is steadfast in combat. When steadfast, the defender enjoys a +2 bonus on all saving throws, a +2 bonus to AC and he is immune to being knocked over or

THE FIGHTER

D8 HIT POINTS

REQUIREMENTS

Strength of 9 or higher

ARMOR ALLOWED

All armor and shields

WEAPONS ALLOWED

All weapons

SKILLS

Bend bars, break down doors, riding

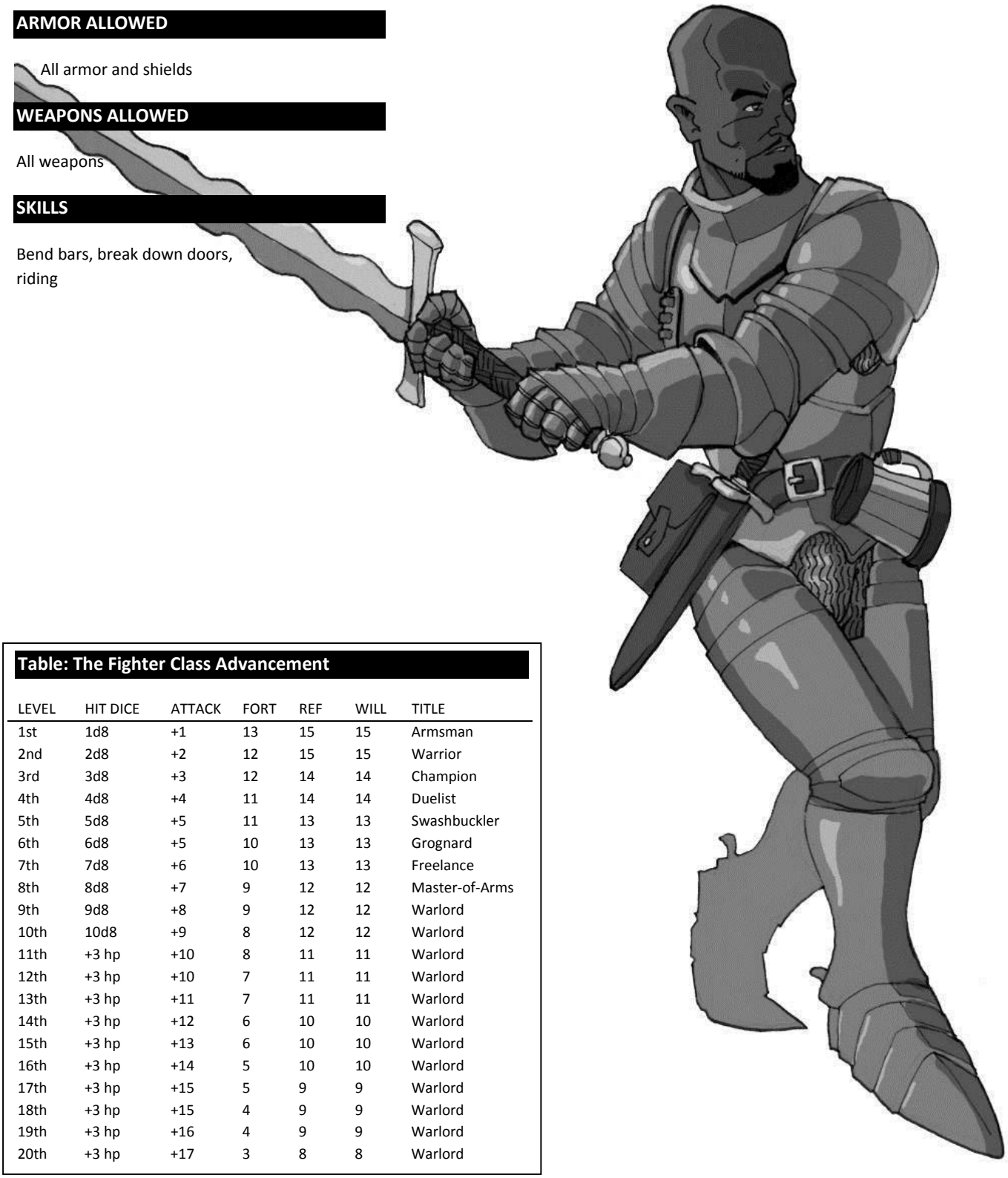


Table: The Fighter Class Advancement

LEVEL	HIT DICE	ATTACK	FORT	REF	WILL	TITLE
1st	1d8	+1	13	15	15	Armsman
2nd	2d8	+2	12	15	15	Warrior
3rd	3d8	+3	12	14	14	Champion
4th	4d8	+4	11	14	14	Duelist
5th	5d8	+5	11	13	13	Swashbuckler
6th	6d8	+5	10	13	13	Grognard
7th	7d8	+6	10	13	13	Freelance
8th	8d8	+7	9	12	12	Master-of-Arms
9th	9d8	+8	9	12	12	Warlord
10th	10d8	+9	8	12	12	Warlord
11th	+3 hp	+10	8	11	11	Warlord
12th	+3 hp	+10	7	11	11	Warlord
13th	+3 hp	+11	7	11	11	Warlord
14th	+3 hp	+12	6	10	10	Warlord
15th	+3 hp	+13	6	10	10	Warlord
16th	+3 hp	+14	5	10	10	Warlord
17th	+3 hp	+15	5	9	9	Warlord
18th	+3 hp	+15	4	9	9	Warlord
19th	+3 hp	+16	4	9	9	Warlord
20th	+3 hp	+17	3	8	8	Warlord

moved in combat. In addition, the steadfast defender can deflect missiles as a monk. While steadfast, the defender cannot move, for he must stand his ground.

MAGIC-USER

Magic-users are spell casters who can access the widest variety of spells in the game. They are scholars and thus fairly weak combatants, but their magical might more than makes up for any physical shortcomings of the class.

A magic-user **casts spells** from the magic-user spell list. A magic-user must choose and prepare his spells ahead of time. Like other spell casters, a magic-user can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Magic-User.

Unlike a bard or sorcerer, a magic-user may know any number of spells. He must choose and prepare his spells ahead of time by getting a good night's sleep and spending one hour studying his spellbook. While studying, the magic-user decides which spells to prepare. He cannot prepare any spell not recorded in his spellbook, except for *read magic*, which all magic-users can prepare from memory and which they must know to read their spellbook.

A magic-user begins play with a spellbook containing four 0-level spells and three 1st-level spells. At any time, a magic-user can add spells found in other magic-user spellbooks or scrolls to his own or can conduct spell research to learn spells or invent new spells.

An **11th level** (wizard) magic-user can choose to establish a stronghold in the wilderness and gain followers (see High Level Play below). A magic-user who becomes a lord or lady attracts 1d6 men-at-arms per level, 1d6 first level magic-users who wish to train under them and one 3rd level magic-user to serve as a lieutenant. These magic-users should be generated as characters under control of the player.

MAGIC-USER SPELLS

Magic-user spells are marked as follows to indicate their school (see below):

[A]	Abjurations	[EV]	Evocations
[C]	Conjurations	[I]	Illusions
[D]	Divinations	[N]	Necromancy
[EN]	Enchantments	[T]	Transmutations

0-LEVEL MAGIC-USER SPELLS

1. Acid Splash
2. Audible Glamer
3. Dancing Lights
4. Daze
5. Detect Magic
6. Detect Poison
7. Disrupt Undead
8. Flare
9. Light
10. Mage Hand
11. Mending
12. Message
13. Open/Close
14. Prestidigitation
15. Ray of Frost
16. Read Magic
17. Resistance
18. Smoke Image
19. Touch of Fatigue
20. Wizard Mark

1ST-LEVEL MAGIC-USER SPELLS

1. Alarm [A]
2. Animate Rope [T]
3. Burning Hands [EV]
4. Cause Fear [N]
5. Change Self [I]
6. Charm Person [EN]
7. Chill Touch [N]
8. Color Spray [I]
9. Comprehend Languages [D]
10. Detect Secret Doors [D]
11. Detect Undead [D]
12. Elemental Weapon [T]
13. Endure Elements [A]
14. Energy Missile [EV]
15. Enlarge Person [T]
16. Erase [T]
17. Expeditious Retreat [T]
18. Feather Fall [T]
19. Floating Disk [EV]
20. Fool's Gold [T]
21. Grease [C]
22. Hold Portal [A]
23. Hypnotism [EN]
24. Identify [D]
25. Ill Omen [EN]
26. Jump [T]
27. Mage Armor [C]
28. Magic Aura [I]
29. Magic Missile [EV]
30. Magic Weapon [T]
31. Mind Thrust [EV]
32. Mount [C]
33. Obscuring Mist [C]
34. Phantasmal Force [I]
35. Precognition [D]
36. Protection from Evil [A]
37. Protection from Good [A]
38. Ray of Enfeeblement [N]
39. Reduce Person [T]
40. Shield [A]
41. Shocking Grasp [EV]
42. Sleep [EN]
43. Summon Monster I [C]
44. True Strike [D]
45. Unseen Servant [C]
46. Ventriloquism [I]

2ND-LEVEL MAGIC-USER SPELLS

1. Acid Arrow [C]
2. Alter Self [T]
3. Blindness/Deafness [N]
4. Blur [I]
5. Brain Lock [EN]
6. Charisma [T]
7. Command Undead [N]
8. Constitution [T]
9. Continual Flame [EV]
10. Darkness [EV]
11. Darkvision [T]
12. Daze Monster [EN]
13. Detect Invisibility [D]
14. Detect Thoughts (ESP) [D]
15. Dexterity [T]
16. Ego Whip [EN]
17. False Life [N]
18. Find Familiar
19. Flaming Sphere [EV]
20. Fog Cloud [C]
21. Ghoul Touch [N]
22. Glitterdust [C]
23. Gust of Wind [EV]
24. Hideous Laughter [EN]
25. Hypnotic Pattern [I]
26. Improved Phantasmal Force [I]
27. Intelligence [T]
28. Invisibility [I]
29. Knock [T]
30. Levitate [T]
31. Locate Object [D]
32. Magic Mouth [I]
33. Mirror Image [I]
34. Misdirection [I]
35. Obscure Object [A]
36. Pass Through Element [A]
37. Phantom Trap [I]
38. Protection from Normal Missiles [A]
39. Pyrotechnics [T]
40. Resist Energy [A]
41. Rope Trick [T]
42. Scare [N]
43. Scorching Ray [EV]
44. Shatter [EV]
45. Spectral Hand [N]
46. Spider Climb [T]
47. Stomp [EV]
48. Strength [T]
49. Summon Monster II [C]
50. Summon Swarm [C]
51. Thought Shield [A]
52. Touch of Idiocy [EN]
53. Web [C]
54. Whispering Wind [T]
55. Wisdom [T]
56. Wizard Lock [A]

3RD-LEVEL MAGIC-USER SPELLS

1. Blacklight [EV]
2. Blink [T]
3. Body Adjustment [C]
4. Clairaudience/Clairvoyance [D]
5. Daylight [EV]
6. Deep Slumber [EN]
7. Dispel Magic [A]
8. Displacement [I]
9. Explosive Runes [A]
10. Fireball [EV]
11. Flame Arrow [T]
24. Magic Circle Against Good [A]
25. Mental Barrier [A]
26. Nondetection [A]
27. Phantom Steed [C]
28. Protection from Energy [A]
29. Psionic Blast [EV]
30. Rage [EN]
31. Ray of Fatigue [N]
32. Secret Page [T]
33. Sepia Snake Sigil [C]
34. Shockwave [EV]

THE MAGIC-USER

D4 HIT POINTS

REQUIREMENTS

Intelligence of 9 or higher

ARMOR ALLOWED

No armor or shields

WEAPONS ALLOWED

Club, dagger, dart, crossbow (hand and light), quarterstaff

SKILLS

Decipher script, find secret doors

Table: The Magic-User Class Advancement

							Spells Per Day									
Level	Hit Dice	Attack	Fort	Ref	Will	Title	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	1d4	+0	15	15	13	Adept	3	1	-	-	-	-	-	-	-	-
2nd	2d4	+0	15	15	12	Medium	4	2	-	-	-	-	-	-	-	-
3rd	3d4	+1	14	14	12	Invoker	4	2	1	-	-	-	-	-	-	-
4th	4d4	+1	14	14	11	Mage	4	3	2	-	-	-	-	-	-	-
5th	5d4	+1	13	13	11	Spellbinder	4	3	2	1	-	-	-	-	-	-
6th	6d4	+2	13	13	10	Grammarian	4	3	3	2	-	-	-	-	-	-
7th	7d4	+2	13	13	10	Marvel	4	4	3	2	1	-	-	-	-	-
8th	8d4	+3	12	12	9	Archimage	4	4	3	3	2	-	-	-	-	-
9th	9d4	+3	12	12	9	Wizard	4	4	4	3	2	1	-	-	-	-
10th	10d4	+3	12	12	8	Wizard	4	4	4	3	3	2	-	-	-	-
11th	+1 hp	+4	11	11	8	Wizard	4	4	4	4	3	2	1	-	-	-
12th	+1 hp	+4	11	11	7	Wizard	4	4	4	4	3	3	2	-	-	-
13th	+1 hp	+5	11	11	7	Wizard	4	4	4	4	4	3	2	1	-	-
14th	+1 hp	+5	10	10	6	Wizard	4	4	4	4	4	3	3	2	-	-
15th	+1 hp	+5	10	10	6	Wizard	4	4	4	4	4	4	3	2	1	-
16th	+1 hp	+6	10	10	5	Wizard	4	4	4	4	4	4	3	3	1	-
17th	+1 hp	+6	9	9	5	Wizard	4	4	4	4	4	4	4	3	2	1
18th	+1 hp	+7	9	9	4	Wizard	4	4	4	4	4	4	4	3	3	2
19th	+1 hp	+7	9	9	4	Wizard	4	4	4	4	4	4	4	4	3	3
20th	+1 hp	+7	8	8	3	Wizard	4	4	4	4	4	4	4	4	4	4

12. Fly [T]
13. Gaseous Form [T]
14. Gentle Repose [N]
15. Haste [T]
16. Heroism [EN]
17. Hold Person [EN]
18. Hold Undead [N]
19. Illusory Script [I]
20. Invisibility Sphere [I]
21. Keen Edge [T]
22. Lightning Bolt [EV]
23. Magic Circle Against Evil [A]
35. Shrink Item [T]
36. Sleet Storm [C]
37. Slow [T]
38. Spectral Force [I]
39. Stinking Cloud [C]
40. Suggestion [EN]
41. Summon Monster III [C]
42. Tiny Hut [EV]
43. Tongues [D]
44. Vampiric Touch [N]
45. Water Breathing [T]
46. Wind Wall [EV]

4TH-LEVEL MAGIC-USER SPELLS

1. Animate Dead [N]
2. Bestow Curse [N]
3. Black Tentacles [C]
4. Cause Disease [N]
5. Charm Monster [EN]
6. Choke [N]
7. Confusion [EN]
8. Crushing Despair [EN]
9. Detect Scrying [D]
10. Dimension Door [C]
11. Dimensional Anchor [A]
12. Enervation [N]
13. False Forest [I]
14. Fear [N]
15. Fire Shield [EV]
16. Fire Trap [A]
17. Globe of Invulnerability, Lesser [A]
18. Intellect Fortress [A]
19. Hallucinatory Terrain [I]
20. Ice Storm [EV]
21. Illusory Wall [I]
22. Improved Invisibility [I]
23. Locate Creature [D]
24. Minor Creation [C]
25. Mnemonic Enhancer [T]
26. Phantasmal Killer [I]
27. Polymorph Other [T]
28. Polymorph Self [T]
29. Rainbow Pattern [I]
30. Remove Curse [A]
31. Resilient Sphere [EV]
32. Scrying [D]
33. Secure Shelter [C]
34. Shadow Conjuration [I]
35. Shout [EV]
36. Solid Fog [C]
37. Stone Shape [T]
38. Stoneskin [A]
39. Summon Monster IV [C]
40. Wall of Fire [EV]
41. Wall of Ice [EV]
42. Wizard Eye [D]

5TH-LEVEL MAGIC-USER SPELLS

1. Animal Growth [T]
2. Blight [N]
3. Break Enchantment [A]
4. Cloudkill [C]
5. Cone of Cold [EV]
6. Contact Other Plane [D]
7. Dismissal [A]
8. Dominate Person [EN]
9. Dream [I]
10. Fabricate [T]
11. False Vision [I]
12. Feeblemind [EN]
13. Hold Monster [EN]
14. Interposing Hand [EV]
15. Mage's Faithful Hound [C]
16. Mage's Private Sanctum [A]
17. Magic Jar [N]
18. Major Creation [C]
19. Mind Fog [EN]
20. Mirage Arcana [I]
21. Nightmare [I]
22. Overland Flight [T]
23. Passwall [T]
24. Permanency
25. Persistent Illusion [I]
26. Planar Binding, Lesser [C]
27. Prying Eyes [D]
28. Psychic Crush [EV]
29. Secret Chest [C]
30. Seeming [I]
31. Sending [EV]
32. Shadow Evocation [I]
33. Summon Monster V [C]
34. Symbol of Pain [N]
35. Symbol of Sleep [EN]
36. Telekinesis [T]
37. Telepathic Bond [D]
38. Teleport [C]
39. Tower of Iron Will [A]
40. Transmute Mud to Rock [T]
41. Transmute Rock to Mud [T]
42. Wall of Force [EV]
43. Wall of Stone [C]
44. Waves of Fatigue [N]

6TH-LEVEL MAGIC-USER SPELLS

1. Analyze Dweomer [D]
2. Antimagic Field [A]
3. Chain Lightning [EV]
4. Circle of Death [N]
5. Cone of Paralysis [I]
6. Contingency [EV]
7. Control Water [T]
8. Create Undead [N]
9. Crystallize [T]
10. Death Fog [C]
11. Disintegrate [T]
12. Eyebite [N]
13. Flesh to Stone [T]
14. Forceful Hand [EV]
15. Freezing Sphere [EV]
16. Geas [EN]
17. Globe of Invulnerability [A]
18. Guards and Wards [A]
19. Legend Lore [D]
20. Longevity [N]
21. Mage's Lucubration [T]
22. Mathemagic Principal [D]
23. Mislead [I]
24. Move Earth [T]
25. Permanent Illusion [I]
26. Planar Binding [C]
27. Probe Thoughts [D]
28. Programmed Illusion [I]
29. Repulsion [A]
30. Shadow Walk [I]
31. Stone to Flesh [T]
32. Suggestion, Mass [EN]
33. Summon Monster VI [C]
34. Symbol of Fear [N]
35. Symbol of Persuasion [EN]
36. Transformation [T]
37. True Seeing [D]
38. Undeath to Death [N]
39. Veil [I]
40. Wall of Iron [C]

7TH-LEVEL MAGIC-USER SPELLS

1. Banishment [A]
2. Control Undead [N]
3. Control Weather [T]
4. Delayed Blast Fireball [EV]
5. Earthwalk [T]
6. Ethereal Jaunt [T]
7. Finger of Death [N]
8. Fission [T]
9. Forcecage [EV]
10. Grasping Hand [EV]
11. Insanity [EN]
12. Instant Summons [C]
13. Limited Wish
14. Mage's Magnificent Mansion [C]
15. Mage's Sword [EV]
16. Mass Invisibility [I]
17. Phase Door [C]
18. Plane Shift [C]
19. Power Word Blind [EN]
20. Prismatic Spray [EV]
21. Project Image [I]
22. Reverse Gravity [T]
23. Sequester [A]
24. Shadow Conjuration, Greater [I]
25. Simulacrum [I]
26. Spell Turning [A]
27. Statue [T]
28. Summon Monster VII [C]
29. Symbol of Stunning [EN]
30. Symbol of Weakness [N]
31. Teleport Without Error [C]
32. Ultrablast [EV]
33. Vanish [C]
34. Vision [D]

8TH-LEVEL MAGIC-USER SPELLS

1. Antipathy [EN]
2. Binding [EN]
3. Clenched Fist [EV]
4. Clone [N]
5. Create Greater Undead [N]
6. Demand [EN]
7. Dimensional Lock [A]
8. Discern Location [D]
9. Horrid Wilting [N]
10. Incendiary Cloud [C]
11. Iron Body [T]
12. Irresistible Dance [EN]
13. Mass Charm [EN]
14. Maze [C]
15. Mind Blank [A]
16. Moment of Prescience [D]
17. Planar Binding, Greater [C]
18. Polar Ray [EV]
19. Polymorph Any Object [T]
20. Power Word Stun [EN]
21. Prismatic Wall [A]
22. Protection from Spells [A]
23. Scintillating Pattern [I]
24. Screen [I]
25. Shadow Evocation, Greater [I]
26. Summon Monster VIII [C]
27. Sunburst [EV]
28. Symbol of Death [N]
29. Symbol of Insanity [EN]
30. Sympathy [EN]
31. Telekinetic Sphere [I]
32. Temporal Stasis [T]
33. Trap the Soul [C]
34. Two Dimensional [T]

9TH-LEVEL MAGIC-USER SPELLS

1. Astral Projection [N]
2. Crushing Hand [EV]
3. Dominate Monster [EN]
4. Energy Drain [N]
5. Etherealness [T]
6. Foresight [D]
7. Freedom [A]
8. Fusion [T]
9. Gate [C]
10. Imprisonment [A]
11. Mage's Disjunction [A]
12. Meteor Swarm [EV]
13. Power Word Kill [EN]
14. Prismatic Sphere [A]
15. Refuge [C]
16. Shades [I]
17. Shapechange [T]
18. Soul Bind [N]
19. Summon Monster IX [C]
20. Teleportation Circle [C]
21. Time Stop [T]
22. Wail of the Banshee [N]
23. Weird [I]
24. Wish

MAGIC-USER VARIANT – THE SPECIALIST MAGE

A school is one of eight groupings of spells defined by a common theme. A magic-user may specialize in one school of magic if they desire. A specialist can prepare three additional spells of his specialty school each day. Each extra spell must be from a different spell level that the magic-user has access to.

The magic-user must choose whether to specialize and, if he does so, choose his specialty at 1st level. At this time, he must also give up two other schools of magic (unless he chooses to specialize in divination), which become his prohibited schools. A magic-user cannot give up divination to fulfill this requirement. A magic-user may not change either his specialization or his prohibited schools later. Spells of prohibited schools cannot be cast by the magic-user, even using scrolls or wands.

The schools of arcane magic are as follows:

ABJURATION: Spells that protect, block, or banish. An abjuration specialist is called an abjurer.

CONJURATION: Spells that bring creatures or materials to the caster. A conjuration specialist is called a conjurer.

DIVINATION: Spells that reveal information. A divination specialist is called a diviner. Unlike other specialists, a diviner must give up only one other school.

ENCHANTMENT: Spells that imbue the recipient with some property or grant the caster power over another being. An enchantment specialist is called an enchanter.

EVOCATION: Spells that manipulate energy or create something from nothing. An evocation specialist is called an evoker.

ILLUSION: Spells that alter perception or create false images. An illusion specialist is called an illusionist.

NECROMANCY: Spells that manipulate, create, or destroy life or life force. A necromancy specialist is called a necromancer.

TRANSMUTATION: Spells that transform the recipient physically or change its properties in a more subtle way. A transmutation specialist is called a transmuter.

MONK A

Monks are warrior mystics who fight with their feet and hands in place of weapons, though they are also capable of using weapons. Monks are not as capable as fighters in combat, but they supplement their combat ability with many special abilities.

As the monk advances in levels, they improve their **Armor Class**, number of **attacks per round**, **unarmed damage** and **speed** (see table below).

LEVEL	ARMOR CLASS	UNARMED ATTACKS	UNARMED DAMAGE	BASE SPEED
1st	+0	1	1d4	+0 ft.
2nd	+1	1	1d4	+10 ft.
3rd	+1	1	1d6	+10 ft.
4th	+2	1	1d6	+10 ft.
5th	+2	1	1d6	+10 ft.
6th	+3	1	2d4	+20 ft.
7th	+3	1	2d4	+20 ft.
8th	+4	1	2d4	+20 ft.
9th	+4	2	2d6	+20 ft.
10th	+5	2	2d6	+30 ft.
11th	+5	2	2d6	+30 ft.
12th	+6	2	3d4	+30 ft.
13th	+6	2	3d4	+30 ft.
14th	+7	2	3d4	+40 ft.
15th	+7	2	3d6	+40 ft.
16th	+8	2	3d6	+40 ft.
17th	+8	3	3d6	+40 ft.
18th	+9	3	4d4	+50 ft.
19th	+9	3	4d4	+50 ft.
20th	+10	3	4d6	+50 ft.

A **1st level** (postulant) monk can stun their opponents with their unarmed melee attacks. A monk's must declare that she is making a stunning attack. If they hit, their opponent must pass a Fortitude saving throw or be stunned for 1d6 rounds. This does not work on plants, constructs, undead or elementals.

A **2nd level** (novice) monk learns to deflect arrows and other small missiles with their hands. The monk can attempt, once per round, to deflect a missile that would otherwise hit them by making a Reflex save.

A **4th level** (cenobite) monk's unarmed attacks can damage creatures normally only harmed by silver or +1 magic weapons. At 10th level, her unarmed attacks can damage creatures only harmed by +2 magic weapons. At 16th level, her unarmed attacks can damage creatures only harmed by +3 weapons.

A **4th level** monk within arm's reach of a wall can use it to slow her descent, taking damage as if the fall were 20 feet shorter.

A **5th level** (mendicant) monk is immune to disease and *slow* spells.

A **6th level** (monk) monk can feign death, slowing down their breathing and heart beat to appear dead for up to 1 hour.

A **7th level** (canon) monk can heal her own wounds using meditation. She can heal a number of hit points of damage equal to her level each day, and can spread this healing out among several uses.

A **9th level** (abbot) monk can choose to establish a stronghold in the wilderness or a dojo in a town and gain followers (see High Level Play below). A monk who becomes the lord or lady of a stronghold attracts 1d6 men-at-arms per level, while a monk with a dojo attracts 1d6 0-level students per level. Whether they have a stronghold or dojo, the monk also attracts 1d6 first level monks who wish to train under them and one 3rd level monk to serve as a lieutenant. These lesser monks should be generated as characters controlled by the PC.

An **11th level** monk is immune to poison.

A **15th level** monk can set up vibrations within the body of another creature that can thereafter be fatal if the monk so desires. She can use this **quivering palm** attack once a week and she must announce her intent before making her attack roll. Constructs, oozes, plants, undead and incorporeal creatures cannot be affected. Otherwise, if the monk strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter the monk can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to her monk level. To make such an attempt, the monk merely wills the target to die, and unless the target makes a Fortitude

THE MONK

D6 HIT POINTS

REQUIREMENTS

Constitution, Dexterity and Wisdom of 13 or higher

ARMOR ALLOWED

No armor or shields

WEAPONS ALLOWED

Club, crossbows (all), dagger, handaxe, javelin, kama, nunchaku, punching dagger, quarterstaff, sai, shuriken, siangham, sling, spear

SKILLS

Balance, bend bars, break down doors, climb, jump, listen at doors, move silently and open locks

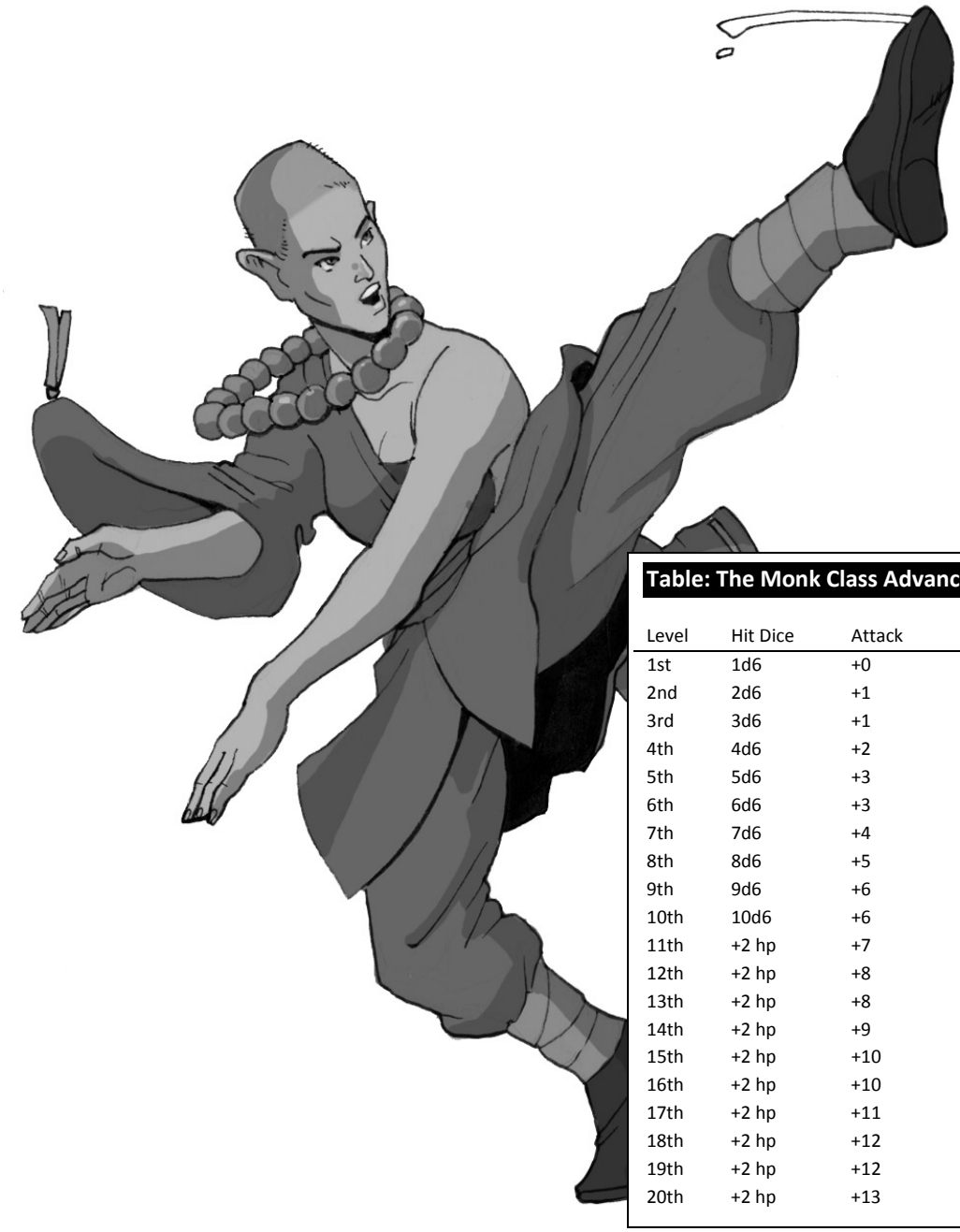


Table: The Monk Class Advancement

Level	Hit Dice	Attack	Fort	Ref	Will	Title
1st	1d6	+0	13	13	13	Postulant
2nd	2d6	+1	12	12	12	Novice
3rd	3d6	+1	12	12	12	Brother
4th	4d6	+2	11	11	11	Cenobite
5th	5d6	+3	11	11	11	Mendicant
6th	6d6	+3	10	10	10	Monk
7th	7d6	+4	10	10	10	Canon
8th	8d6	+5	9	9	9	Prior
9th	9d6	+6	9	9	9	Abbot
10th	10d6	+6	8	8	8	Abbot
11th	+2 hp	+7	8	8	8	Abbot
12th	+2 hp	+8	7	7	7	Abbot
13th	+2 hp	+8	7	7	7	Abbot
14th	+2 hp	+9	6	6	6	Abbot
15th	+2 hp	+10	6	6	6	Abbot
16th	+2 hp	+10	5	5	5	Abbot
17th	+2 hp	+11	5	5	5	Abbot
18th	+2 hp	+12	4	4	4	Abbot
19th	+2 hp	+12	4	4	4	Abbot
20th	+2 hp	+13	3	3	3	Abbot

saving throw, it dies. If the saving throw is successful, the target is no longer in danger from that quivering palm attack.

A **17th level** monk can speak with any living creature, sentient or not.

MONK VARIANT – THE NINJA

The monk is based on the shaolin monk of Chinese folklore and film, and has a wide array of impressive abilities. The ninja is a stealthy variant of the monk drawn from Japanese legend.

The ninja loses immunity from diseases (5th level), the ability to heal their own wounds, immunity to poison, the quivering palm attack and the ability speak with any living creature.

In their place, they add pick pocket and remove traps as class skills, the short sword and net to their allowed weapons and the backstab attack and death attack of assassins.

PALADIN

Paladins are champions of Law and crusaders against Chaos. Moreover, they are bound to a code that governs their behavior. This can be a code based on European chivalry (knightly virtues, honor and courtly love), Japanese bushido or something created by you that focuses on virtue. Paladins are very competent warriors who can use any armor or weapon in their fight against wickedness. They also enjoy a variety of special abilities and limited spell casting ability.

A paladin can use the ***detect evil*** spell at will.

Three times per day, a paladin may attempt to **smite** an agent of Chaos (CE, NE, LE) with one normal melee attack. If successful, the attack deals double damage. If the attack is against a chaotic outsider (like a demon or devil), the damage is tripled. If the paladin accidentally smites a non-chaotic creature or misses the attack, the smite has no effect and attempt counts against their total attempts per day.

A **2nd level** paladin (scutifer) can heal wounds (her own or those of others) by touch. This is called the "laying on of hands". Each day she can heal a total number of hit points of damage equal to her paladin level. A paladin may choose to divide her healing among multiple recipients and she does not have to use it all at once.

A **3rd level** paladin (banneret) is immune to fear. Each ally within 10 feet of her gains a +2 bonus on saving throws against fear. In addition, a banneret gains immunity to all diseases, including supernatural and magical diseases.

A **4th level** paladin (gallant) gains the ability to turn undead as a cleric three levels lower.

A **5th level** paladin (companion) can undertake a quest, guided by a divine vision, to find and gain the service of an unusually intelligent, strong, and loyal steed to serve her in her crusade against evil. This mount is usually a heavy warhorse or, for a small paladin, a war pony or riding dog. If the paladin's mount dies, he must atone (per the *atonement* spell) and then wait until gaining another level of paladin to undertake the quest again.

A **6th level** paladin (knight) can produce a *cure disease* effect, as the spell, once per week. The paladin also learns to cast divine spells using the same rules as a cleric. These spells are drawn from the paladin spell list (see below).

An **11th level** paladin (grand master) can choose to establish a stronghold in the wilderness and gain followers (see High Level Play below). A paladin who becomes a lord or lady attracts 1d6 men-at-arms per level, 1d6 first level paladins who wish to train under them and one 3rd level paladin to serve as a lieutenant. These paladins should be generated as characters under control of the player.

Ex-Paladins: A paladin who ceases to be Lawful or who grossly violates the code of conduct loses all paladin spells and abilities, including the service of her mount. She may not progress any farther in levels as a paladin until she atones for her violations (see the *atonement* spell description), as appropriate.

PALADIN CODES

Paladins live their lives by a code of required virtues, and must abide by that code without fail. To violate this code carries severe penalties (see *Ex-Paladins* above). Here are two sample codes that paladins in your game might follow:

	BUSHIDO CODE	CODE OF CHIVALRY
I	Rectitude	Courage
II	Courage	Justice
III	Benevolence	Mercy
IV	Respect	Generosity
V	Honesty	Faith
VI	Honor	Valor
VII	Loyalty	Hope
VIII	Filial piety	Diligence
IX	Wisdom	Integrity
X	Care for the aged	Humility

Whatever their code of conduct, paladins may not retain more wealth than they need to feed and keep themselves and their retainers and followers, and they must donate at least 10% of their treasure to a Lawful church.

PALADIN VARIANT – THE ANTIPALADIN

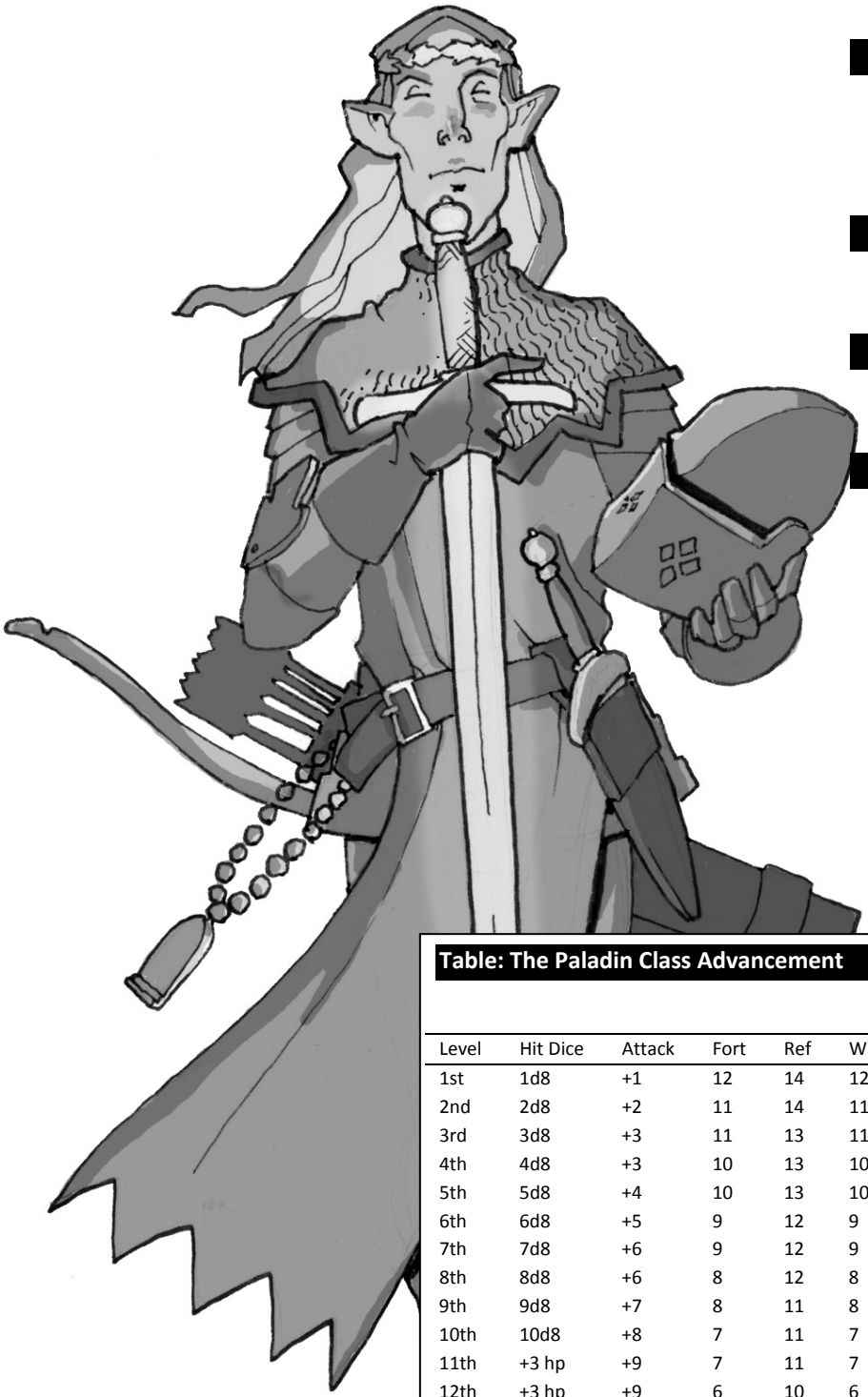
The paladin is a champion of Law, and while the assassin is something of a champion of Chaos, they do not fit into the traditional role of the black knight.

The antipaladin is, for all intents and purposes, the opposite of the paladin. Any ability of the paladins that works against Chaotic creatures works against Lawful creatures for the antipaladin. Instead of healing with their laying on of hands ability, antipaladins inflict damage. Where paladins cure disease, antipaladins cause disease. Antipaladins retain the paladin's immunity to fear.

Antipaladins must do all in their power to wallow in the seven deadly sins: Avarice (take it all, share nothing), Gluttony (take more than you need), Lust (take whatever you desire), Envy (nobody should get something I do not), Wrath (give into hate), Sloth (let somebody else do the work) and Vainglory (tell everybody just how wonderful you are). Failing to wallow in the seven deadly sins at every opportunity has the same effect on an antipaladin that breaking his code has on a paladin.

The Paladin

D8 Hit Points



Requirements

Strength, Wisdom and Charisma of 13 or higher

Must be of Lawful (LG) alignment

Armor Allowed

All armor and shields

Weapons Allowed

All weapons

Skills

Riding

Table: The Paladin Class Advancement

							Spells Per Day			
Level	Hit Dice	Attack	Fort	Ref	Will	Title	1st	2nd	3rd	4th
1st	1d8	+1	12	14	12	Squire	-	-	-	-
2nd	2d8	+2	11	14	11	Scutifer	-	-	-	-
3rd	3d8	+3	11	13	11	Banneret	-	-	-	-
4th	4d8	+3	10	13	10	Gallant	-	-	-	-
5th	5d8	+4	10	13	10	Companion	-	-	-	-
6th	6d8	+5	9	12	9	Knight	1	-	-	-
7th	7d8	+6	9	12	9	Paragon	1	-	-	-
8th	8d8	+6	8	12	8	Peer	1	-	-	-
9th	9d8	+7	8	11	8	Paladin	1	-	-	-
10th	10d8	+8	7	11	7	Paladin	1	1	-	-
11th	+3 hp	+9	7	11	7	Paladin	1	1	-	-
12th	+3 hp	+9	6	10	6	Paladin	1	1	1	-
13th	+3 hp	+10	6	10	6	Paladin	1	1	1	-
14th	+3 hp	+11	5	10	5	Paladin	2	1	1	-
15th	+3 hp	+12	5	9	5	Paladin	2	2	1	1
16th	+3 hp	+12	4	9	4	Paladin	2	2	2	1
17th	+3 hp	+13	4	9	4	Paladin	2	2	2	1
18th	+3 hp	+14	3	8	3	Paladin	3	2	2	1
19th	+3 hp	+15	3	8	3	Paladin	3	3	3	2
20th	+3 hp	+15	3	8	3	Paladin	3	3	3	3

PALADIN SPELLS

1ST-LEVEL PALADIN SPELLS

1. Bless
2. Bless Water
3. Bless Weapon
4. Create Water
5. Cure Light Wounds
6. Detect Poison
7. Detect Undead
8. Divine Favor
9. Endure Elements
10. Magic Weapon
11. Protection from Evil
12. Read Magic
13. Resistance
14. Virtue

2ND-LEVEL PALADIN SPELLS

1. Chant
2. Charisma
3. Delay Poison
4. Remove Paralysis
5. Resist Energy
6. Shield Other
7. Strength
8. Undetectable Alignment
9. Wisdom
10. Zone of Truth

3RD-LEVEL PALADIN SPELLS

1. Cure Blindness/Deafness
2. Cure Moderate Wounds
3. Daylight
4. Detect Lie
5. Dispel Magic
6. Heal Mount
7. Magic Circle against Evil
8. Prayer
9. Remove Curse

4TH-LEVEL PALADIN SPELLS

1. Break Enchantment
2. Cure Serious Wounds
3. Dispel Evil
4. Free Action
5. Holy Sword
6. Mark of Justice
7. Negative Energy Protection
8. Neutralize Poison
9. Restoration

RANGER A

Rangers are woodland warriors, the defenders of civilization against the depredations of barbarians and monsters, yet not entirely members of civilization themselves. Like druids, they usually prefer living rough in the greenwood to sleeping in a town or city.

A **1st level** ranger (woodsman) may select a type of creature from among the following to be his sworn foe: Animals (includes giant animals), dragons, elementals, fey, giants, oozes, outsiders, plants, undead and any other kind of creature taken singularly (such as bulettes or rust monsters).

Against his sworn foes, the ranger scores double damage with a successful attack and he enjoys a +3 bonus to track them.

A **6th level** ranger (pathfinder) learns to cast divine spells using the same rules as a druid. These spells are drawn from the ranger spell list (see below).

A **7th level** ranger (warden) may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas and similar terrain) at his normal speed and without taking damage or suffering any other impairment. Thorns, briars and overgrown areas enchanted or magically manipulated to impede motion still affect him.

An **11th level** ranger (ranger lord) can choose to establish a stronghold in the wilderness and gain followers (see High Level Play below). A ranger who becomes a lord or lady attracts 1d6 men-at-arms per level, 1d6 first level rangers who wish to train under them and one 3rd level ranger to serve as a lieutenant. These rangers should be generated as characters under control of the player.

RANGER SPELLS

1ST-LEVEL RANGER SPELLS

1. Alarm
2. Animal Friendship
3. Animal Messenger
4. Calm Animals
5. Charm Animal
6. Delay Poison
7. Detect Animals or Plants
8. Detect Poison
9. Detect Snares and Pits
10. Endure Elements
11. Entangle
12. Hide from Animals
13. Jump
14. Longstrider
15. Magic Fang
16. Pass without Trace
17. Read Magic
18. Resist Energy
19. Speak with Animals
20. Summon Nature's Ally I

2ND-LEVEL RANGER SPELLS

1. Barkskin
2. Constitution
3. Cure Light Wounds
4. Detect Evil
5. Dexterity
6. Hold Animal
7. Protection from Energy
8. Sleep
9. Snare
10. Speak with Plants
11. Spike Growth
12. Summon Nature's Ally II
13. Wind Wall
14. Wisdom

3RD-LEVEL RANGER SPELLS

1. Command Plants
2. Cure Disease
3. Cure Moderate Wounds
4. Darkvision
5. Diminish Plants
6. Neutralize Poison
7. Plant Growth
8. Reduce Animal
9. Repel Vermin
10. Summon Nature's Ally III
11. Tree Shape
12. Water Walk

4TH-LEVEL RANGER SPELLS

1. Animal Growth
2. Commune with Nature
3. Cure Serious Wounds
4. Free Action
5. Nondetection
6. Polymorph Self
7. Summon Nature's Ally IV
8. Tree Stride

RANGER VARIANT – THE DERVISH

The ranger is a woodland warrior and scout that defends civilization from the wilderness and of the wilderness from civilization. The ranger was inspired by frontiersmen like Davy Crockett and Daniel Boone. A variant of the ranger may be more a defender of his faith, turning his wilderness abilities against apostates and heretics.

The dervish loses the ranger's ability to move through undergrowth without impediment and their favored enemy ability. In their place, the dervish gains the whirling frenzy ability, which works like the barbarian's rage ability. Lawful dervishes draw their spells from the paladin spell list, while chaotic dervishes draw their spells from the assassin spell list.

SORCERER E

Where the magic-user must study her entire life and record her knowledge and spells in her spellbook, the sorcerer simply knows her magic; she is born with it. This limits the number of spells she can know, but she need not prepare her daily spells. Sorcerers might be people with "magical" blood in their veins; perhaps having a demon in the family tree.

A sorcerer **casts spells** drawn from the magic-user spell list (see above). She can cast any spell she knows without preparing it ahead of time. Like other spell casters, a sorcerer can cast only a certain number of spells of

Table: The Ranger Class Advancement

							Spells Per Day			
Level	Hit Dice	Attack	Fort	Ref	Will	Title	1st	2nd	3rd	4th
1st	2d8	+1	13	13	15	Woodsman	-	-	-	-
2nd	3d8	+2	12	12	15	Scout	-	-	-	-
3rd	4d8	+3	12	12	14	Guide	-	-	-	-
4th	5d8	+3	11	11	14	Wanderer	-	-	-	-
5th	6d8	+4	11	11	13	Voyager	-	-	-	-
6th	7d8	+5	10	10	13	Pathfinder	1	-	-	-
7th	8d8	+6	10	10	13	Warden	1	-	-	-
8th	9d8	+6	9	9	12	Hawkeye	1	-	-	-
9th	10d8	+7	9	9	12	Ranger Lord	1	-	-	-
10th	+3 hp	+8	8	8	12	Ranger Lord	1	1	-	-
11th	+3 hp	+9	8	8	11	Ranger Lord	1	1	-	-
12th	+3 hp	+9	7	7	11	Ranger Lord	1	1	1	-
13th	+3 hp	+10	7	7	11	Ranger Lord	1	1	1	-
14th	+3 hp	+11	6	6	10	Ranger Lord	2	1	1	-
15th	+3 hp	+12	6	6	10	Ranger Lord	2	2	1	1
16th	+3 hp	+12	5	5	10	Ranger Lord	2	2	2	1
17th	+3 hp	+13	5	5	9	Ranger Lord	2	2	2	1
18th	+3 hp	+14	4	4	9	Ranger Lord	3	2	2	1
19th	+3 hp	+15	4	4	9	Ranger Lord	3	3	3	2
20th	+3 hp	+15	3	3	8	Ranger Lord	3	3	3	3

THE RANGER

D8 HIT POINTS

REQUIREMENTS

Strength and Wisdom of 13 or higher

Cannot be of Chaotic (CE/NE/LE) alignment

ARMOR ALLOWED

Padded, leather, ring mail, studded leather, scale mail, chainmail and all shields

WEAPONS ALLOWED

All weapons

SKILLS

Climb, hide, move silently, survival, swimming and tracking

THE SORCERER

D4 HIT POINTS

REQUIREMENTS

Charisma of 9 or higher

ARMOR ALLOWED

No armor or shields

WEAPONS ALLOWED

Club, crossbows (hand and light), dagger, dart, javelin, mace, morningstar, quarterstaff, sickle, sling, spear

SKILLS

Trickery

Table: The Sorcerer Class Advancement

							Spells Per Day									
Level	Hit Dice	Attack	Fort	Ref	Will	Title	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	1d4	+0	15	15	13	Prodigy	5	3	-	-	-	-	-	-	-	-
2nd	2d4	+0	15	15	12	Curiosity	6	4	-	-	-	-	-	-	-	-
3rd	3d4	+1	14	14	12	Freak	6	5	-	-	-	-	-	-	-	-
4th	4d4	+1	14	14	11	Spectacle	6	6	3	-	-	-	-	-	-	-
5th	5d4	+1	13	13	11	Whiz	6	6	4	-	-	-	-	-	-	-
6th	6d4	+2	13	13	10	Wonder Worker	6	6	5	3	-	-	-	-	-	-
7th	7d4	+2	13	13	10	Phenomenon	6	6	6	4	-	-	-	-	-	-
8th	8d4	+3	12	12	9	Warlock/Witch	6	6	6	5	3	-	-	-	-	-
9th	9d4	+3	12	12	9	Sorcerer	6	6	6	6	4	-	-	-	-	-
10th	10d4	+3	12	12	8	Sorcerer	6	6	6	6	5	3	-	-	-	-
11th	+1 hp	+4	11	11	8	Sorcerer	6	6	6	6	6	4	-	-	-	-
12th	+1 hp	+4	11	11	7	Sorcerer	6	6	6	6	6	5	3	-	-	-
13th	+1 hp	+5	11	11	7	Sorcerer	6	6	6	6	6	6	4	-	-	-
14th	+1 hp	+5	10	10	6	Sorcerer	6	6	6	6	6	6	5	3	-	-
15th	+1 hp	+5	10	10	6	Sorcerer	6	6	6	6	6	6	6	4	-	-
16th	+1 hp	+6	10	10	5	Sorcerer	6	6	6	6	6	6	6	5	3	-
17th	+1 hp	+6	9	9	5	Sorcerer	6	6	6	6	6	6	6	6	4	-
18th	+1 hp	+7	9	9	4	Sorcerer	6	6	6	6	6	6	6	6	5	3
19th	+1 hp	+7	9	9	4	Sorcerer	6	6	6	6	6	6	6	6	6	4
20th	+1 hp	+7	8	8	3	Sorcerer	6	6	6	6	6	6	6	6	6	6

each spell level per day. Her base daily spell allotment is given on Table: The Sorcerer.

A sorcerer's selection of spells is limited. A sorcerer begins play knowing four 0-level spells and two 1st-level spells. At each new sorcerer level, she gains one or more new spells, as indicated on Table: Sorcerer Spells Known. The sorcerer cannot use magic research to learn spells at a faster rate than normal, though she can still use research to invent new spells.

Unlike a magic-user or a cleric, a sorcerer does not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level.

An **11th level** sorcerer (eldritch master) can choose to establish a stronghold in the wilderness and gain followers (see High Level Play below). A sorcerer who becomes a lord or lady attracts 1d6 men-at-arms per level, 1d6 first level sorcerers who wish to train under them and one 3rd level sorcerer to serve as an apprentice. These NPCs should be generated as characters under control of the player.

SORCERER SPELLS KNOWN PER LEVEL

Level	0	1	2	3	4	5	6	7	8	9
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—
5th	6	4	2	—	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—	—
7th	7	5	3	2	—	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—	—
9th	8	5	4	3	2	—	—	—	—	—
10th	9	5	4	3	2	1	—	—	—	—
11th	9	5	5	4	3	2	—	—	—	—
12th	9	5	5	4	3	2	1	—	—	—
13th	9	5	5	4	4	3	2	—	—	—
14th	9	5	5	4	4	3	2	1	—	—
15th	9	5	5	4	4	4	3	2	—	—
16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	3	2	—
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

SORCERER VARIANT – THE WARLOCK

Warlocks are, depending on one's definition, the male form of witches or simply another term for a male spell caster. This version of the warlock merely draws inspiration from the first syllable of the name, turning the sorcerer into slightly improved combatant.

A warlock loses one daily spell per level and one spell known per level. In return, they roll 1d8 for hit points and may use padded or leather armor and wield the following weapons: Battleaxe, club, dagger, flail, hand axe, heavy mace, heavy pick, kukri, light hammer, light mace, light pick, longsword, morningstar, rapier, sap, scimitar, short sword, sickle, spear, trident and warhammer.

THIEF

Thieves are sneaky characters who are quite useful in dungeons, where they are capable of disarming traps, scouting ahead and opening locks. Thieves are not terribly powerful combatants, but they can strike from behind for extra damage if they manage to surprise their victim.

Thieves are dirty fighters. If a thief can backstab an opponent she deals double damage. From 6th to 10th level this increases to triple damage. From 11th to 15th level this increases to quadruple damage. At 16th level and higher this increases to quintuple damage. Ranged attacks can count as backstabs if the target is within 30 feet. This attack does not work on non-living creatures such as undead and constructs, or on creatures without a discernible anatomy, such as plants and oozes.

A **9th level** thief (master thief) can choose to establish a stronghold in the wilderness or a den of thieves in town and gain followers (see High Level Play below). A thief who becomes a lord or lady of a stronghold attracts 1d6 bandits per level while a thief with a den in a town attracts 1d6 0-level pick pockets (many of them children) per level. Thieves with strongholds or dens always attract 1d6 first level thieves who wish to train under them and one 3rd level thief to serve as a lieutenant. These thieves should be generated as characters under control of the player.

THIEF VARIANT – THE SCOUT

Thieves are excellent in urban and dungeon environments, but are somewhat less suited to the wilderness. A variant of the thief is the scout, who excels in the woodland instead of the dungeon. Scouts lose the deciphering code and pick pocket abilities, replacing them with riding and survival.

THE MULTI-CLASS OPTION

A multi-classed character pursues two classes at the same time. Such characters require more experience points to advance in level. A multi-classed character has the following benefits and limitations:

• If both classes have the same Hit Dice, the multi-class character rolls hit points normally. Otherwise, they roll their smaller Hit Dice at odd levels and their larger Hit Dice at even levels. A fighter/magic-user, for example, rolls 1d4 for hit points at first level, then 1d8 for hit points at second level, then 1d4 again at third level, and so on. A magic-user/thief simply rolls 1d4 for hit points at every level.

• A multi-class character uses the best attack bonus and saving throws of their two classes.

• A multi-class character uses the more restrictive armor list of their two classes and the least restrictive weapon list of their two classes.

• A multi-class character gets all the skills of their two classes.

• A multi-class character gets all the special abilities and spell casting abilities of both classes.

CHANGING CLASS

A human, half-elf or half-orc character might decide to switch classes mid-play (though not in the middle of an adventure, of course). Such a character is called dual-classed. When a character would normally gain a new level in his original class, he can choose instead to become 1st level in a new class. When this decision is made, the character stops accumulating XP in his old class and begins applying earned XP to his new class.

• A character can only change classes after achieving at least 3rd level in his original class.

• A dual-classed character does not earn new Hit Dice until he attains more levels in his new class than his old class. For example, a character

The Thief

D6 HIT POINTS

REQUIREMENTS

Dexterity of 9 or higher

ARMOR ALLOWED

Padded, leather, ring mail, studded leather, but no shields

WEAPONS ALLOWED

Club, crossbow (any), dagger, dart, javelin, mace, morningstar, punching dagger, quarterstaff, rapier, sap, shortbow, short sword, sickle, sling and spear

SKILLS

Climb, decipher script, find traps, hide, listen at doors, move silently, pick pockets and remove traps

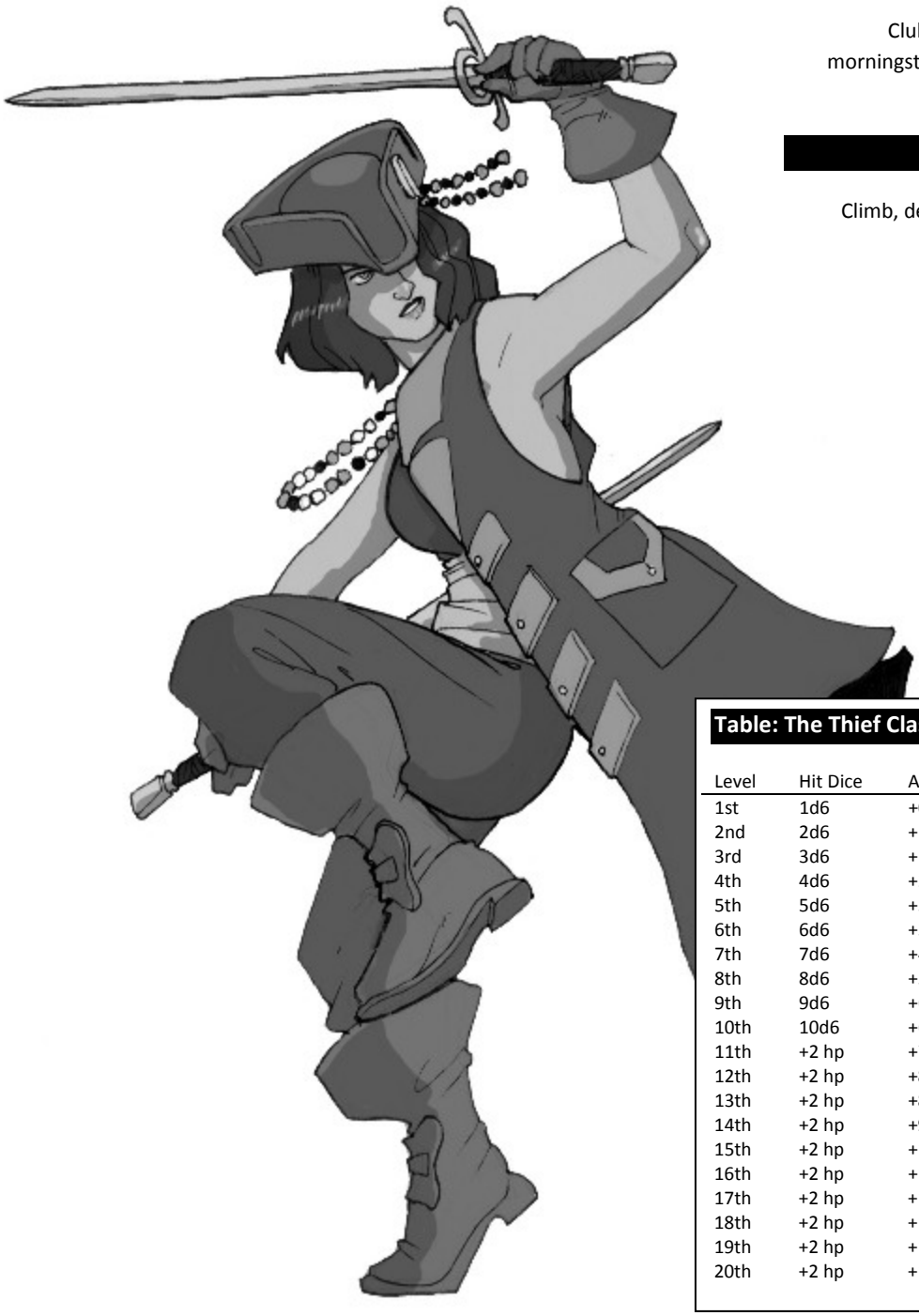


Table: The Thief Class Advancement

Level	Hit Dice	Attack	Fort	Ref	Will	Title
1st	1d6	+0	15	13	15	Scamp
2nd	2d6	+1	15	12	15	Varlet
3rd	3d6	+1	14	12	14	Villain
4th	4d6	+2	14	11	14	Dodger
5th	5d6	+3	13	11	13	Rapscallion
6th	6d6	+3	13	10	13	Desperado
7th	7d6	+4	13	10	13	Rook
8th	8d6	+5	12	9	12	Scoundrel
9th	9d6	+6	12	9	12	Master Thief
10th	10d6	+6	12	8	12	Master Thief
11th	+2 hp	+7	11	8	11	Master Thief
12th	+2 hp	+8	11	7	11	Master Thief
13th	+2 hp	+8	11	7	11	Master Thief
14th	+2 hp	+9	10	6	10	Master Thief
15th	+2 hp	+10	10	6	10	Master Thief
16th	+2 hp	+10	10	5	10	Master Thief
17th	+2 hp	+11	9	5	9	Master Thief
18th	+2 hp	+12	9	4	9	Master Thief
19th	+2 hp	+12	9	4	9	Master Thief
20th	+2 hp	+13	8	3	8	Master Thief

who had attained 4th level as a bard could not earn new Hit Dice as a fighter until he advanced to 5th level as a fighter.

• A dual-class character uses the more restrictive armor list of their two classes and the least restrictive weapon list.

• A dual-class character keeps the special abilities of his old class and gains the special abilities of his new class as he advances in level.

• A dual-class character retains the skills of his original class at the highest level he attained in that class and gains the skills of his new class at the current level of his new class.

• A dual-class character uses the best attack bonus and saving throws of his two classes, except as noted above for skills.

FEATS (OPTIONAL RULE)

A feat is a minor ability or bonus that allows a player to personalize their character beyond the racial and class features that all characters hold in common. Some TKs do not care for feats, so check with yours to see if he or she wants to use feats and to discover which feats are permitted.

If feats are used, it is traditional for all characters to choose one feat at first level, and then additional feats at 4th, 8th, 12th, 16th and 20th level. Again, check with your TK to see at which intervals they want characters to receive feats, as they may make them more or less available in their game.

ALERTNESS: Character rolls surprise chances on 1d8 instead of 1d6.

BULL RUSH: The difficulty class (DC) of bull rush attacks is reduced by two.

CLEAVE: When you drop an opponent to 0 or fewer hit points, you may make a second attack with the same weapon at the end of the combat round against a foe that is within reach.

DISARM: The difficulty class (DC) of disarm attacks is reduced by two.

DODGE: You improve your Armor Class by 1.

EMPOWER SPELL: You can cast one spell per day with all of its variables doubled (i.e. instead of 1d6 points of damage, it deals 2d6 points of damage, or instead of the effect lasting 1d4 rounds, it lasts 2d4 rounds.

ENLARGE SPELL: You may double the range of one spell that you cast each day.

EXPERTISE: You can accept a penalty of 1 to 3 to your attack rolls to gain an equal bonus to your AC.

EXTEND SPELL: You can cast one spell per day with double the normal duration.

FAST: You increase your movement by 10 feet.

GRAPPLE: The difficulty class (DC) of grapple attacks is reduced by two.

GREAT FORTITUDE: +1 bonus to Fortitude saving throws.

IRON WILL: +1 bonus to Will saving throws.

KNACK: You gain a knack in one of the following tasks: Balance, climb, escape bonds, find secret doors, find traps, hide, jump, listen at doors, move silently, pick pockets, remove traps, riding, survival, swimming, tracking and trickery. See HEROIC TASKS below for more.

LIGHTNING REFLEXES: +1 bonus to Reflex saving throws.

MAGICAL APTITUDE: You learn to cast a single 0-level magic-user spell once per day. You may choose this feat more than once, applying it to a different 0-level spell each time. Any character can take this feat, even magic-users.

POWER ATTACK: You can accept a penalty of 1 to 3 to your melee attack rolls and gain an equivalent bonus to melee damage rolls.

PUGILIST: Your unarmed attacks deal 1d4 points of damage instead of 1d3 points of damage.

SILENT SPELL: You can cast one spell per day without vocalizing it.

STILL SPELL: You can cast one spell per day without moving your hands.

SUNDER: The difficulty class (DC) of sunder attacks is reduced by two.

TWO WEAPON DEFENSE: When wielding two weapons in combat, you can treat the medium weapon as a buckler and still attack with the light weapon.

TWO WEAPON FIGHTING: You learn to wield a single combination of a medium and light weapon or two light weapons together in combat. You must choose the combination of weapons when you choose the feat, for example, rapier and dagger. You attack with both weapons in combat each round.

TOUGHNESS: You gain 3 hit points.

WEAPON FINESSE: When wielding a light melee weapon, you can use your dexterity bonus in place of your strength bonus to hit.

WEAPON FOCUS: You gain a +1 bonus to hit with a chosen weapon. You can take this feat more than once, applying it to a different weapon each time you take the feat.

WEAPON PROFICIENCY: You learn to use a weapon normally unavailable to your class. For example, a magic-user might learn to wield a longsword. A cleric's restriction against using edged or piercing weapons cannot be by-passed with this feat.

WIDEN SPELL: Once per day, you can double the area of effect of a spell.

EQUIPMENT

Once a character has been put together, they must be equipped to enter the dungeon or wilderness in search of loot and adventure.

Each character begins the game with a number of gold pieces (gp) equal to their charisma score x 10 gp.

WEALTH AND MONEY

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp. The standard coin weighs about half an ounce, or thirty coins to the pound. Rare coins made of electrum (ep) are worth 5 silver pieces.

The image below depicts a common coin of the game, and is presented to scale with the actual coin. It is as thin as a modern American dime.

Merchants commonly exchange trade goods without using currency. Some trade goods are detailed below.

ITEM	VALUE
One lb. of wheat or hay	1 cp
One lb. of flour, or one chicken	2 cp
One lb. of iron	1 sp
One lb. of tobacco or copper	5 sp
One lb. of cinnamon, or one goat	1 gp
One lb. of ginger or pepper, or one sheep	2 gp
One pig	3 gp
One square yard of linen	4 gp
One lb. of salt or silver	5 gp
One square yard of silk, or one cow	10 gp
One lb. of saffron or cloves, or one ox	15 gp
One lb. of gold	50 gp
One lb. of platinum	500 gp

SELLING LOOT

A character can sell loot for half its listed price. Trade goods are the exception to the half-price rule. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself. TKs might want to introduce a random element to these values, perhaps rolling 1d6 and cutting a price or value in half on a roll of "1" and doubling it on a roll of "6".

MELEE WEAPONS

LIGHT WEAPONS

LIGHT WEAPON	COST	DAMAGE	RANGE	WEIGHT
Club	1 sp	1d4	20/40	3 lb.
Dagger	2 gp	1d4	20/40	1 lb.
Dagger, punching	2 gp	1d3+1	—	1 lb.
Gauntlet	2 gp	1d3	—	1 lb.
Gauntlet, spiked	5 gp	1d3+1	—	1 lb.
Hammer	1 gp	1d4	20/60	2 lb.
Handaxe	6 gp	1d6	15/30	3 lb.
Kama	2 gp	1d6	—	2 lb.
Kukri	8 gp	1d4	—	2 lb.
Nunchaku	2 gp	1d6	—	2 lb.
Pick, light	4 gp	1d4	—	3 lb.
Sai ^	1 gp	1d4	10/30	1 lb.
Sap	1 gp	1d6	—	2 lb.
Siangham	3 gp	1d6	—	1 lb.
Sickle	6 gp	1d6	—	2 lb.
Sword, short	10 gp	1d6	—	2 lb.
Whip	1 gp	1d3		2 lb.

MEDIUM WEAPONS

MEDIUM WEAPON	COST	DAMAGE	RANGE	WEIGHT
Battleaxe **	10 gp	1d8	—	6 lb.
Billhook *	1 gp	1d6	—	4 lb.
Falchion / khopesh	75 gp	1d8	—	6 lb.
Flail, light @	8 gp	1d4+1	—	5 lb.
Mace, light	5 gp	1d4+1	—	4 lb.
Morningstar	8 gp	2d4	—	6 lb.
Pick, heavy *	8 gp	1d6+1	—	6 lb.
Quarterstaff *	1 sp	1d6	—	4 lb.
Rapier	20 gp	1d6	—	2 lb.
Scimitar	15 gp	1d8	—	4 lb.
Spear ** †	2 gp	1d8	15/30	6 lb.
Sword, bastard **	35 gp	1d8	—	6 lb.
Sword, broad	25 gp	2d4	—	3 lb.
Sword, long	15 gp	1d8	—	4 lb.
Trident	15 gp	1d6+1	—	4 lb.
Warhammer	12 gp	1d4+1	—	5 lb.

HEAVY WEAPONS

HEAVY WEAPON	COST	DAMAGE	RANGE	WEIGHT
Flail, heavy @	15 gp	1d6+1	—	10 lb.
Glaive	8 gp	1d8	—	8 lb.
Greatclub	5 gp	1d6+1	—	8 lb.
Greatsword	50 gp	1d10	—	8 lb.
Guisarme	9 gp	2d4	—	12 lb.
Halberd	10 gp	1d10	—	12 lb.
Lance ***	10 gp	1d6+1	—	10 lb.
Lucerne Hammer	10 gp	1d6+1	—	10 lb.
Mace, heavy	12 gp	1d6+1	—	8 lb.
Manriki-gusari @	25 gp	1d8	—	10 lb.
Military Fork	15 gp	1d8	—	10 lb.
Pike †	5 gp	1d6+1	—	9 lb.
Pole axe	20 gp	1d8+1	—	12 lb.
Ranseur	10 gp	2d4	—	12 lb.
Scythe	18 gp	1d8	—	10 lb.

* *Weapon is wielded with two hands, despite being a medium weapon*

*** Weapon does +1 damage when wielded with two hands*

**** Weapon does double damage on a charge attack*

† *Weapon does double damage when set to receive a charge*

^ *Weapon is +2 on attacks made to disarm (see Rules of Play: Combat)*

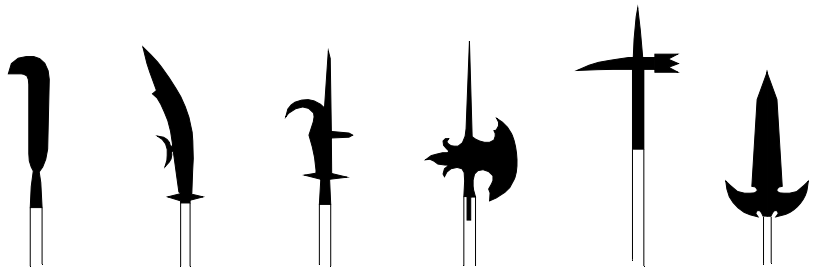
@ *Weapon ignores AC bonus from bucklers*

Light melee weapons can be wielded one-handed by small and medium-sized combatants. Small combatants can wield medium melee weapons with two hands, while medium combatants can wield them with one hand. Heavy melee weapons can be wielded by medium combatants with two hands, and by large combatants with only one hand.

Battleaxe: Battleaxes are hafted weapons (usually a wooden haft) topped by a heavy metal head with a thin blade.

Billhook: Billhooks were small pole arms often employed by the peasantry, as they were adapted from farm implements. They consist of an axe blade with a hook on the back. Billhooks grant a +2 bonus to trip attacks due to the hook. Billhooks are usually 6 feet long.

POLE ARMS



Billhook | Glaive | Guisarme | Halberd | Lucerne Hammer | Ranseur

Club: Perhaps the simplest and most ancient of weapons, clubs are merely lengths of wood used as bludgeoning weapons. Small staves can also be considered clubs, as can wooden practice swords.

Dagger: Daggers are the smallest blades in the game, and the dagger's stats can also be used to represent knives. The basic dagger has a foot-long blade.

Dagger, Punching: Punching daggers (also called kataras or push daggers) have a handle that allows the blade to protrude from the front of the fist.

Falchion: The falchion was a short, heavy bladed, chopping sword, really more akin to axes than normal straight swords. Any heavy, chopping blade, including the khopesh may use the stats for the falchion.

Flail: Flails are derived from a farming implement. A flail consists of a haft, often made of wood, connected to a heavy metal ball or rod by a chain. Footmen use a heavy flail, while horsemen used a lighter, long-handled flail.

Gauntlet: Gauntlets are metal gloves. Suits of platemail and plate armor come with gauntlets. Gauntlets can also be spiked.

Glaive: Glaives are basic pole arms consisting of a wooden haft tipped with a broad axe blade. Glaives are usually 7 feet long and can be used to attack from the second rank.

Greatclub: Greatclubs are simply heavier, longer clubs that require two hands to wield properly. Mauls might also be considered greatclubs.

Greatsword: Greatswords are long, two-handed swords that require significant strength and practice to use properly. One hand is usually kept on the lower portion of the blade, which is not sharp, to allow the weapon to block attacks as well as make them.

Guisarme: The guisarme, or bill-guisarme is a pole axe with a bill-style hook attached to the blade and a spear-like point. A guisarme is typically 7 feet long from base to tip. The hook gives it a +2 bonus to trip attacks and it can be used to attack from the second rank.

Halberd: Halberds are among the most famous of pole arms, and are still employed today by the Swiss guards at the Vatican. The halberd is a pole axe topped by a long spike. The typical halberd is 6 feet long and can be used to attack from the second rank.

Hammer: Hammers are just what they sound like. They are one of the few bludgeoning weapons that can be thrown and thus one of the few ranged weapons that can be employed by clerics.

Handaxe: Handaxes are small axes than can be used in melee combat or thrown in ranged combat.

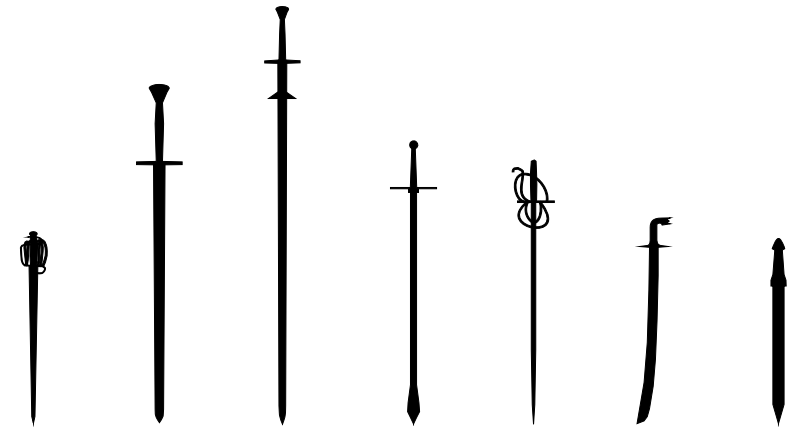
Kama: The kama is a Japanese weapon that is similar to a sickle, with a blade in which the cutting edge is pointed down.

Kukri: Kukris are thick, curved knives from Nepal. They are similar to machetes, and can be used to represent any curved knife, like the khanjar and jambiya of the Arabs.

Lance: A lance is simply a spear used from horseback by charging horsemen. They are typically 8 feet long. Lances score double damage on a charge and can be used to attack from the second rank.

Lucerne Hammer: A Lucerne hammer is essentially a warhammer placed on the end of a long pole. It is topped by a spike. A Lucerne hammer is typically 7 feet long and can be used to attack from the second rank.

SWORDS



Broad-sword | Bastard Sword | Great-sword | Long-sword | Rapier | Scimitar | Short Sword

Mace: A mace is a club tipped with a heavy, metal head. Maces do not have spiked heads (those are morningstars), but they can be flanged. The light, or horseman's mace, has a longer haft and a smaller head so that it can be used from horseback without unbalancing a knight.

Manriki-Gusari: Manriki-gusari means "ten-thousand-power-chain" and that alone makes it a fitting weapon for a fantasy game. It is a length of chain with weighted ends, similar in some respects to a flail.

Military Fork: A military version of the pitchfork, the military fork has two prongs which are not barbed. It is about 6 feet long and can be used to attack from the second rank.

Morningstar: Morningstars are spiked maces. Because they are spiked, they cannot be employed by clerics. They are also known as holy water sprinklers.

Nunchaku: The nunchaku of Japan is another form of flail. It consists of two wooden rods connected by a chain or leather thong.

Pick: Military picks are not too different from mining picks. Like axes, they focus all of the attacker's power on a very tiny surface (the spike).

Pike: The pike is a spear that is about 18 feet long. While they were effective on the battlefield, they are almost worthless in a dungeon, with its tight spaces and many corners and doors. They can be used to attack from the second or third rank during combat.

Pole Axe: Pole axes are large axes that require two hands to wield. They are a bit shorter than pole arms, but pack a tremendous punch. They can be used to attack from the second rank.

Quarterstaff: The quarterstaff is just a long wooden pole used for combat. It is typically about 6 feet long and can attack from the second rank.

Ranseur: Also called the runkah, this pole arm consists of a spear head with a crescent-shaped crossbar. They were used to hold enemies at bay and to pull knights from their mounts. Ranseurs grant a +2 bonus to trip attacks and can be used to attack from the second rank.

Rapier: Rapiers are swords with long, thin blades. Typically used for dueling, they have trouble piercing armor. Rapiers are primarily piercing weapons, but they can be used for slashing attacks as well. The rapier category also includes the medieval arming sword and the later side-sword and small sword.

Sai: The sai is a Japanese weapon consisting of a tapering metal rod with a crossbar that juts forward, giving it a +2 bonus on disarm attacks.

Sap: A sap, or blackjack, is a small club that is usually employed in striking a person in secret from behind on the head.

Scimitar: Scimitars are curved, slashing blades that are usually employed from horseback. Sabres are derived from scimitars. The Japanese katana is a slashing sword similar to the scimitar, though often a bit longer.

Scythe: The scythe is a farm implement used to reap grain. Although it is fairly useless as a combat weapon, it association with the grim reaper has made is a favorite of chaotic and evil clerics.

Siangham: The siangham or siangkam is a thrusting weapon that looks like a metal arrow with a handle on one end.

Sickle: Sickles are farming weapons that are sometimes adopted to combat use. The Japanese kami is derived from a sickle. Like the scythe, the sickle's cutting edge is on the inside of the blade.

Spear: Maybe the next most ancient weapon after the club, the spear was the mainstay of armies until the introduction of muskets and bayonets. It can attack from the second rank.

Sword, Bastard: Also called hand-and-half swords, bastard swords have longer blades than longswords, but can be wielded with one or two hands. When wielding one handed, the sword inflicts 1d8 points of damage. When wielded with two hands, it inflicts 1d8+1 points of damage.

Sword, Broad: These long blades offer a hand guard, granting the wielder a +2 DC against disarm attacks. Cutlasses are counted as broad swords.

Sword, Long: Long swords have 3-foot long blades and are a favored weapon of knights, elves and fighters.

Sword, Short: Short swords, typified by the gladius of ancient Rome, have 2-foot long blades.

Trident: Tridents are typically used for catching fish, but they saw some use as combat weapons by the gladiators.

War hammer: War hammers are hammers employed for war. They typically have two faces, one blunt and the other spiked. If clerics promise not to use the spiked side, they can employ war hammers in battle.

Whip: Whips are melee weapons that actually act as ranged weapons, using a wielder's dexterity modifier rather than strength modifier on the attack roll. They grant a +2 bonus to disarm and trip attacks and ignore bucklers.

RANGED WEAPONS

Range is given in two numbers. The first represents the weapons effective range, the second its maximum range. When shooting at a target within the effective range of a weapon the shooter suffers no penalty to hit. When shooting at a target that is between effective and maximum range, the shooter suffers a -5 penalty to hit.

Some ranged weapons take time to **reload**, and thus cannot necessarily fire in every round of combat. In particular, the crossbows and gunpowder weapons have a reload value expressed as the chance in 6 (i.e. the roll of 1d6) that, in any given round of reloading, the shooter is

able to shoot. A "1 in 6" chance means that the shooter must roll a 1 on 1d6 to finish reloading and shoot.

THROWN WEAPONS

WEAPON	COST	DAMAGE	RELOAD	RANGE	WEIGHT
Bolas	5 gp	1d4	—	15/30	2 lb.
Dart	5 sp	1d4	—	30/60	1/2 lb.
Javelin	1 gp	1d6	—	45/90	2 lb.
Net	20 gp	—	—	10/20	1 lb.
Shuriken	1 sp	1d3	—	15/30	1/2 lb.

Bolas are a length of rope or leather with heavy balls on either end. They are thrown at a target's legs to entangle them, or at any other part to bludgeon them with the weights.

Darts are about one foot long with pointed ends and fletching.

Javelins are light throwing spears.

Nets are made of rope and usually weighted on the edges. A creature struck by a net is entangled (see Rules of Play: Conditions).

Shurikens are small, star-shaped blades used for throwing. They can also be used to represent Indian chakram.

BOWS

WEAPON	COST	DAMAGE	RELOAD	RANGE	WEIGHT
Composite	75 gp	1d6+1	—	150/500	1 lb.
Longbow	75 gp	1d8	—	90/250	2 lb.
Short bow	30 gp	1d6	—	90/200	1 lb.

A bow is a length of wood curved by affixing a shorter string between the ends of the wood and is differentiated by size. Small creatures can use composite and short bows, and both of those weapons can be used while mounted. Longbows can only be used by medium and large creatures with a strength score of 13 or higher.

CROSSBOWS (ARBALESTS)

WEAPON	COST	DAMAGE	RELOAD	RANGE	WEIGHT
Hand	100 gp	1d4	3 in 6	30/100	3 lb.
Heavy	50 gp	1d6+1	1 in 6	60/300	15 lb.
Light	35 gp	1d4+1	2 in 6	40/200	7 lb.
Repeating	250 gp	1d4+1	*	60/150	7 lb.
Siege	100 gp	1d8+1	1 in 6	80/400	18 lb.

Crossbows place a traditional bow on a wooden or metal stock, allowing them to be shot in the manner of a gun. Hand crossbows resemble pistols. Siege crossbows and heavy crossbows require a windlass or cranequin to set and load, and thus have a lower rate of fire.

Repeating crossbows are an invention of the Chinese, and thus may only be available in Asian settings at the TK's discretion. They have a magazine of 10 bolts and reload as they fire, allowing them to be fired as many times per round as a character has attacks. After the magazine is expended, the crossbow has a 3 in 6 chance per round of being reloaded.

Hand, light and repeating crossbows can be used by small creatures. Heavy crossbows can be used by medium and large creatures. Siege crossbows can be operated by two medium creatures, or a single large creature.

GUNPOWDER WEAPONS

WEAPON	COST	DAMAGE	RELOAD	RANGE	WEIGHT
Arquebus	50 gp	1d6+1	1 in 6	30/120	10 lb.
Handgonne	75 gp	1d8+1	1 in 6	25/100	6 lb.
Musket	150 gp	1d10+1	1 in 6	50/150	18 lb.
Pistol	150 gp	1d6	2 in 6	30/60	3 lb.

Gunpowder weapons first appeared during the Middle Ages and began to dominate the battlefield during the Renaissance. They are available in the game at the TK's discretion; some feel they do not quite belong in the otherwise Medieval milieu assumed in most fantasy games.

Pistols can be wielded by small creatures, arquebuses by medium creatures or small creatures using a pronged staff, and handgonnes and muskets by large creatures or medium creatures using a pronged staff.

OTHER RANGED WEAPONS

WEAPON	COST	DAMAGE	RELOAD	RANGE	WEIGHT
Blowgun	1 sp	1d3	—	30/50	1 lb.
Sling	1 cp	1d4	—	100/150	0 lb.
Staff sling	1 gp	1d4+1	—	120/180	1/2 lb.

A sling is a length of leather. One places a round stone or bullet in the middle and then holds both ends in their hand. The sling is then spun around and one end is released, throwing the stone or bullet at a target. They should not be confused with the modern slingshot. Staff slings are made of a length of cupped rope on a 3-ft. long staff.

Blowguns are hollow tubes of wood or metal from which darts are hurled using the power of one's breath.

AMMUNITION

AMMUNITON	COST	WEIGHT
Arrows, quiver of 20	1 gp	3 lb.
Bolts, case of 10	2 gp	1 lb.
Bullets, sack of 20	1 sp	1 lb.
Shot, magazine of 10	3 gp	1 lb.

ARMOR

ARMOR	COST	AC BONUS	WEIGHT
Padded armor	5 gp	+1	10 lb.
Leather armor	10 gp	+2	15 lb.
Ring mail	20 gp	+3	25 lb.
Studded leather	25 gp	+3	20 lb.
Chainmail shirt	100 gp	+4	25 lb.
Scale mail	50 gp	+4	30 lb.
Chainmail	150 gp	+5	40 lb.
Breastplate	200 gp	+5	30 lb.
Splint mail	200 gp	+6	45 lb.
Banded mail	250 gp	+6	35 lb.
Platemail	600 gp	+7	50 lb.
Plate Armor	1,500 gp	+8	50 lb.

SHIELD	COST	AC BONUS	WEIGHT
Buckler	7 gp	+1	5 lb.
Shield	15 gp	+2	10 lb.
Shield, lantern	150 gp	+1	40 lb.
Shield, tower	30 gp	+4	45 lb.

ARMOR ADDITIONS	COST	AC BONUS	WEIGHT
Armor spikes	+50 gp	—	+10 lb.
Gauntlet, locked	8 gp	—	+5 lb.
Shield spikes	+10 gp	—	+5 lb.

CALCULATING ARMOR CLASS

A character's Armor Class is calculated by adding his Armor Bonus and Dexterity Modifier to 10. Remember, adding a negative number (i.e. a dexterity penalty) is the same as subtracting.

ARMOR DESCRIPTIONS

Banded Mail: Also known as laminar armor, lorica segmentata or "samurai armor", banded mail is composed of horizontal, overlapping rows of solid armor plates worn over padded armor. Banded mail is common in Asian cultures and settings.

Breastplate: While breastplates are part of a suit of platemail and plate armor, they were also worn separately in the 16th century and 17th century. If the armor covers both front and back, it is called a cuirass, otherwise the armor bonus of the breastplate does not count against attacks from the rear. The breastplate often has guards that hang over the abdomen and thighs.

Chainmail: More properly called mail, chainmail consists of metal rings linked together in a mesh. Chainmail is called a hauberk if it hangs down to the knees, a haubergeon if it hangs down to mid-thigh and a byrnie if it hangs down to the waist. Chainmail might also be turned into a form-fitting suit that covers the body from head to toe. Chainmail that is concealed between layers of fabric or leather is called jazeraint.

Leather Armor: Soft leather armor is covered under the padded armor category. Leather armor in this game refers to leather than has been boiled in water or oil to make it harder, but also more brittle. It was often turned into leather scales and used to make lamellar or leather scale armor, but might be shaped into leather "plates". The ancient Greeks made a similar armor from layers of stiffened cloth called linothorax.

Padded Armor: Padded armor was the cheapest and lightest form of armor. It might also be called a gambeson, aketon, padded jack or arming doublet. Besides being worn as armor in its own right, it was also worn under chainmail and platemail (thus if a fighter's chainmail or platemail is destroyed by a *rusting grasp* or rust monster, it is reasonable to assume they have padded armor underneath it). Padded armor can be made of either cloth or leather. Buff coats from the 17th century might also be counted as padded armor.

Platemail: Platemail consists of a full suit of chainmail covered by metal plates meant to guard vulnerable areas. The only parts of the body that are not covered by plates are the joints, which are protected by the mail. Another type of platemail from Asia is called mirror armor or disc armor. It consists of a suit of chainmail with oblong plates or discs protecting the lower torso.

Plate Armor: Plate Armor, also called jousting armor, Gothic plate or full plate, consists entirely of metal plates that are so perfectly fitted together that no joints are exposed. Padded armor is worn underneath it.

Ring Mail: Ring mail is composed of rings sewn onto leather or cloth backing. It appears in Asian settings, but it was rare.

Scale Mail: Scale armor comes in several varieties, all of which consist of metal scales laced onto a leather backing. Lamellar is armor of scales that are lashed more thoroughly together so that they become rigid and requires no leather backing. Scale mail is common in Asian settings.

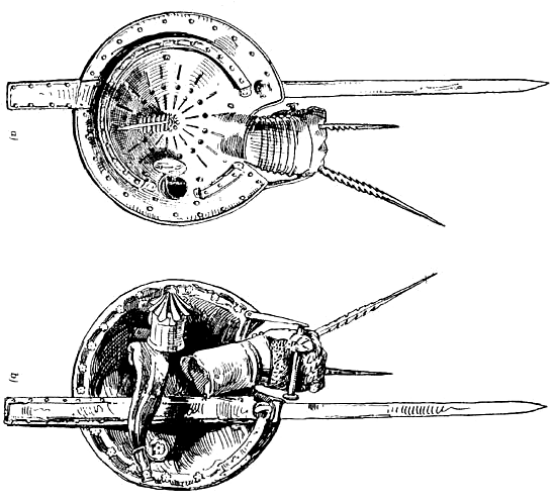
Splint Mail: Splint mail, also known as splinted mail or plated mail, is a chainmail hauberk with small metal plates embedded in it.

Studded Leather: Studded leather armor consist of a soft leather backing in which are embedded with metal studs. It is also called bezainted armor. A jack of plates or coat of plates was quilted armor with metal plates sewn into the quilts. In India, it was known by the poetic name "coat of ten thousand nails."

Buckler: Bucklers (or targes) are small shields about 1 to 2 feet in diameter that are gripped with the fist. They can be circular or rectangular. When used to make a shield bash, a buckler deals 1d4 points of damage.

Shield: A shield is larger than a buckler, ranging from 3 to 4 feet in diameter for round shields, or of similar size for rectangular shields, kite shields, and the triangular heater shields often associated with knights.

Lantern Shield: These odd creations are composed of a metal buckler with a hook attached that can hold a lantern. A spiked gauntlet is also attached to the shield, so it cannot be disarmed, and finally a longsword is attached to the device, allowing it to be used as both a buckler and a weapon that deals 1d8 points of damage.



Tower Shield: Also called the pavise, these large shields are used to protect the entire body, and were primarily used by crossbowmen and archers. They have spiked bottoms, allowing them to be affixed to the ground. The mantlet was an even larger design used on the battlefield to protect several men-at-arms.

Armor Spikes: You can have spikes added to your armor, which allow you to deal extra damage (see Table: Weapons) on a successful grapple attack. You can also make a regular melee attack (or off-hand attack as though using two weapons) with the spikes. A magic bonus to a suit of armor (i.e. *+1 platemail*) does not improve the spikes' effectiveness as weapons, but the spikes can be made into magic weapons in their own right.

Locked Gauntlet: This armored gauntlet has small chains and braces that allow the wearer to attach a weapon to the gauntlet so that it cannot be dropped easily. It provides a -5 penalty on any disarm attack made against that weapon. Removing or attaching a weapon takes a full round.

Shield Spikes: When added to your shield, these spikes turn it into a piercing weapon that adds +1 to the damage dealt by a shield bash. A magic bonus on a spiked shield does not improve the damage of a shield bash made with it, but a spiked shield can be made into a magic weapon in its own right.

MISCELLANEOUS EQUIPMENT

ITEM	COST	WEIGHT
Backpack (empty)	2 gp	2 lb.
Barrel (empty)	2 gp	30 lb.
Basket (empty)	4 sp	1 lb.
Bedroll	1 sp	5 lb.
Bell	1 gp	—
Blanket, winter	5 sp	3 lb.
Block and tackle	5 gp	5 lb.
Bottle, wine, glass	2 gp	—
Bucket (empty)	5 sp	2 lb.
Caltrops	1 gp	2 lb.
Candle	1 cp	—
Canvas (sq. yd.)	1 sp	1 lb.
Case, map or scroll	1 gp	1/2 lb.
Chain (10 ft.)	30 gp	2 lb.
Chalk, 1 piece	1 cp	—
Chest (empty)	2 gp	25 lb.
Crowbar	2 gp	5 lb.
Firewood (per day)	1 cp	20 lb.
Fishhook	1 sp	—
Fishing net, 25 sq. ft.	4 gp	5 lb.
Flask (empty)	3 cp	1.5 lb.
Flint and steel	1 gp	—
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Ink, black (1 oz. vial)	8 gp	—
Ink, colored (1 oz. vial)	16 gp	—
Inkpen	1 sp	—
Iron spike	1 sp	0.5 lb.
Jug, clay (1 gallon)	3 cp	9 lb.
Ladder, 10-foot	5 cp	20 lb.
Lamp, common	1 sp	1 lb.
Lantern, bullseye	12 gp	3 lb.
Lantern, hooded	7 gp	2 lb.
Lock	40 gp	1 lb.
Manacles	15 gp	2 lb.
Mirror, small steel	10 gp	0.5 lb.
Mug/Tankard, clay	2 cp	1 lb.
Oil (1-pint flask)	1 sp	1 lb.
Paper (sheet)	4 sp	—
Parchment (sheet)	2 sp	—
Pick, miner's	3 gp	10 lb.
Pitcher, clay	2 cp	5 lb.
Pole, 10-foot	2 sp	8 lb.
Pot, iron	5 sp	10 lb.
Pouch, belt (empty)	1 gp	0.5 lb.
Ram, portable	10 gp	20 lb.
Rations, iron (per day)	5 sp	1 lb.
Rope, hempen (50 ft.)	1 gp	10 lb.
Rope, silk (50 ft.)	10 gp	5 lb.
Sack (empty)	1 sp	0.5 lb.
Sealing wax	1 gp	1 lb.
Sewing needle	5 sp	—
Signal whistle	8 sp	—
Signet ring	5 gp	—
Sledge	1 gp	10 lb.
Soap (per lb.)	5 sp	1 lb.
Spade or shovel	2 gp	8 lb.
Spyglass	1,000 gp	1 lb.
Tent	10 gp	20 lb.
Torch	1 cp	1 lb.
Vial, ink or potion	1 gp	0.1 lb.
Waterskin (holds 2 quarts)	1 gp	4 lb.
Whetstone	2 cp	1 lb.

Caltrops: A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2-pound bag of caltrops covers an area 5 feet square. Any creature that moves into an area holding caltrops must make a Reflex saving throw or suffer 1d4 points of damage. A charging or running creature must immediately stop if it takes damage in a caltrop field. A creature moving at half speed can pick its way through with no trouble.

Oil: A pint of oil burns for 6 hours in a lantern or lamp. You can use a flask of oil as a splash weapon. Use the rules for alchemist's fire (see below), except that it takes a full round to prepare a flask with a fuse and there is only a 50% chance of the flask igniting successfully.

You can pour a pint of oil on the ground to cover an area 5 feet square. If lit by a torch, the oil burns for 2 rounds and deals 1d4 points of fire damage to each creature in the area.

ALCHEMICAL ITEMS	COST	WEIGHT
Acid (flask)	10 gp	1 lb.
Alchemist's fire (flask)	20 gp	1 lb.
Antitoxin (vial)	50 gp	—
Everburning torch	110 gp	1 lb.
Holy water (flask)	25 gp	1 lb.
Smokestick	20 gp	1/2 lb.
Sunrod	2 gp	1 lb.
Thunderstone	30 gp	1 lb.

Acid: You can throw a flask of acid as a splash weapon. Treat this attack as a ranged attack with a range of 20 feet. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Alchemist's Fire: A direct hit by alchemist's fire deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash.

Antitoxin: If you drink a vial of antitoxin after being poisoned, you get a second chance to save against the poison.

Everburning Torch: This otherwise normal torch has a *continual flame* spell cast upon it. It illuminates a 20-foot radius.

Holy Water: Holy water damages undead creatures and Chaotic (CE, NE, LE) outsiders as if it were acid (see above). Chaotic clerics can create unholy water, which has the same damaging effect on Lawful (LG, NG, CG) outsiders.

Smokestick: This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot cube (treat the effect as a *fog cloud* spell, except a breeze or wind dissipates the smoke in one round). The stick is consumed after one round, and the smoke dissipates naturally.

Sunrod: This 1-foot-long, gold-tipped, iron rod glows brightly when struck. It illuminates a 30-foot radius. It glows for 6 hours, after which the gold tip is burned out and worthless.

Thunderstone: You can throw this stone as a ranged attack against an Armor Class of 12 with a range increment of 20 feet. When it strikes a hard surface (or is struck hard), it creates a deafening bang. Each creature within a 10-foot-radius spread must make a Fortitude save or be deafened for one hour.

TOOLS & KITS	COST	WEIGHT
Alchemist's lab	500 gp	40 lb.
Artisan's tools	5 gp	5 lb.
Disguise kit	50 gp	8 lb.
Healer's kit	50 gp	1 lb.
Holly and mistletoe	—	—
Holy symbol, wooden	1 gp	—
Holy symbol, silver	25 gp	1 lb.
Hourglass	25 gp	1 lb.
Magnifying glass	100 gp	—
Musical instrument	5 gp	3 lb.
Scale, merchant's	2 gp	1 lb.
Spell component pouch	5 gp	2 lb.
Spellbook (blank)	15 gp	3 lb.
Thieves' tools	30 gp	1 lb.
Water clock	1,000 gp	200 lb.

CLOTHING	COST	WEIGHT
Artisan's outfit	1 gp	4 lb.
Cleric's vestments	5 gp	6 lb.
Cold weather outfit	8 gp	7 lb.
Courtier's outfit	30 gp	6 lb.
Entertainer's outfit	3 gp	4 lb.
Explorer's outfit	10 gp	8 lb.
Monk's outfit	5 gp	2 lb.
Noble's outfit	75 gp	10 lb.
Peasant's outfit	1 sp	2 lb.
Royal outfit	200 gp	15 lb.
Scholar's outfit	5 gp	6 lb.
Traveler's outfit	1 gp	5 lb.

FOOD, DRINK, LODGING	COST	WEIGHT
Ale – Gallon	2 sp	8 lb.
Ale – Mug	4 cp	1 lb.
Banquet (per person)	10 gp	—
Bread, per loaf	2 cp	0.5 lb.
Cheese, hunk of	1 sp	0.5 lb.
Inn stay (per day)	5 sp	—
Meals (per day)	3 sp	—
Meat, chunk of	3 sp	0.5 lb.
Wine, common, pitcher	2 sp	6 lb.
Wine, fine, bottle	10 gp	1.5 lb.

MOUNTS & RIDING GEAR	COST	WEIGHT
Barding (horse armor)		
Medium creature	x2	x1
Large creature	x4	x2
Bit and bridle	2 gp	1 lb.
Camel	15 gp	—
Dog, guard	25 gp	—
Donkey or mule	8 gp	—
Feed (per day)	5 cp	10 lb.
Horses		
Heavy	200 gp	—
Light	75 gp	—
Pony	30 gp	—
Warhorse, heavy	400 gp	—
Warhorse, light	150 gp	—
Warpony	100 gp	—
Saddle, military	20 gp	30 lb.
Saddle, pack	5 gp	15 lb.
Saddle, riding	10 gp	25 lb.
Saddlebags	4 gp	8 lb.
Stabling (per day)	5 sp	—

TRANSPORTATION	COST	WEIGHT
Caravel	20,000 gp	—
Carrack	30,000 gp	—
Carriage	100 gp	600 lb.
Cart	15 gp	200 lb.
Cog	10,000 gp	—
Galleass	50,000 gp	—
Galley	15,000 gp	—
Keelboat	3,000 gp	—
Longship	10,000 gp	—
Oar	2 gp	10 lb.
Rowboat	50 gp	100 lb.
Sled	20 gp	300 lb.
Wagon	35 gp	400 lb.

SERVICE	COST
Coach cab	3 cp per mile
Hireling, trained	3 sp per day
Hireling, untrained	1 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile

SPECIAL MATERIALS

The following special materials do not exist in the real world, but might be used in a game of *Blood & Treasure*.

Adamantine: Adamantine is the hardest non-magical substance known to exist. Weapons fashioned from adamantine can re-roll failed sundering attacks (see Rules of Play: Combat). Metal armor (scale, chain, banded, plate) made from adamantine increases the armor bonus of the armor by one point. Armor made of adamantine costs an extra 10,000 gp. Weapons made of adamantine cost an extra 3,000 gp.

Cold Iron: This iron, mined deep underground, is forged at a lower temperature to preserve its delicate properties. Weapons made of cold iron cost twice as much to make as their normal counterparts and score double damage against the fey and some other creatures.

Darkwood: This rare wood is as hard as normal wood but very light. Any wooden or mostly wooden item (such as a bow, an arrow, or a spear) made from darkwood weighs only half as much as a normal wooden item of that type. Items not normally made of wood or only partially of wood (such as a battleaxe or a mace) do not gain any special benefit from being made of darkwood. To determine the price of a darkwood item, use the original weight and add 10 gp per pound to the price of a darkwood version of that item.

Dragonhide: Master armorers can work with the hides of dragons to produce armor or shields of extraordinary quality. One large dragon produces enough hide for a single suit of leather or ring armor. Dragonhide armor costs double what normal armor of that type ordinarily costs, but it takes no longer to make than ordinary armor of that type. It increases the armor's AC bonus by +1.

Mithral: Mithral is a rare silvery, glistening metal that is lighter than iron but just as hard. When worked like steel, it becomes a wonderful material from which to create armor and is occasionally used for other items as well. An item made from mithral weighs half as much as the same item made from other metals. Items not primarily of metal are not meaningfully affected by being partially made of mithral. Armor made of mithral costs an extra 4,000 gp. Shields made from mithral cost an extra 1,000 gp. Other items cost an extra 500 gp per pound.

Silver: A complex process involving metallurgy and alchemy can bond silver to a weapon made of steel so that it can damage creatures such as lycanthropes. The silvering process cannot be applied to non-metal items and it does not work on rare metals such as adamantine, cold iron, and mithral. Silver ammunition costs an extra 2 gp and silver weapons cost an extra 30 gp.

HENCHMEN & HIRELINGS

Adventurers are specialists who focus their lives on treasure hunting and other deeds of daring do. They cannot be expected to know how to do everything, nor can they do everything by themselves. Thus – henchmen and hirelings.

Henchmen and hirelings are men and women that can be hired by player characters to join their retinue or they can simply be hired to do a single job. Non-player characters that enter a PC's retinue are called henchmen. The number of henchmen a PC can drag down into a dungeon equals 4 + the character's charisma modifier. Henchmen demand a wage and the PC might also be required to furnish them with the tools they require.

Hirelings are paid to do a specific job. This job might take a few minutes or a few weeks, but the hireling does not join the PC's retinue or accompany them into the wilderness. A PC who wants a new suit of armor, for example, would hire an armorer to make the armor for him. A PC who wanted to hire an armorer to follow him around and maintain his armor and weapons would have to add that armorer to his retinue as a henchman.

Note that PCs who have constructed a stronghold (see *Strongholds*) are permitted more followers in their retinue than normal.

FINDING HENCHMEN

Some TKs might find it sufficient to allow players to find any kind of henchman they desire, in essence "buying" them as easily as they would buy a piece of equipment. Others might wish to make a game of it. For those TKs, we provide the following system.

Each PC can spend a day seeking out henchmen through advertisements (i.e. hiring a cryer or posting handbills) and word of mouth (i.e. buying drinks at a local tavern). For each 10 gp they devote to this activity they get a "search point". The player then rolls 1d20 and attempt to roll beneath his number of search points + his charisma modifier. For every point below his search point total that he rolls, he gets one applicant to join his retinue. If adventurers are looking for a specific kind of henchman, the cost per search point is increased to 100 gp and the henchman found is exactly what they are looking for. Otherwise, roll on the following tables.

D20	HENCHMAN QUALITY
1-2	0-level commoner
3-4	0-level hireling (animal trainer, armorer, etc.)
5-6	0-level rogue (see below)
7-9	Man-at-arms
10-12	Man-at-arms with one feat
13-15	1st level of a basic class
16-17	1st level of an advanced class
19	1d3+1 level of a basic class
20	1d3+1 level of an advanced class

D10	BASIC CLASS	ADVANCED CLASS
1	Fighter	Assassin
2	Fighter	Barbarian
3	Fighter	Bard
4	Thief	Druid
5	Thief	Duelist
6	Thief	Monk
7	Cleric	Paladin
8	Cleric	Ranger
9	Magic-User	Sorcerer
10	Magic-User	Multi-Class (Roll twice on basic class column)

D4	HENCHMAN PERSONALITY
1	Choleric (ambitious, aggressive, passionate)
2	Melancholic (introverted, thoughtful, considerate)
3	Sanguine (impulsive, sociable, boisterous)
4	Phlegmatic (relaxed, quiet, sometimes lazy)

D6	ALIGNMENT (LAW-CHAOS)	ALIGNMENT (GOOD-EVIL)
1	Chaotic	Evil
2-5	Neutral	Neutral
6	Lawful	Good

The percent of applicants who are human versus some other race is up to the TK (though all multi-class henchmen are non-human) and might be influenced by the demographics of the settlement from which the applicant hails.

Henchmen with class levels demand a half share of treasure and 10 gp per week per level and they receive a half-share of XP. 0-level henchmen may be extraordinary individuals (1 in 6 chance) who are capable of earning XP and becoming 1st level adventurers after surviving their first adventure.

The following hirelings are common to most fantasy-style game worlds.

ALCHEMIST: Alchemists are pseudo-scientists and workers of minor magic. They are capable of manufacturing the special alchemical items described in the equipment section above. In addition, arcane spellcasters attempting to craft magic items require the aid of alchemist. It takes an alchemist one week per 30 gp of the sales price of an alchemical item to craft that item. Alchemists demand a salary of 10 gp per week plus room and board. Alchemists can cast spells as an adept (see below).

ANIMAL TRAINER: Animal trainers are capable of taming animals and teaching them tricks. Most animal trainers can train animals for heavy labor, fighting, riding, guard duty or hunting in one month or teach them a trick in a week. Most animal trainers are only capable of training domesticated animals. One in six animal trainers is capable of training wild animals and 1 in 20 is capable of training magical beasts and dragons. Animal trainers are paid 5 gp per week plus room and board, 25 gp for wild animal trainers, 50 gp for dragon trainers.

ARMORER: Armorers are smiths who manufacture and repair armor and melee weapons. The services of one armorer are required to maintain the armor and weapons of one hundred men-at-arms.

It takes an armorer one week per 25 gp of the sales price of an item to craft that item. A magic-user manufacturing magical armor or weapon requires the services of an armorer. An armorer is paid 5 gp per week plus room and board, and the forge must be provided.

ARTISAN: Artisan is a term that applies to blacksmiths, carpenters, coopers (barrel-makers), chandlers (candle-makers) and other basic craftsmen. It takes an artisan one week per 5 gp of an item to finish it. An

artisan is paid 2 gp per week plus room and board. A forge must be provided for a blacksmith.

BEARER: A bearer is a simple laborer hired by adventurers to carry a torch or lantern, haul treasure, lead mules, etc. A bearer is paid 1 sp per day.

BOWYER: A bowyer is an expert craftsman who makes and repairs bows, crossbows, slings and other ranged weapons and their ammunition. One bowyer is required to maintain the ranged weapons of 50 men-at-arms. It takes a bowyer one week per 25 gp of the sales price of an item to craft it. Spellcasters attempting to make magic ranged weapons or ammunition require the services of a bowyer. A bowyer is paid a wage of 5 gp per week.

ENGINEER: Engineers are skilled at operating siege machinery, undermining walls and other defenses and constructing siege weapons and firearms. Magic-users and clerics attempting to build constructs require the services of an engineer, who must be provided with tools. It takes one engineer and two or more men-at-arms to operate siege engines like catapults and ballistas. It takes an engineer one week per 40 gp of the sales price of an item to craft that item. An engineer is paid 10 gp per week.

JEWELER: A jeweler combines the skills of a gem cutter, silversmith and goldsmith. They are the most skilled of the smiths and the wealthiest, and most jewelers have 1d6 x 1,000 gp on hand to purchase gems and jewelry looted from dungeons. Mages require the services of a jeweler to manufacture magical pieces of jewelry (amulets, rings, etc.) and other intricate little items. It takes a jeweler one week per 30 gp of the sales price of an item to craft that item. Jewelers are paid a wage of 10 gp per week.

MAN-AT-ARMS: Men-at-arms are mercenary soldiers that can be employed to aid adventurers in their assaults on dungeons or to protect expeditions into the wilderness. Men-at-arms come in the following varieties:

D10	MAN-AT-ARMS
1-3	Archer
4	Horse Archer
5-8	Infantry
9-10	Cavalry

Archers: Archers are armed with missile weapons, like bows, crossbows or slings. They are paid a wage equal to 10% of the cost of their armor and primary weapon per week. Use the following table to determine their gear, rolling separately for armor and missile weapon. Archers also carry a short sword or hand axe. Halfling slingers are +1 to hit with their slings, and charge double. Elven archers are +1 to hit with their bows, and charge double.

D6	ARMOR	MISSILE WEAPON
1	None (AC 10)	Javelins (5)
2	Padded (AC 11)	Sling and 40 bullets
3	Leather (AC 12)	Short bow and 40 arrows
4	Ring (AC 13)	Longbow and 40 arrows
5	Studded (AC 13)	Light crossbow and 20 bolts
6	Scale (AC 14)	Heavy crossbow and 20 bolts

Cavalry: Cavalry are warriors mounted on horses. They are paid a weekly wage equal to 10% of the value of their armor and horse. Cavaliers are always armed with a lance and longsword. Roll first for the warhorse. Cavaliers on light warhorses then roll 1d4 to determine armor, while cavaliers on heavy warhorses roll 1d4+2 to determine armor.

D6	HORSE	ARMOR
1	Light warhorse	Ring and shield (AC 15)
2	Light warhorse	Scale and shield (AC 16)
3	Light warhorse	Chainmail and shield (AC 17)
4	Heavy warhorse	Splint and shield (AC 18)
5	Heavy warhorse	Banded and shield (AC 18)
6	Heavy warhorse	Platemail and shield (AC 19)

Horse Archers: Horse archers are usually steppe or desert nomads who can fire their short bows from horseback without any penalty. Horse archers have leather armor, short bows and short swords and ride light warhorses. They are paid 12 gp per week.

Infantry: Infantry are usually armed with spears or pole arms, but also carry short swords or hand axes for close in fighting. Infantry with spears also carry shields, while those with two-handed weapons do not. They demand a weekly wage equal to 10% of the cost of their armor and main weapon.

D8	ARMOR	WEAPON
1	Leather (AC 12/14)	Longsword (and shield)
2	Studded (AC 13/15)	Spear (and shield)
3	Ring (AC 13/15)	Billhook
4	Scale (AC 14/16)	Poleaxe
5	Chain (AC 15/17)	Glaive
6	Breastplate (AC 15/17)	Guisarme
7	Splint or Banded (AC 16/18)	Halberd
8	Platemail (AC 17/19)	Pike

Sergeants: A sergeant-at-arms can command ten men-at-arms on his own, or assist a character in commanding 50 men-at-arms. They are equipped as their troops. Sergeants are paid three times as much as the men they command.

PRIEST: A priest is a non-adventuring clergyman who oversees parish churches and cathedrals. Lesser priests are called acolytes and might be found in villages and in the fortresses of minor nobles (where they are called chaplains). Vicars oversee the temples of towns and are usually in charge of all the acolytes in their area. Prelates oversee temples in great cities and are usually in charge of all the vicars in their region.

Priests cannot be hired by the week, but they can be hired to cast spells. Priests do not know how to fight in armor. Lawful and chaotic priests are barred from using edged and piercing weapons like clerics, while neutral priests are not. They rarely carry more than a club, mace or dagger.

Priests can cast spells as an adept (see below).

ROGUE: A rogue is a commoner with a *knack* for 1d6 of the skills commonly associated with thieves and assassins. They are not warriors, and will typically run when confronted, and they are not true thieves. A rogue demands a minimum of 5 gp per skill for a "job", and also demands 10% of the take.

D8	SKILL
1	Climb
2	Decipher script
3	Find/remove traps
4	Hide
5	Listen at doors
6	Move silently
7	Pick pockets
8	Trickery

SAGE: A sage is a scholar hired to answer questions. A guild of sages is called a "university", and the wealthiest city-states endow universities to train their nobles and clergy. Sage knowledge is divided into the following subjects.

SUBJECT	COVERS …
1. Arcana	Ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts
2. Cosmology	Other planes of existence, outsiders, elementals, planar magic
3. Dungeons	Aberrations, caverns, oozes, spelunking
4. Engineering	Buildings, aqueducts, bridges, fortifications
5. Geography	Lands, terrain, climate, people
6-7. History	Royalty, wars, colonies, migrations, founding of cities, legends
8. Nature	Animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin
9. Nobility	Lineages, heraldry, family trees, mottoes, personalities
10. Religion	Deities and demigods, mythic history, ecclesiastic tradition, holy symbols, undead

Each sage has one subject as a specialty. If a question is in a sage's specialty, she has a 5 in 6 chance per week of answering it. If it is in any other subject, she has a 3 in 6 chance per week of answering the question. Sages are paid 50 gp per week to answer questions in their specialty and 30 gp per week to answer other questions. Sages can cast spells as an adept (see below).

ADEPTS

Adepts are spell casters that are much less powerful than the adventuring cleric and magic-user classes. Alchemists, priests and sages are all counted as adepts, as are many tribal shamans and witch doctors. Adepts usually have normal stats for their monster types, regardless of their adept level.

	SPELLS PER DAY			
LEVEL	1st	2nd	3rd	4th
1. Neophyte	1	—	—	—
2. Expert	2	1	—	—
3. Master	3	2	1	—
4. Old Master	3	3	2	1
5. Venerable Master	3	3	3	2

Adepts do not prepare their spells ahead of time (since that would make extra work for the TK), but rather pluck them from the list as they go along.

Adepts choose their spells from the following:

1st Level—*audible glamer, create water, cure minor wounds, detect magic, guidance, light, mending, purify food and drink, read magic, touch of fatigue.*

2nd Level—*bless, burning hands, cause fear, command, comprehend languages, cure light wounds, detect evil/good, endure elements, obscuring mist, protection from evil/good, sleep.*

3rd Level—*aid, animal trance, constitution, dexterity, cure moderate wounds, darkness, delay poison, invisibility, mirror image, resist energy, scorching ray, see invisibility, strength, web.*

4th Level—*animate dead, bestow curse, cause diseqase, continual flame, cure disease, cure serious wounds, daylight, deeper darkness, lightning bolt, neutralize poison, remove curse, tongues.*

CHARACTER DETAILS

ALIGNMENT

Alignment is a basic measure of where a character stands in the greater scheme of things. If you decide to use alignment, you can either choose from a three-fold alignment system of Law, Neutrality and Chaos, or a nine-fold system that uses two axes – Law vs. Chaos and Good vs. Evil.

THREE-FOLD ALIGNMENT SCHEME

In this system, there are three alignments; Law, Chaos and Neutrality.

Law stands for the creation and order of the cosmos as well as the creativity and order of human (and demi-human) civilization. Law is sometimes equated with good and virtuous behavior. In the divine, Law is represented by the angels, archons and celestials. On the Material Plane, Law is represented by civilization and its agents and defenders, like paladins and clerics.

Chaos stands for entropy and disorder. Chaos existed before the cosmos was ordered and those who adhere to it believe Chaos will exist when the ordered cosmos finally dies. Chaos is sometimes equated with evil. In the divine, Chaos is represented by the demons, devils and xaocs. On the Material Plane, Chaos is represented by such enemies of civilization as monsters and assassins.

Neutrality is a middle path between Law and Chaos that understands the importance of both, but thinks that either is dangerous if taken to an extreme. Some neutrals simple ignore the pull between Law and Chaos, while others work to maintain a balance so that neither side can become too powerful.

NINE-FOLD ALIGNMENT SCHEME

The 9-fold alignment uses two axes – good vs. evil and law vs. chaos, as follows:

Lawful Good (LG): A lawful good character acts as a good person is expected or required to act. She combines a commitment to oppose evil with the discipline to fight it relentlessly. She tells the truth, keeps her word, helps the needy and speaks out against injustice. A lawful good character hates to see the guilty go unpunished. Archons and some angels are Lawful Good.

Neutral Good (NG): A neutral good character does the best that a good person can do. He is devoted to helping others. He works with officials, but does not feel beholden to them. Some celestials and angels are Neutral Good.

Chaotic Good (CG): A chaotic good character acts as his conscience directs him with little regard for what others expect of him. He makes his own way, but he's kind and benevolent. He believes in goodness and righteousness but has little use for laws and regulations. He hates it when people try to intimidate others and tell them what to do. Some celestials and angels are Chaotic Good.

Lawful Neutral (LN): A lawful neutral character acts as law, tradition or a personal code directs her. Order and organization are paramount to her. She may believe in personal order and live by a code or standard, or she may believe in order for all and favor a strong, organized government. The strange creatures called polyhedroids and the inevitables are Lawul Neutral.

Neutral (N): A neutral character does what seems to be a good idea. She doesn't feel strongly one way or the other when it comes to good vs. evil or law vs. chaos. Most neutral characters exhibit a lack of conviction or bias rather than a commitment to neutrality.

Some neutral characters, however, commit themselves philosophically to neutrality. They see good, evil, law, and chaos as prejudices and dangerous extremes. They advocate the middle way of neutrality as the best, most balanced road in the long run.

Chaotic Neutral (CN): A chaotic neutral follows his whims. He is an individualist first and last. He values his own liberty but doesn't strive to protect others' freedom. He avoids authority, resents restrictions, and challenges traditions. A chaotic neutral does not intentionally disrupt organizations as part of a campaign of anarchy. To do so, he would have to be motivated either by good or evil. A chaotic neutral character may be unpredictable, but his behavior is not totally random. He is not as likely to jump off a bridge as to cross it. The bizarre xaocs are Chaotic Neutral.

Lawful Evil (LE): A lawful evil villain takes what he wants within the limits of his code of conduct without regard for whom it hurts. He cares about tradition, loyalty, and order but not about freedom, dignity, or life. He plays by the rules but without mercy or compassion. He is comfortable in a hierarchy and would like to rule, but is willing to serve. He condemns others not according to their actions but according to race, religion, homeland, or social rank. He is loath to break laws or promises. The devils are Lawful Evil.

Neutral Evil (NE): A neutral evil villain does whatever she can get away with. She is out for herself, pure and simple. She sheds no tears for those she kills, whether for profit, sport, or convenience. She has no love of order and holds no illusion that following law, tradition, or codes would make her any more noble. On the other hand, she doesn't have the restless nature or love of conflict that a chaotic evil villain has.

Chaotic Evil (CE): A chaotic evil character does whatever his greed, hatred and lust for destruction drive him to do. He is hot-tempered, vicious, arbitrarily violent and unpredictable. If he is simply out for whatever he can get, he is ruthless and brutal. If he is committed to the spread of evil and chaos, he is even worse. The demons are Chaotic Evil.

ALIGNMENT LANGUAGES

There are two secret languages which the forces of Law and Chaos use to communicate with their allies. These languages are called Celestial, for lawful/good creatures, and Infernal, for chaotic/evil creatures.

Both languages use the same alphabet, and both are ancient beyond mankind. Infernal may be the original tongue of the chaotic void that existed before order was imposed on the cosmos. To the human ear, it might sound like babbling and grunting. Celestial ordered that tongue and gave it form and function. To the human ear it sounds rigid and precise.

PERSONALITY AND DESCRIPTION

The player defines the personality of their character. This may be a conscious choice at the character creation, or it may be something that emerges during play as the player is forced to react to the weird and dangerous situations that present themselves to the character. Personality may be influenced the race, class and alignment a player chooses for their character, but it does not have to be defined by them.

A character should also be described in physical terms. Physical description is influenced by the player's choice of race. Players should describe eye color, hair color, skin tone, height, weight, age and maybe other physical quirks.

HEIGHT AND WEIGHT

RACE	HEIGHT RANGE	WEIGHT RANGE
Dwarf	3'6" to 4'6"	105 lb. to 225 lb.
Elf	4'6" to 5'6"	80 lb. to 160 lb.
Gnome	2'0" to 2'8"	30 lb. to 50 lb.
Half-elf	4'6" to 6'0"	85 lb. to 165 lb.
Half-orc	4'10" to 2'10"	115 lb. to 295 lb.
Halfling	2'6" to 3'6"	25 lb. to 40 lb.
Human	4'6" to 6'6"	90 lb. to 280 lb.

CHARACTER AGE (IN YEARS)

RACE	START AGE	COLUMN A	COLUMN B	COLUMN C	OLD AGE	MAX AGE
Dwarf	40 +	3d6	5d6	7d6	188	450
Elf	110 +	4d6	6d6	10d6	500	750
Gnome	40 +	4d6	6d6	9d6	150	200
Half-elf	20 +	1d6	2d6	3d6	90	185
Half-orc	14 +	1d4	1d6	2d6	45	80
Halfling	20 +	2d4	3d6	4d6	75	200
Human	15 +	1d4	1d6	2d6	50	110

A – Barbarians, bards, sorcerers and thieves

B – Assassins, clerics, duelists, fighters, monks, paladins, rangers

C – Druids and magic-users

Most characters begin the game just beyond adulthood. A character can be older than adult if a player wishes. Old creatures lose 3 points of dexterity, strength and constitution and their base speed is reduced by 5 feet.

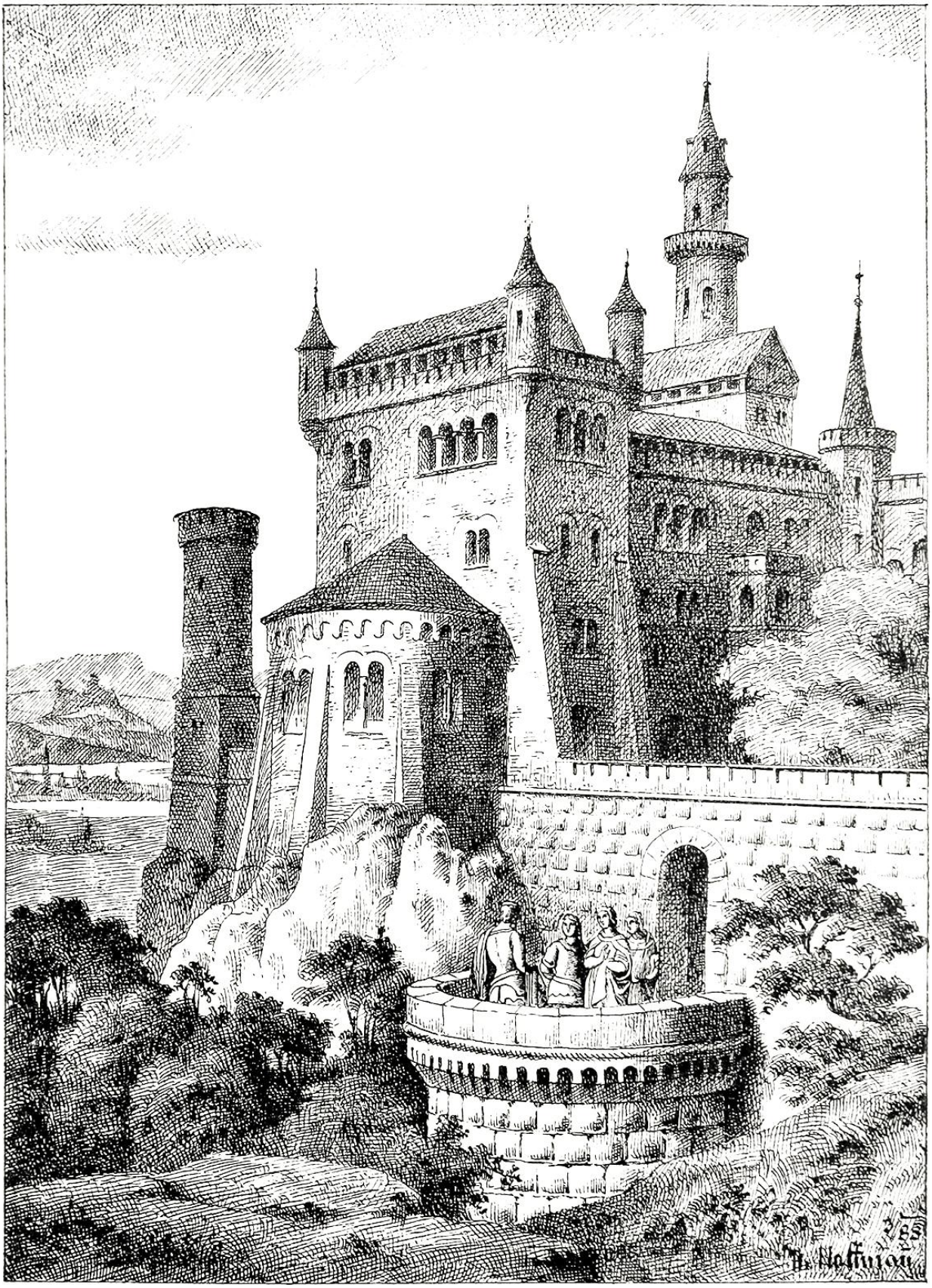
STRONGHOLDS

Once characters have made it to 9th or 11th level, they are permitted to establish a stronghold deep in the wilderness and attract men-at-arms and apprentices. This can be the beginning of a new barony that could one day become a powerful kingdom. Characters can also choose not to establish a stronghold and instead keep adventuring as they have been doing.

When characters have advanced to 9th level, they are among the most accomplished people in the land. They should have access to large amounts of treasure and are beginning to find very little left to do with it. Perhaps they have created some long-term relationships with NPCs (rescued princes or slave girls, etc.) in the campaign world and have a desire to settle down. When this urge to own some land comes upon a player, it's time to begin the process of building a stronghold. Building a stronghold ultimately means establishing a domain. This requires the following steps:

1) To begin with, the character must clear an area of wilderness of monsters so that it is safe for non-adventurers to move in. The wilderness area must be at least 100 miles away from the nearest settlement

2) A site for the stronghold must be found. The site should have access to stone that can be quarried, trees that can be cut, a relatively level area for



the stronghold and access to a waterway for transportation. Without any of these things, the expense can be significant.

3) Once the area is cleared, the character must design and build a stronghold.

4) When the stronghold is built, the character attracts followers and peasants to settle the land. If the PC has sworn fealty to a lord of some sort, these peasants may be serfs that are the virtual property of the newly minted baron or baroness.

SELECTING A DOMAIN

The first step in establishing a domain is to select the location. If the TK has not developed a campaign map this really cannot take place. Campaign maps are not necessary for *Blood & Treasure* adventures, but they are required for high level play that involves settling down and building strongholds.

Assuming there is a campaign map, the prospective lord must select a piece of land at least 100 miles into the wilderness (i.e. away from existing settlements). If this land is claimed by somebody else, conflict may occur, or the new lord may petition the claimant for a piece of his domain, promising in return to serve as his loyal vassal. This NPC will be the player character's liege lord.

A third option, of course, is to conquer the domain of an existing noble. Remember, though, that nobles exist in a web of alliances and obligations with other nobles, from the lowliest knight to the most powerful kings and emperors. Unless the target is completely independent, a war of conquest will carry severe repurcussions for the would-be conqueror.

A new domain needs to contain at least 100 acres. The domain should be fertile (it may consist of woodland that must be cleared – woods are the surest sign that the land gets enough rainfall to support crops) and should have a ready water supply in the form of a river, stream or spring.

CLEARING A DOMAIN OF MONSTERS

The site of a new fief (or independent settlement) is considered to be cleared of monsters if all monster lairs within 10 miles have been sought out and destroyed, and any survivors of those lairs sent beyond the 10 mile boundary. This state of affairs must persist for an entire year before peasants will be ready to settle in the new fief as tenants or before the adventurer's liege is willing to send serfs to dwell on his domain.

Seeking out these lairs and destroying them is the basis for many adventures, and the prospective lord must also figure out a way to support his retinue in the wilderness while the campaign of monster eradication is carried out.

DESIGNING A STRONGHOLD

Once the land has been cleared of monsters, a fort must be built to allow peasants to settle the land with some sense of safety. New lords might want to start with a simple motte-and-baily construction consisting of a moat, a wooden palisade and sufficient structures and tents to house himself, his retinue and the craftsmen and workers needed to build the actual castle. This small construction is not enough to attract peasants.

Before the castle can be built, the player must design it, drawing out a plan using graph paper. The stronghold is composed of several "construction units" listed below. Each unit carries with it a cost in gold pieces. A unit takes 1 week per 20 gold pieces of the module's cost per man working on it to complete.

Thus, a 10-ft section of outer wall, which costs 500 gold pieces, would take one man 25 weeks to complete. A crew of 10 men could complete it in 2.5 weeks. Dwarves and hobgoblins are especially good at construction projects, and can complete 30 gp of work in one week. Goblins, halflings, gnomes and kobolds are good at excavations, and can do 30 gp worth of work in one week.

EXCAVATIONS

An excavation unit is a 5-ft. cube of earth. The excavation's price and construction time depend on the material being excavated and whether the final excavation has a ceiling (i.e. not open to the sky) and whether it is reinforced with wooden or stone pillars.

Soil or Gravel	5 gp
Soft Rock (basalt, limestone, sandstone)	20 gp
Hard Rock (granite)	50 gp
Ceiling	x2
Ceiling and Reinforced with Wood	x3
Ceiling and Reinforced with Stone	x4

WALLS

Walls are put up in 10-ft. x 10-ft. sections. The price and construction time depend on the thickness of the wall and the materials used. The top of outer and inner walls are assumed to have crenelations.

Outer Wall (10-ft. thick)	500 gp
Inner Wall (5-ft. thick)	200 gp
Interior Wall, Stone (1-ft. thick)	30 gp
Interior Wall, Wood (6-in. thick)	10 gp

BUILDINGS

The buildings category includes towers, keeps and cottages. Buildings are built one floor at a time in 50 square foot sections. The cost and construction time depend on the materials used on the exterior wall. Round buildings cost 150% as much as square/rectangular buildings. All floors are assumed to be wood. Assume that stairs are included with multi-floor structures. Roofs are purchased separately.

Wattle-and-Daub	20 gp
Wood/Timber	50 gp
Stone (1-ft. thick)	150 gp
Stone (5-ft. thick)	1,000 gp
Thatched Roof	10 gp
Tile Roof	50 gp
Stone Roof	100 gp
Crenelations	100 gp

PORTALS & WINDOWS

Door or Trapdoor, Simple Wooden	1 gp
Door or Trapdoor, Good Wooden	2 gp
Door or Trapdoor, Strong Wooden	3 gp
Door or Trapdoor, Iron	6 gp
Door or Trapdoor, Secret	10 gp
Portcullis, Wooden	20 gp
Portcullis, Iron	50 gp
Draw Bridge	200 gp
Window, Shuttered	5 sp
Window, Glass	10 gp
Window, Stained Glass	100 gp
Arrow Slit	5 sp

ACCOUTREMENTS AND ORNAMENTS	
Dais	50 gp
Fancy Stone	x10
Fountain, Small	50 gp
Fountain, Large	500 gp
Statue, Small	50 gp
Statue, Medium	100 gp
Statue, Large	200 gp
Statue, Huge	400 gp
Trap	see Adventures: Dungeons

The Treasure Keeper should dice for random monster encounters during the construction process to keep things interesting.

ESTABLISHING YOUR RULE

Once the stronghold is constructed, the lord can finally attract peasants to work the land and begin collecting rents. The lord attracts 1 peasant family per 20 acres of arable land that he has cleared.

Peasant rents are always in the form of a percentage of the peasant's agricultural produce. For each peasant family working the lord's lands, roll once per harvest season on the following table:

D20	RENT COLLECTED
1-7	1d6 x 100 lb. of grain, worth 1 cp per lb.
8-10	1d4 x 100 lb. of fruit, worth 1 sp per lb.
11-13	2d6 chickens, worth 1 cp per chicken
14-15	1d4 x 100 lb. of wool, worth 5 sp per lb.
16	1d10-1 head of goat, worth 1 gp per head
17	1d8-1 head of sheep, worth 2 gp per head
18	1d6-1 head of swine, worth 3 gp per head
19	1d3-1 head of cattle, worth 10 gp per head
20	1d2-1 head of oxen, worth 15 gp per head

For each peasant family working a mine, the lord collects 1d6 x 100 lb. of base metal per year, 1d6 x 10 lb. of precious metal per year or 2d6 valuable gemstones per year in rent.

If the lord has taken on any vassals (i.e. knights) or yeomen, they will pay a rent equal to 1d10 sp per acre they work per month to the lord. If he has permitted smiths, millers and other professionals to set up shop on his land, the lord collects a rent of 1d6 gp per month from them.

Each month, the TK should roll 1d6. On a roll of "1", some random event occurs. Determine the event on the table below:

D%	EVENT
1-10	Arrival of a yeoman family looking for 20 acres to farm.
11-18	Departure of a yeoman family.
19-24	Arrival of a professional and his family looking for work.
25-30	Departure of a professional and his family.
31-36	Arrival of a mid-level (1d4+3) character wishing to pledge his loyalty to the lord or lady in exchange for 40 acres of land.
35-40	Departure of a vassal and his family.
41-46	Arrival of 3d6 pilgrims looking for succor. Roll their alignment on 1d6 (1-2 = Lawful, 3-5 = Neutral, 6 = Chaotic). They expect one night of hospitality from the lord.
47-49	Arrival of a tribe of humanoids looking for plunder and war. Use humanoids common to the area.
50-54	Arrival of human or demi-human lord and 2d6 followers looking for hospitality. The lord brings a gift and expects to stay for 1d4 weeks.
55-57	Arrival of human army looking for conquest. The army should be powerful enough to challenge the lord or lady's army.
58-60	Arrival of demi-human army looking to rid their land of the lord and his followers. The army should be powerful enough to challenge the PC's army.
61-63	Arrival of undead plague in village. Roll 1d10: 1-3 = Ghoul, 4-6 = Wight, 7-8 = Wraith, 9 = Spectre, 10 = Vampire.
64-66	Arrival of powerful monster in wilderness. The monster should represent a strong encounter for the lord or lady of the domain and his or her most powerful followers.
67	Ill weather ruins crops. No agricultural rents will be collected this year and food must be imported to keep people alive. If food is not imported, all yeomen and professionals leave and all serfs attempt to escape. Vassals have a 30% chance of leaving their lord or lady's service. There is a good chance that the ill weather was caused by a monster or rival spellcaster
68-69	Arrival of king's herald, demanding the lord and his knights go off to war.
70-74	Arrival of diplomat from neighboring fief offering alliance through marriage or demanding satisfaction for some real or imagined slight. 50-50 chance of either.
75	Earthquake damages castle. There is a good chance it was caused by a subterranean monster or rival spellcaster.
76	Comet sighted! The lord suffers bad fortune for remainder of the year until a pilgrimage is undertaken to the nearest temple or sacred site and a sacrifice worth at least 1,000 gp per level of the lord is made.
77	A member of the lord or lady's family or retinue dies suddenly and mysteriously. There is a good chance it was caused by a monster or rival spellcaster.
78-80	A mine is discovered on the periphery of the lord's holdings. Roll 1d20 to determine the product of the mine: 1-12 = base metal, 13-14 = copper, 15 = silver, 16 = gold, 17 = platinum, 18 = fancy stones, 19 = gems, 20 = jewels. There is a 50% chance it was discovered by the lord's agents. Otherwise, it was discovered by prospectors who work it in secret.
81-85	Bandits plague the fief, hiding in the wilderness.
86	Pregnancy in the lord or lady's family (ignore if circumstances do not lend themselves to such an event).
87-91	Arrival of traders who wish to set up a market. The traders bring with them exotic goods and useful news of the world.
92-96	Arrival of entertainers who wish to put on a show. There is a 1 in 6 chance they are not what they seem to be.
97	An inhabitant of the fief receives a mysterious vision.
98	There is an assassination attempt of the lord or one of the members of his family or retinue. The assassin has a level equal to their target.
99	The lord or a member of his family or retinue is cursed by a high level spellcaster or monster.
100	A valuable item is stolen or a member of the lord's family or retinue is kidnapped by a high level rival or monster

CHAPTER THREE

RULES OF PLAY

TIME | MOVEMENT | ENCUMBRANCE | SURVIVAL | CONDITIONS | TASKS | COMBAT

Shakespeare once wrote, "The play is the thing," and we could not agree more. Characters are fine and dandy, but the point of *Blood & Treasure* is the adventures those characters embark on and the wondrous treasures they bring back (if they come back).

Play is between the players and the Treasure Keeper. The TK acts as the players' eyes and ears (and nose and taste buds, etc.) in the world of his creation. He describes what they see, hear and feel. The players then respond, letting the TK know how their characters are acting and reacting to the things they see and hear, whether those things are an angry mob of goblins, a dark and foreboding set of stairs, a magical wall of fire or an ancient iron chest laden with treasure. In return, the TK describes the results of the character's activities. This back and forth interaction between the players and the TK is the substance of the game.

The game, however, would be boring without random chance. If the TK simply declared the characters' actions successful or unsuccessful, there would be no game, merely an interactive story. This chapter introduces some basic rules that create a framework that the TK can work within to run adventures.

TIME

Time within the game, sometimes called "game time" is not necessarily the same as time outside the game. For example, a battle might only take a few minutes of "game time" to complete, even though playing through the combat takes much longer in real life.

To measure time within the game, we use minutes, hours, days and weeks, just as one normally would, but we also use rounds and turns. A round represents about 10 seconds, so there are 6 rounds per minute. A turn is 10 minutes long, thus there are 6 turns in an hour.

Rounds are used to facilitate combat. Minutes and turns are used to facilitate dungeon exploration, while hours and days are used for wilderness exploration.

MOVEMENT

Movement is measured in feet per round. The average person can move 30 feet per round while walking normally. A person who is carefully exploring moves as a rate of 10 feet per round. A person that is running can move up to four times his normal movement for 1 round, and two times his normal movement rate for one minute or turn.

TIME SPAN	EXPLORATION	WALKING	RUNNING
Round	10 ft.	30 ft.	120 ft.
Minute	100 ft.	300 ft.	600 ft.
Turn	1,000 ft.	3,000 ft.	6,000 ft.

Small characters, like dwarves, gnomes and halflings, have a normal walking speed of 20 feet per round, instead of 30 feet per round. Their exploration movement rate is the same as for larger folk, since they do not need to creep around more slowly just because their normal walking speed is slower than that of larger folk. Movement for these folks looks like this:

TIME SPAN	EXPLORATION	WALKING	RUNNING
Round	10 ft.	20 ft.	80 ft.
Minute	100 ft.	200 ft.	400 ft.
Turn	1,000 ft.	2,000 ft.	4,000 ft.

Long distance running (i.e. running for one hour or more) is only possible by making a successful Fortitude saving throw, and even then it leaves the person fatigued (see Conditions below) until they get a full night's sleep.

ENCUMBRANCE

Encumbrance is a measure of how much weight your character is carrying and how much that weight slows them down.

A character can carry up to 10 pounds of weight per point of strength without any penalty to their movement rate. Carrying more than 10 times their strength leaves them "encumbered" and reduces their walking speed by one half and limits their running speed to twice their walking speed. A character's maximum load is 25 times their strength score in pounds.

Dragging something on the ground increases these figures by five fold. Pulling something on wheels increases these figures by ten times.

		MAXIMUM LOAD		
STRENGTH	ENCUMBERED	CARRY	DRAG	PULL
3	31 lb.	75 lb.	325 lb.	750 lb.
4	41 lb.	100 lb.	500 lb.	1,000 lb.
5	51 lb.	125 lb.	625 lb.	1,250 lb.
6	61 lb.	150 lb.	750 lb.	1,500 lb.
7	71 lb.	175 lb.	875 lb.	1,750 lb.
8	81 lb.	200 lb.	1,000 lb.	2,000 lb.
9	91 lb.	225 lb.	1,125 lb.	2,250 lb.
10	101 lb.	250 lb.	1,250 lb.	2,500 lb.
11	111 lb.	275 lb.	1,375 lb.	2,750 lb.
12	121 lb.	300 lb.	1,500 lb.	3,000 lb.
13	131 lb.	325 lb.	1,635 lb.	3,250 lb.
14	141 lb.	350 lb.	1,750 lb.	3,500 lb.
15	151 lb.	375 lb.	1,875 lb.	3,750 lb.
16	161 lb.	400 lb.	2,000 lb.	4,000 lb.
17	171 lb.	425 lb.	2,125 lb.	4,250 lb.
18	181 lb.	450 lb.	2,250 lb.	4,500 lb.
19	191 lb.	475 lb.	2,375 lb.	4,750 lb.
20	201 lb.	500 lb.	2,500 lb.	5,000 lb.
21	211 lb.	525 lb.	2,625 lb.	5,250 lb.
22	221 lb.	550 lb.	2,750 lb.	5,500 lb.
23	231 lb.	575 lb.	2,875 lb.	5,750 lb.
24	241 lb.	600 lb.	3,000 lb.	6,000 lb.
25	251 lb.	625 lb.	3,125 lb.	6,250 lb.

SAVING THROWS

Often in the course of reading these rules, you will come across the concept of saving throws. Saving throws are used in two ways: First, as a means of escaping a terrible danger (or even certain death), and second, as a means of resolving the success or failure of other tasks attempted in the game.

Characters and monsters have three different types of saving throws: Fortitude (or Fort), Reflex (or Ref) and Will.

Fortitude represents bodily strength and power. Fortitude saving throws protect people from poison, paralyzation, disease and physical force.

Reflex represents quickness, balance and agility. A Reflex save might save you from a terrible fall, a dragon's fiery breathe or a wizard's death ray.

Will represents mental strength and is used to protect from many spells, especially those that charm or compel.

A saving throw is given as a number that ranges between 3 and 20. To make a saving throw for a character, a player rolls 1d20 and attempts to equal to exceed that value. To this roll, they add their constitution modifier for Fortitude saving throws, their dexterity modifier for Reflex saving throws and their wisdom modifier for Will saving throws. For monsters, TK's roll 1d20, adding no modifiers, and try to equal or exceed their relevant saving throw value.

Using saving throws for task checks is done in the same basic method, and is explained in more detail under Heroic Tasks below.

ITEM SAVING THROWS

Sometimes, an object is required to pass a saving throw. Objects have a single saving throw value based upon the durability and strength of the material it is made from. Magic items, no matter their material, save as though they are made of adamantine, and magic armor and weapons add their magical bonus to their saving throw roll.

MATERIAL	SAVING THROW
Clay	15
Glass	18
Paper	20
Cloth	17
Leather	16
Wood	14
Stone	10
Precious stone	12
Gold and silver	8
Copper and platinum	7
Alchemical silver	7
Bronze	6
Iron and cold iron	5
Steel and mithral	4
Adamantine	3

SURVIVAL

STARVATION AND THIRST

Characters should eat at least twice per day to maintain their health. A character that eats less than this is fatigued (see Conditions below). A character that eats no food suffers 1 point of strength, dexterity and constitution damage each day until they resume eating.

Characters should drink at least one gallon of water, beer or wine per day. Drinking less than this leaves a character fatigued. Failure to drink any liquid at all inflicts 1d6 points of strength, dexterity and constitution damage per day.

LIGHT

When descending into the underworld, light is a must, at least for humans. Most non-humans, and all subterranean creatures, are capable of seeing perfectly well underground, their eyes being acutely sensitive to even minor variations in temperature.

LIGHT SOURCE	RADIUS	DURATION
Candle	5 ft.	1 hour
Lamp, common	15 ft.	6 hours
Lantern, hooded	30 ft.	6 hours
Torch	20 ft.	1 hour

Lighting something with flint and tinder (which must be dry) takes 1d4 rounds. Lighting one object from another object takes only one round. A lamp or lantern burns for six hours per pint of oil. Bullseye lanterns project light in a cone 60 ft. long and 30 ft. wide, rather than in a complete radius around the light source, operating much like a modern flashlight in this respect.

FALLING

Exploring ruins and dungeons often involves climbing, and many ruins and dungeons have hidden pitfalls. However a person falls, the effect remains the same; the character suffers damage based on the height of the fall and has a chance of being crippled (see Conditions).

For every 10 feet a person falls, they suffer 1d6 points of damage. If they make a successful Reflex saving throw, the amount of damage is halved and they have no chance of being crippled by the fall. The maximum amount of damage from a fall is 10d6.

FALL	DAMAGE	CRIPPLED
10 ft.	1d6	1 in 10
20 ft.	2d6	1 in 6
30 ft.	3d6	1 in 6
40 ft.	4d6	2 in 6
50 ft.	5d6	2 in 6
60 ft.	6d6	3 in 6
70 ft.	7d6	3 in 6
80 ft.	8d6	4 in 6
90 ft.	9d6	4 in 6
100 ft.	10d6	5 in 6
110 ft.	10d6	5 in 6
120 ft. +	10d6	6 in 6

If the person falling fails the Reflex saving throw, they have a chance of being crippled (see Conditions) by the fall. A 10 foot fall, for example, inflicts 1d6 points of damage and carries with it a 1 in 10 chance (i.e. roll of 1 on 1d10) of a fracture of some kind that cripples the character (see Conditions below). A 100-ft. fall, on the other hand, inflicts 10d6 points of damage and has a 5 in 6 chance (i.e. roll 1 to 5 on 1d6) of crippling the victim.

Damage can be modified based on the kind of surface the person falls onto. Falling into a pile of hay could decrease the damage dice to d4 instead of d6. Falling onto spikes or jagged rocks could increase the damage dice to d8 or d10 instead of d6 as the Treasure Keeper sees fit.

DISEASE

Disease was a normal part of the pre-modern times in which most campaigns are set. Cities were especially infested with disease and a TK might decree that all people visiting a city have a chance of contracting a random disease.

Unfortunately, reality and the needs of a game are not always compatible and diseases in this context often do not make much sense. With the access most characters have to magical healing, diseases are usually easy to defeat, making the whole process pointless. Moreover, when a character who has survived multiple dungeon adventures succumbs to the sniffles and dies, a TK is often left with a very unsatisfied player. For this reason, disease is usually best left as a result of attacks from monsters or maybe from infection from traps, thus keeping a character's survival at least partially in the realm of player skill.

When a character is injured by a contaminated attack, touches an item smeared with diseased matter or consumes disease-tainted food or drink, he must make an immediate Fortitude save. If he succeeds, his immune system fights off the infection and the disease has no effect. If he fails, he becomes fatigued (see Conditions) and begins to suffer 1d6 points of ability damage after an incubation period. Once per day thereafter, he must make a successful Fortitude save to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers.

DISEASE	INFECTION TYPE	INCUBATION PERIOD	DAMAGED ABILITY
Black death	Injury	1 day	Con, Str
Blinding sickness	Ingested	2 days	Str
Bloody flux	Ingested	2 days	Con
Cackle fever	Inhaled	1 day	Wis
Demon fever	Injury	1 day	Con
Devil chills	Injury	3 days	Str
Filth fever	Injury	2 days	Dex, Con
Malaria	Injury	2 weeks	Dex, Wis
Mindfire	Inhaled	1 day	Int
Mummy rot	Contact	1 day	Con
Nervous fever	Ingested	3 days	Dex, Str
Red ache	Injury	2 days	Str
St. Anthony's Fire	Ingested	1 day	Dex, Wis
Shakes	Contact	1 day	Dex
Slimy doom	Contact	1 day	Con

BLACK DEATH: Also known as bubonic plague, the first sign of infection from this malady are the growth of black tumors in the groin, armpits and neck, which ooze pus and bled when opened. The blackness spreads, and there is also acute fever and the vomiting of blood. The black death is spread by the bite of fleas who fed on infected rats and giant rats.

BLINDING SICKNESS: This disease is spread through tainted water. Each time a victim suffers 2 or more points of ability damage, he must make another saving throw or be struck blind.

BLOODY FLUX: Also known as dysentery, the flux invades one's body via tainted food or water (of which there is plenty in a pre-modern civilization). Symptoms include stomach pain, bloody diarrhea, the vomiting of blood and delirium.

CACKLE FEVER: Symptoms include high fever, disorientation and bouts of hideous laughter.

DEMON FEVER: Demon fever is spread by night hags. When damaged, a character must succeed at another saving throw or one point of the ability damage is ability drain.

DEVIL CHILLS: This disease is spread by barbed devils and pit fiends. It takes three, not two, successful saves in a row to defeat devil chills.

FILTH FEVER: Spead by giant rats and otyughs, those injured while in filthy surroundings might also catch it. It involves a high fever and swollen joints.

MALARIA: Malaria is traditionally transmitted by mosquitos (or, in a fantasy game, by giant mosquitos), and is thus associated with damp, swampy areas. Saves against malaria's damage are made every 2 days, instead of every day. Symptoms include fever, joint pain, nausea, convulsions and brain damage.

MINDFIRE: This disease makes it feels as though one's brain is burning. It causes them to be stuporous and in an ill temper.

MUMMY ROT: Spread by mummies, successful saving throws do not allow the character to recover, although they do prevent damage. Only magical healing can save a character struck with mummy rot (see mummies in the Monster chapter to learn how).

NERVOUS FEVER: Also known as Typhoid fever, its symptoms progress as the disease progresses, starting with fever and bloody nose, then progressing to very high fever, delirium and finally leading to intestinal hemorrhage and severe dehydration in the final week of the disease. If a character manages to survive 4 weeks, the fever subsides and he survives.

RED ACHE: Causes the skin to turn red, bloated, and warm to the touch. The disease is similar in some ways to typhus.

ST. ANTHONY'S FIRE: Also known as ergotism, this "disease" is actually a form of poisoning by a fungus that grows on grain. St. Anthony's fire causes spasms, nausea, seizures, mania and psychosis, specifically hallucinations, and rotting of the fingers and toes.

THE SHAKES: The shakes cause involuntary twitches, tremors, and fits.

SLIMY DOOM: The victim of this disease turns into infectious goo from the inside out. When damaged, a character must succeed at another saving throw or one point of the ability damage is ability drain.

POISON

To keep things simple, poison in the game comes in four varieties. In all cases, a character that consumes or is injected with poison must succeed at a Fortitude saving throw or succumb to its effects. Poison damage is suffered immediately after a person fails their saving throw.

POISON TYPE	EFFECT
I. Sleep	Sleep for 1d6 turns
II. Paralysis	Paralyzed for 1d6 turns
III. Mild	1d6 points of hit point damage
IV. Lethal	1d6 points of constitution damage per round until dead

CONDITIONS

Conditions are a useful short hand for dealing with the effects of dangers in the game. The following conditions are used in the game:

BLINDED: Blinded characters cannot see. In a fight, they suffer a -10 penalty to hit their targets, and their opponent gains a tactical advantage against them. Blinded creatures are surprised on a roll of 1-3 on 1d6.

COMATOSE: The subject falls into a catatonic coma. During this time, it cannot be awakened by any means. This is not a sleep effect, and thus elves are not immune to it.

CRIPPLED: The crippled condition indicates some problem with a creature's legs or feet. The creature's movement is reduced by one half and they suffer a -2 penalty on Reflex saving throws.

DEAFENED: Deafened characters are surprised on a roll of 1-3 on 1d6. Deafened spellcasters fail to cast their spells on a roll of 1-2 on 1d6.

ENTANGLED: Entangled creatures move at quarter speed and cannot run. This gives their opponents a tactical advantage in combat. Entangled spellcasters fail to cast their spells on a roll of 1-2 on 1d6.

FATIGUED: A fatigued character moves at half speed and his opponent's enjoy a tactical advantage in a fight.

FRIGHTENED: Frightened characters flee from the source of their fright as quickly as they can. If a frightened creature is unable to flee and must fight, their opponent gains a tactical advantage.

INCORPOREAL: Incorporeal creatures can only be harmed by magic weapons or spells. They can pass through solid objects.

MADNESS: Mad or insane characters act randomly each round (during combat) or turn (outside of combat), per the *confusion* spell.

PARALYZED: A paralyzed creature cannot move or act, but can perform purely mental functions.

PETRIFIED: A petrified creature has been turned to stone and is considered unconscious. Damage sustained by a petrified creature (i.e. loss of a limb or head) is carried over to the creature when it is un-petrified.

PRONE: A prone character has been knocked to the ground. Opponents wielding melee weapons enjoy a tactical advantage against him, while he enjoys a tactical advantage against foes with ranged weapons.

SICKENED: Sickened creatures are dizzy and nauseated, and suffer a -2 penalty to attack and to their saving throws.

STUNNED: A stunned character cannot move or attack and drops any item he holds. Opponents enjoy a tactical advantage against him.

HEROIC TASKS

The concept of "heroic tasks" covers everything from climbing a sheer wall to riding a dragon. Mundane things like brushing one's teeth or stepping over a puddle do not qualify as heroic tasks, and characters can do things like this automatically, without rolling any dice. Accomplishing very difficult (or almost impossible) tasks, on the other hand, does require a player take dice in hand and roll to discover his character's fate.

For each of the actions described below, the conditions required to elevate a simple task to the level of a heroic task are briefly described. In addition, several difficulties are listed that impose a penalty on the player's roll.

Each difficulty a character faces when attempting a heroic task imposes a -2 penalty on his dice roll. For example, riding a mount during combat is difficult, and therefore requires a heroic task check to do without falling off. Riding an untamed flying mount that has been frightened during combat involves three difficulties, and thus imposes a -6 penalty.

The dice to be rolled and the number needed for success depends on whether the person attempting the task is **unskilled**, has a **knack** or is **skilled** at the task.

UNSKILLED: The unskilled can succeed at a difficult task by rolling 1d20, adding the relevant ability modifier, and trying to equal or beat an "18".

KNACK: An unskilled person with a knack for something (such as an elf's knack for finding secret doors or a gnome's knack for listening at doors) can succeed at a difficult task by rolling 1d20, adding the relevant ability modifier, and trying to equal or beat a "15".

SKILLED: A character skilled at a task improves his chances of success as he or she advances in level. A skilled task check is made by rolling the indicated saving throw, modifying the roll with the indicated ability score modifier instead of the normal ability score modifier.

BEND BARS (FORTITUDE + STR MODIFIER)

Adventurers tend to get themselves into trouble, either by breaking into a monster's home and stealing its loot or by failing to pay the king's taxes on said stolen loot. This means that they might end up in the king's dungeon or maybe on the wrong side of a portcullis with a horde of angry kobolds rushing towards them. Bending bars is only easy if the bars are made of a weak metal like gold. Using a crowbar might make bending iron or steel bars easy as well.

FAILURE: The bars do not bend.

NOTE: Adamantine bars cannot be bent.

BREAK DOWN DOORS (FORTITUDE + STR MODIFIER)

While exploring ancient ruins and dungeons, one often comes across doors that do not open easily or at all. The door may be warped and stuck or may be locked. In these cases, the application of a little muscle, in the form of a kick, may be required to remove the obstacle.

DIFFICULTIES: Kicking in a metal or stone door, kicking in a locked door and kicking down an unhinged (i.e. sliding) door.

FAILURE: The door does not open and the kicker suffers 1d4 points of damage and has a 5% chance of being crippled for 24 hours.

NOTE: Doors can also be battered down with axes and maces. Doing so alleviates any chance of damage to the batterer and improves his chances of success by the average damage of the weapon being used (i.e. +3 for light maces, +5 for a pole axe). However it is done, breaking down doors is noisy and always calls for a wandering monster check.

BALANCE (REFLEX + DEX MODIFIER)

Adventurers do tend to get themselves into the most dangerous places, and their lust for treasure often leads them into doing rather stupid things, like edging across a narrow beam while orcs are shooting arrows at them, just to reach a ruby-studded crown.

DIFFICULTIES: Walking across a an unstable surface (rope, wire), balancing while being attacked and balancing in high winds.

FAILURE: Character falls and suffers normal falling damage.

CLIMB SHEER SURFACES (REFLEX + DEX MODIFIER)

When attempting to make a living by stealing from others, one often discovers that those "others" put their valuables in high, out of the way places or behind tall walls. Climbing a slope or wall with handholds, or using a rope, does not count as a heroic task.

DIFFICULTIES: Climbing a slick surface (oil, slime), climbing while being attacked, or climbing at double speed.

FAILURE: The climber falls and suffers falling damage. To make things easy, assume the fall occurs somewhere in the middle of the climb – i.e. a 20 ft. climb equals a 10 ft. fall.

NOTE: Climbing is done at a speed of 10 feet per round.

DECIPHER CODES (WILL + INT MODIFIER)

Codes, in this connotation, can be actual coded messages, magical writings, or ancient or unknown languages.

DIFFICULTIES: Deciphering an incomplete message, deciphering a magical inscription (a scroll, for example) without knowing how to cast spells of that type (i.e. a cleric attempting to decipher a magic-user scroll).

FAILURE: You fail to decipher the code.

ESCAPE BONDS (REFLEX + DEX MODIFIER)

Just as adventurers often find themselves locked in dungeon cells, they also spend a significant amount of time bound in ropes. Escaping bonds is really never easy, unless they are ineptly tied.

DIFFICULTIES: Wrists and ankles bound with rope or chain, sealed inside a locked box or pillory, working without thieves' tools or attempting to escape in plain view of guards without them knowing you are esscaping.

FAILURE: Fail to escape bonds.

NOTE: A successful escape takes 1d10 minutes. If interrupted, the escape still succeeds, the clock just stops while the escaper waits for the guards to leave.

FIND SECRET DOORS (WILL + INT MODIFIER)

When a wizard wants to hide her treasure, she might put it behind a massive metal door with a dozen locks trapped with acid, or she might put it behind a door that blends seamlessly into the wall. Of course, they might also do both.

DIFFICULTIES: Secret door is hidden with magic.

FAILURE: The secret door remains a secret.

OPTIONAL SKILLS SYSTEM

If your players would like more control over their character's skills – and you want them to have that control – you can allow them to spend "skill points" on the various skills in this chapter, each point spent giving them a +1 bonus to use those skills in play.

Rather than rolling a saving throw, the player rolls 1d20, adds their skill bonus, and attempts to roll and '18' or higher. If the character already has a **knack** at the skill to be tested, they need to roll a '15' or higher.

The number of skill points available to a character to spend at each level depends on the class:

Assassin	6 points per level
Barbarian	4 points per level
Bard	6 points per level
Cleric	2 points per level
Druid	4 points per level
Duelist	4 points per level
Fighter	2 points per level
Magic-User	2 points per level
Monk	4 points per level
Paladin	2 points per level
Ranger	6 points per level
Sorcerer	2 points per level
Thief	8 points per level

If the TK wishes, some skills can cost more than one skill point for certain classes – for example, non-rangers buying the tracking skill.

NOTE: Finding a secret door does not necessarily mean opening a secret door. Many secret doors require special catches to be tripped (a book pulled from a bookshelf or a wall sconce pulled down, for example).

FIND TRAPS (WILL + INT MODIFIER)

Traps come in many shapes and sizes, and it is helpful to find a trap before you walk into it. Finding a trap is never easy and always requires a heroic task check to accomplish.

DIFFICULTIES: Finding a very small trap (in a lock, for example), finding a magical trap (a *fire trap*, for example), finding a trap while rushed, hurried or under attack.

FAILURE: You find no trap. The TK must be careful to tell the person looking that they "found no trap", not that "there is no trap". Keep them guessing!

NOTE: Finding a trap takes a minimum of 1 turn.

HIDE IN SHADOWS (REFLEX + DEX MODIFIER)

When an adventurer finds themselves hunted in a hostile dungeon or fortress, hiding might come in handy. Naturally, hiding behind a solid, opaque object is not too difficult (unless you sneeze – a wicked TK can give characters hiding in dusty areas a 1% chance of doing this), but blending into the shadows without making a single sound, not even a breath, is a heroic task indeed.

DIFFICULTIES: Hiding while under observation, hiding in brightly colored clothing or shining armor or hiding in a well lit area (though there must be at least some shadow for there to be any chance of success).

FAILURE: You are noticed.

NOTE: If wearing camouflage you gain a +2 bonus to your dice roll.

JUMP (FORTITUDE + STR MODIFIER)

Whether jumping onto a moving wagon or across a spiked pit, adventurers often need to take a dangerous leap. Jumping five feet forward or three feet upward or backward from one stable platform to another with a running start at least as long as the jump distance counts as easy, and requires no roll.

DIFFICULTIES: Jumping double the easy distance (triple imposes a -4 penalty to the roll, quadruple a -6 penalty), jumping without a running start, jumping from a moving object or jumping to a moving object.

FAILURE: Jump comes up short, so falling damage may apply. If jumping from a moving object, the speed of the platform is added to the falling distance. Thus, jumping from a horse moving at a speed of 60 feet per round and falling, the fall is treated as though from 65 feet.

NOTE: A person tied to a rope has their falling damage cut short, but still suffers damage for the distance they do fall.

LISTEN AT DOORS (WILL + WIS MODIFIER)

The things that hide behind doors in dungeons are often hostile and deadly, so listening first is a good idea. Listening with one's ear at a normal wooden door in a quiet environment is considered an easy task.

DIFFICULTIES: Listening at a thick door or a door made of metal or stone, listening at a sealed door (i.e. no cracks), listening in a noisy environment or trying to hear people who are whispering.

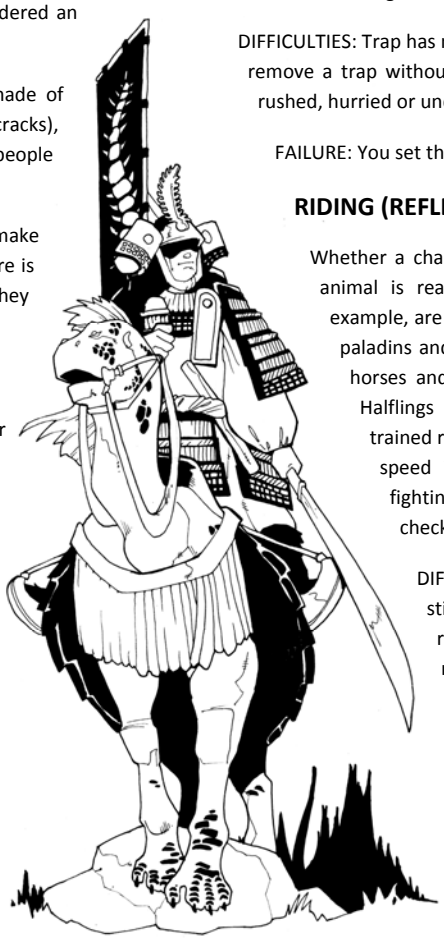
FAILURE: The character hears nothing. As the TK, make sure you use those words. Do not tell the player "there is nothing on the other side of the door". If they fail, they do not know if there is something waiting or not.

MOVE SILENTLY (REFLEX + DEX MODIFIER)

Adventurers in the process of looting an evil temple or escaping from the king's dungeons might want to do so quietly and discreetly to avoid unpleasantness with guards. Of course, characters are usually assumed to be moving quietly, but moving without making any noise at all is considered a heroic task.

DIFFICULTIES: Sneaking in squeaky or metal shoes or sneaking across a noisy floor (creaking wood, covered with something that makes noise when trod on).

FAILURE: You are heard.



OPEN LOCKS (REFLEX + DEX MODIFIER)

Loot is often placed behind locked doors or in locked chests. Picking a lock is never easy and always requires a task check.

DIFFICULTIES: Picking an especially complicated lock, picking a rusty or corroded lock, picking a lock without the proper tools (though some sort of tool is always required) or picking a lock while rushed or under attack.

FAILURE: The lock is beyond your ability. You may not attempt to pick it again until you gain another level (if you are skilled) or ever again (if you are unskilled or just have a knack).

PICK POCKETS (REFLEX + DEX MODIFIER)

Picking pockets is not just about picking pockets. It can also be used for any task that involves legerdemain, including palming objects and simple magic tricks. Picking pockets is never easy.

DIFFICULTIES: Palming or stealing an object larger than one's palm or performing an act of legerdemain in front of an alert audience.

FAILURE: Your attempt fails. If you are picking a pocket or stealing an object, you are noticed. Start running!

REMOVE TRAPS (REFLEX + DEX MODIFIER)

Once a trap has been found, it can either be disarmed or avoided. When characters attempt to disarm a trap, there is always a chance it will be triggered. A trap is never easy to disarm, but the TK may judge that a roll is not required if the characters come up with a good plan for disarming or otherwise foiling the trap.

DIFFICULTIES: Trap has multiple triggers, trap is very small, attempting to remove a trap without using thieves' tools or removing a trap while rushed, hurried or under attack.

FAILURE: You set the trap off. Look out!

RIDING (REFLEX + DEX MODIFIER)

Whether a character knows how to ride a horse or horse-like animal is really a matter of their upbringing. Nobles, for example, are usually taught to ride. Most barbarians, fighters, paladins and rangers know how to ride as well. Elves adore horses and riding, but dwarves and gnomes rarely learn. Halflings might learn how to ride ponies and specially trained riding dogs. Riding a horse at up to double normal speed is considered easy. Staying on a horse while fighting or moving faster than that requires a task check.

DIFFICULTIES: Riding without saddle, bit, bridle or stirrups, riding while the mount jumps or leaps, riding a frightened mount, riding an untamed or non-traditional mount, riding a flying mount or riding a flying mount in high winds.

FAILURE: Character falls and suffers falling damage. A fall from a normal horse is 5 feet. Falls from flying mounts can, obviously, be more severe. If falling while the mount is running, add the current speed of the mount to the falling distance to determine damage.

SURVIVAL (WILL + WIS MODIFIER)

When adventurers run out of supplies they have to rely on their survival skills or magic to obtain food, water and shelter. Survival is easy in one's native environment if one is just finding enough food, water or shelter for himself.

DIFFICULTIES: Hunting without the proper tools, finding water in a desert.

SUCCESS: When a character makes a successful survival check, they should roll on the following table:

ENVIRONMENT	DAYS OF FOOD	GALLONS OF WATER
Aquatic (salt)	1d4	0
Aquatic (fresh)	1d6	No limit
Highland	1d4	No limit
Mountains	1d4	No limit
Wasteland	1d2	1d4
Wetland	1d8	No limit
Woodland	1d8	No limit

FAILURE: A character who fails a survival check fails to find what he was looking for. He can try again, but the attempt takes another four hours.

NOTE: Each survival check takes four hours of time.

SWIMMING (FORTITUDE + STR MODIFIER)

Swimming was not as wide-spread a skill in the middle ages as one might think, even among sailors. A TK might wish to declare that all characters who grew up around water (including dwarves around subterranean rivers and lakes) know how to swim. Swimming in calm water, unencumbered by weight, is easy.

DIFFICULTIES: Swimming at a faster speed (up to 30 feet per round), swimming in a strong current, swimming underwater while holding one's breath, swimming while encumbered, swimming in freezing water (inflicts 1d6 points of cold damage per round on the swimmer) or swimming while under attack.

FAILURE: A character who fails one swimming test makes no progress that round. A character who fails two tests in a row begins to drown.

DROWNING: A person can hold their breath for one round per two points of constitution if they are not moving, or for one round per three points of constitution if they are active (swimming, fighting, etc). Once they run out of breath, they suck water into their lungs and begin suffering 1d6 points of constitution damage per round until dead.

TRACKING (WILL + WIS MODIFIER)

Tracking is essential when trying to discover a monster's lair or follow a pair of halflings kidnapped by a band of orcs. Tracking a large group of humanoids or a very large animal no more than a day after their passing is easy.

DIFFICULTIES: Tracking a small group, tracking more than one day after the quarry has passed, tracking more than one week after the quarry has passed (-2 penalty per day after a week), tracking through a wetland, rain forest, or over stone (including a dungeon floor).

FAILURE: The trail is lost and cannot be found again.

TRICKERY (WILL + CHA MODIFIER)

Trickery involves bluffing and manipulating people. Telling a person false information they would have no way of knowing is false and which does not cost them anything or potentially threaten their life is easy (i.e. a white lie).

DIFFICULTIES: Telling a lie a person might be able to disprove, lying to a creature wiser than you (i.e. higher wisdom or intelligence), tricking a person out of more than a few copper pieces (the TK can determine the size of the penalty based on the amount of money to be swindled or the relative wealth of the victim), tricking a person into doing something dangerous or tricking a hostile or suspicious person.

FAILURE: The person does not believe you and may become hostile.

NOTE: The TK can (and probably should) require that the player act out the way his character is performing the trickery.

ENCOUNTERS

When two groups (or individuals) meet, what happens next is usually up to the actions and reactions of the players and TK. The initial reaction of the monsters or NPCs can be determined by rolling 3d6:

3D6	REACTION
2-3	Completely hostile, attack immediately
4-8	Hostile, not willing to parlay, may attack
9-16	Neutral, willing to parlay and trade
17-18	Friendly, willing to render assistance

If the party has a spokesman, they should add their charisma modifier to this roll. For thoroughly wicked and evil creatures, roll 2d6 for reaction checks.

Players can be given a chance at negotiating their way out of a hostile situation, especially by means of bribery. Such negotiations can be acted out (the preferred method) or the TK can use a trickery test can be used to determine how successful the negotiations were. The chances of success are improved dramatically with bribery. If the monsters are offered a bribe with a value in gold pieces equal to their XP value (see Monsters), you can improve the negotiation chances by +6.

On a successful trickery test, the attitude of the monsters is improved by one step, for example from hostile to neutral.

ENCOUNTER DISTANCE

When in dungeons or other close quarters, like cities or thick forests, monsters are first sighted 1d6 x 20 feet away. In more open spaces, monsters are first sighted at 1d6 x 60 feet away.

SURPRISE

At the beginning of combat, 1d6 is rolled for each combatant or group of combatants. On a roll of "1", that combatant is surprised and can do nothing (other than defend themselves) during the first round of combat. In a case where surprise does not make sense, for example one side being aware of the other and lying in ambush for them, only roll surprise chances for those that might be surprised.

COMBAT

Combat occurs when one side wants to kill or disable another – but you probably already knew that. Combat is handled using the following steps:

1) Roll initiative

2) Each combatant takes a turn to move and attack

3) Morale is checked (i.e. do the monsters or henchmen run away)

4) If there are combatants left on both sides, go to step 1

INITIATIVE

The order in which one takes their turn in combat is determined by rolling initiative. There are two methods for determining initiative order in combat:

Method 1: Each side in the combat rolls 1d6. The side that rolls highest goes first. If the roll is a tie, then all actions happen at the same time. This method often helps players coordinate their actions, contributing to better tactics.

Method 2: Each combatant (or in the case of monsters, group of combatants) rolls 1d10 and adds their dexterity bonus to the roll, with the order of combat going from the highest to the lowest.

COMBAT ACTIONS

During a round of combat, a character or monster can do one the following:

• Make a half move and attack (or attack and then make a half move) or some other quick action, like drinking a potion or picking up a weapon

• Charge at running speed and attack

• Make a full move with no attack

• Cast a spell

Technically, a character can make a full move and attack, but doing so gives all of his opponents a tactical advantage (see below) against him.

MELEE ATTACKS

Melee combat is hand-to-hand combat. To make a melee attack, a combatant rolls 1d20 and adds their character's attack bonus, strength modifier and any modifiers for tactical advantage (see below). If the result of that roll is equal to or higher than their opponent's AC then they inflict damage (see below).

CRITICAL HITS (OPTIONAL)

Some players and TK's enjoy using the concept of critical hits during combat. A critical hit is scored on a particularly good attack roll. For some, this means rolling a natural '20' on the attack roll, for others, it means beating an opponent's Armor Class by five or more points.

The most common effect of a critical hit is to allow the attacker to score double his or her normal damage.

The Treasure Keeper might also allow those who score a critical hit to score normal damage and impose the effects of a special attack or some other condition on their opponent.

RANGED ATTACKS

Ranged attacks are made with weapons like crossbows, bows, slings, throwing axes, javelins and firearms.

To make a ranged attack, a combatant rolls 1d20 and adds their character's attack bonus, dexterity modifier and any modifiers for tactical advantage (see below) or range. If the result of that roll is equal to or higher than their opponent's AC then they inflict damage (see below).

Ranged weapons are listed in Chapter 2, and are given two ranges; effective and maximum. Indoors, these range numbers represent distance in feet, and outdoors they represent distance in yard. Firing within the weapon's effective range carries with it no range penalty. Firing at a target between the weapon's effective and maximum range carries with it a -4 penalty to hit. Attacks beyond the weapon's maximum range are impossible.

One can fire at a person engaged in melee and simply take their chances on hitting that foe (i.e. the TK determines the target randomly and then the player makes the attack roll, not knowing who the actual target is) or the player can accept a -4 attack penalty and attack their preferred target.

INFLICTING DAMAGE

When a "hit" is scored, damage is inflicted. The attacker rolls a dice determined by the weapon or attack he used. You can find this information on the equipment tables. Long swords, for example, inflict 1d8 points of damage. Unarmed attacks by non-monks inflict 1d3 points of damage. If the attack is a melee attack, the attacker adds their strength modifier to damage. Remember, adding a penalty means subtraction, not addition. Damage is deducated from the target's hit point total (see Damage and Death).

CHARGING

A character can charge into combat by running at least 30 feet before striking a target. The charging combatant adds +2 to any damage he inflicts, but suffers a -2 penalty to his Armor Class until his next turn. Weapons that are set against a charge attack before the charger, and deal bonus damage.

FIGHTING DEFENSIVELY (PARRYING)

A character can choose to fight defensively, sacrificing any ability to attack to concentrate solely on avoiding damage. Fighting defensively grants the creature a +2 bonus to their Armor Class.

TACTICAL ADVANTAGE

Some conditions give an attacker or defender a tactical advantage. Each tactical advantage an attacker has grants them a +2 bonus to hit. Each tactical advantage a defender has grants them a +2 bonus to Armor Class.

The following conditions usually grant a tactical advantage:

• Faster than opponent

• Higher ground than opponent, or flyer vs. land-bound opponent

• Unseen by opponent

• Opponent is cowering, frightened, entangled, grappled, prone or stunned

• Opponent is distracted or flanked

• Aquatic creature attacking a land creature in the water

SPECIAL ATTACKS

The assumption in the rules above is that a character is attacking with the intention of killing his or her opponent. A canny combatant, however, may want to accomplish something different with his attack, such as moving an opponent out of the way, knocking them down, throwing sand in their face, or grappling and pinning them. These are called special attacks.

A player must declare he is making a special attack before he rolls the attack. A combatant making a special attack rolls an attack as normal, but instead of succeeding by rolling a number equal to or higher than his target's Armor Class, he succeeds by rolling a number equal to or higher than the maneuver's Difficulty Class (DC). If the attacker is successful, the defender may still roll a saving throw (see below) to avoid the special attack's effects.

MANEUVER	DC	SAVE
Blind	16	Reflex
Bull Rush	12	Fortitude
Disarm	14	Reflex
Grapple	14	Fortitude
Overrun	14	Fortitude
Sunder	16	Item Save
Trip	14	Reflex

BLIND: A successful blinding attack blinds the victim for 1d4 rounds.

BULL RUSH: A successful bull rush attack deals normal unarmed damage and knocks the victim back a number of feet equal to 1d6 + the attacker's strength modifier. If the defender is one size category larger than the attacker, they are pushed back 1 foot + 1 foot per point of the attacker's strength modifier. If the defender is two sizes larger than the attacker, the attack fails.

DISARM: A disarm attack knocks the target's weapon or shield out of his hand, sending it 1d6+3 feet away. A disarm attack can also be used to grab an item. A weapon locked to a gauntlet cannot be disarmed.

GRAPPLE: A grapple attack locks the victim into a hold and inflicts normal unarmed damage. The victim can only break out of the hold by making a grapple attack of his own against his grappler.

A smaller creature can attempt to grapple a creature one size larger, but if successful can only entangle them (see Conditions). If a creature one size smaller is helped by another creature no more than one size smaller, a proper hold can be established.

A creature cannot grapple a creature that is two sizes larger than they (i.e. tiny cannot grapple medium, small cannot grapple large and medium cannot grapple huge).

OVERRUN: An overrun attack works like a combination of a bull rush and charge. The attacker must charge his opponent and, if successful, knocks him back (as in a bull rush) or prone (as in a trip) and continues his move.

SUNDER: A sunder attack is made against an object with the intent of breaking that object. Sundering attacks are usually made against a weapon or shield. The object is only as strong as its weakest component (i.e. the wooden haft of an axe). The attacker must be attacking with a material that is as strong or stronger than the material to be sundered. If the attack roll is successful, the item makes an item saving throw (see Item Saving Throws) to resist the attack.

TRIP: A successful trip attack knocks an opponent prone.

FIGHTING WITH TWO WEAPONS

Some characters may wish to use multiple weapons to make multiple attacks, or to attack using a weapon and a shield bash. A character with the Two-Weapon Fighting feat can do this without penalty. Those without this feat can still make multiple attacks each round, but suffer a -4 penalty on all attacks.

Alternately, a character wielding two weapons can just accept a +1 bonus to hit or a +1 bonus to damage and only make a single attack.

Characters with multiple attacks (i.e. fighters, monks and raging barbarians) can use two-weapon fighting with their first attack of the round (i.e. they turn their first attack into an attack with each weapon), but their other attacks that round can only be made with their primary weapon.

RUNNING AWAY

Player characters only run from combat when the player decides they are going to run from combat. NPC's and monsters might flee if half their number has been killed or disabled or their leader has been killed or disabled. To check morale, a monster or NPC must pass a Will saving throw. If they fail, they flee. If your opponent flees from melee combat, you get a free attack against them.

MOUNTED COMBAT

Mounted combat follows the same basic rules as normal combat, with a few addendums.

1) Only mounts trained for combat can engage in combat. Other mounts are frightened by combat and must pass Will saving throws or flee the combat.

2) During each round of combat, you must make a riding check in order to attack. Even if this check is unsuccessful, the mount can still attack.

3) When you charge on a mount, both mount and rider suffer the resulting penalty to Armor Class and the bonus to damage.

4) A side effect of mounted combat is the possibility of being unhorsed. When a mounted combatant suffers damage from a forceful blow, they must pass a riding check or be unhorsed. A rider that has been stunned in combat must make a Reflex save each round or be unhorsed. A rider that is knocked unconscious or paralyzed always falls from the saddle.

5) When a mount is reduced to 0 hit points, it immediately falls and inflicts 1d6 points of damage to its rider unless the rider make a Reflex saving throw to tumble clear of the falling mount.

UNDERWATER COMBAT

Combat underwater imposes a couple difficulties.

1) Thrown weapons are ineffective underwater, even when launched from land. Only arrow-like missiles (arrows, bolts, darts, javelins, spears) can be launched underwater, and their range is reduced by half.

2) Nonmagical fire (including alchemist's fire) does not burn underwater. Fire spells create a bubble of steam but otherwise work as normal.

TURNING UNDEAD

Clerics and paladins can make a special attack in place of casting a spell or attacking with a weapon. By raising their holy symbol high, they can channel the power of the divine through it and force undead creatures to flee them.

	CLERIC LEVEL										
HD	1	2	3	4	5	6	7	8	9-13	14-18	19+
1	10	7	4	3	2	D	D	D	D	D	D
2	13	10	7	4	3	2	D	D	D	D	D
3	16	13	10	7	4	3	2	D	D	D	D
4	19	16	13	10	7	4	3	2	D	D	D
5	20	19	16	13	10	7	4	3	2	D	D
6	-	20	19	16	13	10	7	4	3	T	D
7	-	-	20	19	16	13	10	7	4	T	T
8	-	-	-	20	19	16	13	10	7	2	T
9	-	-	-	-	20	19	16	13	10	3	2
10	-	-	-	-	-	20	19	16	13	10	3
11	-	-	-	-	-	-	20	19	16	13	10
12	-	-	-	-	-	-	-	20	19	16	13
13 +	-	-	-	-	-	-	-	-	20	19	16

When a turning attempt is made, a d20 should be rolled and the Turning Undead table consulted for the result.

If the number on the die is equal to or greater than the number shown on the table, all undead creatures of the targeted type are turned and will flee for 3d6 rounds, or will cower helplessly if they cannot flee.

For Lawful (Good) clerics and paladins, if the table indicates "D", the undead creature is automatically destroyed and will crumble to dust. For Chaotic (Evil) clerics, a result of "D" indicates that the undead are forced under the cleric's command for a period of 24 hours.

DAMAGE AND DEATH

There are three types of "damage", and all of them are a pathway to death.

HIT POINT DAMAGE

The most common type of damage is deducted from a creature's hit point pool. Damage from weapons and falling, for example, inflict hit point damage. When a character or monster's hit points run out (i.e. reach zero hit points), that character or monster is dead.

Hit points do not represent anything solid or concrete in and of themselves. Rather, they are part of a complex calculation that boils down to this: "What are the chances that the next moment of mortal peril a creature experiences will be their last." That mortal peril might be a sword thrust, a poison needle, a trap door, anything that might lead to death. Most often, hit point damage comes from combat.

It is important to remember that hit points are only part of the combat calculation for how likely you are to die. The complete calculation is in two parts. The first part pits your opponent's fighting skill against your armor and quickness (i.e. his or her attack roll vs. your Armor Class). The second part pits your opponent's strength and weapon type against your own fighting skill (i.e. his or her damage roll vs. your hit points). While most of the numbers in these calculations are fairly static, hit points move around quite a bit, decreasing due to peril and sometimes increasing due to healing or rest. The more danger you experience, the more likely your next dangerous act will be your last.

This is why a character can go from 100 hit points down to 1 hit point without suffering any particular physical hardship. All of those lost hit points represent narrow misses, lucky breaks and scrapes and scratches. The last hit point lost, however, represents a sword in the heart, a knife in the back, a quaff of poisoned wine or a plunge off a cliff onto the rocks below.

The alternate dying system (see below) provides an option for translating 0 hit points into injury rather than death, but the baseline assumption is that your hit points are merely an abstract measure of your chances of survival. Treasure them, adventurer, and know when to say when.

ALTERNATE DYING RULES

Some TK's (and many players) think death at 0 hit points is too harsh and prefer a system that makes dying less common. With those folks in mind, we present this alternate system. Using this system for most monsters can be a bit of a headache, though one might make use of it for important or unique monsters.

At 0 hit points, a character fall unconscious for 1d4 hours. While they are unconscious, they are completely helpless and can be slain by a foe that has the time to slit their throat, stab them in the heart or strangle them with their bare hands. Any amount of healing, either from overnight rest or magic brings them to a conscious state.

If a character is driven into negative hit points, they must pass a Fortitude save modified by their current negative hit point total or die.

If such a character does not die, they are considered unconscious and severely wounded. They remain unconscious until their hit point total is brought back to 1 or more. While severely wounded, a character heals only one hit point of damage per day of rest. Moreover, they must roll on the following table (only once) to determine the extent of their severe wounds.

D10	WOUND SUFFERED
1-4	FACIAL SCARS: 1 point of Charisma drain
5	BLINDNESS: As the spell
6	DEAFNESS: As the spell
7	MANGLED LIMB: Roll 1d4 to determine the limb (1 Left Arm/Hand, 2 Right Arm/Hand, 3 Left Leg/foot, 4 Right leg/foot). Folks with arm or hand damage suffer 1 point of Str drain. Folk with leg or foot damage suffer 1 point of Dex drain and are *crippled*
8	CHEST TRAUMA: This might be a punctured lung, broken ribs or other organ damage. The victim suffers 1 point of Con drain
9	SEVERED LIMB: Roll 1d4 to determine the limb (see above). Folk who lose an arm or hand suffer 1d3 points of Str drain. Folk who lose a leg suffer 1d3 points of Dex drain and are *crippled*. *Regenerate* can restore lost limbs
10	HEAD INJURY: Victim suffers 1d3 points of mental ability drain. For each drained point, roll 1d4 to determine which ability is affected: 1 Int, 2 Wis, 3 Cha, 4 All 3.

Heal removes the effects of these severe wounds (except for severed limbs) as well as healing hit point damage. *Cure* spells return lost hit points, but do not remove the effects of these wounds. Some other spells (as noted above) can alleviate these wounds, specifically any spell that heals lost ability points.

ABILITY SCORE DAMAGE AND DRAIN

Ability scores can be damaged by poison, disease, severe injuries (see above) and other special attacks. When ability points are lost, this damage is deducted from the character's current ability score. The character's new ability score now determines their ability modifier. In the case of a constitution score going down, any bonus hit points gained from the old bonus must be recalculated using the new bonus. For example, a character with an 18 constitution gets a bonus of 3 hit points per level. If that constitution were reduced to 10, that character would lose those 3 bonus hit points per level. This instant reduction in hit points can cause death (see above).

If a character's new ability score does not permit them to take levels in their present class (i.e. a sorcerer's charisma score dropping below 9), they do not lose their current class abilities, but cannot advance again in that class (or earn XP towards advancement) until their ability score has been restored.

Ability "drain" is permanent ability damage that cannot be healed without the use of powerful magic spells like *restoration* or *wish*.

ENERGY DAMAGE AND DRAIN

Some monsters, usually undead, drain away a character's life energy in the form of their class levels or hit dice. In some cases, this loss is temporary (energy damage), but in most cases it is permanent. The character is reduced by one level or Hit Dice and all benefits derived from that level/HD are lost, including additional hit points (one can merely roll a Hit Dice worth of hit points, since it is unlikely that they remember how many hit points they gained when they last advanced in level), spells learned or memorized, special abilities, saving throw and attack roll bonuses, etc.

The character's experience point total is adjusted to be just high enough to qualify the character for their new, lower, level. Temporary energy damage usually lasts for 1 day, the lost level returning after a night's rest.

HEALING

Besides magical healing (*cure light wounds,* etc.), characters heal a number of hit points with each night's rest equal to their level (for monsters equal to their Hit Dice, where applicable).

With each night of rest, a character also regains one ability score point lost to ability damage. If the character has lost ability score points from multiple abilities, the player must choose which ability score is healed that night. For example, a character that has lost 2 points of strength and 1 point of constitution could, after a night's rest, regain 1 point of strength or 1 point of constitution, but not 1 point of each.

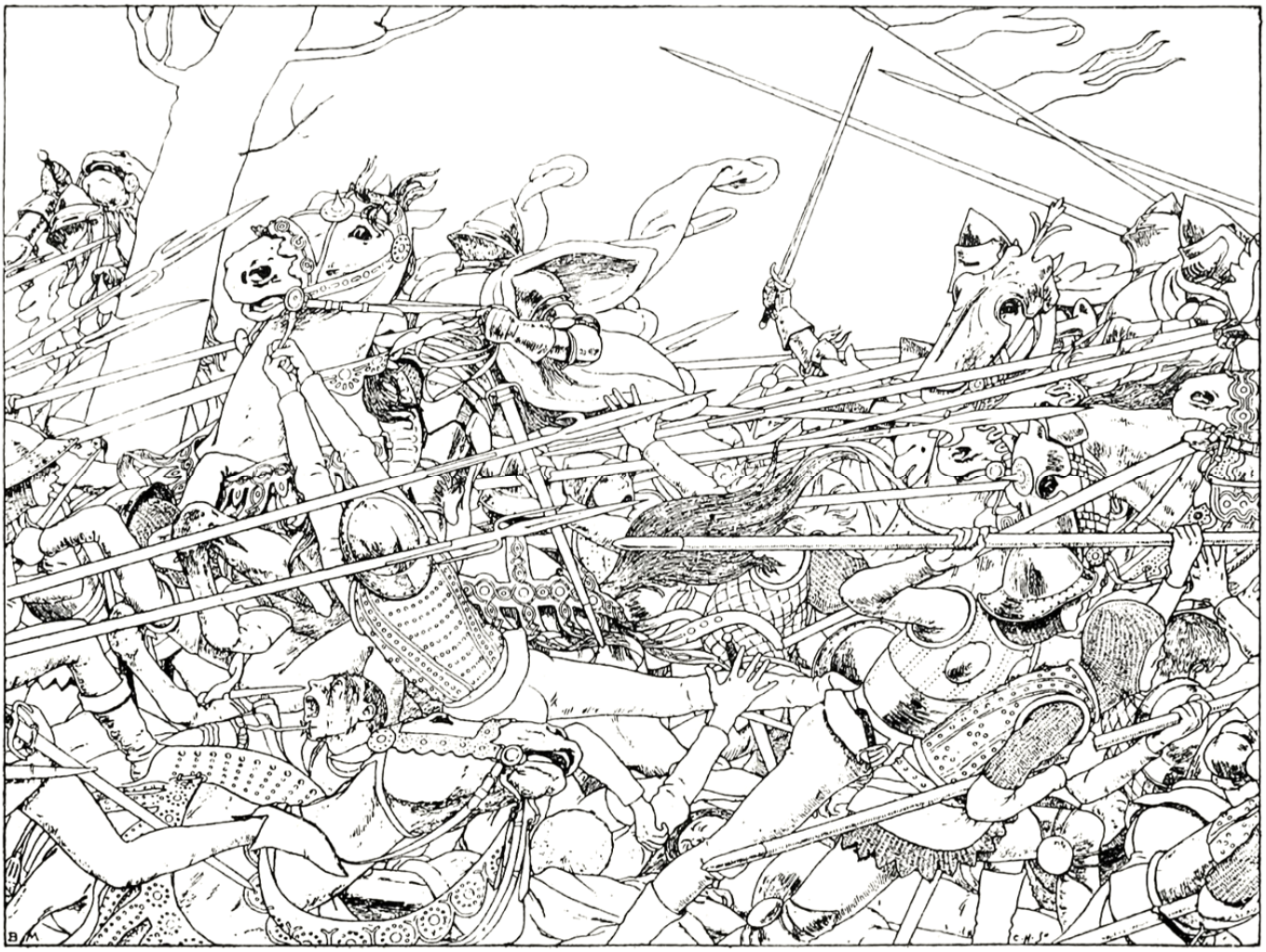
TKs who want to extend the "adventuring day" might also choose to allow characters to regain some of the hit points they have just lost by resting after the battle. If characters rest for 30 minutes after a battle, they can regain half of the hit points they just lost in that particular battle, but not in earlier battles. While resting, they cannot be engaged in any physically or mentally taxing tasks (such as searching for secret doors or casting spells), and they must have water or some other liquid that they can drink.

MASS COMBAT

When a lord or lady finds it necessary to place themselves and their followers on the field of battle against another large force, the normal rules for combat may become untenable. For this reason, you can instead use these rules for mass combat. In most respects, they use the same basic as normal combat, but adjust those rules to take into account the larger numbers of combatants.

SQUADRONS

To keep things simple, groups of combatants are divided into squadrons of 10 figures. The squadron is the basic unit for fighting, and in mass combat a squadron attacks as though it were a single creature. Thus, a squadron of dwarves would make a single weapon attack on its turn, while a squadron of lizardmen could make a weapon and bite attack.



A squadron has as many hit points as its collective members have Hit Dice. Thus, a squadron of 10 dwarves, who have one HD each, has 10 hp. For mass combat, 0 HD troops are counted as ½ HD.

Huge monsters (and some large monsters like giants and dragons) and siege engines are treated as units in and of themselves.

Squadrons can be grouped into larger units, as follows: A company consists of 2 squadrons, a battalion of four squadrons and a regiment of eight squadrons.

Each squadron is assumed to form a single rank of troops on the battlefield. A squadron of men-at-arms would therefore consist of 10 men-at-arms standing in a row. A company of men-at-arms could either consist of 20 men-at-arms standing in a row or two ranks of ten men-at-arms. With each unit, it is necessary to note its number of ranks.

Note that only the front rank of troops can attack unless the troops are armed with pole arms or spears (in which case the second rank can attack), pikes (in which case the second and third ranks can attack), or ranged weapons (in which every rank can attack targets at least 30 feet away).

Some sample units follow:

Ogre Squadron (1 squadrons/10 figures): Ranks 1; HD 4; hp 40; AC 16; Atk 1 greatclub (2d8) or javelins (30 ft., 1d8); Move 30; Save F 10, R 14, W 15.

Halberdier Company (2 squadrons/20 figures): Ranks 2; HD 1; hp 20; AC 15; Atk 2 halberd (1d10); Move 30; Save F 13, R 15, W 15.

Halfling Slinger Battalion (4 squadrons/40 figures): Ranks 1; HD 0; hp 20; AC 15; Atk 4 sling (1d4) or 4 short sword (1d6); Move 20; Save F 13, R 16, W 16. Halfling special abilities.

Orc Regiment (8 squadrons/80 figures): Ranks 4; HD 1; hp 80; AC 13; Atk 2 falchion (2d4) or 8 javelin (1d4); Move 30; Save F 13, R 15, W 16.

LEADERS

Leader-types (i.e. creatures with more HD than normal for their creature type, creatures with class levels or powerful monsters like medusas) can be used as units unto themselves, or integrated in units. Any time a unit suffers damage, the leader must pass a Reflex saving throw or suffer the same amount of damage him or herself, gaining a +1 bonus to the save for every 10 figures that are in his or her unit.

Units cannot direct their attacks specifically against a leader who is integrated with a unit. Only leader-types or powerful monsters can target such a figure.

Leader-types attack separately from units in which they are included. If they target another leader or powerful monster, run this combat just as though you were handling a normal melee. If they are directing their

attack against a unit, they inflict damage on that enemy unit based on their total attack bonus, including ability bonuses and bonuses due to magic weapons or spells.

ATTACK BONUS	DAMAGE VS. TARGET UNIT
+0 to +6	Half normal weapon damage
+7 or higher	Normal weapon damage

MOUNTED SQUADRONS

A mounted squadron's hit points are equal to the Hit Dice of the warriors and the mount combined. Both warrior and mount can attack each round, provided the warriors pass a riding test. If the warriors fail the riding test, the mounts may not attack that round. Saving throws against spells have to be succeeded on by both the rider and the mount – if either fails a save, the unit suffers the effects of the spell. Morale saves for the unit are made by the rider.

ORDER OF BATTLE

Mass combat uses the following order of play:

1) Orders Phase

2) Missile Phase

3) Movement Phase

4) Melee Phase

5) Magic Phase

After the Magic Phase, play returns to the Orders Phase.

After the order's phase, each commander rolls 1d6 to determine initiative order during that phase, the high roller moving or attacking or casting spells first. If the rolls are a tie, roll again.

Orders Phase: In this phase, each unit is given its orders. Once these orders are given they cannot be changed, although they can be disrupted by events on the battlefield. In other words, once the command has been given for a company of orcs to march up a hill, they cannot change their mind when a company of knights gets there first. Naturally, orders are given without each commander knowing the commands of his opponent.

Missile Phase: During this phase, groups of missile armed troops can cast their missiles if they did not move during the movement phase. Normal reload rules apply to missile weapons for units.

Movement Phase: During this phase, units move in the direction and at the speed they have been ordered. Units within 10 yards of an enemy unit cannot move at faster than combat speed (i.e. half normal speed). Units can also change formation during this round (see below).

Melee Phase: During this phase, enemy units that have come into contact participate in a round of melee combat.

Magic Phase: During this phase, spellcasters cast spells.

FORMATION

A unit can change its number of ranks during combat by forgoing a normal move. A unit can also switch between two general formation types, tight formation and loose formation.

Tight formation means the figures in a unit are drawn close together, allowing them more protection, but less maneuverability. A unit in tight formation gets none of the benefits or penalties that a loose unit does, and is thus the default formation for all units in the game.

Loose formation means there is a good deal of separation between the figures in the unit, allowing them greater maneuverability. A unit in loose formation enjoys a +2 AC bonus against missile attacks. It suffers a -2 penalty, however, on AC vs. melee attacks and a -2 penalty on morale checks.

ATTACKS AND DAMAGE

As mentioned above, each squadron in a game can attack as though it were a single creature of the same type using the same attack rules as used in normal combat (see above). Each successful attack by a squadron, using spell or weapon, rolls normal hit point damage against its target.

A unit can sustain no more hit point damage than it exposes in its first rank. Thus, a unit with 10 normal humans (1 HD each) in its first rank can sustain no more than 10 points of damage. If it is being attacked by ranged weapons, there is no limit to the damage it can sustain.

Units can **bull rush** an opposing unit in combat, gaining a +1 bonus for every additional rank it has over the opposing unit. If successful, it pushes the opposing unit back 10 feet, but inflicts no damage.

A unit gains a tactical advantage when attacking another unit from the flank or rear. The flanked unit cannot counterattack during that round, as it has to make a special maneuver to wheel and face its attackers.

MORALE CHECKS

Three events can force a unit to check morale.

1) When a unit has lost half or more of its hit points

2) When a unit that has lost half or more of its hit points suffers additional hit point damage

3) When it is subjected to a magic fear effect.

When a unit must make a morale check, it rolls a Will saving throw using either its own Will save value or its leader's Will save value.

If a unit succeeds on this save, it keeps on fighting. Otherwise, it immediately flees from enemy troops at running speed. If it was engaged with another unit, that unit gets a free set of attacks against it with a tactical advantage bonus.

During each movement phase, the unit commander, if one remains, can attempt to rally the troops with a new Will saving throw modified by his or her Charisma modifier. If successful, the unit spends one round reforming and can then move and attack on the next round. After two full rounds of fleeing, the unit disintegrates into its constituent parts and effectively ceases to exist.

SIEGE ENGINES

Siege engines are large weapons, temporary structures, or pieces of equipment traditionally used in besieging a castle or fortress.

Ballista: A ballista is a huge crossbow that can fire large bolts or stones.

Cannon, Heavy: Heavy cannon (or bombards) throw stones that are larger than a human's head, with some medieval cannon throwing truly immense stones. They are slower to reload than catapults, but generally do more damage.

Cannon, Light: Light cannon throw metal bolts or stones about the size of a man's fist. They include such engines of destruction as the perriere, pot-de-fer (a bolt thrower), fauconneau, culverin, veuglaire, crapaudin and spirale.

Cannon, Organ: The organ gun, or ribauldeguin, is a wheeled, wooden platform holding ten muskets that have been faned out and which are set off with a single match. They are useful for attacking people, rather than walls. When set off, they create a cone of bullets 150 yards long and 75 yards wide at the base. All within the area of fire must pass a saving throw or suffer 1d6 damage.

Catapult, Heavy: A heavy catapult, or trebuchet, is a massive engine capable of throwing rocks or heavy objects with great force. Because the catapult throws its payload in a high arc, it can hit things out of its line of sight. Heavy catapults can be fired about three times per hour with a crew of 30.

Catapult, Light: This is a smaller, lighter version of the catapult, and includes such weapons as the onager and mangonel. Some fire single stones, while others use buckets containing multiple stones or pots of alchemist's fire.

Ram: This heavy pole is sometimes suspended from a movable scaffold that allows the crew to swing it back and forth against objects. The character closest to the front of the ram makes an attack roll against the Defense Rating of the construction. In addition to the damage given on Table: Siege Engines, up to nine other characters holding the ram can add their strength modifiers to the ram's damage. It takes at least one huge creature, two large creatures, four medium creatures, or eight small creatures to swing a ram. Tiny creatures cannot use a ram. A ram is typically 30 feet long.

Siege Tower: This device is a massive wooden tower on wheels or rollers that can be rolled up against a wall to allow attackers to scale the tower and thus to get to the top of the wall with cover. The wooden walls are usually 1 foot thick.

A typical siege tower takes up a space 15 feet across. The creatures inside the tower push it at a speed of 10 feet. The eight creatures pushing on the ground floor have cover against missiles.

SIEGE ENGINE	COST	DAMAGE	RANGE	RELOAD	CREW
Ballista	500 gp	3d8	180 yards	5 min.	2
Cannon, heavy	2,000 gp	10d6	200 yards	30 min.	20
Cannon, light	1,000 gp	5d6	200 yards	20 min.	10
Cannon, organ	1,000 gp	*	150 yards	40 min.	5
Catapult, heavy	800 gp	6d6	300 yards	20 min.	30
Catapult, light	550 gp	4d6	300 yards	10 min.	10
Ram	1,000 gp	3d8	—	—	10
Siege tower	2,000 gp	—	—	—	20

DESTROYING WALLS

Walls are given a Defense Rating based on their composition and thickness. When a siege weapon targets a wall, there is no need to roll to hit. Simply roll damage and subtract the wall's Defense Rating. The result is the percentage chance that the wall has been breached. The size of the breach is a radius equal to the damage roll in feet. There is a 2 in 6 chance that the breach is in the upper half of the wall, rather than the lower.

WALL	DR
Wood	15
Wood + Earth	20
Stone (5 ft. thick)	25
Stone (10 ft. thick)	30
Stone (20 ft. thick)	40

NAVAL COMBAT

Modeling battles at sea can be difficult, and is thus is kept abstract. Before we get to the rules, we should examine the different ship types in the game and their combat statistics. Note that rafts, barges and keel boats are not really combat vessels, and combat between them is really between missile-armed troops on each vessel.

				ARMOR CLASS			
SHIP TYPE	SPD	DEX	WEAPONS	HULL	SAILS	OARS	CREW
Cog	40	+0	Archers (2)	18	18	-	16
Galley	30	+4	Archers (2) Ballista Ram	23	13	18	16
Galleass	40	+2	Archers (2) Cannon, Hvy. Cannon, Lt. Ram	23	23	23	18
Caravel	50	+2	Archers (2) Cannon, Lt.	25	23	-	23
Carrack	40	+1	Archers (4) Cannon, Lt. (2)	22	18	-	20

WEAPON TYPE	CREW	STRENGTH	AC	RANGE	WEIGHT
Ballista	30	+3	16	200 ft.	5 tons
Cannon, light	50	+5	18	500 ft.	20 tons
Cannon, heavy	70	+10	24	1,000 ft.	40 tons
Archers*	10	+1	16	200 ft.	-
Ram**	-	+6	18	**	2 tons

* Archers refers to one squadron (i.e. 10) of missile-armed troops.

** Rams can only be used to attack a ship's Hull or Oars, and only then if the range between the vessels is equal to or less than the attacking vessel's Speed.

NAVAL COMBAT PROCEDURE

Combat begins with each ship captain rolling to gain advantage. Each captain rolls 1d6 and add's the ship's dexterity bonus (see below).

The captain that has the advantage can choose to either close or increase the distance between the two vessels by a number of feet equal to its speed. The captain with the advantage also makes the first attack in the action phase.

After the captain with advantage has moved, each captain can make one attack per weapon, beginning with the captain with the advantage, and each captain then taking turns until all their weapons have been fired.

For each weapon, the captain gives an order and rolls 1d20, adding the weapon's strength. If the roll is equal to or higher than the target's Armor Class, the effects of the order are carried out.

The possible orders are as follows:

Clear the Deck (Crew): The weapon targets the crew on the main deck. Success reduces the target to a skeleton crew (25% of normal), reducing the target ship's dexterity modifier by four. A ship's crew can only be attacked at a range of 60 feet or less.

Rake the Sails (Sails): The weapon targets the sails. Success reduces the target's dexterity modifier by 2 and its traveling speed by 50%. Galleys and galleasses, which are powered by both sail and oar, cut these penalties in half.

Silence Those Guns (Weapon): The weapon targets one weapon of the opposing vessel. The weapon's Armor Class is used to resolve the attack. Success destroys that weapon or squadron.

Send them to the Bottom (Hull): The weapon targets the ship's hull, trying to strike at the waterline or maybe ignite the powder room. With success, the target sinks in 1d10 turns.

Snap Those Oars (Oars): The weapon targets the vessel's oars. If successful, the ship's dexterity modifier is reduced by 2 and speed is reduced by 50%. Ramming attacks by the vessel are made at a -2 penalty.

Grapple and Secure (AC 10): You attempt to grapple the enemy ship and begin a boarding action. Normal sailors can make a grapple attack at +0, while archers make the attack at their normal attack bonus. Success brings the boats together and the boarding action begins. Boarding actions can be handled with normal combat rules or mass combat rules, depending on the crew sizes.

A failed weapon attack on a hull, oars or sail that fails can still have an impact. If the attack does not fail by more than 5 points, roll on the following table.

D%	Effect
1-30	No effect
30-39	Flying splinters; all PC's suffer 1d10 points of damage (Reflex save for half damage)
40-49	10-40% of cargo destroyed
50-59	Anchor hit and lost to the depths
60-69	50% of foodstuffs (and rum) is lost; the rest is lost next round if somebody doesn't douse that fire!
70-79	Fire on deck! All PCs on the main deck suffer 1d6 points of fire damage this round (Reflex saving throw for half damage)
80-84	Confusion for one weapon crew; weapon cannot fire next round
85-89	A random PC is thrown overboard with 1d4 crewmen
90-94	Important documents are destroyed by shot or fire
95-99	The ammunition supply / powder magazine floods, leaving the vessel with only enough for 5 more rounds of combat
100	A random officer or PC is struck, taking 3d6 damage (Fortitude saving throw for half damage)

Combat continues until one ship is destroyed or captured, or the distance between the two ships has been increased to 3,000 feet or more.

Spellcasters can make weapon attacks as above with spells that deal damage, the strength of the spell being equal to the spell level. Treasure Keepers must adjudicate other spells as needed.

EXAMPLE OF PLAY

The following example of play might be useful to new Treasure Keepers and players, as it shows a snippet of a typical session of *Blood & Treasure*. In this sample of play, four players are delving into a dungeon beneath an abandoned gatehouse. The players are playing first level characters: Bardra the Human Barbarian, Forglum the Human Fighter, Knurri the Dwarf Cleric, Tulla the Half-Elf Thief and Merlyn the Human Magic-User. Play begins with the TK explaining to the players what they see as they approach the gatehouse.

TK: The gatehouse is composed of two towers. One of those towers is completely crumbling and overgrown with vines, while the other is intact. The intact tower has four interior floors, one of them a cellar, not including the roof. Between the towers is the remains of a bridge, which leads across an empty moat to the rubble of the castle beyond. At the base of this bridge there is a small tunnel entrance. Behind the intact tower, there is an entrance into the tower.

Merlyn: We've decided to go underground first. The tower seems to be empty.

TK: The tunnel entrance is not barred. It leads into a small room, maybe 6 feet by 6 feet, with a ceiling about 5 feet in height. Everyone but Knurri feels cramped in here. You see a bit of trash and rubble in here, and in the far right corner a wooden trapdoor.

Tulla: I'll investigate the trapdoor for traps – any thin wires attached to it – that sort of thing.

TK: What's your "find traps" target number?

Tulla: I need a 14 or better.

[There are no traps, but the TK needs to roll 1d20 in secret.]

TK: Tulla finds no traps on the door – it appears to be safe.

Knurri: Since I have darkvision, I'd better go first. You can follow with your torches. I'll open the trapdoor.

TK: You see a shaft leading down into the ground. The shaft is clad in rough-hewn stone and appears to descend about 30 feet. There is a rusty, iron ladder attached to one side of the shaft.

Knurri: Okay, with warhammer in hand, I'll slowly descend the ladder. I'll make reasonably sure it is strong before I put my full weight on it. When I get to the bottom, I'll motion the others down. We'd better just go down one at a time.

TK: At the bottom, you find yourself in a vaulted tunnel clad in bricks. The tunnel goes about 30 feet to the south and ends in a wooden door, and about 40 feet to the north, where it ends in a T-section going east and west.

[Rolls 1d6 to check for random encounters and rolls a "3" – no encounter]

The floor is damp and somewhat uneven, and it smells musty and ancient. I assume the others are now climbing down now. Could I get the order?

Forglum: I'll go first, dagger and torch in hand, two-handed sword slung on back. Merlyn will follow me, then Tulla and finally Bardra.

TK: You all get down without trouble. What next?

[The players discuss their options, and decide that Tulla will check the door while Forglum and Bardra cover her with their crossbows. Knurri will watch their rear. Merlyn is holding their torch.]

Tulla: First, I'll check the exterior of the door as well as its frame and the ground in front of the door for traps. If it appears safe, I'll listen at the

door. If I hear nothing, I'll check the door's lock for a needle trap and then see if the door is unlocked.

[The TK now rolls to see if she is successful. He knows that there are 6 kobolds behind the door, for this is a guard post to a kobold lair. The only trap on the door is a poisoned needled in the lock. First, he makes a dummy roll for the first trap check. Then, he rolls for listening at the door and gets an "11", so Tulla hears nothing. Finally, he makes a find traps roll for Tulla's attempt to find a needle trap in the door. This is a tiny trap, so there is a -2 penalty on the roll. He gets a "17", indicating that she has found the trap.]

TK: Tulla finds no traps around the door. She presses her ear to the damp, chilly wood and waits a good two minutes, but hears nothing on the other side. Having the mage move closer with the torch, she uses her tools to check the lock for a poisoned needle, and finds one. She also finds that the door is locked.

Tulla: I'll attempt to remove the poisoned needle, and then very quietly pick the lock.

[Again, the TK makes the rolls. The roll to disable the trap is a "19", so she is successful, even though there is a difficulty in the trap being so small. The lock is not especially difficult, and he rolls a "17" for her open locks check, good enough by a large margin, so he decides she does do it quietly.]

TK: You succeed in disabling the trap and in picking the lock very quietly.

[The players now discuss tactics, and decide that Forglum, being the most heavily armored, in chainmail, should be the first one in. He'll be followed by Bardra and then Knurri. Merlyn will be next, and Tulla will lurk behind so she has a chance to hide in shadows and maybe score a backstab. The TK rolls now for the chances of surprise. He decides that the party is ready for trouble, but that the kobolds might be surprised. He rolls 1d6 and gets a "3" – no surprise.]

TK: Forglum steadies himself, and then throws open the door to find six kobolds occupying the room. They have shields and spears, and though they were not expecting you, they were on alert and are ready for battle.

[The TK now asks each player to roll 1d10 and add their dexterity modifier to determine their initiative order. He also rolls 1d10 for the kobolds and gets a "6". As the players roll, they announce their scores: Bardra gets an "8", Tulla a "3", Forglum a "5", Merlyn a "5" and Knurri a "7".]

TK: Order goes as follows: Bardra, then Knurri, then the kobolds, then Forglum and Merlyn and finally Tulla. Let's hear from Bardra and Knurri.

Bardra: Can I throw my hand axe over Forglum's shoulder at one of the kobolds?

TK: I'll allow that, but because Forglum is in the way, the kobold has tactical advantage, so I'm increasing his AC by 2. That gives the kobold an AC of 14.

Bardra: I roll a 13, but with my strength bonus it's a 15. I hit.

TK: Hold on – for ranged attacks you add your dexterity modifier.

Bardra: Sorry – dexterity modifier is a +1, so the roll is a 14. I still hit. I now roll 1d6 plus my strength bonus for damage and get a … 5.

TK: The axe cleaves the kobold's skull and drops it instantly.

Knurri: Well, I'm stuck behind the two giants, so I can't attack. I will, however, cast *bless* on everyone. You'll all have a +1 to attack and a +1 on saving throws against fear for 1 minute … uh, 6 rounds.

TK: Okay. There are still five kobolds. I'm going to rule that three of them can attack Forglum, since they're small creatures and are using spears. Since they're one size smaller than Forglum, he has a tactical advantage against them and increases his AC by 2 this round, to 17. They don't technically flank him, since he's in the doorway, or they'd cancel that advantage out. Anyhow, they roll a "19", "15" and "5" [kobolds are 0 HD monsters, so they add 0 to their attack rolls], hitting Forglum one time for [rolls 1d6] … a big 6 points of damage. He only has 7 hit points to begin with, so he's down to 1 hit point!

Forglum: Damn. Hopefully Knurri can heal me next round, but I'd better use my turn to take a step back behind Bardra. Before I do, though, I'll attack the kobolds. Against 0 HD monsters I can make two attacks, and I roll "19" and "22" – oh, and that was a natural "20", a critical hit. Instead of doing double damage, I'll treat it as a disarm attack. I roll "11" and "6" for damage.

TK: Both kobolds are killed, so the disarm doesn't really matter. After making the attacks, Forglum steps back.

Merlyn: We've already killed three of the kobolds, so I don't want to waste my *sleep* spell. I'll just stay out of the way for now.

Tulla: Same here – there's no room to maneuver just yet.

TK: Let's roll initiative for the second round of combat.

[Initiative order this time goes: Knurri, Merlyn, Tulla, Forglum, Kobolds, Bardra]

Knurri: I'll cast *cure light wounds* on Forglum – it's a good thing I have such a high wisdom score, or I wouldn't have an extra first level spell. I roll a "3". That gives Forglum 4 hit points.

Merlyn: I don't want Bardra getting the same treatment as Forglum. I'll cast *daze* on one of the kobolds facing her.

[The TK rolls 1d20 for the kobold's Will saving throw and gets a "6"]

TK: One of the kobolds is dazed – he gets no attack this round.

Tulla: Well, I'm still stuck in the back. I'll watch the other corridor for now, in case something tries to surprise us.

Forglum: Thanks Knurri. I'll hold my action until Bardra has gone – maybe she'll be able to force her way into the room.

[Since half the kobolds have been killed, the TK rolls a morale check for the remaining kobolds – i.e. a Will saving throw. He rolls an "11", indicating they have lost the will to fight.

TK: That means it's the kobolds turn. There are three left, and one is dazed. The other two decide they've had enough and throw down their weapons, surrendering to you. You now have a better view of the room. It looks like a converted root cellar, with some sleeping pallets of straw and rags in the corners, a couple old barrels, and a second door in the opposite wall.

[At this point, the players must decide what to do with the kobolds and then whether they want to dare opening the other door.]

CHAPTER FOUR

MAGIC

CASTING SPELLS | RESEARCH | SPELL LISTS | SPELL DESCRIPTIONS

Magic spells are the meat and drink of many fantasy stories, and are the primary means of affecting a fantasy world for several of the classes in *Blood & Treasure*, and for several of the more powerful sorts of monsters in the game.

While most monsters simply have spells they can cast naturally – these are sometimes referred to as "spell-like abilities – most of the character classes in the game share a similar set of rules for casting spells, which is explained in this chapter. Sorcerers are a bit of an oddball spellcasting class, but they share most of the spell casting rules of the other classes.

PREPARING SPELLS

The spellcasting classes are limited in the number of spells they can memorize and cast each day. While this is often given an in-game explanation involving harnessing magical energy or the limits of memory, the real reason is to keep them from completely dominating play by their ability to warp reality.

For each class, a table is given showing the number of spells of each spell level they can cast each day. Most of the classes must prepare these spells before they can be cast; the sorcerer is the one exception to this rule.

To prepare their daily spells, spell casters must find a quiet place to meditate, pray, study, chant etc. They must have gotten a full 8 hours of sleep, for sleep deprivation keeps characters from preparing spells. Depending on their class, there are additional requirements for preparing spells. Whatever the class, the process of preparing one's daily spells takes about 1 hour.

ARCANE SPELL CASTERS

The arcane spell casters are the magic-users, bards and sorcerers. Magic-users and bards record their spells in a spell book, and must study from that book to prepare their daily spells. The only spell they can prepare without their spell book is *read magic*. See below for more information on spell books.

Sorcerers store their spells in their own memory, and do not need to prepare them ahead of time. This is why sorcerers, in addition to having a set number of spells per day they can cast, also have a set number of spells that they can know. Sorcerers do not need to prepare their spells ahead of time, but they do need a full 8 hours of sleep each night to reset their "spells per day" back to normal.

DIVINE SPELL CASTERS

The divine spell casters are the clerics, druids, assassins, paladins and rangers. All of them receive their spells by praying to gods, goddesses, demons, devils, divine spirits, etc. They must choose an hour of the day to make their prayers, and can only pray for new spells at that specific hour; if they miss praying at that hour, they can prepare no additional spells.

SPELLBOOKS AND SCROLLS

Recording a spell in a spell book takes 24 hours per spell level, regardless of the spell's level. A spell takes up one page per spell level. Even a 0-level spell takes one page. A normal spell book has 100 pages, and thus can hold about 100 levels of spells.

Captured spell books can be sold for a gold piece amount equal to one-half the cost of purchasing and inscribing the spells within (that is, 50 gp per page of spells). A spell book entirely filled with spells (i.e. with 100 pages of spells inscribed in it) is therefore worth 5,000 gp.

Another person's magical writing remains incomprehensible to even to the most powerful magician until she takes time to study and decipher it with the *read magic* spell. Once a spell is deciphered, it is understood and can be cast (from a scroll), recorded in a spellbook or prepared from a spellbook.

To record a spell in a spellbook, a character must study the spell for one day and then spend another day per spell level (0-level spells require one day as well) actually recording it. The special inks required for the job cost 100 gp per spell level (or 50 gp for 0-level spells). Copying a spell from a scroll removes it from that scroll, leaving it a blank and non-magical piece of parchment. Copying a spell from another spellbook does not remove the spell from the original book.

Spell casters charge the same fee to copy a spell from their spellbook as they charge a customer for casting that spell, though they might instead ask for a favor in lieu of money, or offer to trade spells of similar power.

SPELL LEVEL	COST TO COPY/CAST
0	50 gp
1st	100 gp
2nd	250 gp
3rd	500 gp
4th	1,000 gp
5th	2,500 gp
6th	5,000 gp
7th	10,000 gp
8th	25,000 gp
9th	50,000 gp

RESEARCHING SPELLS

Bards, magic-users, sorcerers, clerics and druids are capable of developing new spells (i.e. spells not detailed in this chapter), though a sorcerer cannot add a newly invented spell to her list of "spells known" until she is capable of learning a new "spell known" due to advancing in level. Assassins, paladins and rangers cannot invent new spells.

The cost to research a spell is 1,000 gp per spell level for existing spells or 2,000 gp per spell level for newly invented spells; the TK will determine the level of the new spell to be invented based on what it can do.

One week is required per spell level to complete the research. Success at the end of the research period is determined by the spell caster attempting a Will saving throw, subtracting from his dice roll twice the level of the spell being researched. If the researcher is aided by a sage, they add +2 to their roll.

If the research roll is successful, the character may add the spell to his or her spellbook (see rules above for recording spells in a spellbook), memory (if a sorcerer with an open slot for a new spell known) or may subsequently pray for the spell (if a cleric or druid) in the future.

If the research is a failure, the money and time are spent are wasted. The spellcaster may not attempt to research that particular spell again until they have gained a new level.

CRAFTING MAGIC ITEMS

As clerics, druids, magic-users and sorcerers advance in level, they learn the skills they need to manufacture magical items, as follows:

LEVEL	LEARNS TO …
3rd	Scribe scrolls
5th	Brew potions and craft wondrous items
7th	Craft wands
9th	Craft magic arms and armor
11th	Craft rods and constructs
13th	Forge rings
15th	Craft staves

Note: In classic games, spell casters do not learn how to make any magic items until they attain high levels. At 7th level, they can craft potions and scrolls, while other magic items cannot be manufactured until 12th level.

Crafting a magic item involves a great deal of expense. The process requires many rare ingredients and a base item crafted by a master craftsman. You can find more information on crafting magic items and constructs in the Treasure chapter, under Magic Items.

CASTING SPELLS

On a spellcaster's turn in combat, or whenever they feel like it outside of combat, they may declare they are casting a spell. While a few spells require some extra time to cast them, most can be cast and take effect within the space of a single round of time (i.e. 10 seconds).

To cast a spell, a spell caster must meet the following requirements:

1) They must have the spell prepared, or if a sorcerer, know the spell

2) They must have their hands free (i.e. not encumbered by weapons, shields or other objects), though divine spellcasters must actually have a holy or unholy symbol in their hands and upraised

3) They must be able to speak

4) For some spells, they must possess a material component (which is consumed in the casting of the spell and disappears) or a spell focus (which is not consumedin the casting of the spell)

SAVING THROWS AND MAGIC RESISTANCE

An unwilling target of a spell always gets a saving throw to either negate the effects of the spell or to cut damage from the spell in half. The spell descriptions generally explain what kind of saving throw is required and how it works; use Will saving throws to resist a spell if the does not specify a different saving throw, or, if the spell involves dodging a cone or ray, use Reflex.

Some monsters have "magic resistance". This is the percentage chance that a spell cast on the monster is negated. Conditions and effects caused by a spell but not actually part of the spell, such as an object dropped on a creature using *telekinesis*, are not affected by a monster's magic resistance.

SPELL RANGE

A spell's range is the distance the spell can be thrown. If a spell has a particular area of effect, this is detailed in the spell's description. The following ranges are the most common ones used in the game:

PERSONAL	The spell only affects the spell caster
TOUCH	The target of the spell must be touched by the spell caster; spells linger on the caster's hand for 1 minute
CLOSE	30 feet, or, if you prefer more complexity, 25 feet plus an additional 5 feet per two caster levels
MEDIUM	150 feet, or, if you prefer more complexity, 100 feet plus an additional 10 feet per caster level
LONG	500 feet, or, if you prefer more complexity, 400 feet plus an additional 40 feet per caster level
UNLIMITED	Spell reaches anywhere on the caster's plane of existence

AREA OF EFFECT

The area a spell effects is usually described in the spell description, but some of the more common areas of effect are:

TARGET	These spells only effect the person touched, or perhaps the caster
RADIUS	A spell with a radius effect effects everything within that radius; the radius may be centered on the spell caster, or maybe on a point in space indicated by the spell caster
RAYS	A ray can strike a single target within the spell's range; the target may make a Reflex saving throw to avoid the ray and its effects
MISSILE	Some spells require a ranged attack to hit the target, such as acid arrow and bolt of glory; the spell caster simply makes a range attack roll against the target's Armor Class as though they were launching a normal missile
CONE	A cone usually originates at the spellcaster; for simplicity's sake, only the length of the cone is given; the width of the cone's base is always one half the cone's length

SPELL DAMAGE

Some Treasure Keeper's prefer to cap the damage any spell can do to 10 dice or some other arbitrary value based on the level of the spell. For example, perhaps spells of level 0 to 2 can only do a maximum of 5 dice of

damage, spells of level 3 to 6 can do a maximum of 10 dice of damage, and spells of level 7 to 9 can do a maximum of 15 dice of damage.

DISMISSING A SPELL

A spell caster can always dismiss the effects of one of their ongoing spells with a wave of their hand, snap of their fingers or wink of their eye.

SPELL DESCRIPTIONS – A

ACID ARROW E
Level: Magic-User 2
Range: Long (500 ft.)

You fire a magical arrow of acid at a target within 500 feet. This requires a normal ranged attack roll to hit. If it hits, the arrow deals 2d4 points of damage. The acid continues to inflict 2d4 damage per round for 1d6 additional rounds or until washed off with at least one gallon of water.

ACID SPLASH E
Level: Magic-User 0
Range: Close (30 ft.)

You throw a small orb of acid at a target within 30 feet. This requires a successful ranged attack. If it hits, it deals 1d3 points of acid damage.

AID E
Level: Cleric 2
Range: Touch
Duration: 1 hour

Aid grants the target a +1 bonus on attack rolls and saves against fear effects, plus 1d6 temporary hit points that disappear after one hour.

AIR WALK E
Level: Cleric 4, Druid 4
Range: Touch
Duration: 1 hour

The subject can tread on air as if walking on solid ground. A strong wind (21+ mph) can halt their forward movement.

ALARM E
Level: Bard 1, Ranger 1, Magic-User 1
Range: A 30-ft. radius circle
Duration: 2 hours/level

Alarm sounds a mental or audible alarm each time a creature enters the area or touches the object warded by the spell. A creature that speaks the password (determined by you at the time of casting) does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible. Ethereal and astral creatures do not trigger the alarm.

ALTER SELF E
Level: Assassin 2, Bard 2, Magic-User 2
Range: Personal
Duration: 1 hour

You assume the form of a creature of the same type as your normal form (i.e. humanoid, giant, etc.). The new form can be a little taller or shorter than you. If the new form has a movement capability like burrowing or swimming, you gain it. Likewise, you gain its unarmored armor class and natural attacks. You can freely designate the new form's minor physical qualities, such as hair color, hair texture, and skin color, within the normal ranges for a creature of that kind. Your equipment, if any, either remains worn or held by the new form (if it is capable of wearing or holding the item), or melds into the new form and becomes nonfunctional.

ANALYZE DWEOMER E
Level: Bard 6, Magic-User 6
Range: Close (30 ft.)
Duration: 1 minute
Spell Focus: Ruby or sapphire lens set in a golden loop, worth 1,500 gp

You discern all spells and magical properties present in a number of creatures or objects. Each round, you may examine a single creature or object that you can see. In the case of a magic item, you learn its functions, how to activate its functions (if appropriate) and how many charges are left (if it uses charges). In the case of something with spells cast upon it, you learn each spell, its effect and its caster level. *Analyze dweomer* does not function on an artifact.

ANIMAL FRIENDSHIP A
Level: Druid 1, Ranger 1
Range: Close (30 ft.)
Duration: Instantaneous

The spell caster wins the loyalty of an animal, so long as it is treated in a friendly manner. An animal's loyalty is natural (not magical) and lasting. The character may dismiss animal friends to befriend new ones. At most, the character can have animal friends whose Hit Dice total no more than twice their caster level.

ANIMAL GROWTH
Level: Druid 5, Ranger 4, Magic-User 5
Range: Medium (150 ft.)
Duration: 2 hours

This spell causes 1d6 animals to grow to twice their normal size (i.e. by one size category). This alteration doubles an animal's Hit Dice and adds +1d6 to its damage. Additional magical effects that increase size do not affect the animal.

ANIMAL MESSENGER A
Level: Bard 2, Cleric 2, Druid 2, Ranger 1
Range: Close (30 ft.)
Duration: One day/level

You compel a tiny animal to go to a place you designate, usually to deliver a message. The animal must be able to reach its destination before the duration of the spell ends.

ANIMAL SHAPES E
Level: Druid 8
Range: Close (30 ft.)
Duration: 1 day

This spells works like *polymorph*, except you change up to one willing creature per caster level into an animal of your choice. The spell has no effect on unwilling creatures. All creatures must take the same kind of animal form. The maximum Hit Dice of an assumed form is equal to the subject's Hit Dice or your caster level, whichever is lower.

ANIMAL TRANCE A
Level: Bard 2, Druid 2
Range: Close (30 ft.)
Duration: Concentration

Your swaying motions and music compel animals and non-intelligent magical beasts to do nothing but watch you. Roll 2d6 to determine the total number of HD worth of creatures that you fascinate. The closest targets are selected first until no more targets within range can be affected.

ANIMATE DEAD
Level: Cleric 3 (Chaotic), Magic-User 4
Range: Touch
Duration: Instantaneous

This spell creates 1d6 skeletons (from bones) or zombies (from corpses) under the command of the spell caster. They remain animated until they are destroyed. A destroyed skeleton or zombie can't be animated again.

No matter how many times you use the spell you can control only 4 HD worth of undead per caster level. If you are a cleric, any undead you might command by virtue of your power to command undead do not count toward the limit.

ANIMATE OBJECT A
Level: Bard 6, Cleric 6
Range: Medium (150 ft.)
Duration: 1 hour

You imbue an inanimate object with "life". The object follows your commands.

ANIMATE PLANT E
Level: Druid 7
Range: Close (30 ft.)
Duration: 1 hour

You imbue an inanimate plant with mobility and a semblance of life. The plant follows your commands. *Animate plants* cannot affect plant creatures, nor does it affect nonliving vegetable material.

ANIMATE ROPE E
Level: Bard 1, Magic-User 1
Range: Medium (150 ft.)
Duration: 1 hour

You can animate a rope up to 100 feet long and 1-inch in diameter. The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round. The rope can enwrap only a creature or an object within one foot of it. It does not snake outward, so it must be thrown near the intended target.

ANTILIFE SHELL A
Level: Cleric 6, Druid 6
Area: 10 ft. radius
Duration: 2 hours

An invisible bubble surrounds the caster, preventing the entrance of most types of living creatures. The effect does not work on constructs, elementals, outsiders or the undead. This spell may be used only defensively. Forcing the bubble against creatures that the spell keeps at bay collapses it.

ANTIMAGIC FIELD
Level: Cleric 8, Magic-User 6
Area: 10 ft. radius
Duration: 2 hours

An invisible bubble of force surrounds the caster, impenetrable to magic. Spells and other magical effects cannot pass into or out of the shell.

ANTIPATHY A
Level: Druid 9, Magic-User 8
Range: Close (30 ft.)
Duration: 1 day

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. Creatures of the designated kind or alignment feel an over-powering urge to leave the area or to avoid the affected item. A creature that makes a successful Will saving throw can stay in the area or touch the item but feels uncomfortable doing so.

ANTIPLANT SHELL A
Level: Druid 4
Area: 10 ft. radius
Duration: 2 hours

An invisible bubble surrounds the caster, preventing the entrance of animated plants and plant monsters. This spell may be used only defensively. Forcing the bubble against creatures that the spell keeps at bay collapses it.

ARMOR OF DARKNESS E
Level: Cleric 4 (Chaotic)
Range: Touch
Duration: 10 minutes/level

This spell envelops the warded creature in a shroud of shadows. The shroud can conceal the wearer's features. In any case, it grants the recipient a +4 bonus to Armor Class. The subject can see through the armor as if it did not exist and is also afforded darkvision with a range of 60 feet. Finally, the subject gains a +2 bonus on saving throws against any holy, lawful, good, or light spells or effects. Undead creatures that are subjects of *armor of darkness* are turned as though they have 4 additional Hit Dice.

ASTRAL PROJECTION A
Level: Cleric 9, Magic-User 9
Range: Touch
Duration: 2 hours
Material Component: Jacinth (1,000 gp) and one 1 lb. silver bar per person

The caster projects his astral form into other places. The astral form is invisible to all but other astral creatures or travelers. If the caster's physical body is moved more than 100 miles from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond. If the caster's body is underground, it need only be moved 100 yards before the connection is broken.

The astral form is capable of casting spells, but there is a 5% chance per spell level that the spell will fail. Additionally, there is a 2% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When traveling in astral form upon the earth, the astral form may travel as fast as 100 miles per hour per level above 17th. If the form is traveling underground, its top speed is much slower: 120 ft per 10-minute turn.

ATONEMENT A
Level: Cleric 5, Druid 5
Range: Touch
Duration: Instantaneous
Focus: Prayer beads, prayer wheel or prayer book worth 500 gp

This spell removes the burden of evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the act unwittingly or under some form of compulsion, atonement operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds and acts of a knowing and willful nature, you must intercede with your deity (requiring you to expend 1d10 x 100 XP) in order to expunge the subject's burden. Many casters first assign a subject of this sort a quest or similar penance to determine whether the creature is truly contrite before casting the spell.

AUDIBLE GLAMER A
Level: Assassin 1, Bard 0, Magic-User 0
Range: Close (30 ft.)
Duration: 3 minutes/level

Audible glamer allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound *audible glamer* creates when casting it and cannot thereafter change its basic character. You can produce as much noise as four normal humans per caster level. *Audible glamer* can enhance the effectiveness of a *phantasmal force* spell.

AUGURY A
Level: Cleric 2
Range: Personal
Duration: Instantaneous
Material Component: Incense worth 25 gp
Focus: Marked sticks, bones or cards worth 25 gp

An *augury* can tell you whether a particular action made in the next hour will bring good or bad results for you in the immediate future. The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, you get one of four results: Weal (the action will probably bring good results), Woe (the actions will probably bring bad results), Weal and Woe or Nothing (for actions that don't have especially good or bad results or if the spell simply fails).

AWAKEN E
Level: Druid 5
Range: Touch
Duration: Instantaneous

You awaken a tree or animal to humanlike sentience. An awakened tree has characteristics as if it were an animated object (see Monsters) with human sentience. To succeed, you must make a Will save with a penalty equal to the animal's current Hit Dice or the Hit Dice the tree will have once awakened. The awakened animal or tree is friendly toward you and serves you in specific tasks or endeavors if you communicate your desires to it. An awakened animal gains 2 HD and it is counted as a magical beast. An awakened tree or animal can speak one language that you know.

SPELL DESCRIPTIONS – B

BANE
Level: Cleric 1
Area: 50 ft. radius burst centered on caster
Duration: 1 hour

Bane fills your enemies with fear and doubt. Each affected creature takes a –1 penalty on attack rolls and a –1 penalty on saving throws against fear effects.

BANISHMENT E
Level: Cleric 6, Magic-User 7
Range: Close (30 ft.)
Duration: Instantaneous

Banishment is a more powerful version of *dismissal*. It enables you to force extra-planar creatures out of your home plane. As many as 2 Hit Dice of creatures per caster level can be banished. You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you reduce its magic resistance by 5 percentage points and impose a -2 penalty on its save.

BARKSKIN A
Level: Druid 2, Ranger 2
Range: Touch
Duration: 1 hour

Barkskin grants a +2 bonus to the target's Armor Class by toughening the skin.

BESTOW CURSE E
Level: Cleric 3, Magic-User 4
Range: Touch
Duration: Permanent

You place a curse on the subject by touching them. Choose one of the following three effects: A –3 decrease to an ability score (minimum 1), a –2 penalty on attack rolls and saving throws or, each round during combat, the target has a 50% chance to take no action. You may also invent your own curse, but it should be no more powerful than those described above. The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment* or *remove curse* spell.

BINDING E
Level: Magic-User 8
Range: Close (30 ft.)
Duration: See description
Material Component: See below

A *binding* spell creates a magical restraint to hold a creature. The target gets an initial saving throw only if its Hit Dice equal at least one-half your caster level. You may have as many as six assistants help you with the spell. For each assistant who casts *suggestion*, your effective caster level for this casting of binding increases by 1. For each assistant who casts a *dominate* spell, your effective caster level for this casting of binding increases by 3, provided that the spell's target is appropriate for a *binding* spell.

Regardless of the version of *binding* you cast, you can specify triggering conditions that end the spell and release the creature whenever they occur. The conditions can be based on a creature's name, identity, or alignment but otherwise must be based on observable actions or qualities.

The binding spell has six versions. Choose one of the following versions when you cast the spell.

CHAINING: The subject is confined by restraints that generate an *antipathy* spell affecting all creatures that approach the subject, except you. The duration is one year per caster level. The subject of this form of binding is confined to the spot it occupied when it received the spell.

SLUMBER: This version causes the subject to become comatose for as long as one year per caster level. The subject does not need to eat or drink, nor does it age. The target gets a +1 bonus on its saving throw to resist.

BOUND SLUMBER: This combination of chaining and slumber lasts for as long as one month per caster level. The target gets a +2 bonus on its save to resist.

HEDGED PRISON: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. The effect is permanent. The target gets a +3 bonus on its saving throw to resist.

METAMORPHOSIS: The subject assumes *gaseous form* (as the spell), except for its head or face. It is held harmless in a jar or other container, which may be transparent if you so choose. The creature remains aware of its surroundings and can speak, but it cannot leave the container, attack, or use any of its powers or abilities. The binding is permanent. The subject does not need to breathe, eat, or drink while metamorphosed, nor does it age. The target gets a +4 bonus on its saving throw to resist the spell.

MINIMUS CONTAINMENT: The subject is shrunk to a height of 1 inch and held within some gem, jar, or similar object. The binding is permanent. The subject does not need to breathe, eat, or drink while contained, nor does it age. The target gets a +4 bonus on its saving throw to resist the spell.

You cannot dispel a binding spell with *dispel magic* or a similar effect, though an *antimagic field* or *Mage's disjunction* affects it normally. A bound extra-planar creature cannot be sent back to its home plane due to *dismissal*, *banishment*, or a similar effect.

The components for a *binding* spell vary according to the version of the spell, but they always include a continuous chanting utterance read from the scroll or spell book page containing the spell and materials appropriate to the form of binding used. These components can include such items as miniature chains of special metals, soporific herbs of the rarest sort for slumber bindings, a bell jar of the finest crystal, and the like. In addition to the specially made props suited to the specific type of binding (cost 500 gp), the spell requires opals worth at least 500 gp for each HD of the target and a vellum depiction or carved statuette of the subject to be captured.

BLACKLIGHT E
Level: Magic-User 3
Area: 30 ft. radius centered on caster
Duration: 10 minutes

The caster creates an area of total darkness. The darkness is impenetrable to normal vision and darkvision, but the caster can see normally within the blacklit area. Creatures outside the spell's area cannot see through it. The spell can be cast on a point in space, a stationary or mobile object or a creature.

BLACK TENTACLES E
Level: Magic-User 4
Range: Medium (150 ft.)
Duration: 1 minute

This spell conjures a field of rubbery black tentacles, each 10 feet long that spring forth from the earth, floor, or whatever surface is underfoot, including water. They grasp and entwine around creatures that enter the area, holding them fast and crushing them with great strength.

Every creature within a 20-ft radius of the target spot of the spell is subject to a grapple attack (see Combat) from a monster with Hit Dice equal to your caster level. The tentacles inflict 2d6 points of damage per round.

The tentacles are immune to all types of damage. Creatures not fighting with the tentacles may only move through the area at half normal speed.

BLADE BARRIER A
Level: Cleric 6
Range: 60 ft.
Duration: 2 hours

Mystical blades, whirling and thrusting, form a lethal circle around the spell's recipient at a radius of 15 ft. The barrier inflicts 7d10 points of damage to anyone trying to pass through (Reflex save for half damage).

BLESS
Level: Cleric 1, Paladin 1
Range: 50 ft. radius burst centered on caster
Duration: 1 hour

This spell fills your allies with courage. Each ally gains a +1 bonus on attack rolls and on saving throws against fear effects.

BLESS WATER E
Level: Cleric 1 (Lawful), Paladin 1
Range: Touch
Duration: Instantaneous
Material Component: 5 lb. of silver dust worth 25 gp

This spell turns a flask (1 pint) of water into holy water.

BLESS WEAPON E
Level: Paladin 1
Range: Touch
Duration: 1 hour

This transmutation makes a weapon strike true against Chaotic (Evil) foes. The weapon can harm Chaotic creatures only harmed by +1 or better weapons. Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot.

BLIGHT E
Level: Druid 4, Magic-User 5
Range: Touch
Duration: Instantaneous

This spell withers a single plant you touch of any size. A targeted plant creature takes 1d6 points of damage per level and may attempt a Reflex saving throw to avoid the touch. A plant that is not a creature does not receive a save and immediately withers and dies.

BLINDNESS/DEAFNESS A
Level: Bard 2, Cleric 3, Magic-User 2
Range: Medium (150 ft.)
Duration: Permanent

You render the subject blinded or deafened, as you choose.

BLINK A
Level: Bard 3, Magic-User 3
Range: Personal
Duration: 1 round/level

You "blink" back and forth between the Material and Ethereal Planes. You look as though you're winking in and out of reality very quickly and at random. Physical attacks against you and spells cast at you specifically have a 50% chance to miss or fail. If the attack is capable of striking ethereal creatures or the attacker can see invisible creatures, the chance is only 20%. An attacker that can do both things has no miss chance. Likewise, your own attacks and spells have a 20% chance of failure, since you sometimes go ethereal just as you strike. While blinking, you can step through (but not see through) objects up to 1 foot thick.

BLUR A
Level: Bard 2, Magic-User 2
Range: Touch
Duration: 1 minute/level

The subject's outline appears blurred, shifting and wavering. This distortion forces opponents to re-roll all successful attacks against them. Opponents that cannot see the subject ignore the spell's effect.

BODY ADJUSTMENT E
Level: Magic-User 3
Range: Personal
Duration: Instantaneous

You heal yourself of 1d12 points of damage.

BOLT OF GLORY E
Level: Cleric 6 (Lawful)
Range: Close (30 ft.)
Duration: Instantaneous

This spell projects a bolt of energy from the Positive Energy Plane against one creature. The caster must succeed at a normal ranged attack to strike the target. A creature struck suffers varying damage, depending on its nature and home plane of existence: Undead creatures, Chaotic (Evil) outsiders and creatures native to the negative energy plane suffer 1d6 points of damage per level. Creatures from the material plane, the elemental planes, or neutral outsiders suffer 1d4 points of damage per level. Lawful (Good) outsiders and creatures native to the positive energy plane suffer no damage from a *bolt of glory*.

BOLTS OF BEDEVILMENT E
Level: Cleric 5
Range: Medium (150 ft.)
Duration: 1d4 rounds

This spell grants the caster the ability to make one ray attack per round. The ray dazes one living creature, clouding its mind so that it takes no action for 1d4 rounds. The creature is not stunned (so attackers get no special advantage against it), but it cannot perform any actions or use any mental abilities.

BRAIN LOCK E
Level: Magic-User 2
Range: Medium (150 ft.)
Duration: Concentration + 1 round

The target's higher mind is locked away. If he fails a Will saving throw, he is dazed and cannot cast spells for the duration of the power. A brain locked subject is not stunned, so attackers get no tactical advantage against him.

BREAK ENCHANTMENT E
Level: Bard 4, Cleric 5, Paladin 4, Magic-User 5
Range: Close (30 ft.)
Duration: Instantaneous

This spell frees victims from enchantments, transmutations, and curses. *Break enchantment* can reverse even an instantaneous effect. The chance of breaking an enchantment is the same as for dispelling magic. If the effect comes from some permanent magic item *break enchantment* does not remove the curse from the item, but it does frees the victim from the item's effects.

BURNING HANDS A
Level: Magic-User 1
Area: Cone (15 ft.)
Duration: Instantaneous

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level.

SPELL DESCRIPTIONS – C

CALL LIGHTNING A
Level: Druid 3
Range: Medium (150 ft.)
Duration: 1 minute/level

Each round you may call down a bolt of lightning that deals 3d6 points of damage, so long as the target is within range of the spell. If you are outdoors and in a stormy area, each bolt deals 3d10 points of damage. This spell functions indoors or underground but not underwater.

CALL LIGHTNING STORM E
Level: Druid 5
Range: Long (500 ft.)

This spell functions like *call lightning*, except that each bolt deals 5 dice of damage (i.e. 5d6 or 5d10).

CALM ANIMALS E
Level: Druid 1, Ranger 1
Range: Close (30 ft.)
Duration: 1 hour

This spell soothes and quiets ordinary animals, rendering them docile and harmless. You can affect up to 2d6 Hit Dice of animals. A giant animal or a trained guard animal is allowed a Will saving throw; other animals are not.

CALM EMOTIONS E
Level: Bard 2, Cleric 2
Range: Medium (150 ft.)
Duration: Concentration, up to 10 minutes

This spell calms all agitated or excited creatures within a 20-ft. radius area, but does not control them. Creatures affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against a calmed creature breaks the spell on all calmed creatures.

CAUSE DISEASE
Level: Cleric 3, Druid 3, Magic-User 4
Range: Touch
Duration: Instantaneous

The target of this spell contracts a disease (see Disease in Rules of Play), which strikes immediately (i.e. no incubation period).

CAUSE FEAR E
Level: Bard 1, Cleric 1, Magic-User 1
Range: Close (30 ft.)
Duration: 1d4 rounds

The affected creature flees for 1d4 rounds. Creatures with 6 or more Hit Dice are immune to this effect.

CHAIN LIGHTNING E
Level: Magic-User 6
Range: Long (500 ft.)
Duration: Instantaneous

As *lightning bolt*, except *chain lightning* strikes one object or creature initially, then arcs to other targets. The bolt deals 1d6 points of damage per caster level to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level. The secondary bolts each strike one target and deal half as much damage as the first did. Each target can attempt a Reflex saving throw for half damage, no target can be more than 30 feet away from the primary target, and no target can be struck more than once.

CHANGE SELF E
Level: Assassin 1, Bard 1, Magic-User 1
Range: Personal
Duration: 1 hour

You mask yourself (including your clothing and equipment) in a simple disguise. You can seem 1 foot shorter or taller, thin, fat, or in between, but cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look (but not sound or act) like an entirely different person. A creature that interacts with you gets a Will save to recognize the illusion.

CHANGESTAFF E
Level: Druid 7
Range: Touch
Duration: 1 hour/level

When you plant the end of a staff in the ground and speak a special command, it turns into a creature that looks and fights just like a treant. The creature defends you and obeys any spoken commands. However, it is not a true treant; it cannot converse with actual treants or control trees. If the pseudo-treant is reduced to 0 hit points, it crumbles into powder and the staff is destroyed. Otherwise, the staff returns to normal when the spell expires.

The quarterstaff must be a sound limb cut from an ash, oak, or yew, then cured, shaped, carved, and polished (a process requiring twenty-eight days). You cannot adventure or engage in other strenuous activity during the shaping and carving of the staff.

CHANT A
Level: Cleric 2, Paladin 2
Duration: Concentration (up to 10 minutes)

As long as you chant, you bring special favor upon your allies and bring disfavor to your enemies. You and your allies gain a +1 bonus on attack rolls, weapon damage rolls and saving throws while your foes take a –1 penalty on the same. Any interruption in your chanting, such as a *silence* spell or speaking or casting another spell, ends this spell.

CHARISMA E
Level: Bard 2, Cleric 2, Paladin 2, Magic-User 2
Range: Touch
Duration: 1 hour

This spell grants the subject an 18 charisma. This cannot be made permanent.

CHARM ANIMAL A
Level: Druid 1, Ranger 1

This spell functions like *charm person*, except that it only affects animals.

CHARM MONSTER
Level: Bard 3, Magic-User 4
Duration: See below

This spell functions like *charm person*, except that the effect is not restricted to humanoids. Monsters can make one Will save per week to break free.

CHARM PERSON
Level: Bard 1, Magic-User 1
Range: Close (30 ft.)
Duration: Until dispelled

This charm makes a humanoid creature regard you as its trusted friend and ally. You cannot control the person, but you can influence them as though you were a friend. Any hostile act or suggestion breaks the spell.

CHILL METAL E
Level: Druid 2
Range: Close (30 ft.)
Duration: 7 rounds

Chill metal makes metal extremely cold. A creature takes cold damage if equipment it is holding is chilled. On the first round of the spell, the metal becomes chilly and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, icy coldness causes 1d4 points of damage. In the third, fourth, and fifth rounds, the metal is freezing cold, causing 2d4 points of damage. Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis. Underwater, chill metal deals no damage, but ice immediately forms around the affected metal, making it more buoyant.

CHILL TOUCH E
Level: Magic-User 1
Range: Touch
Duration: Instantaneous

Your touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of strength damage unless it makes a successful Fortitude saving throw. You can use this melee attack up to one time per level. An undead creature you touch takes no damage, but must make a successful Will saving throw or flee for 1d6 rounds.

CHOKE E
Level: Magic-User 4
Range: Close (30 ft.)
Duration: Concentration, up to 1 minute

You cause the victim's throat to tighten until he begins to choke. The victim must make an immediate Fortitude save in order to hold his breath. The save must be repeated each round, with the difficulty increasing by 1 for each previous success. When the character fails one of these saves, he begins to choke. A choking victim is stunned and suffers 1d3 points of damage per round.

CIRCLE OF DEATH E
Level: Magic-User 6
Area of Effect: 150 ft. radius
Duration: Instantaneous

This spell slays 1d4 HD worth of living creatures per caster level (maximum 18d4 HD) in a burst centered on the spell caster. Creatures with the fewest HD are affected first. No creature of 9 or more Hit Dice can be affected, and Hit Dice damage that are not sufficient to affect a creature are wasted.

CIRCLE OF DOOM E
Level: Cleric 5
Area of Effect: 20 ft. radius
Duration: Instantaneous

Negative energy bursts in all directions from the point of origin, dealing 1d8 points of damage +1 point per caster level to nearby living enemies. Like *inflict* spells, *circle of doom* cures undead rather than harming them.

CLAIRAUDIENCE/CLAIRVOYANCE
Level: Assassin 4, Bard 3, Magic-User 3
Range: 60 feet
Duration: 2 hours

Clairaudience allows the caster to hear through solid stone (limiting range to 2 ft or so) and other obstacles, any sounds within a range of 60 ft. The spell's effect cannot pass through even a thin sheeting of lead, however, for this metal blocks it utterly. The spell can be cast through a *crystal ball*.

Clairvoyance allows the caster to see through solid stone (limiting range to 2 ft or so) and other obstacles, within a range of 60 ft. The spell's effect cannot pass through even a thin sheet of lead, however, for this metal blocks it completely.

CLENCHED FIST A
Level: Magic-User 8
Range: Medium (150 ft.)
Duration: 1 minute

This spell functions like *interposing hand*, except that the hand can interpose itself, push, or strike one opponent that you select. The floating hand can move as far as 60 feet and can attack in the same round. The hand attacks once per round, and its attack bonus equal to your caster level. The hand deals 2d8 points of damage on each attack, and any creature struck must pass a Fortitude saving throw or be stunned for 1 round. The clenched fist can also interpose itself as *interposing hand* does, or it can bull rush an opponent as *forceful hand* does.

CLONE A
Level: Magic-User 8
Range: 0 ft.
Duration: Instantaneous
Material Component: See below

By this eerie and disturbing spell, a piece of flesh, taken from a living person, is grown into an exact duplicate of the person at the time the flesh was removed. This requires a vat and 1,000 gp in laboratory supplies and takes 2d4 months.

The clone is alive but inert. If the original is slain, their soul occupies and animates the clone. The clone has the same personality and memories and abilities as the original did at the time the flesh was taken.

CLOUDKILL
Level: Magic-User 5
Range: Medium (150 ft.)
Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15 ft. in radius. The cloud moves directly forward at a speed of 6 ft. per minute unless its direction or speed is affected by winds. Unusually strong gusts of

wind can dissipate and destroy it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path. Even touching the cloud (much less breathing it) requires a Fortitude saving throw to avoid immediate death.

COLOR SPRAY A
Level: Magic-User 1
Area: Cone (15 ft.)
Duration: Instantaneous; see text

A vivid cone of clashing colors springs forth from your hand. Each creature within the cone is affected according to its Hit Dice. Creatures with 2 HD or less are knocked unconscious for 2d4 rounds. Creatures with 3 or 4 HD are blinded for 1d4 rounds. Creatures with 5 or more HD are stunned for 1 round. Sightless creatures are not affected by color spray.

COMMAND A
Level: Cleric 1
Range: Close (30 ft.)
Duration: 1 round

You give the subject a single, one-word command, which it obeys to the best of its ability at its earliest opportunity. If you command a creature to "die", they simply play dead for 1 round.

COMMAND, GREATER E
Level: Cleric 5
Duration: 10 rounds

This spell functions like *command*, except that up to one creature per level may be affected and the activities continue beyond 1 round. At the start of each commanded creature's action after the first, it gets another will save to attempt to break free from the spell. Each creature must receive the same command.

COMMAND PLANTS E
Level: Druid 4, Ranger 3
Range: Close (30 ft.)
Duration: One day/level

This spell works as *charm person*, except that it only affects plant creatures. You can affect a number of plant creatures whose combined level or Hit Dice do not exceed twice your level.

COMMAND UNDEAD E
Level: Magic-User 2
Range: Close (30 ft.)
Duration: One day/level

This spell works as *charm person*, except that it only affects undead creatures. Intelligent undead receive a Will saving throw to negate the spell. A non-intelligent undead creature gets no saving throw against this spell, but can only obey very basic commands. Non-intelligent undead do not resist suicidal or obviously harmful orders.

COMMUNE
Level: Cleric 5
Range: Personal
Duration: 3 questions
Material Component: Holy or unholy water and incense worth 100 gp

Higher powers grant an answer to three questions the caster poses to them. Higher powers do not like being interrogated by mere mortals, so the spell should be limited to once per week or so by the Treasure Keeper. The answers given are correct within the limits of the entity's knowledge.

COMMUNE WITH NATURE A
Level: Druid 5, Ranger 4
Range: Personal
Duration: Instantaneous

You instantly gain knowledge of as many as three facts from among the following subjects: The ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting. In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings—caves, caverns, and the like—the radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

COMPREHEND LANGUAGES
Level: Bard 1, Cleric 1, Magic-User 1
Range: Personal
Duration: 1 hour

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The spell enables you to understand or read an unknown language, not speak or write it. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by the *secret page* and *illusory script* spells. It does not decipher codes or reveal messages concealed in text.

CONE OF COLD A
Level: Magic-User 5
Area: Cone (60 ft.)
Duration: Instantaneous

Cone of cold creates a cone of extreme cold, originating at your hand. It drains heat, dealing 1d6 points of cold damage per caster level.

CONE OF PARALYSIS E
Level: Bard 6, Magic-User 6
Area: Cone (60 ft.)
Duration: Instantaneous

This hypnotic pattern paralyses all creatures in its area of effect for 1d4 rounds + 1 round per level of the spellcaster.

CONFUSION
Level: Bard 3, Magic-User 4
Range: Medium (150 ft.)
Duration: 2 hour

This spell confuses people and monsters, making them act randomly. On a roll of 2d6, the creatures will do the following:

2D6	BEHAVIOR
2-5	Attack caster and his allies
6-8	Stand baffled and inactive
9-12	Attack each other

The effects of the *confusion* shift each turn, and the dice are once again rolled.

The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 hit dice or fewer are automatically affected by the spell, and it takes effect instantly. Creatures of 4 hit dice or more automatically overcome the confusion effect as it builds up to its full power (1d12 minutes, minus the caster's level), and only then are they permitted a saving throw. Eventually, these creatures are likely to succumb to the confusion, for they must continue to make another saving throw every 10 minutes until the spell's two-hour duration has run its course. A confused character that cannot carry out the action does nothing but babble incoherently. A confused character that is attacked attacks its attackers on its next turn.

CONSECRATE E
Level: Cleric 2 (Lawful)
Range: Close (30 ft.)
Duration: 24 hours
Material Components: Vial of holy water, 5 lb. of silver dust

This spell blesses a 20-ft. radius area with positive energy. Each "turn undead" attack made within this area gains a +2 bonus to the roll. Every undead creature entering a consecrated area suffers a -1 penalty on attack rolls, damage rolls, and saving throws. Undead cannot be created within or summoned into a consecrated area. If the consecrated area contains an altar, shrine, or other permanent fixture dedicated to a higher power, the modifiers are doubled. You cannot consecrate an area with a similar fixture of a deity other than your own patron. If the area does contain an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the *consecrate* spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function does not also grant the bonuses and penalties given above.

CONSTITUTION E
Level: Cleric 2, Druid 2, Ranger 2, Magic-User 2
Range: Touch
Duration: 1 hour

The spell grants the subject an 18 constitution. It cannot be made permanent.

CONTACT OTHER PLANE
Level: Magic-User 5
Range: Personal
Duration: Concentration

The caster creates a mental contact with the planes, forces, powers, and geometries of the beyond, in order to gain affirmative or negative answers to the questions he contemplates. The spell's effects depend upon how deeply into the caster quests into the various planes of existence. The caster must decide how "far" into the planes of existence he wishes to make contact. The number of planes in "depth" that he chooses will affect the number of yes or no questions he can ask, the chance that the knowledge is available at that level, the chance of receiving a wrong answer, and the chance that he will become temporarily insane from the experience. Temporary insanity lasts for as many weeks as the "number" of the plane where the caster's sanity failed (or was deliberately removed).

PLANE OF EXISTANCE	MAX # QUESTIONS	AVAILABLE KNOWLEDGE	WRONG RESULT	CHANCE OF INSANITY
3rd	3	25%	70%	1%
4th	4	30%	60%	10%
5th	5	40%	50%	20%
6th	6	50%	40%	30%
7th	7	60%	30%	40%
8th	8	70%	25%	45%
9th	9	80%	20%	55%
10th	10	85%	15%	65%
11th	11	90%	10%	75%
12th	12	95%	1%	85%

CONTINGENCY E
Level: Magic-User 6
Range: Personal
Duration: One month
Material Component: Vial of quicksilver, eyelash from an ogre mage or rakshasa Spell Focus: Statuette of you carved from ivory and 1,500 gp worth of gems

You can place another spell upon your person so that it comes into effect under some condition you dictate when casting contingency. The contingency spell 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 your person and be of a spell level no higher than one-third your caster level (maximum 6th level). You can use only one *contingency* spell at a time.

CONTINUAL FLAME
Level: Cleric 3, Magic-User 2
Range: Touch
Duration: Permanent
Material Component: Ruby dust (50 gp), sprinkled on object to carry the flame

A flame equivalent to a torch springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered and hidden but not smothered or quenched.

CONTROL PLANTS E
Level: Druid 8
Range: Close (30 ft.)
Duration: 10 minutes

This spell enables you to control the actions of plant creatures (2 HD of plant creatures per caster level) for 10 minutes. You command the creatures by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible, the controlled plants do not attack you. At the end of the spell, the subjects revert to their normal behavior. Self-destructive commands are simply ignored.

CONTROL UNDEAD E
Level: Magic-User 7
Range: Close (30 ft.)
Duration: 10 minutes

This spell enables you to command undead creatures (2 HD of undead per caster level) for 10 minutes. You command them by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible the controlled undead do not attack you. At the end of the spell, the subjects revert to their normal behavior. Intelligent undead creatures remember that you controlled them.

CONTROL WATER
Level: Cleric 4, Druid 4, Magic-User 6
Range: Long (500 ft.)
Duration: 1 hour

This spell allows you to lower or raise water.

LOWER WATER: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level to a minimum depth of 1 inch. The water is lowered within a squarish depression whose sides are up to caster level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell.

RAISE WATER: This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

CONTROL WEATHER
Level: Cleric 7, Druid 7, Magic-User 7
Range: 2 mile radius centered on caster
Duration: Treasure Keeper's discretion

The caster can summon or stop rainfall, create unusually high or low temperatures, summon or disperse a tornado, clear the sky of clouds, or summon clouds into being.

CONTROL WINDS A
Level: Druid 5
Range: 40 ft. per level
Duration: Treasure Keeper's discretion

As *control weather*, but this spell only affects wind speed and direction.

CREATE FOOD AND WATER
Level: Cleric 3
Range: Close (30 ft.)
Duration: Instantaneous

This spell creates a one-day supply of food and drinking water for 24 men (or, for game purposes, horses). At 9th level, the amount of food and water doubles, and doubles again at every level thereafter.

CREATE GREATER UNDEAD E
Level: Cleric 8 (Chaotic), Magic-User 8
Range: Close (30 ft.)
Duration: Instantaneous

This spell functions like *create undead*, except that you can create more powerful and intelligent sorts of undead: Shadows, wraiths, spectres and devourers. The type or types of undead you can create is based on your caster level, as shown on the table below.

CASTER LEVEL	UNDEAD CREATED
15th or lower	Shadow
16th–17th	Wraith
18th–19th	Spectre
20th or higher	Devourer

CREATE UNDEAD E
Level: Cleric 6 (Chaotic), Magic-User 6
Range: Close (30 ft.)
Duration: Instantaneous
Material Components: See text

A more potent spell than *animate dead*, this evil spell allows you to create more powerful undead: Ghouls, ghasts, mummies, and mohrgs. The types of undead you can create is based on your caster level, as shown on the table below.

CASTER LEVEL	UNDEAD CREATED
11th or lower	Ghoul
12th–14th	Ghast
18th–19th	Mummy
20th or higher	Mohrg

You may create less powerful undead than your level would allow if you choose. Created undead are not automatically under the control of their animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms.

This spell must be cast at night. It requires a clay pot filled with grave dirt and another filled with brackish water. The spell must be cast on a dead body. You must place a black onyx gem worth at least 50 gp per HD of the undead to be created into the mouth or eye socket of each corpse. The magic of the spell turns these gems into worthless shells.

CREATE WATER
Level: Cleric 0, Druid 0, Paladin 1
Range: Close (30 ft.)
Duration: Instantaneous

This spell generates 2 gallons per level of wholesome, drinkable water, just like clean rain water. Water weighs about 8 pounds per gallon.

CREEPING DOOM A
Level: Druid 7
Range: Close (30 ft.)
Duration: 10 minutes

When you utter the spell of *creeping doom*, you call forth 2d6 centipede swarms. You command the swarms where to move and what to attack.

CROWN OF GLORY E
Level: Cleric 8 (Lawful)
Range: Personal
Duration: 10 minutes
Focus: Crown worth at least 200 gp

The caster is imbued with an aura of celestial authority with a radius of 120 feet that inspires awe in lesser creatures. All creatures with fewer than 8 HD or levels cease whatever they are doing and are compelled to pay attention to the caster. Any such creature that wants to take hostile action against the caster must make a successful Will save to do so. Any creature that does not make this saving throw the first time it attempts a hostile action is enthralled for the duration of the spell (as the *enthrall* spell), as long as it is in the spell's area, nor will it try to leave the area on its own. Creatures with 8 HD or more may pay attention to the caster, but are not affected by this spell.

When the caster speaks, all listeners telepathically understand him or her, even if they do not understand the language. While the spell lasts, the caster can make up to three suggestions to creatures of fewer than 8 HD in range, as if using the *suggestion* spell (Will save negates); creatures with 8 HD or more aren't affected by this power. Only creatures within range at the time a suggestion is given are subject to it.

CRUSHING DESPAIR A
Level: Bard 3, Magic-User 4
Area: Cone (30 ft.)
Duration: 2d6 minutes

An invisible cone of despair causes great sadness in the subjects. Each affected creature takes a –2 penalty on attack rolls, saving throws and damage rolls.

CRUSHING HAND A
Level: Magic-User 9
Range: Medium (150 ft.)
Duration: 1 minute

This spell functions like *interposing hand*, except that the hand can interpose itself, push, or crush one opponent that you select. The crushing hand can grapple an opponent like *grasping hand* does. Its attack bonus equals your caster level. The hand deals 2d8 points of damage on each successful grapple attack against an opponent. The *crushing hand* can also interpose itself as *interposing hand* does, or it can bull rush an opponent as *forceful hand* does.

CRYSTALLIZE E
Level: Magic-User 6
Range: Medium (150 ft.)
Duration: Permanent

You seed the subject's flesh with supersaturated crystal if they fail a Fortitude saving throw. In an eyeblink, the subject's form seems to freeze over, as its flesh and fluids are instantly crystallized. The subject appears lifeless, and though it is not dead, no life can be detected with spells that detect such. When the spell is dispelled, crystal melts back into flesh, and the subject is in exactly the state he was prior being affected by crystallize.

CURE BLINDNESS/DEAFNESS A
Level: Cleric 3, Paladin 3
Range: Touch
Duration: Instantaneous

This spell cures blindness or deafness, whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

CURE CRITICAL WOUNDS A
Level: Bard 4, Cleric 4, Druid 5
Range: Touch
Duration: Instantaneous

This spell functions cures 4d6+4 points of damage.

CURE DISEASE
Level: Cleric 3, Druid 3, Ranger 3
Range: Touch
Duration: Instantaneous

This spell cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime. Certain special diseases may not be countered by this spell or may be countered only by a caster of a certain level or higher.

CURE LIGHT WOUNDS
Level: Bard 1, Cleric 1, Druid 1, Paladin1, Ranger 2
Range: Touch
Duration: Instantaneous

When laying your hand upon a living creature, you cure 1d6+1 points of damage. This spell deals damage to undead instead of curing their wounds.

CURE MINOR WOUNDS E
Level: Cleric 0, Druid 0
Range: Touch
Duration: Instantaneous

This spell cures only 1 point of damage.

CURE MODERATE WOUNDS E
Level: Bard 2, Cleric 2, Druid 3, Paladin3, Ranger 3
Range: Touch
Duration: Instantaneous

This spell cures 2d6+2 points of damage.

CURE SERIOUS WOUNDS
Level: Bard 3, Cleric 3, Druid 4, Paladin4, Ranger 4
Range: Touch
Duration: Instantaneous

This spell cures 3d6+3 points of damage.

CURSE OF THE MUMMY E
Level: Cleric 6
Range: Touch
Duration: Instantaneous

You call down mummy rot immediately on a subject you touch.

CURSE WATER E
Level: Cleric 1 (Chaotic)
Range: Touch
Duration: Instantaneous
Material Component: 5 lb. powdered silver

This spell turns a flask (1 pint) of water into unholy water. Unholy water damages Lawful (Good) outsiders the way holy water damages undead and Chaotic (Evil) outsiders.

SPELL DESCRIPTIONS – D

DANCING LIGHTS A
Level: Bard 0, Magic-User 0
Range: Medium (150 ft.)
Duration: 1 minute

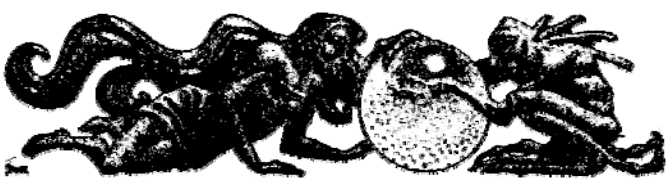
Depending on the version selected, you create up to four lights that resemble lanterns or torches, or up to four glowing spheres of light which look like will-o'-wisps, or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire: forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

DARKNESS
Level: Assassin 2, Bard 2, Cleric 2, Magic-User 2
Range: Touch
Duration: 1 hour

This spell causes complete darkness in a 15-foot radius. Even creatures that can normally see in darkness (such as with *darkvision*) are unable to pierce this magical darkness.

DARKVISION
Level: Ranger 3, Magic-User 2
Range: Touch
Duration: 1 day

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. *Darkvision* does not grant one the ability to see in magical darkness.



DART OF MISTLETOE E
Level: Druid 6
Range: Touch
Duration: 1 minute or until discharged
Focus: Piece of Mistletoe dipped in gold that costs 500 gp

This spell turns a piece of mistletoe into a lethal weapon. The druid must throw the dart as a normal ranged attack. If the dart hits, the victim must immediately make a Fortitude save or die. However, the victim is only mostly dead – the next time the sun rises, the victim is raised from the dead (per the spell *raise dead*).

DAYLIGHT E
Level: Bard 3, Cleric 3, Druid 3, Paladin 3, Magic-User 3
Range: Touch
Duration: 1 hour

An object touched by the caster sheds light as bright as full daylight in a 60-foot radius. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of sunlight for the purposes of creatures that are damaged or destroyed by sunlight, such as some undead. *Daylight* brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

DAZE E
Level: Bard 0, Magic-User 0
Range: Close (30 ft.)
Duration: 1 round

This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it may take no action.

DAZE MONSTER E
Level: Bard 2, Magic-User 2
Range: Medium (150 ft.)
Duration: 1 round

This spell functions like *daze*, but can affect any one living creature of any type with 6 or fewer Hit Dice.

DEATH FOG E
Level: Magic-User 6
Range: Medium (150 ft.)
Duration: 1 minute

Death fog creates a billowing mass of misty vapors 20-ft in radius and 20-ft high, similar to that produced by a *solid fog* spell. In addition to slowing creatures down and obscuring sight, this spell's vapors are highly acidic. Each round the fog deals 2d6 points of acid damage to everything in it.

DEATH KNELL E
Level: Cleric 2
Range: Touch
Duration: See text

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has only 1 remaining hit point. If the subject fails a Fortitude saving throw, it

dies, and you gain 1d6 temporary hit points that last for 10 minutes per HD of the subject creature.

DEATHWATCH E
Level: Cleric 1
Range: 30 ft.
Duration: 1 hour

You can determine the condition of creatures near death within the spell's range. You instantly know whether each creature is dead, fragile (3 or fewer hit points left), fighting off death (4 or more hit points), undead, or neither alive nor dead (such as a construct). *Deathwatch* sees through any spell or ability that allows creatures to feign death.

DEEP SLUMBER E
Level: Assassin 3, Bard 3, Magic-User 3
Range: Close (30 ft.)
Duration: 1 hour

This spell functions like *sleep* except that it affects 10 HD of creatures.

DEEPER DARKNESS E
Level: Assassin 3, Cleric 3
Duration: 1 day
Duration: 1 hour

As *darkness*, except that the object radiates darkness in a 60-foot radius.

DELAY POISON A
Level: Bard 2, Cleric 2, Druid 2, Paladin 2, Ranger 1
Range: Touch
Duration: 1 hour

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. *Delay poison* does not cure any damage that poison has already done.

DELAYED BLAST FIREBALL A
Level: Magic-User 7
Range: Long (500 ft.)
Duration: Up to 10 minutes, determined by the caster

This spell creates a normal *fireball*, but the blast can be delayed for a period of up to 10 minutes. The burst radius, per a normal fireball, is 20 ft, and damage is 1d6 per level of the caster. The blast shapes itself to the available volume (33,000 cubic feet), filling 33 ten-by-ten-by-ten cubical areas.

DEMAND E
Level: Magic-User 8
Range: See text
Duration: 1 round; see text

This spell functions like *sending*, but the message can also contain a suggestion (see the *suggestion* spell), which the subject does its best to carry out. A successful Will saving throw negates the suggestion effect but not the contact itself. The demand, if received, is understood even if the subject's intelligence score is as low as 1 (i.e. animal intelligence). The message to the creature must be short and to the point. The creature can also give a short reply immediately.

DESECRATE E
Level: Cleric 2 (Chaotic)
Range: Close (30 ft.)
Duration: 24 hours
Material Component: Vial of unholy water and 5 lb. of silver dust

This spell has the opposite effect of the *consecrate* spell.

DESTRUCTION A
Level: Cleric 7
Range: Close (30 ft.)
Duration: Instantaneous
Spell Focus: Silver holy (or unholy) symbol with verses of anathema, costs 500 gp

This spell instantly slays the subject and consumes its remains utterly. If the target's Fortitude saving throw succeeds, it instead takes 10d6 points of damage. The only way to restore life to a character who has failed to save against this spell is to use *true resurrection* or a carefully worded *wish* spell followed by *resurrection*, or *miracle*.

DETECT ANIMALS OR PLANTS A
Level: Druid 1, Ranger 1
Range: Long (500 ft.)
Duration: 1 hour

You can detect a particular kind of animal or plant within the spell's range. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round.

DETECT EVIL
Level: Cleric 1, Ranger 2
Range: 60 ft.
Duration: 1 hour

The caster detects any evil enchantments, evil intentions, evil thoughts, or evil auras within the spell's range. Poison is not inherently evil, and cannot be detected by means of this spell.

DETECT GOOD
Level: Cleric 1
Range: 60 ft.
Duration: 1 hour

The caster detects any good enchantments, good intentions, good thoughts, or good auras within the spell's range. Candy is not inherently good, and cannot be detected by means of this spell.

DETECT INVISIBILITY
Level: Bard 3, Magic-User 2
Range: Personal
Duration: 1 hour

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

DETECT LIE A
Level: Cleric 4, Paladin 3
Range: Close (30 ft.)
Duration: 1 hour

You know if a person within range is deliberately and knowingly speaking a lie. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

DETECT MAGIC
Level: Bard 0, Cleric 0, Druid 0, Magic-User 0
Range: 60 ft.
Duration: 20 minutes

The caster can perceive, in places, people, or things, the presence of a spell or enchantment within the spell's range. Magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.

DETECT POISON E
Level: Assassin 1, Cleric 0, Druid 0, Paladin 1, Ranger 1, Magic-User 0
Range: Close (30 ft.)
Duration: 1 hour

You determine whether a creature or object has been poisoned or is poisonous.

DETECT SCRYING E
Level: Bard 4, Magic-User 4
Area: 40 ft. radius centered on you
Duration: 24 hours

You immediately become aware of any attempt to observe you by means of a *scrying* spell. You know the location of every magical sensor within the spell's area. If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed caster level checks (1d20 + caster level). If you at least match the scrier's result, you get a visual image of the scrier and an accurate sense of their location.

DETECT SECRET DOORS E
Level: Bard 1, Magic-User 1
Range: 60 ft.
Duration: 20 minutes

You can detect secret doors, compartments, caches, and so forth.

DETECT SNARES AND PITS A
Level: Druid 1, Ranger 1
Range: 60 ft.
Duration: 20 minutes

You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials and some natural hazards—quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall).

DETECT THOUGHTS (ESP)
Level: Bard 2, Magic-User 2
Range: 60 ft.
Duration: 2 hours

The caster can detect the thoughts of other beings at a distance of 60 ft. The spell cannot penetrate more than two feet of stone, and is blocked by even a thin sheet of lead.

DETECT UNDEAD E
Level: Cleric 1, Paladin 1, Magic-User 1
Range: 60 ft.
Duration: 20 minutes

You can detect the presence of the undead within range of the spell.

DEXTERITY E
Level: Assassin 2, Bard 2, Cleric 2, Druid 2, Ranger 2, Magic-User 2
Range: Touch
Duration: 1 hour

The spell grants the subject an 18 dexterity. This cannot be made permanent.

DIMENSION DOOR
Level: Assassin 4, Bard 4, Magic-User 4
Range: Long (500 ft.)
Duration: 1 hour

Dimension door is a weak form of teleportation, a spell that can be managed by lesser magicians who cannot yet manage the *teleport* spell. The caster can teleport himself, an object, or another person with perfect accuracy to the stated location, as long as it is within the spell's range.

DIMENSIONAL ANCHOR E
Level: Cleric 4, Magic-User 4
Range: Medium (150 ft.)
Duration: 1 hour

A green ray springs from your outstretched hand. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extra-dimensional travel. Forms of movement barred by a dimensional anchor include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport* and similar abilities.

A *dimensional anchor* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extra-dimensional perception or attack forms. *Dimensional anchor* does not prevent summoned creatures from disappearing at the end of a summoning spell.

DIMENSIONAL LOCK E
Level: Cleric 8, Magic-User 8
Range: Medium (150 ft.)
Area: 20-ft. radius centered on a point in space of your choosing
Duration: 2 weeks

You create a shimmering emerald barrier that completely blocks extra-dimensional travel. Forms of movement barred include *astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport* and similar abilities. Once a lock is in place, extra-dimensional travel into or out of the area is not possible.

A *dimensional lock* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extra-dimensional perception or attack forms. It does not prevent summoned creatures from disappearing at the end of a summoning spell.

DIMINISH PLANTS E
Level: Druid 3, Ranger 3
Range: See text
Duration: Instantaneous

One version of this spell causes normal vegetation to shrink to about one-third of their normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully pruned and trimmed. The area of effect is a 100-foot-radius circle.

The second version of this spell targets all normal plants within a range of 1/2 mile, reducing their potential productivity over the course of the following year to one third below normal.

Either version of the spell has no effect on plant creatures.

DISCERN AURA E
Level: Druid 0
Range: Close (30 ft.)
Duration: Concentration

You can see the aura that surrounds all living beings, and can read from it the target creature's health. The amount of information revealed depends on how long you concentrate on a particular target:

1st Round: A creature's total and remaining hit points.

2nd Round: The creature's total Hit Dice and/or class levels.

3rd Round: If the creature has class levels, to what class or classes they come from, and if there are arcane spells currently cast on them.

DISCERN LOCATION E
Level: Cleric 8, Magic-User 8
Range: Unlimited
Duration: Instantaneous

A *discern location* spell discovers the location of a creature or object. Nothing short of a *mind blank* spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. *Discern location* circumvents normal means of protection from scrying or location. To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

DISINTEGRATE
Level: Magic-User 6
Range: 60 feet
Duration: Instantaneous

The caster defines one specific target such as a door, a peasant, or a statue, and it disintegrates into dust. Magical materials are not disintegrated, but objects composed of force (like *wall of force*) are affected. Living creatures (such as the aforementioned peasant) are permitted a Fortitude saving throw.

DISMISSAL E
Level: Cleric 4, Magic-User 5
Range: Close (30 ft.)
Duration: Instantaneous

This spell forces an extra-planar creature back to its proper plane if it fails a Will saving throw. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of sending the subject to a plane other than its own.

DISPEL EVIL
Level: Cleric 5 (Lawful), Paladin 4
Range: Close (30 ft.)
Duration: 10 minutes against an item

This spell is similar to *dispel magic*, but affects only Chaotic (Evil) magic. Also unlike *dispel magic*, it protects you (temporarily) against evil "sendings," including dreams or supernatural hunting-beasts. The power of an evil magic item is held in abeyance for 10 minutes rather than being permanently dispelled. Evil spells are completely destroyed. As with *dispel magic*, the chance of successfully dispelling evil is a percentage based on the ratio of the level of the dispelling caster over the level of original caster (or HD of the monster). Thus, a 9th level cleric attempting to dispel an evil charm cast by a 18th level cleric has a 50% chance of success (9/18 = 1/2, or, 50%). If the 18th level cleric were dispelling the 9th level cleric's charm, the chance would be 200% (18/9 = 2, or, 200%).

DISPEL GOOD
Level: Cleric 5 (Chaotic)
Range: Close (30 ft.)
Duration: 10 minutes against an item

This spell functions like *dispel evil*, except that it works against Lawful (Good) magic.

DISPEL MAGIC
Level: Bard 3, Cleric 3, Druid 4, Paladin 3, Magic-User 3
Range: Medium (150 ft.)
Duration: Instantaneous

Dispel magic nullifies spells or suppresses magical items for up to 10 minutes. The chance of successfully dispelling magic is a percentage based on the ratio of the level of the spellcaster trying to dispel over the level of the spellcaster (or HD of the monster) who cast the original magic. Thus, a 6th level magic-user attempting to dispel a charm cast by a 12th level magic-user has a 50% chance of success (6/12 = 1/2, or, 50%). If the 12th level magic- user were dispelling the 6th level magic-user's charm, the chance would be 200% (12/6 = 2, or, 200%).

DISPLACEMENT E
Level: Bard 3, Magic-User 3
Range: Touch
Duration: 1 minute

The subject of this spell appears to be about 2 feet away from its true location. Attacks suffer a 50% chance to miss the creature (i.e. roll d% before rolling the attack to see if you even have a chance of success).

DISRUPT UNDEAD E
Level: Magic-User 0
Range: Close (30 ft.)
Duration: Instantaneous

A shimmering ray deals 1d6 points of damage to an undead creature.

DISRUPTING WEAPON E
Level: Cleric 5
Range: Touch
Duration: 1 minute

This spell makes a melee weapon deadly to undead. Any undead creature with HD equal to or less than your caster level must succeed on a Will save or be destroyed utterly if struck in combat with this weapon. Magic resistance does not apply against the destruction effect.

DIVINATION A
Level: Cleric 4
Range: Personal
Duration: Instantaneous
Material Component: Incense and sacrificial offering worth 25 gp
Similar to *augury*, a *divination* can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The base chance for a correct divination is 70% + 1% per caster level, to a maximum of 90%. If the dice roll fails, you know the spell failed, unless specific magic yielding false information is at work.

DIVINE FAVOR E
Level: Cleric 1, Paladin 1
Range: Personal
Duration: 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 bonus on attack and weapon damage rolls. The bonus does not apply to spell damage.

DIVINE POWER E
Level: Cleric 4
Range: Personal
Duration: 1 minute

Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. Your attack bonus becomes equal to your character level, you gain a +2 bonus to melee damage and you gain 1d6 temporary hit points.

DOMINATE ANIMAL E
Level: Druid 3
Range: Close (30 ft.)
Duration: 1 minute

You can enchant an animal and direct it with simple commands such as "Attack," "Run," and "Fetch." Suicidal or self-destructive commands are ignored.

DOMINATE MONSTER E
Level: Magic-User 9
Range: Close (30 ft.)
Duration: Until dispelled

This spell functions like *dominate person*, except that the spell is not restricted by creature type. Monsters can make one Will save per week to break free.

DOMINATE PERSON E
Level: Bard 4, Magic-User 5
Range: Close (30 ft.)
Duration: Until dispelled

With this spell you can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind. Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival. Subjects resist this control with a Will save, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane.

DOOM E
Level: Cleric 1
Range: Medium (150 ft.)
Duration: 1 minute

This spell fills a single subject with a feeling of horrible dread that causes it to become shaken, suffering a -1 penalty to attack rolls and saving throws.

DREAM E
Level: Bard 5, Magic-User 5
Range: Unlimited
Duration: See text

You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream. You enter a trance and appear in the intended recipient's dream to deliver the message. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient. Once the message is delivered, the messenger's mind returns instantly to its body. Creatures that do not sleep or dream cannot be contacted by this spell.

SPELL DESCRIPTIONS – E

EARTHQUAKE A
Level: Cleric 8, Druid 8
Range: Long (500 ft.)
Duration: 1 round

In a 60-ft. radius, the cleric causes a powerful earthquake. The quake topples walls, causes rock-slides, and opens gaping fissures in the earth. Any creature caught in the quake has a 1 in 6 chance of falling into the depths of the earth and killed. The earthquake's tremors do not extend in any way beyond the spell's area of effect.

EARTHWALK E
Level: Magic-User 7
Range: Personal
Duration: 1 day

When you cast this spell, you can pass through stone, dirt or almost any other sort of earth except metal as easily as a fish swims through water. You can breathe normally while passing through earth, and your passage does not leave behind any tunnel or hole, nor does it create any ripple or other sign of your presence. However, a *move earth* spell cast on the area where you are burrowing flings you back 30 feet, stunning you for one round unless you succeed on a Fortitude save.

EGO WHIP A
Level: Magic-User 2
Range: Medium (150 ft.)
Duration: Instantaneous

Your rapid mental lashings assault the ego of your enemy, debilitating its confidence. The target takes 1d4 points of charisma damage, or half that amount (minimum 1 point) on a successful save. A target that fails its save is also dazed for 1 round.

ELEMENTAL SWARM E
Level: Druid 9
Range: Medium (150 ft.)
Duration: 1 hour

This spell opens a portal to the Elemental Plane of the druid's choice and summons 2d4 large elementals from it. Ten minutes later, 1d4 huge elementals appear. Ten minutes after that, one greater elemental appears. Each elemental has maximum hit points per HD. Once these creatures appear, they serve you for the duration of the spell.

ELEMENTAL WEAPON E
Level: Druid 1, Magic-User 1
Range: Touch
Duration: 1 round

For the duration of the spell, one weapon deals an additional 1d6 damage of the elemental type (acid, cold, electricity or fire) chosen on a successful hit. The elemental energy may affect surrounding objects (i.e., a flaming sword could ignite a pool of oil).

ENDURE ELEMENTS E
Level: Cleric 1, Druid 1, Paladin 1, Ranger 1, Magic-User 1
Range: Touch
Duration: 24 hours

A creature protected by *endure elements* suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between –50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

ENERGY DRAIN E
Level: Cleric 9, Magic-User 9
Range: Close (30 ft.)
Duration: Instantaneous

This spell functions like *enervation*, except that the creature struck loses 2d4 levels. There is no saving throw to avoid losing the levels, but 24 hours after losing them, the subject must make a Fortitude saving throw for each level lost. If the save succeeds, that level is regained. If it fails, the level loss is permanent.

ENERGY MISSILE E
Level: Magic-User 1
Range: Medium (150 ft.)
Duration: Instantaneous

A bolt of a chosen energy type (acid, cold, electricity, fire, or sonic) blasts from your fingertips and, with a successful ranged attack, deals 1d6+1 points of damage. For every two caster levels beyond 1st, you gain an additional missile: two at 3rd level, three at 5th, four at 7th, and five bolts at 9th level or higher.

ENERVATION E
Level: Magic-User 4
Range: Close (30 ft.)
Duration: Instantaneous

You point your finger and utter the incantation, releasing a ray of crackling black energy that suppresses the life force of any living creature it strikes. If the subject fails a Reflex saving throw, it is hit by the ray and loses 1d4 levels. Assuming the subject survives (i.e. has at least 1 level left), it regains

those lost levels after a number of hours equal to your caster level.

ENLARGE PERSON A
Level: Magic-User 1
Range: Close (30 ft.)
Duration: 1 minute

This spell causes a humanoid creature to double in height and multiply its weight by eight. This increase changes the creature's size category to the next larger one. The target gains a +2 bonus to strength and a –2 penalty to dexterity (to a minimum of 1). Sufficient room must be available for the desired growth. All equipment worn or carried by a creature is similarly enlarged by the spell.

ENTANGLE A
Level: Druid 1, Ranger 1
Range: Long (500 ft.)
Area: 40 ft. radius spread within range
Duration: 1 minute

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed by making a Break Down Doors check.

ENTHRALL E
Level: Bard 2, Cleric 2
Range: Medium (150 ft.)
Duration: 1 hour or less

If you have the attention of a group of creatures (any number of creatures), you can use this spell to hold them spellbound. To cast the spell, you must speak or sing without interruption for a full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or alignment unfriendly to yours gets a +4 bonus on the saving throw. The effect lasts as long as you speak or sing, to a maximum of one hour. Those enthralled by your words take no action while you speak or sing and for a minute thereafter while they discuss the topic or performance. If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you.

ENTROPIC SHIELD E
Level: Cleric 1
Range: Personal
Duration: 1 minute

A magical field appears around you, glowing with multi-colored hues. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you has a 20% miss chance. Other attacks that simply work at a distance are not affected.

ERASE A
Level: Bard 1, Magic-User 1
Range: Close (30 ft.)
Duration: Instantaneous

Erase removes writings of either magical or mundane nature from paper, parchment, or similar surfaces. The writing must be touched to be erased.

ETHEREAL JAUNT E
Level: Cleric 7, Magic-User 7
Range: Personal
Duration: 1 minute

You and your equipment become ethereal. For the duration of the spell, you are in a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane. When the spell expires, you return to material existence.

An ethereal creature is invisible, insubstantial and capable of moving in any direction at half normal speed. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral and sounds muffled. Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature cannot attack material creatures, and spells you cast while ethereal affect only other ethereal things.

ETHEREALNESS E
Level: Cleric 9, Magic-User 9
Range: Touch; see text
Duration: 10 minutes

This spell functions like *ethereal jaunt*, except that you and other willing creatures joined by linked hands become ethereal. Besides yourself, you can bring one creature per three caster levels to the Ethereal Plane. Once ethereal, the subjects need not stay together. When the spell expires, all affected creatures on the Ethereal Plane return to their material existence.

EXPEDITIOUS RETREAT E
Level: Bard 1, Magic-User 1
Range: Personal
Duration: 1 minute

This spell increases your base land speed by 30 feet. There is no effect on other modes of movement, such as burrowing, climbing, flying, or swimming.

EXPLOSIVE RUNES
Level: Magic-User 3
Range: Touch
Duration: Permanent until discharged

These mystic runes, inscribed on to an object, explode into a 5d6 *fireball* when they are read. Anyone close enough to read the runes takes full damage (no save), anybody else within 10 feet takes half damage on a successful Reflex saving throw. The object on which the runes were written is also subject to the effect of the explosion; flammable materials will certainly catch fire, and may be destroyed by the blast.

EYEBITE E
Level: Bard 6, Magic-User 6
Range: Close (30 ft.)
Duration: See text

You may target a single living creature, striking it with waves of evil power. Creature with 0 to 4 HD are struck comatose for 1 hour. Creatures with 5 to 9 HD are frightened for 4 rounds and sickened for 1 hour. Creatures with 10 or more HD are sickened for 1 hour.

SPELL DESCRIPTIONS – F

FABRICATE E
Level: Magic-User 5
Range: Close (30 ft.)
Duration: Instantaneous

You convert material of one sort into a product (non-living, non-magical) that is of the same material. The product can be up to 100 cubic feet. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 10 cubic feet. Casting the spell requires one round per 10 cubic feet (or 1 cubic foot for minerals) of material.

FAERIE FIRE A
Level: Druid 1
Range: Long (500 ft.)
Duration: 1 minute

A pale glow surrounds and outlines any number of subjects within a 5-ft. radius burst. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness, *blur*, *displacement*, *invisibility*, or similar effects. The *faerie fire* can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the things it outlines.

FALSE FOREST A
Level: Magic-User 4
Range: Medium (150 ft.)
Duration: See text

False forest works generally as the spell *tree shape*, but affects up to 10 creatures per caster level. Creatures under the spell's power must remain within 10 feet per caster level of the spell caster.

FALSE LIFE E
Level: Assassin 3, Magic-User 2
Range: Personal
Duration: 3 hours or until discharged; see text
You harness the power of "un-life" to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 +1 per caster level.

FALSE VISION E
Level: Bard 5, Magic-User 5
Range: Touch
Duration: 1 day
Material Component: Ground dust of a piece of jade worth 250 gp

Any scrying spell used to view anything within the area of this spell (a 40-ft.-radius emanation) instead receives a false image (as the *spectral force* spell), as defined by you at the time of casting.

FEAR A
Level: Bard 3, Magic-User 4
Area: Cone (30 ft.)
Duration: 1 hour

An invisible cone of terror causes each living creature in the area to flee unless it succeeds on a Will save.

FEATHER FALL A
Level: Assassin 1, Bard 1, Magic-User 1
Range: Close (30 ft.)
Duration: Until landing

One creature or object per level falls slowly so the subjects take no damage from a fall. The spell can be cast with a single utterance to stop a person who is already falling. *Feather fall* works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

FEEBLEMIND
Level: Magic-User 5
Range: Medium (150 ft.)
Duration: Permenant until dispelled

If the target creature fails a Will saving throw, its intelligence and charisma scores each drop to 1. The affected creature is unable to cast spells or communicate coherently. A creature that can cast arcane spells, such as a bard, sorcerer or magic-user, takes a -4 penalty on its saving throw against this spell.

FELONIOUS FRIEND E
Level: Bard 4
Range: Close (30 ft.)
Duration: 1 hour
Spell Focus: Set of thieves' picks and tools

You create an *unseen servant* with the following skills (as a thief of the spell caster's level): Open lock, pick pockets and find/remove trap.

FIND FAMILIAR A
Level: Magic-User 2
Range: 1 mile
Material Component: Incense worth 100 gp

A familiar is a spirit in the form of an animal that is bound the soul of a magic-user. This familiar spirit bestows several benefits upon the magic-user, as it acts as a loyal servant, increases the magic-user's hit points and conveys certain abilities on the magic-user.

Find familiar can be attempted but once per year, and the familiar spirit that is conjured is determined randomly. The ritual requires burning incense worth 100 gp and takes 1 hour to complete. If a spirit is within 1 mile of the ritual, it will answer and be bound to the magic-user.

D20	FAMILIAR	ABILITY BESTOWED
1-2	Bat	Listen at doors skill
3-4	Cat	Move silently skill
5	Hawk	Find secret doors skill
6-7	Lizard	Climb sheer surfaces skill
8	Owl	Darkvision (30 ft.)
9-10	Rat	+2 to Fort saves
11	Raven	+2 to Will saves
12	Snake	Trickery skill
13-14	Toad	+3 hit points
15	Weasel	+2 to Reflex saves
16-20	No familiar available within spell range	

Familiars have the normal statistics for their type, but are considered magical animals rather than animals and have high intelligence. When a familiar is within 30 feet of its master, its own hit point total is added to

the master's hit point total. If the familiar is ever killed, the magic-user loses hit points equal to twice the familiar's normal hit point total.

FIND THE PATH A
Level: Bard 6, Cleric 6, Druid 6
Range: Touch
Duration: 3 hours indoors or underground; 1 day outdoors

The caster perceives the fastest way out of an area, even if the area is designed to be difficult to navigate (such as a labyrinth). In the outdoors, the spell has greater power, lasting a full day.

FIND TRAPS A
Level: Cleric 2
Range: Close (30 ft.)
Duration: 20 minutes

The caster can perceive magical and non-magical traps.

FINGER OF DEATH
Level: Druid 8, Magic-User 7
Range: Close (30 ft.)
Duration: Instantaneous

You can slay any single living creature within range. The target is entitled to a Fortitude saving throw to survive the attack.

FIRE SEEDS A
Level: Druid 6
Range: Touch
Duration: 1 hour or until used

Depending on the version of *fire seeds* you choose, you turn up to four acorns into grenade-like weapons that you or another character can throw, or you turn eight holly berries into bombs that you can detonate on command.

ACORN GRENADES: As many as four acorns turn into a grenade that can be hurled as a ranged attack to a range of 100 feet. Each acorn deals 1 point of fire damage per druid level (Reflex save for half damage).

HOLLY BERRY BOMBS: You turn as many as eight holly berries into special bombs. The holly berries are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only 5 feet). If you are within 200 feet and speak a word of command, each berry explodes, causing 1d8 points of fire damage +1 point per caster level to every creature in a 5-foot radius burst and igniting any combustible materials within 5 feet. A creature in the area that makes a successful reflex saving throw takes only half damage.

FIRE SHIELD A
Level: Magic-User 4
Range: Personal
Duration: 1 minute

This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold- or fire-based attacks (your choice). Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage +1 point per caster level. This damage is either cold damage (if the shield protects against fire-based attacks) or fire damage (if the shield protects against cold-based attacks). Creatures wielding long weapons are not subject to this damage if they attack you. When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, giving off light equal to only half the illumination of a normal torch (10 feet).

FIRE STORM A
Level: Cleric 8, Druid 7
Range: Medium (150 ft.)
Duration: Instantaneous

When a *fire storm* spell is cast, an area equal to two 10-ft. cubes per level is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, and any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level.

FIRE TRAP
Level: Druid 2, Magic-User 4
Range: Touch
Duration: Permanent until discharged
Material Component: 1/2 lb. of gold dust (25 gp) sprinkled on object

Fire trap creates a fiery explosion when an intruder opens the item that the trap protects. A fire trap can ward any object that can be opened and closed. When someone other than you opens the object, a fiery explosion fills the area within a 5-foot radius. The flames deal 1d4 points of fire damage +1 point per caster level. The item protected by the trap is not harmed by this explosion.

FIREBALL
Level: Magic-User 3
Range: Long (500 ft.)
Duration: Instantaneous

A bead-like missile shoots from the caster's finger, to explode at the targeted location in a furnace-like blast of fire. An early impact against a solid object results in an early detonation. The burst radius is 20 ft., and damage is 1d6 per level of the caster. The blast shapes itself to the available volume (33,000 cubic feet), filling 33 ten-by-ten-by-ten cubical areas. A successful Reflex saving throw means that those in the target zone only take half damage.

FISSION E

Level: Magic-User 7
Range: Personal
Duration: 1 minute

You can divide yourself, creating a duplicate. Your duplicate thinks and acts exactly as you do and follows your orders, although it will not do anything you would not do yourself. Your duplicate has all your abilities but none of your magical equipment (it does possess a duplicate of all your mundane equipment, clothing, armor, and implements, as well as mundane versions of any magical equipment you have). You and your duplicate evenly split your spells, your remaining usages of pertinent special abilities for the day, and so on. Treat your duplicate as yourself with two fewer levels. Spells or other effects affecting you when you manifest this power do not transfer to your duplicate.

When the duration expires or when you dismiss the spell, you and your duplicate rejoin, no matter how far from each other you are. You gain back any spells the duplicate has not cast. At the time of rejoining, you take half of the damage your duplicate has taken since this power was manifested.

If your duplicate dies before the duration expires, no rejoining occurs, and you lose one level. If you die, your duplicate remains in existence and is, for all intents and purpose, you with two fewer levels.

You can have only one fissioned duplicate in existence at one time; your duplicate cannot use this spell.

FLAME ARROW A
Level: Magic-User 3
Range: Close (30 ft.)
Duration: 1 hour

You turn ammunition (up to 50 arrows, bolts, shuriken, or stones) into fiery projectiles. Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it will not ignite a creature it strikes.

FLAME BLADE E
Level: Druid 2
Range: 0 ft.
Duration: 10 minutes

A flaming scimitar springs forth from your hand. The blade deals 1d8 points of fire damage +1 point per caster level. A flame blade can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

FLAME STRIKE A
Level: Cleric 5, Druid 4
Range: Medium (150 ft.)
Duration: Instantaneous

A *flame strike* produces a vertical column (10-ft. radius, 40 ft. high) of divine fire roaring downward. The spell deals 1d6 points of damage per caster level. Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks.

FLAMING SPHERE E
Level: Druid 2, Magic-User 2
Range: Medium (150 ft.)
Duration: 1 round/level

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. If it contacts a creature, it stops moving for the round and deals 2d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A flaming sphere rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would. The sphere moves as long as you actively direct it; otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A flaming sphere winks out if it exceeds the spell's range.

FLARE E
Level: Bard 0, Druid 0, Magic-User 0
Range: Close (30 ft.)
Duration: Instantaneous

This cantrip creates a burst of light. If you cause the light to burst directly in front of a single creature, that creature is blinded for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already blinded, are not affected by *flare*.

FLESH TO STONE
Level: Magic-User 6
Range: Medium (150 ft.)
Duration: Instantaneous

The subject, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either.

FLY
Level: Magic-User 3
Range: Touch
Duration: 1d6 turns plus 1 turn per level

The subject can fly at a speed of 60 feet (or 40 feet if it wears armor heavier than ringmail, or if it is encumbered).

FLOATING DISK A
Level: Magic-User 1
Range: Close (30 ft.)
Duration: 1 hour

You create a circular plane of force that follows you about and carries loads for you. It can hold 100 pounds of weight per caster level. The disk floats approximately 3 feet above the ground at all times and remains level.

FOG CLOUD A
Level: Druid 2, Magic-User 2
Range: Medium (150 ft.)
Duration: 1 hour

A bank of fog (20-ft radius, 20 ft. high) billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. Attacking a creature up to 5 feet away is at a -5 penalty. Attacking a creature farther away is at a -10 penalty. A moderate wind disperses the fog.

FORBIDDANCE E
Level: Cleric 6
Range: Medium (150 ft.)
Duration: Permanent
Material Component: Sprinkling of holy or unholy water, rare incense worth 3,000 gp

Forbiddance seals an area (60-ft. cube/level) against all planar travel into or within it. This includes all teleportation spells (such as *dimension door* and *teleport*), plane shifting, astral travel, ethereal travel and all summoning spells. In addition, entering creatures with an alignment one step away from yours take 6d6 points of damage. Creatures with an alignment two steps away from yours suffer 12d6 points of damage. A successful Will saving throw halves this damage. At your option, the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area.

FOOL'S GOLD A
Level: Bard 1, Magic-User 1
Range: Touch
Duration: 1 hour + 10 minutes/level

You can temporarily turn copper or silver pieces into gold. The spell affects 2d4 coins + 1 per caster level.

FORCECAGE E
Level: Magic-User 7
Range: Close (30 ft.)
Duration: 24 hours
Material Component: Ruby dust worth 1,500 gp

This powerful spell brings into being an immobile, invisible cubical prison composed of either bars of force or solid walls of force (your choice). A barred cage is a 20-ft. cube (half-inch bars with half-inch gaps), while a windowless cell is a 10-ft. cube. Creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel. Like a *wall of force* spell, a *forcecage* resists *dispel magic*, but it is vulnerable to a *disintegrate* spell, and can be destroyed by a *sphere of annihilation* or a *rod of cancellation*.

FORCEFUL HAND A
Level: Magic-User 6
Range: Medium (150 ft.)
Duration: 1 minute

This spell functions like *interposing hand*, except that the *forceful hand* pursues and pushes away the opponent that you designate. Treat this attack as a bull rush attack with a +14 attack bonus. The hand always moves with the opponent to push that target back the full distance allowed and it has no speed limit.

FORESIGHT E
Level: Druid 9, Magic-User 9
Range: Personal or touch
Duration: 3 hours

This spell grants you a powerful sixth sense in relation to yourself or another. Once *foresight* is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. You are never surprised. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 bonus to Armor Class and Reflex saving throws.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back and even telepathically communicating can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the bonus to AC and Reflex saves.

FORETELLING E
Level: Bard 1
Range: Personal
Duration: Instantaneous
Material Component: 1 gold coin, carried all day

A basic divination, foretelling allows the caster to ask a simple yes or no question and get an answer through the magical perception of probabilities and fate. While this spell gives as accurate a reading as possible, the question cannot be a complicated one. Foretelling only allows for two conditions and if the wording makes it impossible for the answer given to be a yes or no, the spell fails. The spell also fails if the question is too general or there are too many circumstances to allow for a clear outcome to base an answer on.

FREE ACTION E
Level: Assassin 4, Bard 4, Cleric 4, Druid 4, Paladin 4, Ranger 4
Range: Personal or touch
Duration: 1 hour

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, *solid fog*, *slow*, and *web*. Grapple attacks against the subject always fail and escapes by the subject always succeed. The spell also allows the subject to move and attack normally while underwater, even with weapons that usually attack at a penalty when used underwater.

FREEDOM E
Level: Magic-User 9
Range: Close (30 ft.)
Duration: Instantaneous

The subject is freed from spells and effects that restrict its movement, including binding, entangle, grappling, *imprisonment*, *maze*, paralysis, petrification, pinning, *sleep*, *slow*, stunning, *temporal stasis*, and webs. To free a creature from *imprisonment* or *maze*, you must know its name and background and you must cast this spell at the spot where it was entombed or en-mazed.

FREEZING SPHERE A
Level: Magic-User 6
Range: Long (500 ft.)
Duration: Instantaneous or 1 minute; see text

Freezing sphere creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a 10-foot-radius burst, dealing 1d6 points of cold damage per caster level. A water elemental creature instead takes 1d8 points of cold damage per caster level. If the *freezing sphere* strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area equal to 100 square feet per caster level. This ice lasts for 1 round per caster level.

FUSION E
Level: Magic-User 9
Range: Touch
Duration: 1 hour

You combine yourself and another willing creature. The fused being combines hit points, spells, race and class abilities, attacks and feats. The fused being has the better of the two creature's ability scores, Hit Dice and saving throws.

When the spell ends, the fused being separates. Damage taken by the fused being is split evenly between you and the other creature when the spell ends. You do not leave the fusion with more hit points than you entered it with, unless you healed while combined. Ability damage and negative levels are also split between you and the other creature. (If an odd number of negative levels or ability score reductions must be split, flip a coin.)

If a fused being is killed, it separates into its constituent creatures, both of which are also dead. You cannot use fission on a fused being.

SPELL DESCRIPTIONS – G

GASEOUS FORM E
Level: Bard 3, Magic-User 3
Range: Touch
Duration: 10 minutes

The subject and all its gear become an invisible gas. It cannot attack or cast spells, but can fly at a speed of 10 ft.

GATE A
Level: Cleric 9, Magic-User 9
Range: Medium (150 ft.)
Duration: See text

A gate spell creates an opening to another plane of existence and summons forth a specified, tremendously powerful being from the other plane, including gods and demigods. The caster must know the name of the creature he is attempting to summon or the spell will fail. There is a 5% chance that the wrong being may be summoned, and (regardless whether the summoned being is the right one or not) there is a 5% chance that it will lack interest in the situation and return through the gate. The summoned being is not necessarily friendly to the caster, and may even be extremely annoyed.

GEAS
Level: Bard 6, Magic-User 6
Range: Sound of voice
Duration: Until task is completed

If the spell succeeds (a Will saving throw negates it), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task, he suffers weakness (50% reduction in strength), and trying to ignore the geas causes death. A *remove curse* spell ends a *geas* spell only if its caster level is at least two higher than your caster level. *Break enchantment* does not end a *geas*, but *limited wish*, *miracle*, and *wish* do.

GENESIS E
Level: Cleric 9
Range: 180 ft.
Duration: Instantaneous

This spell creates an immobile, finite plane with limited access, i.e. a demiplane. Demiplanes created by this power are very small, minor planes. A character can cast this spell only on the Ethereal Plane. When he or she

casts it, a local density fluctuation precipitates the creation of a demiplane. At first, the demiplane grows at a rate of a 1-foot-radius per day to an initial maximum radius of 180 feet as the fledgling plane draws substance from surrounding ethereal vapors and protomatter or astral ectoplasm.

The character determines the environment in the demiplane when he or she first casts genesis, reflecting most any desire he or she can visualize. The caster determines factors such as atmosphere, water, temperature, and the shape of the general terrain. However, the spell cannot create life, nor can it create construction. If desired, these must be brought in by some other fashion.

Once the basic demiplane reaches its maximum size, the character can continue to cast this spell to enlarge the demiplane if he or she is inside the boundaries of the demiplane. In such a case, the radius of the demiplane increases by 60 feet for each subsequent casting.

If the spell is cast again while outside an existing demiplane, the casting creates a separate bubble that does not touch or overlap any previously created demiplane.

GENTLE REPOSE E
Level: Cleric 2, Magic-User 3
Range: Touch
Duration: 1 week

You preserve a corpse so that it does not decay. The spell also works on severed body parts and cuts of meat.

GHOUL TOUCH E
Level: Magic-User 2
Range: Touch
Duration: 1d6+2 rounds
Material Component: Pinch of earth from a ghoul's lair

This spell allows you to paralyze a single living humanoid for the duration of the spell. In addition, the paralyzed subject exudes a carrion stench that causes all living creatures (except you) in a 10 ft. radius to become sickened (Fortitude save negates). A *neutralize poison* spell removes the effect from a sickened creature, and creatures immune to poison are unaffected by the stench.

GIANT VERMIN E
Level: Cleric 4, Druid 4
Range: Close (30 ft.)
Duration: 10 minutes

You turn three normal-sized centipedes, two normal-sized spiders, or a single normal-sized scorpion into the giant-sized monster versions of those creatures. Only one type of vermin can be transmuted at a time. The size to which the vermin can be grown depends on your level; see the table below. Giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands. Unless commanded to do otherwise, the giant vermin attack whoever or whatever is near them.

GLIBNESS E
Level: Assassin 4, Bard 3
Range: Personal
Duration: 1 hour

Your speech becomes fluent and more believable. You gain a +3 bonus on reaction and Trickery checks.

GLITTERDUST E
Level: Bard 2, Magic-User 2
Range: Medium (150 ft.)
Duration: 1d6 rounds

A cloud of golden particles 10 feet in radius covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Any creature covered by the dust cannot hide in shadows.

GLOBE OF INVULNERABILITY A
Level: Magic-User 6
Area: 10 ft. radius sphere
Duration: 1 minute

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

GLOBE OF INVULNERABILITY, LESSER A
Level: Magic-User 4
Area: 10 ft. radius sphere
Duration: 1 minute

An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the *lesser globe of invulnerability*. Such spells fail to affect any target located within the globe. Excluded effects include spell-like abilities and spells or spell-like effects from items. However, any type of spell can be cast through or out of the magical globe. Spells already in effect when the globe is cast are not affected.

GLOSSOLALIA E
Level: Bard 2
Area: 60 ft. radius
Duration: Instantaneous

You utter shrieks of nonsense and gibberish that thinking creatures find distracting and confusing. The spell affects only creatures with greater than animal intelligence. Any such creatures within the spell's area must succeed on Fortitude saves or be stunned for 1 round (if they have super intelligence or intelligence scores of 18 or higher), dazed for 1 round (if they have average or high intelligence or scores between 9 and 17) or shaken for 1 round (if they have low intelligence or scores lower than 9).

GLYPH OF WARDING A
Level: Cleric 3
Range: Touch
Duration: Permanent until discharged
Material Components: See text

This powerful inscription harms those who enter, pass, or open the warded area (up to 5 square feet per level) or object. Any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a password trigger, glyphs can be set

according to physical characteristics (such as height or weight) or creature type, subtype, kind or alignment.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Read magic* allows you to identify a *glyph of warding*. Identifying the glyph does not discharge it and allows you to know the basic nature of the glyph.

BLAST GLYPH: A blast glyph deals 1d6 points of damage per caster level to the intruder and to all within 5 feet of him. This damage is acid, cold, fire, electricity, or sonic (caster's choice). Each creature affected can attempt a Reflex save to take half damage. Magic resistance applies.

SPELL GLYPH: You can store any harmful spell of 3rd level or lower that you know. If the spell has a target, it targets the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and magic resistance operate as normal.

You trace the glyph with incense, which must first be sprinkled with powdered diamond worth at least 200 gp.

GOODBERRY E
Level: Druid 1
Range: Touch
Duration: 24 hours

Casting *goodberry* upon a handful of freshly picked berries makes 2d4 of them magical. Each berry provides nourishment as if it were a normal meal. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

GOOD HOPE A
Level: Bard 3
Range: Medium (150 ft.)
Duration: 5 minutes

This spell instills powerful hope in up to one creature per caster level. Each affected creature gains a +2 bonus on saving throws, attack rolls and weapon damage rolls.

GRASPING HAND A
Level: Magic-User 7
Range: Medium (150 ft.)
Duration: 1 minute

This spell functions like *interposing hand*, except the hand can also grapple one opponent that you select. The *grasping hand* gets one grapple attack per round with an attack bonus equal to your caster level. The hand holds but does not harm creatures it grapples. The *grasping hand* can also bull rush an opponent as *forceful hand* does, or interpose itself as *interposing hand* does.

GREASE E
Level: Bard 1, Magic-User 1
Range: Close (30 ft.)
Duration: 1d6 rounds

A *grease* spell covers a solid surface (10-ft. square) with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. This save is repeated on your turn each round that the creature remains within the area. Movement over the grease is halved. The spell can also be used to create a greasy coating on an item.

GUARDS AND WARDS A
Level: Magic-User 6
Range: Anywhere within the area to be warded
Duration: 24 hours
Material Component: Small silver rod, incense and a small amount of blood

This powerful spell is used to defend strongholds. The ward protects 200 square feet per caster level. The warded area can be as much as 20 feet high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the area.

FOG: Fog fills all corridors, obscuring all sight, including darkvision, beyond 5 ft.

WIZARD LOCKS: All doors in the warded area are *wizard locked*.

WEBS: Webs fill all stairs from top to bottom. These strands are identical with those created by the *web* spell, except that they regrow in 10 minutes if they are burned or torn away while the *guards and wards* spell lasts.

CONFUSION: Where there are choices in direction—such as a corridor intersection or side passage—a minor confusion-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose.

LOST DOORS: One door per caster level is covered by a *phantasmal force* to appear as if it were a plain wall.

In addition, you can place your choice of one of the following magical effects.

1. *Dancing lights* in four corridors. You can designate a simple program that causes the lights to repeat as long as the *guards and wards* spell lasts.

2. A *magic mouth* in two places.

3. A *stinking cloud* in two places. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while the *guards and wards* spell lasts.

4. A *gust of wind* in one corridor or room.

5. A *suggestion* in one place. You select an area of up to 5 feet square, and any creature who enters or passes through receives the suggestion mentally.

GUIDANCE E
Level: Cleric 0, Druid 0
Range: Touch
Duration: 1 minute or until discharged

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 bonus on a single attack roll or saving throw. It must choose to use the bonus before making the roll to which it applies.

GUST OF WIND A
Level: Druid 2, Magic-User 2
Range: 60 ft.
Duration: 1 round

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path. All tiny and small creatures must pass a Fortitude save or be knocked prone and backward 3d6 feet. Medium-sized creatures cannot advance into the wind. Any creature takes a –2 penalty on ranged attacks and listening at door in the area of a gust of wind. The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights.

SPELL DESCRIPTIONS – H

HALLOW E
Level: Cleric 5 (Lawful), Druid 5
Range: Touch
Duration: Instantaneous
Material Component: Herbs, oil and incense worth 1,000 gp + 1,000 gp per level of the spell to be included in the hallowed area

Hallow makes a particular site, building, or structure a holy site. This has four major effects.

1. The site or structure is guarded by a *protection from evil* effect.

2. All turn undead attacks gain a +4 bonus, and attempts to command undead take a –4 penalty.

3. Any dead body interred in a hallowed site cannot be turned into an undead creature.

4. You may choose to fix a single spell effect to the hallowed site. The spell effect lasts for one year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures that adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced by casting *hallow* again.

An area can receive only one *hallow* spell at a time.

HALLUCINATORY TERRAIN
Level: Bard 4, Magic-User 4
Range: Long (500 ft.)
Duration: Until touched or dispelled

You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment and creatures within the area are not hidden or changed in appearance. The spell covers one 30 square foot area per level.

HARM A
Level: Cleric 6, Druid 7
Range: Touch
Duration: Instantaneous

Harm charges a subject with negative energy that deals 10 points of damage per caster level (to a maximum of 150 points at 15th level). If the creature successfully saves, *harm* deals half this amount, but it cannot reduce the target's hit points to less than 1. If used on an undead creature, harm acts like *heal*.

HASTE
Level: Bard 3, Magic-User 3
Range: Close (30 ft.)
Duration: 30 minutes

The target creatures (one per caster level) double their movement rate and make an additional attack each round of combat.

HEAL A
Level: Cleric 6, Druid 7
Range: Touch
Duration: Instantaneous

Heal enables you to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: Ability damage (not drain), blinded, confused, deafened, diseased, fatigued, *feebleminded*, insanity, sickened, stunned and poisoned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level. If used against an undead creature, *heal* instead acts like *harm*.

HEAL MOUNT E
Level: Paladin 3
Range: Touch
Duration: Instantaneous

This spell functions like *heal*, but it affects only the paladin's special mount (typically a warhorse).

HEALING CIRCLE E
Level: Bard 5, Cleric 5, Druid 6
Range: 20 feet
Duration: Instantaneous

Positive energy spreads out in all directions from the point of origin (up to a 30-ft. radius area), curing 1d6+1 points of damage to one ally per level. Like *cure* spells, *healing circle* damages undead in its area rather than curing them.

HEAT METAL A
Level: Druid 2
Range: Close (30 ft.)
Duration: 7 rounds

Heat metal makes metal extremely hot. A creature takes fire damage if equipment it is holding is heated. On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, intense heat causes 1d4 points of damage. In the third, fourth, and fifth rounds, the metal is searing hot, causing 2d4 points of damage. Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis. Underwater, heat metal deals half damage and boils the surrounding water.

HELPING HAND E
Level: Cleric 3
Range: 5 miles
Duration: 5 hours

You create the ghostly image of a hand, which you can send to find a creature within 5 miles. The hand then beckons to that creature and leads it to you if it is willing to follow. The hand can travel about 1 mile per hour. If, at the end of searching, the hand has found no subject that matches the description, it returns to you, displays an outstretched palm and disappears.

HEROES' FEAST E
Level: Bard 6, Cleric 6
Range: Close (30 ft.)
Duration: See text

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. 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 cured of all diseases, sickness, and nausea; becomes immune to poison for 12 hours; gains 1d6 temporary hit points; gains a +1 bonus on attack rolls and Will saves and immunity to fear effects for 12 hours. If the feast is interrupted for any reason, the spell is ruined and all effects are negated.

HEROISM E
Level: Bard 2, Magic-User 3
Range: Touch
Duration: 30 minutes

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 bonus on attack rolls and saving throws.

HIDE FROM ANIMALS A
Level: Druid 1, Ranger 1
Range: Touch
Duration: 10 minutes

The spell caster can ward up to one creature per level, and must touch each of them. Animals cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities cannot detect or locate warded creatures. Animals simply act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients.

HIDEOUS LAUGHTER E
Level: Bard 1, Magic-User 2
Range: Close (30 ft.)
Duration: 1d6 rounds

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally.

HOLD ANIMAL A
Level: Druid 2, Ranger 2
Range: Medium (150 ft.)
Duration: 90 minutes

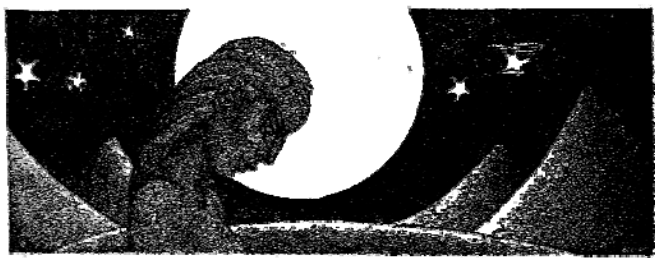
This spell functions like *hold person*, except that it affects an animal instead of a humanoid.

HOLD MONSTER
Level: Bard 4, Magic-User 5
Range: Medium (150 ft.)
Duration: 1 hour

This spell functions like *hold person*, except that it affects any creature that fails its Will save.

HOLD PERSON
Level: Bard 2, Cleric 2, Magic-User 3
Range: Medium (150 ft.)
Duration: 90 minutes

The caster targets 1d4 persons (the same parameters as the *charm person* spell), who are completely immobilized if they fail a Will saving throw. The caster may also target a single person, in which case the saving throw is made at -2.



HOLD PORTAL
Level: Magic-User 1
Range: Medium (150 ft.)
Duration: 2d6 turns

This spell holds a door closed for the spell's duration (or until dispelled). Creatures with magic resistance can shatter the spell without effort.

HOLD UNDEAD E
Level: Magic-User 3
Range: Medium (150 ft.)
Duration: 1 hour + 10 minutes/level

This spell functions like *hold person*, except that it affects undead creatures instead of a humanoids.

HOLY AURA E
Level: Cleric 8 (Lawful)
Area: 20 ft. radius centered on you
Duration: 1 hour
Material Component: Tiny reliquary containing a sacred relic

A brilliant radiance surrounds the subjects in the aura, protecting them in four ways. First, each warded creature gains a +2 bonus to AC and a +2 bonus on saves. Unlike *protection from evil*, this benefit applies against all attacks, not just against attacks by Chaotic (Evil) creatures. Second, each warded creature gains magic resistance 20% against evil spells and spells cast by Chaotics. Third, the abjuration blocks possession and mental influence, just as *protection from evil* does. Finally, if a Chaotic creature succeeds on a melee attack against a warded creature, the offending attacker is *blinded* (Fortitude save negates).

HOLY SMITE E
Level: Cleric 4 (Lawful)
Range: Medium (150 ft.)
Duration: Instantaneous (1 round); see text

You draw down holy power to smite your enemies in a 20-ft. radius burst. The spell deals 1d8 points of damage per two caster levels to each Chaotic (Evil) creature in the area (or 1d6 points of damage per caster level to a Chaotic outsider) and causes it to become *blinded* for 1 round. A successful Will saving throw reduces damage to half and negates the blinded effect. The spell deals only half damage to Neutral (CN, N, LN) creatures, and they are not blinded (Will save halves damage). Lawful (Good) creatures are unaffected.

HOLY SWORD E
Level: Paladin 4
Range: Touch
Duration: 1 minute

This spell allows you to channel holy power into a melee weapon. The weapon acts as a *+5 holy weapon*. It also emits a *magic circle against evil* effect. The spell is canceled if the weapon leaves your hand. You cannot have more than one *holy sword* at a time.

HOLY WORD A
Level: Cleric 7 (Lawful)
Area: 40 ft. radius centered on you
Duration: Instantaneous

The speaking of a *holy word* dramatically affects all those within the range of its divine power. Creatures of fewer than 5 hit dice are slain, creatures of 5 to 8 hit dice are stunned for 2d10 turns, and creatures with 9-12 hit dice are deafened for 1d6 turns. Creatures with 13+ hit dice are unaffected.

HORRID WILTING E
Level: Magic-User 8
Range: Long (500 ft.)
Duration: Instantaneous

This spell evaporates moisture from the body of each living creature (all within 60 feet), dealing 1d6 points of damage per caster level. This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of damage per caster level.

HYPNOTIC PATTERN A
Level: Bard 2, Magic-User 2
Range: Medium (150 ft.)
Duration: Concentration + 2 rounds

A twisting pattern of subtle, shifting colors weaves through the air in a 10-ft. radius spread, fascinating all creatures within it. Roll 2d4 and add your caster level to determine the total number of Hit Dice of creatures affected. Creatures with the fewest HD are affected first. Affected creatures are fascinated by the pattern of colors, doing nothing but watching the colors unless they are threatened, in which case the spell is broken.

HYPNOTISM A
Level: Bard 1, Magic-User 1
Range: Close (30 ft.)
Duration: 2d4 rounds

You fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total Hit Dice of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated. In combat, each target gains a +2 bonus on its saving throw.

While the subject is fascinated by this spell, you may make a single request of the affected creature. The request must be brief and reasonable. A creature that fails its save does not remember that you hypnotized it.

SPELL DESCRIPTIONS – I

ICE STORM A
Level: Druid 4, Magic-User 4
Range: Long (500 ft.)
Duration: 1 round

A whirling vortex of ice, snow, and hail forms in a cube roughly thirty feet across. Massive hailstones inflict 3d10 hit points of damage (no saving throw applies) to all within the area.

IDENTIFY A
Level: Bard 1, Magic-User 1
Range: Touch
Duration: Instantaneous
Material Component: Pearl worth 100 gp

The spell determines all magic properties of a single magic item, including how to activate those functions and how many charges are left. Identify does not work on an artifact. The spell requires a pearl of at least 100 gp value, crushed and stirred into wine with an owl feather; the infusion must be drunk prior to spell casting.

ILL OMEN E
Level: Magic-User 1
Range: Close (30 ft.)
Duration: Until discharged

You afflict the target with bad luck. On the next d20 roll the target makes, it must roll twice and take the less favorable result. For every five caster levels you have, the target must roll twice an additional time.

ILLUSORY SCRIPT A
Level: Assassin 2, Bard 3, Magic-User 3
Range: Touch
Duration: One week
Material Component: Lead-based ink costing at least 50 gp

You write instructions or other information on parchment, paper, or any suitable writing material. The *illusory script* appears to be some form of foreign or magical writing. Only the person or people designated by you when the spell is cast are able to read the writing. Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make a Will saving throw. Failure means the creature is subject to a *suggestion* implanted in the script. The suggestion lasts 30 minutes.

ILLUSORY WALL E
Level: Magic-User 4
Range: Close (30 ft.)
Duration: Permanent

This spell creates the illusion of a wall, floor, ceiling, or similar surface up to 10 feet long and 10 feet wide. It appears absolutely real when viewed, but physical objects can pass through it without difficulty.

IMBUE WITH SPELL ABILITY E
Level: Cleric 4
Range: Touch
Duration: Permanent until discharged

You transfer some of your currently prepared spells and the ability to cast them to another creature. Only a creature with an intelligence score of at least 5 and a wisdom score of at least 9 can receive this bestowal. Only defensive, divinatory and healing spells can be transferred. The number and level of spells that the subject can be granted depends on its Hit Dice; even multiple castings of *imbue with spell ability* cannot exceed this limit.

HD OF RECIPIENT	SPELL IMBUED
0-2	One 1st-level spell
3-4	One or two 1st-level spells
5 +	One or two 1st-level and one 2nd-level spell

The transferred spell's variable characteristics function according to your level, not the level of the recipient.

IMMUNITY TO ENERGY E
Level: Cleric 9, Druid 9
Range: Touch
Duration: 24 hours

This spell grants a creature total immunity from damage of whichever of five energy types you select: acid, cold, electrical, fire or sonic. This spell protects the subject's equipment as well. *Immunity to energy* grants immunity to damage only. The subject can still suffer side effects, such as drowning in acid (since drowning damage comes from lack of oxygen) or becoming encased in ice.

IMPLOSION E
Level: Cleric 9
Range: Close (30 ft.)
Duration: Concentration (up to 4 rounds)

You create a destructive resonance in a corporeal creature's body. For each round you concentrate, you cause one creature to collapse in on itself, killing it. You can target a particular creature only once with each casting of the spell.

IMPRISONMENT A
Level: Magic-User 9
Range: Touch
Duration: Instantaneous

When you cast *imprisonment* and touch a creature, it is entombed in a state of suspended animation in a small sphere far beneath the surface of the earth. The subject remains there unless a *freedom* spell is cast at the locale where the imprisonment took place. Magical search by a *crystal ball*, a *locate object* spell or some other similar divination does not reveal the fact that a creature is imprisoned, but *discern location* does. A *wish* or *miracle* spell does not free the recipient, but reveals where it is.

IMPROVED INVISIBILITY E
Level: Bard 4, Magic-User 4
Range: Medium (150 ft.)
Duration: 1 minute

This spell functions like *invisibility*, except that it does not end if the subject off the spell attacks another creature.

IMPROVED PHANTASMAL FORCE A
Level: Bard 2, Magic-User 2
Range: Long (500 ft.)
Duration: Concentration + 2 rounds

This spell functions like *phantasmal force*, except it includes some minor sounds but not understandable speech.

INCENDIARY CLOUD A
Level: Magic-User 8
Range: Medium (150 ft.)
Duration: 1 minute

An *incendiary cloud* spell creates a cloud of roiling smoke (20-ft. radius, 20-ft. high) shot through with white-hot embers. The smoke obscures all sight as a *fog cloud* does. In addition, the embers within the cloud deal 4d6 points of fire damage to everything within the cloud on your turn each round. All targets can make Reflex saves each round to take half damage. Wind disperses the smoke, and the spell cannot be cast underwater.

INFLICT CRITICAL WOUNDS A
Level: Cleric 4
Range: Touch
Duration: Instantaneous

As *inflict light wounds*, except that you deal 4d6 points of damage. The spell cannot reduce the target's hit points to below 1.

INFLICT LIGHT WOUNDS
Level: Cleric 1
Range: Touch
Duration: Instantaneous

When laying your hand upon a creature, you deal 1d6 points of damage. This spell cures undead creatures of a like amount of damage, rather than harming it. The spell cannot reduce the target's hit points to below 1.

INFLICT MINOR WOUNDS E
Level: Cleric 0
Range: Touch
Duration: Instantaneous

This spell functions like *inflict light wounds*, except that you deal 1 point of damage and a Will save negates the damage. The spell cannot reduce the target's hit points to below 1.

INFLICT MODERATE WOUNDS E
Level: Cleric 2
Range: Touch
Duration: Instantaneous

This spell functions like *inflict light wounds*, except that you deal 2d6 points of damage. The spell cannot reduce the target's hp to below 1.

INFLICT SERIOUS WOUNDS
Level: Cleric 3
Range: Touch
Duration: Instantaneous

This spell functions like *inflict light wounds*, except that you deal 3d6 points of damage. The spell cannot reduce the target's hp to below 1.

INSANITY E
Level: Magic-User 7
Range: Medium (150 ft.)
Duration: Instantaneous

The affected creature suffers from a continuous *confusion* effect, as the spell. *Remove curse* does not remove *insanity*. *Heal*, *limited wish*, *miracle*, or *wish* can restore the creature.

INSECT PLAGUE
Level: Cleric 5, Druid 5
Range: Long (500 ft.)
Duration: 1 day

This spell only works outdoors. A storm of insects gathers, and goes wherever the caster directs. The cloud is approximately 400 square feet (20 ft by 20 ft, with roughly corresponding height). Any creature of 2 HD or fewer that is exposed to the cloud of insects flees in terror (no save).

INSTANT SUMMONS A
Level: Magic-User 7
Range: See text
Duration: Permanent until discharged
Material Component: Sapphire worth 1,000 gp

You call some non-living item from virtually any location directly to your hand. You must place your *wizard mark* on the item. Then you cast this spell, which magically and invisibly inscribes the name of the item on a sapphire worth at least 1,000 gp. Thereafter, you can summon the item by speaking a password and crushing the gem. Only you can use the gem in this way. If the item is in the possession of another creature, the spell does not work, but you know who the possessor is and where that creature is located when the summons occurs.

INTELLECT FORTRESS A
Level: Magic-User 4
Range: 20 ft.-radius centered on caster
Duration: 1 round

You encase yourself and your allies in a shimmering fortress of telekinetic force. All damage from mind-affecting effects, including those that deal charisma, intelligence or wisdom damage, is halved. If you have this spell memorized, you can cast it when it is not your turn with a single utterance, including just before an opponent attacks you.

INTELLIGENCE E
Level: Assassin 2, Bard 2, Magic-User 2
Range: Touch
Duration: 1 hour

The spell grants the subject an 18 intelligence. This cannot be made permanent.

INTERPOSING HAND A
Level: Magic-User 5
Range: Medium (150 ft.)
Duration: 1 minute

Interposing hand creates a large magic hand that appears between you and one opponent. This floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the

opponent tries to get around it, providing a +2 AC for you against that opponent. Nothing can fool the hand—it sticks with the selected opponent in spite of darkness, *invisibility*, polymorphing or any other attempt at hiding or disguise. The hand does not pursue an opponent, however.

An interposing hand is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as you do when you're undamaged, and its AC is 20. It takes damage as a normal creature, but most magical effects that do not cause damage do not affect it.

INVISIBILITY
Level: Assassin 2, Bard 2, Magic-User 2
Range: Medium (150 ft.)
Duration: Until dispelled or attack is made

The creature (and its gear) or object touched becomes invisible, vanishing from sight. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. If the invisible creature attacks, the spell ends. The invisible creature cannot be attacked unless its approximate position is known.

INVISIBILITY PURGE E
Level: Cleric 3
Range: Personal
Duration: 5 minutes

You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility.

INVISIBILITY SPHERE
Level: Bard 3, Magic-User 3
Area: 10 ft. radius centered on you
Duration: Until dispelled or attack is made

Like the *invisibility* spell, this spell makes the target creature or object invisible to normal sight and to darkvision. It also, however, throws a radius of invisibility around the recipient, which moves with him/it. If the invisible creature makes an attack, the spell is broken.

INVISIBILITY TO UNDEAD E
Level: Cleric 1
Range: Touch
Duration: 10 minutes

As *hide from animals*, except that the spell affects undead creatures.

IRON BODY E
Level: Magic-User 8
Range: Personal
Duration: 30 minutes

This spell transforms your body into living iron. You suffer half damage from non-magical or non-adamantine weapons. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning and all spells or attacks that affect your physiology or respiration. You take only half damage from acid and fire of all kinds. However, you also become vulnerable to all special attacks that affect iron golems.

Your strength increases to 18 and your dexterity can be no higher than 7. Your speed is reduced to half normal. You have a spell failure chance of 50% if a magic-user or sorcerer. You cannot drink (and thus can't use potions) or play wind instruments. Your unarmed attacks deal 1d6 points of damage.

Your weight increases by a factor of ten, causing you to sink in water like a stone. However, you could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the spell duration expires.

IRONWOOD E
Level: Druid 6
Range: 0 ft.
Duration: 1 week

Ironwood is a magical substance created by druids from normal wood. While remaining natural wood in almost every way, ironwood is as strong, heavy, and resistant to fire as steel. Spells that affect metal or iron do not function on ironwood. Spells that affect wood do affect ironwood, although ironwood does not burn.

IRRESISTIBLE DANCE A
Level: Bard 6, Magic-User 8
Range: Touch
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 –2 penalty to Armor Class and a –5 penalty on Reflex saves.

SPELL DESCRIPTIONS – J/K

JUMP A
Level: Assassin 1, Druid 1, Ranger 1, Magic-User 1
Range: Touch
Duration: 1 minute

The subject can leap three times as far as normal.

KEEN EDGE E
Level: Magic-User 3
Range: Close (30 ft.)
Duration: 1 hour

This spell makes a weapon magically keen, improving its ability to deal telling blows. The weapon deals double damage while the spell lasts.

KNOCK
Level: Magic-User 2
Range: Medium (150 ft.)
Duration: Instantaneous; see text

This spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal magic.

KNOW ALIGNMENT A
Level: Cleric 2, Druid 3
Area: 30 ft. radius centered on you
Duration: 1 minute

You instantly know the alignment of any creature within the area of effect. Each round, you can turn to learn alignments in a new area. The spell can penetrate barriers, but one foot of stone, one inch of common metal, a thin sheet of lead or three feet of wood or dirt blocks it.

KNOW DIRECTION E
Level: Bard 0, Druid 0
Range: Personal
Duration: Instantaneous

You instantly know which direction is north.

SPELL DESCRIPTIONS – L

LEGEND LORE A
Level: Bard 4, Magic-User 6
Range: Personal
Duration: Instantaneous
Material Component: Incense worth 250 gp and four strips of ivory (worth 50 gp each) formed into a rectangle

Legend lore brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is 1d4 x 10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days. If you know only rumors, the casting time is 2d6 weeks.

If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th 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.

LEVITATE
Level: Magic-User 2
Range: Personal or close (30 ft.)
Duration: 1 turn/level

Levitate allows you to move yourself, another willing creature, or an unattended object up and down as you wish. You can mentally direct the recipient to move up or down as much as 20 feet each round. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally at half speed.

LIGHT
Level: Bard 0, Cleric 0, Druid 0, Magic-User 0
Range: Touch
Duration: 2 hours

This spell causes an object to glow like a torch.

LIGHTEN BURDEN E
Level: Bard 3, Druid 2
Range: Touch
Duration: 1 hour

For the duration of the spell, a recipient of *lighten burden* can carry 50% more than normal for its strength (i.e. 15 pounds per point of strength) before being counted as "encumbered".

LIGHTNING BOLT
Level: Magic-User 3
Range: Medium (150 ft.)
Duration: Instantaneous

A bolt of lighting extends instantly to its target. The bolt is almost 10 ft. wide. Anyone in its path suffers 1d6 points of damage per level of the caster (half with a successful Reflex saving throw). The bolt always extends at least 60 ft., even if this means that it ricochets backward from something that blocks its path.

LIMITED WISH A
Level: Magic-User 7
Range: See text
Duration: Changes reality

This spell is an extremely weak version of the *wish* spell. *Limited wish* is not even powerful enough to create or bring treasure to the caster, and under some circumstances only a part of the wish might actually be fulfilled. The spell does have the power to reach for a limited period of time into the past or future as well as the present.

LIVEOAK E
Level: Druid 6
Range: Touch
Duration: 1 week

This spell turns an oak tree into a protector or guardian. The spell can be cast on only a single tree at a time. *Liveoak* must be cast on a healthy, huge oak, animating it as a treant.

LOCATE CREATURE E
Level: Assassin 4, Bard 4, Magic-User 4

This spell functions like *locate object*, except it locates a known or familiar creature. Running water blocks the spell.

LOCATE OBJECT
Level: Bard 2, Cleric 3, Magic-User 2
Range: 500 ft.
Duration: Instantaneous

This spell gives the caster the correct direction (as the crow flies) toward an object the casters specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

LONGSTRIDER E
Level: Druid 1, Ranger 1
Range: Personal
Duration: 1 hour

This spell increases your base land speed by 10 feet. It has no effect on other modes of movement.

LULLABY E
Level: Bard 0
Range: Medium (150 ft.)
Duration: Concentration + 1 round/level

Any creature within a 10-ft. radius burst that fails a Will save becomes drowsy and inattentive, taking a -3 penalty to Listen at Doors and Find Secret Doors, being surprised on a roll of 1-2 on 1d6 and a –2 penalty on saves against *sleep*.

SPELL DESCRIPTIONS – M

MAGE ARMOR E
Level: Magic-User 1
Range: Touch
Duration: 1 hour

An invisible but tangible field of force surrounds the subject of a *mage armor* spell, providing the equivalent of scalemail (AC 14).

MAGE HAND E
Level: Bard 0, Magic-User 0
Range: Close (30 ft.)
Duration: Concentration

You point your finger at an object (up to 5 lb.) and can lift it and move it at will from a distance. You can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

MAGE'S DISJUNCTION E
Level: Magic-User 9
Range: Close (30 ft.)
Duration: Instantaneous

All magical effects and magic items within 40 ft., except for those that you carry or touch, are ended (per *dispel magic*), and each character holding a magic item must make a successful Will save or that item is turned into a normal item. You also have a 1% chance per caster level of destroying an *antimagic field*. If the *antimagic field* survives the disjunction, no items within it are disjoined.

MAGE'S FAITHFUL HOUND A
Level: Magic-User 5
Range: Close (30 ft.)
Duration: Until discharged, then 1 round per level

You conjure up a phantom watchdog that is invisible to everyone but yourself. It then guards the area where it was conjured and it does not stray far from that place. The hound barks loudly if any dangerous creature approaches within 30 feet of it. It sees invisible and ethereal creatures, and does not react to illusions.

If an intruder approaches to within 5 feet of the hound, the dog stops barking and delivers a vicious bite (+10 to hit, 2d6 points of damage) once per round. The dog also gets the bonuses appropriate to an invisible creature.

The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per caster level. If you are ever more than 100 feet distant from the hound, the spell ends.

MAGE'S LUCUBRATION E
Level: Magic-User 6
Range: Personal
Duration: Instantaneous

You instantly recall any one spell of 5th level or lower that you have used during the past 24 hours. The spell must have been actually cast during that period. The recalled spell is stored in your mind as through prepared in the normal fashion.

MAGE'S MAGNIFICENT MANSION E
Level: Magic-User 7
Range: Close (30 ft.)
Duration: 24 hours

You conjure up an extra-dimensional dwelling that has a single entrance. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those you designate may enter the mansion and the portal is shut and made invisible behind you when you enter. You may open it again from your own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you desire to the limit of the spell's effect (up to 30 cubic feet per level). The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. A staff of *unseen servants* (two servants per caster level), which are liveried and obedient, wait upon all who enter.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

MAGE'S PRIVATE SANCTUM E
Level: Magic-User 5
Range: Close (30 ft.)
Duration: 24 hours

This spell ensures privacy. Anyone looking into the area (30 cubic feet per level) from outside sees only a dark, foggy mass. Darkvision cannot penetrate it. No sounds, no matter how loud, can escape the area, so

nobody can eavesdrop from outside. Those inside can see out normally. Divination spells cannot perceive anything within the area, and those within are immune to *detect thoughts (ESP)*.

MAGE'S SWORD A
Level: Magic-User 7
Range: Close (30 ft.)
Duration: 1 minute
Spell Focus: See below

This spell brings into being a shimmering, sword-like plane of force. The sword strikes at any opponent within its range, as you desire, starting in the round that you cast the spell. The sword attacks its designated target once each round on your turn. Its attack bonus is equal to your caster level. As a force effect, it can strike ethereal and incorporeal creatures. It deals 4d6 points of damage. The sword cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. Casting the spell requires a miniature platinum sword with a grip and pommel of copper and zinc. It costs 250 gp to construct.

MAGIC AURA A
Level: Bard 1, Magic-User 1
Range: Touch
Duration: One day

You alter an item's aura so that it registers to detect spells (and spells with similar capabilities) as though it were non-magical, or a magic item of a kind or the subject of a spell you specify.

MAGIC CIRCLE AGAINST EVIL
Level: Cleric 3, Paladin 3, Magic-User 3
Range: Touch
Duration: 1 hour
Material Component: Powdered silver (5 gp worth)

The spell creates a magical field of protection, 10 feet in radius around the caster. The field blocks out elementals and outsiders. Chaotic (Evil) monsters suffer a -1 penalty to hit anyone within the protective globe, and these shielded individuals gain +1 on all saving throws against such attacks. If a person in the circle already has any magical bonuses to his saving throws or Armor Class, the bonus from the magic circle has no effect (although the protective circle still functions against enchanted creatures).

MAGIC CIRCLE AGAINST GOOD
Level: Assassin 3, Cleric 3, Magic-User 3
Range: Touch
Duration: 1 hour
Material Component: Powdered silver (5 gp worth)
This spell functions like *magic circle against evil*, except that it is similar to *protection from good* instead of *protection from evil*.

MAGIC FANG E
Level: Druid 1, Ranger 1
Range: Touch
Duration: 1 hour

Magic fang gives one natural weapon (bite, claw, sting, tail, etc.) of the subject a +1 bonus on attack and damage rolls and can strike creatures only harmed by magic weapons.

MAGIC JAR
Level: Magic-User 5
Range: See text
Duration: See text

This spell relocates the caster's life essence, intelligence, and soul into an object (of virtually any kind). The jar must be within 30 ft. of the caster's body for the transition to succeed. Once within the *magic jar*, the caster can possess the bodies of other creatures and people, provided that they are within 120 ft. of the jar and fail a Will saving throw. The caster can return his soul to the *magic jar* at any time, and if a body he controls is slain, his life essence returns immediately to the jar. If the caster's body is destroyed while his soul is in the *magic jar*, the soul no longer has a home other than within the *magic jar* (although the disembodied magician can still possess other bodies as before). If the jar itself is destroyed while the magician's soul is within, the soul is lost. The magician can return from the jar to his own body whenever desired, thus ending the spell.

MAGIC MISSILE
Level: Magic-User 1
Range: Medium (150 ft.)
Duration: Instantaneous

A *magical missile* flies where the caster directs within range. There are two versions of the *magic missile* spell, and your TK will specify which version (one or both) is available in his campaign. In the first version, the magic-user must roll to hit the target, with a +1 bonus to the roll. The missile inflicts 1d6+1 points of damage. In the second version of the spell, the missile hits automatically, doing 1d4+1 points of damage.

In either case, the magic user casts an additional two missiles for every 5 levels of experience. Thus, at fifth level, the caster is able to hurl 3 magic missiles, and 5 missiles at 10th level.

MAGIC MOUTH A
Level: Bard 1, Magic-User 2
Range: Close (30 ft.)
Duration: Permanent until discharged
Material Component: Jade dust worth 10 gp

This enchantment is set upon an object, and the magic is triggered when certain conditions established by the caster are met. When that happens, a mouth appears in the object and speaks the message it has been commanded to speak. The message may be up to thirty words long.

MAGIC RESISTANCE E
Level: Cleric 5
Range: Touch
Duration: 1 hour

The creature gains magic resistance equal to 5% x your caster level, 95% max.

MAGIC STONE E
Level: Cleric 1, Druid 1
Range: Touch (to enchant stone)
Duration: 30 minutes or until discharged

You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets

(range increment 50 ft). The spell gives them a +1 bonus on attack rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage or 2d6+2 points against undead.

MAGIC VESTMENT E
Level: Cleric 3
Range: Touch
Duration: 6 hours

You imbue a suit of clothing with a +1 bonus to AC per four caster levels.

MAGIC WEAPON A
Level: Cleric 1, Paladin 1, Magic-User 1
Range: Touch
Duration: 1 hour

Magic weapon gives a weapon a +1 magic bonus on attack and damage rolls. You cannot cast this spell on a natural weapon.

MAJOR CREATION A
Level: Magic-User 5
Range: Close (30 ft.)
Duration: See text

This spell functions like *minor creation*, except that you can also create a mineral object: Stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

HARDNESS AND RARITY	DURATION
Vegetable matter	24 hours
Stone, crystal, base metals	12 hours
Precious metals	4 hours
Gems	2 hours
Rare metal1	10 minutes

MAKE WHOLE E
Level: Cleric 2
Range: Close (30 ft.)
Duration: Instantaneous

This spell functions like *mending*, except that *make whole* completely repairs an object made of any substance, even one with multiple breaks, to be as strong as new. The spell does not restore the magical abilities of a broken magic item made whole, and it cannot mend broken magic rods, staffs, or wands. The spell does not repair items that have been warped, burned, disintegrated, ground to powder, melted, or vaporized, nor does it affect creatures (including constructs).

MARK OF JUSTICE E
Level: Cleric 5, Paladin 4
Range: Touch
Duration: Permanent; see text

You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of criminal behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of *bestow curse*. You can cast the spell only on a creature that is willing or restrained.

MASS CHARM A
Level: Magic-User 8
Range: Medium (150 ft.)
Duration: Until dispelled

This spell operates in the same manner and with the same restrictions as *charm person*. However, it affects a total of 30 HD of creatures, in any combination. All Will saving throws are made by these creatures with a penalty of -2.

MASS INVISIBILITY A
Level: Magic-User 7
Range: 240 ft.
Duration: See text

This spell makes 1d3 x 100 man- or horse-sized creatures (or objects) invisible, as if they had been affected by a single *invisibility* spell. The spell can also affect up to 6 creatures of large size. As with *invisibility*, the spell lasts until dispelled or until the creature makes an attack.

MATHEMAGIC PRINCIPLE E
Level: Magic-User 6
Range: Personal
Duration: 1 round
Spell Focus: Piece of slate worth 100 gp and three chalk sticks of different colors

This complicated rite allows the caster to utterly optimise his next spellcasting by divining the most powerful gestures and incantations to make at the exact moment he casts his next spell. Because magic is such an ever-changing force, mathemagic principle does not work if the knowledge gained by calculating it is not used immediately. The caster cannot even make a 5-foot move between the casting of this spell and the one to be altered.

When this spell is cast, the caster must make a Will saving throw with a penalty equal to the level of the spell to be affected. Failure causes magical backlash that deals 1d6 points of damage per level of the affected spell and wastes the *mathemagic principle*. Success causes the next spell the spellcaster casts to be cast with all variables maximized.

MAZE A
Level: Magic-User 8
Range: Close (30 ft.)
Duration: See text

The targeted creature disappears into a gap in reality, where strange curving and branching passages conceal the way out. Creatures with an intelligence score lower than 8 (i.e. animal or low for monsters) require 2d4 x3 minutes to escape. Creatures with intelligence scores of 9-12 (i.e. average) require 2d4 rounds and creatures with an intelligence of 13+ (i.e. high or super) require only 1d4 rounds to puzzle the way back into normal reality. There is no saving throw allowed to avoid the effects of the spell.

MELD INTO STONE E
Level: Cleric 3, Druid 3
Range: Personal
Duration: 1 hour

Meld into stone enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate

your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of non-living gear merge with the stone. If either condition is violated, the spell fails and is wasted. While in the stone, you remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. The stone's complete destruction expels you and slays you instantly unless you make a Fortitude saving throw.

Any time before the end of the duration, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

MENDING A
Level: Bard 0, Cleric 0, Druid 0, Magic-User 0
Range: 10 ft.
Duration: Instantaneous

Mending repairs small breaks or tears in objects (but not warps, such as might be caused by a *warp wood* spell). It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists. The spell can repair a magic item, but the item's magical abilities are not restored. The spell cannot mend broken magic rods, staffs, or wands, nor does it affect creatures (including constructs).

MENTAL BARRIER A
Level: Magic-User 3
Range: Personal
Duration: 1 round

You project a field of improbability around yourself, creating a fleeting protective shell. You gain a +4 bonus to Armor Class. If you have this spell memorized, you can cast it when it is not your turn with a single utterance, including just before an opponent attacks you.

MESSAGE A
Level: Bard 0, Magic-User 0
Range: Medium (150 ft.)
Duration: 10 minutes

You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell.

METEOR SWARM A
Level: Magic-User 9
Range: Long (500 ft.)
Duration: Instantaneous

Meteor swarm is a very powerful and spectacular spell that is similar to *fireball* in many aspects. When you cast it, four 2-foot-diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select. The meteor spheres leave a fiery trail of sparks. If you aim a sphere at a specific creature, you may make a ranged attack to strike the target with the meteor. Any creature struck by one of these spheres takes 2d6 points of damage (no save) and receives no saving throw against the sphere's fire damage (see below). You may aim more than one meteor at the same target. Once a sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 6d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each. (Fire resistance applies to each sphere's damage individually.)

MIND BLANK
Level: Magic-User 8
Range: Close (30 ft.)
Duration: 24 hours

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 FOG E
Level: Bard 5, Magic-User 5
Range: Medium (150 ft.)
Duration: 30 minutes and 2d6 rounds; see text

Mind fog produces a bank of thin mist (20-ft. radius, 20 ft. high) that weakens the mental resistance of those caught in it. Creatures in the mind fog take a –10 penalty on Will saves. Affected creatures suffer the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes or until dispersed by wind.

MIND THRUST A
Level: Magic-User 1
Range: Close (30 ft.)
Duration: Instantaneous

You instantly deliver a massive assault on the thought pathways of any one creature, dealing 1d8 points of damage to it.

MINOR CREATION A
Level: Magic-User 4
Range: 0 ft.
Duration: 6 hours

You create a non-magical, unattended object of non-living, vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level.

MIRACLE E
Level: Cleric 9
Range: See text
Duration: See text

You do not so much cast a miracle as request one from your patron deity. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede. In general, a miracle spell is as powerful as a wish spell. A request that is out of line with the deity's nature is refused.

MIRAGE ARCANA E
Level: Bard 5, Magic-User 5
Range: Long (500 ft.)
Duration: 12 hours

This spell functions like *hallucinatory terrain*, except that it enables you to make an area 20 cubic feet per level appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. The spell can alter the appearance of structures (or add them where none are present). It cannot disguise, conceal or add creatures.

MIRROR IMAGE A
Level: Bard 2, Magic-User 2
Range: Personal; see text
Duration: 1 hour or until destroyed

The spell creates 1d4 images of the caster, acting in perfect synchronization with him like mirror images. Attackers cannot distinguish the images from the caster, and may attack one of the images instead of the caster himself (determined randomly). When a hit is scored upon one of the images, it disappears.

MISDIRECTION A
Level: Assassin 3, Bard 2, Magic-User 2
Range: Close (30 ft.)
Duration: 3 hours

By means of this spell, you misdirect the information from divination spells that reveal auras. On casting the spell, you choose another object within range. For the duration of the spell, the subject of *misdirection* is detected as if it were the other object. Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on a Will save.

MISLEAD E
Level: Bard 5, Magic-User 6
Range: Close (30 ft.)
Duration: 1 minute and concentration + 3 rounds

You become invisible (as *improved invisibility*) and at the same time, an illusory double of you (as *spectral force*) appears. You are then free to go elsewhere while your double moves away. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

MNEMONIC ENHANCER A
Level: Magic-User 4
Range: Personal
Duration: Instantaneous
Material Component: Small ivory plaque worth 50 gp

Casting this spell allows you to prepare additional spells or retain spells recently cast. Pick one of these two versions when cast.

PREPARE: You prepare up to three additional levels of spells. A 0-level spell counts as 1/2 level for this purpose. You prepare and cast these spells normally.

RETAIN: You retain any spell of 3rd level or lower that you had cast up to 1 round before you started casting the *mnemonic enhancer*. This restores the previously cast spell to your mind.

In either event, the spell or spells prepared or retained fade after 24 hours if they are not cast.

MODIFY MEMORY A
Level: Assassin 4, Bard 4
Range: Close (30 ft.)
Duration: Permanent

You reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways.

• Eliminate all memory of an event the subject actually experienced. This spell cannot negate charm, *geas*, *suggestion* or similar spells.

• Allow the subject to recall with perfect clarity an event it actually experienced.

• Change the details of an event the subject actually experienced.

• Implant a memory of an event the subject never experienced.

MOMENT OF PRESCIENCE E
Level: Magic-User 8
Range: Personal
Duration: 24 hours

This spell grants you a powerful sixth sense in relation to yourself. Once during the spell's duration, you may choose to use its effect. This spell grants you a bonus equal to your caster level on any single attack roll or saving throw. Alternatively, you can apply the bonus to your AC against a single attack.

MOUNT E
Level: Magic-User 1
Range: Close (30 ft.)
Duration: 2 hours

You summon a light horse or a pony to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

MOVE EARTH
Level: Druid 6, Magic-User 6
Range: Long (500 ft.)
Duration: 1 hour, effect permanent

This spell can only be used above ground. It allows the caster to move hills and other raised land or stone at a rate of 6 ft. per minute (60 ft per turn).

SPELL DESCRIPTIONS – N

NEGATIVE ENERGY PROTECTION E
Level: Cleric 4, Druid 5, Paladin 4
Range: Touch
Duration: 1 hour

The subject is immune to all death spells, magical death effects and energy drain. This spell does not restore levels that the subject has already lost. *Negative energy protection* does not protect against other sorts of lethal attacks.

NEUTRALIZE POISON
Level: Bard 4, Cleric 4, Druid 3, Paladin 4, Ranger 3
Range: Touch
Duration: Immediate

This spell counteracts poison if used promptly, but annot be used to bring the dead back to life after perishing from poison.

NIGHTMARE E
Level: Bard 5, Magic-User 5
Range: Unlimited
Duration: Instantaneous

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate. The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the subject fatigued and unable to regain arcane spells for the next 24 hours.

Dispel evil cast on the subject while you are casting the spell dispels the nightmare and causes you to be stunned for 10 minutes per caster level of the *dispel evil*.

NONDETECTION E
Level: Assassin 3, Ranger 4, Magic-User 3
Range: Touch
Duration: 6 hours
Material Component: Diamond dust worth 50 gp

The warded creature or object becomes difficult to detect by divination spells. *Nondetection* also prevents location by such magic items as *crystal balls*. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a Will saving throw.

SPELL DESCRIPTIONS – O

OBSCURE OBJECT E
Level: Bard 1, Cleric 3, Magic-User 2
Range: Touch
Duration: 8 hours

This spell hides an object from location by divination effects, such as *scrying* or a *crystal ball*. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).

OBSCURING MIST A
Level: Assassin 1, Cleric 1, Druid 1, Magic-User 1
Area: 20 ft. radius centered on caster
Duration: 1 minute

A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away is -4 to be hit. Creatures farther away are -10 to be hit. This spell does not function underwater.

OPEN/CLOSE E
Level: Bard 0, Magic-User 0
Range: Close (30 ft.)
Duration: Instantaneous

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect.

OVERLAND FLIGHT E
Level: Magic-User 5
Range: Personal
Duration: 8 hours

This spell functions like a *fly* spell, except you can fly at a speed of 40 feet per round. You can cover 64 miles in an eight-hour period of flight.

SPELL DESCRIPTIONS – P

PASSWALL
Level: Magic-User 5
Range: Touch
Duration: 30 minutes

This spell creates a hole through solid rock, about 7 ft. high, 10 ft. wide, and 10 ft. deep (possibly deeper at the discretion of the Treasure Keeper). The hole closes at the end of the spell's duration.

PASS THROUGH ELEMENT E
Level: Magic-User 2
Range: Personal
Duration: 10 minutes

When you cast this spell, you select a naturally occurring substance and you can walk as far as 5 feet per caster level through that substance

without suffering damage or any adverse effect. This spell does not work with magical expressions of an element, meaning that while it will let you navigate through a burning building, it will not let you cross a *wall of fire*. You could cross a *wall of stone* or a *wall of ice*, since the material is normal and remains there after the spell is cast. If the effect ends while you are immersed in a solid, you die. If you are immersed in a non-solid element, you start suffering the effects immediately.

PASS WITHOUT TRACE E
Level: Assassin 2, Druid 1, Ranger 1
Range: Touch
Duration: 1 hour

Using this spell, up to one creature per level can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is impossible by non-magical means.

PERMANENCY A
Level: Magic-User 5
Range: See text
Duration: Permanent; see text

This spell makes the effect of another spell permanent, unless a magic-user of twice the caster's level dispels it. No more than one permanency is ordinarily possible on any one object, and no more than two upon a creature. Considerable TK discretion is required for the use of this spell: Many spells should not be eligible to be made permanent.

PERMANENT ILLUSION A
Level: Bard 6, Magic-User 6
Range: Long (500 ft.)
Duration: Permanent
Material component: Jade powder worth 100 gp

This spell functions like *phantasmal force*, except that the figment includes visual, auditory, olfactory and thermal elements, and the spell is permanent.

PERSISTENT ILLUSION E
Level: Bard 5, Magic-User 5
Range: Long (500 ft.)
Duration: 10 minutes

This spell functions like *phantasmal force*, except that the figment includes visual, auditory, olfactory and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.

PHANTASMAL FORCE
Level: Bard 1, Magic-User 1
Range: Long (500 ft.)
Duration: Concentration

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

PHANTASMAL KILLER A
Level: Magic-User 4
Range: Medium (150 ft.)
Duration: Instantaneous

You create a *phantasmal image* of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize. Only the spell's subject can see the phantasmal killer. You see only a vague shape. The target first gets a will save to recognize the image as unreal. If that save fails, the phantasm touches the subject and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

If the subject of a phantasmal killer attack succeeds in disbelieving and is wearing a *helm of telepathy*, the beast can be turned upon you. You must then disbelieve or become subject to its attack.

PHANTOM STEED E
Level: Bard 3, Magic-User 3
Range: 0 ft.
Duration: 12 hours

You conjure a large, quasi-real, horse-like creature. The steed can be ridden only by you or by the one person for whom you specifically created the mount. It has a saddle, bit and bridle. It does not fight, but animals shun it and refuse to attack it. A phantom steed has the stats of a light warhorse.

These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels.

8th Level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

10th Level: The mount can use *water walk* at will.

12th Level: The mount can use *air walk* at will for up to 1 round at a time, after which it falls to the ground.

14th Level: The mount can *fly* at its normal land speed.

PHANTOM TRAP E
Level: Magic-User 2
Range: Touch
Duration: Permanent

This spell makes a lock or other small mechanism appears to be trapped to anyone who can detect traps.

PHASE DOOR
Level: Magic-User 7
Range: Touch
Duration: One use per two levels

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The *phase door* is invisible and inaccessible to all creatures except the caster, and only the caster can use the passage. The caster disappears on entering the phase door and appears when exiting it.

If he or she desires, the caster can take one other creature (human-size 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 you see through it without using it. *Gems of true seeing* and similar magic reveal the presence of a *phase door* but do not allow its use.

A phase door can be made permanent with a *permanency* spell. You can allow other creatures to use the phase door by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. They can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points do not qualify.

PLANAR ALLY E
Level: Cleric 6
Range: Close (30 ft.)
Duration: Instantaneous

This spell functions like *lesser planar ally*, except you may call a single creature of 12 HD or less or two creatures of the same kind who's Hit Dice total no more than 12. The creatures agree to help you and request your return payment together.

PLANAR ALLY, GREATER E
Level: Cleric 8
Range: Close (30 ft.)
Duration: Instantaneous

This spell functions like *lesser planar ally*, except that you may call a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18. The creatures agree to help you and request your return payment together.

PLANAR ALLY, LESSER E
Level: Cleric 4
Range: Close (30 ft.)
Duration: Instantaneous

By casting this spell, you request your deity to send you an elemental or outsider (of 6 HD or less) of the deity's choice. If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway).

You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creature called in order to bargain for its services.

The creature called requires a payment for its services. This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. A long-term task, one requiring up to one day per caster level, requires a payment of 1,000 gp per Hit Dice.

A non-hazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature).

At the end of its task, or when the duration bargained for expires, the creature returns to its home plane after reporting back to you.

PLANAR BINDING E
Level: Magic-User 6
Range: Close (30 ft.)
Duration: Instantaneous

This spell functions like *lesser planar binding*, except that you may call a single creature of 12 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 12. Each creature gets a save, makes an independent attempt to escape, and must be persuaded to aid you.

PLANAR BINDING, GREATER E
Level: Magic-User 8
Range: Close (30 ft.)
Duration: Instantaneous

This spell functions like *lesser planar binding*, except that you may call a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18. Each creature gets a saving throw, makes independent attempts to escape, and must be persuaded to aid you individually.

PLANAR BINDING, LESSER E
Level: Magic-User 5
Range: Close (30 ft.)
Duration: Instantaneous

Casting this spell attempts a dangerous act: To lure a creature from another plane to a specifically prepared trap, which must lie within the spell's range. The called creature is held in the trap until it agrees to perform one service in return for its freedom. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell.

The target creature is allowed a Will saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (magic resistance does not keep it from being called). The creature can escape from the trap with dimensional travel or with a successful Will saving throw (subtracting half your caster level from the roll). If it breaks loose, it can flee or attack you. A *dimensional anchor* cast on the creature prevents its escape via dimensional travel.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours.

Once the requested service is completed, the creature need only so inform you to be instantly sent back whence it came. The creature might later

seek revenge. If you assign some open-ended task that the creature cannot complete though its own actions the spell remains in effect for a maximum of one day per caster level, and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions.

PLANE SHIFT A
Level: Cleric 5, Magic-User 7
Range: Touch
Duration: Instantaneous

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (1d100 x 5) from your intended destination.

PLANT GROWTH
Level: Druid 3, Ranger 3
Range: See text
Duration: Instantaneous

Up to 300 square feet of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines. The caster can decide the shape of the area to be enchanted. This spell has no effect on plant creatures.

POISON E
Level: Assassin 4, Cleric 4, Druid 3
Range: Touch
Duration: Instantaneous; see text

You infect the subject with a lethal poison. A Fortitude save is permitted.

POLAR RAY E
Level: Magic-User 8
Range: Close (30 ft.)
Duration: Instantaneous

A blue-white ray of freezing air and ice springs from your hand. The ray deals 1d6 points of cold damage per caster level.

POLYMORPH ANY OBJECT A
Level: Magic-User 8
Range: Close (30 ft.)
Duration: TK's discretion

An object can be turned into another object, animal, vegetable, or mineral. The degree of change will affect the spell's duration. Animal-to-animal changes, vegetable-to-vegetable changes, and mineral-to-mineral changes are all likely to remain permanent until dispelled. Thus, turning a human into an orc, or turning a wall into a pile of sand, would both result in a permanent change. On the other hand, turning a shrub into a thinking human being would last only a small number of turns. Determining how long a proposed use of the spell will last is the province of the TK; it is important to remember that this is an eighth level spell of considerable power, but not as powerful as a 9th level *wish* spell.

POLYMORPH OTHER
Level: Druid 5, Magic-User 4
Range: Close (30 ft.)
Duration: Permanent

This spell allows the caster to turn another being into a different type of creature (such as a dragon, a garden slug, and of course, a frog or newt). The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points.

POLYMORPH SELF
Level: Magic-User 4, Ranger 4
Range: Personal
Duration: 1 hour

The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The TK might allow the benefit of the new form's armor class, if it is due to heavily armored skin. A great deal of the spell's effect is left to the Treasure Keeper to decide.

POWER WORD BLIND A
Level: Magic-User 7
Range: Close (30 ft.)
Duration: 1d4 or 2d4 days

The caster speaks a word of power to a particular creature. If that creature has fewer than 40 hit points, it is instantly blinded for 2d4 days; if the creature has from 41 to 80 hit points, it is blinded for 1d4 days. If the creature has more than 80 hit points it is not affected by the spell. No saving throw applies.

POWER WORD KILL A
Level: Magic-User 9
Range: Close (30 ft.)
Duration: Instantaneous

The caster speaks a word of power to a particular creature. If that creature has fewer than 50 hit points, it is slain by the word it hears; if it has more than 50 hit points it is not affected by the spell. No saving throw is permitted.

POWER WORD STUN A
Level: Magic-User 8
Range: Close (30 ft.)
Duration: 1d6 or 2d6 turns

The caster speaks a word of power to a particular creature. If that creature has fewer than 35 hit points, it is instantly stunned for 2d6 turns; if the creature has from 36 to 70 hit points, it is stunned for only 1d6 turns. If the creature has more than 70 hit points it is not affected by the spell. No saving throw is permitted.

PRAYER A
Level: Cleric 3, Paladin 3
Range: 40 ft.
Duration: Following melee round

Prayer affects a 20 ft. radius area, imposing a saving throw penalty on all creatures in that area deemed an enemy to the caster. The penalty is equal to 1 + 1 for every ten caster levels. Thus, a 10th level cleric causes a saving throw penalty of -2. The penalty actually takes effect in the melee round following the one in which it was cast.

PRECOGNITION E
Level: Magic-User 1
Range: Personal
Duration: 1 hour

Precognition allows your mind to glimpse fragments of potential future events. In essence, this gives you a +2 bonus that you can apply at any time to an attack roll, a damage roll, a saving throw, or a task check. You can elect to apply the bonus to the roll after you determine that your unmodified roll is lower than desired. Once you use this edge, it is gone.

PRESTIDIGITATION E
Level: Bard 0, Magic-User 0
Range: 10 ft.
Duration: 1 hour

Prestidigitations are minor tricks that novice spell casters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. *Prestidigitation* can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spell casters. Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, *prestidigitation* lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

PRISMATIC SPHERE A
Level: Magic-User 9
Range: 10-ft. radius sphere
Duration: 1 hour

A sphere of seven colors whirls about the spell caster, with a radius of 10 feet. The glowing colors form a layered spectrum. To destroy the sphere, each layer must be destroyed in turn from Red to Orange, to Yellow, to Blue, to Indigo, and then to the innermost Violet layer. Any creature of 7 or fewer HD that looks upon the sphere is blinded for 1d6 turns.

LAYER	EFFECTS OF COLOR	NEGATED BY
Red	Causes 12 points of damage to the touch. Stops any magic arrows or missiles (including *magic missile*).	*Ice Storm* or *cone of cold*
Orange	Causes 24 points of damage to the touch. Stops arrows and any other non-magical missile.	*Lightning bolt*
Yellow	Causes 48 points of damage to the touch. Blocks all breath weapons.	*Magic missile* or a magic arrow
Green	Causes death (Fort save negates) to the touch. Blocks any divination spells from seeing within.	*Passwall* or *move earth*
Blue	Turns flesh to stone when touched (Fort save negates). Blocks all divine magic from passing through.	*Disintegrate*
Indigo	Causes death and destroys the soul utterly when touched (Will save negates).	*Dispel Magic*
Violet	Causes permanent *insanity* when touched. Blocks all arcane spells.	*Continual Light*

PRISMATIC SPRAY A
Level: Magic-User 7
Range: 60 ft.
Duration: Instantaneous

This excellent spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand. Each beam has a different power. 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 the following additional effects.

D8	EFFECT
1	Red: 20 points fire damage (Reflex save for half)
2	Orange: 40 points acid damage (Reflex save for half)
3	Yellow: 80 points electricity damage (Reflex save for half)
4	Green: Poison (Kills; Fort save means you only take 3d6 points of damage)
5	Blue: Turned to stone (Fort save for half)
6	Indigo: As *insanity* spell (Will save for half)
7	Violet: Sent to another plane (Will save for half)
8	Struck by two rays; roll twice more, ignoring any “8” results.

PRISMATIC WALL
Level: Magic-User 8
Range: Close (30 ft.)
Duration: 1 hour

Prismatic wall creates a vertical, opaque wall of shimmering, multicolored light that protects you from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and you can pass through and remain near the wall without harm. However, any other creature with less than 7 HD that is within 20 feet of the wall is blinded for 2d4 rounds by the colors if it looks at the wall. The wall’s maximum proportions are 4 feet wide per caster level and 2 feet high per caster level.

Each color in the wall has a special effect, per the spell *prismatic sphere* above. The colors appear in the same order and can be disrupted in the same way.

PROBE THOUGHTS E
Level: Magic-User 6
Range: Close (30 ft.)
Duration: Concentration

All the subject's memories and knowledge are accessible to you, ranging from memories deep below the surface to those still easily called to mind. You can learn the answer to one question per round, to the best of the subject's knowledge. You and the target do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.

PRODUCE FLAME A
Level: Druid 1
Range: 0 ft.
Duration: 1 hour

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment. The flames can be hurled (up to 120 feet) or used to touch enemies, dealing 1d6 +1 point per caster level damage.

PROGRAMMED ILLUSION A
Level: Bard 6, Magic-User 6
Range: Long (500 ft.)
Duration: Permanent until triggered, then 1 round/level
Material Component: Jade dust worth 25 gp

This spell functions like *phantasmal force*, except that it activates when a specific condition occurs. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech.

PROJECT IMAGE
Level: Bard 6, Magic-User 7
Range: 240 ft.
Duration: 1 hour

The caster projects an image of himself to a maximum range of 240 ft. Not only does the projected image mimic the caster's sounds and gestures, but also any spells he casts will appear to originate from the image.

PROTECTION FROM ENERGY A
Level: Cleric 3, Druid 3, Ranger 2, Magic-User 3
Range: Touch
Duration: 10 minutes/level or until discharged

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 10 points per caster level of energy damage, it is discharged.

PROTECTION FROM EVIL
Level: Cleric 1, Paladin 1, Magic-User 1
Range: Touch
Duration: 1 hour for magic-users, 2 hours for clerics and paladins

This spell creates a magical field of protection around the caster, blocking out all elementals and outsiders. Chaotic (Evil) monsters suffer a -1 penalty to hit the caster, and the caster gains +1 on all saving throws against attacks and spells from such creatures. If the caster already has any magical bonuses to his saving throws or Armor Class, the bonus from the spell has no effect, although it still functions against elementals and outsiders.

PROTECTION FROM GOOD
Level: Cleric 1, Magic-User 1

This spell functions like *protection from evil*, except that it works against Lawful creatures (Good).

PROTECTION FROM NORMAL MISSILES
Level: Magic-User 2
Range: Touch
Duration: 2 hours

The caster becomes invulnerable to non-magical missiles, although larger missiles such as boulders overcome the spell's magic.

PROTECTION FROM SPELLS E
Level: Magic-User 8
Range: Touch
Duration: 1 hour
Spell Focus: Diamond worth at least 1,000 gp carried by each subject for the duration of the spell

The subject gains a +8 bonus on saving throws against spells. If a subject loses the gem (see spell focus), the spell ceases to work.

PRYING EYES E
Level: Magic-User 5
Range: One mile
Duration: 12 hours

You create a number of semi-tangible, visible magical orbs (called "eyes") equal to 1d4 + your caster level. These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions. In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. After relaying its findings, an eye disappears.

PSIONIC BLAST A
Level: Magic-User 3
Area: Cone (30 ft.)
Duration: Instantaneous

The air ripples with the force of your mental attack, which blasts the minds of all creatures in the area of effect, stunning them for 1 round.

PSYCHIC CRUSH A
Level: Magic-User 5
Range: Close (30 ft.)
Duration: Instantaneous

Your will abruptly and brutally crushes the mental essence of any one creature, debilitating its acumen. The target must make a Will saving throw with a +4 bonus or collapse unconscious at 0 hit points. If the target succeeds on the saving throw, it takes 3d6 points of damage.

PURIFY FOOD AND DRINK
Level: Cleric 0, Druid 0
Range: 10 ft.
Duration: Instantaneous

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons.

PYROTECHNICS A
Level: Bard 2, Magic-User 2
Range: Long (500 ft.)
Duration: 1 hour

The caster creates either fireworks or blinding smoke from a normal fire such as a torch or campfire. The TK will decide exactly how much smoke is produced, what effect it has, and what happens to it as it's produced, but the amount of smoke will definitely be more than 20 cubic feet.

SPELL DESCRIPTIONS – Q

QUENCH E
Level: Druid 3
Range: Medium (150 ft.)
Duration: Instantaneous

Quench extinguishes all non-magical fires in a 60-ft. diameter area. Each fire elemental creature within the spell's area of effect takes 1d6 points of damage per caster level.

QUEST
Level: Cleric 6
Range: Sound of voice
Duration: Until completed

If this spell succeeds (a Will saving throw negates the effect), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task, he suffers weakness (a 50% reduction in strength) and an attempt to entirely abandon the quest incurs a curse set by the caster (details to be approved by the Treasure Keeper).

SPELL DESCRIPTIONS – R

RAGE A
Level: Bard 2, Magic-User 3
Range: Medium (150 ft.)
Duration: 1 minute

One willing creature per three levels enters a berserk fury. The creature can make an additional attack each round, as a barbarian under the effects of rage, but does not suffer from fatigue afterwards.

RAINBOW PATTERN E
Level: Bard 4, Magic-User 4
Range: Medium (150 ft.)
Duration: Concentration +1 round/ level

A glowing, rainbow-hued pattern of interweaving colors fascinates those within it. The rainbow pattern covers a 20-ft. radius spread. Rainbow pattern fascinates a maximum of 24 Hit Dice of creatures. Creatures with the fewest HD are affected first. An affected creature that fails its saves is fascinated by the pattern. The *rainbow pattern* can be moved up to 30 feet per round by the caster. All fascinated creatures follow the moving rainbow of light, trying to get or remain within the effect. If the pattern leads its subjects into a dangerous area each fascinated creature gets a second save. Creatures that cannot see the pattern are no longer affected by the spell.

RAISE DEAD
Level: Cleric 5
Range: Touch
Duration: Instantaneous
Material Component: Diamond worth at least 5,000 gp

Raise dead allows the cleric to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 5 days, but for every caster level higher than 8th, the time limit extends another 5 days. Characters that fail a Fortitude saving throw do not survive the ordeal, and even those that do pass their save must rest for at least a week before they can function normally.

RANDOM ACTION E
Level: Cleric 1
Range: Close (30 ft.)
Duration: 1 round

The enchanted creature is compelled to act randomly for 1 round. Rather than deciding its action for itself, the subject of the spell takes an action determined randomly on the following table:

D8	ACTION
1	Attack self (succeed on any attack roll other than a natural "1")
2	Attack nearest being
3	Flee from caster at top possible speed
4	Drop anything held
5	Stand motionless (as if stunned)
6	Do nothing but defend
7	Speak (regarding surface thoughts) or make noises
8	Attack caster

Nothing can affect this die roll in any way. It is always entirely random.

RAY OF ENFEEBLEMENT A
Level: Magic-User 1
Range: Close (30 ft.)
Duration: 1 minute

A coruscating ray springs from your hand at any target within range. The subject's strength score is reduced to 3. In the case of monsters, they fight as though they had 4 fewer Hit Dice (minimum 0 HD). A Reflex saving throw negates the effects of the ray.

RAY OF FATIGUE E
Level: Magic-User 3
Range: Close (30 ft.)
Duration: 10 minutes

A black ray projects from your pointing finger to any target within 30 feet. The subject is immediately fatigued for the spell's duration. A Reflex saving throw negates the effects of the ray.

RAY OF FROST E
Level: Magic-User 0
Range: Close (30 ft.)
Duration: Instantaneous

A ray of freezing air and ice projects from your pointing finger at any target within range. The ray deals 1d4 points of cold damage. A Reflex saving throw negates the effects of the spell.

READ MAGIC
Level: Bard 0, Cleric 0, Druid 0, Paladin 1, Ranger 1, Magic-User 0
Range: Personal
Duration: 2 scrolls or other magical writings

This spell allows the caster to read the magical writings upon scrolls and dungeon walls. Without the use of this spell, magical writing cannot be read even by a magic-user.

REDUCE ANIMAL E
Level: Druid 2, Ranger 3
Range: Touch
Duration: 1 hour

This spell functions *like reduce* person, except that it affects a single willing animal. Reduce the damage dealt by the animal's natural attacks by -1.

REDUCE PERSON E
Level: Magic-User 1
Range: Close (30 ft.)
Duration: 1 minute

This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a –2 penalty to strength (to a minimum of 1). All equipment worn or carried by a creature is similarly reduced by the spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size.

REFUGE E
Level: Cleric 7, Magic-User 9
Range: Touch
Duration: Permanent until discharged
Material Component: Specially prepared object whose construction requires gems worth at least 1,500 gp.

You create powerful magic in some specially prepared object. This object contains the power to instantly transport its possessor across any distance within the same plane to your abode. Once the item is transmuted, you must give it willingly to a creature and at the same time inform it of a command word to be spoken when the item is used. To make use of the item, the subject speaks the command word at the same time that it rends or breaks the item. When this is done, the individual is instantly transported to your abode. No other creatures are affected. You can alter the spell when casting it so that it transports you to within 10 feet of the possessor of the item when it is broken and the command word spoken.

REGENERATE A
Level: Cleric 7, Druid 9
Range: Touch
Duration: Instantaneous

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures), broken bones and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise. Regenerate also cures 4d8 points of damage and rids the subject of fatigue. It has no effect on nonliving creatures, including undead.

REINCARNATE
Level: Druid 4
Range: Touch
Duration: Instantaneous
Material Component: Rare oils and unguents worth 1,000 gp

This spell brings a dead character's soul back from the dead, but the soul reappears in a newly formed body. If the resulting creature is a normal character race, roll 1d6 to determine the character's new level.

D20	REINCARNATED AS ...
1	Bugbear
2	Centaur
3	Dog or Cat
4	Dwarf
5	Elf
6	Gnoll
7	Goblin
8	Half-orc
9	Harpy
10	Hobgoblin
11	Human
12	Kobold
13	Lizard man
14	Lycanthrope
15	Minotaur
16	Ogre
17	Ogre Mage
18	Orc
19	Troll
20	Wyvern

REMOVE CURSE
Level: Bard 3, Cleric 3, Paladin 3, Magic-User 4
Range: Touch
Duration: Instantaneous

This spell removes one curse from a person or object.

REMOVE FEAR A
Level: Bard 1, Cleric 1
Range: Close (30 ft.)
Duration: 10 minutes; see text

You instill courage in the subject, granting it a +2 bonus against fear effects for 10 minutes. If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell.

REMOVE PARALYSIS E
Level: Cleric 2, Paladin 2
Range: Close (30 ft.)
Duration: Instantaneous

You can free up to four creatures from the effects of paralysis.

REPEL METAL OR STONE E
Level: Druid 8
Range: 60 ft.
Duration: 1 hour

Like *repel wood*, save it repels metal and stone.

REPEL VERMIN E
Level: Bard 4, Cleric 4, Druid 4, Ranger 3
Range: 10 ft.
Duration: 1 hour

An invisible barrier (10-ft. radius) holds back vermin. A vermin with Hit Dice of less than one-third your level cannot penetrate the barrier. A vermin with Hit Dice of one-third your level or more can penetrate the barrier if it succeeds on a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin.

REPEL WOOD A
Level: Druid 6
Range: 60 ft.
Duration: 1 hour

Waves of energy roll forth from you in a 60-ft. line, moving in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range. Wooden objects that are fixed firmly are not affected, but loose objects are. Objects affected by the spell are repelled at the rate of 40 feet per round. Objects that are carried drag those carrying them along. The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere.

REPULSION A
Level: Cleric 7, Magic-User 6
Range: Medium (150 ft.)
Duration: 1 hour

Any creature within the spell's range trying to move toward the caster finds itself moving away, instead.

RESILIENT SPHERE E
Level: Magic-User 4
Range: Close (30 ft.)
Duration: 10 minutes

A globe (1-ft. diameter per level) of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *rod of negation*, a *disintegrate* spell or *dispel magic*. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but the sphere cannot be physically moved.

RESISTANCE E
Level: Bard 0, Cleric 0, Druid 0, Paladin 1, Magic-User 0
Range: Touch
Duration: 1 minute

You imbue the subject with magical energy that protects it from harm, granting it a +1 bonus on saves.

RESIST ENERGY A
Level: Cleric 2, Druid 2, Paladin 2, Ranger 1, Magic-User 2
Range: Touch
Duration: 1 hour

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: Acid, cold, electricity, fire, or sonic. The subject takes only half damage from the energy type chosen. Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

RESTORATION A
Level: Cleric 4, Paladin 4
Range: Touch
Duration: Instantaneous

This spell restores lost levels and ability points. The spell is exhausting to the caster, incapacitating him for 2d10 days.

RESURRECTION
Level: Cleric 7 (Lawful)
Range: Touch
Duration: Instantaneous
Material Component: Holy water and diamonds worth 10,000 gp

This spell (also called *raise dead fully*) raises the dead back to life, in the same manner as the *raise dead* spell. It is, however, considerably more powerful. The person raised from the dead needs no time to recuperate from the experience of death and suffers no other penalties.

REVERSE GRAVITY A
Level: Druid 8, Magic-User 7
Range: Medium (150 ft.)
Duration: 1 minute

The spell reverses gravity in a cubical area approximately 30 ft. x 30 ft. x 30 ft. in size. Anything in the area falls upward until the spell ends, when they fall back down again.

RIGHTEOUS MIGHT E
Level: Cleric 5
Range: Personal
Duration: 1 minute

Your height doubles (per *enlarge person*), you gain a +2 bonus to your Armor Class and can only be hit by magic weapons.

ROPE TRICK A
Level: Magic-User 2
Range: Touch
Duration: 1 hour + 1 turn/level

The caster tosses a rope into the air, and it hangs there, waiting to be climbed. The caster and up to three others can climb the rope and disappear into a small pocket dimension. The rope itself can be pulled into the pocket dimension, or left outside. If it's left outside, someone may steal it.

RUSTING GRASP E
Level: Druid 4
Range: Touch
Duration: 1 round/level

Any iron or iron alloy item you touch becomes instantaneously rusted, pitted, and worthless, effectively destroyed. If the item is so large that it cannot fit within 3 cubic feet, then a 3-cubic foot portion is rusted and destroyed. Magic items made of metal are immune to this spell. Against a ferrous creature, *rusting grasp* deals 3d6 points of damage per successful attack. The spell lasts for 1 round per level, and you can make one *rusting grasp* attack per round.

SPELL DESCRIPTIONS – S

SANCTUARY A
Level: Cleric 1
Range: Touch
Duration: 1 minute

Any opponent attempting to strike or otherwise directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by the spell. If the save fails, the opponent cannot follow through with the attack and loses its turn. This spell does not prevent the warded creature from being attacked or affected by area or effect spells. The subject cannot attack without breaking the spell.

SCARE A
Level: Bard 2, Magic-User 2
Range: Medium (150 ft.)
Duration: As *cause fear*

This spell functions like *cause fear*, except that it effects up to one creature per three caster levels that have fewer than 6 HD to become frightened.

SCINTILLATING PATTERN E
Level: Magic-User 8
Range: Close (30 ft.)
Duration: Concentration + 2 rounds

A twisting pattern of colors weaves through the air, affecting creatures within it. The pattern covers a 20-ft. radius area. The spell affects a total number of Hit Dice of creatures equal to your caster level. Creatures with the fewest HD are affected first. The spell affects each subject according to its Hit Dice. Creatures with 6 HD or less are knocked unconscious for 1d4 rounds. Creatures with 7 to 12 HD are stunned for 1d4 rounds. Creatures with 13 or more HD are *confused* (as the spell) for 1d4 rounds.

SCORCHING RAY E
Level: Magic-User 2
Range: Close (30 ft.)
Duration: Instantaneous

You blast your enemies with fiery rays. You may fire one ray for every five levels beyond 3rd. Each ray is directed at a target within range, who can avoid the ray with a successful Reflex saving throw. Each ray deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all bolts must be aimed at targets within 30 feet of each other and fired simultaneously.

SCREEN E
Level: Magic-User 8
Range: Close (30 ft.)
Duration: 24 hours

This spell combines several elements to create a powerful protection from scrying and direct observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The spell covers an area of 30 cubic feet per level. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed. Attempts to scry the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created.

SCRYING E
Level: Bard 3, Cleric 5, Druid 4, Magic-User 4
Range: See text
Duration: 10 minutes
Spell Focus: Magic-users—finely wrought mirror worth 1,000 gp; clerics—holy water font worth 100 gp; druids—natural pool of water

You can see and hear a creature, which may be any distance away. If the subject succeeds on a Will save, the scrying attempt fails. The difficulty of the save depends on how well you know the subject (from -5 for knowing the subject well to +10 for having no knowledge of them at all) and what sort of physical connection you have to that creature.

CONNECTION	WILL SAVE MODIFIER
Likeness or picture	–2
Possession or garment	–4
Body part, lock of hair, bit of nail, etc.	–10

If the save fails, you can see and hear the subject and the subject's immediate surroundings. The following spells have a 5% chance per caster level of operating through the sensor: *Detect evil*, *detect magic* and *message*.

SCULPT SOUND E
Level: Bard 3
Range: Close (30 ft.)
Duration: 1 hour

You change the sounds that creatures or objects (one per level) make. You can create sounds where none exist, deaden sounds, or transform sounds into other sounds. All affected creatures or objects must be transmuted in the same way. Once the transmutation is made, you cannot change it. A spell caster whose voice is changed is unable to cast spells.

SEARING LIGHT E
Level: Cleric 3
Range: Medium (150 ft.)
Duration: Instantaneous

Focusing divine power like a ray of the sun, you project a ray of light from your open palm. The ray strikes an indicated target within range, who may avoid the ray with a successful Reflex saving throw. A creature struck by this ray of light takes 1d4 points of damage per caster level. An undead creature takes 1d6 points of damage per caster level and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level. A construct or inanimate object takes only 1d3 points of damage per two caster levels.

SECRET CHEST A
Level: Magic-User 5
Range: See text
Duration: Sixty days or until discharged

You hide a chest on the Ethereal Plane for as long as 60 days and can retrieve it at will. If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, you can retrieve it by concentrating and it appears next to you.

The chest must be exceptionally well crafted and expensive, constructed for you by master crafters. The cost of such a chest is never less than 5,000 gp. Once it is constructed, you must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a perfect copy. (The replica costs 50 gp.) You can have but one pair of these chests at any given time. The chests are non-magical and can be fitted with locks, wards, and so on, just as any normal chest can be.

After 60 days on the Ethereal Plane, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is absolutely no way that the large chest can be summoned back, although an extra-planar expedition might be mounted to find it.

SECRET PAGE E
Level: Bard 3, Magic-User 3
Range: Touch
Duration: Permanent
Material Component: Essence of will-o'-wisp

Secret page alters the contents of a page so that they appear to be something entirely different.

SECURE SHELTER E
Level: Bard 4, Magic-User 4
Range: Close (30 ft.)
Duration: 2 hours/level

You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The door, shutters, and even chimney are secure against intrusion, the former two being *wizard locked* and the latter secured by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an *alarm* spell. Finally, an *unseen servant* is conjured to provide service to you for the duration of the shelter. The secure shelter contains rude furnishings: Eight bunks, a trestle table, eight stools, and a writing desk.

SEEMING E
Level: Bard 5, Magic-User 5
Range: Close (30 ft.)
Duration: 12 hours

This spell functions like *change self*, except that you can change the appearance of other people as well (up to one per two levels). Affected creatures resume their normal appearances if slain.

SENDING E
Level: Cleric 4, Magic-User 5
Range: See text
Duration: Instantaneous

You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately.

SEPIA SNAKE SIGIL E
Level: Bard 3, Magic-User 3
Range: Touch
Duration: See text
Material Component: Amber powder worth 500 gp

When you cast *sepia snake sigil*, a small symbol appears in the text of one written work such as a book, scroll, or map. The text containing the symbol must be at least 25 words long. When anyone reads the text containing the symbol, the sepia snake springs into being and strikes the reader, provided there is line of effect between the symbol and the reader.

The target is entitled to a Reflex save to evade the snake's strike. If it succeeds, the sepia snake dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + one day per caster level have elapsed.

While trapped in the field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury.

SEQUESTER E
Level: Magic-User 7
Range: Touch
Duration: 13 days
Material Component: Basilisk eyelash

When cast, this spell not only prevents divination spells from working to detect or locate the creature or object affected by *sequester*, it also renders the affected creature or object invisible to any form of sight or seeing (per the *invisibility* spell). The spell does not prevent the subject from being discovered through tactile means or through the use of devices. Creatures affected by *sequester* become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

SHADES A
Level: Magic-User 9
Range: See text
Duration: See text

This spell functions like *shadow conjuration*, except that it mimics magic-user conjuration spells of 8th level or lower. The illusory conjurations created deal four-fifths (80%) damage to non-believers, and other effects are 80% likely to work against non-believers.

SHADOW CONJURATION A
Level: Bard 4, Magic-User 4
Range: See text
Duration: See text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. Shadow conjuration can mimic any magic-user conjuration spell of 3rd level or lower. Shadow conjurations are actually one-fifth (20%) as strong as the real things, though creatures who believe the shadow conjurations to be real are affected by them at full strength. Any creature that interacts with the conjured object, force, or creature can make a Will save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes 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 the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows. A shadow creature has one-fifth the hit points of a normal creature of its kind.

SHADOW CONJURATION, GREATER A
Level: Magic-User 7
Range: See text
Duration: See text

This spell functions like *shadow conjuration*, except that it can duplicate any magic-user conjuration spell of 6th level or lower. The illusory conjurations that are created deal three-fifths (60%) damage to non-believers, and other effects are 60% likely to work against non-believers.

SHADOW EVOCATION A
Level: Bard 5, Magic-User 5
Range: See text
Duration: See text

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a magic-user evocation spell of 4th level or lower. Spells that deal damage have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows.

SHADOW EVOCATION, GREATER A

Level: Magic-User 8
Range: See text
Duration: See text

This spell functions like *shadow evocation*, except that it enables you to create partially real, illusory versions of magic-user evocation spells of 7th level or lower. If it is recognized as a *greater shadow evocation*, a damaging spell deals only three-fifths (60%) damage.

SHADOW WALK E
Level: Bard 5, Magic-User 6
Range: Touch
Duration: 12 hours

To use the *shadow walk* spell, you must be in an area of shadowy illumination. You and any creature you touch are then transported to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature per level along with you, but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per hour, moving normally in the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane. Because of the blurring of reality between the Shadow Plane and the Material Plane, you cannot make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end.

Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours.

SHAMBLER E
Level: Druid 9
Range: Medium (150 ft.)
Duration: Seven days or seven months; see text

The shambler spell creates 1d4+2 shambling mounds. The creatures aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for seven days unless you dismiss them. If the shamblers are created only for guard duty, however, the duration of the spell is seven months. Shamblers summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared.

SHAPECHANGE A
Level: Druid 9, Magic-User 9
Range: Personal
Duration: 1d6 + 10 turns + 1 turn per level
Spell Focus: Jade circlet worth 1,500 gp placed on head while casting spell

When the caster casts this spell upon himself, he is able to turn at will into any creature. In each form, he gains the characteristics of the creature (much as with the polymorph others spell). Thus, turning into a dragon actually allows the caster to use the dragon's breath weapon. The caster might then choose to turn into a raven, then a frog, and whatever other creatures he might choose. It is not, of course, required that the caster use more than one shape—if he wants to remain as a dragon for the duration of the spell, that's fine.

SHATTER A
Level: Bard 2, Cleric 2, Magic-User 2
Range: Close (30 ft.)
Duration: Instantaneous

Shatter creates a loud, ringing noise that breaks brittle, non-magical objects (up to 1 lb. in weight) in a 5-ft radius; sunders a single solid, non-magical object up to 10 lb. per caster level; or inflicts 1d6 points of damage per level to a crystalline creature.

SHIELD A
Level: Magic-User 1
Range: Personal
Duration: 2 turns

The caster conjures up an invisible shield that interposes itself in front of attacks. The shield improves the caster's Armor Class to 17 against missile attacks and to 15 against melee attacks. If the caster's Armor Class is already better than the spell would grant, the spell has no effect.

SHIELD OF FAITH E
Level: Cleric 1
Range: Touch
Duration: 1 minute

This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 bonus to AC.

SHIELD OTHER E
Level: Cleric 2, Paladin 2
Range: Close (30 ft.)
Duration: 1 hour
Spell Focus: Two platinum rings worth 50 gp, worn by you and subject

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 bonus to AC and a +1 bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (including that dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you.

SHILLELAGH A
Level: Druid 1
Range: Touch
Duration: 1 minute

Your own non-magical club or quarterstaff becomes a weapon with a +1 magic bonus on attack and damage rolls.

SHOCKING GRASP A
Level: Magic-User 1
Range: Touch
Duration: Instantaneous

Your successful melee attack, which ignores armor, deals 1d6 points of electricity damage per caster level. When delivering the jolt, you gain a +3 bonus to hit if the opponent is wearing metal armor (or is made out of metal, carrying a lot of metal, etc.).

SHOCKWAVE E
Level: Magic-User 3
Range: Medium (150 ft.)
Duration: Instantaneous

This spell causes a 20-ft. radius wave of force to explode outward from a point designated by the caster. The wave deals 3d6 points of damage to all creatures within its area, and knocks those who fail a Fortitude save back 1d6 x 3 feet and those who fail a Reflex save prone. Flying creatures take only half damage from the wave and are not knocked prone, but are knocked back 1d6 x 3 feet. There is a 5 foot hole in the centre of this effect's radius, so you may target yourself or an ally with this spell with no adverse effects.

SHOUT E
Level: Bard 4, Magic-User 4
Area: Cone (30 ft.)
Duration: Instantaneous

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful Fortitude save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level.

SHRINK ITEM E
Level: Magic-User 3
Range: Touch
Duration: One day/level; see text
You are able to shrink one non-magical item you can lift to 1/16 of its normal size in each dimension. Objects changed by *shrink item* can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. Even a burning fire and its fuel can be shrunk by this spell.

SILENCE A
Level: Bard 2, Cleric 2
Range: Medium (150 ft.)
Duration: 2 hours

Magical silence falls in a 15 ft. radius around the targeted creature or object, and moves with it. Nothing from this area can be heard outside, no matter how loud.

SIMULACRUM A
Level: Magic-User 7
Range: 0 ft.
Duration: Instantaneous
Material Component: Ruby powder worth 100 gp per HD of simulacrum

The caster creates a duplicate of himself or some other person. The basic form is created from snow and ice, and must then be animated (*animate dead* is an acceptable means). A *limited wish* (along with the actual *simulacrum* spell) is then used to imbue the animated form with intelligence and certain knowledge of the person being simulated. The simulacrum gains 30–60% (1d3 x 10) of the simulated creature's knowledge and experience. The simulacrum follows its creator's orders. It is worthy of note that the simulacrum is not a perfect representation of the original. Side by side, the differences are obvious, and the simulacrum is a magical creature detectable with a *detect magic* spell. If the original of the simulacrum dies, a strange effect begins: The simulacrum begins to gain the knowledge and experience of the dead individual at a rate of 1% per week (to a maximum of 90%).

SKINWALKING E
Level: Assassin 4
Range: Touch
Duration: 1 hour

With this spell, an assassin takes on the semblance of someone they have slain. The target of this spell gains a perfect visual disguise of the slain individual, in addition to their voice and intonation, tics, mannerisms and so on.

SLAY LIVING E
Level: Cleric 5
Range: Touch
Duration: Instantaneous

You can slay any one living creature. You must succeed on a melee attack (ignores armor) to touch the subject, and it can avoid death with a successful Fortitude save. If it succeeds, it instead takes 3d6 points of damage.

SLEEP
Level: Assassin 1, Bard 1, Magic-User 1, Ranger 2
Range: Medium (150 ft.)
Duration: 1 hour

This spell puts 2d6 Hit Dice worth of enemies into an enchanted slumber (no saving throw permitted). The sleeping creatures can be awakened with vigorous shaking, but otherwise slumber for 1 hour.

SLEET STORM E

Level: Druid 3, Magic-User 3
Range: Long (500 ft.)
Duration: 1 minute

Driving sleet blocks all sight (even darkvision) within it and causes the ground in a cylindrical area (40-ft. radius, 20 ft. height) to be icy. A creature can walk within or through the area of sleet at half normal speed with a Reflex save. Failure means it cannot move in that round, while failure by 5 or more means it falls. The sleet extinguishes small fires.

SLOW
Level: Bard 3, Magic-User 3
Range: Medium (150 ft.)
Duration: 30 minutes

In a 60 ft. radius area around the point where the spell is targeted, as many as 24 creatures failing a Will saving throw can only move and attack at half speed (i.e. attack every other round).

SMOKE IMAGE E
Level: Magic-User 0
Range: Close (30 ft.)
Duration: Concentration

This spell shapes existing smoke into any shape, creature or object the spellcaster can visualize. The image is composed entirely of smoke and, if disturbed by any force or action, dissipates back into smoke.

SNARE A
Level: Druid 3, Ranger 2
Range: Touch
Duration: Until triggered or broken

This spell enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast *snare* on it, the object blends with its surroundings. One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle. If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled.

SOFTEN EARTH AND STONE E
Level: Druid 2
Range: Close (30 ft.)
Duration: Instantaneous

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth elemental or stone creatures are not affected.

SOLID FOG E
Level: Magic-User 4
Range: Medium (150 ft.)
Duration: 10 minutes

This spell functions like *fog cloud*, but in addition to obscuring sight, the fog is so thick that any creature attempting to move through it progresses at a speed of 5 feet, regardless of its normal speed, and it takes a –2 penalty on all melee attack and damage rolls. The vapors prevent ranged weapon attacks (except for magic rays and the like). A creature or object that falls into solid fog is slowed, so that each 10 feet of vapor that it passes through reduces falling damage by 1d6. Unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

SONG OF DISCORD E
Level: Bard 5
Range: Medium (150 ft.)
Duration: 1 minute

This spell causes those within a 20 ft. radius spread to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest target each round. (Roll to determine each creature's behavior every round at the beginning of its turn.) A creature that does not attack its nearest neighbor is free to act normally for that round.

SOUL BIND E
Level: Cleric 9, Magic-User 9
Range: Close (30 ft.)
Duration: Permanent
Material Component: Black sapphire worth 1,000 gp per HD of creature whose soul is to be bound

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through *clone*, *raise dead*, *reincarnation*, *resurrection*, *true resurrection*, or even a *miracle* or *wish*. Only by destroying the gem or dispelling the spell can one free the soul.

SOUND BURST E
Level: Bard 2, Cleric 2
Range: Close (30 ft.)
Duration: Instantaneous

You blast an area with a tremendous cacophony. Every creature in a 10 ft. radius area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round.

SPEAK WITH ANIMALS
Level: Bard 3, Cleric 2, Druid 1, Ranger 1
Range: Personal
Duration: 1 hour

You can comprehend and communicate with animals.

SPEAK WITH DEAD A
Level: Cleric 3
Range: 10 ft.
Duration: 3 questions

The caster can ask three questions to a corpse, and it will answer, although the answers might be cryptic. Only higher-level clerics have enough spiritual power to command answers of long-dead corpses. Clerics lower than 8th level can only gain answers from bodies that have been dead 1d4 days. Clerics level 8-14 can speak to corpses that have been dead 1d4 months. Clerics of level 15+ can gain answers from a corpse of any age, including thousand-year old relics (as long as the body is still relatively intact). Take note that there's a die roll involved here: for example, a 7th level cleric attempting to speak with a 2 day old corpse might still fail, his 1d4 roll might indicate that he can only to a 1 day old corpse with this attempt at the spell.

SPEAK WITH PLANTS
Level: Bard 4, Cleric 3, Druid 3, Ranger 2
Range: Personal
Duration: 1 hour

The caster can speak with and understand the speech of plants. Plants that are smaller than trees will obey his commands, moving aside when requested, etc.

SPECTRAL FORCE A
Level: Bard 3, Magic-User 3
Range: Long (500 ft.)
Duration: Concentration + 3 rounds

This spell functions like *phantasmal force*, except that sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range. The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

SPECTRAL HAND E
Level: Magic-User 2
Range: Medium (150 ft.)
Duration: 1 minute

A ghostly, glowing hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. The hit points can be healed as normal. For as long as the spell lasts, any touch range spell of 4th level or lower that you cast can be delivered by the spectral hand. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if the hand goes beyond the spell range, goes out of your sight, the hand returns to you and hovers. The hand is incorporeal and thus cannot be harmed by normal weapons. It has your save bonuses, an AC of 20 and 1d4 hit points, the same number that you lost in creating it.

SPELL IMMUNITY A
Level: Cleric 4
Range: Touch
Duration: 1 hour

The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4th level or lower. The warded creature effectively has unbeatable magic resistance regarding the specified spell or spells. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks. A creature can have only one *spell immunity* or *greater spell immunity* spell in effect on it at a time.

SPELL IMMUNITY, GREATER E
Level: Cleric 8
Range: Touch
Duration: 1 hour

This spell functions like *spell immunity*, except the immunity applies to spells of 8th level or lower. A creature can have only one *spell immunity* or *greater spell immunity* spell in effect on it at a time.

SPELLSTAFF E
Level: Druid 6
Range: Touch
Duration: Permanent until discharged

You store one spell that you can normally cast in a wooden quarterstaff. Only one such spell can be stored in a staff at a given time, and you cannot have more than one *spellstaff* at any given time. You can cast a spell stored within a staff just as though it were among those you had prepared, but it does not count against your normal allotment for a given day.

SPELL TURNING E
Level: Magic-User 7
Range: Personal
Duration: Until expended or 1 hour

Spells targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. *Spell turning* also fails to stop ray spells.

From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

If a spell is rebound between two spell casters under the effect of spell turning, roll randomly to determine the result.

D%	EFFECT
01–70	Spell drains away without effect.
71–80	Spell affects both of you equally at full effect.
81–97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98–100	Both of you go through a rift into another plane.

SPIDER CLIMB A
Level: Assassin 2, Druid 2, Magic-User 2
Range: Touch
Duration: 30 minutes

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet.

SPIKE GROWTH E
Level: Druid 3, Ranger 2
Range: Medium (150 ft.)
Duration: 1 hour

Any ground-covering vegetation in the spell's area (20 square feet per level) becomes very hard and sharply pointed without changing its appearance. In areas of bare earth, roots and rootlets act in the same way. Typically, *spike growth* can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area. Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by one-half. This speed penalty lasts for 24 hours or until the injured creature is healed.

SPIKE STONES E
Level: Druid 4
Range: Medium (150 ft.)
Duration: 10 hours

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background. *Spike stones* impede progress through an area (20 square feet per level) and deals damage. Any creature moving on foot into or through the spell's area moves at half speed.

In addition, each creature moving through the area takes 1d8 points of piercing damage for each 5 feet of movement through the spiked area. Any creature that takes damage from this spell must also succeed on a Reflex save to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a *cure* spell.

SPIRITUAL HAMMER A
Level: Cleric 2
Range: Medium (150 ft.)
Duration: 3 rounds

A war hammer springs into existence and attacks opponents as you direct it, dealing 1d8 points of damage per hit. The attacks use your attack bonus.

STATUE A
Level: Magic-User 7
Range: Touch
Duration: 24 hours

A *statue* spell turns the subject to solid stone, along with any garments and equipment worn or carried. In statue form, the subject gains the hardness of stone. The subject retains its own hit points. The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage. The subject of a *statue* spell can return to its normal state, act, and then return instantly to the statue state if it so desires, as long as the spell is still in effect.

STATUS E
Level: Cleric 2
Range: Touch
Duration: 3 hours

When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition. The spell effects one creature per three caster levels, all of whom must be touched by the spell caster. You are aware of direction and distance to the creatures and any conditions affecting them. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

STICKS TO SNAKES
Level: Cleric 4, Druid 4
Range: 60 ft.
Duration: 1 hour

The caster may turn as many as 2d8 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow his commands, but turn back into sticks at the end of the spell (or when killed).

STINKING CLOUD E
Level: Magic-User 3
Range: Medium (150 ft.)
Duration: 1 minute

Stinking cloud creates a bank of fog like that created by *fog cloud*, except that the vapors are nauseating. Living creatures in the cloud are sickened (Fortitude saving throw negates, see Conditions in Rules of Play). These effects last as long as the character is in the cloud and for 1d4+1 rounds after he or she leaves the cloud. Those who succeed at their saves but remain in the cloud must continue to save each round.

STOMP E
Level: Magic-User 2
Area: 20 ft. radius
Duration: Instantaneous

Your foot stomp precipitates a shock wave that travels along the ground, toppling creatures and loose objects. The shock wave affects only creatures standing on the ground within the spell's area. Creatures that fail a Reflex save are thrown to the ground and take 1d4 points of damage.

STONE SHAPE A
Level: Cleric 3, Druid 3, Magic-User 4
Range: Touch
Duration: Instantaneous

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply does not work.

STONESKIN E
Level: Druid 5, Magic-User 4
Range: Touch
Duration: 1 hour or until discharged
Material Component: Diamond dust worth 250 gp

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject takes no damage from anything softer than adamantine. Once the spell has prevented a total of 10 points of damage per caster level, it is discharged.

STONE TELL A
Level: Druid 6
Range: Personal
Duration: 10 minutes

You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed by them.

STONE TO FLESH
Level: Magic-User 6
Range: Medium (150 ft.)
Duration: Instantaneous

This spell transforms stone into flesh, reversing the *flesh to stone* spell.

STORM OF VENGEANCE E
Level: Cleric 9, Druid 9
Range: Long (500 ft.)
Duration: Concentration (maximum 10 rounds)

This spell creates an enormous black storm cloud 360 feet in radius. Lightning and crashing claps of thunder appear within the storm. Each creature beneath the cloud must succeed on a Fortitude save or be deafened for 1d4 x 10 minutes. If you do not maintain concentration on the spell after casting it, the spell ends. If you continue to concentrate, the spell generates additional effects in each following round, as noted below. Each effect occurs during your turn.

During the second round, acid rains down into the area, dealing 1d6 points of acid damage (no save). In the third round, you call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage (reflex halves). In the fourth round, hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save). In the fifth through tenth rounds, violent rain and wind gusts reduce visibility.

The rain obscures all sight beyond 5 feet. Attacking enemies more than 5 feet away in the rain is done with a -6 penalty to hit. Creatures farther away have total concealment (-10 to hit). Speed is reduced by three-quarters. Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Will saving throw.

STRENGTH A
Level: Cleric 2, Druid 2, Paladin 2, Magic-User 2
Range: Touch
Duration: 1 hour

The spell grants the subject an 18 strength. This cannot be made permanent.

SUGGESTION A
Level: Bard 2, Magic-User 3
Range: Close (30 ft.)
Duration: 1 week

The caster speaks a hypnotic *suggestion* to his intended victim. If the victim fails a Will saving throw, he will carry out the suggestion as long as it can be performed within a week. The suggestion might not call for the action to be carried out immediately. A *suggestion* that the victim kill himself is only 1% likely to be obeyed.

SUGGESTION, MASS A
Level: Bard 5, Magic-User 6
Range: Medium (150 ft.)
Duration: 1 hour/level or until completed

As suggestion, except that it effects one creature per level. All creatures receive a Will saving throw to ignore the caster's suggestion.

SUMMON INSTRUMENT E
Level: Bard 0
Range: 0 ft.
Duration: 1 minute

This spell summons one handheld musical instrument of your choice. This instrument appears in your hands or at your feet (your choice). The instrument is typical for its type. Only one instrument appears per casting, and it will play only for you. You can't summon an instrument too large to be held in two hands.

SUMMON MONSTER I A
Level: Bard 1, Cleric 1, Magic-User 1
Range: Close (30 ft.)
Duration: 6 rounds

The caster summons allies, who serve him until slain or until the duration of the spell expires. The caster can summon 1d2 CL 0 creatures, or one CL 1 creature. Casters cannot summon creatures of opposed alignment. Lawful (Good) casters can summon creatures with the Celestial template (see Monsters), and Chaotic (Evil) casters can summon creatures with the Fiendish template, though these templates often increase a monster's challenge level.

SUMMON MONSTER II A
Level: Bard 2, Cleric 2, Magic-User 2

The caster summons allies, who serve him until slain or until the duration of the spell expires. The caster can summon 1d4 CL 0 creatures, 1d2 CL 1 creatures or one CL 2 creature. Casters cannot summon creatures of opposed alignment. Lawful (Good) casters can summon creatures with the Celestial template (see Monsters), and Chaotic (Evil) casters can summon creatures with the Fiendish template, though these templates often increase a monster's CL.

SUMMON MONSTER III A
Level: Bard 3, Cleric 3, Magic-User 3

The caster summons allies, who serve him until slain or until the duration of the spell expires. The caster can summon 1d6 CL 0 creatures, 1d4 CL 1 creatures, 1d2 CL 2 creatures or one CL 3 creature. Casters cannot summon creatures of opposed alignment. Lawful (Good) casters can summon creatures with the Celestial template (see Monsters), and Chaotic (Evil) casters can summon creatures with the Fiendish template, though these templates often increase a monster's challenge level.

SUMMON MONSTER IV A
Level: Bard 4, Cleric 4, Magic-User 4

The caster summons allies, who serve him until slain or until the duration of the spell expires. The caster can summon 1d6 CL 1 creatures, 1d4 CL 2 creatures, 1d2 CL 3 creatures or one CL 4 creature. Casters cannot summon creatures of opposed alignment. Lawful (Good) casters can summon creatures with the Celestial template (see Monsters), and Chaotic (Evil) casters can summon creatures with the Fiendish template, though these templates often increase a monster's challenge level.

SUMMON MONSTER V A
Level: Bard 5, Cleric 5, Magic-User 5

The caster summons allies, who serve him until slain or until the duration of the spell expires. The caster can summon 1d6 CL 2 creatures, 1d4 CL 3 creatures, 1d2 CL 4 creatures or one CL 5 creature. Casters cannot summon creatures of opposed alignment. Lawful (Good) casters can summon creatures with the Celestial template (see Monsters), and Chaotic (Evil) casters can summon creatures with the Fiendish template, though these templates often increase a monster's challenge level.

SUMMON MONSTER VI A
Level: Bard 6, Cleric 6, Magic-User 6

The caster summons allies, who serve him until slain or until the duration of the spell expires. The caster can summon 1d6 CL 3 creatures, 1d4 CL 4 creatures, 1d2 CL 5 creatures or one CL 6 creature. Casters cannot summon creatures of opposed alignment. Lawful (Good) casters can summon creatures with the Celestial template (see Monsters), and Chaotic (Evil) casters can summon creatures with the Fiendish template, though these templates often increase a monster's challenge level.

SUMMON MONSTER VII A
Level: Cleric 7, Magic-User 7

The caster summons allies, who serve him until slain or until the duration of the spell expires. The caster can summon 1d6 CL 4 creatures, 1d4 CL 5 creatures, 1d2 CL 6 creatures or one CL 7 creature. Casters cannot summon creatures of opposed alignment. Lawful (Good) casters can summon creatures with the Celestial template (see Monsters), and Chaotic (Evil) casters can summon creatures with the Fiendish template, though these templates often increase a monster's challenge level.

SUMMON MONSTER VIII A
Level: Cleric 8, Magic-User 8

The caster summons allies, who serve him until slain or until the duration of the spell expires. The caster can summon 1d6 CL 4 creatures, 1d4 CL 5 creatures, 1d2 CL 6 creatures or one CL 7 creature. Casters cannot summon creatures of opposed alignment. Lawful (Good) casters can summon creatures with the Celestial template (see Monsters), and Chaotic (Evil) casters can summon creatures with the Fiendish template, though these templates often increase a monster's challenge level.

SUMMON MONSTER IX A
Level: Cleric 9, Magic-User 9

The caster summons allies, who serve him until slain or until the duration of the spell expires. The caster can summon 1d6 CL 5 creatures, 1d4 CL 6 creatures, 1d2 CL 7 creatures or one CL 8 creature. Casters cannot summon creatures of opposed alignment. Lawful (Good) casters can summon creatures with the Celestial template (see Monsters), and Chaotic (Evil) casters can summon creatures with the Fiendish template, though these templates often increase a monster's challenge level.

SUMMON NATURE'S ALLY I (ANIMAL SUMMONING I) A
Level: Druid 1, Ranger 1
Range: Close (30 ft.)
Duration: 1 round/level

As *summon monster I*, save it only summons animals, fey, plants and vermin.

SUMMON NATURE'S ALLY II (ANIMAL SUMMONING II) A
Level: Druid 2, Ranger 2

As *summon monster II*, save it only summons animals, fey, plants and vermin.

SUMMON NATURE'S ALLY III (ANIMAL SUMMONING III) A
Level: Druid 3, Ranger 3

As *summon monster III*, save it only summons animals, fey, plants and vermin.

SUMMON NATURE'S ALLY IV A
Level: Druid 4, Ranger 4

As *summon monster IV*, save it only summons animals, fey, plants and vermin.

SUMMON NATURE'S ALLY V A
Level: Druid 5

As *summon monster V*, save it only summons animals, fey, plants and vermin.

SUMMON NATURE'S ALLY VI A
Level: Druid 6

As *summon monster VI*, save it only summons animals, fey, plants and vermin.

SUMMON NATURE'S ALLY VII A
Level: Druid 7

As *summon monster VII*, save it only summons animals, fey, plants and vermin.

SUMMON NATURE'S ALLY VIII A
Level: Druid 8

As *summon monster VIII*, save it only summons animals, fey, plants and vermin.

SUMMON NATURE'S ALLY IX A
Level: Druid 9

As *summon monster IX*, save it only summons animals, fey, plants and vermin.

SUMMON SWARM A E
Level: Bard 2, Druid 2, Magic-User 2
Range: Close (30 ft.)
Duration: Concentration + 2 rounds

You summon a swarm of bats, rats, or spiders (see Monsters), which attacks all other creatures within its area. If no living creatures are within the swarm's area, it attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel.

SUNBEAM A E
Level: Druid 7
Range: 60 ft. long beam
Duration: 1 minute or until all beams are fatigued
For the duration of this spell, you can use evoke a one dazzling beam of intense light per three levels each round. The spell ends when its duration runs out or your allotment of beams is fatigued. Each creature in the beam is blinded and takes 4d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the beam takes 1d6 points of damage per caster level, or half damage if a Reflex save is successful. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light if it fails its save. The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

SUNBURST E
Level: Druid 8, Magic-User 8
Range: Long (500 ft.)
Duration: Instantaneous

Sunburst causes an 80-ft. radius globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the globe takes 1d6 points of damage per caster level, or half damage if a Reflex save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fails its save. The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Sunburst dispels any darkness spells or effects lower than 9th level.

SURELIFE E
Level: Cleric 8
Range: Personal
Duration: 10 minutes

This spell allows the caster to protect herself against some condition that would ordinarily cause certain death. The character can only protect herself against a natural occurrence or condition, not against a spell or the action of a creature. The character must specify the condition against which he or she wishes to protect him or herself, and the spell is effective only against that condition. Should the character be subjected to that condition during the duration of the spell, he or she feels no discomfort and takes no damage from the condition. However, the spell does not protect any items carried on the caster's person. At the end of the spell's duration, the condition has full normal effects if the character is still subjected to it.

SYMBOL OF DEATH A
Level: Cleric 8, Magic-User 8
Range: 0 ft.
Duration: Permenant until discharged
Material Component: Mercury, phosphorous, diamond and opal dust worth at least 10,000 gp

A symbol spell creates a deadly magical trap, written into the shape of a divine rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. *Symbol of death* deals 80 points of damage. A *symbol of death* can be *dispelled*, but not *erased*.

SYMBOL OF FEAR A
Level: Cleric 6, Magic-User 6
Range: 0 ft.
Duration: Permenant until discharged
Material Component: Mercury, phosphorous, diamond and opal dust worth at least 1,000 gp

This spell functions like *symbol of death*, except that it acts as a *fear* spell.

SYMBOL OF INSANITY A
Level: Cleric 8, Magic-User 8
Range: 0 ft.
Duration: Permenant until discharged
Material Component: Mercury, phosphorous, diamond and opal dust worth 5,000 gp

This spell functions like *symbol of death*, except that up to 100 HD of creatures are driven insane by a curse (per *insanity*).

SYMBOL OF PAIN A
Level: Cleric 5, Magic-User 5
Range: 0 ft.
Duration: Permenant until discharged
Material Component: Mercury, phosphorous, diamond and opal dust worth at least 1,000 gp

This spell functions like *symbol of death*, except that the victim suffers wracking pains that impose a -4 penalty on attack rolls and saving throws. These effects last for 1 hour after the creature moves farther than 60 feet from the symbol.

SYMBOL OF PERSUASION A
Level: Cleric 6, Magic-User 6
Range: 0 ft.
Duration: Permenant until discharged
Material Component: Mercury, phosphorous, diamond and opal dust worth at least 5,000 gp

This spell functions like *symbol of death*, except that the victim becomes charmed by the caster (as the *charm monster* spell) for 1 day.

SYMBOL OF SLEEP A
Level: Cleric 5, Magic-User 5
Range: 0 ft.
Duration: Permenant until discharged
Material Component: Mercury, phosphorous, diamond and opal dust worth at least 1,000 gp

This spell functions like *symbol of death*, except that it casts a *sleep* spell affecting double the normal number of creatures and with double the normal duration.

SYMBOL OF STUNNING A
Level: Cleric 7, Magic-User 7
Range: 0 ft.; see text
Duration: Permenant until discharged
Material Component: Mercury, phosphorous, diamond and opal dust worth at least 5,000 gp
This spell functions like *symbol of death*, except that 150 HD of creatures are affected as per a *power word, stun*.

SYMBOL OF WEAKNESS E
Level: Cleric 7, Magic-User 7
Range: 0 ft.; see text
Duration: Permenant until discharged
Material Component: Mercury, phosphorous, diamond and opal dust worth at least 5,000 gp

This spell functions like *symbol of death*, except that every creature within 60 feet suffers 3d6 points of strength damage for 1 hour.

SYMPATHETIC VIBRATION E
Level: Bard 6
Range: Touch
Duration: Up to 10 rounds

By attuning yourself to a freestanding structure you can create a damaging vibration within it. Once the vibration begins, a 10-ft. cubic portion of the structure must pass a saving throw each round or crack and crumble. Use the saving throw value of the weakest structural component of the structure. Sympathetic vibration cannot affect creatures, including constructs.

SYMPATHY A
Level: Druid 9, Magic-User 8
Range: Close (30 ft.)
Duration: 1 day
Material: Pearl dust worth 1,500 gp

You cause an object or location (a chamber, cavern, castle) to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically (i.e. bugbears or neutral evil creatures). Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If the creature passes a Will save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6 x 10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

SPELL DESCRIPTIONS – T

TELEKINESIS
Level: Magic-User 5
Range: Long (500 ft.)
Duration: Concentration (up to 1 round/ level) or instantaneous

You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single violent thrust.

SUSTAINED FORCE: A sustained force moves an object weighing no more than 25 pounds per caster level up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with magic resistance. You must concentrate while using this version of the spell. The spell ends if the object is forced beyond the range. An object can also be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, etc.

COMBAT MANEUVER: Alternatively, once per round, you can use *telekinesis* to perform a bull rush, disarm, grapple or trip. Use your caster level in place of your attack bonus and your intelligence (for magic-users) or charisma (for sorcerers) modifier in place of your strength or dexterity modifier. You must concentrate the entire time you are using this version of the spell.

VIOLENT THRUST: Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature per caster level that is within range toward any target within range. You can hurl up to a total weight of 25 pounds per caster level. You must succeed on attack rolls to hit the target with the items, using your attack bonus plus your intelligence (for magic-users) or charisma (for sorcerers) modifier in place of your dexterity modifier. Weapons cause standard damage. Other objects cause 1d6 points of damage per 25 pounds.

TELEKINETIC SPHERE E
Level: Magic-User 8
Range: Close (30 ft.)
Duration: 1 minute/level

This spell functions like *resilient sphere*, with the addition that the creatures or objects inside the globe are nearly weightless. You can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less. The telekinetic control extends from you out to medium range after the sphere has succeeded in encapsulating its contents. You can move the sphere as much as 30 feet in a round.

TELEPATHIC BOND E
Level: Magic-User 5
Range: Close (30 ft.)
Duration: 1 hour

You forge a *telepathic bond* among yourself and a number of willing creatures equal to 1 + 1 per 3 levels, each of which must have an intelligence score of 3 or higher and be within range when you cast the spell. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another). If desired, you may leave yourself out of the telepathic bond forged. This decision must be made at the time of casting.

TELEPORT
Level: Magic-User 5
Range: Personal and touch
Duration: Instantaneous

This spell transports the caster or another person to a destination that the caster knows (at least knowing what it looks like from a picture or a map). Success depends on how well the caster knows the targeted location, as follows:

1. If the caster has only seen the location in a picture or through a map (i.e., his knowledge is not based on direct experience), there is only a 25% chance of success, and failure means death, for the traveler's soul is lost in the spaces between realities.

2. If the caster has seen but not studied the location, there is a 20% chance of error. If there is an error, there is a 50% chance that the traveler arrives, 1d10 x 10 ft. below the intended location (with death resulting from arrival within a solid substance). If the error is high (over the 50% chance for a "low" arrival) the traveler arrives 1d10 x 10 ft. over the targeted location, probably resulting in a deadly fall.

3. If the caster is well familiar with the location, or has studied it carefully, there is only a 5% chance of error; a 1 in 6 chance of teleporting low, otherwise high. In either case, the arrival is 1d4 x 10 ft. high or low.

TELEPORT WITHOUT ERROR (GREATER TELEPORT) E
Level: Magic-User 7
Range: Personal and touch
Duration: Instantaneous

This spell functions like *teleport*, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Inter-planar travel is not possible.

TELEPORTATION CIRCLE E
Level: Magic-User 9
Range: 0 ft.
Duration: 3 hours
Material Component: Amber dust worth 1,000 gp

You create a circle on the floor or other horizontal surface that teleports, as *teleport without error*, any creature who stands on it to a designated spot. The spell fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane. The circle itself is subtle and nearly impossible to notice. If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way.

TEMPORAL STASIS A
Level: Magic-User 8
Range: Touch
Duration: Permanent
Material Component: Powder of diamond, emerald, ruby and sapphire dust worth at least 5,000 gp

With a successful melee attack, you place the subject into a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed (such as by a successful *dispel magic* spell or a *freedom* spell).

THOUGHT SHIELD E
Level: Magic-User 2
Range: Personal
Duration: 1 round

You fortify your mind against intrusions, gaining magic resistance 15% against all mind-affecting spells and special abilities. If you have this spell memorized, you can cast it when it is not your turn with a single utterance, including just before an opponent attacks you.

TIME STOP A
Level: Magic-User 9
Range: Personal
Duration: 1d4+1 rounds (apparent time); see text

The caster stops the passage of time in a radius about 15 ft around himself (the time-stopped area does not thereafter move with the caster). Any creatures within this area are suspended in time, unable to act. The caster is not stopped in time while in the area or beyond.

TINY HUT A
Level: Bard 3, Magic-User 3
Range: 20 ft. radius sphere centered on caster
Duration: 10 hours

You create an unmoving, opaque sphere of force of any color you desire around yourself to serve as a little sanctum. Half the sphere projects above the ground, and the lower hemisphere of the sphere passes through the ground, thus protecting you from burrowing creatures. As many as nine other characters can fit into the "hut" with you; they can freely pass into and out of the hut without harming it. However, if you remove yourself from the hut, the spell ends. The tiny hut is opaque from the outside, but transparent from within.

TONGUES A
Level: Bard 2, Cleric 4, Magic-User 3
Range: Touch
Duration: 1 hour

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature.

TOUCH OF FATIGUE E
Level: Magic-User 0
Range: Touch
Duration: 1 round

Your touch leaves your target fatigued for the spell's duration.

TOUCH OF IDIOCY E
Level: Magic-User 2
Range: Touch
Duration: 1 hour

Your touch applies a 1d6 penalty to the target's intelligence, wisdom and charisma scores. This penalty cannot reduce any of these scores below 1. For monsters, just reduce their intelligence by one level (i.e. average to low) and impose a -2 penalty on their Will saves.

TOWER OF IRON WILL A
Level: Magic-User 5
Range: 10-ft. radius centered on you
Duration: 1 round

You generate a bastion of thought so strong that it offers protection to you and everyone around you, improving the self-control of all. You and all creatures in the spell's area gain magic resistance 45% against all mind-affecting spells and special abilities. If you have this spell memorized, you can cast it when it is not your turn with a single utterance, including just before an opponent attacks you.

TRANSFORMATION A
Level: Magic-User 6
Range: Personal
Duration: 10 rounds
Material Components: *Potion of strength*

You become a virtual fighting machine. Your mind-set changes so that you relish combat and you cannot cast spells, even from magic items. You fight as a fighter of your character level. This spell requires you to drink a *potion of strength* as you cast the spell.

TRANSMUTE METAL TO WOOD A
Level: Druid 7
Range: Long (500 ft.)
Duration: Instantaneous

This spell enables you to change all metal objects within 40 ft. of the caster into wood. A magic object can make a saving throw to resist. Artifacts cannot be so transmuted. Weapons converted from metal to wood act as clubs or staves. The armor bonus of any armor converted from metal to wood is reduced by 2, and armor changed by this spell loses an additional point of armor bonus every time it is struck with a natural attack roll of 19 or 20.

TRANSMUTE MUD TO ROCK
Level: Druid 5, Magic-User 5
Range: Medium (150 ft.)
Duration: Permanent

Reverses *transmute rock to mud*.

TRANSMUTE ROCK TO MUD
Level: Druid 5, Magic-User 5
Range: Medium (150 ft.)
Duration: Permanent; see text

This spell transmutes rock (and any other form of earth, including sand) into mud. An area of roughly 300 ft. x 300 ft. becomes a mire, reducing movement to 10% of normal.

TRANSPORT VIA PLANTS A
Level: Druid 6
Range: Unlimited
Duration: 1 round

You can enter any normal tree plant (medium or larger size, but not plant creatures) and pass any distance to a plant of the same kind in a single round, regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to you, but must be alive. If you are uncertain of the location of a particular kind of destination plant, you need merely designate direction and distance and the *transport via plants* spell moves you as close as possible to the desired location. You may also bring one additional willing medium or smaller creature or its equivalent per three caster levels. The destruction of an occupied plant slays you and any creatures you have brought along, and ejects the bodies and all carried objects from the tree.

TRAP THE SOUL A
Level: Magic-User 8
Range: Close (30 ft.)
Duration: Permanent; see text

Trap the soul forces a creature's life force and its material body into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. If the trapped creature is a powerful creature from another plane it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem is broken. The spell can be triggered in one of two ways:

SPELL COMPLETION: The spell can be completed by speaking its final word as if you were casting a regular spell at the subject. This allows magic resistance and a Will save to avoid the effect. If the creature's name is spoken as well, any resistance is ignored and the save is made at -2. If the

save or resistance is successful, the gem shatters.

TRIGGER OBJECT: The second method is 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 enspelled. 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 magic resistance or a save.

Before the actual casting of trap the soul, you must procure a gem of at least 1,000 gp value for every Hit Die possessed by the creature to be trapped. If the gem is not valuable enough, it shatters when the entrapment is attempted.

TREE SHAPE A
Level: Druid 2, Ranger 3
Range: Personal
Duration: 3 hours

By means of this spell, you are able to assume the form of a large tree or shrub. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal senses and tests (knocking, introducing you to a squirrel) you are a tree or shrub.

While in tree form, you can observe all that transpires around you just as if you were in your normal form and your hit points and save bonuses remain unaffected. You gain a +5 bonus to AC but have an effective dexterity score of 0 and a speed of 0 feet. All gear carried changes as well.

TREE STRIDE E
Level: Druid 5, Ranger 4
Range: Personal
Duration: 10 hours or until expended; see text

You gain the ability to enter trees and move from inside one tree to inside another tree. The first tree you enter and all others you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

TYPE OF TREE	TRANSPORT RANGE
Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet
All other trees	500 feet

You may move into a tree up to one time per caster level (passing from one tree to another tree counts only as moving into one tree). The spell lasts until the duration expires or you exit a tree. Each transport is a full-round action.

You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

TRUE CREATION E
Level: Cleric 8
Range: 0 ft.
Duration: Instantaneous

The caster creates a nonmagical object of any sort of matter. Items created are permanent and cannot be negated by dispelling magics or negating powers. For all intents and purposes, these items are completely real. The volume of the item created cannot exceed 1 cubic foot per caster level. The caster must succeed at an appropriate skill check to make a complex item. Unlike the items brought into being by the lower-level spells *minor creation* and *major creation*, objects created by the casting of *true creation* can be used as a material component or spell focus for spells.

TRUE RESURRECTION E
Level: Cleric 9 (Lawful)
Range: Touch
Duration: Instantaneous
Material Component: Holy water and diamonds worth 25,000 gp

This spell functions like *raise dead*, except that you can resurrect a creature that has been dead for as long as 10 years per caster level. This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

The creature is immediately restored to full hit points, vigor, and health, with no loss of level or constitution points or prepared spells. You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also resurrect elementals or outsiders, but it cannot resurrect constructs or undead creatures. Even *true resurrection* cannot restore to life a creature that has died of old age.

TRUE SEEING A
Level: Cleric 5, Druid 7, Magic-User 6
Range: Touch
Duration: 1 minute/level
Material Component: Ointment for the eyes composed of mushroom powder, saffron and fat worth 250 gp

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. The subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces).

TRUE STRIKE E
Level: Assassin 1, Magic-User 1
Range: Personal
Duration: See text

Your next single attack roll (if it is made before the end of the next round) gains a +10 bonus to hit.

TWO DIMENSIONAL A
Level: Magic-User 8
Range: Personal
Duration: 10 minutes

This spell allows the spell caster to exist in only two dimensions, height and width. With no depth, the spell caster is functionally invisible to people looking at him from the side (they have but a 10% chance of noticing him, and only a 1% chance if he is trying to avoid detection and standing still). When so turned, the magic-user enjoys a +10 bonus to Armor Class against ranged attacks and thrusting weapons. The two dimensional spell caster can also move through very narrow cracks, provided they are high enough.

SPELL DESCRIPTIONS – U

ULTRABLAST E
Level: Magic-User 7
Range: 15 ft. radius
Duration: Instantaneous

You psychically "grumble" and then release a horrid shriek from your subconscious that disrupts the brains of all enemies in the power's area, dealing 13d6 points of damage to each enemy.

UNDEATH TO DEATH E
Level: Cleric 6, Magic-User 6
Range: 150 ft. radius
Duration: Instantaneous
Material Component: Diamond powder worth 500 gp

This spell functions like *circle of death*, except that it destroys undead creatures within 40 feet.

UNDETECTABLE ALIGNMENT E
Level: Assassin 2, Bard 1, Cleric 2, Paladin 2
Range: Close (30 ft.)
Duration: 24 hours

An *undetectable alignment* spell conceals the alignment of an object or a creature from all forms of divination.

UNHALLOW E
Level: Cleric 5 (Chaotic), Druid 5
Range: Touch
Duration: Instantaneous

Unhallow is the reverse of *hallow*.

UNHOLY AURA E
Level: Cleric 8 (Chaotic)
Range: 20 ft.
Duration: 1 round/level

Unholy aura is the reverse of *holy aura*.

UNHOLY SMITE E
Level: Cleric 4 (Chaotic)
Range: Medium (150 ft.)
Duration: Instantaneous (1d4 rounds); see text

You call up unholy power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness. Only Lawful (Good) and Neutral creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels to a Lawful creature (or 1d6 per caster level to a Lawful outsider) and causes it to be sickened for 1d4 rounds. A successful Will save reduces damage to half and negates the sickened effect. The effects cannot be negated by *cure disease* or *heal*, but *remove curse* is effective. The spell deals only half damage to Neutral creatures and they are not sickened. Such a creature can reduce the damage in half again (down to one-quarter) with a successful Will save.

UNHOLY WORD A
Level: Cleric 7 (Chaotic)
Range: 40 ft. radius
Duration: Instantaneous

As holy word, save it effects Lawful (Good) creatures rather than Chaotic (Evil) creatures.

UNSEEN SERVANT A
Level: Bard 1, Magic-User 1
Range: Close (30 ft.)
Duration: 1 hour

An *unseen servant* is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It has an effective strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a saving throw. Its speed is 15 feet.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

SPELL DESCRIPTIONS – V

VAMPIRIC TOUCH E
Level: Magic-User 3
Range: Touch
Duration: Instantaneous/1 hour; see text

Your touch deals 1d6 points of damage per two caster levels. You gain temporary hit points equal to the damage you deal. However, you cannot gain more than the subject's current hit points +10, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

VANISH A
Level: Magic-User 7
Range: Touch

This spell functions like *teleport*, except that it teleports an object up to 50 lb./level and up to 3 cu. ft./level. Creatures and magical forces cannot be teleported. If desired, the target object can be sent to a distant location on the Ethereal Plane. In this case, the point from which the object was

teleported remains faintly magical until the item is retrieved. A successful targeted *dispel magic* cast on that point brings the vanished item back from the Ethereal Plane.

VEIL A
Level: Bard 6, Magic-User 6
Range: Long (500 ft.)
Duration: Concentration + 10 hours

You instantly change the appearance of the one or more subjects within 30 feet and then maintain that appearance for the spell's duration. You can make the subjects appear to be anything you wish. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. Unwilling targets can negate the spell's effect on them by making Will saves or with magic resistance. Those who interact with the subjects can attempt will disbelief saves to see through the glamer, but magic resistance does not help.

VENOM TOUCH E
Level: Assassin 2
Range: Touch
Duration: Instantaneous

Your hands are infused with a paralyzing poison (i.e. poison II). With a successful melee attack, you infect the victim with the poison.

VENTRILOQUISM
Level: Bard 1, Magic-User 1
Range: Close (30 ft.)
Duration: 10 minutes

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

VIRTUE E
Level: Cleric 0, Druid 0, Paladin 1
Range: Touch
Duration: 1 minute

The subject gains 1 temporary hit point.

VISION A
Level: Magic-User 7
Range: Personal
Duration: Instantaneous

This spell functions like *legend lore*, except that it works instantly.

SPELL DESCRIPTIONS – W

WAIL OF THE BANSHEE E
Level: Magic-User 9
Range: Close (30 ft.)
Duration: Instantaneous

You emit a terrible scream that kills creatures that hear it (except for yourself) within 40 feet. Creatures closest to the point of origin are affected first. A Fortitude save is permitted to resist the death effect.

WALL OF FIRE
Level: Druid 5, Magic-User 4
Range: Medium (150 ft.)
Duration: Concentration

A wall of fire flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage (no saving throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60 ft. long and 20 ft. high, or a circular wall with a 15 ft. radius, also 20 ft. high.

WALL OF FORCE A
Level: Magic-User 5
Range: Close (30 ft.)
Duration: 1 minute

A *wall of force* spell creates an invisible wall of force whose area is up to one 10-ft. square/level. The wall cannot move, it is immune to damage of all kinds and it is unaffected by most spells, including *dispel magic*. However, *disintegrate* immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, or a *mage's disjunction* spell. Breath weapons and spells cannot pass through the wall in either direction. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through a wall of force.

WALL OF ICE
Level: Magic-User 4
Range: Medium (150 ft.)
Duration: Concentration

The caster conjures up a wall of ice, six feet thick and non-transparent. The caster may choose to create a straight wall 60 ft. long and 20 ft. high, or a circular wall with a 15 ft. radius, also 20 ft. high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based metabolisms take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.

WALL OF IRON
Level: Magic-User 6
Range: Medium (150 ft.)
Duration: 2 hours

The caster conjures an iron wall from thin air. The wall is 3 ft. thick, 50 ft. tall and 50 ft. long.

WALL OF STONE
Level: Cleric 5, Druid 6, Magic-User 5
Range: Medium (150 ft.)
Duration: Permenent until dispelled

The wall of stone conjured by this spell is two feet thick, with a surface area of 1,000 square feet. The caster might choose to make the wall 50 ft. long by 20 ft. tall, 100 ft. long by 10 ft. tall, etc.

WALL OF THORNS A
Level: Druid 5
Range: Medium (150 ft.)
Duration: 2 hours

A *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a wall of thorns takes slashing damage per round of movement equal to 15 minus the creature's armor bonus.

You can make the wall as thin as 5 feet thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to twice your caster level. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier. Chopping away at the wall creates a safe passage 1 ft. deep for every 10 minutes of work. Normal fire cannot harm the wall, but magical fire burns it away in 1 turn.

A wall of thorns is not actually a living plant, and thus is unaffected by spells that affect plants.

WARP WOOD A
Level: Druid 2
Range: Close (30 ft.)
Duration: Instantaneous

You cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open or becomes stuck at your option. A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon has a –2 penalty on attack rolls. Alternatively, you can unwarp wood (effectively warping it back to normal) with this spell, straightening wood that has been warped by this spell or by other means. *Make whole* cannot repair warped items.

WATER BREATHING
Level: Cleric 3, Druid 3, Magic-User 3
Range: Touch
Duration: 2 hours

The recipient of the spell is able to breathe underwater until the spell's duration expires.

WATER WALK E
Level: Cleric 3, Ranger 3
Range: Touch
Duration: 1 hour

The transmuted creatures can tread on any liquid as if it were firm ground. Creatures crossing molten lava still take damage from the heat. If the spell is cast underwater (or while the subjects are partially or wholly submerged), the subjects are borne toward the surface at 60 feet per round.

WAVES OF FATIGUE E
Level: Magic-User 5
Area: Cone (30 ft.)
Duration: Instantaneous

All living creatures in the spell's area are fatigued.

WEB A
Level: Magic-User 2
Range: Medium (150 ft.)
Duration: 8 hours

Fibrous, sticky webs fill an area up to 10 ft. x 10 ft. x 20 ft. It is extremely difficult to get through the mass of strands, taking one turn if torch, sword or flaming sword is used, and creatures larger than a horse can break through in 2 turns. Humans take longer to break through, perhaps 3-4 turns or longer.

WEIRD E
Level: Magic-User 9
Range: Medium (150 ft.)
Duration: Instantaneous

This spell functions like *phantasmal killer*, except it can affect any number of creatures, no two of which can be more than 30 ft. apart. Only the affected creatures see the phantasmal creatures attacking them, though you see the attackers as shadowy shapes. If a subject's fortitude save succeeds, it still takes 3d6 points of damage and is stunned for 1 round. The subject also takes 1d4 points of temporary strength damage.

WHIRLWIND E
Level: Druid 8
Range: Long (500 ft.)
Duration: 1 minute

This spell creates a powerful cyclone (10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall) of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round. You control the cyclone's movement. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the cyclone, even if comes back within range.)

Any large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of damage. A medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

WHISPERING WIND E
Level: Bard 2, Magic-User 2
Range: 1 mile/level
Duration: No more than 1 hour/level or until discharged (destination is reached)

You send a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

WIND WALK A
Level: Cleric 6, Druid 7
Range: Touch
Duration: 1 day or until dispelled

The caster and one other person in contact with him become incorporeal and mist-like, able to travel through walls and other obstacles. The cleric or druid can bring this companion along, traveling at a speed of 60 indoors or in subterranean settings and at a speed of 120 outdoors.

WIND WALL E
Level: Cleric 3, Druid 3, Ranger 2, Magic-User 3
Range: Medium (150 ft.)
Duration: 1 minute

An invisible vertical curtain of wind 2 feet thick deflects normal missiles (arrows, bolts, etc.), gases and breath weapons. The wind wall is 60 feet long and 30 feet high. It is possible to create cylindrical or square *wind walls* to enclose points.

WISDOM E
Level: Cleric 2, Druid 2, Paladin 2, Ranger 2, Magic-User 2
Range: Touch
Duration: 1 hour

The spell grants the subject an 18 wisdom. This cannot be made permanent.

WISH A
Level: Magic-User 9
Range: See text
Duration: See text

This spell is not all-powerful; it grants wishes of limited scope (although more powerful than a *limited wish*). The TK's discretion will rule what sort of wishes are within the spell's power. After casting a *wish*, the magic-user is too mentally drained to cast spells for a period of 1d4 days.

WIZARD EYE
Level: Magic-User 4
Range: Unlimited
Duration: 1 hour

The caster conjures up an invisible, magical "eye," that can move a maximum of 240 ft. from its creator. It floats along as directed by the caster, at a speed of 120 ft. per turn. The caster can see through this eye as though he was seeing through his own eyes.

WIZARD LOCK
Level: Magic-User 2
Range: Touch
Duration: Permanent

As with a *hold portal* spell, *wizard lock* holds a door closed, but it is permanent until dispelled. Creatures with magic resistance can shatter the spell without effort. Any magic-user three levels or higher than the caster can open the portal, and a *knock* spell will open it as well (although the spell is not permanently destroyed in these cases).

WIZARD MARK E
Level: Magic-User 0
Range: 0 ft.
Duration: Permanent

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. *Detect magic* causes the mark to glow and be visible. If placed on a living creature, the glyph fades in a month.

WOOD SHAPE E
Level: Druid 2
Range: Touch
Duration: Instantaneous

Wood shape enables you to form one existing piece of wood (up to 50 cubic feet) into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts doesn't work.

WORD OF RECALL A
Level: Cleric 6, Druid 8
Range: Unlimited
Duration: Instantaneous

The cleric or druid *teleports without error* back to his prepared sanctuary.

SPELL DESCRIPTIONS – Z

ZONE OF SILENCE E
Level: Bard 4
Range: Personal
Duration: 8 hours

By casting *zone of silence*, you manipulate sound waves in your immediate vicinity so that you and those within the spell's area can converse normally, yet no one outside can hear your voices or any other noises from within, including language-dependent or sonic spell effects. This effect is a 5-ft radius sphere centered on you and it moves with you. Anyone who enters the zone becomes subject to its effects. Those who leave are no longer affected.

ZONE OF TRUTH E
Level: Cleric 2, Paladin 2
Range: Close (30 ft.)
Duration: 5 minutes

Creatures within a 20-ft. radius area (or those who enter that area while it lasts) cannot speak a lie unless they succeed at a Will saving throw. Affected creatures are aware of this enchantment, and thus may act accordingly. Creatures that leave the area are free to speak as they choose.

CHAPTER FIVE

ADVENTURES

DUNGEONS | WILDERNESS | SETTLEMENTS | THE PLANES

The players have done their part and created characters. Now they need some place to explore. Enter the Treasure Keeper and his or her little world. The campaign world you design can be as complex or simple, as large or small as you like. The key is to tailor it to your and your players' expectations. If players expect a vast dungeon, design a vast dungeon and very little beyond it. If you all want to recreate an epic quest that covers an entire world and winds up in the myriad alternate planes of existence, then, well, you have some work ahead of you.

Adventuring is the point of it all, and geographically speaking there are four primary places that adventures are likely to take place in a game of *Blood & Treasure*. The dungeon was where it all started (and ended for many), and remains the heart and soul of many a fine campaign. Beyond the dungeon is the vast wilderness, dotted by little pockets of civilization and dangerous ruins to explore. Beyond it all are the planes of existence – alternate dimensions that make up the cosmos and multiverse.

The following sections covers each of these places, dungeons, wilderness, civilization and the planes, in turn, providing you advice and guidance when designing the places your players will explore. After these sections there is some advice on actually running a game of *Blood & Treasure*.

DUNGEONS

There is nothing more ubiquitous in fantasy gaming than the dungeon, a sinister underworld to be explored and plundered. Dungeons come in many different shapes and sizes, from single level mini-dungeons to nine-level megadungeons with hundreds of chambers to explore. Most dungeons are subterranean, though they need not be located underground. In essence, a dungeon is a collection of halls and chambers that exists to be explored.

While a mini-dungeon might simply be a set of very normal chambers inhabited by fairly normal dangers – a small complex of caves inhabited by bandits, for example, or cellars beneath a palace guarded by traps – larger dungeons are usually mythic environments that do not necessarily cling to reason and logic. They are inhabited by far too many monsters, for example, than should be able to survive in such a small area, the doors close on their own and traps reset on their own, they hold nonsensical bits of architecture, etc. How realistic a dungeon is to be is determined by the Treasure Keeper who designs it. Some enjoy making a very realistic dungeon "ecosystem", while others go for a completely fantastic setting.

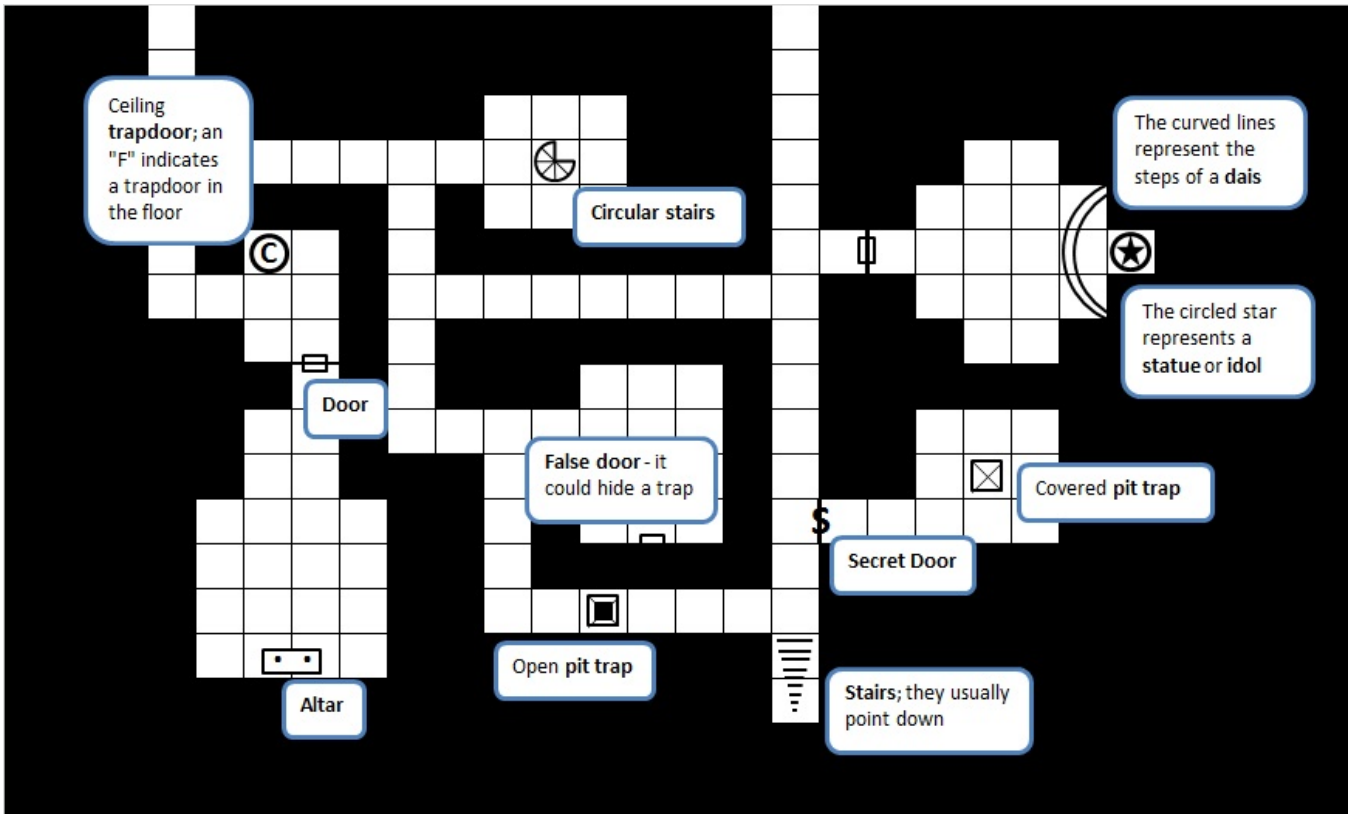
Typical dungeon settings include ruins (above or below ground), natural cave complexes, magical towers, catacombs, crypts, vaults, fortresses (above or below ground), temples, mines, prisons and extra-planar palaces. The precise nature of the dungeon should determine the likely inhabitants, dangers and rewards to be found within.

MAPPING THE DUNGEON

The closest you will ever come to being an artist as a Treasure Keeper is probably in the drawing of your dungeon map. Dungeon maps are usually drawn on graph paper. The scale of each square on the grid is usually 10 ft. x 10 ft. or 5 ft. x 5 ft., though you can choose any scale you like.

You want to draw each wall as a thick line, so it shows up easily, and shading around those lines might also help make the dungeon clearer. A set of symbols can be devised to represent doors, stairs, trapdoors, pitfalls, statues, pools, etc.

Constructed dungeon walls are usually nice and straight. Cavern walls are usually drawn in a zigzag fashion, to help you realize that adventurers are entering an area of natural caves. Some Treasure Keepers make notes directly on a map to help them remember the location of important traps, treasures and monsters, while others simply key their map, numbering important locations, and then making notes on a separate piece of paper as to what those locations contain.



When designing a dungeon, remember to keep it interesting for the players. Use a variety of shapes for chambers, allow some tunnels to weave under other tunnels, etc. Give them a good reason to keep a map.

It is also important to provide multiple ways to access different areas of the dungeon; don't allow a dungeon to be completely linear, with one chamber simply following the next. Multiple paths to reach the same destination permits adventurers to use their brains to get around hazards they could not overcome with combat or task resolution rolls. It is also a good idea to provide multiple ways to access deeper dungeon levels, rather than a simple staircase from one level to another. Perhaps there is also a chute that can take adventurers directly from level one to level three, or a teleporter that moves people from level five to level two. This not only makes the dungeon more interesting, it also allows higher level characters to bypass levels they have already cleared or that they think might no longer offer sufficient challenges or rewards.

DUNGEON WALLS

Sometimes, masonry walls divide dungeons into corridors and chambers. Dungeon walls can also be hewn from solid rock, leaving them with a rough, chiseled look, or dungeon walls can be the smooth, unblemished stone of a naturally occurring cave. Dungeon walls are difficult to break down or through, but they're generally easy to climb. Assume the average dungeon wall has about 100 hit points per foot of thickness, for those trying to tunnel through them with picks (full damage) and hammers (half damage). All other weapons are useless against walls. Naturally, walls made of wood or glass are easier to get through, and walls made of metal are much harder to get through.

DUNGEON FLOORS

Floors may be composed of flagstones, with slime and mold in the cracks and puddles of brackish water, hewn stone covered with loose gravel, dust and other debris, or they might consist of nothing but rubble. Floors may be smooth or uneven, and when uneven present the possibility of falling when running or in combat.

Floors that are covered in or consist of debris reduce normal movement by half or more. Slippery floors, whether due to ice, slime or blood, not only slow movement, but might also force explorers to pass Reflex saving throws to avoid falling, especially if they are fighting or running.

Floors need not be confined to a single level. There might be ledges or balconies that are connected by ladders, stairs, poles, magical elevating devices or nothing at all.

In a magical dungeon, floors might be made of unlikely materials, like glass, or they can be composed entirely of force.

Many floors in dungeons contain trapdoors, pressure plates that activate traps, or they might be traps in and of themselves. Some floors are designed to become suddenly dangerous. With the application of just the right amount of weight, or the pull of a lever somewhere nearby, spikes protrude from the floor, gouts of steam or flame shoot up from hidden holes, or the entire floor tilts. These strange floors are sometimes found in an arena, designed to make combats more exciting and deadly. Trappers (see Monsters) can masquerade as normal dungeon floors to catch and eat unwary adventurers.

DUNGEON DOORS

Dungeon doors may be locked, trapped, reinforced, barred, magically sealed, or stuck. All but the weakest characters can eventually knock down a door with a heavy tool such as a sledgehammer, and a number of spells and magic items give characters an easy way around a locked door.

In magical dungeons, locks that are unlocked or picked re-lock themselves after adventurers have passed through. Locks may be simple (requiring an open locks check or key to open) or complex, requiring players themselves to figure out a combination or method of opening them. Spells such as *wizard lock* can also discourage passage through a door.

Special doors might have pivots instead of hinges. Doors with pivots are usually stone and are often quite wide since they pivot in the middle. One can also place the pivot on one side of the door and have the door be thicker at that end and thinner toward the other end so that it opens more like a normal door.

Doors that have been spiked shut have a 2 in 6 chance of the spike slipping and the door closing some time after adventurers move on.

Secret Doors: Secret doors are disguised as a bare patch of wall, floor, or ceiling, a bookcase, a fireplace, or a fountain. A secret door leads to a secret passage or room. Someone examining the area finds a secret door, if one exists, on a successful find secret doors check. Elves have a chance to detect a secret door just by casually looking at an area.

Finding a secret door does not necessarily mean the means of opening the secret door has been found. Many secret doors require a special method of opening, such as a hidden button or pressure plate. Secret doors can open like normal doors, or they may pivot, slide, sink, rise, or even lower like a drawbridge to permit access. Builders might put a secret door down low near the floor or high up in a wall, making it difficult to find or reach. Magic-users and sorcerers have a spell called *phase door* that allows them to create a magic secret door that only they can use.

Magic Doors: Enchanted by the original builders, a door might speak to explorers, warning them away. It might be protected from harm from weapons or fire or giving it an improved saving throw against *disintegrate* and other similar spells. A magic door might not lead into the space physically behind it, but instead it might be a portal to a faraway place or even another plane of existence. Other magic doors might require passwords or special keys to open them.

Portcullises: These special doors consist of iron or thick, ironbound, wooden shafts that descend from a recess in the ceiling above an archway. Sometimes a portcullis has crossbars that create a grid. Typically raised by means of a winch or a capstan, a portcullis can be dropped quickly, and the shafts might end in spikes to discourage anyone from standing underneath it (or from attempting to dive under it as it drops). Once it is dropped, a portcullis locks, unless it is so large that no normal person could lift it anyway. In any event, lifting a typical portcullis requires an open doors check.

DUNGEON ROOMS

Rooms in dungeons vary in shape and size. Although many are simple in construction and appearance, particularly interesting rooms have multiple levels joined by stairs, ramps, or ladders, as well as statuary, altars, pits, chasms, bridges, and more. Underground chambers are prone to collapse, so many rooms, particularly large ones, have arched ceilings or pillars to support the weight of the rock overhead.

Rooms might be used as guard posts, living quarters, workrooms, shrines, temples, vaults, crypts, storage, magical laboratories, libraries, etc.

DUNGEON CORRIDORS

Most dungeons have rooms and corridors. While most corridors simply connect rooms, they can also be encounter areas in their own right because of traps, guard patrols, and wandering monsters.

Because passageways in dungeons tend to be narrow, offering few movement options, dungeon builders like to place traps in them. In a cramped passageway, there's no way for intruders to move around concealed pits, falling stones, arrow traps, tilting floors, and sliding or rolling rocks that fill the entire passage. For the same reason, magic traps such as *glyphs of warding* are effective in hallways as well.

Usually, passages connect chambers in the simplest and straightest manner. Some dungeon builders, however, design a maze or a labyrinth within the dungeon. This sort of construction is difficult to navigate (or at least to navigate quickly) and, when filled with monsters or traps, form an effective barrier.

OTHER DUNGEON FEATURES

Stairs: The usual way to connect different levels of a dungeon is with stairs. Straight stairways, spiral staircases or stairwells with multiple landings between flights of stairs are all common in dungeons, as are ramps (sometimes with an incline so slight that it can be difficult to notice). Stairs are important accessways and are sometimes guarded or trapped. Traps on stairs often cause intruders to slide or fall down to the bottom, where a pit, spikes, a pool of acid, or some other danger awaits.

Bridge: Nothing focuses an adventurer like a bridge. Bridges are natural choke points and extremely dangerous when trapped. They might stretch across a simple chasm, a river, lava, acid, spiked stones or a pit.

A bridge might be a single wooden plank, while more elaborate bridges can be made of mortared stone with iron supports and side rails. Rope bridges are constructed of wooden planks suspended from ropes, a rope bridge is convenient because it's portable and can be easily removed. Some bridges have mechanisms that allow them to be extended or retracted from the gap they cross.

Chutes and Chimneys: Stairs are not the only way to move up and down in a dungeon. Sometimes a vertical shaft connects levels of a dungeon or links a dungeon with the surface. Chutes are usually traps that dump characters into a lower area, often a place featuring some dangerous situation with which they must contend.

Pillar: A common sight in any dungeon, pillars and columns give support to ceilings. The larger the room, the more likely it has pillars. Pillars often have carvings, paintings, or inscriptions upon them.

Stalagmites and Stalactites: These tapering natural rock formations extend from the floor (stalagmite) or the ceiling (stalactite). Piercers and darkmantles are monsters that masquerade as stalactites.

Statue: Experienced adventurers learn to avoid statues in dungeons, for when they aren't animating to attack they are trapped or possessed of weird magical powers. Statues might be carved into columns (these are sometimes called caryatid columns) or walls (in which case they are referred to as bas-reliefs) or they might be idols and thus under the protection of the deity they are carved to represent.

Tapestry: Elaborately embroidered patterns or scenes on cloth, tapestries hang from the walls of well-appointed dungeon rooms or corridors. Crafty builders take advantage of tapestries to place alcoves, concealed doors, or secret switches behind them.

Pedestal: Anything important on display in a dungeon, from a fabulous treasure to a coffin, tends to rest atop a pedestal or a dais. Raising the object off the floor focuses attention on it (and, in practical terms, keeps it safe from any water or other substance that might seep onto the floor). A pedestal is often trapped to protect whatever sits atop it. It can conceal a secret trapdoor beneath itself or provide a way to reach a door in the ceiling above itself.

Pool: Pools of water collect naturally in low spots in dungeons (a dry dungeon is rare). Pools can also be wells or natural underground springs, or they can be intentionally created basins, cisterns, and fountains. In any event, water is fairly common in dungeons, harboring sightless fish and

RANDOM DUNGEON CHAMBERS

ROOM SHAPE (D8) AND SIZE (D6)

1-3	Square or rectangle	1-3	Small (10' x 20' or 15' x 15')
4-5	Circle	4-5	Medium (20' x 40' or 30' x 30')
6	Pentagon, hexagon, etc.	6	Large (40' x 80' or 60' x 60')
7	Cross, L-shape or T-shape		
8	Irregular cavern		

EXITS (D6)

1-2	One exit
3-4	Two exits
5	Three exits
6	Four exits

CONNECTORS (D10)

1-2	Ramps
3-5	Stairs (5% hidden)
6	Balconies (i.e. no connection)
7	Pit
8-9	Ropes or chains
10	Magic (levitation discs, air currents, teleporters)

ROOM CONTENTS

Monster	3 in 6 chance
Trap	2 in 6 chance
Trick*	1 in 6 chance
Treasure	2 in 6 chance

** Secret door, magic statue, magic fountain, puzzle, illusion, etc.*

ROOM TYPE (D6 and D20)

	1-3 on 1d6		4-6 on 1d6
1	Armory	1	Infirmary or hospice
2	Animal pen or kennel	2	Kitchen
3	Bailey (courtyard)	3	Laboratory
4	Barracks or dormitory	4	Library
5	Baths or sauna	5	Misericord or torture chamber
6	Bedchamber	6	Monastery or hermitage
7	Brewery	7	Oubliette or prison
8	Buttery or bottlery	8	Root cellar
9	Casemate	9	Sacristy
10	Cistern or well	10	Scriptorium
11	Crypt or tomb	11	Sewer
12	Dock	12	Solarium
13	Forge or workshop	13	Storeroom
14	Foundry	14	Study
15	Fuel storage	15	Temple or shrine
16	Furnace	16	Throne room
17	Gallery	17	Treasury
18	Garderobe or privy	18	Under construction
19	Gatehouse	19	Wardrobe
20	Great hall	20	Special Theme (se e below)

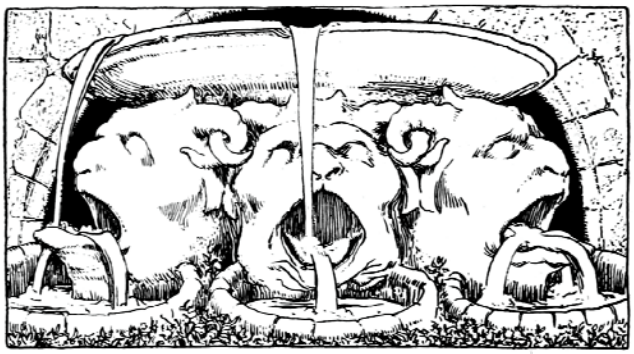
SPECIAL THEMES (D8)

1	Fire: Ash, smoke, fire pits, burning walls, obsidian, red
2	Water: Sludge, fountains, pools, well, reservoir, damp, rain, geysers, blue
3	Ice: Freezing, snow, cold winds, white
4	Gas: Sleeping, poison, acidic, fog, clouds, yellow, green
5	Light: Multi-colored, bright, dark, twilight, candles, witch lights
6	Crystal: Reflections, mirrors, glass, gems, facets, vibrations
7	Death: Bone, blood, mold, rot, unholy, quivering, breathing, secretions
8	Sound: Screaming, breathing, moaning, sighing, music, song, chanting

sometimes aquatic monsters. Pools provide water for dungeon denizens, and thus are as important an area for a predator to control as a watering hole aboveground in the wild.

Through accident or by design, a pool can become enchanted. A pool or a fountain may be found that has the ability to bestow beneficial magic on those who drink from it. However, magic pools are just as likely to curse the drinker. Typically, water from a magic pool loses its potency if removed from the pool after an hour or so. Some pools have fountains. Occasionally these are merely decorative, but they often serve as the focus of a trap or the source of a pool's magic.

Most pools contain water, but pools in a dungeon can hold just about anything, including acid, blood, poison, oil, or magma. And even if a pool holds water, it can be holy or unholy water, salt water, or water tainted with disease.



Elevator: In place of or in addition to stairs, an elevator (essentially an oversized dumbwaiter) can take inhabitants from one dungeon level to the next. Such an elevator may be mechanical (using gears, pulleys, and winches) or magical (such as a *levitate* spell cast on a movable flat surface). A mechanical elevator might be as small as a platform that holds one character at a time, or as large as an entire room that raises and lowers. A clever builder might design an elevator room that moves up or down without the occupants' knowledge to catch them in a trap, or one that appears to have moved when it actually remained still.

Shifting Stone or Wall: These features can cut off access to a passage or room, trapping adventurers in a dead end or preventing escape out of the dungeon. Shifting walls can force explorers to go down a dangerous path or prevent them from entering a special area. Not all shifting walls need be traps. Stones controlled by pressure plates, counterweights, or a secret lever can shift out of a wall to become a staircase leading to a hidden upper room or secret ledge.

Teleporters: Sometimes useful, sometimes devious, places in a dungeon rigged with a teleportation effect (such as a *teleportation circle*) transport characters to some other location in the dungeon or someplace far away. They can be traps, teleporting the unwary into dangerous situations, or they can be an easy mode of transport for those who built or live in the dungeon, good for bypassing barriers and traps or simply to get around more quickly. Devious dungeon designers might place a teleporter in a room that transports characters to another seemingly identical room so that they don't even know they've been teleported. A *detect magic* spell provides a clue to the presence of a teleporter, but direct experimentation is the only way to discover where the teleporter leads.

Altars & Idols: Temples, particularly to gods of chaos and demons, often exist underground. Usually taking the form of a stone block, an altar is the main fixture and central focus of such a temple. Sometimes all the other trappings of the temple are long gone, lost to theft, age, and decay, but the altar survives. Some altars have traps or powerful magic within them.

Idols are statues, usually accompanied by an altar, and are as dangerous as other statues in a dungeon. Tradition holds that they sometimes made of or covered with precious metals or stones.

CAVE-INS

Cave-ins and collapsing tunnels are extremely dangerous. Characters in the area of a cave-in take 5d6 points of damage, or half that amount if they make a Reflex save, and they are subsequently buried. Characters take 1d6 points of damage per minute while buried and can be dug out by friends in about 10 minutes with their bare hands, or 5 with tools.

SLIMES, MOLDS AND FUNGI

In a dungeon's damp, dark recesses, molds and fungi thrive. While some plants and fungi are monsters and other slimes, molds, and fungi are just normal, innocuous stuff, a few varieties are dangerous dungeon encounters without being actual monsters. For purposes of spells and other special effects, all slimes, molds, and fungi are treated as plants. Characters earn XP for encountering dangerous slimes, molds and fungi.

Green Slime (100 XP): This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below. Green slime deals 1d6 points of constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well as the slime). Anything that deals cold or fire damage, sunlight, or a *cure disease* spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round. It does not harm stone.

Yellow Mold (150 XP): If disturbed, a 5-foot square of this mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold must make a Fortitude save or take 1d6 points of constitution damage. Another Fortitude save is required 1 minute later, even by those who

succeeded on the first save, to avoid taking 2d6 points of constitution damage. Fire destroys yellow mold, and sunlight renders it dormant.

Brown Mold (50 XP): Brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet of it take 3d6 points of cold damage. Fire brought within 5 feet of brown mold causes it to instantly double in size. Cold damage instantly destroys brown mold.

Phosphorescent Fungus (0 XP): This strange underground fungus grows in clumps that look almost like stunted shrubbery. Dungeon inhabitants cultivate it for food and light. It gives off a soft violet glow that illuminates underground caverns and passages as well as a candle does. Rare patches of fungus illuminate as well as a torch does.

TRAPS

Cunning, deadly traps are an important part of any dungeon setting. Whether crude devices left by the neighborhood orcs or highly complex, ancient devices left by ancient sorcerers to protect their tombs, avoiding and foiling traps should be part of every delve.

Traps can be as simple or complicated as a Treasure Keeper likes. Simple traps are often present to harass players who forget to search for them or to hamper parties without the ability to remove them. Complex traps exist as puzzles for players, rather than their characters, to solve.

The deadliness of a trap is usually tied to the level of the dungeon on which they are found. Foiling a trap is worth 50 XP per level for mechanical traps and 100 XP per level for magical traps.

D20	TRAP ENCOUNTERED
1-3	Pit trap
4	Pit trap with spikes, monster or other added danger
5-6	Projectile trap (darts, bolts or spears)
7	Projectile trap with poison
8-9	Fusillade trap (darts or bolts)
10	Fusillade trap with poison
11-12	Blade trap (axe, scythe, spear, pendulum, swinging block)
13-14	Poison trap (needle or gas; sleep)
15-16	Poison trap (needle or gas; paralysis)
17	Poison trap (needle or gas; 1d6 damage per dungeon level)
18	Poison trap (needle or gas; lethal)
19	Crushing trap (spiked portcullis, rolling boulder, masonry, collapsing column, crushing walls, crushing ceiling, net)
20	Other trap

PIT TRAPS

There is nothing complicated about a pit. The basic design is a simple hole in the ground to block travel or catch people unawares in the dark. Pits can also be covered with trapdoors that spring open when stepped on – or maybe after two or three people step on them. The pit can also be made more dangerous by adding spikes, pools of acid or water or various monsters, oozes and undead being the most practical. Pits can be avoided with successful Reflex saving throws.

Most pits are 10 to 60 feet deep, and cost about 1,000 gp per 10 feet to construct (for the purpose of stronghold construction). You might add spikes to the pit (costs 500 gp extra) to increase the potential damage, and those spikes could carry disease or poison (for an extra 1,000 gp).

PROJECTILE TRAPS

Arrow traps consist of crossbows or ballistas that are spring-loaded to fire an arrow or javelin when a trip wire is broken. A successful Reflex saving throw allows the victim to step out of the way in time. People behind the initial target may have to save as well to avoid the projectile. Arrows and darts might also carry poison. Such traps cost 500 gp to install.

FUSILLADE TRAPS

Fusillade traps are projectile traps that fill an area with many small projectiles, usually fired from holes in the floor, wall or ceiling. All creatures within the area must pass a Reflex saving throw or be struck by a variable number of projectiles. One usually notes the number of potential hits (1d4 darts, 1d8 arrows, etc.) that strike a person who triggers the trap. Again, missiles can be coated with poison to make the trap for challenging or deadly. Fusillade traps cost 1,000 gp to install.

BLADE TRAPS

Blade traps are akin to projectile traps. They consist of spring-loaded melee weapons triggered by trip wires or pressure plates. A successful Reflex saving throw can avoid a blade trap. Blade traps cost 1,000 gp to install per d6 of damage inflicted. Blades might be poisoned.

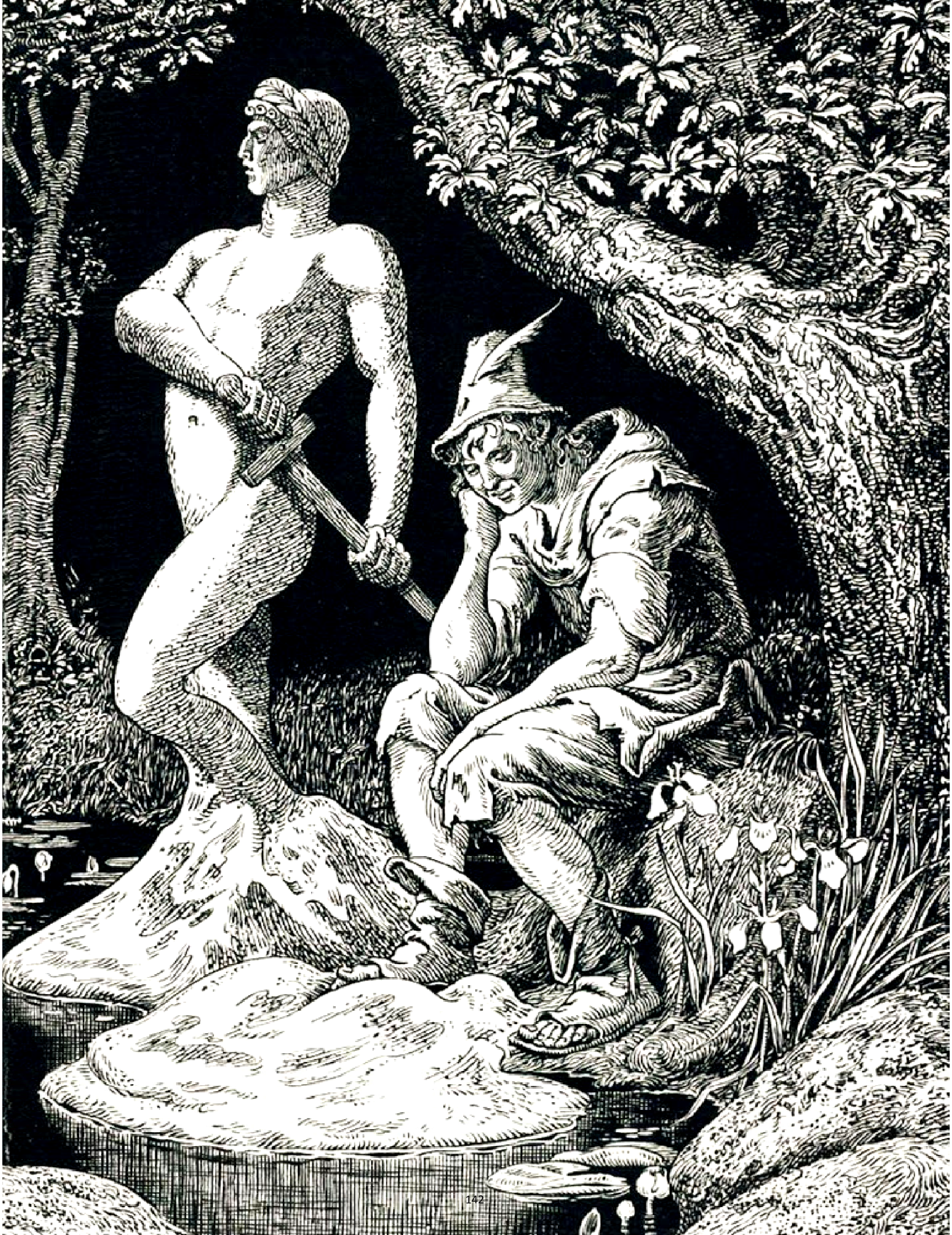
POISON TRAPS

No thief wants to be the one who shouts, “Poison!” and then keels over dead while picking a lock. Poison traps can use any type of poison and deliver them in different ways. Poison needle traps are often hidden in locks or other places where they can be sprung by the touch of a finger. Poison gas or vapor traps are triggered by pressure plates and fill an entire room. Poison can also be added to spikes in pits or to arrows or darts in projectile and fusillade traps.

Mild poison and sleep poison costs 2,000 gp, paralysis 4,000 gp, and lethal poison 6,000 gp. The cost is doubled for poison gas.

CRUSHING TRAPS

Crushing traps come in several forms. They can be bricks or blocks falling from a ceiling or a collapsing wall, or they can be walls that move inward



to crush all within a room or ceilings that move downward to do the same. Collapsing traps can be avoided with a Reflex saving throw, but crushing walls and ceilings, once entered, are inescapable and can only be stopped by bracing the walls or ceiling with something or pushing on them with all one's strength. Dropping portcullises and rolling rocks also count as crushing traps. Crushing traps cost 500 gp per d6 of damage they inflict; more if they can affect multiple victims.

SPELL TRAPS

Many spells are designed as traps in their own right, such as the *fire trap* spell. Other spells can be turned into traps as though one were creating a magic item. Spell traps are usually triggered by the use of the *alarm* spell, but other spells (*detect good*, *detect magic*, *clairaudience*, *clairvoyance*) can also be used to trigger a spell effect.

OTHER TRAPS

Some traps defy categorization, like razor sharp wire strung across a hall or threshold that scores 1d6 points of damage and might cripple adventurers (or chop off a foot or two), boxesof brown mold, spiked chains that spring up to deal damage and tear out throats and rooms that flood with water, poison gas or acid. When trying to kill a band of adventurers, be creative!

RUNNING DUNGEON ADVENTURES

Running a dungeon adventure is much like running any other adventure in *Blood & Treasure*. The Treasure Keeper tells people what they see, and players tell the Treasure Keeper what they are going to do.

TIME MANAGEMENT

Tracking time is especially important in a dungeon setting. Most actions outside of combat can be assumed to take about ten minutes – progress is slow in a dungeon because they are usually dark and characters will be doing their best not to trigger traps or make their presence known. To some degree, imagine your characters as a band of burglars that have just broken into a museum to steal a diamond.

When running the dungeon adventure, the Treasure Keeper should do his or her best to keep track of the following:

- When were the torches or lanterns lit, and how much longer will they remain lit?
- The need for periodic breaks. Assume that characters need a short break to eat, drink and do other necessary things about once every three hours or so.
- The duration of spells or special abilities that characters (or their enemies) have used. While many spells and abilities are instant in nature, or only last a few rounds, some last longer and you must keep track of when their effects are coming to an end.
- The onset of disease and some poisons. These are quiet killers, and it is possible their effects will not be noticed right away.
- When you need to check for periodic wandering monsters.

The best way to keep track of these things is with a spare piece of graph paper. For exploration purposes, assume that each square represents a minute. Ten squares represent a turn, six turns an hour, and so on. You might want to decide on some symbols for when events occur and when they are bound to stop. Perhaps a little drawing of fire or a red dot to represent a torch or lantern being lit and another one further along with a line through it to represent when that object is going to burn out. Likewise, you can highlight when rest periods probably need to be taken or when Fortitude saving throws against disease need to kick in.

LOGISTICS

Dungeoneering is as much about logistics as it is about fighting and discovery, so make sure you are tracking supplies as they are used up (rations, torches, oil, water in waterskins, ammunition) and make sure you are tracking how much weight people are carrying about and its effect on their movement rate. It is a good idea to have a list of each character's supplies. They might be careless about keeping of track of things; in fact, it is to their advantage to be.

LIGHT

Light is a major problem in dungeons. In general, there is no light other than that brought in by the characters. Make sure you remember how far the character's torches and lanterns illuminate, and don't forget when you have non-humans who can see in darkness. It should be assumed that all natives of a dungeon, even human beings, have developed the ability to see in the dark at least up to 60 feet.

WANDERING MONSTERS

Just as burglars in a museum at night might run into a guard on patrol, adventurers in a dungeon might run into wandering monsters. Wandering monsters are a way to keep players on their toes and to keep the action moving along. Players tend to be protective of their characters, and they have a tendency to over-analyze potentially dangerous situations. If they know that inaction carries a chance of greater danger, they'll keep on the move and keep the game from getting bogged down in planning.

In general, you want to check for wandering monsters once per hour. This is usually done by rolling 1d6, with a monster appearance occurring on a roll of "1". Treasure Keepers will also want to check for monsters when the players make an undue amount of noise. The sound of combat often draws wandering monsters, as dungeon dwellers are usually as much scavenger as hunter. A loud trap being set off could also draw wandering monsters, as could an ill-timed argument between adventurers.

The strength of the encounter is up to you. Usually, Treasure Keepers create a table of wandering monsters for each level of the dungeon, with the number of monsters encountered keyed to that level. Thus, the first level of a dungeon usually has wandering monsters appropriate for a first level party. Some TK's make these encounters challenging, while others keep them weak, since they are meant to harass more than destroy. A sample first level wandering monster chart may look like this:

D6	MONSTERS
1	Giant Rats (1d8)
2	Kobolds (2d6)
3	Darkmantles (1d4)
4	Fire Beetles (1d8)
5	Chaos Cultists (1st level chaotic clerics) (1d4)
6	Ogre (1d2)

These monsters may be true wanderers, who have no lair, or they may be monsters drawn from the lairs present in the dungeon. If you know that a tribe of 100 kobold warriors is present in a dungeon, make sure that kobold warriors killed as wandering monsters are stricken from the total number left in the lair.

WILDERNESS

Anything outside a dungeon environment or settlement and its immediate environs is classified as wilderness. Wilderness adventurers can be quite challenging, as the level of the dangers varies widely, and a party of adventurers can easily run into something they are ill prepared to handle. In the wilderness, adventurers might run into a black bear one day and a green dragon the next.

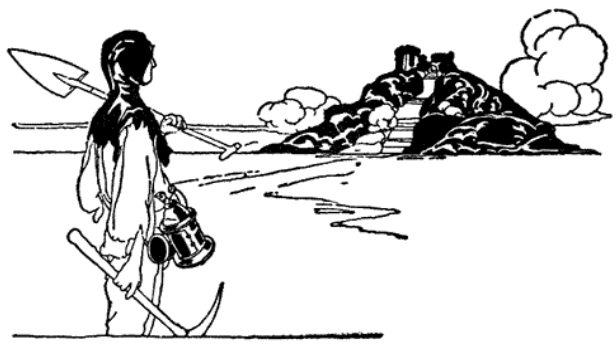
DESIGNING A WILDERNESS

The first step, of course, is drawing a map. This can be done on a piece of normal paper or a piece of graph paper, noting the scale of the map to help you in determining travel times. Many referees prefer to use hex paper when drawing their wilderness, as it makes running a wilderness adventure as simple as running a dungeon, with the adventurers moving into a hex, exploring it, and then (hopefully) moving on. The scale of a hex map (or any map) depends on what you intend to do with that portion of the wilderness. For a long, overland journey, hexes 20 or 30 miles across might make the most sense. If the wilderness is to be explored in detail, hexes 6 miles wide are adequate. If the wilderness is being cleared for the purpose of constructing a stronghold, a Treasure Keeper might use hexes 1 or 2 miles in diameter.

When drawing a map, make note of the environments and land forms, drawing in mountains, hills, woodlands, grasslands, deserts, swamps, rivers, lakes, etc. If using hex paper, you can put a different symbol in each hex to denote the type of terrain that dominates that hex. You might want to do some research before starting, to provide a bit of realism. Rivers, for example, begin in highland areas and flow through lowland areas to the sea. Deserts are often in the "rain shadow" of mountains or situated between the tropical and temperate zones. Woodland areas get the heaviest rains, and therefore are the most sought after for farmland. Less rain produces grasslands, and very little rain produces deserts.

Once the basic geography is set, you can place settlements. Place the largest settlement first, and then maybe sprinkle smaller settlements around it. Settlements tend to cluster on a map, leaving large areas of wilderness for adventurers to explore and establish their domains. See below for more information on designing settlements.

Once settlements are placed, you can place other major encounter areas on the map. These include monster lairs, non-human settlements (orc caves, dwarf holds), strongholds of high level adventurers, ancient ruins and dungeons, and natural or supernatural wonders like magic pools, caves that age people, portals into other worlds, mountain of crystal, weird plantlife, etc.



WILDERNESS ENCOUNTERS

Now that you have an idea of the creatures that dwell in your wilderness, you can create random encounter tables for it. You will usually want animals (including giant animals) and humanoids to dominate the table, making the more wondrous monsters less common and therefore more wondrous. One method is to use 3d6 to make a table as follows:

3D6	MONSTER ENCOUNTER
3	Aberration or Construct
4	Outsider or Undead
5	Magical Beast
6	Magical Beast
7	Plant or Magical Beast
8	Animal or Vermin
9	Animal or Vermin
10	Animal or Vermin
11	Humanoid
12	Humanoid
13	Humanoid
14	Monstrous Humanoid
15	Monstrous Humanoid
16	Giant
17	Fey or Ooze
18	Dragon

It's a good idea to have different tables for different regions, basing the encounters on the terrain type and including creatures that have lairs in the region. If, for example, a region of highlands has an orc castle and a hill giant redoubt in it, you should probably include orcs and hill giants on the random encounter table. You might also want to designate general "challenge levels" for different areas based on their proximity to major settlements. Thus, as characters move further away from a settlement, they'll know to expect tougher and tougher encounters.

A woodland encounter table, for example, might look like this:

3D6	MONSTER ENCOUNTER
3	Will-o'-Wisp (1)
4	Barghest (1)
5	Owlbear (1d4)
6	Aranea (1d6)
7	Assassin Vine (1d4)
8	Spider, Giant (1d12)
9	Wolf (1d4+8)
10	Porcupine, Giant (1d6)
11	Goblin (1d10)
12	Human – Brigand (1d20)
13	Amazon, Red (1d20)
14	Ettercap (1)
15	Bat Monster (1)
16	Ogre (1d8)
17	Dryad (1d8)
18	Dragon – Green (1)

WILDERNESS MOVEMENT

Movement overland involves more than simply extracting how many miles one could possibly travel per day from a creature's movement rate. The following movement rates (well, most of them) are derived from Col. Sir Garnet J. Wolseley's excellent *The Soldier's Pocket-Book for Field Service*, and are based upon his military service during the 19th century.

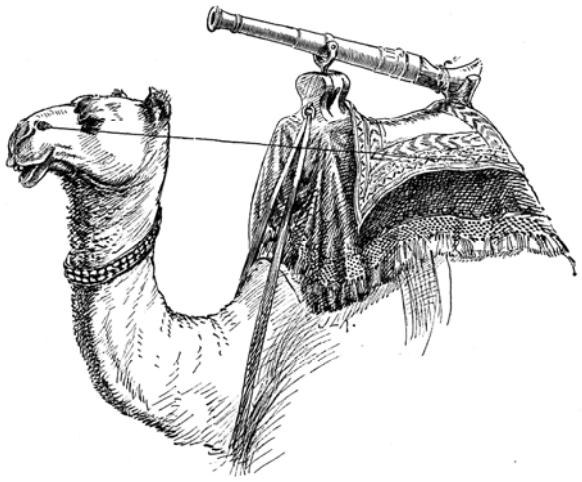
BEAST	MPD*	ENCUMBERED	MAX LOAD	DRAUGHT
Ass/Donkey	16	90 lb.	180 lb.	900 lb.
Camel	20	300 lb.	600 lb.	1,000 lb.
Dog	10	20 lb.	40 lb.	100 lb.
Elephant	18	600 lb.	1,200 lb.	8,000 lb.
Griffon	6/18	300 lb.	600 lb.	800 lb.
Hippogriff	16/32	300 lb.	600 lb.	900 lb.
Horse	16	200 lb.	400 lb.	350 lb.
Human**	6	varies	varies	varies
Llama	15	65 lb.	130 lb.	325 lb.
Mule	16	150 lb.	300 lb.	750 lb.
Ox	5	100 lb.	200 lb.	500 lb.
Pegasus	16/36	200 lb.	400 lb.	300 lb.
Reindeer (team)	75	60 lb.	120 lb.	300 lb.

** MPD = Miles per day*

*** Assumes a large party of humans; small groups double this rate*

Draught weight includes the weight of the vehicle being pulled.

Especially difficult terrain, such as thick, overgrown woodlands and highlands and mountains that require a circuitous route and inconvenient passes to traverse reduce these movement rates by at least half.



Movement on the water depends on wind speed and, if in a river, the speed of the current and whether you are moving with or against it.

BEAST	SIZE	MPD*	CARGO	CREW
Raft/Barge	Tiny	5	5	5
Keelboat	Tiny	10	3	3
Cog	Small	42	10	10
Galley	Medium	36	20	20
Galleass	Large	42	40	30
Caravel	Small	48	15	20
Carrack	Medium	42	20	80

** Miles per day; increase or decrease based on strength of current.*

Vessels have variable sizes. Tiny vessels range from 10 to 30 ft. long and 5 to 10 ft. wide. Small vessels range from 40 to 80 ft. long and 15 to 20 ft. wide. Medium vessels range from 90 to 180 ft. long and 25 to 40 ft. wide.

A tiny vessel can hold a single “weapon unit”. Small vessels can hold two weapon units, medium vessels three weapon units and large vessels four.

WEAPON	WEAPON UNITS
Catapult, Heavy	2
Catapult, Light	1
Ballista	1
Cannon, Light	1
Cannon, Heavy	2
Ram	1
Archers	1

Cargo is also measured in units, with one unit weighing about 10 tons.

WILDERNESS COMBAT

All missile ranges in the wilderness are in yards rather than feet. Thus, a shortbow has an effective range of 90 feet in a dungeon, and 90 yards in the wilderness. These larger ranges are due to the more wide-open spaces in the wilderness. Heavily wooded areas might be treated as dungeons for the purpose of missile ranges.

ENCOUNTER DISTANCE

When two sides meet in the wilderness, one must roll to see how far apart they are. In open terrain, assume they are 1d6 x 20 yards apart when they first see one another. In more dense terrain (woodlands, highlands, mountains), they are 1d6 x 20 feet apart when they meet.

AVOIDING ENCOUNTERS

Encounters are often avoidable in the wilderness. Any side that achieves surprise can withdraw from the encounter without ever having been seen. If surprise is not achieved, one side can choose to flee before combat has begun. Their chance of success depends on the terrain. In open terrain, the chance is equal to 1 in 6. In dense terrain, the chance is equal to 4 in 6. If the side fleeing is faster than their pursuers, their chances are improved by 1. If the fleers are slower than the pursuers, their chances are rolled on 1d10 instead of 1d6.

EFFECT OF TERRAIN ON COMBAT

You can use the following as a guide to the effect of terrain on combat. It is up to the TK to determine which features and conditions apply.

FEATURE	EFFECT
Boulder fields	-2 to hit with ranged attacks
Cliffs	When hit in combat, Reflex save or knocked off cliff
High winds	-5 to hit with ranged attacks
Ice sheets	Full move and melee combat forces a Reflex save to avoid slipping and falling prone
Rain and snow	Visibility halved, -3 to hit with ranged attacks
Rocky ground	Full move forces Reflex save to avoid slipping and falling prone
Sand	Movement halved
Shallow water	Movement halved, -2 to hit with ranged attacks
Slopes	When hit in melee combat, Reflex save or fall down slope for 1d6 points of damage
Tall grass or reeds	Movement halved
Underbrush	Movement halved
Woods, Light	-3 to hit with ranged attacks
Woods, Heavy	-5 to hit with ranged attacks

WILDERNESS DANGERS

Many dangers must be planned for and dealt with while traveling through the wilderness. Each danger listed below can be avoided by taking a number of precautions.

CLIFFS: Adventurers that are traveling through mountains and rugged highlands need to link themselves with ropes and carry miner's picks. Most importantly, they need to avoid being heavily encumbered.

• GEAR: 100-ft. rope, iron spikes, hammer or pick

• PENALTY: One Reflex save per day or fall 1d10 x 10 feet

COLD: Characters need double food rations in cold weather. Characters must find shelter at night and start a camp fire (requires a flint and steel, a tinder box and fuel). Shelter can be an existing cave or it can be built from available materials. Building a shelter requires such items as pickaxes (for an igloo), hammers, rope and axes.

• GEAR: Bedroll, flint and steel, tinder box, winter clothing, winter blanket

• PENALTY: Fortitude saving throw or fatigued the next day

DRY HEAT: Characters should only travel at night and must consume an extra water ration each day to avoid dehydration. If traveling during the day, one must keep the sun off their skin by dressing in robes, cloaks, caftans, wide-brimmed hats or carrying an umbrella. Characters should avoid armor heavier than chainmail. It is also important to rest often by cutting daily travel distance in half.

• GEAR: Caftan or hat, cloak or robes, extra water ration per day, armor lighter than chainmail

• PENALTY: Fortitude saving throw or fatigued the next day

HUMID HEAT: Heat mixed with humidity is draining. One should avoid wearing much clothing (natives of such environments are naked or practically naked), including armor. Characters must rest more often by cutting their daily travel distance in half.

• GEAR: Lack of clothing, extra water ration per day, armor lighter than chainmail

• PENALTY: Fortitude saving throw or fatigued the next day

STARVATION & THIRST: Bring food or bring somebody who can hunt for food, because nothing puts a damper on an adventure like starvation. Horses need about 10 gallons of water per day and about 20 lb. of food per day. Camels can drink 30 gallons of water at a time, and then go 1 week without drinking more. They eat about 10 lb. of food per day.

• GEAR: Iron rations, animal traps, fishing gear, waterskins

• PENALTY: See Rules of Play for the effects of Starvation and Thirst

VERMIN: Depending on the terrain, vermin (the normal annoying kind, not the giant bite-your-head-off kind) are almost impossible to deal with. Food can be kept in sacks and hung from trees to make it safer from vermin. Adventurers can sleep in tents and burn sticks of incense to ward away mosquitoes and other disease carriers. Boots should be shaken vigorously before being put on in the morning.

• GEAR: Sacks, tents, incense sticks

RANDOM WILDERNESS HEXES

TERRAIN (D10)

NEW TERRAIN	AQ	GR	HL	MT	WD	WS	WT
Aquatic* (AQ)	1-5	1	1	1	1	1	1-2
Grassland (GR)	—	2-4	2	—	2	2-4	3
Highlands (HL)	6	5-6	3-5	2-3	3	5-6	4
Mountains (MT)	7	—	6-7	4-7	4	—	—
Woodland (WD)	8	7	8	8	5-8	—	5-6
Wasteland (WS)	9	8-9	9	9		7-10	—
Wetland (WT)	10	10	10	10	9-10	—	7-10

CONTAINS (D20)

1-2	Monster lair
3-4	Natural wonder (see table below)
5-6	Ruin (1 in 6 leads to a full-scale dungeon)
7	Settlement (see City Adventures below)
8	Stronghold (see table below)
9	Supernatural wonder (see table below)
10-20	Nothing of note

NATURAL WONDERS

Chasm or gorge	Petrified wood
Crater	Plateau (lost world)
Geysers	Pristine lake
Lonely mountains	Tar pits
Natural caverns	Vein of valuable metal or stones
Natural springs or hot springs	Waterfall

STRONGHOLDS (D20)

1	Abbot's monastery
2	Archdruid's temple
3	Barbarian prince or princess's camp
4	Death lord's mountain fastness
5-6	Master thief's bandit camp
7	Paladin's citadel
8-10	Patriarch's fortified temple
11	Ranger lord's castle
12	Sorcerer's tower
13-18	Warlord's fortress
19-20	Wizard's tower

SUPERNATURAL WONDERS

Burial mounds (elf hills)	Moving landscape
Cloud islands	Positive or negative energy zone
Floating rocks	Rainbow bridge
Ley nexus	River of stones or fire
Magnetic fields	Stone circle
Mountain of glass or crystal	Wild magic zone

• PENALTY: Lose one day of rations, Fortitude saving throw or catch a vermin-spread disease like yellow fever or malaria

WEAR & TEAR: Each night, armor and weapons must be oiled and stowed away. Bows should be unstrung (a spare bow could be unstrung during the day and kept strung at night). Metal weapons should be sharpened. One can use a *mending* spell if without proper equipment.

• GEAR: Armor and weapon oil, whetstone

• PENALTY: -1 penalty to AC bonus from armor, -1 penalty to hit with weapons

CIVILIZATION & SETTLEMENTS

After a long delve in a dangerous dungeon and a hazardous trek across the wilderness, players will be quite happy to finally get their characters into a safe, civilized spot on the map. When designing a settlement, you can stick to these basic steps and then build on them as the need arises.

VISTAS

The first step in creating a city, town or village is to describe it. This is more than just an exercise in adjectives and adverbs. To describe a settlement, you need to know a few things about it. Much of what a settlement does is wrapped up in how large it is.

Villages are usually concerned with fishing, farming, ranching or mining. In an economy based on agriculture, villages are where most of the production of raw materials and resources takes place. Villages are usually small, numbering 20 to 1,000 people. Some may be independent, while most are centered on the manor of a lord of some sort.

Lords of manors are usually aristocrats if the manorial village is near a town or city, or a high level character if not.

D6	VILLAGE TYPE
1	Fishermen
2	Herdsmen
3	Hunters
4	Miners
5	Peasant Farmers
6	Woodsmen

Most lords demand a toll of 1d6 x 100 gp to pass through their territory.

Towns are larger than villages, with populations of 1,000 to 8,000 people. Towns have markets, where goods from the surrounding villages are brought to be traded or turned into manufactured goods. Towns have more artisans in them, and merchants who have traveled as far as the nearest city-state, though rarely beyond there. Most towns are fortified, surrounded by a wall and towers, and maybe have a nearby keep owned by a powerful noble, like a viscount or count. The main occupation of a town depends on the resources of the villages that feed it. If most of the villages produce wool, then the town is known for it wool trade.

City-states are surrounded by a web of towns and villages, and are usually major trading centers that accept goods from across the sea or from massive trade routes, like the legendary Silk Road. Ancient and medieval cities were not nearly as large as modern cities, and they tended to be much more compact. While a few cities can grow as large as one million people, most range between 8,000 to 200,000 people, averaging 10,000 for small cities and 50,000 for large cities. Medieval cities with populations of 1 million did exist, but they were rare.

Cities are less provincial than towns, and usually have many minorities, including populations of elves, dwarves, halflings and maybe goblins, not to mention humans from foreign cultures. The merchants of the cities are merchant princes, who command large caravans or fleets of cogs and caravels. City-states are commanded by dukes, archdukes, princes and kings (or duchesses, archduchesses, princesses and queens, of course).

Once you know what a city does, it should be easier to describe it. Possible interesting features of a settlement include: Walls painted a vivid color or covered with bas-reliefs, canals, tall spires, onion domes, bridges, oddly dressed people, strange mounts or conveyances, etc.

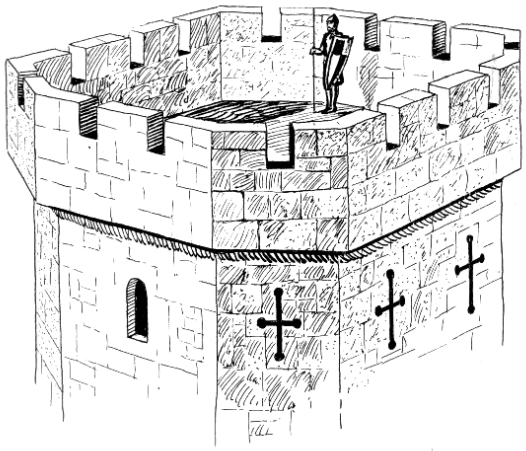
TO MAP OR NOT TO MAP

Given that we have already covered dungeon and wilderness maps, it seems obvious that we should make a map of our settlements. A sketch of the settlement's outline with a few notes on where various important features (king's castle, guard houses, important artisans, sages, important NPC's, the thieves' guild, etc.) are located will probably suffice, along with the network of major roads and lanes, with names.

A few notes on medieval architecture are probably useful at this point.

WALLS AND GATES

A typical town wall is a stone wall 5 feet thick and 30 feet high. A typical city wall is 10 feet thick and 40 feet high. The walls are crenellated to provide protection for guards. A typical defensive wall on a large city is 15 feet thick and 50 feet tall. It often has a tunnel and small rooms running through its interior. Large cities often have interior walls as well as surrounding walls, either old walls that the city has outgrown, or walls dividing individual districts from each other.



TOWERS

Some city walls are adorned with towers set at irregular intervals. Few cities have enough guards to keep someone constantly stationed at every tower, unless the city is expecting attack from outside.

Watch towers are usually 10 feet higher than the wall they adjoin and their diameter is twice the thickness of the wall. Arrow slits pierce the upper stories of a tower, and the top is crenellated in the manner of the city walls. In a small tower a simple ladder typically connect the tower's stories and the roof. In a larger tower, stairs serve that purpose.

Heavy wooden doors reinforced with iron and bearing good locks block entry to a tower, unless the tower is in regular use. As a rule, the captain of the guard keeps the key to the tower on his or her person, and a second copy is in the city's inner fortress or barracks.

GATES

A typical city gate is a gatehouse with an inner and outer portcullis and murder holes above the space between them. In towns, the primary entry is through iron double doors set into the city wall. Gates are usually open during the day and locked or barred at night. Usually, one gate lets in travelers after sunset and is staffed by guards who open it for someone

MAURICE
DEY

who seems honest, presents proper papers, or offers a large enough bribe (depending on the city and the guards).

CITY STREETS

Typical city streets are narrow and twisting. Most streets average 15 feet wide, while alleys range from 5 to 10 feet wide. Some cities have no larger thoroughfares, particularly cities that grew from small settlements. Cities that are planned or have suffered a major fire that allowed authorities to construct new roads through formerly crowded areas might have a few larger streets. These main roads are 20 to 30 feet wide, offering room for wagons to pass each other, with additional space for pedestrians. Streets are often full of people going about their daily lives. If crowds see something dangerous, they move away at 30 feet per round.

SEWERS

To begin with, actual ancient and medieval sewers are rare. Fantasy towns and cities, on the other hand, usually have a sewer system because they make a great place for adventures. To get into these sewers, characters can open a grate and jump down about 6 to 10 feet. Sewers are built like dungeons, except that they always have floors that are slippery or covered with water and filth. Sewers are also similar to dungeons in terms of creatures liable to be encountered therein. Some cities were built atop the ruins of older civilizations, so their sewers sometimes lead to treasures and dangers from a bygone age. Each day spent in a sewer should carry with it a chance of contracting a disease.

CITY BUILDINGS

Most city buildings fall into three categories. The majority of buildings in the city are two to five stories high, built side by side to form long rows that form squares separated by secondary or main streets and with courtyards or green spaces in the middle. These row houses usually have businesses on the ground floor, with offices or apartments above.

Inns, successful businesses, large warehouses, millers, tanners and other businesses that require extra space are generally large, freestanding buildings with up to five stories, forming squares around courtyards.

Small residences, shops, warehouses, or storage sheds are simple, one-story wooden buildings, especially if they are in poor neighborhoods.

Most city buildings are made of a combination of stone or clay brick (on the lower one or two stories) and timber (for the upper stories, interior walls, and floors). Roofs are a mixture of boards, thatch, and slates, sealed with pitch. A typical lower-story wall is 1 foot thick. Upper-story walls are 6 inches thick. Exterior doors on most buildings are wooden doors that are usually kept locked.

A Treasure Keeper can be ambitious and draw a city building by building, either using a random table to determine what one finds in that building or describing each one. However, if a settlement is not going to be used as a major adventure site, this might be more work than it is worth.

GOODS FOR SALE

The size of a settlement should have some impact on how easy it is to find various artisans and professionals. To keep things easy, the following lists the types of hirelings commonly found in different sized settlements. Towns contain all the hirelings to be found in villages, and cities contain all the hirelings one can find in towns and villages.

TITLES

One way to make different settlements and countries interesting is to vary the titles of their rulers. Here are a few ideas:

IMPERIAL TITLES		
Emperor/Empress	Imperator (Rome)	Basileus (Byzantium)
Samraat (India)	King of Kings	Shahanshah (Persia)
Khagan (Mongols)	Huang (China)	

HIGH ROYAL TITLES		
High King/Queen	Maharaja (India)	Padishah (Persia)
Pharaoh (Egypt)	Anax (Greece)	Ard Ri (Gaelic)
Bretwalda (Saxon)	Lamane (W. Africa)	

ROYAL TITLES		
King/Queen	Rex (Rome)	Raja/Rani (India)
Ri (Gaelic)	Di (China)	Khan (Mongol)
Shah/Shahbanu (India)	Sultan (Araby)	Malik (Araby)
Tuanku (Malaysia)	Lakan/Diyan (Phil.)	Teigne (West Africa)

HIGH NOBLE TITLES		
Grand Prince/Princess	Gun (China)	Grand Duke/Duchess
Viceroy/Vicereine	Archduke/duchess	Prince/Princess
Princeps (Rome)	Morza (Mongol)	Despot (Greece)
Elector (HR Empire)	Duke/Duchess	Gong (China)
Emir (Araby)	Bey (Turks)	Buumi (West Africa)

RELIGIOUS TITLES		
Pope/Popess	Caliph	Saltigue

NOBLE TITLES		
Marquis/Marquessa	Hou (China)	Count (Earl)/Countess
Bo (China)	Viscout/Viscountess	Zi (China)
Baron/Baroness	Nan (China)	

ARISTOCRATIC TITLES		
Baronet	Dominus	Vidame
Seigneur	Knight	Hidalgo
Nobile	Junker	Esquire

There is a 1 in 10 chance that a settlement has a hireling that would not normally be found there.

VILLAGE: Artisans (Blacksmiths, Carpenters, Cartwrights, Millers, Potters, Tanners, Thatchers, Weavers), Bearers, Men-at-Arms **, Taverns

TOWN: Animal Trainers, Armorers, Artisans (Arkwrights, Bakers, Brewers, Chandlers, Cobblers, Coopers, Dyers, Furriers, Glassblowers, Leather-workers, Locksmiths, Masons, Ropemakers, Tailors, Tanners, Vintners, Woodcarvers), Bowyers, Entertainers, Inns, Moneylenders, NPCs *, Priests, Rogues, Scribes

CITIES: Alchemists, Artisans (Bookbinders, Cartographers, Shipwrights), Assassins' Den, Engineers, Jewelers, Sages, Thieves' Guild

** NPC refers to non-player characters with class levels. You can use the "Finding Henchmen" tables in the Characters chapter to determine the exact type found.*

*** Men-at-arms in villages are usually employed by the local lord or else form the local constabulary. In towns and cities, there should be some mercenaries for hire.*

Settlements are rarely home to high level adventurers, since those folk prefer the freedom and power of the strongholds they have established on the edge of civilization. In addition, rulers have little desire for

powerful rivals close to home, preferring to put them on the borderlands where they can fight monsters and extend his or her rule. Low to mid-level adventurers may settle in city-states, taking jobs with the government, opening taverns or investing in (or leading) mercantile companies. In practice, this means that one will rarely find NPC's higher than 6th level in a city-state. Consequently, spells higher than 3rd level are difficult to come by in city-states. If adventurers seek powerful spells or the creation of magic items, they must venture into the wilderness.

Most city dwellers are normal commoners. The only high-level NPC's common to city-states are its high priest (i.e. a cleric or druid) and the leader of its criminal underworld (i.e. a thief or assassin).

The rest of a city's citizens are either peasants, burghers (usually artisans or merchants) or aristocrats. The artisans that adventurers deal with are masters that own their shops. A master might be assisted by a journeyman and one or two apprentices. A few artisans are classed as "grand masters" capable of manufacturing items of extraordinary quality. Artisans belong to guilds that control pricing and get the word out about deadbeat or abusive adventurers, so players had best take care.

It is important for players to understand how a medieval artisan worked. Artisans did not generally produce surpluses of goods that could be purchased "off the rack". While the apprentices and journeymen might spend their day making cheap items (less than a gold piece in value) that were in constant demand, masters make more valuable items to order.

SOCIAL CLASSES

For our purposes, there are three social classes represented in society: Aristocrats, burghers and peasants.

Aristocrats are 1 to 2 percent of the population. This class includes royalty, nobility, knights and dames. Maybe 1 in 100 aristocrats have levels in a class, typically cleric, fighter, magic-user or paladin. Aristocrats earn anywhere from 600 gp to 10,000 gp a year (i.e. 1d20 gp per day).

Burghers, or townsmen, are the middle class. They make up about 10 to 20 percent of the population and include merchants, guild masters, officials, abbots, priests, lawyers, scholars, explorers, officers, inn and tavern keepers and artisans. Burghers earn about 30 gp to 200 gp per year (i.e. 1d10 x 10 sp per day). Maybe 1 in 1,000 burghers have levels in a class, those folks typically being retired adventurers.

Peasants represent most of the remainder of a city-state's population. They include servants, tutors, farmers, herdsmen, fishermen, men-at-arms and apprentices. These folk earn from 10 to 20 gp per year (i.e. 1d6 cp per day). About 1 peasant in 10,000 has levels in a class.

The underclass includes actors, assassins, beggars, gypsies, outlaws, peddlers, prisoners, rebels, runaway serfs, strolling minstrels, thieves, tinkers and vagabonds. They represent about 5 to 10 percent of the population and their earnings can vary widely. Typical classes for them are assassin, barbarian, bard and thief.

RULERS

Most campaigns assume a pseudo-feudal system of organization, with kings on the top and dukes, counts and barons beneath them in a somewhat loosy-goosy hierarchy. Family ties mean everything in such a society, and people are loath to allow folks to do anything other than follow in their father or mother's footsteps. Adventurers and other rogues live outside such a system, and so are considered something of a menace. The townsfolk like your money, but they don't like you.

Naturally, other forms of government are possible, and offer a chance to differentiate cities from one another. A few possible forms of realistic and fantastic rulers follow:

DESPOTISM: Rule by a single person with absolute authority

FUEDALISM: Rule by warrior nobility based on obligations between lords and vassals

KLEPTOCRACY: Rule by thieves

KRITARCHY: Rule by judges

MONARCHY: Rule by a single person who is either absolute in power, or must govern within established laws

MONSTROUS: Rule by powerful monsters like angels, demons, devils, sphinxes, titans or vampires

MAGOCRACY: Rule by magic-users and sorcerers

OLIGARCHY: Rule by a small group of powerful people

PLUTOCRACY: Rule by the wealthy, either merchant princes or major land owners

REPUBLIC: Rule by elected officials (high charisma a must!)

THEOCRACY: Rule by clerics and druids

THE LONG ARM OF THE LAW

Villages are protected by the men-at-arms of the local lord or lady, or, if there is no local lord or lady, a militia guard of commoners armed with pole-lanterns, billhooks or clubs and leather armor. Towns and cities are protected by larger armies of men-at-arms. The walls are guarded by archers or crossbowmen. Assume one man-at-arms per 150 feet of wall and another 1d10 per tower.

Watch patrols are usually encountered randomly in the streets, but there are always 1d6 such guards in markets and around important buildings. These guardsmen wear leather armor and carry shields, clubs (for subduing criminals) and short swords (for more serious dangers).

Medieval towns do not have modern-style police forces, they being formed in the 19th century. By the 18th century, thief-takers were being hired as private police to bring criminals to justice, and a fantasy game might use such characters. Otherwise, people either took the law into their own hands, or called on the local sheriff or constable and his watch to seize a criminal and bring them to the local lord for trial. Manorial courts often used a jury system, while royal courts preferred to establish guilt using ordeal by fire, water or combat.

In a medieval milieu, clerics might be subject only to ecclesiastical law (i.e. the law of their temple), and thus are tried by high priests, abbots, bishops and the like and not secular authorities.

Criminals were rarely locked in jails or dungeons. Rather, they were chained or bound and kept wherever it was handy, possibly in a pillory. Punishments included the levying of "guilt money", with the amount commensurate with the severity of the crime), whippings and lashings, being locked in a pillory, mutilation or, if the crime was dire enough, a visit to the gallows, chopping block or being burned at the stake.

THE DOGS OF WAR

A settlement's soldiery usually consists of one squadron of men-at-arms (i.e. 10 men-at-arms) per 1,000 people, and one squadron of militia (i.e. 10 commoners) per 100 citizens plus the appropriate leaders. A city of 10,000, for example, would have 10 squadrons of men-at-arms and 100 squadrons of commoners. You can determine these squadrons randomly using the Finding Henchmen tables in the Characters chapter.

NOTABLE CITIZENS

The only citizens you need to detail when designing a settlement are those that are sought out by the adventurers or that often come into contact (or conflict) with them. This includes alchemists for potions and spells, armorers for armor and weapons, bowyers for missile weapons, barbers for gossip and healing, priests for healing and holy water, sages for information and spells, moneylenders for high interest loans (20% was not uncommon in the ancient world, and they will demand security), the captain of the guard after the inevitable tavern fight and aristocrats for their patronage. It is best to detail only one or two of each type, since reoccurring NPC's are more engaging to the players.

RANDOM SETTLEMENT ENCOUNTERS

Random encounters should only be diced for at night, or when adventurers have left the main streets for the back alleys. There is a 1 in 6 chance per turn, under these conditions, of an encounter.

ROLL	MAIN STREETS (D10)	BACK STREETS (D10)	NIGHT (D12)
1	Building fire	Chaos cultists	Chaos cultists
2	Chamber pot	Charlatan	Ghoul
3	Clerical procession	Giant rats	Giant rats
4	Guards	Guards	Night hag
5	Mage duel	Magic-users	Press gang
6	Mob violence	Prostitute	Prostitute
7	Noble procession	Rakes	Rakes
8	Pick pockets	Thieves	Succubus
9	Runaway horses	Thugs	Thieves
10	Tax collector	Vicious dogs	Thugs
11	-	-	Vampire
12	-	-	Wererat

Building Fire: A building is engulfed in flames, causing a panic. For 1d4+1 rounds, the adventures must pass a Reflex saving throw each round or be knocked prone and trampled for 1d4 points of damage unless they flee. There is a 10% chance of a person being trapped in the building. Pick pockets work the crowds (see pick pockets below).

Chamber Pot: A random adventurer is struck by effluence cast out of window from a chamber pot. If that seems a bit too nasty, simply make it garbage. Either way, the adventurer suffers a -2 penalty to reaction checks until they clean themselves up.

Chaos Cultists: A gang of 1d6 chaos cultists lurks in the shadows, seeking victims to sacrifice. Most cultists are priests (see Henchmen), but there is a 1 in 6 chance of one cultist being a Chaotic (Evil) cleric (level 1d6) and the group's leader. They wear ring mail under their robes and are armed with light maces and plenty of rope.

Charlatan: An illusionist (level 1d6+1) attempts to sell some worthless tonics or powders to the crowd. His toady is a thief or bard of half the level of the illusionist.

Clerical Procession: A procession of Lawful (Good) clerics or Neutral druids is making its way down the street. The procession consists of a high priest (cleric level 1d6+1) and 1d6+4 lesser priests. They carry a portable idol or large holy symbol on a pole and might be casting blessings, selling holy symbols, holy water or indulgences, or giving alms to the poor.

Ghoul: A pack of 1d6 ghouls ambushes the adventurers. Alternatively, the adventurers might come upon the ghouls attacking a victim.

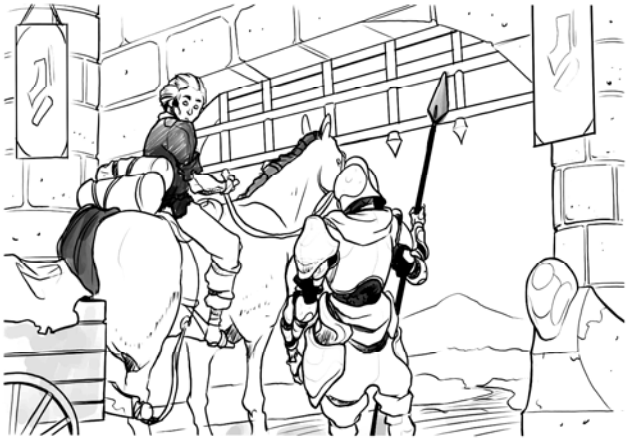
Giant Rats: A pack of 2d6 giant rats emerges from piles of garbage to attack the adventurers.

Guards: During daytime hours, 1d6+1 men-at-arms use their official positions to harass and annoy the adventurers, and maybe shake them down for a bribe. At night, 1d4+4 men-at-arms led by a fighter (level 1d6) are on patrol. There is a 1 in 6 chance they are accompanied by a cleric or magic-user (level 1d4).

Mage Duel: A crowd has gathered to witness two magic-users (roll 1d10 to determine their levels – keep them close) have a magic duel. Pick pockets will work the crowds (see pick pockets below).

Magic-User: A powerful magic-user (level 1d4+6) and his 1d4+1 apprentices (magic-users level 1) are looking for victims for his experiments, out shopping for laboratory equipment or ingredients or are on some other weird, mystic errand.

Mob Violence: Two factions (rival families, cults or guilds) have come to blows. Each faction consists of 6d6 commoners armed with clubs. People



within 60 feet of the epicenter of the violence must make a Reflex saving throw each round or be attacked by 1d3 commoners.

Night Hag: A night hag is on an infernal errand.

Noble Procession: A nobleman or women (or couple) are making their way down the street. Roll 1d6 for their rank: 1-3 Knight; 4-5 = Nobility; 6 = Royalty. Multiply this roll by 2 to determine the number of courtiers with them, and by 4 to determine the number of men-at-arms accompanying them. Half are heavy infantry, the other half are heavy cavalry.

Pick Pocket: A gang of 1d6 rogues or a single thief (level 1d6+2) is working the crowd and targets a random adventurer.

Press Gang: A gang of 1d4+4 sailors (treat as men-at-arms with no armor and armed with clubs) led by their first mate (fighter or dueslit level 1d6) are looking for new recruits to shanghai.

Prostitute: A man or woman of the evening is plying their trade here. Roll 2d6+6 for their charisma. They charge their charisma x 10 gp for a night's entertainment, and pass on an embarrassing condition if their customer fails a Fortitude saving throw vs. disease.

Rakes: A gang of drunken aristocrats armed with padded armor, rapiers and daggers is looking for trouble. There is a 1 in 6 chance they are led by a duelist (level 1d6). Their drunken condition gives their opponents a tactical advantage, but worsens reaction checks with them by 2.

Runaway Horses: 1d4 heavy horses (or some other large domestic animal) have gone wild and bear down on the adventurers, threatening to trample them and possibly a helpless old man or woman or child. If there is more than one horse, they are hooked up to a wagon laden with goods.

Succubus: A succubus looks for prey, masquerading as a normal human.

Tax Collector: A tax collector (an aristocrat) and his 1d4+2 men-at-arms (light infantry) are shaking down the citizens for donations to the community chest. They are always looking out for wealthy adventurers.

Thieves: A gang of 1d6 rogues is plotting a caper, in the middle of robbing a building or fleeing the scene of the crime. There is a 1 in 6 chance that they are led by a thief (level 1d6).

Thugs: A pack of 1d6 thugs is either plotting violence, in the act of murdering a victim or fleeing from a scene. Most thugs are rogues (see Henchmen), but there is a 1 in 6 chance of an assassin (level 1d6) being present as their leader. They appear as figures in hooded black cloaks and are armed with poisoned daggers.

Vampire: A vampire is stalking the streets in search of prey. If the party is powerful enough, the vampire might be accompanied by 1d4 of his spawn with half the number of hit dice.

Vicious Dogs: A pack of 2d4 stray dogs are looking for food.

Wererat: A pack of 1d6 wererats are on the hunt.

RANDOM SETTLEMENTS

The following tables are useful when generating a random settlement.

SIZE (D%)

ROLL	SETTLEMENT	POPULATION	POP. ROLL
01-40	Small Village	20-90	1d8+1 x 10
41-60	Large Village	100-400	2d4 x 50
61-80	Small Town	500-1,000	1d6+4 x 100
81-90	Large Town	1,000-6,000	2d6 x 500
91-95	Small City	7,000-10,000	1d4+6 x 1,000
95-99	Large City	10,000-60,000	2d6 x 5,000
100	Metropolis	60,000-600,000	10d10 x 6,000

RULER (D%)

01-50	Normal human (usually merchant prince or noble)
51-70	Specialist human (priest, sage, etc.)
71-84	Minor NPC (class level 1d6)
85-94	Major NPC (class level 1d6+6)
95-99	Extraordinary NPC (class level 1d6+12)
100	Monster (CL 6+) (1% chance it is ruled by a demigod)

THE LOCALS ARE KNOWN FOR … (D%)

Roll on this table as many times as you like.

01	their domesticated monsters
02	their dour religion
03	their forbiddance of alcohol
04	their forbiddance of dancing
05	their forbiddance of fighting
06	their frequent and boisterous festivals
07	their hatred of magic
08	their lack of clothing
09	their lack of eye contact
10	their love of a good fight
11	their love of gambling
12	their matriarchal society
13	their outlandish costumes
14	their sacred animals
15	their separation of the genders
16	their superstitions
17	their xenophobia
18	their bravery or cowardice
19	their deceitful or honest behavior
20	their dedication to hard work or sloth
21	their jovial or somber moods
22	their lanky or stout shapes
23	their loutish or friendly manner
24	their militant or pacifistic attitudes
25	their pious or licentious behavior
26	their ragged or foppish appearance
27	their swarthy or fair skin
28	their barbarian hero (barbarian level 1d4+4)
29	their charlatan (illusionist level 1d4+4)
30	their constable (paladin level 1d4+3)
31	their cunning man or wise woman (sorcerer level 1d4+4)
32	their fencing master (duelist level 1d4+6)
33	their fighting abbot (monk level 1d4+5)

34 their fighting bishop (lawful cleric level 1d4+4 plus followers)
35 their friendly neighborhood druid (level 1d4+4)
36 their guard captain (fighter level 1d4+4)
37 their local ranger (ranger level 1d4+4)
38 their master alchemist (adept level 1d4+1)
39 their master animal trainer
40 their master armorer
41 their master artisan (TK's choice)
42 their master bowyer
43 their master engineer
44 their master jeweler
45 their local mercenaries (1d6 squads led by sergeant)
46 their local minstrel (bard level 1d4+4)
47 their local prelate (adept level 1d4+1; has 2d6 acolytes)
48 their magic-user (level 1d4+4)
49 their master sage (adept level 1d4+1)
50 their master thieves' guild (thief level 1d4+6 plus followers)
51 their spy ring (assassin level 1d4+6 plus followers)
52 their bazaar and black market
53 their canals
54 their college (3d6 sages)
55 their dwarven quarter (5% of the population)
56 their elven quarter (5% of the population)
57 their fencing academy (led by duelist level 1d4+3)
58 their foreign quarter (5% of the population)
59 their fortified harbor
60 their gnomish quarter (5% of the population)
61 their goblin quarter (5% of the population)
62 their halfling quarter (5% of the population)
63 their haunted manor (spectre, wraith or ghost)
64 their impenetrable keep
65 their magnificent gardens
66 their monastery (led by monk level 1d4+3)
67 their triumphal monuments
68 their smuggler tunnels
69 their ziggurat/cathedral/grand temple
70 their fine beer, wine or spirits
71 their fine breads and pastries
72 their fine orchards
73 their fine vegetables
74 their iron foundries
75 their legendary livestock
76 their mercantile guild (3d6 master merchants)
77 their mines (base metals)
78 their mines (precious metals)
79 their mines (precious stones)
80 their quarries
81 their rare herbs
82 their rare spices
83 their skill at smithing
84 their skill at masonry
85 their skill at weaving
86 their skill at woodworking
87 their slave markets
88 their valuable timber
89 their wool industry
90 their awful weather
91 their bandit problem
92 their chaos cult (led by cleric level 1d4+4)
93 their doppelganger problem (1d4+1 have infiltrated the halls of power)
94 their extensive monster-infested dungeons under the settlement
95 their ghoul problem
96 their local monster (challenge level 1d6+4)
97 their rat infestation
98 their vampire problem
99 their visitations from beyond
100 their werewolf problem

URBAN ADVENTURE HOOKS

Settlements, especially larger settlements, can be the source of many out-of-the-ordinary adventures. Some of the following plot hooks might get the ball rolling:

• Characters are caught between rival factions vying for power

• Characters catch wind of a magic-user or alchemist building a flesh golem (grave robbing, etc.) or conducting dangerous experiments

• A local falls in love with a character; the local might be married to a jealous spouse, or the child of a powerful person

• The settlement is threatened by bandits, monsters or an army; the characters might be the settlement's only chance

• The settlement is subject to a natural disaster – this could be a chance to save people or to pull off a major heist

• The settlement succumbs to a plague that results in multitudes of the walking dead in the streets

• Characters are framed for a crime they didn't commit

• Characters run into trouble with the local thieves or assassins

• Characters invited to participate in a tournament; the winner gets to hunt down a monster that has been menacing the city

• Characters are recruited by a local noble for a routine errand that turns out to be anything but routine

• Characters run afoul of the local excisemen (i.e. tax collector), who wants a portion of their liberated treasure

• Characters are recruited by a bishop to deliver an important person to a temple in the wilderness; he turns out to be chaotic and the person is a hypnotized prisoner meant for a sacrifice

THE PLANES

A "plane" is a reality that is linked to other planes. The universe the adventurers dwell in is such a plane, and is usually called The Material Plane. Other planes might represent such things as Hell, Heaven, Asgard, Fairyland, or anything else you can imagine. Each plane is effectively its own universe with its own natural laws.

Planes can be categorized as one of the following general types: Material Planes, Transitive Planes, Inner Planes, Outer Planes, and Demiplanes.

Material Plane: A Material Plane tends to be the most like reality of all the planes and operates under the same set of natural laws that the real world does. This is the default plane for most adventures.

Transitive Planes: These three planes have one important common characteristic: Each is used to get from one place to another. The Astral Plane is a conduit to all other planes, while the Ethereal Plane and the Plane of Shadow both serve as means of transportation within the Material Plane they're connected to. These planes have the strongest regular interaction with the Material Plane and are often accessed by using various spells. They have native inhabitants as well.

Elemental Planes: These six planes are manifestations of the basic building blocks of the universe. Each is made up of a single type of energy

or elemental substance that overwhelms all other such energies or substances. The natives of a particular Elemental Plane are composed of the same energy or element as that plane.

Outer Planes: Deities (gods and goddesses) live on the Outer Planes, as do creatures such as angels, celestials, demons and devils. Each of the Outer Planes has an alignment, representing a particular moral or ethical outlook, and the natives of each plane tend to behave in agreement with that plane's alignment. The Outer Planes are also the final resting place of souls from the Material Plane, whether that final rest takes the form of calm introspection or eternal damnation.

Demiplanes: This catch-all category covers all extradimensional spaces that function like planes but have measurable size and limited access. Other kinds of planes are theoretically infinite in size, but a demiplane might be only a few hundred feet across.

PLANAR TRAITS

Each plane of existence has its own properties—the natural laws of its universe. Planar traits are broken down into a number of general areas. All planes have the following kinds of traits.

Physical Traits: These traits determine the laws of physics and nature on the plane, including how gravity and time function.

Elemental and Energy Traits: These traits determine the dominance of particular elements or energies.

Alignment Traits: Just as characters may be Lawful, Neutral or Chaotic, many planes are tied to a particular moral or ethical outlook.

Magic Traits: Magic works differently from plane to plane, and magic traits set the boundaries for what it can and cannot do.

PHYSICAL TRAITS

The two most important natural laws set by physical traits are how gravity works and how time passes. Other physical traits pertain to the size and shape of a plane and how easily a plane's nature can be altered.

Gravity: The direction of gravity's pull may be unusual, and it might even change directions within the plane itself.

GRAVITY	EFFECTS
Normal	No special effects
Heavy	Item weights doubled, weapon ranges halved, attack rolls at -2 for non-natives, falling damage doubled
Light	Item weights halved, weapon ranges doubled, attack rolls at -2 for non-natives, falling damage halved
None	Individuals float in space
Objective	Normal gravity, but the direction is not the traditional "down" towards the ground
Subjective	Normal gravity, but each individual chooses the direction of gravity's pull; unattended items exist in no gravity

Time: The rate of time's passage can vary on different planes, though it remains constant within any particular plane. Time is always subjective for the viewer. The same subjectivity applies to various planes. Travelers may discover that they'll pick up or lose time while moving among the planes, but from their point of view, time always passes naturally. A plane in which a century passes in a Material Plane day has a major impact on a campaign, so do not use such planes lightly.

TIME	EFFECT
Normal	No effects
Timeless	Time passes, but the effects are diminished
Flowing	Time flows more quickly or slowly here than in normal time
Erratic	Time slows down and speeds up (see table below)

D10	TIME ON MATERIAL PLANE	TIME ON ERRATIC PLAIN
1	1 day	1 round
2-4	1 day	1 hour
5-6	1 day	1 day
7-9	1 hour	1 day
10	1 round	1 day

Shape and Size: Planes come in a variety of sizes and shapes. Some planes are infinite, or at least so large that they may as well be infinite.

SHAPE/SIZE	EFFECTS
Infinite	Plane goes on forever
Finite	Plane has edges or borders, which may adjoin other planes or simply end such as the edge of the world or a great wall
Self-Contained	Borders wrap in on themselves; depositing travelers on the other side of the map; could be spherical or any other shape

ELEMENTAL AND ENERGY TRAITS

Four basic elements and two types of energy together make up everything in the fantasy cosmos. The elements are air, earth, fire and water. The types of energy are positive and negative.

The Material Plane reflects a balancing of those elements and energies; all are found there. Each of the Elemental Planes is dominated by one element or type of energy. Other planes may show off various aspects of these elemental traits. Many planes have no elemental or energy traits; these traits are noted in a plane's description only when they are present.

Air planes are mostly open space. Planes with this trait have just a few bits of floating stone or other elements. They usually have a breathable atmosphere, though such a plane may include clouds of acidic or toxic

gas. Creatures of the earth subtype are uncomfortable on air-dominant planes because they have little or no natural earth to connect with. They take no actual damage, however, from this abundance of air.

Earth planes are mostly solid matter. Travelers who arrive on such a plane run the risk of suffocation if they do not reach a cavern or other pocket within the earth. Worse yet, individuals without the ability to burrow are entombed in the earth and must dig their way out (5 feet per turn). Air elemental creatures are uncomfortable on earth dominant planes because these planes are tight and claustrophobic to them, but they suffer no inconvenience beyond having difficulty moving.

Fire planes are composed of flames that burn without consuming their fuel source. Fire-dominant planes are extremely hostile to Material Plane creatures, and those without resistance or immunity to fire are soon immolated. Unprotected flammable materials catch fire immediately, and those wearing unprotected flammable clothing catch on fire. In addition, individuals take 3d6 points of fire damage every round they spend on a fire-dominant plane. Water elemental creatures are extremely uncomfortable on fire-dominant planes. Creatures that are made of water take 6d6 points of damage each round.

Water planes are mostly liquid. Visitors who cannot breathe water or who do not soon reach a pocket of air drown. Elemental fire creatures are extremely uncomfortable on water-dominant planes. Those made of fire take 3d6 points of damage each round.

Positive planes are characterized by an abundance of positive energy, and thus life. Positive energy is the key "ingredient" in spells that heal damage and create life. The two kinds of positive-dominant traits are minor positive-dominant and major positive-dominant.

A minor positive-dominant plane is a riotous explosion of life in all its forms. Colors are brighter, fires are hotter, noises are louder, and sensations are more intense. All individuals in a positive-dominant plane heal 2 hit points per round.

Major positive-dominant planes go even further. A creature on a major positive-dominant plane must make a Fortitude save to avoid being blinded for 10 rounds by the brilliance of the surroundings. Simply being on the plane grants the regeneration ability. Creatures at full hit points gain 1d6 additional hit points per round. These temporary hit points fade 1d20 rounds after the creature leaves the major positive-dominant plane. However, a creature must make a Fortitude save each round that its temporary hit points exceed its normal hit point total. Failing this saving throw causes the creature to explode in a riot of colors, killing it.

Negative planes are vast, empty reaches that suck the life out of travelers who cross them. They tend to be lonely, haunted planes, drained of color and filled with winds bearing the soft moans of those who died within them. Negative energy is anathema to life, and spells that inflict wounds, drain energy or inflict instant death use negative energy to do so.

As with positive-dominant planes, negative-dominant planes can be either minor or major. On minor negative-dominant planes, living creatures take 1d6 points of damage per round. At 0 hit points or lower, they crumble into ash.

Major negative-dominant planes are even more severe. Each round, those within must make a Fortitude saving throw or lose one level to energy drain. A creature whose level is reduced to zero is slain, becoming a wraith. The *death ward* spell protects a traveler from the damage and energy drain of a negative-dominant plane.

ALIGNMENT TRAITS

Some planes have a predisposition to a certain alignment. Most of the inhabitants of these planes also have the plane's particular alignment, even powerful creatures such as deities. In addition, creatures of alignments contrary to the plane have a tougher time dealing with its natives and situations.

On planes that are strongly aligned, those of an opposing alignment suffer a -2 penalty to all saving throws and divine spellcasters suffer a 10% chance of spell failure.

MAGIC

Magic often works differently on different planes. Some planes are magical dead zones on which no magic ever works, others just make spellcasting difficult (treat as a percentage chance of spell failure). Some planes do not permit specific spells or schools of magic to work, some increase the power of all magic and others are wild magic zones, where all spells are subject to being warped.

Any spell or spell-like ability used on a wild magic plane has a chance to go awry. The caster must make a Will saving throw with a penalty equal to the level of the spell or effect for the magic to function normally. Failure on this check means that something strange happens; roll d% and consult the following table.

WILD MAGIC TABLE

D%	EFFECT
01–19	Spell rebounds on caster. If the spell cannot affect the caster, it fails.
20–23	A circular pit 15 feet wide opens under the caster's feet; it is 10 feet deep per level of the spell.
24–27	The spell fails, but the target or targets of the spell are pelted with a rain of small objects (anything from flowers to rotten fruit), which disappear upon striking. The barrage continues for 1 round. During this time the targets are blinded and must make Will saves to cast spells.
28–31	The spell affects a random target or area. To generate a random direction, roll 1d8 and count clockwise around the compass. To generate random range, roll 3d6. Multiply the result by 5 feet for close range spells, 20 feet for medium spells, or 80 feet for long range spells.
32–35	The spell functions normally, but is not expended from the caster's mind (a sorcerer's spell slot can be used again). An item does not lose charges, and the effect does not count against an item's use limit.
36–39	The spell does not function. Instead, everyone (friend or foe) within 30 feet of the caster receives the effect of a *heal* spell.
40–43	The spell does not function. Instead, a *deeper darkness* and a *silence* effect cover a 30-foot radius around the caster for 2d4 rounds.
44–47	The spell does not function. Instead, a *reverse gravity* effect covers a 30-foot radius around the caster for 1 round.
48–51	The spell functions, but shimmering colors swirl around the caster for 1d4 rounds. Treat this as a *glitterdust* effect.
52–59	Nothing happens. The spell does not function. Any material components are used up. The spell or spell slot is used up, and charges or uses from an item are used up.
60–71	Nothing happens. The spell does not function. Any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item's or spell-like ability's use limit.
72–98	The spell functions normally.
99–100	The spell functions strongly. Saving throws against the spell incur a -2 penalty. The spell has the maximum possible effect.

HOW PLANES INTERACT

Planes may interact with each other in a variety of ways. Some are completely separate, like two planets in different orbits. Travel between two separate planes must be done through a third plane, usually the Astral Plane. Other planes are connected at various points, called portals, while still others are so close to one another that travel can be accomplished at almost any point.

Infinities may be broken into smaller infinities, and planes into smaller, related planes. These "layers" are effectively separate planes of existence, and each layer can have its own planar traits. Layers are connected to each other through a variety of portsals, vortices, paths, and borders.

Access to a layered plane from elsewhere usually happens on a specific layer: The first layer of the plane, which can be either the top layer or the bottom layer, depending on the specific plane. Most fixed access points (such as portals and natural vortices) reach this layer, which makes it the gateway for other layers of the plane. The plane shift spell also deposits the spellcaster on the first layer of the plane.

ONE POSSIBLE COSMOLOGY

This cosmology of planes is inspired by the old Ptolomaic view of the universe, i.e. The Earth at the center of the universe surrounded by "crystal spheres" containing the different planets and beyond them the Empyrean Heaven of God and His angels. At the center of Earth lies Hell, which is essentially a plane within a plane.

In this conception, the Ethereal Plane extends beyond the Earth to the Moon, but no further. The Astral Plane extends throughout the entire universe, to the borders of the Empyrean Heaven.

All of the planes (i.e. planets) in this cosmology other than the Empyrean Heaven are self-contained spheres. Heaven is infinite.

Travel through the Astral Plane is possible, but one must enter one plane before they can re-enter the Astral Plane and travel to the next plane.

EARTH AND THE MOON (MATERIAL PLANE)

Earth and the Moon are the Material Plane, the center of the universe. The Moon differs from Earth only in that it is mildly-chaotic. These planes define what is considered normal. The Material Plane has normal gravity, normal time flow, no special elemental or energy traits and normal magic.

THE ETHEREAL PLANE

The Ethereal Plane overlaps with the Material Plane (Earth and Moon). The Material Plane is visible from the Ethereal Plane, but appears muted and indistinct, its colors blurring into each other and its edges fuzzy.

While it is possible to see into the Material Plane from the Ethereal Plane, the Ethereal Plane is usually invisible to those on the Material Plane. Normally, creatures on the Ethereal Plane cannot attack creatures on the Material Plane, and vice versa. A traveler on the Ethereal Plane is invisible, incorporeal, and silent to someone on the Material Plane.

The Ethereal Plane is mostly empty of structures and impediments. However, the plane has its own inhabitants. Some of these are other ethereal travelers, but the ghosts found here pose a particular peril to those who walk the fog. The plane has no gravity.

Spells function normally on the Ethereal Plane, though they do not cross into the Material Plane. The only exceptions are spells of force (*magic missile*, *wall of force*, etc.) and abjuration spells that affect ethereal beings. Spellcasters on the Material Plane must have some way to detect foes on the Ethereal Plane before targeting them with force spells, of course. While it's possible to hit ethereal enemies with a force spell cast on the Material Plane, the reverse isn't possible. No magical attacks cross from the Ethereal Plane to the Material Plane, including force attacks.

PLANE OF SHADOW

The Plane of Shadow is a dimly lit dimension that overlaps with the Material Plane as does the Ethereal Plane. For this reason, a planar traveler can use the Plane of Shadow to cover great distances quickly.

The Plane of Shadow also connects to other planes, so long as they have shadows on them. With the right spell, a character can use the Plane of Shadow to visit other realities.

The Plane of Shadow is a world of black and grey; color itself has been bleached from the environment. It otherwise appears similar to the Material Plane. Despite the lack of light sources, various plants, animals, and humanoids call the Plane of Shadow home.

Spells of shadow are enhanced on the Plane of Shadow, with all their variables maximized. *Shadow conjuration* and *shadow evocation* spells are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%). *Greater shadow conjuration* and *greater shadow*

evocation are 70% as powerful (not 60%), and a *shades spell* conjures at 90% of the power of the original (not 80%).

Spells that use or generate light or fire may fizzle (50% chance) when cast on the Plane of Shadow. Spells that produce light are less effective in general, because all light sources have their ranges halved here.

Despite the dark nature of the Plane of Shadow, spells that produce, use, or manipulate darkness are unaffected by the plane.

THE ASTRAL PLANE

The Astral Plane is the space between the planes. When a character moves through an interplanar portal or projects her spirit to a different plane of existence, she travels through the Astral Plane. Spells that allow instantaneous movement across a plane briefly touch the Astral Plane.

The Astral Plane is a great, endless sphere of clear silvery sky, both above and below. Occasional bits of solid matter can be found here, but most of the Astral Plane is an endless, open domain. Both planar travelers and refugees from other planes call the Astral Plane home.

The Astral Plane has subjective directional gravity. It is also timeless. Age, hunger, thirst, poison, and natural healing do not function in the Astral Plane, though they resume when the traveler leaves the Astral Plane.

MERCURY (ELEMENTAL PLANE OF EARTH)

Mercury is a solid sphere of rock and metal burrowed through by a multitude if tunnels and caverns. An unwary and unprepared traveler to Mercury may find himself entombed within this vast solidity of material and have his life crushed into nothingness, his powdered remains a warning to any foolish enough to follow.

Despite its solid, unyielding nature, Mercury is varied in its consistency, ranging from soft soil to veins of heavier and more valuable metal.

Mercury is an earth-dominant plane. Spells that use, manipulate, or create earth or stone have double the power, double the range and double the duration on Mercury. Spells that use or create air (including spells that summon air elementals or airy outsiders) have a 50% chance of failure on Mercury.

VENUS (POSITIVE ENERGY PLANE)

Venus is a lush world of brilliant, almost blinding color and overgrown vegetation and animals. Some areas of the plane are so fertile that entering them can actually cause a person to explode with life. While the whole of Venus has the minor positive-dominant trait, some regions have the major positive-dominant trait instead, and those islands may be inhabited by various divinities of fertility and life.

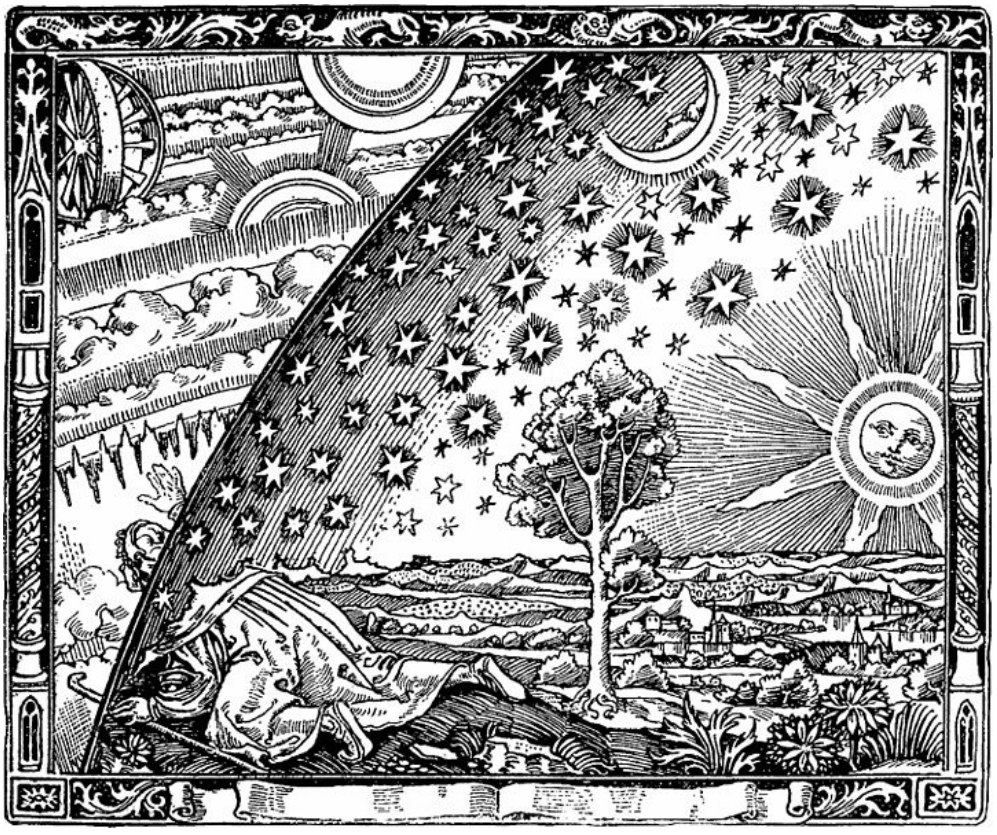
Spells that use positive energy, including *cure wounds* spells, have all their variables maximized on Venus. A cleric's turn undead ability is also maximized. Spells that use negative energy (including *inflict wounds* spells) do not function on Venus.

MARS (PLANE OF NEUTRALITY)

Mars is an Earth-like plane fought over between the factions of Law and Chaos. It is a small sphere covered by red sandstone hills, shallow salty seas, lowlands covered with of red, tuberous plants watered by vast canals and gleaming, ancient cities slowly falling into ruin. The Martians are warriors who glory in combat.

Mars has light gravity. In terms of magic, only mind-affecting spells work properly on Mars. All other spells fail to operate here, hence its reputation as a planet of warriors.

Time passes more quickly on Mars than the Material Plane. A week spent on Mars corresponds to a day on the Material Plane.



SUN (ELEMENTAL PLANE OF FIRE)

Everything is alight on the Sun. The ground is nothing more than great, evershifting plates of compressed flame. The air ripples with the heat of continual firestorms, and the most common liquid is magma, not water. The oceans are made of liquid flame, and the mountains ooze with molten lava. Fire survives here without need for fuel or air, but flammables brought onto the plane are consumed readily.

The Sun is a fire plane. Spells of fire have all of their variables maximized on the Sun and their ranges and durations doubled. Spells that use or create water (including spells that summon water elementals or watery outsiders) have a 50% chance of spell failure.

JUPITER (ELEMENTAL PLANE OF AIR)

Jupiter is a giant spherical plane of air. At the heart of Jupiter there is a core of iron and adamantine, and there are other bits of solid ground and water vapor floating amid the endless, roiling skies of Jupiter.

Jupiter is the home of all manner of airborne creatures. Indeed, flying creatures find themselves at a great advantage on this plane. While travelers without flight can survive easily here, they are at a disadvantage.

Jupiter is an air plane. Spells of air have all of their variables maximized and their ranges and durations doubled. Spells that use or manipulate earth (including spells that summon earth elementals or earthy outsiders) have a 50% chance of spell failure.

SATURN (PLANE OF CHAOS)

Saturn is a plane infused with Chaos, and therefore quite alien to most folk of the Material Plane. It is covered by all manner of fascinating landscapes, including ashen plains cut by streams of mercury, swamps of sentient ooze, thickets of mineral plants like sheaves of swords and towering mountains of vapor, all under a greenish-black sky illuminated by the plane's wondrous rings, from which *ioun stones* are plucked. Saturn is inhabited not only by demons, but also the bizarre xaoc.

Saturn is strongly aligned with Chaos. All Lawful creatures suffer a -2 penalty to saving throws on Saturn. In addition, Saturn has the wild magic trait, making the use of spells quite dangerous (though natives enjoy a +5 bonus to their saving throws against wild magic when they cast spells).

NEPTUNE (ELEMENTAL PLANE OF WATER)

Neptune is a sea without a floor or a surface; an entirely fluid sphere lit by a diffuse glow. It is one of the more hospitable of the Inner Planes once a traveler gets past the problem of breathing.

The eternal oceans of this plane vary between ice cold and boiling hot, between saline and fresh. They are perpetually in motion, wracked by currents and tides. The plane's permanent settlements form around bits of flotsam and jetsam suspended within this endless liquid. These settlements drift on the tides of the plane of Neptune.

The gravity on Neptune is similar to that of the Elemental Plane of Air, but sinking or rising on the Elemental Plane of Water is slower (and less dangerous) than on the Elemental Plane of Air.

Neptune is a water plane. Spells of water and cold have all of their variables maximized and their ranges and durations doubled. Spells that use or create fire (including spells that summon fire elementals or fiery outsiders) have a 50% chance of spell failure.

URANUS (PLANE OF LAW)

Uranus is the opposite of Saturn, a plane of Law and perfection. Uranus has the same landscapes as the Material Plane, but they are each perfect and slightly angular, often repetitious, as though made by the will of a single artist. The skies and landscapes of Uranus all carry a metallic hue – warm coppers, brilliant silvers and dazzling golds. Uranus is inhabited by the polyhedroids, who maintain the order of the cosmos.

Uranus is strongly aligned with Law. All Chaotic creatures suffer a -2 penalty to saving throws on Uranus. Time does not flow on Uranus.

PLUTO (NEGATIVE ENERGY PLANE)

To an observer, there's little to see on Pluto. It is a dark, empty place, an eternal pit where a traveler can fall until the plane itself steals away all light and life. Pluto is the most hostile of the planets, and the most uncaring and intolerant of life. Only creatures immune to its life-draining energies can survive there.

Pluto has subjective directional gravity. Some areas within the plane have only the minor negative-dominant trait, and these islands tend to be inhabited. The rest of the plane is major negative-dominant trait.

Spells and special abilities that use negative energy have all their variables maximized. Spells that use positive energy, including *cure wounds* spells have a 50% chance of spell failure. Characters on this plane take a –5 penalty on Fortitude saves made to regain lost levels from energy drain.

HELL (DEMIPLANE OF EVIL)

Hell is a demiplane located within the Material Plane. One can travel to Hell via the Ethereal Plane, or by descending deep underground, beyond the deepest dungeons. Hell is inhabited by devils and evil souls, both groups being punished here for eternity by the forces of Good.

Hell has normal gravity and time. It is mildly negative-dominant, is strongly aligned with Evil and is mildly aligned with Law. One version of the nine rings of Hell can be found in issues xxx to xxx of NOD, the bi-monthly magazine of old school gaming.

EMPYREAN HEAVEN (PLANE OF GOOD)

The Empyrean Heaven is an infinite plane that exists beyond all the other planes. It is home to the gods and goddesses of law and goodness and their servants, the Angels and Archons. The Empyrean Heaven is a major positive-dominant plane and is strongly aligned with Good and Law.

BEING A TREASURE KEEPER

Now that we have discussed the nuts and bolts of possible settings in a *Blood & Treasure* game, it's time to get down to the most important thing of all; how to be a good (if not great) Treasure Keeper. What follows are a few tips you may find useful, especially if you are new to refereeing.

ORGANIZATION AND PREPARATION

There are no more important parts of being a Treasure Keeper than organization and preparation. Preparation does not necessarily mean pre-planning the heck out of an adventure – in fact, it really shouldn't – but rather pre-planning in such a way that all of the materials you are going to need for your game are present and ready to go. It is important to keep a game moving; every time you have to stop the game to look up a rule or try to figure out how much fuel is left in the fighter's lantern or how such and such a trap was supposed to work, the players' minds begin drifting elsewhere. Somebody gets up to fetch a can of pop, somebody else begins doodling on their character sheet, a couple of people begin discussing the latest and greatest movie, and getting them back into the game can sometimes present a challenge.

First and foremost, you need to understand the rules as well as possible. If you know you are going to be running magic-using NPC's or creatures, you want to make sure you understand how their spells work. You also want to have thoroughly read and understood whatever adventure you are running, even if it is an adventure you wrote yourself. You do not

want to get into a situation where you have to go back on what you just described and call for a "do-over".

Since *Blood & Treasure* is a game of exploration, it is also a game of time and logistics. A piece of graph paper can serve as a useful time-keeping device (see the example below). You can use this paper to track when you need to make wandering monster checks, the duration of spells and the duration of torches and lanterns.

Aside from time, a Treasure Keeper also finds it necessary to track a party's supplies. While it seems like supply tracking is better handled by the players, one must be aware that players have very little incentive to track those supplies accurately. After all, if the Treasure Keeper isn't paying attention, why should a player admit that they just used their last arrow or that they're trapped underground with no fresh water? While you're tracking time on one side of a sheet of graph paper, you can track the party supplies on the other, in particular their ammunition, food, water and fuel for artificial lighting (torches, lantern oil, etc.)

SAYING YES AND SAYING NO

As the referee of the game, the Treasure Keeper often finds it necessary to say "no" to players. Players don't often like this, but saying "no" is quite important to keeping the game fair* and keeping tempers in check.

** Note: Fair does not mean "everyone gets whatever they want" – it means no one player gets an undue advantage over another player due to cheating on their part or on the part of the Treasure Keeper.*

On the other hand, a wise Treasure Keeper also learns to say "yes". *Blood & Treasure* is a game of adventure, inspired by fairy tales, pulp fiction and fantasy film (unless you're specifically running a campaign without magic and supernatural elements). That means it's not based entirely on reality. Players have a tendency to come up with all manner of weird plans and schemes in a game; this shows that they're thinking and are engaged in the game. So, feel free to say yes to some of these ideas, provided they don't specifically break the rules or artificially alter them. In general, player invention is a good thing. However, player invention can also lead to players finding ways to get around the rules to overcome challenges.

Just because you allow player invention, it doesn't mean that you have to roll over for that invention or make it easy. Remember the old standby of role-playing games: The 1 in 6 chance of success. Yes, the players can try to plug the rift in space-time with an iron spike … but there is only a 1 in 6 chance of the plan actually working. Remember, they are called "plans that are so crazy that it just might work", not "plans that are so crazy that they absolutely will work every time the players try it".

DON'T DO ALL THE WORK YOURSELF

Being the Treasure Keeper is a great amount of work, in terms of adventure prep, tracking time and supplies, playing the roles of, well, every single man, woman, child and monster that the players come across, etc. That being said, don't do all of the work by yourself. Players absolutely must pitch in. They need to understand the rules as well as you do, and absolutely must understand the rules that apply to their character. If the spellcaster hasn't taken the time to read and understand how their spells work, you should have no qualms about disallowing them from casting them, or just making up the effects of the spell on your own in the worst possible way for the player. It's called tough love (or being a jerk, depending on your perspective).

INSPIRATIONAL AUTHORS & GAMERS

The outside inspirations you use in your game are your own, of course – everyone has their own likes and dislikes, of course. Some of the following authors inspired me while I was writing *Blood & Treasure* and my own campaigns are the following:

Poul Anderson, especially *Three Hearts and Three Lions* (1961)

Dave Arneson, who invented the concept of the fantasy RPG

M. A. R. Barker, who invented the wondrous Empire of the Petal Throne

Edgar Rice Burroughs, a master of episodic adventure

Lin Carter, especially for his Barbarian at World's End stories

L. Sprague DeCamp and Fletcher Pratt, for their Harold Shea series

Sir Arthur Conan Doyle, who introduced us to *The Lost World* (1912)

Lord Dunsany, whose stories are remarkably beautiful

Gardner Fox, who invented the Justice Society, but who also wrote quite a few fun barbarian adventures

E. Gary Gygax, who invented the fantasy gaming medium, but also wrote some dandy stories starring Gord the Rogue

H. Rider Haggard, especially *King Solomon's Mines* (1885)

William Hope Hodgson, for his creepy and imaginative imagery

R. E. Howard, the master of barbarian adventure

Richard Jefferies, for *After London* (1885)

Rudyard Kipling, for the manly adventure

C. S. Lewis, not only for his fantasy fiction, but for his *The Discarded Image* (1964), the best primer on the Medieval worldview I've read

H. P. Lovecraft, for the cosmic horror

George MacDonald, who inspired many of the folks on this list

Arthur Machen, for his supernatural horror and fantasy

Abraham Merritt, especially *The People of the Pit* (1918), *The Moon Pool* (1919), *The Metal Monster* (1920) and *The Ship of Ishtar* (1924)

Tom Moldvay and Zeb Cook, for writing my first and favorite RPG

C. L. Moore, especially for Jirel of Joiry in *Dark God's Kiss* (1934)

Jeff Rients, who writes the wonderful and aptly named *Jeff's Gameblog*

Sir Walter Scott, for *Ivanhoe* (1820), among other stories (and the movie version is pretty good either)

Clark Ashton Smith, for his myriad contributions to weird fantasy

Robert Louis Stevenson, who invented the modern idea of pirates

J. R. R. Tolkien … do I have to explain why?

Jack Vance, especially his Dying Earth series

Jules Verne, because science fantasy is still fantasy

H. G. Wells, especially for the *Time Machine*

And of course Charles Perrault, Mother Goose and the Brothers Grimm!

Players also need to show up to the game motivated to play it. They need to have a desire to explore and discover, willingness to deal with bad news and the final decisions of the Treasure Keeper, and most importantly they must be willing to get into the spirit of the game. When players begin seriously asking "Why would anyone delve into a dungeon anyways?" they are clearly not participating in the spirit of the game.

GAME VERSUS STORY

Perhaps the most important thing to remember about a game of *Blood & Treasure* is that it is a game, not a story. People often tell stories about the games they have played, the stories evolving from the activities in the game and at the table, not from the Treasure Keeper attempting to force a story on the players. After all, when one sits down to play a game of *Monopoly*, one isn't setting out to tell the story of the rise and fall of real estate magnates in Atlantic City. When a Treasure Keeper attempts to force players from one scene in a story to the other, the players often feel as though they have no active part in the game, and the Treasure Keeper often feels pressure to let the players "win", so that his story can reach the resolution that he planned. Allow the game to be a game, with no set idea of where it is going. Let the player's surprise you, and let them succeed or fail (in the way they define success and failure) on the merits of their play and on the random roll of the dice.

CREATING A SETTING

The first thing you must determine when you sit down to construct a setting – a "campaign world" if you like – is scope. It is natural to be inspired by the likes of J. R. R. Tolkien's Middle Earth or R. E. Howard's Hyborian Age and want to sit down with pen and paper and begin drawing a map of an entire world of imaginary countries and cities, and then to take the next step and start deciding on populations, rulers and cultures. This is understandable, but not necessarily sensible. If you are planning on running a game for high-level characters, the sorts that could reasonably embark on a globe-trotting adventure, designing a whole world for them to explore is reasonable.

On the other hand, if you're planning a game for mid-level characters, it might make more sense to draw up a single kingdom and its neighbors, perhaps with the identities and personalities of sone key NPC's that the PC's might interact with drawn up in advance. If the game is for first level characters, you need to focus on the elements that are key to low level adventures, namely a dungeon to explore and a home base they can return to to heal up and resupply.

Being a Treasure Keeper is a busy job, and when you're dealing with a low-level party, energy spent on designing multiple pantheons of gods and empires and cities they may never see (after all, not every campaign proves to be a lasting one) are wasted when they could be spent on designing engaging dungeons and interesting folks for them to meet in the local village. These are the elements that help a campaign get off to a good start, and may help to ensure that your new campaign is a success, and lasts long enough for the adventurers to one day visit the magnificent ape empire beyond the mountains that you desperately want to design. Just as beginning characters need to be concerned more with surviving their next dungeon than designing that stronghold they may be able to build someday, the starting Treasure Keeper needs to earn the right to design an entire universe by first designing an engaging dungeon.

Even when you are finally designing an entire universe, always make sure your efforts are going into adventure, which is the *raison d'etre* of the campaign. The peripherals that may be interesting to you might not be interesting to your players; this doesn't mean they are not important, but you have limited time and energy and need to make sure you aren't wasting it. Mapping out an intricate web of alliances and hatreds in the court of the emperor ape may be fascinating to you, but if the players aren't interested in political intrigue that intricate web may never be used in a game, and what a waste that would be.

When you're not sure the players are going to interact with something, keep it vague and, to some extent, fake it when they begin to delve into it. Once you know they're going to spend some time with something, you can sit down and design the heck out of it.

CONVERTING MATERIAL

Blood & Treasure is just one of a number of role-playing games that work off of a similar framework that includes such concepts as characters classes, hit points, armor class and saving throws. Broadly speaking, *Blood & Treasure* is compatible with these other games, and most conversions can be performed on the fly. The following notes should aid in any conversions you require.

HIT POINTS

Blood & Treasure uses a base of 1d6 for monster and class hit points, with some classes using a larger dice and some a smaller dice. If you are converting from a system that is close to these values, you probably do not need to adjust monster or character hit points. If you are using a system that does not use a constitution score adjustment to hit points, you will want to remove those bonus hit points from a character. If you are using a system with different ability score modifiers, you will likewise want to make those adjustments, as they can add up quickly.

ARMOR CLASS

Blood & Treasure uses an ascending Armor Class system, in which AC increases from a base of '10' based on the armor worn (or thickness of a monster's hide) and, for characters, their dexterity modifier. Just as with hit points and constitution, if you are using a game that either does not modify AC by dexterity, or which uses a different set of modifiers, make sure you adjust AC accordingly.

If you are using a system that uses a descending Armor class system (i.e. in which AC begins at '9' or '10' and then gets lower as a creature gets harder to hit), you can calculate AC as follows:

Ascending AC (AAC) to Descending AC (DAC), base '10' = Subtract the AAC from 20

Ascending AC (AAC) to Descending AC (DAC), base '9' = Subtract the AAC from 19

Descending AC (DAC), base '10', to Ascending AC (AAC) = Subtract the DAC from 20

Descending AC (DAC), base '9', to Ascending AC (AAC) = Subtract the DAC from 19

SAVING THROWS

Most games base a character's saving throw values on the character's class and level. Likewise, they base a monster's saving throw values off of the monster's Hit Dice and maybe type. Simply use the saving throw system/table in the game you are playing, referencing the character's class and level or the monster's Hit Dice.

MOVEMENT

Movement systems can be quite different from rule system to rule system. *Blood & Treasure* uses a base movement rate of 30 feet per 10 second round. Other systems use a base movement of 40 feet or '12'.

To convert from base 30 to base 40, multiply the base 30 speed by 4 and then divide by 3, and vice versa for converting from base 40 to base 30.

To convert from a base 30 to base 12, multiply the base 30 speed by 4 and then divide by 10, and vice versa for converting from base 12 to 30.

FEATS AND SKILLS

If you are using a game that does not permit feats and skills, simply ignore them. If you are converting from such a system to *Blood & Treasure* and wish to use things like feats and skill points, you'll simply need to choose feats and allocate skill points as you think proper (or don't worry about them and just fake it!)

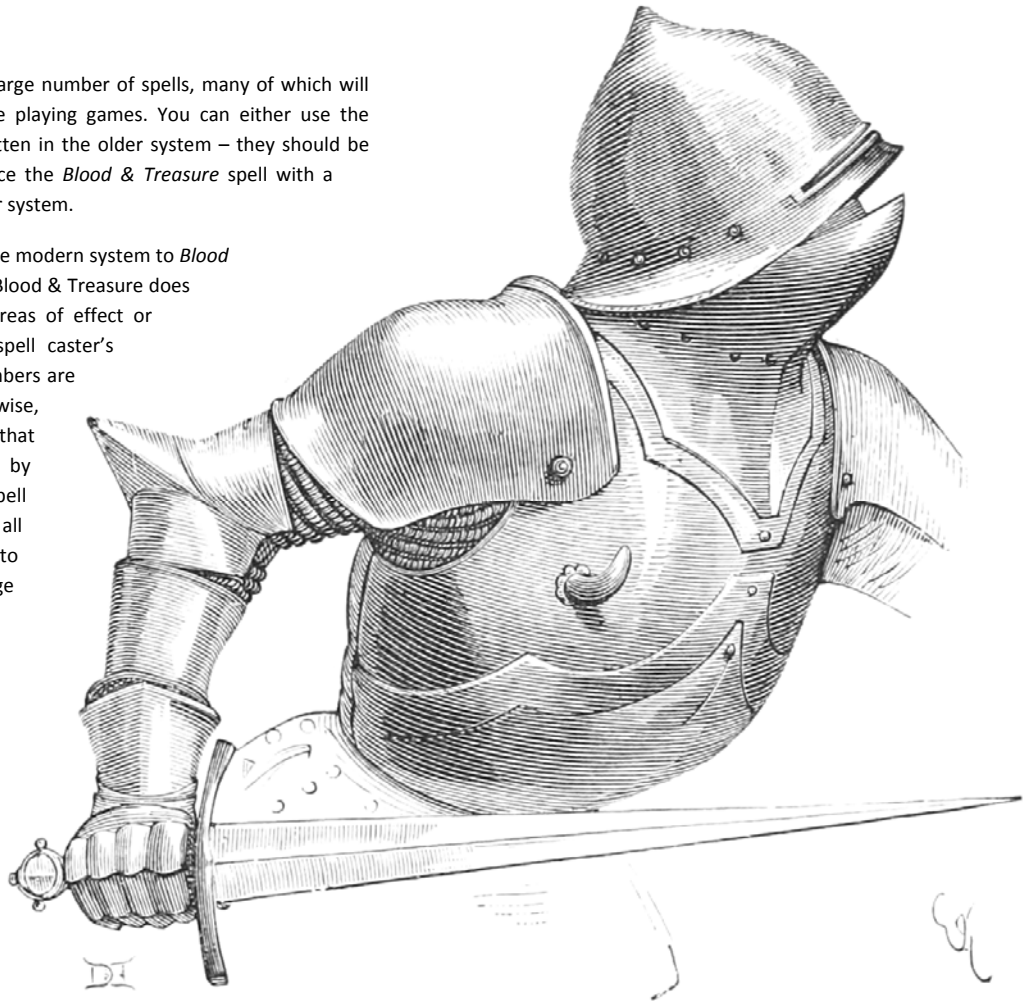
RACES AND CLASSES

If you are using a set of rules that does not have a comparable race or class, or does not allow certain race/class combinations, you should either convert the "out of bounds" NPC into a monster, choose the race and/or class that is closest (i.e. a *Blood & Treasure* ranger could be considered a "fighting-man", a sorcerer a "magic-user) or convert the race or class from one system to another.

SPELLS

Blood & Treasure uses a very large number of spells, many of which will not be accessibly in older role playing games. You can either use the *Blood & Treasure* spells as written in the older system – they should be broadly compatible – or replace the *Blood & Treasure* spell with a spell that does exist in the older system.

If converting a spell from a more modern system to *Blood & Treasure*, keep in mind that Blood & Treasure does not, in general, use ranges, areas of effect or durations that scale with a spell caster's level. In most cases, these numbers are static in *Blood & Treasure*. Likewise, *Blood & Treasure* assumes that almost all spells are affected by magic resistance (or spell resistance) and that almost all spells permit a saving throw to resist the spell or halve damage from the spell.



CHAPTER SIX

MONSTERS

MONSTER STATISTICS | MAKING MONSTERS | MONSTER ENCOUNTERS | MONSTERS CHARACTERS

Monsters are the meat and drink of adventures in *Blood & Treasure*; actually of all sorts of fairy tales and fantasy stories. Monsters are a challenge given animate form; greed, wrath and seduction cast in flesh. They are an active challenge to adventurers, rather than the more passive challenges of traps, and offer excellent opportunities for role playing.

Monsters in *Blood & Treasure* are assigned a number of statistics to help Referees adjudicate not only combat with them, but encounters in general. Monsters are rated by their size, intelligence, physical power and by the many wondrous things they can do, from supernatural powers like flight or invisibility, to physical abilities like swallowing people whole.

MONSTER SIZE

A creature's size is defined as follows:

SIZE	LENGTH OR HEIGHT
Tiny	Up to 1 foot
Small	2 to 4 feet
Medium	5 to 9 feet
Large	10 to 21 feet
Huge	22 or more feet

Creatures have a tactical advantage (see Rules of Play: Combat) over opponents that are one size smaller than they are, but lose that advantage if their opponent is more than one size smaller than they are.

MONSTER TYPE

Monsters are given a general classification based on a number of shared characteristics. Some of these monster types provide different special defenses for monsters, so it is important to make note of them.

ABERRATION: Aberrations are monsters that often defy description. They are unearthly creatures with alien minds and thought processes. Aberrations have darkvision to a range of 60 feet.

ANIMAL: Animals are the normal beasts that walk the world today or in the past, as well as giant versions of these creatures. Most animals have darkvision to a range of 30 feet. They never have more than animal intelligence, and are always Neutral in alignment.

CONSTRUCT: A construct is an animated object or artificially constructed creature. Constructs are immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, necromantic magic, ability damage and drain and energy damage and drain. They do not need to eat, sleep or breathe. Constructs cannot be healed with traditional healing magic (i.e. *cure* spells), but can be repaired with some spells or by some artisans. Constructs are not truly alive, so they cannot be *raised*, *resurrected* or *reincarnated*.

DRAGON: Dragons are reptilian horrors that walk on two or four legs and usually have wings and a host of supernatural powers. They have darkvision to a range of 120 feet and are immune to magical sleep effects and paralysis effects.

ELEMENTAL: Elementals are bizarre entities formed from the basic building blocks of the fantasy universe: Air, earth, fire and water. Elementals are immune to poison, sleep effects, disease and paralysis. Elementals have darkvision to a range of 60 feet. Although elementals are alive, they have no souls, and thus cannot be *raised*, *resurrected* or *reincarnated*. They can be restored to life, however, with *limited wish*, *wish* and *miracle*. Elementals do not eat, sleep or breathe.

FEY: The fey are magical beings, usually humanoid (and usually either grotesque or beautiful) that are tied to nature. Fey creatures usually have supernatural powers and the ability to cast magic spells. The fey have darkvision to a range of 60 feet.

GIANT: Giants are humanoids grown to unnatural size. They all have darkvision to a range of 60 feet.

HUMANOID: Humanoids include humans, demi-humans (elves, dwarves, gnomes, halflings) and the more mundane humanoid monsters like orcs, goblins, hobgoblins and gnolls. Humanoids other than humans have darkvision, usually to a range of 60 feet.

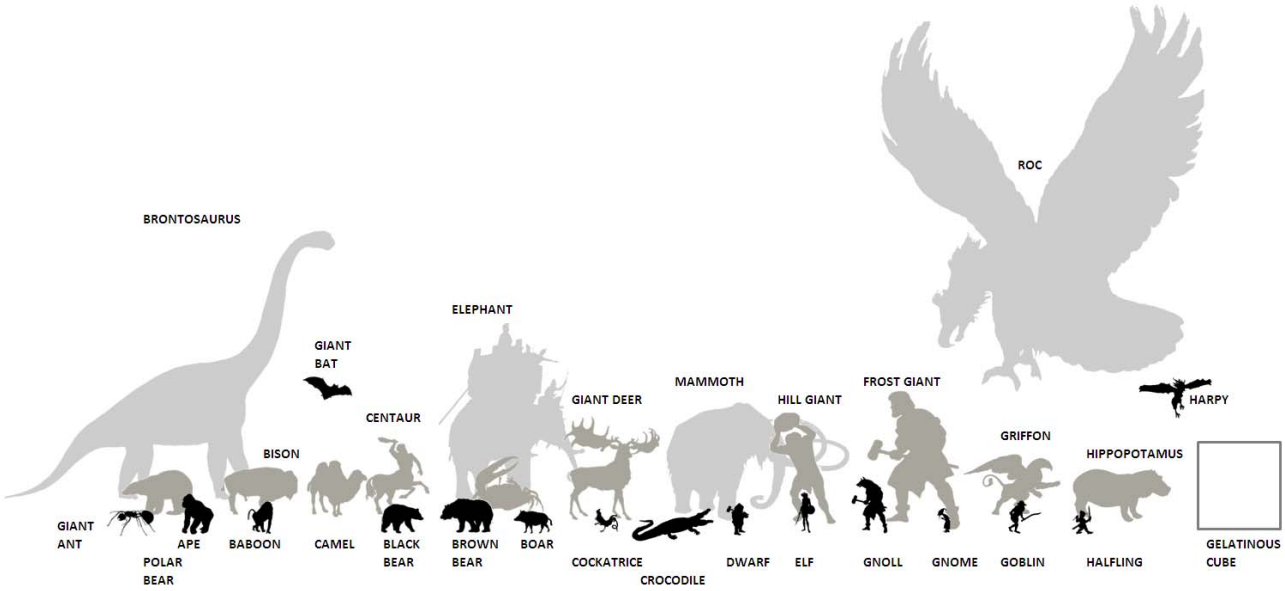
MAGICAL BEAST: Magical beasts are animals drawn from folklore and fairy tales. They often have more intelligence than common beasts and almost always have wondrous powers at their disposal. Magical beasts have darkvision to a range of 60 feet.

MONSTROUS HUMANOID: Monstrous humanoids are humanoids with magical or supernatural powers or of especially monstrous appearance. Monstrous humanoids all have darkvision to a range of 60 feet.

OOZE: Oozes are protoplasmic beings that creep and slink along the ground, wall or ceiling. As mindless creatures, they are immune to all mind-affecting effects. Oozes are immune to poison, sleep effects, paralysis, polymorph and stunning attacks. Oozes eat and breathe, but they do not sleep.

OUTSIDER: Outsiders are creatures that come from beyond the mortal, material world which we and our fictional adventurers call home. They include angels, devils and demons. Outsiders have darkvision to a range of 60 feet. They do not have souls separate from their bodies, and so follow the same rules as elementals concerning being brought back to life. Outsiders breathe, but do not eat or sleep, unless they wish to.

PLANT: Plant monsters are plants with the ability to move (maybe even walk or crawl). Some are mindless, others are quite intelligent. Most plant


ROC
BRONTOSAURUS
ELEPHANT
GIANT BAT
MAMMOTH
FROST GIANT
GIANT DEER
HILL GIANT
HARPY
CENTAUR
GRIFFON
BISON
HIPPOPOTAMUS
GIANT ANT
APE
BABOON
CAMEL
BLACK BEAR
BROWN BEAR
BOAR
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DWARF
ELF
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POLAR BEAR
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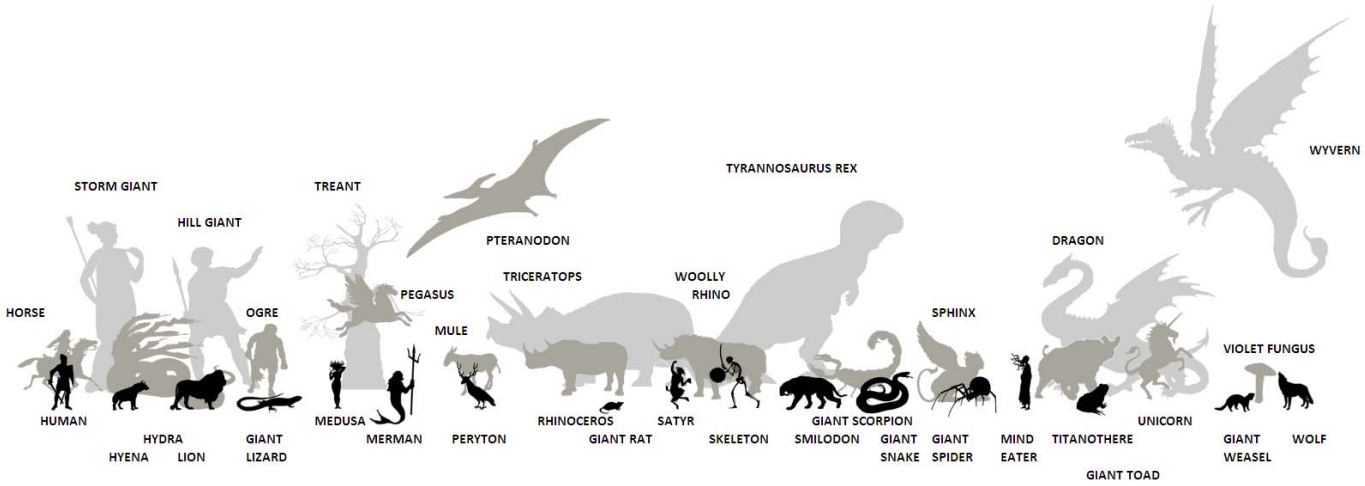
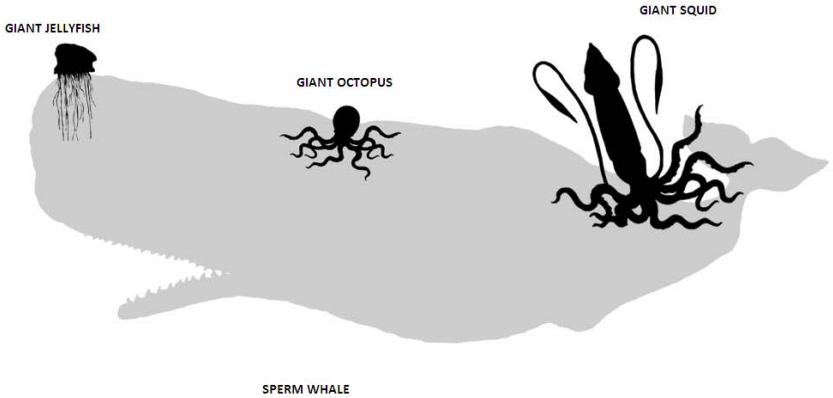

WYVERN
STORM GIANT
TREANT
TYRANNOSAURUS REX
HILL GIANT
PTERANODON
DRAGON
TRICERATOPS
WOOLLY RHINO
PEGASUS
HORSE
OGRE
SPHINX
MULE
VIOLET FUNGUS
HUMAN
HYDRA
HYENA
LION
GIANT LIZARD
MEDUSA
MERMAN
PERYTON
RHINOCEROS
GIANT RAT
SATYR
SKELETON
GIANT SCORPION
SMILODON
GIANT SNAKE
GIANT SPIDER
MIND EATER
TITANOTHERE
UNICORN
GIANT WEASEL
WOLF
GIANT TOAD


GIANT SQUID
GIANT JELLYFISH
GIANT OCTOPUS
SPERM WHALE

monsters have darkvision to a range of 30 feet. Plants breathe and eat, but do not sleep. They are immune to poison, sleep effects, paralysis, polymorph and stunning attacks.

UNDEAD: The undead category includes corpses re-animated by dark magic and the spirits of deceased creatures that still haunt the world. Undead are immune to illusions and mind-affecting effects, poison, sleep effects, paralysis, disease, stunning attacks and death effects. They are also immune to ability damage and drain and to energy damage and drain, as well as fatigue. The undead are damaged by *cure wounds* spells and healed by *inflict wounds* spells, and are unaffected by *raise dead* and *reincarnate* spells. *Resurrection* spells turn them back into the living creatures they were before they became undead. The undead do not breathe, eat (except ghouls, ghasts and vampires) or sleep. Undead creatures are subject to clerical turning.

VERMIN: Vermin are animals of the lowest orders, like insects. Vermin are usually mindless, and thus immune to mind-affecting effects. They have darkvision to a range of 60 feet.

MONSTER INTELLIGENCE

A monster's intelligence rating is intended to help Treasure Keepers role play the monster and determine the tactics they might employ in combat.

RATING	EQUIVALENT INTELLIGENCE SCORE
Non-Intelligent	0
Animal intelligence	1-2
Low intelligence	3-8
Average intelligence	9-12
High intelligence	13-18
Super intelligence	19+

MONSTER ORGANIZATION

Following the monster's intelligence rating is the common name for a group of the monsters and the number of monsters usually encountered. Thus, for goblins, organization is listed as "Gang (1d10)". That indicates that a group of goblins is usually called a gang, and that these gangs can be comprised of 1 to 10 goblins. Naturally, when designing or running an adventure, you can use as many or as few of a monster as you think a situation demands; these are mere suggestions.

OTHER STATS

Hit Dice (HD): This is the number of d6 the monster rolls for hit points (although sometimes a different dice type is indicated) and the monster's attack bonus. A monster with 6 Hit Dice, for example, would roll 6d6 for hit points and would attack with a +6 bonus to its attack roll. A monster with "0 HD" rolls 1d4 for hit points.

Movement (MV): This is the number of feet per round the monster can move at normal walking speed. Special forms of movement (burrow, climb, fly, swim) are listed after the base land speed.

Armor Class (AC): A monster's Armor Class is the number needed to hit it in combat. If the monster's Armor Class is derived from armor, the type of armor usually worn is listed after the number.

If the AC value is followed by [SILVER], it means the monster can only be hit by silver or magical weapons. If it is followed by a [+1], it means the monster can only be hit by +1 or higher magic weapons. Likewise if it is followed by [+2] or [+3]. Lesser weapons cannot penetrate the monster's skin or hide, and thus cannot damage that monster. Especially heavy objects, however, can still crush one of these monsters.

Attacks (ATK): This is the number and type of attacks the monster can make each round on its turn, along with the damage they inflict.

Saves (SV): These are the monster's saving throw values. They work just as a character's saving throw values. If the monster has special saving throw bonuses, these are listed here as well.

XP Value (XP): This is the number of experience points earned by defeating the monster in combat. Defeating monsters is one of the most common (and dangerous) ways to gain XP. A monster's XP value is a function of its Hit Dice and any special powers it might possess.

SPECIAL ABILITIES	XP VALUE	CHALLENGE LEVEL
None	HD x 50	= HD
Minor	HD x 100	= HD + 1
Major	HD x 250	= HD + 2

Special powers are rated as follows:

MINOR SPECIAL ABILITIES: Ability Damage, Blindsight, Breath Weapon (up to 6 dice or 20 points of damage), Disease, Energy Resistance or Immunity, Flight, Magic Resistance (up to 50%), Major Attack (4 or more dice of damage), Multiple Attacks (3 or more), Paralysis, Poison, Regeneration, Rend, Spells (up to 5th level), Swallow Whole, Trample, Weapon Resistance Weapon Immunity (Silver).

MAJOR SPECIAL ABILITIES: Ability Drain, Breath Weapon (7 or more dice or more than 20 points of damage), Death Magic or Abilities, Incorporeal or Etherealness (Natural), Invisibility (Natural), Life Drain, Magic Resistance (51% or higher), Petrification, Spells (6th level or higher), Weapon Immunity (+1, +2, or +3 Magic Weapons).

SPECIAL ATTACKS AND ABILITIES

Ability Damage: The monster can damage the ability scores of its victims. This ability damage is not permanent. Lost ability score points return at the rate of one point per day.

Ability Drain: The monster can drain the ability scores of its victims. Ability drain is permanent unless reversed by powerful magic.

Blindsight: A creature with blindsight can sense creatures and objects around it without actually seeing them.

Breath Weapon: A breath weapon is expelled from a monster's mouth in place of an attack. The breath weapon may be a line, cone or even a gaseous cloud. All creatures within the area of effect suffer the effects of the breath weapon. A Reflex saving throw can be made to negate the effect or halve the damage.

Constrict: A creature that can constrict usually does so with a tail or tentacle attack. When this attack is successful, the victim must pass a Fortitude saving throw or be squeezed for automatic damage from the source of the constriction each round it remains in the monster's grasp. The victim can escape with an Escape Bonds task check or a grapple attack. While a monster uses an appendage to constrict it cannot make other attacks with that appendage.

Disease: The monster can infect victims with a specific disease.

Energy Drain: The monster can drain the very life energy of its victims. Each point of energy drain reduces the victim's level or Hit Dice by one (or more). If the victim has experience levels, their XP total is reduced to the minimum amount for their new level. This is permanent, and can only be reversed by certain powerful spells.

Immune: A creature that is immune to an attack form is completely unaffected by that attack form (i.e. suffers no ill effects from it, including damage) and need not save against it.

Incorporeal: An incorporeal creature dwells on the Ethereal Plane, and appears as an insubstantial, ghostly creature to people on the Material Plane. Incorporeal creatures can move through solid objects and can only be harmed by creatures on the Material Plane when they use silver or magic weapons and some magic spells (*bolt of glory, cause wounds spells, chill touch, cure wounds spells, disrupt undead, enervation, forcecage, ghoul touch, harm, heal, magic missile, touch of fatigue, wall of force, waves of fatigue*). Silver weapons harm incorporeal creatures, but only inflict half normal damage, while magical weapons deal full damage to them. Incorporeal undead can also be harmed by holy water.

Magic Resistance: Magic resistance protects a monster from magic spells and other effects. This is a protection beyond and in addition to saving throws. When a spell is directed against such a monster, percentile dice (d%) are rolled. If the result is equal to or lower than the monster's magic resistance number, the spell has no effect on the monster. If the spell does penetrate the monster's magic resistance, the monster can still attempt a saving throw to negate or reduce its effects.

Poison: The monster can inject its victims with a poison. The type of poison is listed in the monster description, and corresponds with the poison types described in Rules of Play: Poison.

Regenerate: A creature that can regenerate heals 1d4 points of damage automatically each round on their turn. In addition, it can replace body parts that have been severed by holding them up to its stump for 1 round. Body parts can also be re-grown over the course of 24 hours.

Rend: A creature with a rending attack must hit his opponent with both of its claw attacks to activate it. It then sinks those claws into the victim's body and draws them downward, creating a gory wound. In essence, the monster gets to roll its claw damage twice against the victim.

Resistance: Resistance to an energy type or weapons means that the monster suffers only half damage from that energy or from weapons. If a monster has weapon resistance against only a specific form of weapon, that type is noted in parentheses.

Spells: A monster that can cast a set list of spells casts those spells innately. It does not need to speak or move to activate such a spell, and it

does not need any special expensive components to do so. If the monster can cast spells as a certain level of spell caster, it must follow all of the normal rules for casting such spells.

Swallow Whole: A swallow whole attack is made during a creature's bite attack. If the bite attack roll is a natural "20", the victim suffers bite damage and is swallowed by the creature, ending up in their belly. While inside the creature, the victim suffers the equivalent of bite damage plus an equal amount of acid damage each round. A swallowed creature can attack the interior of his foe (AC 15) with a dagger.

Trample: Some large creatures can trample their foes in place of making an attack. The trampling creature must move over his opponents, scoring damage automatically. Victims can make a Reflex saving throw to halve the damage or can stay in the path and attack with a +2 bonus to hit.

Vulnerable: A monster that is vulnerable to a specific attack or energy suffers double damage when damaged by that attack or energy.

Weapon Immunity: A monster that has weapon immunity suffers no damage from mundane weapons, but can be harmed by either silver weapons or magic weapon of varying strengths. Naturally, a monster that can be damaged by silver weapons can also be damaged by magic weapons, and monsters that can be damaged by +1 magic weapons can be damaged by +2 or +3 weapons, and so on.

MAKING MONSTERS

There is really no right or wrong way to design your own monsters, though there are several methods you might use.

RESKINNING

Reskinning simply means taking an existing monster and describing it in a different way. For example, goblins are fairly basic low-level foes, but to keep players on their toes you can simply use the goblin statistics and call them munchkins, describing them as men short of stature, with wondrous beards and mustaches and dressed entirely in blue.

MODIFICATIONS

Another easy way to create a new monster is to take an existing monster and change a few statistics or special abilities around. Perhaps a skeleton can have its bones bronzed, and thus have a higher Armor Class, or maybe a strange breed of lions is capable of breathing fire like a red dragon. You can also use some of the monster templates presented at the end of the monster chapter to modify existing monsters.

CREATING A NEW MONSTER

A brand new monster can be born of inspiration or necessity. A monster born of inspiration usually begins as something you have seen in a film or read about in a book, or maybe just an idea that pops into your head. A monster born of necessity usually comes from a need in your dungeon for a monster with specific special abilities that doesn't already exist.

In either case, the process for creating this new monster is as simple as taking each of the monster statistics described above and assigning values. You might look at similar monsters to get an idea of how fast it should move and how powerful its attacks should be, and the character levels you want it to threaten can determine how many hit dice the monster should have.

The two derived statistics of a monster are **saving throw** and the **experience point** reward for defeating it.

Just as saving throws for characters depend on their class and level, saving throws for monsters depends on their type and Hit Dice. TK's can feel free to ignore a monster's type when deciding which of their saving throws are "strong" or "weak"; just consider the following a guide.

MONSTER TYPE	STRONG SAVES	WEAK SAVES
Aberration	Will	Fortitude, Reflex
Animal	Fortitude, Reflex	Will
Construct	None	All
Dragon	All	None
Elemental (Air, Fire)	Reflex	Fortitude, Will
Elemental (Earth, Water)	Fortitude	Reflex, Will
Fey	Reflex, Will	Fortitude
Giant	Fortitude	Reflex, Will
Humanoid	*	*
Magical Beast	Fortitude, Reflex	Will
Monstrous Humanoid	Reflex	Fortitude, Will
Ooze	Fortitude	Reflex, Will
Outsider	All	None
Plant	Fortitude	Reflex, Will
Undead	Will	Fortitude, Reflex
Vermin	Fortitude	Reflex, Will

* Humanoids have one strong saving throw category and two weak saving throw categories. Fortitude is usually the strong category for humanoids.

"Strong" and "weak" saving throw values are as follows, based on the Hit Dice of the monster.

HIT DICE	STRONG SAVE	WEAK SAVE
0	13	16
1	12	15
2	12	15
3	12	14
4	11	14
5	11	13
6	10	12
7	10	12
8	9	11
9	9	11
10	8	10
11	8	10
12	7	9
13	7	9
14	6	8
15	6	8
16	5	7
17	5	7
18	4	6
19	4	6
20	3	5
21	3	5
22	3	4
23	3	4
24+	3	3

Monster saving throws can be further modified according to the monster's size, speed and intelligence:

ABILITY		SAVING THROW MODIFICATION
SIZE		
-	Tiny	-3 penalty on Fortitude saves
-	Small	-1 penalty on Fortitude saves
-	Large	+1 bonus on Fortitude saves
-	Huge	+3 bonus on Fortitude saves
SPEED		
-	0 ft.	-3 penalty on Reflex saves
-	5 ft. to 10 ft.	-1 penalty on Reflex saves
-	50 ft. to 90 ft.	+1 bonus on Reflex saves
-	100 ft. or higher	+3 bonus on Reflex saves
INTELLIGENCE		
-	Animal	-3 penalty on Will saves
-	Low	-1 penalty on Will saves
-	High	+1 bonus on Will saves
-	Super	+3 bonus on Will saves

A monster can never have a saving throw value better than 3, regardless of how many Hit Dice it has or due to the above modifications.

MONSTER ENCOUNTERS

One of the TK's most pressing tasks is designing monster encounters that challenge the adventurers. If encounters are always too weak or too strong, players become frustrated or bored and the game suffers. The following table gives an idea of the number of monsters, of different Challenge Levels, that make an appropriate encounter for groups of adventurers at different levels (or on different levels of dungeons).

	NUMBER OF MONSTERS ENCOUNTERED				
ENCOUNTER LEVEL (EL)	1 (1)	2 (1d4)	2-5 (1d4+1)	5-8 (1d4+4)	9-18 (1d8+11)
1	CL 3-4	CL 2	CL 1	CL 0	-
2	CL 4-5	CL 3	CL 2	CL 1	CL 0
3	CL 5-6	CL 4	CL 3	CL 2	CL 1
4	CL 6-7	CL 5	CL 4	CL 3	CL 2
5	CL 7-8	CL 6	CL 5	CL 4	CL 3
6	CL 8-10	CL 7	CL 6	CL 5	CL 4
7	CL 9-11	CL 8	CL 7	CL 6	CL 5
8	CL 10-12	CL 9	CL 8	CL 7	CL 6
9	CL 11-13	CL 10	CL 9	CL 8	CL 7
10	CL 12-14	CL 11	CL 10	CL 9	CL 8
11	CL 13-15	CL 12	CL 11	CL 10	CL 9
12	CL 14-17	CL 13	CL 12	CL 11	CL 10
13	CL 15-18	CL 14	CL 13	CL 12	CL 11
14	CL 16-19	CL 15	CL 14	CL 13	CL 12
15	CL 17-20	CL 16	CL 15	CL 14	CL 13
16	CL 18-21	CL 17	CL 16	CL 15	CL 14
17	CL 19-22	CL 18	CL 17	CL 16	CL 15
18	CL 20-24	CL 19	CL 18	CL 17	CL 16
19	CL 21-25	CL 20	CL 19	CL 18	CL 17
20	CL 22-27	CL 21	CL 20	CL 19	CL 18

This table can also be used, in reverse, to determine the Challenge Level of an encounter the for the purpose of generating a random treasure by finding the number of monsters in an encounter and cross-referencing their Challenge Level.

For example, a single ogre (CL 4) encounter would have an Encounter Level (EL) of 2, and thus might be guarding an EL 2 treasure. Ten ogres, on the other hand, would represent an EL 6 encounter, and should have a larger horde of treasure to plunder.

You might note that the table above assumes encounters with up to 18 monsters. While larger encounters than that can be run, more than 18 monsters often prove difficult to handle unless one is utilizing the mass combat rules (see Rules of Play: Mass Combat).

MONSTERS AS CHARACTERS

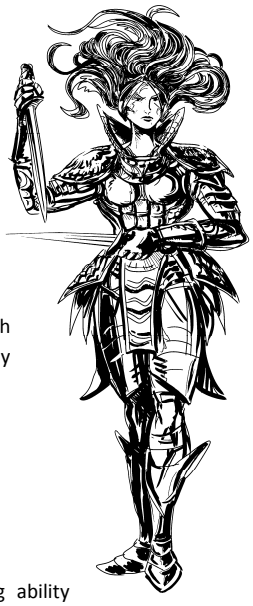
Rules to play several of the monsters as player (or non-player) characters is given in this chapter. In some cases, monsters that are particularly powerful are limited to a maximum class level they can attain as characters. Such monsters cannot advance past this level, the trade-off being their many special abilities and higher ability scores. Monsters that are not given a maximum level can advance as high in level as any other character race. A monster cannot multi-class unless it is noted in the text.

MONSTERS – A

AASIMAR E

Medium Humanoid, Lawful (LG), Average Intelligence; Crusade (1d10)

HD	1
AC	16 (chainmail and buckler)
ATK	By weapon
MV	30
SV	F 13, R 15, W 15
XP	100 (CL 2)



Aasimars are tall, attractive and pleasant men and women who trace their ancestry back to Lawful (Good) outsiders, such as devas or ghaeles. Some have a minor physical trait suggesting their heritage, such as silver hair, golden eyes, or an unnaturally intense stare.

Special Qualities: Resistance to electricity

Spells: 1/day—*daylight*

AASIMAR AS CHARACTERS

Aasimar characters modify their starting ability scores as follows: Wis +1, Cha +1. They have darkvision to a range of 60 feet and can cast *daylight* 1/day and have resistance to electricity. Aasimar speak Common and might also know Celestial, Dwarven, Elven, Gnome, Halfling and Sylvan. They can advance to 9th level in most classes, but have unlimited advancement as paladins.

ABOLETH A

Huge Aberration, Chaotic (CE), High Intelligence; Band (1d4 + 1d8 skum)

HD	8
AC	16
ATK	4 tentacles (1d8 + slime)
MV	10 (Swim 60)
SV	F 8, R 10, W 8
XP	2,000 (CL 10)

The aboleth is a revolting fish-like amphibian found in subterranean lakes and rivers. An aboleth has a pink belly. Four pulsating blue-black orifices line the bottom of its body and secrete gray slime that smells like rancid grease. It uses its tail for propulsion in the water and drags itself along with its tentacles on land. Aboleths speak their own language.

An aboleth attacks by flailing with its tentacles, though it prefers to fight from a distance using its illusions. Three times per day, an aboleth can attempt to enslave a single living creature within 30 feet. The target must succeed on a Will save or be affected as though by *dominate person*.

A blow from an aboleth's tentacle forces the victim to make a Fortitude saving throw or their skin turns into a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d4 points of damage per minute. This condition can be reversed with an immediate *cure disease* spell, or a *heal* spell after they have transformed.

An aboleth underwater surrounds itself with a viscous cloud of mucus 1-ft. thick. Any creature inhaling this substance must succeed on a Fortitude save or lose the ability to breathe air for the next three hours.

Spells: At will—*hypnotic pattern, illusory wall, mirage arcana, persistent illusion, programmed illusion, project image, veil*

ACHAIERAI A

Large Outsider, Chaotic (CE), Average Intelligence; Flock (1d8)

HD	6
AC	19
ATK	2 claws (2d6) and bite (4d6)
MV	50
SV	F 9, R 9, W 10
XP	600 (CL 7)

Achaierais are 15-ft. tall flightless birds with four legs, each leg measuring 10 feet in length. They inhabit the Chaotic (Evil) planes and are only occasionally encountered elsewhere. Achaierai speak Infernal.

Up to three times per day an achaierai can release a choking, toxic black cloud 10-ft. in diameter. Non-achaierai in this cloud suffer 2d6 points of damage and must succeed on a Fort save vs. poison or be affected by *insanity* for 3 hours.

Special Qualities: Magic Resistance 15%

AERIAL SERVANT A

Medium Air Elemental, Neutral (N), Low Intelligence; Solitary

HD	16
AC	19 [+1]
ATK	2 slams (2d8 + constrict)
MV	60 (Fly 60)
SV	F 7, R 4, W 8
XP	4,000 (CL 18)

Aerial servants are semi-intelligent creatures from the Elemental Plane of Air that roam the Astral and Ethereal planes. When found on the Material Plane, it is usually as a result of being summoned by a cleric using the *greater planar ally* or *greater planar binding* spell and commanded to perform some task. An aerial servant that fails or is thwarted in its mission becomes insane and immediately returns to the caster who summoned it, either killing the caster or carrying them back to the Elemental Plane of Air with it.

Aerial servants are naturally invisible (per *improved invisibility*) on the Elemental Plane of Air. On other planes, they can be seen, though only vaguely, and appear as humanoids composed of whitish-gray vapor. Aerial servants speak Air Elemental and understand Common.

Twice per day, an aerial servant can release a blast of wind in an 80-foot line. A creature struck by this blast suffers 4d8 points of damage and those up to the aerial servant's size or smaller are knocked down and back 2d10 feet. An affected creature can attempt a Reflex save to reduce the damage by half and avoid being knocked down.

ALLIP E

Medium Undead, Chaotic (CE), Average Intelligence; Solitary

HD	4
AC	15 [silver]
ATK	Strike (1d4 wisdom drain)
MV	Fly 30
SV	F 14, R 14, W 11
XP	1000 (CL 6)

Allips are the spectral remains of people driven to suicide by madness. They crave only revenge and unrelentingly pursue those who tormented it in life and pushed it over the brink. An allip is unable to cause physical harm, although it does not appear to know this.

An allip constantly mutters to itself, creating a hypnotic effect. All sane creatures within 60 feet must succeed on a Will save or be affected as though by a *hypnotism* spell for 2d4 rounds.

An allip causes 1d4 points of wisdom drain each time it hits. On each such successful attack, it gains 1d6 temporary hit points. Anyone targeting an allip with thought detection, mind control, or a telepathic ability makes contact with its tortured mind and takes 1d4 points of wisdom damage.

Special Qualities: Incorporeal

ALMESITH E

Medium Magical Beast, Chaotic (CE), High Intelligence; Gang (1d4)

HD	7
AC	12
ATK	3 claws (1d8)
MV	30
SV	F 10, R 10, W 11
XP	700 (CL 8)

Almesiths are strange beasts spawned from the residual energies of powerful magic spells. They are living embodiments of nature's abhorrence of magic, and because they are spawned by powerful magic spells, are most often encountered in the deeper levels of dungeons. As nature's natural defense against reality-bending magic, almesiths exist to destroy spell casters.

Almesiths are just taller than a man and walk on two legs. They are covered with dark grey feathers on their arms, legs and backs and softer, white and grey spotted down on their bellies, have hummingtird-like tubular beaks that are 3 feet long, beady black eyes and third arms attached to their chests. All three arms end in hook-like claws.

Almesiths generate a natural *anti-magic field* (as the spell, cast by a 7th level caster) in a 60-ft. radius. In combat, they always focus their attacks on spellcasters (clerics, druids, magic-users and sorcerers first, bards second, assassins, paladins and rangers third), ignoring attacks by non-spellcasters even when doing so threatens to kill them.

AMAZON E

*Medium Humanoid, Alignment Varies, Average Int.; Company (1d20)**

HD	1 + 1
AC	17 (chainmail and shield)
ATK	By weapon
MV	30
SV	F 15, R 13, W 15
XP	100 (CL 2)

Amazons are war-like humanoid females. All amazons are uncommonly tall and handsome. They come in three varieties, named after the color of their skin; the blue amazons, green amazons and red amazons. All amazons eschew accepting males into their society, but do require them for mating. Male humans are often taken by them in raids, mated with, and then sent on their way. Boys born to them are given to mercenary bands composed of the sons of amazons. These men, who lack the special abilities of their mothers, are called myrmidons. They look like their fathers, but their eye color and personality matches their mother.

Blue amazons are Lawful (LG) and worship the goddess of wisdom and war. Their skin is deep azure and they have hair that shines like silver. They are the wisest of the amazons, and enjoy a magic resistance of 10% and immunity to surprise. Blue amazons fight in close-knit ranks with spears and shields and they wear platemail (AC 19). They are usually led by clerics or paladins.

Green amazons are Neutral (N) and worship the goddess of the hunt. Their skin is jade green and their hair burnished gold. Green amazons dwell in the woodlands, spending their days hunting. They can survive and track as well as rangers and can attack twice per round with their longbows. They are usually led by druids or rangers.

Red amazons are Chaotic (CE) and worship the goddess of black magic. Their skin is vivid crimson and their hair jet black. Red amazons fight as berserkers, attacking twice per round with their long swords, and they are immune to fear. They are usually led by chaos clerics or warlocks.

Regardless of their type, amazons organize themselves into tribes of 2d8 x 20 warriors and non-combatants (young, old, infirm and slaves) equal to twice the number of warriors. Amazon tribes have one dame per 40 amazons. Dames are usually fighters of 2nd to 5th level. Amazon tribes of 180 or fewer warriors are led by amazon princesses of 4th to 7th level. Amazon tribes of more than 180 warriors are led by amazon queens of 6th to 9th level. The composition of an amazon army is usually as follows:

5%	PSILA: Sling, short sword; fight in the buff
10%	PELTAST: Buckler (AC 11), spear, 3 javelins, dagger
10%	EKDROMA: Shield (AC 12), spear, short sword
10%	TOXOTAIS: Buckler (AC 11), longbow, short sword
5%	THUREOPHORA: Chainmail and buckler (AC 16), spear, 3 javelins, short sword
35%	HOPLITE: Breastplate and shield (AC 17), pike, short sword
15%	PODROMA: Leather and buckler (AC 13), longsword, 3 javelins, light warhorse
10%	HIPPEIS: Chainmail and shield (AC 17), lance, longsword, heavy warhorse

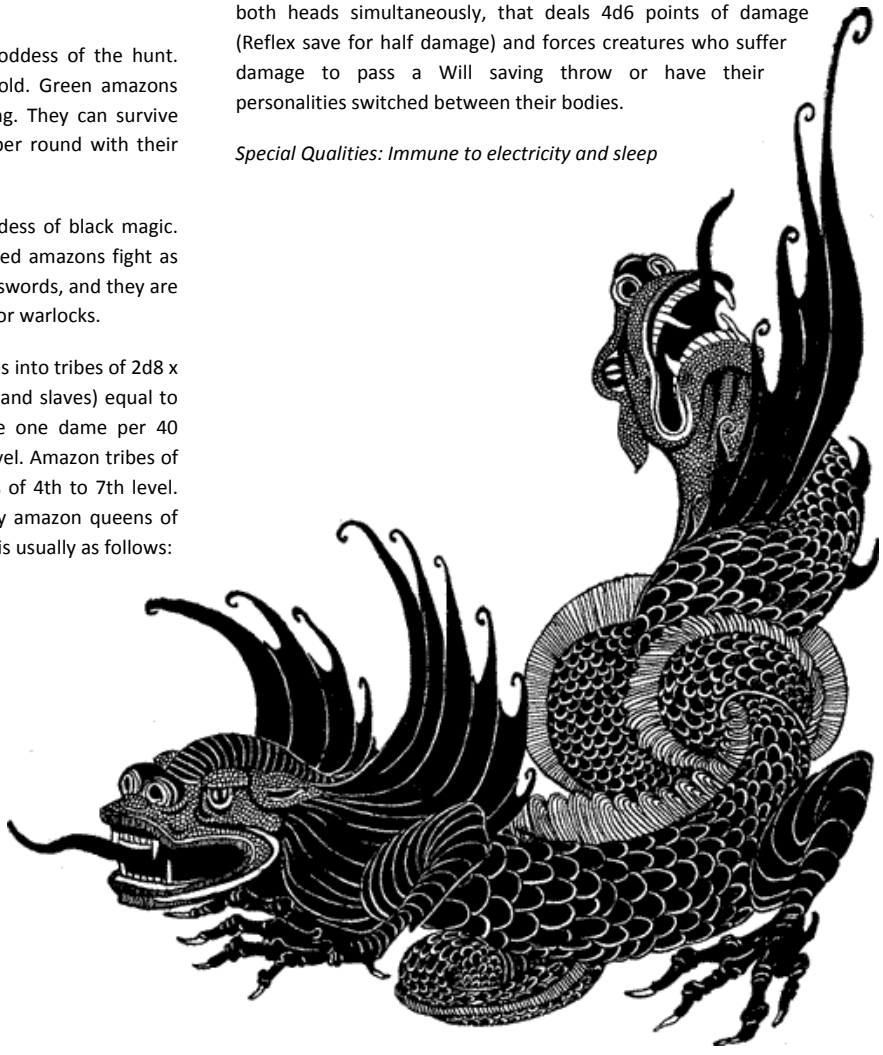
AMPHISBAENA E

Medium Dragon, Neutral (N), Average Intelligence; Solitary

HD	8
AC	17
ATK	2 bites (1d6 + poison II) and 2 claws (1d6)
MV	30
SV	F 9, R 9, W 9
XP	2,000 (CL 10)

Amphisbaenas are dragons with sinuous bodies and two heads, one on either end of the body. Amphisbaenas are only surprised on a roll of 1 on 1d8. Three times per day, they can spit a bolt of lightning, always from both heads simultaneously, that deals 4d6 points of damage (Reflex save for half damage) and forces creatures who suffer damage to pass a Will saving throw or have their personalities switched between their bodies.

Special Qualities: Immune to electricity and sleep



ANAXIM E

Large Construct, Neutral (LN), Average Intelligence; Solitary

HD	16
AC	23 [+2]
ATK	2 blades (2d6 + rend), 2 slams (2d6) or lightning bolt (60'/ 8d6) or sonic blast (60'/ 8d6 + deafness)
MV	30 (Fly 120)
SV	F 6, R 6, W 7
XP	4,000 (CL 18)

Anaxims are constructed by Lawful cults to be the ultimate enforcers of divine will as they interpret it. Anaxims believe wholly in their mission and are devoid of doubt or mercy in carrying it out. They can communicate telepathically with any intelligent creature within 1,000 feet.

Anaxims look like male or female deities cast in bronze. They have three faces spaced evenly around their heads and four arms (one emerges from its chest, the other from its back) and stand on four legs that radiate from their pelvis in the same manner as their arms. In two of its hands, an anaxim holds curved swords. In the other two, it wields heavy maces.

In place of a normal attack, one of the three faces of an anaxim can emit a cone of sonic energy (60 ft.) that deals 10d6 points of sonic damage to all creatures in the area of effect (Reflex saving throw for half damage) or a lightning bolt.

Special Qualities: Immune to mind-affecting effects (charms, illusions, fear), ability damage and drain, poison, sleep, disease, paralysis, polymorph, petrification, all form-altering effects and all death effects, regenerate, magic resistance 50%, resistance to cold and fire

Spells: Continuous—nondetection, true seeing; At will—dispel magic, displacement, ethereal jaunt, improved invisibility. Four times per day, an anaxim can summon an iron golem

ANGELS

Angels are a race of celestials, beings that live on Lawful (Good) planes. Angels are always Lawful in alignment. They never lie, cheat, or steal. They are impeccably honorable in all their dealings and often prove the most trustworthy and diplomatic of all the celestials. All angels are blessed with comely looks, though their actual appearances vary widely.

Angels speak Celestial and Common, though they can speak with almost any creature using a *tongues* spell.

Angels are surrounded by a powerful aura. Against attacks made or effects created by chaotic creatures, this aura provides a +2 bonus to AC and a +2 bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet.

ASTRAL DEVA A

Medium Outsider, Lawful (LG/NG/CG), Super Intelligence; Chorus (1d6)

HD	12
AC	24 [+1]
ATK	*+2 heavy mace* (1d8+7 + stun 1d6 rounds) or slam (1d10)
MV	50 (Fly 100)
SV	F 7, R 6, W 4
XP	3,000 (CL 14)

Astral devas are the least of the angels. An astral deva stands about 7-1/2 feet tall and has golden skin, silver hair and fiery eyes. When an astral deva strikes an opponent with its heavy mace, that creature must succeed on a Fortitude saving throw or be stunned for 1d6 rounds.

Special Qualities: Immune to acid, cold and paralysis, aura of protection, resistance to electricity and fire, magic resistance 30%

Spells: Continuous—*tongues*; At will—*aid, continual flame, cure disease, detect evil, detect lie*, *dispel evil, dispel magic, holy aura, holy smite, holy word, invisibility* (self), *plane shift, polymorph self*, *remove curse, remove fear*; 7/day—*cure light wounds, detect invisibility*; 1/day—*blade barrier, heal*

PLANETAR A

Large Outsider, Lawful (LG/NG/CG), Super Intelligence; Solitary or Pair

HD	14
AC	25 [+2]
ATK	*+2 greatsword* (2d6+8) or slam (2d8)
MV	30 (Fly 90)
SV	F 6, R 6, W 3
XP	3,500 (CL 16)

Planetars stand 9 feet tall, with a double set of golden wings on their backs. Their skin is the color of moonlight and their eyes sapphire blue.

Special Qualities: Immune to acid, cold and paralysis, aura of protection, resistance to electricity and fire, magic resistance 35%, regenerate (unholy)

Spells: Continuous—*detect evil, detect lie, detect snares and pits, detect invisibility, tongues, true seeing*; At will—*continual flame, cure disease*, *dispel magic, holy smite*, *invisibility* (self), *remove curse*, *remove fear*, *restoration*, *speak with dead*; 3/day—*blade barrier*, *flame strike*, *polymorph* (self), *power word stun*, *raise dead*, *waves of fatigue*; 1/day—*earthquake*

SOLAR A

Large Outsider, Lawful (LG/CG/NG), Super Intelligence; Solitary or Pair

HD	22
AC	26 [+3]
ATK	*+3 dancing greatsword* (2d6+10) or *+1 longbow* (100'/1d8+1) or slam (2d10)
MV	50 (Fly 150)
SV	F 3, R 3, W 3
XP	5,500 (CL 24)

Solars are the most powerful order of angels. They have golden wings on their backs and silver wings on their ankles, skin the color of sunlight and eyes so vast and deep that mortals are scarcely able to look inside them and maintain their sanity. A solar has a deep and commanding voice, and stands about 9 feet tall.

When a solar draws his magical longbow, he creates a *slaying arrow* (see Treasure: Magic Items for more on *slaying arrows*).

Special Qualities: Immune to acid, cold and petrification, resistance to electricity and fire, aura of protection, magic resistance 75%, regenerate

Spells: Continuous—detect evil, detect lie, detect snares and pits, detect invisibility, tongues, true seeing; At will—aid, animate objects, commune, continual flame, cure disease, dimensional anchor, dispel magic, holy smite, imprisonment, invisibility (self), polymorph (self), power word stun, remove curse, remove fear, resist energy, restoration, summon monster VII, speak with dead, waves of fatigue; 3/day—blade barrier, earthquake, heal, permanency, resurrection; 1/day—power word blind, power word kill, power word stun, prismatic spray, wish (others)

ANIMATED OBJECT E

Construct, Neutral (N), Non-Intelligent; Solitary

	SMALL	MEDIUM
HD	1	2
AC	14	14
ATK	Slam (1d4)	Slam (1d6)
MV	30	30
SV	F 16, R 15, W 15	F 14, R 14, W 14
XP	50 (CL 1)	100 (CL 2)

	LARGE	HUGE
HD	4	12
AC	14	12
ATK	Slam (1d8)	Slam (2d6)
MV	20	10
SV	F 11, R 12, W 12	F 3, R 5, W 4
XP	200 (CL 4)	600 (CL 12)

Animated objects come in all sizes, shapes, and colors. They owe their existence as creatures to spells like *animate objects*, or similar supernatural abilities. They always follow their animator's orders.

Animated objects with two "legs" of some kind increase their speed by 10 from what is stated above. Those with multiple legs increase their speed by 20, and those with wheels increase their speed by 30.

A sheet-like animated object such as a carpet or tapestry can constrict an opponent. A flexible animated object such as a rope, vine, or rug can also entangle an opponent. An animated object of at least large size can trample smaller creatures.

ANKHEG A

Large Magical Beast, Neutral (N), Animal Intelligence; Cluster (1d4)

HD	3
AC	18
ATK	Bite (2d8 + 1d4 acid)
MV	30 (Burrow 20)
SV	F 11, R 12, W 17
XP	300 (CL 4)

The ankheg is a burrowing monster with six legs and a yellow or brown carapace. They are about 10 feet long and weigh about 800 pounds. An ankheg burrows using its legs and mandibles.

A burrowing ankheg does not make a usable tunnel. An ankheg usually lies 5 to 10 feet below the surface until its antennae detect the approach of prey. It then burrows up to attack. Treat this as a charge attack.

Once every 6 hours an ankheg can spit a 30-ft. line of acid that inflicts 4d4 points of damage (Reflex save for half damage). This depletes its store of acid, eliminating acid damage from its mandible attacks. An ankheg does not use this ability unless it is desperate or frustrated.

ANT, GIANT

Medium Vermin, Neutral (N), Non-Intelligent; Army 5d4 soldiers)

	WORKER	SOLDIER	QUEEN
HD	2	3	4
AC	17	17	17
ATK	Bite (1d6)	Bite (2d4) and sting (1d4 + 1d4 acid)	Bite (2d6)
MV	50 (Climb 20)	50 (Climb 20)	40
SV	F 11, R 13, W 14	F 10, R 12, W 13	F 8, R 12, W 12
XP	100 (CL 2)	300 (CL 4)	400 (CL 5)

Giant ants are among the hardiest and most adaptable vermin. Soldiers and workers are about 6 feet long, while queens can grow to a length of 9 feet. Herodotus wrote of giant ants in India that mined the hills for gold. Giant ant colonies consist of 1d10 x 10 worker ants, 5d4 soldier ants and one queen to rule over them.

A giant soldier ant has a stinger and an acid-producing gland in its abdomen. A hit with the sting attack deals 1d4 points of piercing damage and 1d4 points of acid damage.

ANTIKYTHERE E

Antikytheres are clockwork creations of magic-users designed to retrieve rare earths, metals or gemstones for their alchemical work. They look like scarabs fashioned from precious metals and their dim programming sometimes blossoms into true intelligence, allowing them to reproduce and form hordes. These hordes can descend on a region and strip it bare of mineral resources, all for the purpose of making additional antikytheres. It is not for nothing that dwarves and gnomes attack them on site and then pursue their creator with a rare determination.

Antikytheres have six jointed legs ending in spikes, mandibles capable of chewing through stone and wing flaps that can open to release razor-sharp chakrams. An antikythere holds six of these missiles.

When five antikytheres work together they can set up vibrations in the earth that can cause a small *earthquake* (per the spell). Each round, there is a 5% chance per antikythere involved (there must be at least five) of causing the earthquake. Other antikytheres in the area of effect have a +3 bonus to save vs. the earthquake due to their knowledge of it coming and their ability to clamp their spiked legs into the ground for stability.

BRONZE ANTIKYTHERE

Small Construct, Neutral (N), Non-Intelligent; Mesh (1d8)

HD	2
AC	17
ATK	Bite (1d6) or chakram (1d4)
MV	30 (Burrow 15)
SV	F 16, R 15, W 15
XP	200 (CL 3)

Bronze antikytheres are the basic model. They are commanded by greater antikytheres, and essentially serve as workers or cannon fodder. They can attack with their bite or their chakrams.

Special Qualities: Immune to electricity, magic resistance 10%, paralyzed by dispel magic, vulnerable to sonic energy

SILVER ANTIKYTHERE

Small Construct, Neutral (N), Animal Intelligence; Mesh (1d6)

HD	4
AC	16
ATK	Bite (1d6) or 2 chakram (1d4) or *acid arrow*
MV	30 (Burrow 15)
SV	F 15, R 14, W 17
XP	400 (CL 5)

Silver antikytheres are more intelligent than bronze antikytheres and are also immune to acids. Through a nozzle in their mouths they can spit acid once every three rounds per the spell *acid arrow*.

Special Qualities: Immune to acid and electricity, magic resistance 20%, paralyzed by dispel magic, vulnerable to sonic energy

GOLD ANTIKYTHERE

Small Construct, Neutral (N), Low Intelligence; Mesh (1d4)

HD	6
AC	15
ATK	Bite (1d6) or 2 chakram (1d4)
MV	30 (Burrow 15)
SV	F 13, R 12, W 13
XP	600 (CL 7)

Gold antikytheres are the most intelligent form of the construct, and always serve as the leaders of hordes (when hordes are discovered). They can spray a cone (15 ft.) of alchemist's fire once per day.

Special Qualities: Immune to fire and electricity, magic resistance 30%, paralyzed by dispel magic, vulnerable to sonic energy]

APE, CARNIVOROUS A

Large Animal, Neutral (N), Animal Intelligence; Troop (1d6)

HD	4
AC	14
ATK	2 claws (1d6) and bite (1d6)
MV	30 (Climb 30)
SV	F 10, R 11, W 17
XP	400 (CL 5)

Carnivorous apes resemble gorillas but are far more aggressive. An adult reaches 8 feet tall and weighs 400 pounds. Some carnivorous apes have adapted to a subterranean life, and have lost all pigment in their skin and hair, making them stark white.

APE, GIANT E

Huge Animal, Neutral (N), Animal Intelligence; Troop (1d4)

HD	8
AC	15
ATK	2 claws (1d8 + rend) and bite (1d8)
MV	30 (Climb 15)
SV	F 6, R 9, W 14
XP	800 (CL 9)

Giant apes attack anything that enters their territory. When presented with a human or elf female adventurer with a charisma of 13 or higher, a male giant ape must pass a Will save or be obsessed with owning her.

ARANEA

Medium Magical Beast, Neutral (N), High Intelligence; Colony (1d6)

HD	3
AC	13
ATK	Bite (1d6 + poison II) or web
MV	50 (Climb 20)
SV	F 12, R 11, W 13
XP	300 (CL 4)

An aranea is an intelligent, shape-changing spider with magical powers. In its natural form an aranea resembles a giant spider with a hunch-backed body a little bigger than a human torso. It has fanged mandibles like a normal spider. Two small arms, each about 2 feet long, lie below the mandibles. Each arm has a hand with four fingers and a double-jointed thumb. The hump on its back houses its brain. Araneas speak their own tongue. They are known to subdue victims and hold them for ransom.

An aranea can assume two other forms. The first is a small or medium-sized humanoid. An aranea in its humanoid form always assumes the same appearance and traits, much as a lycanthrope would. In humanoid form, an aranea cannot use its bite attack, webs, or poison.

The second form is a spider-humanoid hybrid. In hybrid form, an aranea looks like a medium humanoid at first glance, but a closer examination reveals the creature's fangs and spinnerets. The aranea retains its bite attack, webs, and poison in this form, and can also wield weapons or wear armor. When in hybrid form, its speed is 30 feet.

In spider or hybrid form, an aranea can throw a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 feet and is effective against targets of up to large size. The web anchors the target in place, allowing no movement.

ARCHER TREE E

Large Plant, Neutral (N), Animal Intelligence; Grove (1d6)

HD	7
AC	13
ATK	1d4 needles (100'/1d6 + poison II)
MV	5
SV	F 9, R 15, W 15
XP	700 (CL 8)

Archer-trees are a species of mobile pine tree. Some of the tree's needles are extremely long, although this is not easy to notice from afar. The tree's animated branches can throw 1d4 of these longer needles per round to a range of 100 ft. The needles contain a sedative poison that paralyzes victims.

ARROWHAWK E

Medium Magical Beast, Neutral (N), Average Intelligence; Peal (1d6)

HD	7
AC	20
ATK	Lightning bolt (50'/2d8) or bite (1d8)
MV	10 (Fly 60)
SV	F 10, R 9, W 12
XP	700 (CL 8)

An arrowhawk is a predator and scavenger sometimes called a "thunder bird". An adult arrowhawk is about 10 feet long from beak to tail, with a wingspan of about 15 feet and a weight of about 100 pounds. They have crimson plumage. Arrowhawks speak Air Elemental, but are not talkative.

Arrowhawks are extremely territorial and always hungry. They attack almost any other creature they meet, seeking a meal or trying to drive away a rival. The primary mode of attack is a bolt of lightning. The creature also bites, but it prefers to stay out of reach.

Special Qualities: Immune to electricity and poison

ARCHON A

Archons are celestials, not unlike angels, but of an inferior sort. Archons speak Celestial, Infernal and Draconic, but can speak with almost any creature using their *tongues* ability.

A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon.

Spells: Continuous—*magic circle against evil, tongues*; At will—*teleport*

HOUND ARCHON

Medium Outsider, Lawful (LG), Average Intelligence; Pack (1d6)

HD	6
AC	19 [+1]
ATK	Bite (1d8) and slam (1d4) or *+1 greatsword* (1d10+4) and bite
MV	40
SV	F 10, R 10, W 10; +4 save vs. poison
XP	1,500 (CL 8)

Hound archons look like well-muscled humans with canine heads. Hound archons prefer to attack with their natural weapons but occasionally use *+1 greatswords*.

A hound archon can assume any canine form of small to large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses.

Once per day, a hound archon can attempt to smite a Chaotic (Evil) creature, doing double damage if it hits.

Special Qualities: Immune to electricity and petrification, magic resistance 15%

Spells: Continuous—magic circle against evil, tongues; At will—aid, continual flame, detect evil, message, teleport

LANTERN ARCHON

Small Outsider, Lawful (LG), Low Intelligence; Gleam (1d6)

HD	1
AC	15 [+1]
ATK	2 light rays (30 ft., 1d6)
MV	Fly 60
SV	F 14, R 12, W 14; +4 save vs. poison
XP	250 (CL 3)

Lantern archons appear as floating balls of light that glow about as brightly as a torch. Only their destruction can extinguish the glow, though they can try to hide it. A lantern archon has little reason to get within melee range. It usually hovers just close enough to bring the enemy within its righteous aura and then blasts away with its light rays.

Special Qualities: Immune to electricity and petrification

Spells: Continuous—magic circle against evil, tongues; At will— aid, detect evil, continual flame

TRUMPET ARCHON

Medium Outsider, Lawful (LG), High Intelligence; Blast (1d6)

HD	12
AC	23 [+1]
ATK	*+2 greatsword* (1d10+6)
MV	40 (Fly 90)
SV	F 7, R 7, W 6; +4 save vs. poison
XP	3,000 (CL 14)

Trumpet archons are angelic humanoids that carry long, silver trumpets. If forced into an extended battle, the archon sounds its trumpet and attacks with a vengeance. An archon's trumpet produces music of utter clarity, piercing beauty, and, if the trumpet archon wills it, paralyzing awe. All creatures except other archons within 100 feet of the blast must succeed on a Fortitude saving throw or be paralyzed for 1d4 rounds. The archon can also command its trumpet to become a *+2 greatsword*. If a trumpet is stolen, it becomes a chunk of useless metal until the owner can recover it. Woe betides the thief caught with one.

Special Qualities: Immune to electricity and petrification, magic resistance 30%

Spells: Continuous—magic circle against evil, tongues; At will—detect evil, continual flame, message.

ASSASSIN VINE E

Large Plant, Neutral (N), Non-Intelligent; Patch (1d4)

HD	4
AC	15
ATK	Slam (1d8 + constrict)
MV	5
SV	F 10, R 17, W 14
XP	400 (CL 5)

The assassin vine is a semi-mobile plant that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its roots. A mature plant consists of a main vine, about 20 feet long with smaller vines, up to 5 feet long, branching from it about every 6 inches. These small vines bear clusters of leaves, and in late summer they produce bunches of small fruits that resemble wild grapes. The fruit is tough and has a hearty but bitter flavor that makes a narcotic wine.

Special Qualities: Surprise (4 in 6)

ATHACH E

Huge Giant, Chaotic (CE), Low Intelligence; Tribe (1d10)

HD	14
AC	19
ATK	3 clubs (3d8) and bite (2d8 + poison II) or 3 rocks (60 ft., 2d6)
MV	50
SV	F 3, R 7, W 9
XP	3,500 (CL 16)

The athach is a hulking, misshapen giant with two normal arms and a third arm jutting from its chest. They are believed to be spawned from hill giants and demons. An adult stands some 18 feet tall. Athachs speak their own tongue. Their poison paralyzes for 1d6 rounds.

AUTOMATON (MECHANICAL MAN) E

Medium Construct, Neutral (N), Average Intelligence; Band (1d10)

HD	1+1
AC	16
ATK	Heavy mace (1d6+3) or fists (1d2+2)
MV	30
SV	F 15, R 15, W 15
XP	100 (CL 2)

Automatons, or mechanical men, are intelligent constructs built in the image of humanoids. Each automaton is a unique creation, so they can take a multitude of forms. In most cases they have steel or bronze plating incorporated into their bodies. Though automatons are technically without gender, many have personalities that can be considered masculine or feminine. Automatons are so strong they deal +2 points of damage with each hit.

Special Qualities: Immune to disease and poison, resistance to electricity

AUTOMATONS AS CHARACTERS

Automaton characters modify their starting ability scores as follows: Str +1, Con +1, Wis -1, Cha -1. They are immune to poison and disease and need not breathe or eat, though they can imbibe magical potions and receive the benefit of them. Spells that cure hit point damage are only half effective on automatons, but spells that repair damage to objects act as *cure wounds* spells of an equivalent level. Automatons suffer half damage from electricity, and have a natural armor class of 12. Automatons usually speak Common and might have picked up virtually any other language. They can advance up to 8th level in any class and can multi-class as cleric/fighters, fighter/magic-users and fighter/thieves.

AXEBEAK A

Large Animal, Neutral (N), Animal intelligence; Flock (1d6)

HD	3
AC	14
ATK	2 talons (1d6) and bite (2d6)
MV	50
SV	F 11, R 11, W 17
XP	150 (CL 3)

The axe beak is a prehistoric, flightless, carnivorous bird that resembles a 7-foot tall ostrich. It is an aggressive hunter and has a strong, thick neck and a sharp beak. The axe beak makes a honking noise that can be heard clearly up to one-half mile away. An axe beak lair contains 1d4 eggs worth 50-80 gp each. Hatchlings fetch the same value on the market.

AZER A

Medium Outsider (Fire), Lawful (LN), Average Intelligence; Squad (1d6)

HD	2
AC	21 (Scale mail and shield)
ATK	Heavy mace (1d6+1 + 1 fire) or spear (1d8 +1 fire) or fists (1d4 + 1 fire)
MV	30
SV	F 12, R 12, W 12
XP	200 (CL 3)

Azers are dwarf-like beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper and speak Fire Elemental and Dwarf. Although unfriendly and taciturn, azers rarely provoke a fight except to relieve a foe of gems, which they love. Azers wield broad-headed spears or well-crafted hammers. An azer's body is intensely hot, so its unarmed attacks and metal weapons deal extra fire damage.

Azer's organize themselves into clans of 1d8 x 20 warriors plus non-combatants equal to 50% of the number of warriors. For every 20 azer warriors in a clan there is one 4 HD sergeant. Clans are led by chieftains with 6 HD. The composition of an azer army can be determined randomly.

10%	Scale mail and buckler (AC 20), warhammer, alchemist's fire
25%	Scale mail and shield (AC 21), heavy mace, 3 javelins
50%	Chainmail and shield (AC 22), heavy mace, spear
10%	Platemail (AC 21), pole axe, dagger
5%	Light cannon plus azer crew

Special Qualities: Immune to fire, magic resistance 5%, vulnerable to cold

AZERS AS CHARACTERS

Azer characters modify their starting ability scores as follows: Str +1, Int +1, Cha -2. They have darkvision to a range of 60 and retain the special abilities of normal azer. Azer speak Fire Elemental, and may also speak the other elemental tongues and Celestial, Dwarf and Infernal. Azer can multi-class as cleric/fighters, fighter/magic-users and fighter/ thieves. Whatever their class, they can only advance to a max of 6th level.

MONSTERS – B

BABOON A

Medium Animal, Neutral (N), Animal Intelligence; Troop (1d20)

HD	1
AC	13
ATK	Bite (1d6)
MV	40 (Climb 30)
SV	F 13, R 13, W 18
XP	50 (CL 1)

Baboons are powerful and aggressive primates adapted to life on the ground. They prefer open spaces but climb trees to find safe places to rest overnight. A typical baboon is the size of a big dog. Males can be 2 to 4 feet long and weigh as much as 90 pounds.

BADGER

Small Animal, Neutral (N), Animal Intelligence; Cete (1d6)

HD	1
AC	15
ATK	2 claws (1d3) and bite (1d4)
MV	30 (Burrow 5)
SV	F 14, R 13, W 18
XP	100 (CL 2)

The badger is a furry animal with a squat, powerful body. Its strong forelimbs are armed with long claws for digging. These vicious creatures tolerate no intrusions. They cannot burrow into solid rock, but can move through just about any material softer than that. A badger is 3 feet long and weighs 30 pounds. A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. While enraged, it does double damage each round.

BADGER, GIANT A

Medium Animal, Neutral (N), Animal Intelligence; Cete (1d6)

HD	3
AC	16
ATK	2 claws (1d4) and bite (1d6)
MV	30 (Burrow 10)
SV	F 12, R 12, W 17
XP	300 (CL 4)

Giant badgers are 5 to 7 feet long, weigh 500 pounds, and are just as dangerous as their smaller kin. A giant badger usually leaves behind a usable tunnel 5 feet in diameter when burrowing unless the material it's

moving through is very loose. Like normal badgers, they fly into a berserk rage when they take damage in combat.

BAFANA E

Medium Monstrous Humanoid, Neutral (N), High Intelligence; Band (1d20)

HD	1
AC	16
ATK	Spear (1d8) or dagger (1d4 + poison II)
MV	40 (Climb 20)
SV	F 15, R 13, W 12
XP	100 (CL 2)

Bafanas are insect people that dwell in jungles. They separate themselves by gender, mixing only at midsummer when dozens of tribes come together in vast underground caverns to sing and mate. Bafanas are bipedal, with large abdomens and arms and faces that are a combination of insect and human. They have long legs that allow them to leap up to feet forward or backward. Bafanas speak their own clicking language.

A group of bafana has a chance of summoning and commanding a swarm of insects (per the spell *summon swarm*) equal to 5% per bafana present. Only one such swarm can be summoned per day. The summoning, accomplished with vibrations the bafana emit from their abdomens, does not prevent the bafana from fighting while they are summoning.

Bafana dwell in tribes of 1d10 x 20 warriors plus non-combatants equal to 5 times the number of warriors. For every 20 warriors in a tribe, there is one sub-chief of 3 HD. Bafana tribes are led by 7 HD queens. The usual composition of a bafana army is as follows:

35%	Spear, 5 javelins
45%	Shield (AC 17), spear, dagger
20%	Giant rhinoceros beetle plus 5 bafana skirmishers

BARGHEST (GREATER BARGHEST) A

Outsider, Chaotic (CE), High Intelligence; Pack (1d6)

	BARGHEST	GREATER BARGHEST
SZ	Medium	Large
HD	6	9
AC	18 [+1]	19 [+1]
ATK	2 claws (1d4), bite (1d6)	2 claws (1d6), bite (1d8) or 1 weapon
MV	30	40
SV	F 10, R 10, W 9	F 9, R 9, W 8
XP	1,500 (CL 8)	2,250 (CL 11)

A barghest is a lupine fiend that can take the shape of a wolf or a goblin. In its natural form, it resembles a goblin-wolf hybrid with terrible jaws and sharp claws. As whelps, barghests are nearly indistinguishable from wolves, except for their size and claws. As they grow larger and stronger, their skin darkens to bluish-red and eventually becomes blue altogether. A full-grown specimen is 6 feet long and weighs 180 pounds. Its eyes glow orange when excited. They speak Goblin, Worg and Infernal.

When a barghest slays a humanoid opponent, it can feed on the corpse in the next round, devouring both flesh and life energy. Feeding destroys the victim's body and prevents any form of *raising* or *resurrection*.

For every three corpses a barghest devours, it gains 1 Hit Die. The barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total. A barghest that reaches 9 HD through feeding becomes a greater barghest.

A greater barghest can change shape into a large, goblin-like creature or a worg. In goblin form, a greater barghest cannot use its natural weapons but can wield weapons and wear armor. In worg form, a greater barghest loses its claw attacks but retains its bite attack. A greater barghest can reach a maximum of 18 HD through feeding.

A barghest in wolf or worg form leaves no tracks.

Spells (Barghest): At will—*blink, levitate, misdirection, rage*; 1/day—*charm monster*, *crushing despair*, *dimension door*

Spells (Greater Barghest): At will—blink, invisibility sphere, levitate, misdirection, rage; 1/day—charm monster, crushing despair, dimension door, enlarge person, strength

BARRACUDA, GIANT A

Large Animal, Neutral (N), Animal Intelligence; School (2d4)

HD	5
AC	16
ATK	Bite (2d6)
MV	Swim 60
SV	F 10, R 10, W 16
XP	250 (CL 5)

Barracuda are predatory fish found in salt water. Giant barracudas are about 12 feet long. They have elongated bodies, pointed heads and prominent jaws. Their bodies are covered with smooth scales, typically blue, gray or silver in color. Due to their quickness, barracudas get a +1 bonus to initiative. They are attracted to shiny objects.

Special Qualities: Surprised (1 in 8), surprise (3 in 6)

BASILISK

Medium Magical Beast, Neutral (N), Animal Intelligence; Crown (1d6)

HD	6
AC	16
ATK	Bite (1d8)
MV	20
SV	F 10, R 10, W 15
XP	1,500 (CL 8)

A basilisk is a reptilian monster that petrifies living creatures with a mere gaze. A basilisk has a dull brown body with a yellowish underbelly. Some specimens sport a short, curved horn atop the nose. An adult basilisk's body grows to about 6 feet long, not including its tail, which can reach an additional length of 5 to 7 feet. The creature weighs about 300 pounds.

A basilisk's camouflage helps it surprise victims on a roll of 1-2 on 1d6 in desert environments.

A basilisk's gaze turns victims to stone permanently. It has a range of 30 feet, and can be avoided with a successful Reflex saving throw. Trying to fight basilisks while averting your gaze gives them a tactical advantage.

BASS, GIANT A

Large Animal, Neutral (N), Animal Intelligence; School (1d6)

HD	2
AC	13
ATK	Bite (1d6 + swallow whole)
MV	Swim 40
SV	F 11, R 12, W 18
XP	100 (CL 2)

Giant bass are between 10 and 25 feet long. Most are greenish-grey, marked with dark lateral stripes, though some are almost completely black. Giant bass are predatory, and can swallow whole a dwarf-sized or smaller creature, which then takes 2d4 points of damage per round.

BAT, GIANT A

Small Animal, Neutral (N), Animal Intelligence; Colony (1d8)

HD	4
AC	20
ATK	Bite (1d8)
MV	20 (Fly 40)
SV	F 12, R 11, W 17
XP	400 (CL 5)

Giant bats are nocturnal, flying, carnivorous mammals with 15-ft wingspans. They can "see" using their echolocation ability, and thus suffer no penalty for fighting in the dark or blind.

Special Qualities: Echolocation, vulnerable to sonic damage

BAT MONSTER E

Large Monstrous Humanoid, Chaotic (CE), Low Intelligence; Solitary

HD	8
AC	13
ATK	2 claws (1d6), bite (2d8)
MV	10 (Fly 50)
SV	F 10, R 9, W 10
XP	800 (CL 9)

These creatures look like large, furry humanoids with bat wings that end in clawed hands and bat heads. They are twice the size of a man, with a 12 to 15 foot wingspan. Fearful peasants might even mistake them for small dragons when they fly by night.

Bat monsters can attack without penalty even when they have been blinded, due to their use of echolocation. The shrieks they emit force creatures within 10 feet of them to pass a Fortitude saving throw each round or be deafened (per the spell) for 10 minutes.

Special Qualities: Blindsight, vulnerable to sonic damage

BEAR, BLACK

Medium Animal, Neutral (N), Animal Intelligence; Solitary or Pair

HD	3
AC	13
ATK	2 claws (1d4 + constrict) and bite (1d6)
MV	40
SV	F 12, R 12, W 17
XP	300 (CL 4)

The black bear is a forest-dwelling omnivore that usually is not dangerous unless an interloper threatens its cubs or food supply. Black bears have pure black, blond, or cinnamon hair and are rarely more than 5 feet long. Any victim hit both of a bear's claw attacks is hugged (i.e. constricted).

BEAR, BROWN

Large Animal, Neutral (N), Animal Intelligence; Solitary or Pair

HD	6
AC	15
ATK	2 claws (1d8 + constrict) and bite (2d6)
MV	40
SV	F 9, R 10, W 15
XP	600 (CL 7)

Brown bears weigh more than 1,800 pounds and stand nearly 9 feet tall when they rear up on their hind legs. They are bad-tempered and territorial. The brown bear's statistics can be used for almost any big bear, including the grizzly. Any victim hit both of a bear's claw attacks is hugged (i.e. constricted).

BEAR, CAVE

Large Animal, Neutral (N), Animal Intelligence; Solitary or Pair

HD	12
AC	17
ATK	2 claws (2d6 + constrict) and bite (2d8)
MV	40
SV	F 6, R 7, W 12
XP	1,200 (CL 13)

The omnivorous cave bear usually does not bother creatures that try to avoid it, but will aggressively defend a kill or other source of food. It will not hesitate to rip apart anything that might contain something edible. A typical giant bear is 12 feet long and weighs as much as 8,000 pounds. Any victim hit both of a bear's claw attacks is hugged (i.e. constricted).

BEAR, POLAR

Large Animal, Neutral (N), Animal Intelligence; Solitary or Pair

HD	8
AC	15
ATK	2 claws (1d10 + constrict) and bite (2d6)
MV	40 (Swim 30)
SV	F 8, R 9, W 14
XP	800 (CL 9)

Polar bears are slightly larger than brown bears and are very willing to attack and eat humanoids. Any victim hit both of a bear's claw attacks is hugged (i.e. constricted).

BEE, GIANT

Medium Vermin, Neutral (N), Non-Intelligent; Hive 1d10+10

HD	3
AC	14
ATK	Sting (1d4 + poison III)
MV	20 (Fly 80)
SV	F 12, R 13, W 14
XP	300 (CL 4)

Although many times larger, growing to a length of about 5 feet, giant bees behave generally the same as their smaller cousins. Giant bees are usually not aggressive except when defending themselves or their hive.

BEETLE, GIANT BOMBARDIER A

Medium Vermin, Neutral (N), Non-Intelligent; Click (1d12)

HD	2
AC	16
ATK	Bite (1d4), acid spray (1d6)
MV	30
SV	F 12, R 15, W 15
XP	200 (CL 3)

These creatures feed primarily on carrion and offal, gathering heaps of the stuff in which to build nests and lay eggs. A giant bombardier beetle is about 6 feet long. Giant bombardier beetles normally attack only to defend themselves, their nests, or their eggs. When attacked or disturbed, the creature can release a cone (10 ft.) of acidic vapor once per round from the rear. Those within the cone must succeed on a Fortitude save or take 1d6 points of acid damage.

BEETLE, GIANT FIRE A

Small Vermin, Neutral (N), Non-Intelligent; Colony (1d12)

HD	1
AC	16
ATK	Bite (2d4)
MV	30
SV	F 14, R 15, W 15
XP	50 (CL 1)

These luminous nocturnal insects are prized by miners and adventurers. They have two glands, one above each eye, that produce a red glow. The glands' luminosity persists for 1d6 days after removal from the beetle, illuminating a roughly circular area with a 10-foot radius. Giant fire beetles are 2 feet long.

BEETLE, GIANT RHINOCEROS A

Huge Vermin, Neutral (N), Non-Intelligent; Click (1d4)

HD	12
AC	18
ATK	1 bite (2d8) and gore (2d6) or trample (3d6)
MV	20
SV	F 4, R 9, W 9
XP	1,200 (CL 13)

Giant rhinoceros beetles are 12-ft. long beetles with grayish-brown carapaces and wing-covers and a large brownish-black "horns" between their mandibles. They are found in the tropical forests of the world and spend their days feeding on plants, fruit and berries.

BEETLE, GIANT STAG A

Large Vermin, Neutral (N), Non-Intelligent; Mass (1d12)

HD	7
AC	19
ATK	Bite (4d6)
MV	20 (Fly 10)
SV	F 9, R 12, W 12
XP	700 (CL 8)

These creatures are serious pests that greedily devour cultivated crops. A single beetle can strip an entire farm in short order. An adult giant stag beetle is about 10 feet long. Females have smaller mandibles, and thus inflict only 2d6 points of damage with their bite attacks.

BEETLE, GIANT TIGER A

Medium Vermin, Neutral (N), Non-Intelligent; Click (1d12)

HD	3
AC	17
ATK	Bite (2d6)
MV	60
SV	F 12, R 13, W 14
XP	150 (CL 3)

Giant tiger beetles are predatory monsters about 5 feet long. Their carapaces are usually dark brown with lighter brown striped or spotted patterns, but there are many variations. They are fast runners, relying on their speed to run down prey. Tiger beetles have more or less the same visual acuity in all directions, and thus opponents gain no tactical advantage when attacking them from behind.

BEETLOR E

Large Monstrous Humanoid, Chaotic (CE), Average Int.; Brood (1d4)

HD	8
AC	18
ATK	2 claws (2d6) and bite (1d10)
MV	20 (Burrow 10)
SV	F 10, R 9, W 9
XP	800 (CL 9)

Beetlors are subterranean, predatory insect creatures. They have shiny, orange carapaces and yellowish underbellies. Their claws are harder than steel, allowing them to burrow through stone. Sentient creatures that look into a beetlor's multi-faceted eyes must pass a saving throw or become sickened for 1d4 rounds. Beetlors have their own language.

BEHIR A

Huge Magical Beast, Neutral (N), Low Intelligence; Solitary or Pair

HD	9
AC	19
ATK	Bite (2d4 + swallow whole) or coils (constrict) or lightning (20'/ 7d6)
MV	40 (Climb 15)
SV	F 6, R 9, W 12
XP	900 (CL 10)

The behir is a sinuous monster that can slither like a snake or use its dozen legs to move with considerable speed. A behir is about 40 feet long and weighs about 4,000 pounds. It can fold its limbs close to its long, narrow body and slither in snake fashion if it desires. The coloration of behirs ranges from ultramarine to deep blue with bands of gray-brown. The belly is pale blue. The two large horns curving back over the head look dangerous but are actually used for preening the creature's scales, not for fighting. Behirs speak their own language.

A behir can spit a 20-foot line of electricity once every 10 rounds. This bolt of lightning deals 7d6 points of damage (Reflex halves).

Special Qualities: Immune to electricity and trip attacks

BELKER A

Large Elemental (Air), Chaotic (CE), Low Intelligence; Clutch (1d4)

HD	7
AC	20
ATK	2 wings (1d6), 2 claws (1d3) and bite (1d4)
MV	30 (Fly 50)
SV	F 11, R 9, W 13
XP	700 (CL 8)

Belkers are creatures from the Elemental Plane of Air that are composed primarily of smoke. Although undeniably evil, they are very reclusive and usually have no interest in the affairs of others. A belker's winged shape makes it look distinctly demonic. Belkers speak Air Elemental.

Most of the time a belker is more or less solid, but at will it can assume smoke form. It can switch forms once per round. A belker in smoke form can fly at a speed of 50 feet. The ability is otherwise similar to a *gaseous form* spell.

A belker in smoke form can engulf opponents by moving over them. The target must succeed on a Fortitude saving throw or inhale part of the creature. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs, dealing 3d4 points of damage per round. An affected creature can attempt another save each round to cough out the semi-vaporous menace.

BLACK PUDDING

Huge Ooze, Neutral (N), Non-Intelligent; Solitary

HD	10
AC	3
ATK	Slam (2d6 + 2d6 acid + engulf)
MV	20 (Climb 20)
SV	F 7, R 10, W 10
XP	1,000 (CL 11)

The typical black pudding measures 15 feet across and 2 feet thick. It weighs about 18,000 pounds. The creature secretes a digestive acid that dissolves organic material (50 points of damage per round) and metal (20 points of damage per round), but does not affect stone. Any hit by the monster deals acid damage, and the target's armor and clothing dissolve and become useless immediately unless they succeed on a saving throw. A metal or wooden weapon that strikes a black pudding also dissolves unless it passes a saving throw. A black pudding that moves over a creature engulfs them and deals 2d6 points of acid damage per round.

Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hp or less cannot be further split and dies if reduced to 0 hp.

There are other varieties of black pudding in existence. Brown puddings (11 HD) dwell in deserts. White puddings (9 HD) dwell in snowy regions and dissolve stone instead of metal. Dun puddings (8 HD) dwell in tropical jungles and only dissolve organic materials.

Special Qualities: Immune to mind effects, weapon resistance

BLINK DOG

Small Magical Beast, Lawful (LG), Average Intelligence; Pack (2d8)

HD	4
AC	16
ATK	Bite (1d6)
MV	40
SV	F 12, R 11, W 14
XP	400 (CL 5)

The blink dog is an intelligent canine with limited teleportation ability. Blink dogs have their own language, a mixture of barks, yaps, whines, and growls that can transmit complex information. Blink dogs hunt in packs, teleporting in a seemingly random fashion (per the *blink* spell) until they surround their prey.

BOAR

Medium Animal, Neutral (N), Animal Intelligence; Sounder (1d8)

HD	3
AC	16
ATK	Gore (1d8)
MV	40
SV	F 12, R 12, W 17
XP	300 (CL 4)

Boars are woodland creatures known for their ferocity. They can continue to fight for 1d6 rounds after they are killed (i.e. reach 0 hp). Boars are not carnivores, but they are bad tempered in the extreme. They are covered in coarse, grayish-black fur and are 4 feet long and 3 feet tall.

BOAR, GIANT

Large Animal, Neutral (N), Animal Intelligence; Sounder (1d8)

HD	7
AC	15
ATK	Gore (1d10)
MV	40
SV	F 9, R 10, W 15
XP	700 (CL 8)

Giant boars are up to 12 feet long and weigh 2,000 pounds. They can continue to fight for 2d6 rounds after they are killed (i.e. reach 0 hp).

BODAK A

Medium Undead, Chaotic (CE), Low Intelligence; Gang (1d4)

HD	9
AC	19 [+1]
ATK	Slam (1d8)
MV	20
SV	F 11, R 11, W 10
XP	2,250 (CL 11)

Bodaks are the undead remnants of humanoids that have been destroyed by the touch of absolute evil. A bodak retains fleeting memories of its past life and can speak whatever languages it knew in life. Bodaks flee from sunlight.

A bodak has a death gaze with a range of 30 feet. Those who meet the monster's gaze must pass a Fortitude saving throw or die. Such victims rise as bodaks 24 hours later.

Special Qualities: Immune to electricity, flee from sunlight

BOUNDER E

Large Monstrous Humanoid, Neutral (N), Average Int.; Gang (1d10)

HD	6
AC	16
ATK	4 claws (1d4), mandibles (1d6 + poison II)
MV	40
SV	F 11, R 10, W 10
XP	600 (CL 7)

Bounders are a carnivorous race of insect men that inhabit deserts and grasslands. They live in small, lightless burrows and are not social creatures. Bounders have a particular enmity for elves. They are strong and agile, able to leap 20 ft. upward and 50 ft. forward, and can successfully deflect up to four ranged attacks per round with successful Reflex saving throws.

Special Qualities: Deflect missiles (4 per round)

BRAIN MOLE A

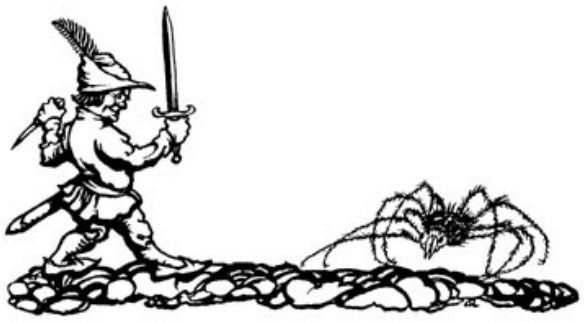
Tiny Magical Beast, Neutral (N), Animal Intelligence; Nest (1d8)

HD	1
AC	14
ATK	Bite (1d3)
MV	15 (Burrow 15)
SV	F 16, R 14, W 18
XP	250 (CL 3)

Brain moles are burrowing animals that use psionic powers to overcome intelligent prey. Small, furry, and nearly blind, brain moles are almost indistinguishable from their normal cousins. Brain moles huger for mental energy, but they eat small insects when they cannot get it. They hide in loose dirt and detritus on forest floors, waiting for the approach of prey.

When a suitable target comes in range, the brain moles then attack with their mind leech ability. All victims within 30 feet must pass a Will saving throw or suffer 1 point of intelligence damage. A brain mole absorbs up to 4 points of intelligence before it is sated. Each point of intelligence heals the mole of 1 point of damage. If the brain mole is undamaged, each point of intelligence sustains it for 24 hours.

Spells: 3/day—mind thrust, repulsion



BROWNIE A

Tiny Fey, Lawful (LG), High Intelligence; Band (1d12)

HD	0
AC	17
ATK	Dagger (1d3)
MV	20
SV	F 19, R 13, W 12
XP	50 (CL 1)

A brownie is a timid, quiet fey creature that prefers to live in pastoral areas untouched by civilization. Brownies are rarely over 18 inches tall. Their hair is always some earth tone such as brown, gray, or tawny. Most brownies prefer green or otherwise brightly colored clothing, allowing them to surprise their foes on a roll of 1-3 on 1d6 when in a woodland environment. Brownies speak Common, Sylvan and Halfling. They may be distant relatives of pixies and halflings.

Special Qualities: Magic resistance 25%

Spells: 1/day—confusion, continual flame, dancing lights, dimension door, magic circle against evil, mirror image, ventriloquism

BUGBEAR

*Medium Humanoid, Chaotic (CE), Average Intelligence; Gang (1d6)**

HD	3
AC	14 (leather armor and buckler)
ATK	By weapon
MV	30
SV	F 12, R 14, W 14
XP	150 (CL 3)

Bugbears are large, hairy goblins with shaggy fur that ranges from brown to crimson and skin that ranges from light yellow to orange. They have broad heads and wide mouths filled with fangs. Bugbears move so silently that they surprise their opponents on a roll of 1-3 on 1d6.

Bugbear clans are composed of 1d4 x 10 warriors and additional non-combatants equal to 2 times the warriors. If there 20 or fewer warriors in a clan, they have a single 4 HD sub-chief (AC 19, +2 damage). Clans of more than 20 warriors are led by a 6 HD warchief (AC 20, +3 damage), who is assisted by a sub-chief. The usual composition of a bugbear army is as follows:

50%	BUGABOO: Buckler (AC 15), morningstar, short bow
35%	BUGBEAR: Leather and buckler (AC 17), morningstar, 3 javelins
15%	WIRRY-CARLE: Scalemail and shield (AC 20), halberd, short sword

BUGBEARS AS CHARACTERS

Bugbears modify their starting scores as follows: Str +2, Dex +1, Con +1, Cha -2. They have a knack for moving silently and tracking, and a +1 bonus to AC. Bugbears speak their own language and might also know Elven, Gnoll, Hill Giant or Orc. Bugbears can multi-class as cleric/thieves, fighter/thieves and magic-user thieves. Whatever their class, they can only advance as far as 9th level.

BULETTE

Huge Magical Beast, Neutral (N), Animal Intelligence; Solitary or Pair

HD	9
AC	20
ATK	2 claws (2d6) and bite (2d10)
MV	40 (Burrow 10)
SV	F 6, R 9, W 14
XP	900 (CL 10)

Bulettes are terrifying creatures with bullet-shaped bodies and four powerful, stubby legs that end in large claws. Their bodies are covered in large, silver, plate-like scales and a thick crest on its back like a shark's dorsal fin. Also known as landsharks, they live only to eat. The only creatures they refuse to eat are elves, and they dislike dwarves.

When a burrowing bulette senses movement on the surface, it breaks to the surface and begins its attack, surprising on a roll of 1-4 on 1d6.

MONSTERS – C

CAECILIA, GIANT

Huge Vermin, Neutral (N), Non-Intelligent; Knot (1d3)

HD	6
AC	14
ATK	Bite (1d8 + swallow whole)
MV	20 (Burrow 20)
SV	F 7, R 12, W 12
XP	600 (CL 7)

Caecilia are carnivorous, legless amphibians that strongly resemble earthworms, but have bony skeletons and sharp teeth. Caecilia live entirely underground. Giant caecilias grow up to 30 feet long and frequently are found in caverns or dungeons. They are nearly blind, but very sensitive to sound and vibrations. Once a caecilia swallows an opponent, it attempts to disengage from combat, going to its lair to rest and digest its meal.

Special Qualities: Blindsight

CAMEL

Large Animal, Neutral (N), Animal Intelligence; Herd (5d6)

HD	3
AC	13
ATK	Bite (1d4)
MV	50
SV	F 11, R 11, W 17
XP	150 (CL 3)

Camels are known for their ability to travel long distances without food or water. The statistics presented here are for the dromedary, or one-humped camel, which thrives in warm deserts. A dromedary stands about 7 feet tall at the shoulder, with its hump rising 1 foot higher. The two-humped, or Bactrian, camel is suited to cooler, rocky areas. It is stockier and slower (speed 40 feet).

CARCASS SCAVENGER E

Large Magical Beast, Neutral (N), Animal Intelligence; Brood (1d6)

HD	3
AC	13
ATK	8 stingers (poison II) and bite (1d6)
MV	40 (Climb 40)
SV	F 11, R 12, W 17
XP	300 (CL 4)

The carcass scavenger is 4 ft. tall and 9 ft. long. It resembles a giant grub with multifaceted eyes, small legs and a head bearing long feelers covered with poisonous filaments that paralyze for 2d4 rounds. If not faced with more opponents, the carcass scavenger swallows a victim during the round after it has been paralyzed.

CAT A

Tiny Animal, Neutral (N), Animal Intelligence; Clowder (1d10)

HD	0
AC	14
ATK	Claws and bite (1)
MV	30 (Climb 20)
SV	F 16, R 13, W 19
XP	25 (CL 0)

The statistics presented here describe a common housecat.

CATFISH, GIANT A

Large Animal, Neutral (N), Animal Intelligence; School (1d2)

HD	8
AC	16
ATK	Bite (2d8) and 2 fins (1d4 + poison*)
MV	Swim 30
SV	F 11, R 12, W 18
XP	800 (CL 9)

Giant catfish fins are edged with a natural poison that causes a painful burning sensation for 3d10 rounds if a Fortitude save is failed. The pain causes the affected character or creature to suffer a -1 penalty on all attack rolls and saving throws; further poisonings increase this penalty by -1 each, to a maximum penalty of -5. Because of their size and body design, a giant catfish cannot target more than one of its attacks on any single creature; that is, it cannot bite and fin the same opponent, nor use both fins on one victim.

CATOBLEPAS A

Large Magical Beast, Neutral (N), Animal Intelligence; Solitary

HD	6
AC	12
ATK	Bite (1d6)
MV	30
SV	F 9, R 10, W 15
XP	1,500 (CL 8)

These medieval monsters resemble giant warthogs, but they are so hideous that their appearance causes death to those who gaze upon them and fail a Fortitude saving throw. If the first glance doesn't kill, each round of viewing the beast can still paralyze the viewer for 1d6 rounds.

CAVE LOCUST, GIANT

Small Vermin, Neutral (N), Non-Intelligent; Throng (2d10)

HD	2
AC	16
ATK	Bite (1d2) or slam (1d4) or spit
MV	20 (Fly 60)
SV	F 13, R 15, W 15
XP	100 (CL 2)

Giant cave locusts are pale, cricket-like creatures that live underground. They are eyeless, depending on their sound-sensitive antennae, vibration-

sensitive feet and a variety of touch-sensitive "hairs" on their legs to sense the environment around them.

These creatures eat subterranean fungus (including shriekers) as well as carrion; they are not predators, but if disturbed they will attack, shrieking loudly, biting, jumping wildly around, or spitting nasty goo.

All giant cave locusts in a group shriek when disturbed, attracting wandering monsters. The TK should roll a wandering monster check each round that one or more cave locusts are attacking; if wandering monsters are indicated, they arrive in 1d4 rounds.

Any giant cave locust that is engaged with an opponent will attempt to bite, doing 1d2 points of damage on a successful hit. This does not interrupt the monster's shrieking.

A giant cave locust can leap up to 60 feet horizontally, or 30 feet vertically. If one of these creatures is not engaged at the beginning of the round, it will leap toward one of the opponent creatures; roll a normal attack roll, and if the attack hits, the target creature takes 1d4 points of damage from the impact.

Finally, once per encounter, a giant cave locust can spray its gooey digestive juices up to 10 feet away with a ranged attack. If the attack hits, the target must make a Fortitude saving throw or be sickened for 3d6 rounds due to the horrible smell.

CELESTIALS

There are celestial warriors besides the angels and archons. The avorals and leonals are sometimes classed as "kherubim". They have bestial characteristics, but are as honorable and benevolent as the holiest paladin. The Ghaele and Bralani are celestial fey.

AVORAL E

Large Outsider, Lawful (NG), High Intelligence; Wing (1d6)

HD	16
AC	24 [+2]
ATK	2 claws (2d6) or 2 wings (2d8)
MV	40
SV	F 4, R 5, W 4
XP	4,000 (CL 18)

Avorals are winged celestials with hawk faces and wings that end in clawed, humanoid hands. An avoral's bones are strong but hollow, so even the largest specimens weigh no more than 120 pounds. An avoral is about 7 feet tall. An avoral's visual acuity is virtually unmatched: It can see detail on objects up to 10 miles away and is said to be able to discern the color of a creature's eyes at 600 feet. Avorals speak Celestial and Draconic, but can communicate with almost any creature with *tongues*.

Once per day an avoral can create an aura of fear in a 20-foot radius that acts as the *fear* spell. They can also lay on hands as a paladin, healing up to 20 points of damage per day.

Special Qualities: Immune to electricity and petrification, magic resistance 15%

Spells: Continuous—tongues; At will—aid, blur (self), command, detect invisibility, detect magic, dimension door, dispel magic, gust of wind, hold person, light, magic circle against evil (self), magic missile; 3/day—lightning bolt

BRALANI E

Medium Outsider, Lawful (CG), High Intelligence; Zephyr (1d6)

HD	6
AC	19 [+1]
ATK	*+1 scimitar* (1d8+4) or *+1 longbow* (1d6+1) or slam (1d6)
MV	40 (Fly 100)
SV	F 10, R 9, W 9
XP	1,500 (CL 8)

Bralanis are extraplanar fey who, while benevolent, are not aligned to pure Law. Their natural form is that of a pale-skinned dwarf with wild, unruly black hair and red-rimmed eyes. In addition to their natural form, bralanis can assume the shape of a whirlwind or zephyr of dust, snow, or sand. Bralanis speak Celestial and Sylvan, and can speak with any creature that has a language using the *tongues* spell.

A bralani can shift between its humanoid and whirlwind forms once per round. In humanoid form, it cannot fly or use its whirlwind blast, but it can use its spells and weapons. In whirlwind form, it can fly, make slam attacks and whirlwind blast attacks and use spells. When in whirlwind form, a bralani can attack with a scouring blast of wind, dealing 3d6 points of damage in a line 20 feet long and 5 feet wide (Reflex save for half damage).

Special Qualities: Immune to electricity and petrification, magic resistance 15%

Spells: Continuous—tongues; At will—blur, charm person, gust of wind, mirror image, wind wall; 2/day—lightning bolt, cure serious wounds

GHAELE E

Medium Outsider, Lawful (CG), High Intelligence; Globe (1d4)

HD	10
AC	22 [+2]
ATK	*+2 greatsword* (1d10+5) or 2 light rays (300 ft., 4d6)
MV	50 (Fly 150)
SV	F 8, R 7, W 7
XP	2,500 (CL 12)

Ghaele look like celestial elves. They are tall and graceful, with thin, soft faces and large, expressive eyes. A ghaele can take the form of an incorporeal globe of light, 5 feet in diameter. A ghaele is about 6 feet tall and weighs about 170 pounds. They speak Celestial and Sylvan, but can communicate with almost any creature using their *tongues* ability.

In humanoid form, a ghaele has a gaze attack that slays Chaotic (Evil) creatures of 5 or less HD. The gaze has a range 60 feet and a Will saving throw negates the effect. Even if the saving throw is successful, the creature is affected as though by a *fear* spell for 2d10 rounds.

A ghaele can shift between its humanoid and globe forms as it wishes. In humanoid form, it cannot fly or use its light rays, but it can use its gaze attack and spells, make physical attacks, and cast spells. In globe form, it can fly, use its light rays, but it cannot cast spells or use its gaze attack. The globe form is incorporeal.

A ghaele is always shrouded in a protective aura. Against attacks made or effects created by Chaotic (Evil) creatures, this ability provides a +2 bonus to AC and a +2 bonus on saving throws to anyone within 20 feet of the ghaele. Otherwise, it functions as a *magic circle against evil* and a *lesser globe of invulnerability* (radius of 20 feet).

Special Qualities: Immune to electricity and petrification, protective aura, magic resistance 25%

Spells: Continuous—tongues; At will—aid, change self, charm monster, color spray, comprehend languages, continual flame, cure light wounds, dancing lights, detect evil, detect invisibility, detect thoughts, dispel magic, hold monster, improved invisibility (self), spectral force, teleport without error (self plus 50 pounds); 1/day—chain lightning, prismatic spray, wall of force. Ghaeles in humanoid form can also cast spells as 14th-level clerics

LEONAL E

Medium Outsider, Lawful (NG), High Intelligence; Pride (1d10)

HD	12
AC	23 [+1]
ATK	2 claws (1d8) and bite (1d8)
MV	60
SV	F 7, R 6, W 6
XP	1,200 (CL 13)

Leonals are lesser celestials with muscular human bodies and the heads of lions. Their bodies are covered with golden fur. They speak Celestial and can communicate with all felines.

Leonals project a magical aura. Against attacks made or effects created by Chaotic (Evil) creatures, this aura provides a +2 bonus to AC and a +2 bonus on saving throws to anyone within 20 feet of the leonal. Otherwise, it functions as a *magic circle against evil* and a *lesser globe of invulnerability*, both with a radius of 20 feet.

A leonal can roar up to three times per day. Each roar releases a blast in a cone (60 ft.) that duplicates the effects of a *holy word* spell and deals an extra 2d6 points of sonic damage (Fortitude save negates).

Special Qualities: Immune to electricity and petrification, aura of protection, magic resistance 30%

Spells: Continuous—speak with animals; At will—detect thoughts, fireball, hold monster, wall of force; 3/day—cure critical wounds, cure disease, neutralize poison; 1/day—heal

CENTAUR

Large Monstrous Humanoid, Neutral (N), Low Intelligence; Company (1d8)

HD	4
AC	14
ATK	2 hooves (1d6) and weapon
MV	50
SV	F 13, R 10, W 12
XP	200 (CL 4)

Centaurs look like crosses between man and horse (or sometimes goat). They have the torso and head of a human attached to the body of a small horse. Centaurs stand about 7 feet tall and weigh about one ton. They tend to be wild and unruly, and have a great appreciation for intoxicating beverages.

Centaurs organize themselves into herds of 1d8 x 20 warriors and non-combatants equal to 150% of the warriors. For every 20 warriors, the centaurs have one sub-chief of 6 HD. Herds are led by chiefs with 8 HD. The usual composition of a centaur army is as follows:

40%	Longbow, longsword
20%	Greatsword, 3 javelins
35%	Shield (AC 16), spear, heavy mace
5%	Platemai and shield (AC 23), lance, longsword

CENTAURS AS CHARACTERS

Centaurs modify their starting ability scores as follows: Str +4, Dex +2, Con +2, Int -1, Wis -2. Centaurs can carry double the normal amount for their strength score. Their base speed is 50 ft. per round. Centaurs have darkvision to a range of 60 ft. They speak their own language, and might also speak Elven, Gnome, Halfling and Common. Centaurs have a knack for jumping, but suffer a -4 penalty to climb checks. Centaurs can multi-class as druid/fighters, fighter/magic-users and fighter/ thieves. Whatever their class or classes, centaurs can only advance to 7th level.

CENTIPEDE, GIANT

Small Vermin, Neutral (N), Non-Intelligent; Swarm (1d12)

HD	0
AC	14
ATK	Bite (1d3 + poison III)
MV	30 (Climb 30)
SV	F 14, R 16, W 16
XP	50 (CL 0)

Giant centipedes tend to attack anything that resembles food, biting with their jaws and injecting their poison. Larger varieties exist.

CHAOS BEAST E

Medium Aberration, Chaotic (CN), Average Intelligence; Solitary

HD	8
AC	16
ATK	2 claws (1d4 + corporeal instability)
MV	20
SV	F 11, R 11, W 9
XP	2,000 (CL 10)

Chaos beasts have mutable, ever-changing forms. A chaos beast's dimensions vary, but it always appears as a bundle of rubbery tentacles punctuated by hands, feet, claws and faces. Chaos beasts do not speak.

For all its fearsome appearances, whether it has claws, fangs, pincers, tentacles, or spines, a chaos beast does little physical harm. Regardless of form, the creature seems unable to manage more than two attacks per round. Its continual transmutations prevent the coordination needed to do more. A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a Fortitude save or become a spongy, amorphous mass. The victim's shape melts, flows, writhes and boils unless he or she manages to control the effect.

An affected creature is unable to hold or use any item. Soft or misshapen feet and legs reduce speed to 10 feet. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe. Each round the victim spends in an amorphous state causes one point of wisdom drain from mental shock. If the victim's wisdom score falls to 0, it becomes a chaos beast.

A victim can regain its own shape by forgoing a move and attack and attempting a Will saving throw. A success reestablishes the creature's normal form for one minute.

No mortal magic can permanently affect or fix a chaos beast's form. *Polymorph* and petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form. Corporeal instability can only be removed with *restoration* or *heal*.

Special Qualities: Immune to transformations, magic resistance 20%

CHEETAH A

Medium Animal, Neutral (N), Animal Intelligence; Coalition (1d6)

HD	3
AC	15
ATK	2 claws (1d2) and bite (1d6)
MV	50
SV	F 12, R 11, W 17
XP	300 (CL 4)

Cheetahs are swift feline predators of the plains. A cheetah is 3 to 5 feet long and weighs 110 to 130 pounds. Once per hour, a cheetah can move ten times its normal speed on a charge. A cheetah that hits with a claw or bite attack can attempt a free trip attack.

CHIMERA

Large Magical Beast, Chaotic (CE), Low Intelligence; Trip (1d12)

HD	9
AC	19
ATK	2 bites (2d10), horns (1d6) and 2 claws (1d6)
MV	30 (Fly 50)
SV	F 8, R 9, W 12
XP	900 (CL 10)

A chimera has three heads, those of a lion, a red dragon and a goat. The creature has the front body of a lion, the rear body of a goat and dragon wings. Chimeras can speak Draconic but seldom do so, except when toadying to other creatures.

A chimera's dragon head can breathe a cone of fire (30 ft.) three times per day. This cone deals 3d8 points of damage.

The standard chimera has the heads of a dragon, goat and lion. The following tables can be used to generate non-standard chimeras to keep your players on their toes. All of these variations use the standard statistics for a chimera, with modifications as described below.

RIGHT HEAD / FRONT BODY

D6	HEAD	ATTACK / SPECIAL
1	Bear	2 claws (1d6), bite (1d10); hug attack
2	Crocodile	1 bite (1d6); Swim 50 instead of Fly 50
3	Eagle/Owl	2 talons (1d4), bite (1d8); Fly 100
4	Hyena	1 bite (1d3)
5	Weasel	1 bite (2d6); Drain blood
6	Wolf	1 bite (1d6); Trip attack

LEFT HEAD / REAR BODY

D6	HEAD	ATTACK / SPECIAL
1	Antelope	1 gore (1d4); Move 40
2	Bison/Bull	1 gore (1d8)
3	Boar	1 gore (3d4); Ferocity
4	Camel	1 bite (1d2); Spit (10 ft. range, blind 1d4 rounds)
5	Elephant	2 tusks (1d8), trunk (1d8); Never forgets
6	Rhinoceros	1 gore (2d6); Charge for x2 damage

CENTER HEAD

D6	HEAD	ATTACK / SPECIAL
1	Basilisk	1 bite (1d8); Petrifying gaze
2	Cockatrice	1 bite (1d3); Petrifying bite
3	Gorgon	1 gore (2d6); Petrifying breath
4	Hydra	1 bite (1d6); Regenerate
5	Rust Monster	Corrode metal with antennae
6	Unicorn	1 horn (1d8); Teleport

CHOKER E

Small Aberration, Chaotic (CE), Low Intelligence; Solitary

HD	3
AC	17
ATK	2 tentacles (1d4 + constrict)
MV	40 (Climb 20)
SV	F 15, R 13, W 13
XP	300 (CL 4)

Chokers are halfling-sized creatures with rubbery skin, large white eyes and fang-filled mouths. The pads on their long, tentacle-like fingers and toes are like the suction cups of an octopus and allow them to adhere to most services. A victim struck by a choker's tentacles must pass a Fortitude saving throw or be choked (per constriction).

CHUUL E

Large Aberration, Chaotic (CE), Average Intelligence; Pack (1d6)

HD	11
AC	20
ATK	2 pincers (2d6 + constrict)
MV	30 (Swim 20)
SV	F 9, R 10, W 8
XP	1,100 (CL 12)

Chuuls are a horrible mix of crustacean, insect, and serpent. They lurk submerged or partially submerged, awaiting intelligent prey to devour. Although amphibious, chuuls are not good swimmers and actually prefer to be on land or in very shallow water when they attack. Chuuls speak their own alien tongue.

A creature struck by both of a chuul's pincers must pass a Fortitude saving throw or be seized and grappled. The next round, they are pulled to the creature's paralytic tentacles and must pass a new Fortitude saving throw or be paralyzed for six rounds. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8 points of damage each round from the creature's mandibles.

Special Qualities: Immune to poison

COCKATRICE

Small Magical Beast, Neutral (N), Animal Intelligence; Scratch (1d12)

HD	5
AC	14
ATK	Bite (1d4 + petrification)
MV	20 (Fly 60)
SV	F 12, R 11, W 16
XP	1,250 (CL 7)

A cockatrice looks like a reptilian chicken, with long legs and a long, snaky neck. A male cockatrice has wattles and a comb, just like a rooster. Creatures hit by a cockatrice's bite attack must succeed on a Fortitude save or instantly be turned into stone.

COLOSSUS E

Huge Construct, Neutral (N), Animal Intelligence; Solitary

HD	20
AC	20 [+1]
ATK	2 slams (3d6) or thrown object (3d6)
MV	40
SV	F 3, R 5, W 8
XP	5,000 (CL 22)

A colossus is constructed by a powerful magic-user using dozens of corpses and is animated by a controlling, undead spirit. The process involves stripping of flesh from dozens of corpses and melting it vats. The

corpse's skeletons must be cobbled together and then the flesh re-applied, along with sinew, muscle and skin.

All who see a flesh colossus must make a Will saving throw or panic and flee. Once per day, the flesh colossus may transform its countenance into a horrible leering visage: All within 300 feet who see this must make a successful Fortitude save or take 1d4 points of temporary strength, dexterity, and constitution damage.

All creatures with a sense of smell that come within 300 feet of the construct must make a Fortitude save or be sickened. Those who succeed on their saving throws take a -2 penalty on all attacks and saves for the next 3d6 minutes.

A flesh colossus may stomp upon any adjacent foe in place of a normal attack. If successful, the stomp deals double damage (6d6) and pins the victim until the colossus chooses to release him or her.

A flesh colossus is immune to all magical effects except those that use negative energy. Any negative energy spell targeted at the colossus repairs damage taken by the colossus at the rate of 1d6 hit points per level of the spell.

Special Qualities: Magic immunity, negative energy affinity

COUATL

Large Outsider, Lawful (LG), High Intelligence; Flight (1d6)

HD	9
AC	20
ATK	Bite (1d4 + poison II) or coils (2d8 + constrict)
MV	20 (Fly 60)
SV	F 8, R 8, W 8
XP	2,250 (CL 11)

A couatl is a winged, rainbow-scaled serpent about 12 feet long, with a wingspan of about 15 feet. Couatls speak Celestial.

Couatls can assume the form of any small or medium sized humanoid and can travel ethereally (per *ethereal jaunt*). They can communicate telepathically with any sentient creature within 90 feet.

Spells: At will—detect evil, detect thoughts, invisibility, plane shift. Couatls can also cast spells as a 9th level sorcerer.

CRAB, GIANT

Medium Animal, Neutral (N), Animal Intelligence; Consortium (1d8)

HD	3
AC	16
ATK	2 pincers (1d6 + constrict)
MV	20 (Swim 10)
SV	F 12, R 12, W 17
XP	150 (CL 3)

These giant varieties of the common crab have especially thick shells.

CRABMAN A

Medium Monstrous Humanoid, Neutral (N), Average Int.; Band (1d10)

HD	2
AC	15
ATK	2 pincers (1d4)
MV	20 (Swim 20)
SV	F 15, R 12, W 12
XP	100 (CL 2)

Crab men are bipedal creatures with a crab-like exoskeleton and a pincer at the end of each arm. They are tribal creatures, found living near water (including subterranean lakes and rivers).

Crabmen organize themselves into consortiums of 1d6 x 10 warriors and non-combatants equal to 100% of the warriors. For every 20 warriors there is a leader with 4 HD. Consortiums are led by king crabs with 6 HD.

CRABNIPEDE E

Medium Magical Beast, Neutral (N), Non-Intelligent; Chitter (1d6)

HD	4
AC	15
ATK	4 pincers (1d4 + constrict), bite (1d6 + poison II)
MV	20 (Swim 60)
SV	F 11, R 11, W 14
XP	400 (CL 5)

Crabnipedes are horrible sea creatures that resemble man-sized centipedes with four pincers. They hunt on sea floors and lake bottoms, but can crawl out from the water for hours if the hunting seems better on land. The crabnipede's bite is poisonous, causing paralysis.

Special Qualities: Immune to mind effects, resistance to cold

CRAWLING CLAW E

Tiny Construct, Neutral (N), Non-Intelligent; Solitary

HD	1
AC	15
ATK	Claw (1d3 + constrict)
MV	20
SV	F 18, R 15, W 15
XP	100 (CL 2)

Crawling claws are animated hands created by ancient rituals. Their attacks deal double damage against prone opponents. If their attacks are successful against prone opponents, they can make a free grapple attack in an attempt to get a stranglehold on their victims.

CROCODILE

Medium Animal, Neutral (N), Animal Intelligence; Bask (1d12)

HD	3
AC	19
ATK	Bite (1d8 + constrict) or tail (2d6)
MV	20 (Swim 30)
SV	F 12, R 12, W 17
XP	300 (CL 4)

Crocodiles are aggressive predators 11 to 12 feet long. They lie mostly submerged in rivers or marshes, with only their eyes and nostrils showing, waiting for prey to come within reach. A crocodile that hits with its bite attack can make a free grapple attack. If this succeeds, it holds on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom. A crocodile can hold its breath for six minutes.

CROCODILE, GIANT

Large Animal, Neutral (N), Animal Intelligence; Bask (1d12)

HD	7
AC	16
ATK	Bite (2d8 + constrict) or tail (3d6)
MV	20 (Swim 30)
SV	F 9, R 10, W 15
XP	700 (CL 8)

Giant crocodiles are up to 20 feet long, but otherwise behave as their smaller cousins. They usually live in salt water.

CRYSMAL A

Small Elemental (Earth), Neutral (N), Low Intelligence; Facet (1d6)

HD	6
AC	20
ATK	Sting (1d3)
MV	30 (Burrow 20)
SV	F 11, R 12, W 13
XP	600 (CL 7)

A conglomerate of stone and crystal, a crysmal above all else seeks to perpetuate its kind. Crysmals transform mundane minerals into juvenile crysmals. Gems are the perfect substance for this reproductive cycle. To make a single juvenile, a crysmal needs eight to ten gems, each of 25 gp value or more. Crysmals understand Earth Elemental, but cannot speak.

Special Qualities: Immune to fire and cold, resistance to electricity and piercing and slashing weapons

Spells: At will—confusion, telekinesis; 3/day—dimension door

CRYSTALINE E

Medium Elemental (Earth), Neutral (N), Average Intelligence; Band (1d6)

HD	3
AC	16
ATK	Longsword (1d8)
MV	30
SV	F 12, R 14, W 14
XP	300 (CL 4)

The crystalines resemble humanoids whose entire bodies are composed of crystal. Their bodies are faceted and gleam with a soft inner light that becomes more intense as their feelings become more intense. Crystalines are 5 to 6 feet tall and weigh about as much as a human. They speak Earth Elemental and sometimes (35%) the Common tongue.

Crystalines have learned to use their faceted bodies in conjunction with light to temporarily blind their foes. On a failed Reflex save a victim is blinded for 1d4 rounds. This ability counts as an attack as the crystaline must position it body to capture the light and direct it effectively against a foe. When a crystalline is reduced to 0 hp, its body shatters in an explosion of crystal shards. All within 10 ft. suffer 2d6 points of damage (Reflex save for half damage).

Special Qualities: Immune to electricity

CYCLOPEAN E

Medium Monstrous Humanoid, Neutral (N), Average Int.; Scuffle (1d8)

HD	2
AC	15 (chainmail)
ATK	By weapon
MV	30
SV	F 15, R 12, W 12
XP	100 (CL 2)

Cyclopeans are tall, rugged humanoids with a single, large eye located in the center of their face. They have skin that range from the color of aged parchment to a rich, glossy umber. Their hair is usually worn long and

shaggy, and is always blue-black in youth and adulthood, turning white as they age. The cyclopean's eye might be any color in the visible spectrum, with amber and blue being the most common colors, and mauve and mottled green/brown being the rarest.

Most cyclopeans dwell in the mountains or on the fringes of civilization, making a living as trappers, hunters and bandits. They have a passion for fighting and a fatalist philosophy, and like to rush into battle with their military forks, which they can throw as spears.

No more than once per day, a cyclopean can peer into the future. They either glimpse a moment of Weal or a moment of Woe (50% chance of either). The moment glimpsed is connected to their current endeavors or goals and can be described with as much or as little detail as the TK thinks appropriate. A cyclopean might, for example, glimpse himself or a friend opening a door and being struck dead by a trap, or looking behind a curtain and discovering a secret door. Perhaps the door or curtain is unique and the cyclopean will easily recognize it when they come to it - perhaps not. Perhaps the cyclopean will never come across the possible future they have glimpsed. In general, this power acts as a free "clue" to something in the cyclopean's current adventure. Unfortunately, whenever a cyclopean glimpses the future, they hasten their own demise. For the next 24 hours, the cyclopean suffers a -2 penalty to saving throws.

Cyclopean tribes contain 2d4 x 20 warriors and non-combatants equal to 100% of the warriors. For every 20 warriors there is a sub-chief of 3rd to 6th level, most of them fighters. Tribes with 40 or fewer cyclopeans are commanded by chiefs with 4th to 7th level, while those with more than 40 cyclopeans have chiefs with 5th to 8th level.

CYCLOPEANS AS CHARACTERS

Cyclopeans adjust their starting strength by +1 and their starting wisdom by -1. They have poor depth perception and peripheral vision. They are surprised on a roll of 1-2 on 1d6 and suffer a -1 penalty to hit with ranged attacks except when using their military forks. Cyclopeans have a knack for survival in the wilderness. Cyclopean characters can peer into the future once per day, as described above. Cyclopeans can multi-class as cleric/diviners, diviner/fighters or diviner/thieves. Note, the diviner is a specialist form of magic-user that focuses on casting divinatory spells.

CYCLOPS

Huge Giant, Chaotic (CE), Average Intelligence; Gang (1d8)

HD	13
AC	15
ATK	Slam (3d10) or boulder (3d6)
MV	30
SV	F 4, R 9, W 9
XP	1,300 (CL 14)

Cyclopes are brutish giants notable for their single eye. They are long and lank and measure 20 feet in height. Cyclopes can hurl boulders with a 25 ft. range increment. These boulders deal 4d10 points of damage. They usually dwell on rocky islands, herding fine sheep or cattle. Their single eye hurts their depth perception, and thus imposes a -2 penalty on ranged weapon attacks.

MONSTERS – D

DARK CREEPER A

Small Humanoid, Neutral (CN), Average Intelligence; Gang (1d4)

HD	1
AC	18
ATK	Dagger (1d4 + poison III)
MV	30
SV	F 14, R 15, W 15
XP	100 (CL 2)

Dark creepers are dwellers that make their homes in the twisting passages and caverns of the subterranean world. They are small, thin humanoids with gray skin and eyes. Dark creepers dress in dark, filthy robes and smell of dung and rotted meat. When dark creepers' clothing begins to rot with age and fall from their bodies, they add another layer rather than remove the tattered rags. Dark creepers speak their own babbling language understandable only by other dark creepers and dark stalkers (see below).

Three times per day, a dark creeper can create an effect identical to the *darkness* spell. Dark creepers can see in all forms of darkness, including magical darkness. They also continuously *detect magic*. Abrupt exposure to bright light blinds dark creepers for 1d3 rounds.

When killed, a dark creeper spontaneously explodes in a flash of white-hot light. All creatures within a 10-foot radius must succeed on a Reflex saving throw or be blinded for 1d6 x 10 minutes.

Dark creepers dwell in clans of 1d4 x 20. They are led by dark stalkers, who look like 6-ft. tall dark creepers and have 2 Hit Dice.

DARKMANTLE E

Small Aberration, Neutral (N), Animal Intelligence; Swarm (2d8)

HD	1
AC	17
ATK	Slam (1d4 + constrict)
MV	20 (Fly 30)
SV	F 16, R 15, W 16
XP	100 (CL 2)

The darkmantle is a conical creature that hangs from a ceiling by a muscular "foot" at the top of its body. It can look like a stalactite by holding its tentacles stiffly under itself, or like a lump of rock, spreading its tentacles so the membrane between them covers its body. Its shell and skin usually resemble limestone, but a darkmantle can change its color to match almost any type of stony background. It is about 4 feet long from the tips of its tentacles to the top of its head.

A darkmantle attacks by dropping onto its prey and wrapping its tentacles around the opponent's head. Once attached, it squeezes and tries to suffocate the foe. A darkmantle that misses its initial attack often flies up and tries to drop on the opponent again. Once per day a darkmantle can cause darkness per the *darkness* spell.

DEER, GIANT

Large Animal, Neutral (N), Animal Intelligence; Herd (1d12)

HD	5
AC	16
ATK	2 hooves (1d8) and antlers (1d8)
MV	50
SV	F 10, R 10, W 16
XP	250 (CL 5)

This giant deer stands 6 feet at the shoulder and weighs 1,000 lbs. It has an impressive rack of antlers up to 8 ft. wide. Irish deer are hunted for their meat as well as their tough hides. An intact hide is worth 50 gp.

DELVER E

Huge Aberration, Neutral (N), High Intelligence; Solitary

HD	15
AC	21
ATK	2 slams (1d8 + 2d6 acid)
MV	30 (Burrow 10)
SV	F 5, R 8, W 5
XP	1,500 (CL 16)

Delvers are bizarre monsters that have the overall body shape of whales, with massive, clawed, fin-like arms that help them burrow through rock and soil. A delver is about 15 feet long and 10 feet wide. It weighs about 6,000 pounds. They speak Earth Elemental.

A delver produces a highly corrosive slime. The slime is particularly effective against stone. A delver's attack deals 2d6 points of acid damage to organic creatures or objects. Against metallic creatures or objects, a delver's slime deals 4d6 points of damage and against stony creatures (including earth elementals) or objects it deals 10d6 points of damage.

A slam attack by a delver leaves a patch of slime that deals 2d6 points of damage on contact and another 2d6 points of damage in each of the next 2 rounds. A large quantity (at least a quart) of water or weak acid, such as vinegar, washes off the slime. An opponent's armor and clothing dissolve and become useless immediately unless the wearer succeeds on a Reflex save. Weapons that strike a delver also dissolve immediately unless the wielder succeeds on a Reflex save.

A delver can alter its slime to temporarily soften stone instead of dissolving it. Once every 10 minutes, a delver can soften and shape up to 25 cubic feet of stone, as a *stone shape* spell.

Special Qualities: Immune to acid

DEMILICH A

Tiny Undead, Chaotic (CE), Super Intelligence; Solitary

HD	21
AC	25 [+3]
ATK	Paralyzing strike (10d6 + permanent paralysis)
MV	Fly 180
SV	F 8, R 3, W 3
XP	5,250 (CL 23)

A demilich is the crumbling remains of a lich that has grown so ancient even its foul magic could no longer hold it together. It appears as a skull sitting on a pile of bones and dust. The demilich's teeth have been replaced by a number of priceless jewels.

Demiliches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the demilich must succeed at a Will save or be affected as though by *fear*.

Any living creature a demilich strikes must succeed at a Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled.

A demilich can *trap the souls* (per the spell) of up to eight living creatures per day in its gemstone teeth within 300 ft. Once a gemstone holds a soul, it gleams for 24 hours. The soulless body collapses in a mass of corruption in a single round, reducing it to dust. The demilich slowly devours the soul over 24 hours. At the end of that time, the soul is completely absorbed and the victim is forever gone. The soul can be released by crushing the gem, after which it is free to seek the afterlife or be returned to its body by the use of *resurrection*, *true resurrection*, *clone* or *miracle*. A potential victim protected by a *negative energy protection* spell is not immune to this power, but receives a +5 bonus on its saving throw.

Demiliches are immune to all magical and supernatural effects, except as follows: A *shatter* spell affects a demilich as if it was a crystalline creature, but deals half the normal damage. A *dispel evil* spell deals 3d6 points of damage (Fortitude saving throw for half damage). *Holy smite* spells affect demiliches normally.

Special Qualities: Magic immunity, immune to cold and electricity, immune to polymorph and mind-affecting attacks

Spells: At will—astral projection, create greater undead, create undead, death knell, dispel magic, enervation, harm, summon monster I-IX, telekinesis, weird; 2/day—greater planar ally.

DEMONS

Demons are deeply chaotic outsiders from the Lower Planes who predate the creation of the cosmos. They are, essentially, children of the primordial chaos and thus highly destructive. They are the implacable foes of Law, Order and Creation, serving as relentless agents of entropy.

Most demons are immune to electricity and poison, and can communicate telepathically with sentient beings within 100 feet. Many can summon other demons. Except where otherwise noted, demons speak Common and Infernal.

ALU-DEMON A

Medium Outsider, Chaotic (CE), High Intelligence; Solitary

HD	6
AC	15 [+1]
ATK	2 claws (1d3) or by weapon (+1)
MV	30 (Fly 50)
SV	F 10, R 10, W 9
XP	1,500 (CL 8)

Alu-demons are the offspring of a succubus and human. They typically look like demonic humans, often with vestigial horns on their foreheads, bestial legs and bat-like wings.

Alu-demons have a *vampiric touch* (per the spell). Damage inflicted by her claws is added to the alu-demon's own hit point total. The alu-demon cannot more than double its own normal hit point total with this ability. These hit points disappear after one hour.

Special Qualities: Immune to poison and electricity, magic resistance 15%

Spells: At will—charm person, desecrate, detect thoughts, shapechange (medium humanoids only), suggestion; 1/day—dimension door

BABAU A

Medium Outsider, Chaotic (CE), High Intelligence; Gang (1d6)

HD	7+2
AC	19
ATK	2 claws (1d6) and bite (1d6)
MV	30 (Fly 50)
SV	F 10, R 10, W 9
XP	700 (CL 8)

Babau are slimy, skeletal demons with black or dark gray skin and leering, yellow eyes. A babau is about 6 feet tall.

Babaus can backstab, as thieves and assassins, for triple damage. They are coated in a slimy red jelly. Any weapon that touches it has a 1 in 6 chance of being eaten away by acid. A magic weapon gets a saving throw to avoid this fate. A creature that touches a babau takes 1d8 points of acid damage (Reflex saving throw to halve damage).

Babau can attempt to summon another babau demon once per day with a 40% chance of success.

Special Qualities: Immune to electricity and poison, protective slime

Spells: At will—darkness, detect invisibility, dispel magic, teleport without error (self plus 50 lb. of objects)

BALOR

Large Outsider, Chaotic (CE), Super Intelligence; Solitary

HD	20
AC	26 [+3]
ATK	+1 *vorpal longsword* (1d10+7) and *+1 flaming whip* (1d6+1 + 1d6 fire)
MV	40 (Fly 90)
SV	F 3, R 3, W 3
XP	5,000 (CL 22)

Balors are large, frightening demons with dark red skin. They stand about 12 feet tall and weigh 4,500 lbs. They are wreathed in flames that inflict 6d6 points of damage to any creature that touches their body. This makes balors exceedingly fond of grapple attacks.

Balors wield *+1 vorpal swords* in the shape of lightning bolts and *+1 flaming whips* in combat. Those struck must pass a Reflex save or be entangled in the whip for automatic damage each round.

When killed, a balor explodes in a blinding flash of light that deals 10d6 points of damage to all within 100 feet (Reflex save halves). This flash destroys the balor's weapons.

Once per day, balors can summon a nalfeshnee, glabrezu or marilith.

Special Qualities: Immune to electricity, fire and poison, magic resistance 75%

Spells: Continuous—true seeing; At will—dominate monster, insanity, power word stun, telekinesis, teleport without error (self plus 50 pounds of objects only), unholy aura, unholy word; 1/day—fire storm, implosion

BAPHOMET, DEMON PRINCE OF MINOTAURS A

Large Outsider, Chaotic (CE), Super Intelligence; Unique

HD	25 (150 hp)
AC	25 [+2]
ATK	*+3 unholy halberd* (2d6+11), bite (1d10) and gore (1d10)
MV	50
SV	F 3, R 3, W 3
XP	12,500 (CL 28)

Baphomet appears as a demonic minotaur with slavering jaws and massive, black horns. He dwells in the Underworld in an iron fortress that is a maze of twisting corridors and rooms.

Baphomet's magic halberd can catch and rend armor. Any character that takes damage from the halberd either loses his shield (if he has one) or his armor unless they pass an item saving throw.

Once every 1d4 rounds, Baphomet can spew a line of unholy water 50 feet long and 5 feet wide that deals 10d6 points of damage to Lawful (Good) outsiders (Reflex saving throw for half damage).

Three times per day, Baphomet can summon one balor or nalfeshnee or 1d3 marilith demons. Once per day he can summon 100 HD of minotaurs.

Special Qualities: Immune to electricity and poison, magic resistance 65%

Spells: At will—deeper darkness, desecrate, detect good, detect invisibility, dispel magic, fear, passwall, pyrotechnics, read magic, suggestion, symbol (any), telekinesis, teleport without error (self plus 50 lbs of objects), tongues (self), unhallow, unholy aura, unholy smite, unholy word, wall of fire; 3/day—maze, shapechange, wall of stone; 1/day—fire storm

BEBILITH E

Huge Outsider, Chaotic (CE), Average Intelligence; Solitary

HD	12
AC	21 [+1]
ATK	2 claws (2d4), bite (2d8 + poison I) or web
MV	40 (Climb 20)
SV	F 4, R 7, W 7
XP	3,000 (CL 14)

Bebiliths are enormous, predatory, spider-demons that hunt other demons on behalf of the demon princes. A bebilith has a body the size of a plow horse, with legs spanning more than 14 feet. It weighs more than two tons. Bebiliths understand but do not speak Infernal. Their telepathy allows them to communicate silently with one another.

If a bebilith hits with both claw attacks, it pulls apart any armor worn by its foe. Roll 1d10; if the roll is higher than the armor's armor bonus, it is ruined. Otherwise, it is damaged and its armor bonus is reduced by 1. A bebilith can throw a web up to four times per day (per the spell, range of 30 feet, requires a ranged attack that ignores armor).

Bebilith venom is highly perishable, losing its potency and becoming inert, foul-smelling goo almost as soon as it comes into contact with air.

Special Qualities: Immune to electricity and poison

Spells: At will–plane shift

CAMBION A

Medium Outsider, Chaotic (CE), High Intelligence; Solitary

HD	8
AC	18 [+1]
ATK	2 claws (1d4) or by weapon (+3)
MV	40
SV	F 9, R 9, W 8
XP	2,000 (CL 10)

Cambions are the offspring of a demons and human females. They are thoroughly wicked and appear as stocky, 7-ft. tall humanoids with the typical demonic adornments (horns, claws, scaly skin, fangs, etc.)

Special Qualities: Immune to poison and electricity, resistance to cold, fire and acid, magic resistance 20%

Spells: At will—detect magic, detect thoughts, fear, levitate, polymorph self

CEREBRILITH E

Large Outsider, Chaotic (CE), High Intelligence; Gang (1d4)

HD	9
AC	22 [+1]
ATK	2 claws (1d6) and bite (1d10)
MV	30
SV	F 10, R 10, W 9
XP	2,250 (CL 11)

Cerebrilith demons are hideous creatures with bony crests on their heads. They favor telepathic attacks, usually beginning a battle by launching a furious barrage of *ego whip* and *confusion* spells. Once per day, a cerebrilith can summon 4d6 dretches or another cerebrilith with a 35% chance of success.

Special Qualities: Immune to poison and electricity, magic resistance 20%

Spells: At will—brain lock, confusion, deeper darkness, detect good, detect magic, dispel good, ego whip, magic circle against good, teleport without error (self plus 50 lbs of objects), unholy smite; 3/day—detect thoughts, dominate monster, ethereal jaunt; 1/day—mind thrust

DRETCH A

Small Outsider, Chaotic (CE), Low Intelligence; Crowd (2d8)

HD	4
AC	16
ATK	2 claws (1d6) and bite (1d4)
MV	20
SV	F 12, R 11, W 12
XP	400 (CL 5)

A dretch is a rather stupid-looking demon that stands about 4 feet tall and weighs about 60 pounds. They have gray, sagging skin. Dretches are slow, stupid, and not very effective combatants. They flee at the first sign of adversity unless more powerful demons are present to intimidate them into fighting. Their fear of more powerful demons is stronger than their fear of death. Once per day, a dretch can attempt to summon another dretch with a 35% chance of success.

Special Qualities: Immune to electricity and poison

Spells: 1/day—scare, stinking cloud

GLABREZU (CLASS III DEMON)

Huge Outsider, Chaotic (CE), High Intelligence; Solitary

HD	10
AC	23 [+1]
ATK	2 pincers (2d10), 2 claws (1d6), bite (1d8)
MV	40
SV	F 5, R 8, W 7
XP	2,500 (CL 12)

Glabrezu are tall, dog-faced demons with crimson skin and long horns on their heads. They have two extra arms sticking out of their chests that end in pincers. Victims hit by the pincers must pass a Fortitude saving throw or be grappled and held, suffering automatic damage each round.

Once per month, a glabrezu can fulfill a *wish* for a mortal humanoid. The demon can use this ability to offer a mortal whatever he or she desires, but unless the wish is used to create pain and suffering in the world, the glabrezu demands either evil acts or great sacrifice as compensation.

A glabrezu can attempt to summon another of their kind once per day with a 20% chance of success.

Special Qualities: Immune to electricity and poison, magic resistance 30%

Spells: Continuous—true seeing; At will—confusion, dispel magic, mirror image, reverse gravity, teleport without error (self plus 50 pounds of objects only), unholy smite; 1/day—power word stun

HEZROU (CLASS II DEMON)

Large Outsider, Chaotic (CE), High Intelligence; Gang (1d4)

HD	9
AC	21 [+1]
ATK	2 claws (1d8), bite (4d6)
MV	30
SV	F 8, R 9, W 8
XP	2,250 (CL 11)

Hezrou demons look like bloated toads. They can walk both upright and on all fours, but they always fights standing up. A hezrou is about 8 feet tall and weighs about 750 pounds.

A hezrou's skin produces a foul-smelling, toxic liquid when it fights. Any living creature (except other demons) within 10 feet must succeed on a Fortitude save or be sickened for as long as it remains within the affected area and for 1d4 rounds afterward. Creatures that successfully save are fatigued for as long as they remain in the area. A *delay poison* or *neutralize poison* spell removes either condition. Hezrou can attempt, once per day, to summon another hezrou with a 35% chance of success.

Special Qualities: Immune to electricity and poison, magic resistance 25%

Spells: At will—teleport without error (self plus 50 pounds of objects), unholy smite; 3/day—gaseous form, unholy word

JUBILEX, DEMON PRINCE OF OOZES A

Large Outsider, Chaotic (CE), Super Intelligence; Unique

HD	25 (175 hp)
AC	22 [+3]
ATK	Slam (2d6 + 2d6 acid + constrict)
MV	10
SV	F 3, R 3, W 3
XP	12,500 (CL 28)

Jubilex appears as a bubbling mass of greenish-black ooze. Two burning, red eyes appear deep within his form. Jubilex possesses an alien intellect that knows only hunger and conquest.

Jubilex is coated with acid that dissolves flesh on contact. Once every 1d6 rounds he can spit a line of acid 20 feet long and 5 feet wide that deals 1d6 points of hit point damage and 1d6 points of constitution damage per round. It can be scraped off in the first round of contact, but afterward must be burnt, frozen or cut away, inflicting damage on the victim. The slime is destroyed by extreme cold or heat, sunlight and *cure disease*. The slime dissolves wood and metal (save to negate), but not stone.

Three times per day, Jubilex can summon 1 balor, 2 nalfeshnee or glabrezu or 1d6 hezrou. Once per day he can summon 20 HD of oozes.

Special Qualities: Immune to electricity and poison, magic resistance 70%, unaffected by sneak attacks

Spells: At will—deeper darkness, desecrate, detect good, dispel magic, fear, pyrotechnics, read magic, suggestion, symbol (any), telekinesis, teleport without error (self plus 50 pounds of objects), tongues (self), unhallow, unholy aura, unholy smite, unholy word, wall of fire; 1/day—fire storm

MARILITH (CLASS V DEMON)

Large Outsider, Chaotic (CE), High Intelligence; Solitary or Pair

HD	8
AC	24 [+2]
ATK	6 swords (2d10) and tail (4d6 + constrict)
MV	40
SV	F 8, R 9, W 8
XP	2,000 (CL 10)

Mariliths are six armed female demons with the lower body of a snake. In each hand they wield a sword. A marilith is 9 feet tall and measures 20 feet from head to tail. They weigh 2 tons.

Although mariliths thrive on the grand strategy of war, they love physical combat and never pass up an opportunity to fight. Each of a marilith's six arms can wield a weapon. There is a 5% chance per arm that it wields a random magic sword). Mariliths seldom rush headlong into battle, preferring to hang back and size up the situation first. They always seek to gain the best possible advantage from the terrain, obstacles and any weakness in their opponents.

A marilith can attempt to summon another of its kind once per day, with a 20% chance of success.

Special Qualities: Immune to electricity and poison, magic resistance 40%

Spells: At will—blade barrier, detect invisibility, magic weapon, project image, telekinesis, teleport without error (self plus 50 lb.), unholy aura

NALFESHNEE (CLASS IV DEMON)

Huge Outsider, Chaotic (CE), Super Intelligence; Solitary

HD	11
AC	23 [+1]
ATK	2 claws (1d8) and bite (2d8)
MV	30 (Fly 40)
SV	F 5, R 8, W 5
XP	2,750 (CL 13)

Nalfeshnees are large, hairy demons with toothy maws, small horns and small bat wings that, despite being too small for the job, allow them to fly. A nalfeshnee is more than 20 feet tall and weighs 8,000 pounds.

Three times per day a nalfeshnee can create a nimbus of unholy light. When the demon triggers the ability, rainbow-colored beams play around its body. One round later they burst in a 60-foot radius. Any creature within this area must succeed on a Will saving throw or be dazed for 1d10 rounds as visions of its worst fears assault it. The demon can take no other actions while this is happening. Other demons are immune.

Once per day, a nalfeshnee can attempt to summon another of its kind with a 20% chance of success.

Special Qualities: Immune to electricity and poison, magic resistance 35%

Spells: At will—call lightning, dispel magic, feeblemind, slow, teleport without error (self plus 50 pounds of objects), unholy aura

ORCUS, DEMON PRINCE OF THE UNDEAD

Huge Outsider, Chaotic (CE), Super Intelligence; Unique

HD	25 (175 hp)
AC	26 [+3]
ATK	*Wand of Orcus* (2d8 + special) or 2 slams (2d8), tail (2d6 + poison IV)
MV	40 (Fly 60)
SV	F 3, R 3, W 3
XP	12,500 (CL 28)

Orcus is among the most powerful monsters that adventurers can encounter, and they should pray they do not. He appears as a massive, bloated humanoid with pallid skin and the head of a ram. He has the legs of a black goat, massive bat-wings sprouting from his back and a scorpion tail tipped with a lethal stinger.

Orcus always carries his wand, a rod of black metal tipped with a ruby skull. The wand slays any living creature it strikes who fails a Fortitude saving throw (roll at a -5 penalty). The wand also has the following powers: 3/day—*animate dead, deeper darkness, desecrate, fear, unhallow*; 2/day—*unholy aura, unholy word*.

Orcus is surrounded by an aura of fear 60 ft. in diameter. All who enter this aura must pass a Will save or flee in terror for 2d6 rounds.

Three times per day, Orcus can summon one balor, 1d3 nalfeshnees or 1d4 marilith demons. Once per day he can summon 20 HD of undead.

Special Qualities: Immune to electricity and poison, magic resistance 80%

Spells: At will—animate dead, charm monster, charm person, deeper darkness, desecrate, detect good, dispel magic, fear, lightning bolt, pyrotechnics, read magic, suggestion, symbol (any), telekinesis, teleport without error (self plus 50 pounds of objects), tongues (self), unhallow, unholy aura, unholy smite, unholy word, wall of fire; 1/day—feeblemind

QUASIT A

Tiny Outsider, Chaotic (CE), Average Intelligence; Solitary

HD	3
AC	18
ATK	2 claws (1d4 + poison III) and bite (1d4)
MV	20 (Fly 50)
SV	F 15, R 12, W 12
XP	300 (CL 4)

A quasit stands about 1½ feet tall and weighs about 8 pounds. They are ugly, cowardly little demons, with a head that resembles a cat's and a thin body covered in blue or purple scales. Quasits speak the Infernal tongue. They can assume the form of a bat, giant centipede, toad or wolf.

Special Qualities: Immune to electricity, regenerate

Spells: At will—detect good, detect magic, invisibility (self); 1/day—cause fear (30-foot radius); 1/week—commune

SHADOW DEMON A

Medium Outsider, Chaotic (CE), High Intelligence; Haunt (1d8)

HD	7
AC	18 [+2]
ATK	2 claws (1d6 + 1d6 cold) and bite (1d8 + 1d6 cold)
MV	Fly 40
SV	F 10, R 10, W 9
XP	1,750 (CL 9)

Shadow demons appear as humanoid shadows with bat wings, clawed hands and legs that disappear into a shadowy mist. Shadow demons can blend into shadows, becoming invisible, but are powerless in sunlight. They are primarily used to possess mortals on the Material Plane, or by

powerful demons to deliver messages to the Material Plane. Shadow demons can communicate telepathically to a range of 100 feet. Once per day, a shadow demon can summon another shadow demon with a 50% chance of success.

Special Qualities: Immune to cold, electricity and poison, incorporeal, magic resistance 15%, loses all special abilities in sunlight

Spells: At will—deeper darkness, fear, telekinesis, teleport without error; 3/day—shadow conjuration, shadow evocation; 1/day—magic jar

SUCCUBUS

Medium Outsider, Chaotic (CE), High Intelligence; Solitary

HD	6
AC	19 [+1]
ATK	2 claws (1d6)
MV	30 (Fly 50)
SV	F 10, R 10, W 9
XP	1,500 (CL 8)

A succubus can take the form of a beautiful woman or man. In their natural form, they are feminine demons with cruel eyes, small horns sprouting from their foreheads, fangs in their mouths and bat wings on their backs. They are always under the effect of the *tongues* spell.

A succubus drains levels from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must make a successful melee attack. The succubus's kiss or embrace drains one level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a Will saving throw to negate this *suggestion*. Once per day, a succubus can attempt to summon a vrock demon with a 35% chance of success.

Special Qualities: Immune to electricity and poison, magic resistance 15%

Spells: Continuous—tongues; At will—charm monster, detect good, detect thoughts, ethereal jaunt (self plus 50 pounds of objects), suggestion, teleport without error (self plus 50 pounds of objects)

VROCK (CLASS I DEMON)

Large Outsider, Chaotic (CE), High Intelligence; Squad (1d10)

HD	8
AC	20 [+1]
ATK	2 claws (2d8), bite (1d8)
MV	30 (Fly 50)
SV	F 8, R 9, W 8
XP	2,000 (CL 10)

A vrock is a vulture-like demon with white and black plumage, a long, snake-like neck and vicious talons on hands and feet. A vrock is about 8 feet tall and weighs about 500 pounds. Vrocks are vicious fighters who like to fly down into the enemy and cause as much damage as possible.

Once per hour, a vrock can emit a piercing screech. All creatures except for other demons within 30 feet must succeed on a Fortitude saving throw or be stunned for 1 round.

Once per day, a vrock can attempt to summon another of its kind with a 35% chance of success.

Special Qualities: Immune to electricity and poison, magic resistance 25%

Spells: At will—mirror image, telekinesis, teleport without error (self plus 50 pounds); 1/day—heroism

DEMONIC KNIGHT A

Medium Outsider, Chaotic (LE), Average Intelligence; Solitary

HD	9
AC	20 [+1]
ATK	*+1 longsword* (1d8+1) or 2 strikes (1d6)
MV	30
SV	F 9, R 9, W 9
XP	2,250 (CL 11)

The demonic knight, known by some as a death knight, is rumored to be the creation of the great demon prince Orcus, the Prince of the Undead. Some sages doubt the validity of such a claim, since the demonic knights

are not undead. Though no link has been proven, it is known that three of the most powerful demonic knights (Baruliis, Caines, and Arrunes) make their home in the shadow of Orcus's great citadel. It is unknown exactly how many demonic knights exist, but they are believed to number nine.

Demonic knights appear as humanoids in black plate armor. They are armed with *+1 longswords*. Those within sound of the demonic knight's voice must pass a Will save or flee in terror for 2d4 rounds. Three times per day, a demonic knight can exhale a blast of negative energy in a cone (10 ft). Creatures in the area of the cone must pass a Fortitude saving throw or suffer 2d4 points of strength damage. Creatures reduced to a strength score of 0 are killed, rising as shadows in 2d4 rounds. The shadows are slaves to the demonic knight until it is destroyed.

Special Qualities: Immune to invisibility and illusions

Spells: 2/day—dispel magic; 1/day—fireball, symbol of fear, wall of ice

DERGENUE E

Medium Elemental (Earth), Neutral (N), Average Intelligence; Gang (1d6)

HD	2
AC	15
ATK	1 slam (1d6)
MV	30
SV	F 12, R 14, W 14
XP	500 (CL 4)

When dungeons and dark temples have bas-reliefs of half-naked women carved into their walls, adventurers should be aware that some of these provocative decorations may be dergenue, a race of mischievous earth elementals. They hide in walls, using their innate ability to phase through earth and stone and attack by reaching out to grab at unwary passersby. Dergenue surprise their foes on a roll of 1-4 on 1d6.

On a successful attack, a victim near a wall must pass a Fortitude saving throw or be dragged into a wall to suffocate and die. Earth-based spells (*transmute rock to mud*, etc.) may cause 1d8 points of damage per spell level to a dergenue, or slay her outright, depending upon the spell. If a dergenue steps out of a wall, she must remain in contact with earth or stone or lose 1 hit point per round. Dergenue may never cross a barrier of fire or water.

Special Qualities: Immune to acid, electricity and sonic attacks

DERRO A

Small Monstrous Humanoid, Chaotic (CE), Average Int; Squad (1d8)

HD	3
AC	19 (studded leather and buckler)
ATK	By weapon (plus poison I)
MV	20
SV	F 15, R 12, W 12
XP	300 (CL 4)

Derro are abominable little humanoids about the size of a dwarf, though not so large of frame, with white skin, white hair and pupil-less black eyes. They are afflicted by a form of racial madness, which most often manifests as delusions of grandeur coupled with an overpowering urge to inflict torment on other creatures. Derro are capable of holding their murderous impulses in check for short periods of time in order to cooperate with other creatures, but such arrangements rarely last more than a few weeks. Of course, no derro is capable of recognizing that he is out of his mind. Derro despise the light, suffering a -2 to penalty to hit and save when exposed to light, and suffering 1d6 points of damage for every hour they are exposed to sunlight. Derro are immune to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means.

Derro organize themselves into bands of 1d6 x 10 warriors plus a number of non-combatants equal to 30% of the warriors. For every 20 warriors, there is one fighter or fighter/sorcerer of 2nd to 5th level. Tribes are led by sorcerers or fighter/sorcerers of 6th to 9th level. The composition of a derro army can be determined randomly.

01-30	Studded leather (AC 18), repeating crossbow, dagger
31-75	Studded leather and buckler (AC 19), billhook, dagger
76-00	Scale mail and buckler (AC 20), light pick

Spells: At will—audible glamer, darkness; 1/day— daze, sound burst

DESTRACHAN E

Large Aberration, Chaotic (CE), Average Intelligence; Pack (1d6)

HD	8
AC	18
ATK	2 claws (1d6)
MV	30
SV	F 10, R 11, W 9
XP	800 (CL 9)

The dungeon-dwelling destrachan looks like a bizarre, non-intelligent beast, but it is in fact an incredibly evil and crafty sadist. Destrachans look something like bipedal dinosaurs with large, toothless mouths and beady eyes. They are about 10 feet long and weigh 4,000 pounds.

A destrachan has a pair of complex, three-part ears that it can adjust to be more or less sensitive to various sounds. It is blind, yet hunts with a sense of hearing more precise than most creatures' sight.

From its tubular mouth a destrachan emits carefully focused harmonics, producing sonic energy so powerful it can shatter a stone wall. So skilled is a destrachan at controlling the sounds it emits that it can choose what

type of material to affect with its attack. It can blast sonic energy in a cone (80 ft.). It can also use this attack to affect any creatures or objects within a 30-foot radius. It can tune the harmonics of this destructive power to affect only flesh, nerves, or different non-living materials.

FLESH: Disrupting tissue and rending bone, this attack deals 4d6 points of damage (Fortitude save for half).

NERVES: A destrachan can focus its harmonics to knock out foes rather than slay them. This attack forces folk to make a Fortitude saving throw or fall unconscious for 6d6 rounds.

MATERIAL: When using this form of harmonics, a destrachan chooses wood, stone, metal, or glass. All objects made of that material within the area have a chance of cracking, splintering or shattering: Glass 75%, wood 50%, stone 25% and metal 5%.

Special Qualities: Blindsight, immune to sonic attacks and effects

DEVILS

Devils are celestials who rebelled against Law and, when defeated, were flung into the Lower Planes and imprisoned there. Their allegiance to chaos twisted and changed them from beautiful celestials into ugly fiends.

Most devils are immune to fire and poison. All can see perfectly in darkness of any kind, including magical darkness. Some devils possess the ability to summon others of their kind. Most devils can communicate telepathically with sentient creatures within 100 feet. Except when otherwise noted, devils speak Common or Infernal.

AMON, DUKE OF HELL A

Large Outsider, Chaotic (LE), Super Intelligence; Unique

HD	22 (132 hp)
AC	22 [+3]
ATK	*+3 thundering mace* (1d10+8) or bite (2d6)
MV	60
SV	F 3, R 3, W 3
XP	11,000 (CL 25)

Amon is a wolf-headed devil who commands the soldiery of the arch-devil Geryon from an iron citadel atop a basalt plateau in Hell. Amon's gaze extends 30 feet, and forces victims to pass a Will saving throw or be affected by the *fear* spell. He can control up to 20 HD of wolves, worgs, winter wolves and dire wolves up to a range of 1 mile. Once per day he can summon 20 HD of these creatures.

Three times per day, Amon can summon 4 bone devils, 2 lemures or bearded devils, or a single pit fiend.

Special Qualities: Immune to fire and poison, magic resistance 55%, regenerate (except from damage from holy weapons)

Spells: At will—animate dead, charm person, create undead, desecrate, detect good, detect invisibility, dispel magic, fireball, hold person, improved invisibility, magic circle against good, polymorph self, produce flame, pyrotechnics, spectral force, suggestion, teleport without error (self plus 50 pounds of objects only), unhallow, unholy aura, unholy word, wall of ice; 1/day—meteor swarm (any), symbol (any)

BARBED DEVIL A

Medium Outsider, Chaotic (LE), Average Intelligence; Squad (1d10)

HD	8
AC	24 [+1]
ATK	2 claws (2d8 + fear)
MV	30
SV	F 9, R 9, W 9
XP	2,000 (CL 10)

Barbed devils are humanoid devils with green skin covered in long, horn-like barbs. A barbed devil is 7 feet tall and weighs about 300 pounds.

A creature hit by a barbed devil's claws must succeed on a Will saving throw or be affected as though by *fear*. A barbed devil can attempt to summon another barbed devil once per day with a 35% chance of success.

Special Qualities: Immune to fire and poison, magic resistance 30%

Spells: At will—hold person, scorching ray (2 rays only), spectral force, teleport without error (self plus 50 pounds); 1/day—unholy smite

BEARDED DEVIL A

Medium Outsider, Chaotic (LE), Low Intelligence; Flock (1d12)

HD	6
AC	19 [Silver]
ATK	Glaive (1d10 + infernal wound) or 2 claws (1d6)
MV	40
SV	F 10, R 10, W 11
XP	1,500 (CL 8)

Bearded devils look like hunchbacked old men with long, bristly beards, bowed legs and saw-toothed glaives. A bearded devil is 6 feet tall and weighs 225 lb.

The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists *cure* spells. The continuing hit point loss can only be stopped by a *remove curse* or *heal* spell.

If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8 points of damage and must succeed on a Fortitude save or be infected with *devil chills* (see Rules of Play: Disease).

A bearded devil can attempt to summon another bearded devil once per day with a 35% chance of success.

Special Qualities: Immune to fire and poison, magic resistance 15%

Spells: At will—teleport without error (self plus 50 pounds)

BONE DEVIL A

Large Outsider, Chaotic (LE), High Intelligence; Squad (1d10)

HD	9
AC	22 [+1]
ATK	2 claws (1d4), bite (1d8) and tail sting (3d4 + poison II)
MV	40
SV	F 8, R 9, W 8
XP	2,250 (CL 11)

Bone devils appear to be skeletal devils, though their bony frames are actually exo-skeletons covered with pale yellow, rubbery skin. Bone devils stand about 9 feet tall and weigh about 500 pounds.

Bone devils radiate a 5-foot-radius fear aura. Creatures within the aura must succeed on a Will save or be affected as though by a *fear* spell. Other devils are immune to this aura.

A bone devil can attempt to summon another bone devil once per day with a 35% chance of success.

Special Qualities: Immune to fire and poison, magic resistance 25%

Spells: At will—dimensional anchor, fly, invisibility (self), spectral force, teleport without error (self plus 50 pounds), wall of ice

CHAIN DEVIL

Medium Outsider, Chaotic (LE), Low Intelligence; Mob (1d20)

HD	8
AC	19 [Silver]
ATK	2 chains (10 ft., 2d4)
MV	30
SV	F 9, R 9, W 10
XP	800 (CL 9)

Chain devils are humanoid devils wrapped in chains instead of clothing. A chain devil is 6 feet tall and weighs about 300 pounds, chains included.

A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail a will save take a -2 penalty on attack rolls for 1d3 rounds from the shock and demoralization.

A chain devil can also control up to four chains within 20 feet, making the chains attack or move as it wishes. A chain devil can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a will save to break the chain devil's power over that chain.

Special Qualities: Immune to cold and poison, magic resistance 20%, regenerate (thwarted by silver)

ERINYES (FURY)

Medium Outsider, Chaotic (LE), High Intelligence; Flock (1d12)

HD	7
AC	21 [+1]
ATK	*+1 flaming longbow* (100'/1d6+1 + 1d6 fire)
	or longsword (1d8) or rope (entangle)
MV	30 (Fly 50)
SV	F 10, R 10, W 9
XP	1,750 (CL 9)

Erinyes are female devils that look like comely women with crimson skin, burning eyes and the wings of a vulture. An erinyes stands 6 feet tall and weighs 150 pounds. They prefer to engage in combat from a distance.

Each erinyes carries a stout rope some 50 feet long that entangles opponents of any size as an *animate rope* spell. An erinyes can hurl its rope 30 feet with no range penalty. Typically, an erinyes entangles a foe, lifts it into the air, and drops it from a great height.

An erinyes can attempt to summon 1d4 bearded devils once per day with a 50% chance of success.

Special Qualities: Immune to fire and poison, magic resistance 20%

Spells: Continuous—*true seeing*; At will—*charm monster, improved phantasmal force, teleport* without error (self plus 50 pounds of objects only), *unholy smite*

GERYON, PRINCE OF HELL A

Huge Outsider, Chaotic (LE), Super Intelligence; Unique

HD	25 (175 hp)
AC	25 [+3]
ATK	2 slams (2d8), tail sting (2d6 + poison IV)
MV	20 (Fly 50)
SV	F 3, R 3, W 3
XP	12,500 (CL 28)

Geryon is a prince of Hell that appears as a massive, diabolical humanoid from the waist up and a giant constrictor serpent from the waist down. He has massive bat wings and a barbed stinger on his tail.

Geryon has a fear gaze that extends 30 feet. Those he looks at must pass a Will save or be affected per the *fear* spell.

Geryon carries a great horn that can be blown three times per week, summoning 5d4 minotaurs. Lawful (Good) creatures that touch the horn suffer 5d6 points of electricity damage. Three times per day, Geryon can summon 1d3 bone or bearded devils, or 2 barbed devils or pit fiends.

Special Qualities: Immune to fire and poison, magic resistance 85%, regenerate (except from damage from holy weapons)

Spells: At will—animate dead, charm person, comprehend languages, daylight, desecrate, detect good, detect invisibility, dispel magic, fireball, geas, hold person, improved invisibility, magic circle against good, polymorph self, produce flame, pyrotechnics, raise dead, read magic, spectral force, suggestion, teleport without error (self plus 50 lbs. of objects only), unhallow, unholy aura, unholy word, wall of ice, wish (other); 1/day—meteor swarm (any), symbol (any)

HELLCAT A

Large Outsider, Chaotic (LE), Average Intelligence; Pride (1d10)

HD	8
AC	20 [+1]
ATK	2 claws (1d8 + rend) and bite (2d8)
MV	40
SV	F 8, R 9, W 9
XP	2,000 (CL 10)

Hellcats appear as giant domestic cats that are invisible in light, but glow with a faint light in darkness. They use telepathy to communicate with one another and those they encounter. A hellcat measures about 9 feet long and weighs about 900 pounds.

Special Qualities: Immune to fire and poison, magic resistance 20%

HORNED DEVIL A

Large Outsider, Chaotic (LE), High Intelligence; Pocket (1d10)

HD	6
AC	26 [+2]
ATK	Flail (2d6 + stun) or 2 claws (2d8), bite (2d8) and tail (2d6 + persistent wound)
MV	20 (Fly 50)
SV	F 9, R 10, W 9
XP	1,500 (CL 8)

Horned devils are tall humanoids with twisted, ugly fingers and long, black horns jutting from their skulls. A horned devil is 9 feet tall and weighs about 600 pounds.

A horned devil radiates a 5-foot-radius aura of fear. A creature within the aura must succeed on a Will save or be affected as though by a *fear* spell.

When a horned devil hits with its flail, the opponent must succeed on a Fortitude save or be stunned for 1d4 rounds. The damage a horned devil deals with its tail attack causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The hit point loss can be stopped only by a *remove curse* or *heal* spell.

A horned devil can attempt to summon another horned devil once per day with a 20% chance of success.

Spells: At will—dispel good, magic circle against good, persistent illusion, teleport without error (self plus 50 pounds); 3/day—fireball, lightning bolt

Special Qualities: Immune to fire and poison, magic resistance 35%, regenerate (thwarted by silver)

ICE DEVIL A

Large Outsider, Chaotic (LE), Super Intelligence; Squad (1d10)

HD	11
AC	25 [+1]
ATK	2 claws (2d6), bite (2d6) and tail (3d6 + slow) or spear (2d8 + slow)
MV	40
SV	F 7, R 8, W 5
XP	2,750 (CL 13)

Ice devils are tall, gaunt creatures that seem to radiate a physical and spiritual chill. An ice devil is 12 feet tall and weighs about 700 pounds.

An ice devil radiates a 10-foot-radius fear aura. A creature within the aura must succeed on a Will save or be affected as though by a *fear* spell.

A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a Fortitude save or be affected as though by a *slow* spell for 1d6 rounds.

An ice devil can attempt to summon another ice devil once per day with a 20% chance of success.

Special Qualities: Immune to cold and poison, magic resistance 35%, regenerate (thwarted by silver)

Spells: At will—cone of cold, fly, ice storm, persistent illustion, teleport without error (self plus 50 pounds), unholy aura, wall of ice

IMP A

Tiny Outsider, Chaotic (LE), Average Intelligence; Solitary

HD	3
AC	20 [Silver]
ATK	Sting (1d4 + poison II)
MV	20 (Fly 50)
SV	F 15, R 12, W 12
XP	300 (CL 4)

Imps are tiny devils with red skin, grinning, fanged mouths and tiny red or black horns. They are craven, but not so timid as to pass up an opportunity for an ambush. In its natural form, an imp attacks with the wicked stinger on its tail. An imp can assume another form at will. Each imp can assume one or two forms from the following list: Giant spider, raven, giant rat and boar.

Special Qualities: Immune to fire and poison

Spells: At will—detect good, detect magic, invisibility (self); 1/day—suggestion; 1/week—commune (with greater devil).

LEMURE A

Medium Outsider, Chaotic (LE), Non-Int.; Swarm (2d8) or mob (1d4 x10)

HD	3
AC	14 [Silver]
ATK	2 claws (1d4)
MV	20
SV	F 12, R 12, W 12
XP	300 (CL 4)

Lemures are created from damned souls and look like humanoids with pale, sagging skin. A lemure is about 5 feet tall and weighs about 100 pounds. They are mindless and cannot communicate, but they are sensitive to telepathic messages from other devils. Lemures surge toward anything they meet and try to claw it apart. Only a telepathic command from other devils or the complete destruction of the lemures can make them stop.

Special Qualities: Immune to charms, compulsions, fear and illusion

MOLOCH, PRINCE OF HELL A

Large Outsider, Chaotic (LE), Super Intelligence; Unique

HD	25 (175 hp)
AC	24 [+3]
ATK	*+3 shocking whip* (2d6+3 + 1d6 electricity) or 2 claws (1d8) and bite (1d8)
MV	40
SV	F 3, R 3, W 3
XP	12,500 (CL 28)

Moloch is a 14-ft. tall, gaunt humanoid with flaming red skin, icy-blue eyes and curled, black horns. He wields a six-tailed whip.

Moloch can breathe a cone of fear (30-ft.) each round. The cone appears to be a cone of burning soot. Those within must pass a Will saving throw or flee in terror for 2d6 rounds.

Three times per day, he can summon 1d4 horned devils or 1d2 pit fiends.

Special Qualities: Immune to fire and poison, magic resistance 85%, regenerate (holy weapons)

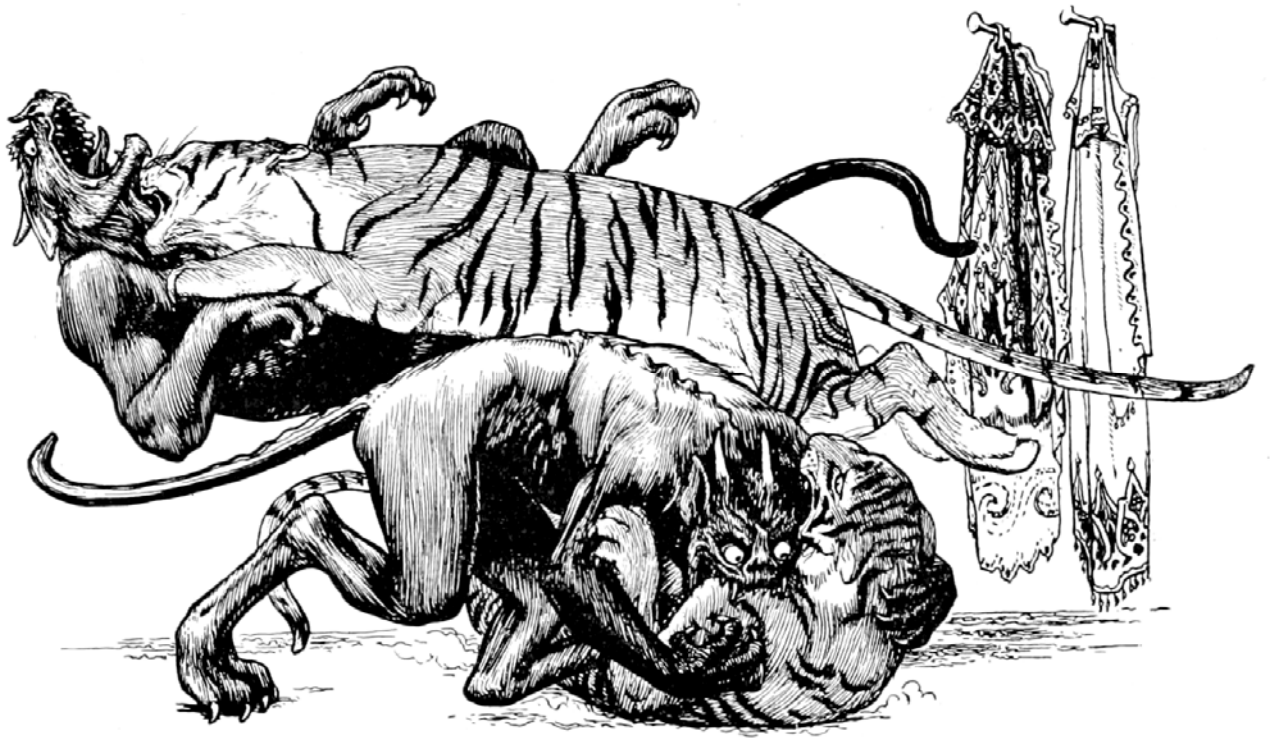
Spells: At will—animate dead, burning hands, charm person, comprehend languages, desecrate, detect good, detect invisibility, dispel magic, fireball, fire charm, fly, geas, hold person, improved invisibility, magic circle against good, polymorph self, produce flame, pyrotechnics, raise dead, read magic, spectral force, suggestion, teleport without error (self plus 50 pounds of objects only), unhallow, unholy aura, unholy word, wall of fire, wish (other); 1/day—flame strike, meteor swarm (any), symbol (any)

PIT FIEND A

Large Outsider, Chaotic (LE), Super Intelligence; Solitary

HD	13
AC	28 [+2]
ATK	2 claws (2d10), 2 wings (2d6), bite (4d6 + poison IV + devil chills) and tail (2d8 + constrict)
MV	40 (Fly 60)
SV	F 11, R 11, W 9
XP	3,250 (CL 15)

Pit fiends were created from the angels that were cast into Hell after their failed rebellion. They are tall, scaly monstrosities with horned heads, large mouths filled with fangs, including two long tusks jutting from their lower jaw, and large bat wings. A pit fiend wraps its wings around itself like a grotesque cloak and is wreathed in flames. They are 12 feet tall and



weigh 800 pounds. There are only 13 known pit fiends.

A pit fiend radiates a 20-foot-radius aura of fear. A creature within the aura must succeed on a Will save or be affected as though by a *fear* spell.

A creature struck by a pit fiend's bite attack must succeed on a Fortitude save or be infected with a vile disease known as devil chills. The bite is also poisonous (lethal).

Once per day, a pit fiend can summon 1d4 erinyes, a horned devil or an ice devil with a 100% chance of success.

Special Qualities: Immune to fire and poison, magic resistance 45%, regenerate (thwarted by silver)

Spells: At will—create undead, dispel magic, fireball, hold monster, invisibility, magic circle against good, persistent illusion, power word stun, teleport without error (self plus 50 pounds), unholy aura; 1/day—meteor swarm, unholy word; 1/year—wish (other)

DEVOURER E

Large Undead, Chaotic (CE), High Intelligence; Solitary

HD	12
AC	21
ATK	2 claws (1d8 + energy drain) or trap essence (see below)
MV	30
SV	F 8, R 9, W 6
XP	3,000 (CL 14)

Devourers are cruel undead that stand 9 feet tall. They have drawn faces that expose their teeth, long, bony claws and exposed ribs. Devourers lurk on the Ethereal Plane and the Astral Plane, stalking both natives and travelers with equal, sadistic glee.

The devourer is named for its ability to consume an enemy's life essence. To do so, it must forgo its normal melee attacks and make a trap essence attack. This requires a normal melee attack and kills instantly if the target fails a Fortitude saving throw. A slain creature's essence is trapped within the devourer's ribs, and a tiny figure appears there with that victim's features. The trapped essence cannot be raised or resurrected, but a *limited wish*, *miracle*, or *wish* spell frees it, as does destroying the devourer. A devourer can hold one essence at a time.

The trapped essence provides a devourer with enough power to use one of its spells for each Hit Die or level of the trapped creature. As this energy is expended, the trapped essence fades away until it evaporates completely. The trapped essence loses one level every time the devourer uses one of its spells. When the essence's Hit Dice are reduced to 0, the essence is destroyed. If an essence is freed, the restored creature must succeed on a Fortitude save for each lost level or lose it permanently.

Living creatures hit by a devourer's claw attack or *spectral hand* ability lose one level unless they pass a Fortitude save.

At the start of any encounter, the trapped essence within a devourer is assumed to have 3d4 levels. Once per round, a devourer can use one of the following spells: *Confusion*, *control undead*, *ghoul touch*, *lesser planar ally*, *ray of enfeeblement*, *spectral hand*, *suggestion*, *true seeing*.

The trapped essence provides a measure of magical protection to the devourer. If any of the following spells are cast at the devourer and overcome its magic resistance, they affect the imprisoned essence instead: *Banishment*, *confusion*, *crushing despair*, *detect thoughts*, *dispel evil*, *dominate person*, *fear*, *geas*, *holy word*, *hypnotism*, *imprisonment*, *magic jar*, *maze*, *suggestion*, *trap the soul*, or any form of charm or compulsion. In many cases, this deflection effectively neutralizes the spell. Some of these effects might eliminate the trapped essence, depriving the devourer of its spells until it can consume another victim.

Special Qualities: Magic resistance 30%

DIGESTER E

Medium Magical Beast, Neutral (N), Animal Intelligence; Pack (1d6)

HD	8
AC	17
ATK	2 claws (1d8)
MV	60
SV	F 9, R 8, W 14
XP	2,000 (CL 10)

Digesters are sickening reptilian creatures with brownish-grey scales, beady, black eyes and long, spoon-like tongues. From their mouths, digesters can spray a cone of acid (20 ft.) that deals 4d8 points of damage or a 5-ft stream of acid that deals 8d8 points of damage (Reflex saving throw for half damage).

Special Qualities: Immune to acid

DIMENSIONAL SHAMBLER E

Large Outsider, Chaotic (CE), Average Intelligence; Solitary

HD	6
AC	18
ATK	2 claws (1d8 + constrict) and bite (1d8)
MV	40
SV	F 9, R 10, W 10
XP	600 (CL 7)

Dimensional shamblers are large, black-skinned humanoids that look like a cross between ape and insect. They have loose skin that hangs in folds on their bodies and rugose, dead-eyed heads that sway from side to side. Dimensional shamblers coexist between the Material Plane and their own alien dimension.

Dimensional shamblers can move from the normal world to a coexistent dimension or back again in addition to attacking each round. Any creature grappled by the dimensional shamble as it shifts must succeed at a Will saving throw or be taken along to the other dimension. A dimensional shamble can ascertain all creatures and objects within 30 feet in both the normal world and its own coexistent pocket dimension.

Any creature in this alternate dimension is invisible and intangible with respect to the normal world. Creatures within the coexistent dimension can see, hear, and affect each other normally, and they can also see and hear the normal world. No visual cue differentiates creatures in one dimension from those in the other, so creatures unwillingly brought to the coexistent dimension may be confused when their companions seem unable to see them anymore.

A dimension-shifted creature is unable to affect anything in the normal world and can pass through non-shifted objects harmlessly. The coexistent dimension effectively lacks gravity, so a shifted creature can move about at its base speed in any direction or orientation it desires. However, the physics of movement for objects remains the same as in the normal world. A dropped object falls at the same rate as it would in the normal world and comes to rest on the "floor," but creatures and the objects they carry do not fall when dropped and can be pushed through the "floor" or through other objects that are solid in the normal world. Though the coexistent dimension has no atmosphere as such, any shifted creature can breathe normally there.

A dimensional shambler can remain in the coexistent dimension as long as it wishes. Any other shifted creature or object remains there as long as it is grappled or held by a dimensional shambler and for 1 minute thereafter. When that time elapses, the creature instantly shifts back to the normal world. When a dimensional shambler dies, all creatures it shifted to the coexistent dimension instantly return to the normal world, along with the corpse of the dimensional shambler. Dimensional shamblers often take care to hide their victims' bodies in caverns and other open spaces deep underground or in hollow trees, so that when they automatically shift back to the normal world, they are not found.

True seeing, *detect invisibility* and similar effects make dimensionally shifted creatures visible to creatures in the normal world, and *dispel magic* returns them there, automatically breaking the grapple of any dimensional shamblers that hold them.

DINOSAUR

The dinosaur category includes several saurian and reptilian horrors from the dawn of time.

BRONTOSAURUS (APATOSAURUS)

Huge Animal, Neutral (N), Animal Intelligence; Herd (1d6)

HD	25
AC	12
ATK	Stomp (4d10) or trample (4d10)
MV	20
SV	F 3, R 3, W 6
XP	2,500 (CL 26)

Brontosaurus is a massive, long-necked herbivore. They are encountered in groups or even herds. A brontosaurus stands 20 ft. tall at the shoulder, and weighs from 35 to 45 tons.

DEINONYCHUS

Medium Animal, Neutral (N), Animal Intelligence; Pack (1d6)

HD	4
AC	17
ATK	Talons (1d8), 2 fore claws (1d3) and bite (1d6)
MV	60
SV	F 11, R 10, W 17
XP	400 (CL 5)

A deinonychus is bright green along its back and flanks, with a much lighter shade of the same color on its underside. The body has darker spots or stripes. Its tail extends straight out behind itself, held aloft by an intricate structure of bony supports, thus allowing its weight to be carried entirely by the back legs. It weighs about 600 pounds.

ELASMOSAURUS

Huge Animal, Neutral (N), Animal Intelligence; Herd (1d8)

HD	10
AC	13
ATK	Bite (2d10)
MV	20 (Swim 50)
SV	F 5, R 7, W 13
XP	500 (CL 10)

Though it resides primarily in the water, an elasmosaurus only breathes air. An elasmosaurus has a total length of some 30 feet, including a tail half as long as its body, and it weighs about 5,000 pounds. Observers who see only its head or tail might easily mistake it for a massive snake.

MEGARAPTOR

Large Animal, Neutral (N), Animal Intelligence; Pack (1d6)

HD	8
AC	17
ATK	Talons (2d6), 2 fore claws (1d4) and bite (1d8)
MV	60
SV	F 8, R 8, W 14
XP	800 (CL 9)

A megaraptor is a large version of the deinonychus, standing about 12 feet tall with a total length of 24 feet. It has the same appearance and habits of its smaller kin.

PTERANODON

Large Animal, Neutral (N), Animal Intelligence; Flock (1d6)

HD	4
AC	15
ATK	Bite (1d8) and 2 claws (1d4)
MV	20 (Fly 40)
SV	F 10, R 11, W 17
XP	400 (CL 5)

Pteranodons are the classic flying reptile. The males are about twice as large as the females, and have narrow hips and large crests. They have an 18-ft. wingspan but weigh only about 40 pounds.

STEGOSAURUS

Large Animal, Neutral (N), Animal Intelligence; Herd (1d8)

HD	15
AC	17
ATK	Bite (1d8) and spiked tail (4d6)
MV	30
SV	F 5, R 6, W 11
XP	1,500 (CL 16)

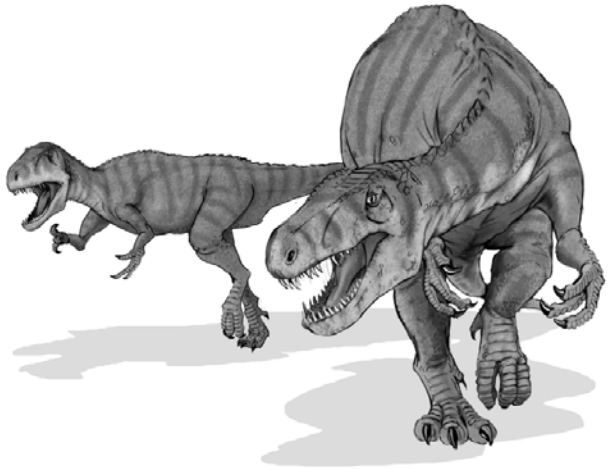
These dinosaurs have large back-plates standing out from the spine, and a spiked tail. They are herbivores, and travel in small groups.

TRICERATOPS

Huge Animal, Neutral (N), Animal Intelligence; Herd (1d8)

HD	16
AC	18
ATK	Gore (2d10) or Trample (2d12)
MV	30
SV	F 3, R 5, W 10
XP	1,600 (CL 17)

A triceratops has a body about 25 feet long and weighs about 20,000 pounds. When a triceratops charges, its gore attack deals 4d10 points of damage. The triceratops can trample opponents by moving over them.



TYRANNOSAURUS REX

Huge Animal, Neutral (N), Animal Intelligence; Solitary or pair

HD	18
AC	14
ATK	Bite (3d8 + swallow whole)
MV	40
SV	F 3, R 4, W 9
XP	1,800 (CL 19)

Despite its enormous size and 6-ton weight, a tyrannosaurus is a swift runner. Its head is nearly 6 feet long, and its teeth are from 3 to 6 inches in length. It is slightly more than 30 feet long.

DISPLACER

Medium Magical Beast, Neutral (N), Low Intelligence; Blur (1d4)

HD	6
AC	16
ATK	2 claws (1d6), 2 whips (*confusion*) and bite (1d8)
MV	50
SV	F 10, R 9, W 13
XP	600 (CL 7)

Displacers are blue-black, cat-like monsters who project whips of psychic energy from their shoulders, the whips appearing as strands of blue-black energy. The beast can strike with both of these whips each round. A creature struck by a whip must pass a Will save or be struck with *confusion* for 1d4 rounds.

A displacer's apparent location shifts around constantly over a range of 3 feet from the monster's true location. This is an illusion that cannot be seen through even by those who know the secret. Any character fighting a displacer for the first time will miss his or her first strike regardless of the die roll. Thereafter, the displacer gains a tactical advantage over its foes. Some monsters, such as bats, do not depend on vision to fight and thus may be able to fight it without penalty.

DOG (JACKAL)

Small Animal, Neutral (N), Animal Intelligence; Pack (1d12)

HD	1
AC	15
ATK	Bite (1d4)
MV	40
SV	F 14, R 13, W 18
XP	50 (CL 1)

The statistics presented here describe a small dog of about 20 to 50 pounds in weight. They also can be used for small wild canines such as coyotes, jackals, and African wild dogs.

DOLPHIN (PORPOISE)

Medium Animal, Neutral (N), Animal Intelligence; School (1d20)

HD	2
AC	15
ATK	Slam (2d4)
MV	Swim 80
SV	F 12, R 11, W 18
XP	100 (CL 2)

Dolphins are mammals that tend to be playful, friendly, and helpful. A typical dolphin is 4 to 6 feet long and weighs 110 to 160 pounds. The statistics presented here can describe any small whale of similar size. Dolphins can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell forces the dolphin to rely on its vision.

DONKEY

Medium Animal, Neutral (N), Animal Intelligence; Solitary

HD	2
AC	13
ATK	Bite (1d2)
MV	30
SV	F 12, R 12, W 18
XP	100 (CL 2)

These long-eared creatures are surefooted and sturdy. The statistics presented here can also describe burros.

DOPPELGANGER

Medium Monstrous Humanoid, Neutral (N), High Intelligence; Gang (1d6)

HD	4
AC	15
ATK	Slam (1d6)
MV	30
SV	F 14, R 11, W 10
XP	400 (CL 5)

Doppelgangers are beings that can take on the shapes of those they encounter. In its natural form, the creature looks more or less humanoid, but slender and frail, with gangly limbs and half-formed features. The flesh is pale and hairless. Its large, bulging eyes are yellow with slit pupils.

A doppelganger can assume the shape of any small or medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. *True seeing* reveals its true form.

Special Qualities: Immune to sleep and charm

Spell: Continuous—detect thoughts

DOPPELGANGERS AS CHARACTERS

Doppelgangers have darkvision to a range of 60 feet. Their tough skin gives them a +2 bonus to AC and they have a knack for trickery. Doppelganger characters have the *detect thoughts* ability, but can only use it three times per day. They can also use the *change self* spell three times per day. They are immune to sleep and charm. Doppelgangers can multi-class as cleric/thieves, fighter/thieves and magic-user/thieves. Whether they multi-class or not, they can only advance to 6th level.

DRAGOLEM E

Large Construct, Neutral (N), Non-Intelligent; Solitary

HD	8
AC	17 [+1]
ATK	2 claws (1d6), bite (2d10) or breath
MV	30 (Fly 60)
SV	F 10, R 11, W 11
XP	2,000 (CL 10)

Dragolems are golems fashioned in the shape of dragons. These powerful constructs are usually used to guard valuable artifacts or vast treasures. A dragolem is unaffected by charm spells, *hold*, *sleep* or other mind altering spells, as well poison, cold and fire. Dragolems are also immune to all spells lower than 5th level. They can breathe a poisonous cloud (20-ft. x 20-ft. x 20-ft.) three times per day. The poison is lethal.

Special Qualities: Immune to mind-affecting effects, poison, cold and fire, immune to spell of 0 to 4th level

Spells: 3/day—detect invisibility

DRAGON

Dragons are powerful reptilian creatures with bloodlines stretching back to primordial times. Although many reptilian horrors are classified as dragons, the following monsters are known as the "true dragons".

Dragons speak Draconic, with different dialects for each type, but they might also speak several other languages, including Elven, Common, Celestial (for Lawful dragons) and Infernal (for Chaotic dragons).

All true dragons become more powerful as they age. They range in length from several feet upon hatching to more than 100 feet after living many hundreds of years. The exact size varies according to age and variety.

A dragon's metabolism operates like a highly efficient furnace and can metabolize even inorganic material like precious metals. Some dragons have developed a taste for such fare. Although goals and ideals vary among varieties, all dragons are covetous. They like to hoard wealth, collecting mounds of coins and gathering as many gems, jewels, and magic items as possible. Those with large hoards are loath to leave them for long, venturing out of their lairs only to patrol the immediate area or to get food. For dragons, there is no such thing as enough treasure. It's pleasing to look at, and they bask in its radiance. Dragons like to make beds of their hoards, shaping nooks and mounds to fit their bodies. By the time a dragon matures to the age of great wyrm, hundreds of gems and coins may be imbedded in its hide.

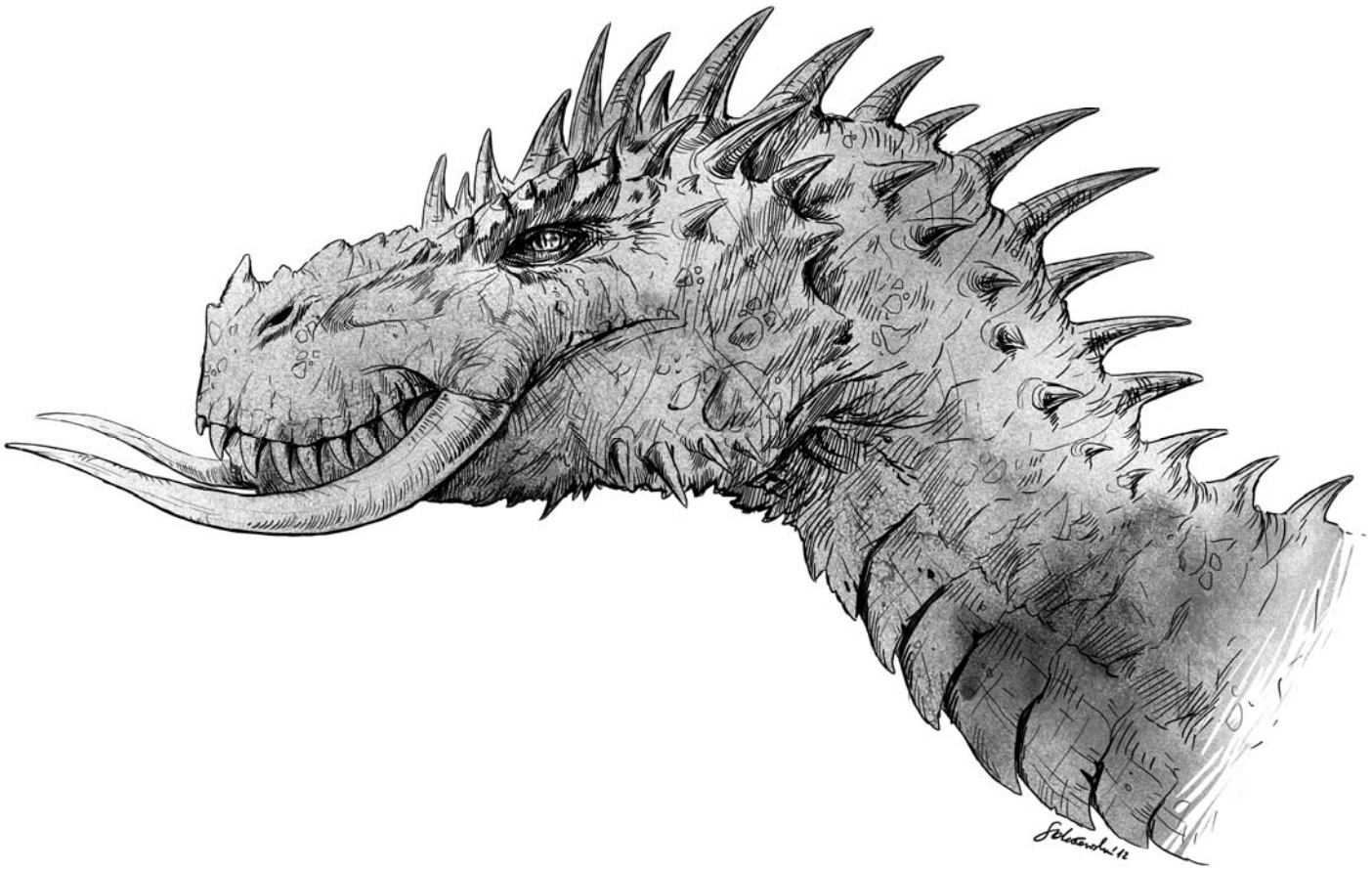
A dragon's hit points are dependent on its age. An encountered dragon's age category can be determined randomly by rolling 1d8.

AGE CATEGORY	AGE (YEARS)	SIZE	HP per HD
1. Wyrmling	0-15	Small	1
2. Young	16-25	Small	2
3. Juvenile	26-100	Medium	3
4. Adult	101-200	Medium	4
5. Old	201-400	Large	5
6. Ancient	401-800	Large	6
7. Wyrm	801-1,200	Huge	7
8. Great Wyrm	1,201 or more	Huge	8

A dragon's breathe weapon range or area of effect depends on the size and type of the dragon (see below). Damage from a dragon's breath weapon is equal to the dragon's current hit point total. A Reflex saving throw is permitted to halve breath weapon damage.

DRAGON SIZE	LINE (LENGTH)	CONE (LENGTH x BASE)
Small	40 ft.	20 ft. x 10 ft.
Medium	60 ft.	30 ft. x 15 ft.
Large	80 ft.	40 ft. x 20 ft.
Huge	100 ft.	50 ft. x 25 ft.

All dragons cause fear (per the spell) in a 10-ft. radius per age level, and they can sense all hidden and invisible creatures within a 10-ft. radius per age level.



BLACK DRAGON

Medium Dragon, Chaotic (CE), High Intelligence; Solitary

HD	7
AC	17
ATK	2 claws (1d6) and bite (1d8)
MV	60 (Fly 100, Swim 60)
SV	F 10, R 9, W 9
XP	1,750 (CL 9)

Black dragons, or knuckers, are sometimes known as skull dragons because of their skeletal faces. Adding to the skeletal impression is the gradual deterioration of the hide around the base of the horn and the cheekbones. This deterioration increases with age and does not harm the dragon. On hatching, a black dragon's scales are thin, small, and glossy. As the dragon ages, they become larger, thicker, and duller, helping it camouflage itself in swamps and marshes.

Black dragons are especially fond of coins, and have twice the normal number of coins in their hordes. Older dragons often capture and question humanoids about stockpiles of coins before killing them.

Black dragons breathe a line of acid. They have a 45% chance of speech, and speaking black dragons have a 5% chance of being able to cast the following spells: 3/day—*darkness* (juvenile or older), *insect plague* (ancient or older); 1/day—*plant growth* (old or older).

Special Qualities: Resistance to acid, water breathing

BLUE DRAGON

Medium Dragon, Chaotic (LE), High Intelligence; Solitary

HD	9
AC	18
ATK	2 claws (1d6) and bite (1d8)
MV	40 (Fly 150, Burrow 20)
SV	F 9, R 9, W 8
XP	2,250 (CL 11)

A blue dragon's scales vary in color from an iridescent azure to a deep indigo, polished to a glossy finish by blowing desert sands. The size of its scales increases little as the dragon ages, although they do become thicker and harder. Its hide tends to hum and crackle faintly with built-up static electricity. These effects intensify when the dragon is angry or about to attack, giving off an odor of ozone. Their vibrant color makes blue dragons easy to spot in barren desert surroundings, though they often burrow into the sand and expose only a small part of their head.

Blue dragons are most fond of gems, especially sapphires, and have double the normal number of gems in their treasure hordes.

Blue dragons breathe lines of electricity. They have a 65% chance of speech, and speaking blue dragons have a 15% chance of being able to cast the following spells: 3/day—*ventriloquism* (juvenile or older); 1/day—*hallucinatory terrain* (old or older), *veil* (ancient or older), *mirage arcana* (great wyrm).

Special Qualities: Resistance to electricity

BRASS DRAGON A

Medium Dragon, Lawful (CG), High Intelligence; Solitary

HD	7
AC	17
ATK	2 claws (1d6) and bite (1d8)
MV	60 (Fly 150, Burrow 30)
SV	F 10, R 9, W 9
XP	1,750 (CL 9)

Brass dragons are desert dwelling dragons. At birth, a brass dragon's scales are a dull, mottled brown. As the dragon gets older, the scales become brassier until they reach a warm, burnished appearance. The grand head-plates of a brass dragon are smooth and metallic, and it sports bladed chin horns that grow sharper with age. Wings and frills are mottled green toward the edges, darkening with age. As the dragon ages, its pupils fade until the eyes resemble molten metal orbs.

Brass dragons would rather talk than fight. If an intelligent creature tries to leave without engaging in conversation, the dragon might force compliance in a fit of pique, using a dose of sleep gas. A creature put to sleep may wake to find itself pinned or buried to the neck in the sand until the dragon's thirst for small talk is slaked. When faced with real danger, younger brass dragons fly out of sight and then hide by burrowing into the sand. Older dragons spurn this ploy but still prefer to have the advantage in combat.

A brass dragon has two types of breath weapon, a line of fire and a cone of sleep. A brass dragon's sleep breath affects creatures as a *sleep* spell. A brass dragon has a 90% chance of speech, and speaking dragons have a 25% chance to cast the following spells: At will—*speak with animals*; 3/day—*endure elements* (juvenile or older); 1/day—*suggestion* (adult or older), *control winds* (old or older), *control weather* (ancient or older), *summon djinni* (as *summon monster*; great wyrm).

Special Qualities: Resistance to fire

BRONZE DRAGON A

Medium Dragon, Lawful (LG), High Intelligence; Solitary

HD	9
AC	18
ATK	2 claws (1d6) and bite (1d8)
MV	40 (Fly 150, Swim 60)
SV	F 9, R 9, W 8
XP	2,250 (CL 11)

Bronze dragons dwell in rocky, lonely hills. A bronze wyrmling's scales are yellow tinged with green, showing only a hint of bronze. As the dragon approaches adulthood, its color deepens slowly to a darker, rich bronze tone. Very old dragons develop a blue-black tint to the edges of their scales. Powerful swimmers, they have webbed feet and smooth, flat scales. As a dragon ages, its pupils fade until in the oldest the eyes resemble glowing green orbs.

Bronze dragons have two types of breath weapon, a line of lightning and a cone of repulsion gas. A bronze dragon's repulsion breath affects creatures as a *repulsion* spell. A brass dragon has an 85% chance of speech, and speaking bronze dragons have a 25% chance to cast the following spells: At will—*speak with animals*; 3/day—*create food & water*

(adult or older), *fog cloud* (adult or older), *detect thoughts* (old or older), *control water* (ancient or older); 1/day—*control weather* (great wyrm).

Special Qualities: Resistance to electricity

COPPER DRAGON A

Medium Dragon, Lawful (CG), High Intelligence; Solitary

HD	8
AC	18
ATK	2 claws (1d6) and bite (1d8)
MV	40 (Fly 100)
SV	F 9, R 9, W 8
XP	2,000 (CL 10)

Copper dragons dwell in barren, desert hills, valuing their solitude and cultivating the local wildlife as guards and spies. At birth, a copper dragon's scales have a ruddy brown color with a metallic tint. As the dragon gets older, the scales become finer and more coppery, assuming a soft, warm gloss by young adult age. Very old dragons' scales pick up a green tint. A copper dragon's pupils fade with age, and the eyes of great wyrms resemble glowing turquoise orbs.

A copper dragon appreciates wit and usually does not harm creatures that can relate a joke, humorous story, or riddle the dragon has not heard before. It quickly gets annoyed with anyone who does not laugh at its jokes or accept its tricks with good humor. It likes to taunt and annoy opponents into giving up or acting foolishly.

A copper dragon has two types of breath weapon, a line of acid and a cone of slow gas. A copper dragon's slow breath affects creatures as a *slow* spell. A copper dragon has an 80% chance of speech, and speaking dragons have a 25% chance to cast the following: At will—*spider climb*; 2/day—*stone shape* (adult or older), 1/day—*transmute rock to mud* (old or older); *wall of stone* (ancient or older), *move earth* (great wyrm).

Special Qualities: Resistance to acid

FORCE DRAGON E

Medium Dragon, Neutral (N), Super Intelligence; Solitary

HD	13
AC	23 [+2]
ATK	2 claws (1d10) and bite (2d6)
MV	60 (Fly 300)
SV	F 7, R 6, W 4
XP	3,250 (CL 15)

Force dragons have translucent scales and organs, giving them a 2 in 6 chance to surprise opponents. They dwell on the Astral Plane, making lairs on large chunks of matter floating through that silvery plane, and staging raids on astral travelers.

Force dragons breathe a cone of force, which not only causes damage, but forces targets to pass a Fortitude saving throw or be knocked prone. They can always cast the following spells: At will—*blur* (juvenile or older); 1/day—*displacement* (old or older), *force cage* (old or older), *invisibility* (great wyrm), *maze* (ancient or older), *resilient sphere* (juvenile or older), *telekinetic sphere* (great wyrm), *wall of force* (adult or older).

Special Qualities: Magic resistance 60%, immune to sleep, paralysis and force spells and effects

GOLD DRAGON

Medium Dragon, Lawful (LG), High Intelligence; Solitary

HD	11
AC	19
ATK	2 claws (1d6) and bite (1d8)
MV	60 (Fly 200, Swim 60)
SV	F 8, R 7, W 7
XP	2,750 (CL 13)

Gold dragons are the most noble of the true dragons. Upon hatching, a gold dragon's scales are dark yellow with golden flecks. The flecks get larger as the dragon matures until, as adults, the scales are completely golden. Gold dragons' faces are bewhiskered and sagacious; as they age, their pupils fade until the eyes resemble pools of molten gold.

Gold dragons dwell beneath the waves, sometimes building castles of coral decorated with pearls. All gold dragons can assume the form of any animal or humanoid of medium size or less.

A gold dragon has two types of breath weapon, a cone of fire and a cone of weakening gas. The gas has the same effect as a *ray of enfeeblement*.

A gold dragon has a 100% chance of speech, and speaking dragons have a 25% chance to cast the following spells: 3/day—*bless* (juvenile or older), *detect gems* (as *detect magic*; old or older); 1/day—*geas* (old or older), *sunburst* (ancient or older), *foresight* (great wyrm).

Special Qualities: Resistance to fire

GREEN DRAGON

Medium Dragon, Chaotic (LE), High Intelligence; Solitary

HD	8
AC	17
ATK	2 claws (1d6) and bite (1d8)
MV	40 (Fly 150, Swim 40)
SV	F 9, R 9, W 8
XP	2,000 (CL 10)

Green dragons are woodland dwelling dragons. A wyrmling green dragon's scales are thin, very small, and a deep shade of green that appears nearly black. As the dragon ages, the scales grow larger and lighter, turning shades of forest, emerald, and olive green, which helps it blend in with its wooded surroundings.

Green dragons breathe a cone of corrosive gas (i.e. acid damage). They have a 55% chance of speaking, and speaking dragons have a 10% chance to cast the following spells: 3/day—*suggestion* (adult or older), *dominate person* (ancient or older); 1/day—*plant growth* (old or older), *command plants* (great wyrm).

Special Qualities: Resistance to acid, water breathing

PRISMATIC (RAINBOW) DRAGON E

Medium Dragon, Neutral (N), Super Intelligence; Solitary

HD	12
AC	21 [+1]
ATK	2 claws (1d8) and bite (2d6)
MV	60 (Fly 300)
SV	F 7, R 6, W 4
XP	3,000 (CL 14)

Prismatic dragons dwell in lonely places, far from the maddening crowd. They have iridescent scales that shift through all the colors in the rainbow and gleam even in darkness.

Prismatic dragons breathe a cone of prismatic light (per the *prismatic spray* spell). They are always capable of speech, and can always cast the following spells: At will—*hypnotic pattern, rainbow pattern* (juvenile or older); 3/day—*prismatic sphere* (great wyrm), *prismatic wall* (ancient or older), *sunbeam* (adult or older), *sunburst* (old or older).

Special Qualities: Immune to light and blindness

RED DRAGON

Medium Dragon, Chaotic (CE), High Intelligence; Solitary

HD	10
AC	18
ATK	2 claws (1d6) and bite (1d8)
MV	40 (Fly 150)
SV	F 8, R 8, W 7
XP	2,500 (CL 12)

Red dragons are mountain dwelling monstrosities that prefer to dwell in volcanic regions. The small scales of a wyrmling red dragon are a bright glossy scarlet, making the dragon easily spotted by predators and hunters, so it stays underground and does not venture outside until it is more able to take care of itself. Toward the end of youth, the scales turn a deeper red, and the glossy texture is replaced by a smooth, dull finish. As the dragon grows older, the scales become large, thick, and as strong as metal. The neck frill and wings are an ash blue or purple-gray toward the edges, becoming darker with age. The pupils of a red dragon fade as it ages; the oldest have eyes that resemble molten lava.

Red dragons breathe a cone of fire. They have a 75% chance of speech, and speaking red dragons have a 20% chance to cast the following spells: 3/day—*suggestion* (old or older); 1/day—*discern location* (great wyrm), *find the path* (ancient or older)

Special Qualities: Resistance to fire

SILVER DRAGON A

Medium Dragon, Lawful (LG), High Intelligence; Solitary

HD	10
AC	19
ATK	2 claws (1d6) and bite (1d8)
MV	40 (Fly 150)
SV	F 8, R 8, W 7
XP	2,500 (CL 12)

Silver dragons dwell in the very high mountains, amid the clouds. A silver wyrmling's scales are blue-gray with silver highlights. As the dragon approaches adulthood, its color gradually brightens until the individual scales are scarcely visible. Silver dragons are not violent and avoid combat except when faced with highly evil or aggressive foes. All silver dragons can assume the form of any animal or humanoid of medium size or less.

A silver dragon has two types of breath weapon, a cone of cold and a cone of paralyzing gas. Their gas breath paralyzes people for 1d6 rounds who fail a Fortitude saving throw.

Silver dragons have a 95% chance of speaking, and speaking dragons have a 25% chance to cast the following spells: 3/day—*fog cloud* (adult or older), *control winds* (old or older); 2/day—*feather fall* (juvenile or older); 1/day—*control weather* (ancient or older), *reverse gravity* (great wyrm).

Special Qualities: Resistance to cold, tread on clouds and fog as though walking on ground

WHITE DRAGON

Medium Dragon, Chaotic (CE), Low Intelligence; Solitary

HD	6
AC	16
ATK	2 claws (1d6) and bite (1d8)
MV	60 (Fly 150)
SV	F 10, R 9, W 9
XP	1,500 (CL 8)

White dragons dwell in snowy mountains or in glacial caves. The scales of a wyrmling white dragon glisten like mirrors. As the dragon ages, the sheen disappears, and by very old age, scales of pale blue and light gray are mixed in with the white. Their horns are similar to those of a goat.

White dragons breathe a cone of cold. White dragons can never speak, but they have a 10% chance of being able to use the following spell-like abilities: 3/day—*fog cloud* (juvenile or older), *gust of wind* (old or older), *wall of ice* (ancient or older); 1/day—*control weather* (great wyrm).

Special Qualities: Resistance to cold, no penalties to move over ice

DRAGON HORSE

Large Magical Beast, Lawful (LG), High Intelligence; Family (1d4)

HD	8
AC	19
ATK	2 hooves (1d8)
MV	60 (Fly 120)
SV	F 8, R 8, W 10
XP	800 (CL 9)

The name "dragon horse" is something of a misnomer, as these creatures have no relation to dragons. Dragon horses are originally from the Elemental Plane of Air, but now reside more or less permanently on the Material Plane. Dragon horses visit the Elemental Plane of Air frequently.

Dragon horses are beautiful, graceful creatures, peaceful and reclusive. They spend nearly all their time aloft among the clouds, rarely deigning to set foot on solid ground. Dragon horses are solitary creatures, but a mated pair often remains together to raise their young. They have no need or desire for material possessions and so keep no treasure. Dragon horses are highly prized as steeds, but they are notoriously difficult to train. They have a very free spirit and do not tolerate captivity, thus only juvenile dragon horses have any chance of being tamed mounts. A captive foal can be raised only by a Lawful (Good) being and doing so requires 10 years. Dragon horses speak Air Elemental.

Once per 6 rounds, a dragon horse can create one of the following effects in a cone (30 ft.): *Cone of cold* (8d6 cold), *fog cloud*, *gust of wind*.

A dragon horse can shift into the Ethereal Plane, Astral Plane, Elemental Plane of Air, or the Material Plane at will. This ability transports the dragon horse and up to two other creatures, provided they are on its back. It is otherwise similar to *plane shift*.

Dragon horses know the alignment of any creature they look upon.

Special Qualities: Magic resistance 20%

DRAGONNE A

Large Magical Beast, Neutral (N), Low Intelligence; Pride (1d10)

HD	9
AC	18
ATK	2 claws (2d4) and bite (2d6)
MV	40 (Fly 30)
SV	F 8, R 9, W 12
XP	900 (CL 10)

Dragonnes look like reptilian lions with golden scales and bushy manes. They are about 12 feet long and weigh about 700 pounds. Dragonnes dwell in blazing deserts.

Once every 1d4 rounds, a dragonne can emit a nerve shattering roar that forces all within 120 feet to pass a Will saving throw or become fatigued (see Rules of Play: Conditions).

DRAGON TURTLE

Huge Dragon, Neutral (N), Average Intelligence; Solitary

HD	12
AC	25
ATK	2 claws (2d8) and bite (4d6)
MV	20 (Swim 30)
SV	F 4, R 7, W 7
XP	3,000 (CL 14)

A dragon turtle's rough, jade green shell is the same color as the deep oceans the monster favors, and the silver highlights that line the shell resemble light dancing on open water. The turtle's legs, tail, and head are a lighter green, flecked with golden highlights. An adult dragon turtle can measure from 20 to 30 feet from snout to tail, with a shell from 15 to 25 feet in diameter, and can weigh 8,000 to 32,000 pounds. They speak Draconic and Water Elemental.

A dragon turtle's breath weapon is a cloud of super-heated steam 20 feet high, 25 feet wide, and 50 feet long. It inflicts 12d6 points of fire damage (Reflex saving throw for half) and is effective both on the surface and underwater.

A submerged dragon turtle that surfaces under a boat or ship less than 20 feet long capsizes the vessel 95% of the time. It has a 50% chance to capsize a vessel from 20 to 60 feet long and a 20% chance to capsize one over 60 feet long.

DRAUG E

*Medium Undead, Chaotic (CE), Average Intelligence; Solitary and crew**

HD	6
AC	17
ATK	Cutlass (1d6) or claw (1d4)
MV	30 (Swim 30)
SV	F 12, R 12, W 10
XP	600 (CL 7)

Draugs are the vengeful spirits of sea captains who died at sea. They look like skeletal pirates and are usually armed with cutlasses. They still sail their ships, which are crewed by 1d6+5 zombies, 2d4 lacedons (aquatic

ghouls) or 2d4 skeletons. Draugs have full control of their ships, so long as they remain at the wheel or very near it.

Special Qualities: Resistance to fire

Spells: 1/day—control weather

DREAM LARVA E

Large Outsider, Chaotic (CE), High Intelligence; Solitary

HD	12
AC	30 [+3]
ATK	Bite (1d6), 4 pincers (1d8 + constrict), 4 claws (1d8)
MV	40 (F120)
SV	F 6, R 7, W 6
XP	3,000 (CL 14)

Dream larvae are large humanoids with eight arms, four ending in claws and four ending in pincers. They have pearly, white flesh shot through with thousands of black, engorged veins.

Each time a living creature first views a specific dream larva from a distance of 30 feet or less (or from a *scrying* effect), the subject sees the image of the most fearsome creature imaginable. This is not an illusion or phantasm; the dream larva truly becomes, for just that instant, the subject's worst nightmare. Even if simultaneously viewed by dozens of different creatures, the dream larva appears differently to each one of them. Creatures immune to fear or mind-affecting effects (or warded by *protection from evil*) are immune to the power; all others must make a Will save or die. Survivors (and those *resurrected*) are immune to the effect from that individual dream larva in the future.

Victims caught by a pincer may be physically sent into a nightmare. Victims must make a Will save or be apparently swarmed by thousands of worms making up the dream larva's body. The victim is actually cast into a shrieking maelstrom of dream where it can take no actions but observe. The victim physically returns 2d4 rounds later, apparently ejected from the dream larva's body (but appearing even if the dream larva has left or is otherwise absent). The victim of the nightmare suffers 2d6 points of wisdom damage.

Special Qualities: Regenerate, immune to sonic, magic resistance 50%

Spells: At will—fly, haste, nightmare, prismatic spray; 5/day—summon a nightwalker

DRIDER A

Large Monstrous Humanoid, Chaotic (CE), High Int; Solitary or Pair

HD	6
AC	17
ATK	Bite (1d4 + poison III) and weapon
MV	30 (Climb 15)
SV	F 11, R 10, W 9
XP	600 (CL 7)

Driders are spider centaurs who dwell underground, plotting revenge on everyone and everything. All were once high level dark elf clerics or magic-users who were twisted by demonic energies that they tried, but failed, to control. They speak their own language as well as Elf.

Special Qualities: Magic resistance 15%

Spells: 1/day—clairaudience/clairvoyance, dancing lights, darkness, detect evil, detect magic, dispel magic, faerie fire, levitate, suggestion.

Drider leaders can cast spells as 6th level clerics or magic-users.

DROMITE E

Small Monstrous Humanoid, Neutral (N), Average Int.; Band (1d20)

HD	1
AC	18 (ringmail and buckler)
ATK	By weapon
MV	20
SV	F 16, R 13, W 13
XP	100 (CL 2)

Dromites are humanoid insects that stand about 3 feet tall and weigh slightly more than 30 pounds. They have iridescent compound eyes. Dromites prefer to wear light clothing, and are sometimes content with just a sturdy harness. They speak their own language.

All dromites have an innate connection to one form of energy: Acid, cold, electricity, fire, or sonic. Their *energy missile* and energy resistance (see spells below) conform to this energy type.

Dromites organize themselves into hives of 2d20 x 20 warriors and a number of non-combatants equal to 100% of the warriors. Hives have 4d6 giant bombardier beetles used as guard animals and mascots. For every 40 warriors in a hive, there is one leader with 3 HD. Hives with up to 200 warriors are led by a 4th to 7th level sorcerers. Hives with more than 200 warriors are led by 5th to 8th level sorcerers.

15%	Leather and buckler (AC 17), short sword, shortbow
30%	Ringmail and buckler (AC 18), short sword, light crossbow
35%	Ringmail and buckler (AC 18), short sword
20%	Giant beetle, ringmail and shield (AC 19), spear, short bow

Spells: 1/day–energy missile

Special Qualities: Resistance to energy (choose one)

DROMITES AS CHARACTERS

Dromites modify their starting ability scores as follows: Cha +1, Str -1, Wis -1. They have base land speed of 20 ft. and a +2 bonus to AC from their chitin, which also gives them 50% resistance to one form of energy. Their compound eyes give them a knack for finding secret doors. Dromite characters retain the ability to cast *energy missile* once per day. Dromites speak their own language, and might also know Common, Dwarf, Gnome and Goblin. They can multi-class as cleric/sorcerers, fighter/sorcerers and sorcerer/thieves. Whatever class or classes they pursue, they can only advance to a maximum of 9th level.

DROW (DARK ELVES) A

*Medium Humanoid, Chaotic (CE), High Intelligence; Patrol (1d8)**

HD	1
AC	17 (chainmail and buckler)
ATK	By weapon (+ poison I)
MV	30
SV	F 15, R 13, W 14
XP	100 (CL 2)

Also known as dark elves, the drow are a depraved and evil subterranean offshoot of elves, consigned to the underworld by the old gods when they turned to the worship of demons. White is the most common hair color among drow, but almost any pale shade is possible. Drow tend to be smaller and thinner than other sorts of elves, and their eyes are often a vivid red. Drow coat their arrows with poison that causes sleep (i.e. Poison I). In sunlight they suffer a -2 penalty to hit and roll saving throws, and might be blinded if suddenly exposed to it.

The drow organize themselves into subterranean bands of 1d10 x 10 drow warriors and additional non-combatants equal to 100% of the warriors. Half of the warriors in a drow band are capable of casting a single 1st level magic-user spell each day. In the case of squadrons, the entire squadron knows the same spell. For every 25 drow warriors there is one leader of 3rd to 6th level, usually a magic-user or fighter/magic-user if male, or a cleric if female. Bands of 50 or fewer warriors are led by a priestess of 5th to 8th level, while bands of 51 or more warriors are led by a high priestess of 7th level 10th level. The usual composition of a drow army is as follows:

20%	Leather and buckler (AC 14), longsword, 3 javelins
20%	Scale mail and buckler (AC 16), light crossbow, short sword
40%	Chainmail and buckler (AC 17), longsword, hand crossbow
10%	Platemail (AC 17), ranseur, longsword
10%	Plate mail (AC 18), heavy mace, dagger

Special Qualities: Magic resistance 5% per 2 Hit Dice

Spells: 1/day—*dancing lights, darkness, faerie fire*

DROW AS CHARACTERS

Drow characters modify their starting ability scores as follows: Int +1, Cha +1. They have darkvision to a range of 120 feet. Drow characters retain their special abilities and vulnerability to bright light. Drow speak their own tongue and might also speak Draconic, Gnome, Goblin, Infernal and Water Elemental. Female drow can multi-class as cleric/fighters, cleric/magic-users and cleric/thieves, while male drow can multi-class as fighter/magic-users and magic-user/thieves. Either gender can only advance up to 8th level.

DRYAD

Medium Fey, Neutral (CN), High Intelligence; Grove (1d8)

HD	4
AC	17
ATK	Dagger (1d4)
MV	30
SV	F 14, R 11, W 10
XP	400 (CL 5)

Dryads are fey creatures related to nymphs who dwell within trees. Dryads are connected with their trees on a deep level, and suffer damage when their tree suffers damage and, if taken more than 300 yards away from their tree, sicken and die in 4d6 hours. They look like female elves with skin the color of bark and hair the color of leaves. Their hair changes color with the seasons. Dryads speak Elven and Sylvan.

Spells: At will—entangle, speak with plants, tree shape; 3/day—charm person, deep slumber, tree stride; 1/day—suggestion

DUERGAR (GRAY DWARVES) A

*Small Humanoid, Chaotic (LE), Average Intelligence; Squad (1d20)**

HD	1
AC	17 (chainmail and shield)
ATK	By weapon
MV	20
SV	F 14, R 15, W 15
XP	100 (CL 2)

Sometimes called gray dwarves, these wicked beings dwell in the deep reaches of the underworld. Most duergar are bald and they dress in drab clothing that is designed to blend into stone. In their lairs they may wear jewelry, but it is always kept dull. They war with other dwarves, even allying with other underground creatures from time to time. In sunlight they suffer a -2 penalty to hit and roll saving throws, and might be blinded if suddenly exposed to it.

Duergar organize themselves into clans of 1d10 x 30 warriors plus additional non-combatants equal to 25% of the warriors. For every 30 warriors, the duergar have a leader of 3rd to 6th level, usually a fighter or fighter/thief. Duergar clans are led by an earl of 5th to 8th level if it numbers 150 or fewer warriors, or a king of 7th to 10th level if larger. The usual composition of a duergar army is as follows:

30%	Chainmail (AC 15), light crossbow, short sword
20%	Chainmail (AC 15), spear, short sword
30%	Chainmail and shield (AC 17), war hammer
10%	Platemail (AC 18), fauchard, short sword
10%	Platemail and shield (AC 19), heavy pick, short sword

Special Qualities: Immune to paralysis, illusions and poison

Spells: 1/day—enlarge person, invisibility (self)

DUERGAR AS CHARACTERS

Duergar have all the traits of normal dwarves. In addition, they reduce their starting charisma by 2 points. Duergar are immune to paralysis, illusions and poison instead of having the dwarf's +2 bonus to save vs. poison. They can cast *enlarge person* and *invisibility* (self) once per day. They have a knack for moving silently and listening at doors. Duergar can multi-class the same way dwarves do. Whatever their class or classes, they can only advance to a maximum of 8th level.

DWARF

*Small Humanoid, Lawful (LG), Average Intelligence; Squad (1d20)**

HD	1
AC	16 (scale mail and shield)
ATK	By weapon
MV	20
SV	F 14, R 15, W 15
XP	50 (CL 1)

Dwarves are pragmatic folk who dwell in hills, mountains and underground. They favor earth tones in their clothing and prefer simple and functional garb. The skin can be very dark, but it is always some shade of tan or brown. Hair color can be black, gray, or brown. Dwarves average 4 feet tall and weigh as much as adult humans.

Dwarves speak Dwarven. Most who travel outside dwarven lands (as traders, mercenaries, or adventurers) know the Common tongue, while warriors in the dwarven cities usually learn Goblin to better interrogate and spy on those evil denizens of the deep caves.

Dwarves organize themselves into clans of 2d10 x 20 warriors and additional non-combatants equal to 30% of the warriors. For every 40 dwarves, there is one leader of 2nd to 5th level, usually fighters, but possibly fighter/clerics. Clans of 200 or fewer dwarves are led by dwarf lords of 4th to 7th level, while larger clans are led by dwarf kings of 6th to 9th level. Dwarf clans keep 2d6 brown bears as guard animals and pets.

15%	MINER: Scale mail and buckler (AC 14), light pick, hammer
20%	ARCHER: Scale mail and shield (AC 15), light crossbow, short sword
20%	BONDMAN: Scale mail and shield (AC 15), battleaxe
10%	HIRDMAN: Chainmail (AC 15), pole axe, short sword
10%	ARBALESTER: Chainmail (AC 15), heavy crossbow, short sword
15%	HAMMERER: Chainmail and shield (AC 17), war hammer, hand axe
10%	HOUSECARLE: Platemail and shield (AC 19), battleaxe

DEEP DWARVES (RED DWARVES)

Deep dwarves live far underground and are more stand-offish than other dwarves. They are the same height as other dwarves, but leaner. Their skin sometimes has a reddish hue and their large eyes lack the brightness of those of their kindred, being a washed-out blue. Their hair color ranges from bright red to straw blond. They have little contact with surface dwellers, relying on other dwarves to trade goods for them.

Deep dwarves have all the normal dwarf traits, except their saving throw bonuses against magic and poison increase to +3, their darkvision extends to 90 ft. and they are blinded in bright light. Deep dwarf characters otherwise conform to the rules for normal dwarves, save that they cannot take levels in spellcasting classes other than cleric, and are limited to the 6th level of ability as clerics.

MONSTERS – E

EAGLE (HAWK)

Small Animal, Neutral (N), Animal Intelligence; Solitary or pair

HD	1
AC	14
ATK	2 talons (1d4) and bite (1d4)
MV	10 (Fly 80)
SV	F 14, R 12, W 18
XP	50 (CL 1)

These birds of prey inhabit nearly every terrain and climate, though they all prefer high, secluded nesting spots. A typical eagle is about 3 feet long and has a wingspan of about 7 feet. The statistics presented here can describe any similar-sized, diurnal bird of prey.

EAGLE, GIANT

Large Magical Beast, Neutral (N), Average Int.; Convocation (1d12)

HD	4
AC	15
ATK	2 claws (1d6), bite (1d8)
MV	10 (Fly 80)
SV	F 10, R 10, W 14
XP	200 (CL 4)

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. It weighs about 500 pounds. Giant eagles cannot speak, but they understand Elven.

A solitary giant eagle is typically encountered hunting or patrolling near its nest and generally ignores creatures that do not appear threatening. A mated pair attacks in concert, making repeated diving attacks to drive away intruders, and fights to the death to defend their nest or hatchlings.

Giant eagle eggs are worth 2,500 gp apiece on the open market, while chicks are worth 4,000 gp each. Professional trainers charge 1,000 gp to rear or train a giant eagle.

ELAN E

Medium Aberration, Neutral (N), Average Intelligence; Squad (1d20)

HD	1
AC	14 (ring mail and shield)
ATK	Warhammer (1d4+1) or longbow (100'/1d6)
MV	30
SV	F 15, R 15, W 13
XP	50 (CL 1)

Elans are energy beings that appear to be normal humanoids. In fact, all elan were once normal mortals who, through meditation and the unlocking of their chakras, ascended to a higher state. Some sages believe that the unbodied are a higher form of the elan.

All elan appear to be identical, their only differences being between the males and females. They have copper-colored hair, porcelain skin and intense eyes like miniature prismatic orbs. The elans speak Common.

Elan organize themselves into brotherhoods of 1d10 x 10 warriors and non-combatants equal to 150% of the warriors. For every 20 elan, there is a leader (usually a sorcerer or fighter/sorcerer) of 3rd to 6th level. Bands are commanded by sorcerers or cleric/sorcerers of 5th to 8th level.

Spells: 1/day—endure elements, resistance, shield

Typical Sorcerer Spells Known: 0 (5/day)–audible glamer, daze, mage hand, touch of fatigue; 1st (3/day)–hypnotism, mind thrust

ELANS AS CHARACTERS

Elans modify their starting ability scores as follows: Cha -1. They have the aforementioned spell-like abilities, but no other special abilities. Elan can multi-class as cleric/sorcerers, fighter/sorcerers or sorcerer/thieves.

ELEMENTAL

Elementals are creatures that appear as animated bits of elemental substance or, in the case of fire, energy.

AIR ELEMENTAL

Elemental (Air), Neutral (N), Low Intelligence; Solitary

	SMALL	MEDIUM	LARGE	HUGE
HD	2	4	8	16
AC	17	18	20	21
ATK	Slam (1d4)	Slam (1d6)	Slam (2d6)	Slam (3d6)
MV	Fly 100	Fly 100	Fly 100	Fly 100
SV	F16, R9, W16	F14, R8, W15	F10, R6, W12	F4, R3, W8
XP	200 (CL 3)	400 (CL 5)	800 (CL 9)	1,600 (CL17)

Air elementals appear as swirling clouds or tornadoes with glowing blue motes set in them in the manner of eyes.

An air elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed. The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet. Creatures smaller than the whirlwind must pass a fortitude saving throw

or be sucked into the whirlwind and whipped around, suffering automatic slam damage each round. Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind with a grapple attack. Spell casters must pass a fortitude saving throw each round to cast a spell. The elemental can eject creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane. If the whirlwind's base touches the ground, it creates a cloud of debris with the effects of an *obscuring mist* spell. An elemental in whirlwind form cannot make slam attacks.

EARTH ELEMENTAL

Elemental (Earth), Neutral (N), Low Intelligence; Solitary

	SMALL	MEDIUM	LARGE	HUGE
HD	2	4	8	16
AC	17	18	18	18
ATK	Slam (1d6)	Slam (1d8)	Slam (2d8)	Slam (3d8)
MV	20	20	20	20
SV	F13, R15, W16	F11, R14, W15	F8, R11, W12	F3, R7, W8
XP	200 (CL 3)	400 (CL 5)	800 (CL 9)	1,600 (CL17)

Earth elementals look like humanoid shaped mounds of stone and soil. They have large, powerful fists. Though an earth elemental moves slowly, it is a relentless opponent. It can travel though solid ground or stone as easily as humans walk on the earth's surface. It cannot swim, however, and must either walk around a body of water or go through the ground under it. An earth elemental can move along the bottom of a body of water but prefers not to.

FIRE ELEMENTAL

Fire Elemental, Neutral (N), Low Intelligence; Solitary

	SMALL	MEDIUM	LARGE	HUGE
HD	2	4	8	16
AC	15	16	18	19
ATK	Slam (2d4)	Slam (2d6)	Slam (3d6)	Slam (4d6)
MV	50	50	50	50
SV	F 16, R 9, W 16	F 14, R 8, W 15	F 10, R 6, W 12	F 4, R 3, W 8
XP	200 (CL 3)	400 (CL 5)	800 (CL 9)	1,600 (CL17)

A fire elemental looks like a roiling mass of flames. They cannot enter water or any other non-flammable liquid. A body of water is an impassible barrier unless the fire elemental can step or jump over it.

Half of the damage from a fire elemental's slam attack is from fire. Those hit by a fire elemental's attack must succeed on a Reflex save or catch on fire. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex saving throw.

WATER ELEMENTAL

Water Elemental, Neutral (N), Low Intelligence; Solitary

	SMALL	MEDIUM	LARGE	HUGE
HD	2	4	8	16
AC	15	16	18	19
ATK	Slam (1d6)	Slam (1d8)	Slam (2d8)	Slam (3d8)
MV	20 (Swim 90)	20 (Swim 90)	20 (Swim 90)	20 (Swim90)
SV	F13, R15, W16	F11, R14, W15	F8, R11, W12	F3, R7, W8
XP	200 (CL 3)	400 (CL 5)	800 (CL 9)	1,600 (CL17)

Water elementals look like moving columns of water. A water elemental cannot venture more than 180 feet from the body of water from which it was conjured. The elemental's body puts out torches, campfires, exposed lanterns and other open, non-magical flames if these are of large size or smaller. It can dispel magical fire it touches per *dispel magic*.

The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. The vortex effect works essentially like the whirlwind effect of air elementals.

ELEPHANT

Huge Animal, Neutral (N), Animal Intelligence; Herd (1d30)

HD	11
AC	15
ATK	Slam (2d8) and 2 stamps (2d6) or gore (2d10)
MV	40
SV	F 5, R 8, W 13
XP	550 (CL 11)

Massive herbivores of tropical lands, elephants are unpredictable creatures but nevertheless are sometimes used as mounts or beasts of burden. This entry describes an African elephant. Indian elephants are slightly smaller and weaker (HD 10), but more readily trained. Elephants can trample enemies up to medium size, inflicting 2d10 points of damage (Reflex save for half damage).

ELF

*Medium Humanoid, Neutral (CG), Average Intelligence; Troupe (1d20)**

HD	1
AC	15 (studded leather and buckler)
ATK	By weapon
MV	30
SV	F 15, R 13, W 15
XP	50 (CL 1)

Elves average 5 feet tall and typically weigh just over 100 pounds. They are frolickers and hunters who live life to the fullest. Elves prefer colorful clothing, usually with a green-and-gray cloak that blends well with the colors of the forest. In some campaigns, all elves are capable of casting spells as 1st level magic-users.

Elves organize themselves into bands of 1d10 x 20 warriors plus additional non-combatants equal to 20% of the warriors. Elves have one lord or lady of 3rd to 6th level per 20 warriors and are commanded by a prince or princess of 5th to 10th level, usually a fighter/magic-user. Elf

bands have 4d6 hunting dogs among them, and there is a 5% chance they are allied with 1d6 giant eagles.

About 30% of elf warriors are capable of casting one 1st level magic-user spell once per day, provided they are not wearing armor. The usual composition of an elf warband is as follows:

30%	WAYFARER: Leather armor (AC 12), longbow, 3 darts, shortsword
15%	KERNE: Leather armor and shield (AC 14), spear, short sword
20%	FENNID: Chainmail and buckler (AC 16), longsword, dagger
15%	GALLOWGLASS: Chainmail (AC 15), greatsword or pole axe, 3 darts
15%	HOBELAR: Chainmail (AC 15), lance, longsword, dagger
5%	SPECIAL unit, roll 1d6
1-2	*Wild elf with buckler (AC 11), spear, short sword*
3-4	*Grey elf with platemail and shield (AC 19), lance, longsword*
5-6	*Wood elf with ringmail and buckler (AC 14), longbow, longsword*

AQUATIC ELVES

Aquatic elves dwell under the sea and are amphibious, though they must submerge themselves once per day or become fatigued. They have webbed hands and feet. They prefer to fight with tridents, spears and nets. Aquatic elves have the same racial traits as normal elves, except they modify their starting ability scores as follows: Dex +1, Int -1. They have a swim speed of 40 ft. per round. Aquatic elves can multi-class as cleric/fighters, fighter/magic-users and fighter/thieves.

GRAY ELVES

Gray elves are purer of blood than most elves. They are taller and grander in appearance and have a reputation for being aloof and arrogant, even by elven standards. Gray elves have silver hair and amber eyes or pale golden hair and violet eyes. They prefer clothing of white, silver, yellow, or gold, with cloaks of deep blue or purple. Gray elf characters have the same racial traits as normal elves, except they modify their starting ability scores as follows: Intelligence +1, Strength -1.

WILD ELVES

The wild elves are barbaric and tribal members of the species who dwell in primeval forests. Wild elves' hair color ranges from black to light brown, lightening to silvery white with age. They dress in animal skins and basic plant weaves. Wild elves have the same racial traits as normal elves, except that they modify their starting ability scores as follows: Dexterity +1, Intelligence -1. Wild elves may multi-class as cleric/sorcerers, fighter/sorcerers and sorcerer/ thieves.

WOOD ELVES

Wood elves are close kin of normal elves who dwell in isolation in ancient woodlands. Their hair color ranges from yellow to a coppery red and they are more muscular than other elves. Their clothing is in dark shades of green and earth tones to blend in with their natural surroundings. Wood elves have the same racial traits as normal elves, except that they modify their starting ability scores as follows: Str +1, Int -1. Wood elves may multi-class as cleric/fighters, fighter/magic-users and fighter/thieves.

ETHEREAL FILCHER E

Medium Aberration, Neutral (N), Low Intelligence; Solitary

HD	5
AC	17
ATK	Bite (1d4)
MV	40
SV	F 13, R 13, W 12
XP	500 (CL 6)

Ethereal filchers are bizarre-looking creatures with a penchant for snatching trinkets from passersby. They have four long arms with long, bony fingers. Ethereal filchers do not speak. An ethereal filcher prowls about, using its *ethereal jaunt* ability to move unseen (and often through solid objects). Upon locating a likely mark, it shifts to the Material Plane, attempting to catch its victim unaware. The creature attempts to seize an item, then retreats quickly back to the Ethereal Plane. It is not above delivering a bite to distract its target. Once it secures a trinket, it scurries back to its lair to admire its prize. When badly wounded, a filcher escapes rather than continuing the fight. They pick pockets as a 9th level thief.

Spells: At will—detect magic, ethereal jaunt

ETHEREAL MARAUDER E

Medium Aberration, Neutral (N), Low Intelligence; Solitary

HD	2
AC	14
ATK	Bite (1d6)
MV	40
SV	F 15, R 15, W 13
XP	200 (CL 3)

Ethereal marauders are squat beasts with violet skin. They stand on two legs that end in claws and have no fore-legs or arms. The forward half of the creature is taken up by a massive mouth with barbed teeth while the back half of the creature is a whipping tail.

Spells: At will—ethereal jaunt

ETTERCAP A

Medium Monstrous Humanoid, Chaotic (CE), Low Int.; Solitary or Pair

HD	5
AC	14
ATK	2 claws (1d3), bite (1d8 + poison II)
MV	30 (Climb 30)
SV	F 13, R 11, W 12
XP	500 (CL 6)

Ettercaps are weird spider creatures the size of ogres. They have gray skin, spider heads with mandibles and bandy legs and arms that end in claws. An ettercap is about 6 feet tall and weighs about 200 pounds. They speak their own tongue.

An ettercap can throw a *web* (per the spell) eight times per day. They can also create sheets of sticky webbing from 5 to 60 feet square. They usually position these to snare flying creatures but can also try to trap prey on the ground.

ETTIN A

Large Giant, Chaotic (CE), Low Intelligence; Band (1d6)

HD	10
AC	18
ATK	2 morningstars (2d6) or javelin (30'/1d8)
MV	30
SV	F 7, R 10, W 10
XP	500 (CL 10)

Ettins, or two-headed giants, are vicious and unpredictable hunters that stalk the night. An ettin never bathes if it can help it, which usually leaves it so grimy and dirty its skin resembles thick, gray hide. Adult ettins are about 13 feet tall and weigh 5,200 pounds. They live about 75 years.

Ettins speak a pidgin of Orc, Goblin, and Giant. Creatures that can speak any of these languages must succeed on a Will save (modified by intelligence) to communicate with an ettin. Check once for each bit of information: If the other creature speaks two of these languages, they get a +2 on the check, and for someone who speaks all three a +4 bonus.

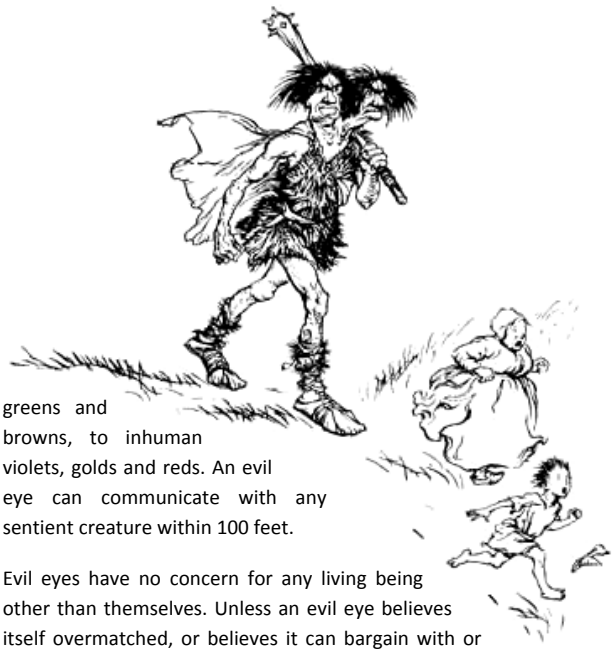
Because of their two heads and brains, surprise rolls against an ettin are rolled on 1d8 instead of 1d6.

EVIL EYE E

Large Aberration, Chaotic (CE), High Intelligence; Cluster (1d6)

HD	11
AC	23
ATK	2 lashes (1d6)
MV	5 (Fly 30)
SV	F 9, R 10, W 7
XP	1,100 (CL 12)

An evil eye is about 8 feet in diameter, with its tail of "optic nerves" running an additional 3 to 9 feet, depending on the individual. These tails are fully prehensile, allowing the evil eye to manipulate objects as well as human hands. Some are perfectly white, some yellowed, and some bloodshot. An evil eye's iris can be of any color, from standard blues, greens and browns, to inhuman violets, golds and reds. An evil eye can communicate with any sentient creature within 100 feet.



Evil eyes have no concern for any living being other than themselves. Unless an evil eye believes itself overmatched, or believes it can bargain with or intimidate potential foes, it attacks without provocation. This is partly due to their obsession with acquiring magic, but also because they enjoy the kill.

The evil eye sees magical emanations naturally. It is constantly treated as though under the effects of *detect magic*. Additionally, the evil eye is also treated as though under a constant *detect invisibility* affect.

The evil eye possesses a vast repertoire of gaze attacks, but can only use one per round. The evil eye cannot maintain any specific gaze attack for more than one round, and must wait 1d4 rounds before activating that particular gaze attack again. Thus, even in a short battle, foes are likely to suffer the effects of multiple types of gaze attacks. The evil eye's gaze attacks have a range of 150 feet (assuming line of sight).

CHARM: Subjects must succeed on a Will save or be affected as though by *charm monster*.

CONFUSE: Subjects must succeed on a Will save or be affected as though by *confusion*.

DEATH: Subjects must succeed on a Will save or be affected as though by *inflict critical wounds* (4d6+4 damage; save for half damage).

ENERVATE: Subjects must succeed on a Fortitude save or be affected as though by *enervation*.

IMMOLATE: Subjects must succeed on a Fortitude save or be affected as though by *flame strike* (13d6 damage; save for half damage).

PARALYZE: Subjects must succeed on a Will save or be affected as though by *hold monster*.

PETRIFY: Subjects must succeed on a Fortitude save or be affected as though by *flesh to stone*.

SLEEP: Subjects must succeed on a Will save or be affected as though by *deep slumber*.

Special Qualities: Resistance to acid, cold, electricity, fire and sonic, magic resistance 25%

EYE OF THE DEEP A

Medium Aberration, Chaotic (CE), Average Intelligence; Cluster (1d6)

HD	10
AC	15
ATK	Eye rays, 2 claws (2d4 + constrict) and bite (1d6)
MV	5 (Swim 20)
SV	F 10, R 10, W 8
XP	1,000 (CL 11)

The eye of the deep is thought to be a distant relative of the evil eye. It has a spherical head/body that contains a large, toothy mouth. Two crab-like arms, tipped with pincers, jut from the sides of this sphere, and two eye stalks jut from the top. An eye of the deep dies in 2d4 minutes if it leaves the water. Eyes of the deep speak their own language.

Each of the creature's two eye stalks can produce a magical ray once per round. The creature can aim both of its eye rays in any direction. Each eye ray has a range of 150 feet.

HOLD PERSON: Left eye—the target must succeed on a Will save or be affected as though by the spell.

HOLD MONSTER: Right eye—the target must succeed on a Will save or be affected as though by the spell.

ILLUSION: By combining the rays of both eyes, the eye of the deep can replicate the *improved phantasmal force* spell.

An eye of the deep's central eye can, once per round, produce a cone of stunning (30 ft.). Creatures in the area must succeed on a Fortitude save or be stunned for 2d4 rounds.

MONSTERS – F

FLAIL SNAIL A

Large Magical Beast, Neutral (N), Low Intelligence; Solitary

HD	4
AC	18
ATK	4 tentacle slams (1d8)
MV	10
SV	F 10, R 12, W 15
XP	400 (CL 5)

Flail snails are large, carbon-based mollusks with brightly colored shells and four heads, each one shaped like a morningstar and as hard as steel. A flail snail's shell is worth up to 5,000 gp on the open market. When a spell is cast directly at a flail snail, the spell is warped by the creature's shell as follows:

D10	EFFECT
1-2	Spell misfires; caster stunned for 1d4 rounds
3-4	Spell misfires; creature nearest the flail snail is affected as though the spell was cast at them
5-7	Spell functions normally
8-9	Spell fails; nothing happens
10	Spell rebounds on caster

Special Qualities: Immune to fire and poison

FOLUGUB A

Medium Aberration, Neutral (N), Animal Intelligence; Solitary or pair

HD	4
AC	18
ATK	Tongue (liquefy crystal), bite (1d4)
MV	40
SV	F 14, R 14, W 14
XP	200 (CL 4)

Folugubs are large scarabs with iridescent carapaces. They have long tongues that can liquefy gems and crystals. Magic gems receive a saving throw to avoid this f0ate. A folugub can scent a crystal object up to 90 feet away, and once it has the scent little deters it from its goal.

FORMIAN A

Formians are ant centaurs, with the bodies of ants topped by humanoid torsos. Their heads are those of ants. Formians might have any coloration that ants have (red, black, brown, etc.), but all the members of a hive have the same coloration and view ants of different hives as enemies. Formians are aggressive and territorial. They ignore most other creatures until they prove troublesome, and then snuff out their lives without feeling or regret. All formians within 50 miles of their queen are in constant communication. If one is aware of a danger, all are aware.

FORMIAN WORKER

Small Monstrous Humanoid, Neutral (LN), Low Intelligence; Crew (3d6)

HD	1
AC	17
ATK	Bite (1d4)
MV	40
SV	F 16, R 13, W 14
XP	50 (CL 1)

Worker formians are about 3 feet long and 2-1/2 feet tall. They weigh 60 pounds are have hands suitable for manual labor. Three workers together can repair an object as though using the spell *make whole*.

FORMIAN SOLDIER

Medium Monstrous Humanoid, Neutral (LN), Average Int.; Troop (2d6)

HD	4
AC	18
ATK	2 claws (1d6), bite (1d4) and sting (2d4 + poison II)
MV	40
SV	F 14, R 11, W 11
XP	400 (CL 5)

Soldiers are about 5 feet long and 4-1/2 feet tall. They weigh about 180 pounds and can attack with a poison sting. Because of their hive mind, formian soldiers are not easily surprised (1 in 8 chance) and suffer no penalties due to being flanked or attacked from the rear.

FORMIAN MYRMARCH

Large Monstrous Humanoid, Neutral (LN), High Intelligence; Team (1d4)

HD	12
AC	23
ATK	Bite (2d6), sting (2d4 + poison II) or javelin (30'/1d6)
MV	50
SV	F 8, R 6, W 6
XP	1,200 (CL 13)

Myrmarchs are the lieutenants of the queen. A myrmarch is about is about 7 feet long and about 5½ feet high at the front. It weighs about 1,500 pounds. Its claws are capable of fine manipulation, like human hands. Each myrmarch wears a bronze helm to signify its position (the more elaborate the helm, the more prestigious the position).

Special Qualities: Regenerate

Spells: At will—charm monster, clairaudience/clairvoyance, detect evil, detect thoughts, teleport without error; 1/day—dominate monster

FORMIAN QUEEN

Large Monstrous Humanoid, Neutral (LN), Super Int.; Solitary or Hive

HD	20
AC	21
ATK	None
MV	0
SV	F 4, R 6, W 3
XP	2,000 (CL 21)

Formian queens look like massive grubs that cannot move, such is their bulk and so atrophied are their legs. With their telepathic abilities, though, they can send instructions to and get reports from any formian within her range of 10 miles. They are 10 ft. long, 4 ft. high and weigh 3,500 pounds.

The queen does not fight. She has no ability to move. If necessary, a team of workers and myrmarchs (or dominated slaves) haul her enormous bulk to where she needs to go. This sort of occurrence is very rare. The queen usually remains within her well-defended chambers.

Special Qualities: Regenerate

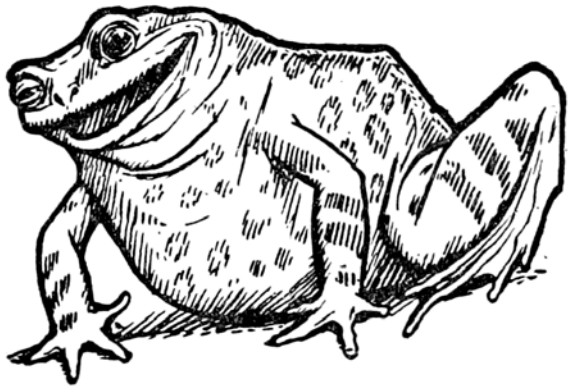
Spells: At will—calm emotions, charm monster, clairaudience/clairvoyance, detect evil, detect thoughts, divination, hold monster, shield, true seeing

FROG, GIANT

Animal, Neutral (N), Animal Intelligence; Army (1d10)

	SMALL	MEDIUM	LARGE
HD	1	2	3
AC	12	12	12
ATK	Bite (1d3) or tongue (grab)	Bite (1d6) or tongue (grab)	Bite (1d8 + swallow) or tongue (grab)
MV	10 (Leap 150)	10 (Leap 100)	10 (Leap 100)
SV	F 14, R 13, W 18	F 12, R 12, W 18	F 11, R 12, W 17
XP	50 (CL 1)	100 (CL 2)	300 (CL 4)

Giant frogs range in size from two or three feet long (a "small" giant frog), up to massive specimens of eight feet long (a "large" giant frog). Large giant frogs can swallow an opponent whole. All giant frogs can make a leap that reaches a height of 20 ft. Giant frogs can use their tongues to grab prey and haul them to the frog's mouth.



FROG, KILLER

Small Animal, Neutral (N), Animal Intelligence; Army (1d10)

HD	2
AC	12
ATK	2 claws (1d3) and bite (1d4) or tongue (grab)
MV	10 (Leap 150)
SV	F 13, R 13, W 18
XP	100 (CL 2)

Three feet long, giant killer frogs are the product of mad breeding experiments. They have claws and teeth, and attack relentlessly.

FROST WORM E

Huge Magical Beast, Neutral (N), Animal Intelligence; Solitary

HD	14
AC	18
ATK	Bite (2d8 + 1d8 cold)
MV	30 (Burrow 10)
SV	F 3, R 6, W 11
XP	3,500 (CL 16)

Frost worms are massive worms covered in horny carapaces the color of freshly fallen snow. A frost worn cannot burrow through stone, but can manage ice and frozen earth. When moving through such hard materials a worm leaves behind a usable tunnel that is 5 feet in diameter. A frost worm is about 40 ft. long, 5 ft. in diameter and weighs 8,000 pounds.

A frost worm's body generates intense cold, causing opponents to take an extra 1d8 points of cold damage every time the creature succeeds on a bite attack. Creatures attacking a frost worm unarmed or with natural weapons take this same damage each time one of their attacks hits.

A frost worm can emit a noise that forces its prey to stand motionless. This compulsion affects all creatures other than frost worms within a 100-foot radius. Creatures must succeed on a Will saving throw or be stunned for as long as the worm trills and for 1d4 rounds thereafter, even if they are attacked. However, if attacked or violently shaken, a victim is allowed another saving throw.

A frost worm can breathe a cone of cold (30 ft.) once per hour. This breath weapon inflicts 15d6 points of cold damage (Reflex save for half). Opponents held motionless by the frost worm's trill get no saving throw.

When killed, a frost worm turns to ice and shatters in an explosion that deals 20d6 points of damage (half cold, half from shrapnel) to everything within 100 feet (Reflex saving throw for half damage).

MONSTERS – G

GARGOYLE (KAPOACINTH)

Medium Monstrous Humanoid, Chaotic (CE), Low Intelligence; Solitary

HD	4
AC	16 [+1]
ATK	2 claws (1d4), bite (1d6) and gore (1d6)
MV	40 (Fly 60)
SV	F 14, R 10, W 12
XP	1,000 (CL 6)

Gargoyles are grotesque, bat-winged humanoid with jutting fangs and small horns. Their skin is the color of stone and they are capable of holding so still that they appear to be statues. This allows them to surprise on a roll of 1-3 on 1d6. Gargoyles speak their own language.

Kapoacinths are aquatic gargoyles. They replace the fly speed of a normal gargoyle with a 60 ft. swim speed.

Special Qualities: Freeze (surprise on roll of 1-3 on 1d6)

GELATINOUS CUBE A

Large Ooze, Neutral (N), Non-Intelligent; Solitary

HD	4
AC	4
ATK	Slam (1d6 + 1d6 acid + paralysis + engulf)
MV	15
SV	F 13, R 15, W 14
XP	400 (CL 5)

The nearly transparent gelatinous cube travels slowly along dungeon corridors and cave floors, absorbing carrion, creatures, and trash. Inorganic material remains trapped and visible inside the cube's body. A typical gelatinous cube is 10 feet on a side and weighs about 7 tons, though much larger specimens are not unknown. A gelatinous cube's acid does not harm metal or stone.

A gelatinous cube that moves over people engulfs them and deals 1d6 points of acid damage each round. Escaping an engulfing cube requires a successful grapple attack. A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee attack or engulfed must succeed on a Fortitude save or be paralyzed for 3d6 rounds.

Gelatinous cubes are hard to see, even under ideal conditions, and it takes a Will saving throw to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

Special Qualities: Immune to electricity, weapon resistance

GENIE – DJINNI A

Large Outsider (Air), Neutral (N), High Intelligence; Band (1d12)

HD	7
AC	16
ATK	2 slams (1d8) or scimitar (1d8)
MV	20 (Fly 60)
SV	F 9, R 10, W 9
XP	700 (CL 8)

Djinn are the genies of the Elemental Plane of Air. Less wicked than the efreet, they are no less arrogant and their capacity for aiding humanoids is limited by their distaste for doing so. Djinn speak Common, Genie and Air Elemental. They disdain physical combat, preferring to use their powers and aerial abilities against foes. A djinni overmatched in combat usually takes flight and becomes a whirlwind to harass those who follow.

A djinni can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 7 rounds (as air elemental).

Some djinn (1% of the total population) are noble. A noble djinni can grant 3 wishes to any being (non-genies only) who captures it. Noble djinn perform no other services and, upon granting the third wish, are free of their servitude. Noble djinn are as strong as efreet and have 10 Hit Dice.

Special Qualities: Immune to acid

Spells: At will—invisibility (self); 1/day—create food and water, create wine (as create water, but wine), gaseous form, major creation (created vegetable matter is permanent), persistent illusion, wind walk

GENIE – EFREETI A

Large Outsider (Fire), Chaotic (CE), Average Intelligence; Band (1d12)

HD	10
AC	18
ATK	2 slams (1d8 + 1d6 fire) or falchion (1d10)
MV	20 (Fly 40)
SV	F 7, R 8, W 8
XP	1,000 (CL 11)

Efreeti are the genies of the Elemental Plane of Fire. They are thoroughly wicked and corrupt, and very dangerous folk to deal with. Efreet love to mislead, befuddle, and confuse their foes. They do so for enjoyment as well as a battle tactic. Efreeti speak Common, Genie and Fire Elemental.

Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell, except that the ability can work on the efreeti. A Fortitude save negates the effect. An efreet can assume the form of any small to large humanoid or giant.

An efreet's red-hot body deals 1d6 points of extra fire damage whenever it hits in melee or maintains a hold when grappling.

Special Qualities: Immune to fire, vulnerable to cold

Spells: At will—detect magic, produce flame, pyrotechnics, scorching ray (1 ray only); 3/day—invisibility, wall of fire, wish (non-genies only); 1/day—gaseous form, permanent illusion

GENIE – JANNI A

Medium Outsider, Neutral (N), High Intelligence; Band (2d8)

HD	6
AC	18
ATK	By weapon
MV	30 (Fly 20)
SV	F 10, R 10, W 9
XP	600 (CL 7)

The jann are the weakest of the genies. They are formed out of all four elements and must therefore spend most of their time on the Material Plane. Jann speak Common and Genie. Jann are physically strong and courageous, and do not take kindly to insult or injury. If they meet a foe they cannot defeat in a standup fight, they use flight and invisibility to regroup and maneuver to a more advantageous position.

Twice per day a janni can change a creature's size.

Jann can survive on the Elemental Planes of Air, Earth, Fire, or Water for up to 48 hours. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

Special Qualities: Elemental endurance, resistance to fire

Spells: 3/day—invisibility (self), speak with animals; 1/day—create food and water, ethereal jaunt (1 hour)

JANNI AS CHARACTERS

Janni characters possess the normal special abilities of their kind. They adjust their starting ability scores as follows: Str +3, Dex +2, Con +1, Int +2, Wis +2 and Cha +1. Jann have darkvision to 60 feet. All jann speak Common. They might also speak Celestial, the Elemental tongues, Genie or Infernal. Janni can multi-class as cleric/thieves, fighter/thieves and magic-user/thieves. They may not advance beyond 5th level.

GENIE – MARID A

Large Outsider (Water), Neutral (N), High Intelligence; Band (1d12)

HD	12
AC	21
ATK	2 slams (2d6) or trident (2d8)
MV	20 (Swim 60)
SV	F 6, R 7, W 6
XP	1,200 (CL 13)

Marids are genies from the Elemental Plane of Water. The most powerful of all the genie races, they are said to possess the strength of the ocean's

currents and have teeth made of pearl. A marid stands about 16 feet tall and weighs nearly 2,500 pounds. Marid speak Common, Genie and Water Elemental. They are perhaps the most unpredictable and capricious of the genies, a quality that the others (particularly shaitans) find to be both aggravating and embarrassing to the entire genie culture. Many marids become dancers, storytellers, performers, or other types of artists, and often travel to the Material Plane in disguise to seek out new audiences.

As an attack, a marid can release a jet of water in a 60-foot line that deals 1d6 points of damage and blinds the target struck for 1d6 rounds. A Reflex save reduces the damage by half and negates the blinding effect.

A marid can transform into a vortex of swirling, churning water once every 10 mintues. This ability functions identically to the whirlwind ability of djinn, save that it can only be used while the marid is underwater; a marid cannot leave a body of water while in vortex form.

Special Qualities: Immune to cold

Spells: Constant—detect evil, detect good, detect magic, water walk; At will—create water, invisibility, plane shift (willing targets only, to elemental, astral, ethereal or material plane), purify food and drink (liquid only), quench, shapechange (water elemental, humanoid or giant); 5/day—control water, gaseous form, obscuring mist, water breathing; 3/day—detect invisibility; 1/day—persistent illusion; 1/year—wish (to non-genies only)

GENIE – SHAITAN E

Large Outsider (Earth), Neutral (N), High Intelligence; Band (1d12)

HD	9
AC	19
ATK	2 slams (2d6) or scimitar (1d8)
MV	20 (Burrow 60, Climb 20)
SV	F 8, R 9, W 8
XP	900 (CL 10)

Shaitans are boastful and proud genies from the Plane of Earth with flesh of metal, gems, or stone. A shaitan stands about 11 feet tall and weighs roughly 5,000 pounds. They speak Common, Genie and Earth Elemental with low, deep voices that rattle the bones. Some shaitans are nobles called pashas. They have 18 Hit Dice and gain the spell-like ability *earthquake*, usable once per day, as well as the ability to grant up to three wishes per day (non-genies only).

A shaitan may touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.

If a shaitan wins a bull rush attack by 5 or more and pushes its target into a stone barrier, the target must make a Reflex save or be forced into the barrier as if the target had cast *meld into stone* until the victim makes a successful Fortitude save to exit the stone.

Shaitans can travel through stone as earth elementals, except the shaitan can move through stone, dirt, crystal, or metal.

Special Qualities: Immune to electricity

Spells: At will—meld into stone, plane shift, soften earth and stone, stone shape, veil (self); 3/day—glitterdust, stoneskin, rusting grasp, stone tell, wall of stone; 1/day—transmute mud to rock, transmute rock to mud

GENIUS LOCI E

Huge Ooze, Chaotic (CE), Non-Intelligent; Solitary

HD	20
AC	0
ATK	10 slams (2d12 + constrict)
MV	5 (Burrow 5)
SV	F 3, R 6, W 5
XP	5,000 (CL 22)

A genius loci is difficult to spot, since it looks like a section of normal landscape. A genius loci itself has no intelligence, but rather "emulates" the sentience of any creature it currently enslaves. Each genius loci can have only one enslaved creature at a time, though other creatures may also inhabit the surface of the genius loci. Any creature entering a genius loci who makes a successful Will save realizes that something is amiss, though it is difficult to tell exactly what. Genius loci do not speak directly, though they may do so through their currently enslaved thrall.

A genius loci can attack any creature standing on its surface with animated parts of itself, delivering slam attacks. It also directs its enslaved thrall against those it attacks. If its slave is slain, it selects another of its foes as its next, newest slave. Once a genius loci animates a portion of itself to attack the boundaries of its form become clear, and the creature becomes open to attack.

A genius loci can attempt to enslave one creature each round. That creature may roll a Will saving throw to resist the attempt. Once it has a slave, a genius loci cannot enslave another until its current slave dies, is imprisoned, or is otherwise incapacitated. A slave becomes free if its genius loci master is slain. A genius loci forces its slave to remain with it, though it may send its slave off to temporarily visit nearby locations in order to draw in unsuspecting victims. In fact, the "purposes" of the genius loci are to some degree influenced by the current slave. The genius loci has no intelligence of its own; thus, its emulation of its slave's intelligence sometimes transfers attitudes and goals. However, a slave can only go so far in influencing its mobile master, and cannot knowingly attempt to free itself from the genius loci that keeps it close.

Special Qualities: Regenerate

GHAST A

Medium Undead, Chaotic (CE), Average Intelligence; Pack (1d4)

HD	4
AC	17
ATK	2 claws (1d4 + paralysis) and bite (1d8)
MV	30
SV	F 14, R 14, W 11
XP	400 (CL 5)

Ghasts look generally like ghouls, save they have legs twisted in the form of goat legs. In addition to the abilities of ghouls, ghasts are surrounded by the stink of death and corruption. Living creatures within 10 feet must succeed on a Fortitude save or be fatigued for 1d6+4 minutes.

GHOST A

Medium Undead, Any Alignment, Any Intelligence; Haunt (1d6)

HD	6
AC	15 [Silver]
ATK	Hurled object (30'/1d4)
MV	Fly 30
SV	F 12, R 12, W 10
XP	1,500 (CL 8)

Ghosts are the spectral remnants of intelligent beings that, for one reason or another, cannot rest easily in their graves. A ghost resembles its corporeal form in life, but often in an altered state that bears witness to the way it died. Ghosts are ethereal beings that cannot touch material creatures. Their appearance is so shocking that those who see them must pass a Fortitude saving throw or be aged 10 years.

A ghost can emit a frightful moan that forces all living creatures within a 30-foot area to succeed on a Will save or flee for 2d4 rounds. Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell, except that it does not require a receptacle. Finally, a ghost can use *telekinesis* once every 1d4 rounds, usually to throw objects for 1d4 points of damage.

In most cases, it is difficult to destroy a ghost through simple combat. The "destroyed" spirit rejuvenates itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a research.

Special Qualities: Incorporeal, rejuvenation

GHOUL

Medium Undead, Chaotic (CE), Low Intelligence; Pack (1d12)

HD	2
AC	14
ATK	2 claws (1d4 + paralysis) and bite (1d6)
MV	30
SV	F 15, R 15, W 13
XP	200 (CL 3)

Ghouls are humanoid undead that relish the taste of humanoid flesh, whether fresh or long dead. Victims hit by their claws must pass a Fortitude saving throw or be paralyzed for 1d4+1 rounds. Elves are immune to this paralyzation.

There are also aquatic ghouls called lacedons, which have a swim speed of 30 ft. but otherwise conform to the statistics for ghouls.

GIANT

The races of giant-kind usually predate the existence of humanoids (though not necessarily elves and dwarves) in most campaign worlds. They are rugged and often violent. Each type of giant has its own language, and the more intelligent giants may speak Common.

Giants relish melee combat. They favor massive two-handed weapons and wield them with impressive skill. They have enough cunning to soften up a foe with ranged attacks first, if they can, using big rocks.

Adult giants are accomplished rock throwers and receive a +1 bonus on attack rolls when throwing rocks. A giant of at least large size can hurl rocks weighing 40 to 50 pounds each up to 100 ft. A huge giant can hurl rocks of 60 to 80 pounds. Giants can also catch rocks of these sides, requiring a successful Reflex save to do so.

CLOUD GIANT

Huge Giant, Chaotic or Lawful (NE or NG), Average Int.; Family (1d4)

HD	12
AC	17
ATK	Morningstar (6d6) or boulder (2d12)
MV	40
SV	F 10, R 15, W 15
XP	1,200 (CL 13)

Cloud giants' skin ranges in color from milky white to light sky blue. Their hair is silvery white or brass and their eyes are iridescent blue. Adult males are about 18 feet tall and weigh about 5,000 pounds. Females are slightly shorter and lighter. Cloud giants can live to be 400 years old.

Cloud giants dress in the finest clothing available and enjoy wearing jewelry to show indicate their station. They also appreciate music, and most can play one or more instruments (the harp is a favorite).

A cloud giant's sense of smell is so sensitive that it can track by scent and they are only surprised on a roll of 1 on 1d8.

Cloud giants dwell in families of 1d4+5, plus an elder cloud giant with the abilities of a cleric or sorcerer of 4th to 7th level. Most families keep 1d4+1 griffons or 2d4 giant lions as pets and guard animals.

Spells: 3/day—levitate (self plus 1 ton), obscuring mist; 1/day—fog cloud

FIRE GIANT

Large Giant, Chaotic (CE), Average Intelligence; Gang (1d4)

HD	11
AC	16
ATK	Greatsword (5d6) or boulder (2d10)
MV	30
SV	F 5, R 8, W 8
XP	1,100 (CL 12)

Fire giants are stocky brutes with red or black skin and bright orange hair. An adult male is 12 feet tall, has a chest that measures 9 feet around, and weighs about 7,000 pounds. Females are slightly shorter and lighter. Fire giants can live to be 350 years old. Fire giants wear sturdy cloth or leather garments colored red, orange, yellow, or black. Warriors wear helmets and platemail of blackened steel.

When they can, fire giants heat their rocks in a nearby fire, geyser, or lava pools, so that they deal an extra 1d6 points of fire damage. They favor magic flaming swords in melee when they can get them. They are also fond of grabbing smaller opponents and tossing them into lava.

Fire giants dwell in clans of 1d20+10 males plus additional non-combatants equal to 35% of the males. Each clan is ruled by a fire giant king with maximum hit points, who is assisted by a giant with the abilities of a 7th level cleric or sorcerer. A clan also includes 1d10+20 hell hounds, 1d10+10 trolls, 1d6+6 ettins and 1d2 young red dragons.

Special Qualities: Immune to fire, vulnerable to cold

FROST GIANT

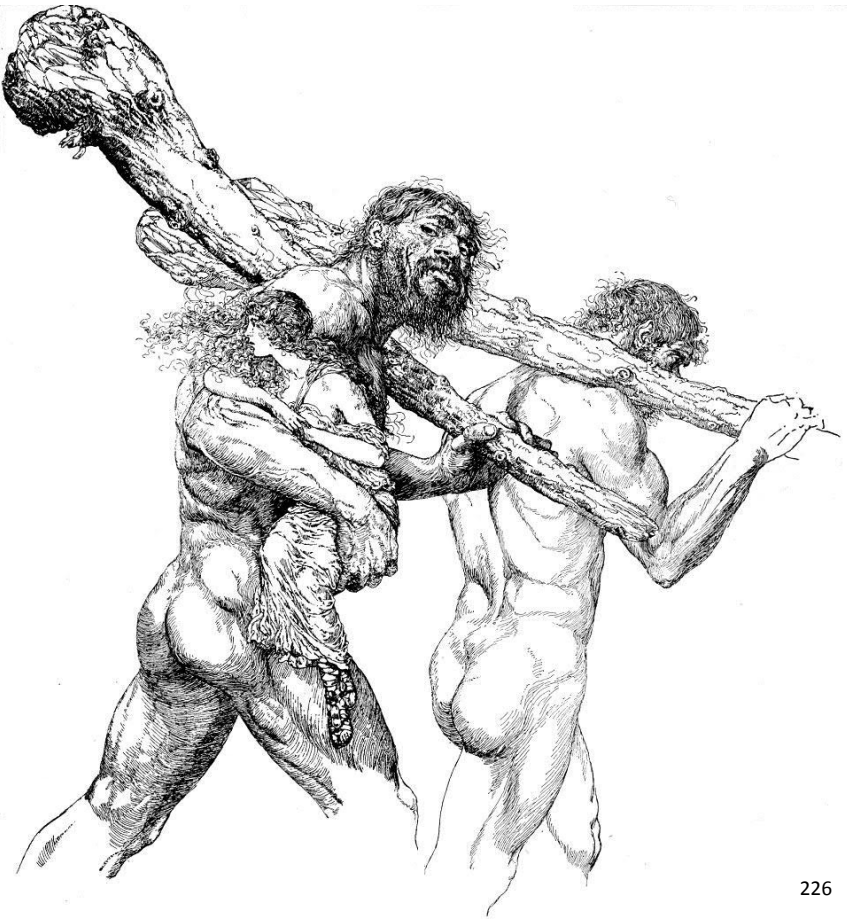
Large Giant, Chaotic (CE), Average Intelligence; Gang (1d4)

HD	10
AC	15
ATK	Battleaxe (4d6) or boulder (2d10)
MV	30
SV	F 5, R 8, W 8
XP	1,000 (CL 11)

A frost giant's hair can be light blue or dirty blond, and its eyes usually match its hair color. Frost giants dress in skins and pelts, along with any jewelry they own. Frost giant warriors add chain shirts and metal helmets decorated with horns or feathers. An adult male is about 15 feet tall and weighs about 2,800 pounds. Females are slightly shorter and lighter, but otherwise identical with males. Frost giants can live to be 250 years old.

Frost giants dwell in clans of 1d20+10 males plus additional non-combatants equal to 35% of the males. Each clan is ruled by a frost giant jarl with maximum hit points, who is assisted by a giant with the abilities of a 7th level cleric or sorcerer. A clan also includes 1d10+20 winter wolves, 1d10+10 ogres and 1d2 young white dragons.

Special Qualities: Immune to cold, vulnerable to fire



HILL GIANT

Large Giant, Chaotic (CE), Low Intelligence; Gang (1d8)

HD	8
AC	15
ATK	Greatclub (2d8) or boulder (2d8)
MV	30
SV	F 6, R 9, W 10
XP	400 (CL 8)

Hill giants look like giant cavemen. Skin color among hill giants ranges from light tan to deep ruddy brown. Their hair is brown or black, with eyes the same color. Hill giants wear layers of crudely prepared hides with the fur left on. They seldom wash or repair their garments, preferring to simply add more hides as their old ones wear out. Adults are about 10½ feet tall and weigh about 1,100 pounds. They live to be 200 years old.

Hill giants dwell in clans of 1d20+10 males plus additional non-combatants equal to 35% of the males. Each clan is ruled by a hill giant chief with maximum hit points. A clan also includes 1d10+20 dire wolves, 1d4 ogres and 1d12+10 orcs who act as servants and guards.

STONE GIANT

Large Giant, Neutral (N), Average Intelligence; Gang (1d6)

HD	9
AC	20
ATK	Greatclub (3d6) or boulder (3d10)
MV	30
SV	F 5, R 8, W 8
XP	450 (CL 9)

Stone giants have pale to dark grey skin, thick brows, serious eyes and long arms and legs. They prefer thick leather garments, dyed in shades of brown and gray to match the stone around them. Adults are 12 feet tall and weigh about 1,500 pounds. Stone giants can live to be 800 years old.

Stone giants dwell in clans of 1d20+10 males plus additional non-combatants equal to 35% of the males. Each clan is ruled 1d3 stone giant elders. A clan also includes 1d4+2 cave bears. Stone giant elders can cast the following spells: 1/day—*stone shape*, *stone tell* and either *transmute rock to mud* or the reverse. One in ten elders is a 3rd to 6th level sorcerer.

STORM GIANT

Huge Giant, Lawful (CG), High Intelligence; Solitary or family

HD	15
AC	18
ATK	Greatsword (7d6) or boulder (3d10)
MV	40 (Swim 40)
SV	F 3, R 5, W 5
XP	3,750 (CL 17)

Storm giants are the largest giants, and possess powerful magical powers. They dwell on mountain tops or in castles beneath the sea. Very rarely, storm giants have violet skin. Violet-skinned storm giants have deep violet or blue-black hair with silvery gray or purple eyes.

Adults are about 21 feet tall and weigh about 12,000 pounds. Storm giants can live to be 600 years old. Storm giants' garb is usually a short, loose tunic belted at the waist, sandals or bare feet, and a headband. They wear a few pieces of simple but finely crafted jewelry, anklets (favored by barefoot giants), rings, or circlets being most common. They live quiet, reflective lives and spend their time musing about the world, composing and playing music and tilling their land or gathering food.

Storm giant clans consist of 1d3+1 males plus additional non-combatants equal to 35% of the males. They are led by storm giants with the abilities of a 7th to 10th level druid or sorcerer. Families keep 1d2 rocs, 1d4+1 griffons or 2d4 sea cats as pets.

Special Qualities: Immune to electricity

Spells: Continuous—free action, water breathing; 1/day—call lightning, chain lightning; 2/day—control weather, levitate

GIBBERING MOUTHER A

Medium Aberration, Neutral (CN), Low Intelligence; Solitary

HD	4
AC	19
ATK	6 bites (1) and spit (30'/1d4 acid + blindness)
MV	10 (Swim 20)
SV	F 14, R 15, W 12
XP	400 (CL 5)

A gibbering mouther is a horrible creature seemingly drawn from a lunatic's nightmares. Although not evil, it thirsts after bodily fluids and seems to prefer the blood of intelligent creatures. They are amorphous creatures (and thus immune to flanking and rear attacks) that consist of a grayish blob covered in humanoid eyes and mouths. A gibbering mouther is about 3 feet across and 3 to 4 feet high.

As soon as a mouther spots something edible, it begins a constant gibbering. All creatures other than mouthers within a 60-foot radius must succeed on a will save or be affected by a *confusion* spell for 1d2 rounds.

A gibbering mouther attacks by shooting out strings of protoplasmic flesh, each ending in one or more eyes and a mouth that bite at the enemy. A mouther can send out a total of six such members in any round. It also sends out a stream of spittle as a ranged attack. Those hit by the spittle must pass a Fortitude save or be blinded for 1d4 rounds.

At will, a mouther can cause stone and earth in all adjacent squares to become a morass akin to quicksand, reducing movement by half.

GIRALLON E

Large Magical Beast, Neutral (N), Animal Intelligence; Company (1d8)

HD	7
AC	16
ATK	4 claws (1d6 + rend) and bite (1d8)
MV	40 (Climb 40)
SV	F 9, R 10, W 15
XP	700 (CL 8)

Girallons are savage, magical cousins of the gorilla with four arms. When moving on the ground, a girallon walks on its legs and lower arms. An adult girallon is about 8 feet tall, broad-chested, and covered in thick, pure white fur. It weighs about 800 pounds.

GLOOM E

Medium Monstrous Humanoid, Chaotic (CE), High Intelligence; Solitary

HD	12
AC	19 [+1]
ATK	*+1 dagger* (1d4+3)
MV	30
SV	F 9, R 7, W 6
XP	3,000 (CL 14)

Glooms are humanoid creatures with black skin that seems to absorb light and featureless faces. Their skin feels rubbery. They speak their own language and Infernal. Their daggers become wooden daggers in the hands of non-glooms.

Viewing the gloom's face inspires terror. Creatures that meet the gloom's gaze must succeed at a Will save or suffer the effects of a *fear* spell.

A gloom is able to backstab as a thief or assassin, dealing triple damage.

A gloom is constantly silent, per the *silence* spell, although the area does not extend beyond the creature itself.

Special Qualities: Blindsight to 60 ft., magic resistance 30%

Spells: At will—shadow walk; 3/day—true strike

GNOLL

*Medium Humanoid, Chaotic (CE), Low Intelligence; Party (1d6)**

HD	2
AC	15 (leather armor and shield)
ATK	By weapon
MV	30
SV	F 12, R 15, W 16
XP	100 (CL 2)

Gnolls are hyena-headed humanoids that wander in loose tribes on warm grasslands. Most gnolls have dirty yellow or reddish-brown fur. A gnoll is a nocturnal carnivore, preferring intelligent creatures for food because they scream more. A gnoll is about 7½ feet tall and weighs 300 pounds. They speak their own language.

Gnolls organize themselves into bands of 1d10 x 20 warriors with non-combatants equal to 20% of the warriors. Gnoll bands include 4d6 hyenas or 2d6 giant hyenas and, if they dwell underground, 1d4 trolls. They usually have 6d6 slaves (human, demi-human or goblins). For every 20 gnolls in a band there is a 4 HD sub-chief. Gnoll chiefs are 6 HD creatures, and are always accompanied by a gnoll witch (see Characters: Adept) and a bodyguard of 2d6 maulers (see below). The usual composition of a gnoll warband is as follows:

10%	HYENA-RIDERS: Leather armor and buckler (AC 14), spear, morningstar, giant hyena
20%	MANGLER: Leather armor (AC 13), halberd, short sword
30%	GNASHER: Leather armor and shield (AC 15), battle axe
30%	SPITTER: Leather armor (AC 13), short bow, falchion
10%	MAULER: Studded leather and shield (AC 16), morningstar

GNOLLS AS CHARACTERS

Gnoll characters modify their starting ability scores as follows: Str +2, Con +1, Int -1 and Cha -1. They have darkvision to 60 feet and increase their Armor Class by +1 due to their fur and thick skin. Gnolls speak their own language and might also speak Goblin or Orc. Gnolls can multi-class as cleric/fighters, fighter/magic-users and fighter/thieves. Whatever class or classes they pursue, they can only advance to 9th level.

GNOME (SVIRFNEBLIN) A

*Small Humanoid, Neutral (NG), Average Intelligence; Company (1d6)**

	GNOME	SVIRFNEBLIN
HD	0	2
AC	16 (chainmail and buckler)	21 (ring mail and buckler)
ATK	By weapon	By weapon
MV	20	20
SV	F 14, R 16, W 16	F 13, R 15, W 15
XP	25 (CL 0)	200 (CL 3)

Gnomes stand 3 to 3½ feet tall and weigh 40 to 45 pounds. Their skin color ranges from dark tan to woody brown, their hair is fair, and their eyes can be any shade of blue. Gnome males prefer short, carefully trimmed beards. Gnomes generally wear leather or earth tones, though they decorate their clothes with intricate stitching or fine jewelry.

Gnomes organize themselves into bands of 1d20 x 20 warriors plus additional non-combatants equal to 30% of the warriors. Gnome bands keep 4d4 giant badgers or 2d4 giant wolverines as guard animals. For every 20 gnome warriors in a band, there is a leader (usually a fighter or fighter/illusionist) of 3rd to 6th level. Gnome bands with 100 or fewer warriors are led by a king or queen of 5th to 8th level, while larger bands are led by a king or queen of 6th to 9th. The usual composition of a gnome army is as follows:

30%	Chainmail and buckler (AC 16), short sword, 3 darts
30%	Chainmail and buckler (AC 16), light crossbow, short sword
15%	Chainmail and shield (AC 17), war hammer, 3 darts
10%	Ringmail (AC 13), repeating crossbow, short sword
15%	Ringmail and buckler (AC 14), short sword, sling

WOOD GNOMES

Wood gnomes are the smallest of all the gnomes, averaging 2 to 2½ feet in height. They look like other gnomes, save they have bark-colored or gray-green skin and eyes that can be brown or green as well as blue. A very long-lived people, they have an average life span of 500 years.

Wood gnome characters have the normal gnome traits except that they also have the innate ability to use *pass without trace* (self) and can communicate with woodland creatures instead of burrowing animals.

SVIRFNEBLIN

Svirfneblin dwell deep beneath the earth. A svirfneblin has wiry muscles and rock-colored skin that ranges from brown to brownish gray. Only males are bald; females have stringy gray hair. The average svirfneblin lifespan is 250 years. Svirfneblin speak a dialect of Gnome.

Special Qualities: Magic resistance 5%

Spells: Continuous—nondetection; 1/day—*blindness/deafness*, *blur*, *change self*

SVIRFNEBLIN AS CHARACTERS

Svirfneblin modify their starting ability scores as follows: Str -1, Dex +1, Wis +1, Cha -2. They have the same mining abilities as gnomes, darkvision up to 120 feet and they retain their special abilities described above. Svirfneblin have a knack for listening at doors and hiding in shadows. They speak their own dialect of Gnome and might know Common, Dwarven, Elven, Goblin, Orc, Stone Giant and Earth Elemental. A svirfneblin can multi-class as a cleric/thief, magic-user/ thief or fighter/thief. Whatever class or classes they pursue, they cannot advance past 7th level.

GOBLIN

*Small Humanoid, Chaotic (CE), Average Intelligence; Gang (1d10)**

HD	0
AC	13 (leather armor and buckler)
ATK	By weapon
MV	20
SV	F 14, R 16, W 16
XP	25 (CL 0)

Goblins are wicked little humanoids with a penchant for theft and murder. A goblin stands 3 to 3½ feet tall and weighs 40 to 45 pounds. Its eyes are usually dull and glazed, varying in color from red to yellow. A goblin's skin color ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same color. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors. Goblins speak Goblin and might also speak Common or Dwarf.

Goblin tribes include 1d20 x 20 warriors plus additional non-combatants equal to 100% of the warriors and 6d6 fearsome wolves. For every 40 goblins there is a sub-chief with 1 HD. Tribes are commanded by a 3 HD

chief who has a bodyguard of 2d10 elite goblin warriors with maximum hit points. The usual composition of a goblin army is as follows:

35%	Leather and buckler (AC 13), morningstar, 3 darts
25%	Leather and buckler (AC 13), short bow, short sword
15%	Leather armor (AC 12), heavy flail
10%	Studded leather (AC 15), spear
10%	Leather (AC 12), short bow, dagger, worg
5%	Studded leather and shield (AC 15), light mace, worg

GOBLINS AS CHARACTERS

Goblin characters modify their starting ability scores as follows: Str -1, Dex +1, Cha -1. Goblins have a land speed of 20 feet and have darkvision, as a dwarf, out to 60 feet. Goblins have a knack for moving silently and a knack for riding wolves and worgs. Goblins speak their own language and might also learn Common, Elven, Gnoll, Hill Giant and Orc. They can multi-class as cleric/thieves, fighter/thieves and magic-user/ thieves.

GOBLIN, BLUE E

*Small Humanoid, Chaotic (NE), High Intelligence; Gang (1d6)**

HD	0
AC	16
ATK	By weapon
MV	20
SV	F 14, R 16, W 15
XP	50 (CL 1)

Blue goblins have innate psionic abilities. A blue goblin is smaller than a normal goblin, standing about 3 feet tall and weighing 40 pounds. They have noticeably blue-tinged skin, and their eyes are less dull than those of a common goblin. Otherwise, they resemble their kin. They dress in black leather robes. Blues speak Goblin and Common.

Spells: 1st—charm person, mage armor, mind thrust

BLUE GOBLINS AS CHARACTERS

Blue goblin characters modify their starting ability scores as follows: Str -1, Int +1, Cha -1. Blue goblins have a land speed of 30 feet and have darkvision out to 60 feet. Blue goblins have a knack for moving silently and a knack for riding wolves and worgs. They speak Goblin and might also learn Common, Elven, Gnoll and Orc. They can multi-class as cleric/sorcerer, fighter/sorcerer and sorcerer/ thief.

GOLEM

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic and elemental forces. The animating force for a golem is a spirit from the Elemental Plane of Earth. The process of creating the golem binds the unwilling spirit to the artificial body and subjects it to the will of the golem's creator. A golem's creator can command it if the golem is within 60 feet and can see and hear its creator.

The cost to create a golem includes the cost of the physical body and all the materials and spell components that are consumed or become a permanent part of the golem. Creating a golem is essentially similar to creating any sort of magic item. However, a golem's body includes costly material components that may require some extra preparation. The golem's creator must usually hire someone else to build the golem.

AMBER GOLEM A

Medium Construct, Neutral (N), Non-Intelligent; Gang (1d4)

HD	10 (50 hp)
AC	21
ATK	2 claws (2d6) and bite (2d10)
MV	60
SV	F 10, R 9, W 10
XP	2,500 (CL 12)

Amber golems are generally built to resemble lions or other great cats. They are able to detect invisible creatures or objects within 60 feet and can track with 95% accuracy through any terrain type. Any magical attack against an amber golem that deals electricity damage heals 1 point of damage for every 3 points of damage it would deal.

An amber golem's body must be sculpted from one hundred pieces of amber, each worth at least 20 gp and 1,000 gp worth of rare oils and powders. Creating the body requires a master jeweler to assist the magic-user. A magic-user must be at least 10th level to create an amber golem and must possess an *amber golem manual*. The total cost is 16,500 gp.

BONE GOLEM A

Medium Construct, Neutral (N), Non-Intelligent; Gang (1d4)

HD	8 (40 hp)
AC	19
ATK	4 weapons (1d6) or 2 two-handed weapons (1d10)
MV	40
SV	F 10, R 11, W 11
XP	2,000 (CL 10)

Bone golems are large four-armed monsters created from the skeletons of at least two dead humanoids. Though made of bone, they are not undead and cannot be turned. Instead of four one-handed weapons, a bone golem can be armed with two two-handed weapons, giving 2 attacks per round.

When a bone golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem; he or she must make a Will save to succeed at this, and at least 1 round of time is required for each check. It takes 1 round of inactivity by the golem to reset the its berserk chance to 0%.

A bone golem's body must be created from two humanoid skeletons which are bound in 1,000 gp worth of copper, silver and gold wire. Creating the body requires a master engineer to assist the magic-user. A magic-user must be at least 10th level to create a bone golem and must possess an *amber golem manual*. The total cost is 14,000 gp.

BRONZE GOLEM A

Large Construct, Neutral (N), Non-Intelligent; Solitary

HD	20 (100 hp)
AC	20
ATK	Fist (3d10 + 1d10 fire)
MV	80
SV	F 4, R 4, W 5
XP	5,000 (CL 22)

These golems resemble statues made of bronze. Unlike natural bronze statues, they never turn green from verdigris. A bronze golem is 10 feet tall and weighs about 4,500 pounds. A bronze golem cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves with a ponderous but smooth gait. Each step causes the floor to tremble unless it is on a thick, solid foundation.

The interior of a bronze golem is molten metal. Creatures hit by one in combat suffer an additional 1d10 damage from the heat (unless resistant to heat or fire). If a bronze golem is hit in combat by a piercing weapon that deals 4 or more points of damage, molten metal spurts out, spraying the attacker for 2d6 damage and then sealing the hole. A Reflex save is allowed to avoid the spray.

When a bronze golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction.

The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem; he or she must make a save vs. Spells to succeed at this, and at least 1 round of time is required for each check. It takes 1 round of inactivity by the golem to reset the golem's berserk chance to 0%.

A bronze golem's body is sculpted from 6,000 pounds of pure bronze, alloyed with rare tinctures and admixtures costing at least 12,000 gp. Assembling the body requires the help of a master armorer. A magic-user must be at least 18th level to make the golem and must possess a *bronze golem manual*. The total cost of construction is 100,000 gp.

CLAY GOLEM A

Large Construct, Neutral (N), Non-Intelligent; Gang (1d4)

HD	11 (55 hp)
AC	20
ATK	2 slams (2d10 + cursed wound)
MV	20
SV	F 9, R 10, W 10
XP	2,750 (CL 13)

A clay golem wears no clothing except for a metal or stiff leather garment around its hips. A clay golem golem cannot speak or make any vocal noise. It walks and moves with a slow, clumsy gait. It weighs 600 lbs.

After it has engaged in at least 1 round of combat, a clay golem can *haste* itself once per day. The effect lasts 3 rounds and is otherwise the same as the spell.

The damage a clay golem deals does not heal naturally and resists healing spells. A healing spell on a creature damaged by a clay golem only has a 50% chance of working.

Clay golems are immune to most spells, and those spells that do affect it do so in weird ways (with no save):

• A *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it.

• A *disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage.

• An *earthquake* spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage.

Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal.

A clay golem's body must be sculpted from a single block of clay weighing at least 1,000 pounds and treated with rare oils and powders worth 1,500 gp. Creating the body requires a master sculptor and master potter to assist the cleric. A cleric must be at least 11th level to create a clay golem and must possess a *clay golem manual*. The total cost is 21,500 gp.

FLESH GOLEM

Large Construct, Neutral (N), Non-Intelligent; Gang (1d4)

HD	9 (45 hp)
AC	18
ATK	2 slams (2d8)
MV	30
SV	F 10, R 11, W 11
XP	2,250 (CL 11)

A flesh golem is a ghoulish collection of stolen humanoid body parts, stitched together into a single composite form. No natural animal willingly tracks a flesh golem. It stands 8 feet tall and weighs almost 500 pounds. A flesh golem cannot speak, although it can emit a hoarse roar or groan.

When a flesh golem enters combat, there is a cumulative 1% chance each round that it goes berserk. The golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem and making a Will saving throw modified by their charisma modifier instead of wisdom modifier.

A flesh golem is immune to most spells, and those spells that do affect it do so in weird ways (with no save):

• A magical attack that deals cold or fire damage *slows* a flesh golem (as the slow spell) for 2d6 rounds.

• A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals instead of harms them.

The pieces of a flesh golem must come from normal human corpses that have not decayed significantly. Assembly requires a minimum of six different bodies. Special unguents and bindings worth 500 gp are also required. Assembling the body requires the help of a physician. A magic-user must be at least 8th level to create a flesh golem and must possess a *flesh golem manual*. The construction costs 10,500 gp.

IRON GOLEM

Large Construct, Neutral (N), Non-Intelligent; Gang (1d4)

HD	18 (80 hp)
AC	24
ATK	2 slams (2d12)
MV	20
SV	F 5, R 6, W 6
XP	4,500 (CL 20)

An iron golem can be fashioned in any manner, just like a stone golem (see below), although it usually appears as an armored warrior of some sort. An iron golem is 12 feet tall and weighs about 5,000 pounds. An iron golem cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves with a ponderous but smooth gait. Each step causes the floor to tremble unless it is on a thick, solid foundation.

Each day, an iron golem can exhale a single cloud of poisonous gas (lethal), 10 feet in radius and 10 feet high.

An iron golem is immune to most spells, and those spells that do affect it do so in weird ways (with no save):

• A magical attack that deals electricity damage *slows* an iron golem (as the *slow* spell) for 3 rounds.

• A magical attack that deals fire damage breaks any *slow* effect on the golem and heals instead of harms them.

• An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

CONSTRUCTION

An iron golem's body is sculpted from 5,000 pounds of pure iron, smelted with rare tinctures and admixtures costing at least 10,000 gp. Assembling the body requires the help of a master armorer. A magic-user must be at least 16th level to make the golem and must possess an *iron golem manual*. The total cost of construction is 80,000 gp.

STONE GOLEM

Large Construct, Neutral (N), Non-Intelligent; Gang (1d4)

HD	14 (60 hp)
AC	22
ATK	2 slams (2d12)
MV	20
SV	F 7, R 8, W 8
XP	3,500 (CL 16)

A stone golem is 9 feet tall and weighs around 2,000 pounds. Its body is frequently stylized to suit its creator. For example, it might look like it is wearing armor, with a particular symbol carved on the breastplate, or have designs worked into the stone of its limbs.

A stone golem can use a *slow* effect (as the spell) once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a Will saving throw to negate the effect.

A stone golem is immune to most spells, and those spells that do affect it do so in weird ways (with no save):

• A *transmute rock to mud* spell slows a stone golem (as the *slow* spell) for 2d6 rounds, while *transmute mud to rock* heals all of its lost hit points.

• A *stone to flesh* spell does not actually change the golem's structure but instead reduces its AC by 4 and negates its immunity to magic for 1 round.

CONSTRUCTION

A stone golem's body is chiseled from a single block of hard stone, such as granite, weighing at least 3,000 pounds. The stone must be of exceptional quality, and costs 5,000 gp. Assembling the body requires the help of a master mason. A magic-user must be 14th level to craft a stone golem and must possess a *stone golem manual*. The total cost to construct a stone golem is 50,000 gp.

WOOD GOLEM A

Small Construct, Neutral (N), Non-Intelligent; Gang (1d4)

HD	2 (12 hp)
AC	13
ATK	Slam (1d8)
MV	20
SV	F 16, R 15, W 15
XP	500 (CL 4)

Wood golems are small constructs, about 4 feet in height, and are crudely made. Being made of wood makes wood golems vulnerable to fire-based attacks. They also move stiffly, suffering a -1 penalty to Initiative.

A wood golem's body is chiseled from a block of exotic, expensive wood (about 1,000 gp worth), usually in several pieces which are then re-assembled. Carving the body requires the help of a master woodcarver. The final activation of the golem requires wishing upon a falling star. A magic-user must be 9th level to craft a wood golem and must possess a *wood golem manual*. The total cost of construction is 10,000 gp.

Special Qualities: Vulnerable to fire

GORGON

Large Magical Beast, Neutral (N), Animal Intelligence; Herd (1d12)

HD	8
AC	19
ATK	Gore (1d8) and trample (1d8)
MV	30
SV	F 8, R 9, W 14
XP	2,000 (CL 10)

Gorgons are bizarre creatures shaped like bulls covered with scales of bronze. Five times per day, a gorgon can breathe a cone of gas (60 ft.) that petrifies creatures caught within it (Fortitude save to negate).

GRAY OOZE

Medium Ooze, Neutral (N), Non-Intelligent; Solitary

HD	3
AC	5
ATK	Slam (1d6 + 1d6 acid)
MV	10
SV	F 14, R 15, W 14
XP	300 (CL 4)

Gray ooze can grow to a diameter of up to 10 feet and a thickness of about 6 inches. A typical specimen weighs about 700 pounds. A gray ooze strikes like a snake, slamming opponents with its body.

Gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any hit deals acid damage. Armor or clothing dissolves and becomes useless immediately unless its wearer succeeds on a Reflex save. A metal or wooden weapon that strikes the ooze dissolves immediately unless it succeeds on a save.

Special Qualities: Immune to cold, fire and mind effects, weapon resistance

GRAY RENDER E

Large Magical Beast, Neutral (N), Low Intelligence; Solitary

HD	10
AC	19
ATK	2 claws (1d6 + rend) and bite (2d6)
MV	30
SV	F 7, R 8, W 11
XP	1,000 (CL 11)

A gray render is a weird creature with the build of a stocky gorilla, gray, hairless skin, and eight black eyes on its shapeless head. It stands about 9 feet tall in spite of its hunched posture and is about 4 feet wide. It weighs about 4,000 pounds. Gray renders are never found in groups. Each of these asexual creatures produce one offspring and carries it for a time in a pouch, but thereafter the young render must fend for itself.

A unique quality of the gray render is its tendency to bond with, protect, and provide for another creature or group of creatures native to its surroundings. Whether accepted or not, the render always attempts to remain fairly close, watching over its adopted charges and daily bringing an offering of meat. It never willingly harms adopted creatures and retreats if they attack it.

GRICK E

Medium Aberration, Neutral (N), Low Intelligence; Cluster (1d4)

HD	2
AC	16 [+1]
ATK	4 tentacles (1d4) and bite (1d3)
MV	30 (Climb 20)
SV	F 15, R 15, W 13
XP	200 (CL 3)

An adult grick is about 8 feet long from the tips of its tentacles to the end of its body and weighs some 200 pounds. Its body coloration is uniformly dark, with a pale underbelly. It surprises on a roll of 1-3 on 1d6 in natural caverns and other rocky terrains.

GRIFFON

Large Magical Beast, Neutral (N), Low Intelligence; Pride (1d10)

HD	7
AC	17
ATK	2 claws (1d4) and bite (2d6)
MV	30 (Fly 80)
SV	F 9, R 10, W 13
XP	700 (CL 8)

Griffons are powerful, majestic creatures with the characteristics of both lions and eagles. From nose to tail, an adult griffon can measure as much as 8 feet. Neither males nor females are endowed with a mane. There is a pair of broad, golden wings on the creature's back and span 25 feet or more. A griffon weighs about 500 pounds.

Griffon eggs are worth 3,500 gp apiece on the open market, while young are worth 7,000 gp. Trainers charge 1,500 gp to rear or train a griffon.

GRIG A

Tiny Fey, Lawful (LG), Average Intelligence; Tribe (1d20 x 4)

HD	0
AC	18
ATK	Short sword (1d4) or short bow (60'/1d4)
MV	20 (Fly 40)
SV	F 19, R 13, W 13
XP	50 (CL 1)

Grigs are tiny fey with the legs of grasshoppers. Grigs can leap great distances. They have light blue skin, forest-green hair, and brown hairy legs, and usually wear tunics or brightly colored vests with buttons made from tiny gems. A grig stands 1½ feet tall and weighs about 1 pound. Grigs speak Common and Sylvan.

One grig in each band carries a tiny fiddle. When the fiddler plays, any non-fey within 30 feet of the instrument must succeed on a Will save or be affected as though by *irresistible dance* as long as they play.

Special Qualities: Magic resistance 5%

Spells: 3/day—change self, entangle, invisibility (self only), pyrotechnics, ventriloquism

GRIMLOCK A

*Medium Humanoid, Chaotic (CE), Average Intelligence; Pack (1d20)**

HD	2
AC	12
ATK	By weapon
MV	30
SV	F 12, R 15, W 15
XP	200 (CL 3)

Grimlocks are blind humanoids with pallid skin, wide faces and scraggly hair. Their exceptional sense of smell and hearing allows them to fight with melee weapons and perform many other tactile tasks as well as if they could see. Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as invisible. They are, of course, immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Grimlocks dwell in tribes of 1d10 x 20 warriors plus additional non-combatants equal to 50% of the warriors. Tribes keep 3d6 giant bats as guard animals. For every 20 grimlocks, there is a sub-chief with 4 HD. Grimlock tribes are ruled by chieftains with 6 HD.

Special Qualities: Blindsight to 40 ft.

GRIMLOCKS AS CHARACTERS

Grimlock characters modify their starting ability scores as follows: Str +2, Dex +1, Con +1, Wis -1 and Cha -2. They have the same blindsight ability as normal grimlocks and a +2 bonus to Armor Class due to their thick skin. They speak their own language and might also learn Dwarven and Gnome. Grimlocks can multi-class as cleric/fighters and fighter/ thieves, but cannot become magic-users due to their inability to read magical signs. Whatever their class, grimlocks cannot advance beyond 8th level.

GROANING SPIRIT (BANSHEE) A

Medium Undead, Chaotic (CE), High Intelligence; Solitary

HD	7
AC	17 [+1]
ATK	Strike (1d8 + chill)
MV	30
SV	F 12, R 12, W 9
XP	1,750 (CL 9)

The groaning spirit is the malevolent spirit of a female elf that is found haunting swamps, fens, moors, and other desolate places. Groaning spirits hate the living and seek to destroy whomever they meet. A groaning spirit appears as a translucent image of her former self. A groaning spirit can sense all living creatures up to 5 miles away.

Anyone viewing a groaning spirit must succeed on a Will save or flee in

terror for 1d6+4 rounds. Groaning spirits are the bane of other undead, and any undead they strike (except other groaning spirits) must succeed on a Will save or flee in fear for 2d6 rounds.

Characters damaged by the groaning spirit's attack must succeed on a Fortitude save or suffer 1 point of strength drain.

Once per day, at night only, a groaning spirit can release a death wail audible to a range of 1 mile. All creatures within 30 feet that hear this must make a successful Will save or be affected as per the *wail of the banshee* spell. Those that make their save still take 3d6 points of damage.

Both wild and domesticated animals can sense the unnatural presence of a groaning spirit at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so.

If a spell caster uses *dispel evil* (this requires a melee attack) against a groaning spirit, the creature must succeed on a Will save or die immediately.

Special: Incorporeal, immune to cold and electricity, magic resistance 15%

GRUE E

Large Outsider, Chaotic (CE), Non-Intelligent; Solitary

HD	9
AC	17
ATK	Bite (2d6 + swallow whole)
MV	20
SV	F 8, R 9, W 9
XP	900 (CL 10)

A grue is a nasty, large thing with dark grey or green skin, rather like a half-filled water balloon ten feet long, with a huge mouth. Inside its leathery skin, the grue is mostly gelatinous. Grues cannot coexist with light; if they are exposed to a light source, they instantly recede with the darkness. In the dark, however, they are dangerous. If a grue swallows a victim whole it is satisfied and leaves if it is permitted to do so. They are non-intelligent and are immune to blunt and piercing weapons. Swords, axes, and other cutting weapons inflict normal damage.

Special Qualities: Light sensitivity, double damage from light attacks, weapon immunity (see above), immune to cold

Spells: At will—deeper darkness

MONSTERS – H

HAG

Although different hags are unique in appearance and mannerism, they have many aspects in common. All take the form of crones whose bent shapes belie their fierce power and swiftness. Hags speak Troll and Common and some speak Sylvan.

Hags often form coveys. A covey, usually containing three hags, each of a different type, can use powers beyond those of the individual members. A covey of hags is 80% likely to be guarded by 1d6 trolls (their sons) who do their bidding. These minions are often disguised with a *veil* spell to appear less threatening and sent forth as spies. Such minions often (60%) carry magic stones known as hag eyes (see below).

Hags in a covey gain the following additional spells: 3/day—*animate dead, bestow curse, control weather, dream, forcecage, mind blank, mirage arcana, veil, vision*. To use one of these abilities, all three hags must be within 10 feet of one another and all must participate.

A hag eye is a magic gem created by a covey from a precious stone worth at least 20 gp. It appears to be nothing more than a precious stone, but a *gem of seeing* or other such effect reveals it as a disembodied eye. Often, a hag eye is worn as a ring, brooch, or other adornment. Any of the three hags who created the hag eye can see through it whenever they wish. Destroying a hag eye deals 1d10 points of damage to each member of the covey and causes the one who sustained the greatest damage to be blinded for 24 hours.

ANNIS A

Large Monstrous Humanoid, Chaotic (CE), High Int.; Solitary or Covey

HD	7
AC	20
ATK	2 claws (1d8 + rend), bite (1d6)
MV	40
SV	F 11, R 10, W 9
XP	700 (CL 8)

Annis, or Black Annis, are blue-black-skinned hags with a taste for human flesh, especially human children. They usually live in caves, which they sometimes excavate themselves using their iron-hard claws. An annis uses its *change self* spell to take the form of an exceptionally tall human, a fair giant, or an ogre. They love to pose as commoners or gentlefolk to lull their victims into a sense of false security before they attack. An annis stands some 8 feet tall and weighs about 325 pounds.

Special Qualities: Magic resistance 20%

Spells: 3/day—change self, fog cloud

GREEN HAG A

Medium Monstrous Humanoid, Chaotic (CE), High Int.; Solitary or Covey

HD	9
AC	22
ATK	2 claws (1d4) or weakening attack (2d4 strength)
MV	30 (Swim 30)
SV	F 10, R 9, W 8
XP	900 (CL 10)

Green hags, or Jenny Greenteeth, are found in desolate swamps and dark forests. They are crones with green skin, hair and teeth. They usually lurk just under the water, springing out when prey comes near. A green hag is about the same height and weight as a female human. A green hag can imitate the sounds of almost any animal found near its lair.

A green hag can weaken a foe by making a special attack instead of using their claws. The target must succeed on a Fortitude save or take 2d4 points of strength damage.

Special Qualities: Magic resistance 25%

Spells: At will—audible glamer, change self, dancing lights, invisibility, pass without trace, tongues, water breathing

MOUNTAIN HAG E

Large Monstrous Humanoid, Chaotic (CE), Average Intelligence; Solitary

HD	7
AC	15
ATK	2 claws (1d6 + rend) and bite (1d8)
MV	30 (Climb 20)
SV	F 11, R 10, W 10
XP	700 (CL 8)

The mountain hags are solitary, horrid looking blue-skinned females as large as ogres. They live in mountainous regions and near passes where they can hunt for food. Mountain hags feast on all manner of flesh; but they prefer humans, attacking with their long claws and wicked mouths that stretch from ear to ear. Mountain hags move by levitating over the ground, allowing them to move very silently. Mountain hags never form coveys with other hags, though they sometimes nurse children who they plan, one day, to devour.

Special Qualities: Magic resistance 10%

SEA HAG A

Medium Monstrous Humanoid, Chaotic (CE), Average Intelligecne; Solitary or Covey

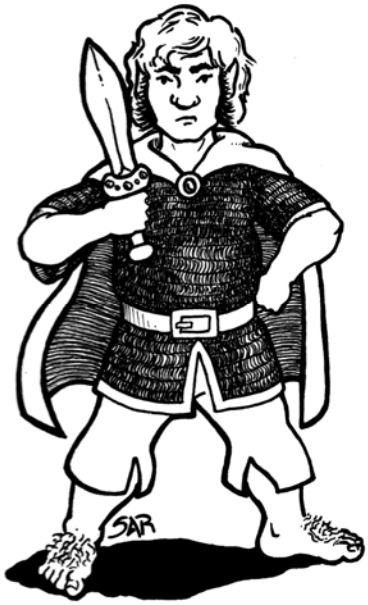
HD	3
AC	14
ATK	2 claws (1d4)
MV	30 (Swim 40)
SV	F 14, R 12, W 12
XP	300 (CL 4)

The sea hag is found in the water of seas or overgrown lakes. They are pale-skinned crones, usually in a long, hooded robe or dress and shawl. A sea hag is about the same height and weight as a female human.

The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a Fortitude save or instantly be weakened, taking 2d6 points of strength damage.

Three times per day, a sea hag can cast its gaze upon any single creature within 30 feet. The target must succeed on a Will save or be dazed for three days, although *remove curse* or *dispel evil* can restore sanity sooner. In addition, an affected creature must succeed on a Fortitude save or die from fright.

Special Qualities: Magic resistance 10%



HALFLING

*Small Humanoid, Lawful (LG), Average Intelligence; Squad (1d20)**

HD	0
AC	16 (studded leather and buckler)
ATK	By weapon
MV	20
SV	F 14, R 16, W 16
XP	25 (CL 0)

Halflings stand about 3 feet tall and usually weigh between 30 and 35 pounds. They have brown or black eyes. Halfling men often have long sideburns, but beards are rare among them and mustaches almost unseen. Halflings prefer simple, comfortable, and practical clothes. Unlike members of most races, they prefer actual comfort to shows of wealth. Halflings reach adulthood in their early twenties and generally live into the middle of their second century. Halflings speak Halfling and Common.

The information above is for the lightfoot halfling, the most common halfling variety. There are two other major halfling subraces, which differ from lightfoot halflings as follows.

Halflings dwell in moots or shires of 1d10 x 30 warriors plus additional non-combatants equal to 10 times the number of warriors. For every 40

warriors, the moot has a leader of 2nd to 5th level, usually a fighter or fighter/thief. Although moots are usually governed by councils of elders, they are protected by sheriffs, usually fighters or fighter/thieves of 3rd to 6th level. Moots are also protected by 4d6 guard dogs. The usual composition of a halfling army is as follows:

35% BOYO: Padded armor and buckler (AC 12), short sword
25% SLINGER: Leather (AC 12), sling, dagger
15% YEOMAN: Studded leather (AC 13), short bow, short sword
15% BILLMAN: Chainmail (AC 15), billhook, light pick
5% OUTRIDER: Ringmail, buckler (AC 14), spear, short sword, pony
5% HOUND: Leather (AC 12), short bow, short sword, riding dog

TALLFELLOW HALFLINGS

Tallfellows are somewhat rare among halfling folk. Tallfellows are 4 feet tall and weigh between 35 and 40 pounds. They generally speak Elven in addition to Common and Halfling. Tallfellow characters follow the same rules as normal halfling characters, except they have a knack for finding secret doors instead of a knack for listening at doors, and Tallfellows have a movement rate of 30 instead of 20.

DEEP HALFLINGS

Deep halflings are shorter and stockier than the more common lightfeet, being about 2½ tall and weigh between 30 and 35 pounds. They speak Dwarven fluently. Deep halflings have darkvision to a range of 60 feet and have the stonecunning ability of dwarves. Deep halfling characters follow the same rules as normal halfling characters, except they do not have a knack for climbing, jumping or moving silently, but have a +1 bonus to their starting constitution score (max. 18).

HANGMAN TREE A

Large Plant, Neutral (N), Animal Intelligence; Solitary

HD	5
AC	16
ATK	4 limbs (1d6 + constrict)
MV	0
SV	F 10, R 16, W 16
XP	2,000 (CL 7)

Hangman trees are horrible, semi-animate creatures that fertilize themselves with dead bodies. A hangman tree has four animated limbs that can wrap around the necks of living creatures that pass beneath. These limbs are arranged evenly around the tree in most cases, and generally no more than one limb can attack any single creature at a time. The roots of this tree are also animated; they do not attack, but they do pull dead bodies below the surface of the ground for "digestion."

HARPY

Medium Monstrous Humanoid, Chaotic (CE), Low Int; Flight (1d12)

HD	7
AC	13
ATK	2 claws (1d3) and club (1d6)
MV	20 (Fly 80)
SV	F 12, R 9, W 11
XP	1,750 (CL 9)

Harpies look like females with the wings and lower bodies of birds of prey. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed on a will save or become captivated. A captivated victim walks toward the harpy, taking the most direct route available. A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter.

HECATONCHIERE A

Huge Aberration, Chaotic (CE), Average Intelligence; Solitary

HD	20
AC	15
ATK	10 fists (5d6) or 10 boulders (100'/5d6)
MV	20
SV	F 3, R 5, W 3
XP	2,000 (CL 21)

Hecatonchiere are 100-armed, 50-headed giants. Their appearance is so bizarre and unsettling that any creature with fewer than 10 HD who sees a hecatonchiere must succeed at a Will saving throw or be stunned with fear and amazement for 1 round. Hecatonchiere despise the gods and their servants and always focus their attacks on clerics, druids and paladins whenever possible. Their magic resistance is doubled against divine magic. Hecatonchiere can attack with 10 fists or weapons against small and medium opponents each, or 3d10 fists against large opponents.

Special Qualities: Magic resistance 25%

HELL HOUND

Medium Outsider, Chaotic (LE), Low Intelligence; Pack (1d12)

HD	4
AC	16
ATK	Bite (1d8 + 1d6 fire)
MV	40
SV	F 11, R 11, W 12
XP	400 (CL 5)

Hell hounds are canine-shaped outsiders from the Lower Planes. They may appear as wolves or mastiffs, but whatever their form are surrounded by a crimson aura. A typical hell hound stands 4½ feet high at the shoulder and weighs 120 pounds. Hell hounds do not speak but understand Infernal.

Hell hounds carry the fires of Hell in their bellies. Their bites deal extra fire damage (see above), and three times per day a hell hound can belch forth a cone of fire (10 ft.) that deals 2d6 points of damage. A Reflex saving throw is permitted to cut that damage in half.

HENGEYOKAI A

Magical Beast, Alignment Varies, Average Intelligence; Solitary

HD	1 (or more)
AC	14
ATK	By weapon or as animal type
MV	30
SV	F 13, R 13, W 15
XP	100 (CL 2)

The hengeyokai are magical beasts that can take human form, usually to play tricks on human beings. They can also take a hybrid form of animal and human, often to good effect when attempting to shock their human victims. Some hengeyokai are malevolent, others merely mischievous.

Hengeyokai are usually tiny or small animals in their animal form. When in their animal form, they have the same attacks, for the same damage, as that animal form, as well as any special abilities that animal might possess. When in hybrid form, they retain the animal form's attacks, but inflict +1 damage due to their larger size. Hengeyokai can change their shape (i.e. from animal to hybrid, or hybrid to human, or back) three times per day. In animal and hybrid form, hengeyokai have darkvision to a range of 60 feet.

Hengeyolai in hybrid and human form have the following additional abilities, depending on their type:

BAKENEKO (Cat) are usually malevolent creatures. They are immune to poison and can cast *dancing lights* once per day. Bakeneko with 6 or more hit dice or levels can also cast *animate dead*, turning corpses into zombies by leaping over them in cat or hybrid form.

INUGAMI (Dog) are loyal and Lawful in alignment, the protectors of humanity from other hengeyokai. In human form, they take the shape of an armored warrior. They can cast *cure light wounds* once per day, and can *cure disease* once per week by licking a wound in dog or hybrid form.

JORŌGUMO (Giant Spider): Like the kitsune, the jorōgumo is a temptress, her human form being that of a willowy, elegant woman. They can cast *spider climb* and *web* once per day each.

KITSUNE (Fox): Kitsune, or fox maidens, may be the most famous of the hengeyokai. They appear as beautiful women and use their powers to charm and seduce men, using them as bodyguards and servants. Kitsune can *charm person* once per day and, when they have an instrument, fascinate as a bard with as many levels as the kitsune has Hit Dice. For each additional level or Hit Dice a kitsune gains, they grow an additional tail in their fox form, up to a maximum of nine tails.

MUJINA (Badger): The mujina are not particularly evil, but they do delight in frightening people. They can use the spell *change self* once per day to give themselves a frightening appearance, and *cause fear* once per day to frighten those who are not shocked by their appearance. Like badgers, they are tenacious and ill-tempered when their tricks go awry.

TANUKI (Racoon Dog): Tanuki are pot-bellied tricksters, often drunk and always in good spirits. They can *change self* once per day and utter a *suggestion* once per week to make fools of people.

HENGEYOKAI AS CHARACTERS

Hengeyokai characters are whimsical and capricious, and thus suffer a -1 penalty to their starting wisdom score. Bakeneko and jorōgumo gain a +1 bonus to their starting dexterity score, kitsune and tanuki a +1 bonus to their starting charisma and inugami and mujina a +1 bonus to their starting constitution score. They retain the ability to change shape and to cast the spells of their normal type. Hengeyokai cannot take levels as clerics, but can advance as druids. They can multi-class as fighter/sorcerers or sorcerer/thieves.

HIPPOGRIFF

Large Magical Beast, Neutral (N), Animal Intelligence; Flight (1d12)

HD	3
AC	15
ATK	2 claws (1d4) and bite (1d8)
MV	50 (Fly 100)
SV	F 11, R 11, W 17
XP	300 (CL 4)

Hippogriffs are weird creatures with the fore-bodies and heads of giant eagles and the rear bodies of horses. Voracious omnivores, hippogriffs hunt humanoids as readily as any other meal. A typical hippogriff is 9 feet long, has a wingspan of 20 feet, and weighs 1,000 pounds. Hippogriff eggs are worth 2,000 gp apiece on the open market, while young are worth 3,000 gp each. It costs 1,000 gp for an animal trainer to train a hippogriff.

HIPPOPOTAMUS

Large Animal, Neutral (N), Animal Intelligence; Bloat (1d10)

HD	6
AC	14
ATK	Bite (1d10)
MV	30 (Swim 30)
SV	F 9, R 10, W 15
XP	300 (CL 6)

The hippo defends its lair and young if provoked. They dwell near rivers and lakes. Hippos in the water move by running along the bottom, surfacing occasionally to gulp air. A hippo can hold its breath for 8 minutes. A submerged hippo that surfaces under a boat or ship less than 10 ft. long capsizes the vessel 95% of the time. It has a 50% chance to capsize a vessel from 10-20 ft. long.

HIPPOPOTAMUS, GIANT

Huge Animal, Neutral (N), Animal Intelligence; Bloat (1d6)

HD	13
AC	18
ATK	Bite (3d8)
MV	40 (Swim 30)
SV	F 4, R 7, W 12
XP	650 (CL 13)

Giant hippos can capsize boats up to 20 feet long 95% of the time and boats from 21 to 40 feet long 50% of the time.

HOARY HUNTER E

Medium Fey, Chaotic (CE), Super Intelligence; Company (1d6)

HD	15
AC	20 [+2]
ATK	*+2 longsword of binding* (1d8+6 + binding)
MV	30
SV	F 8, R 6, W 3
XP	3,750 (CL 17)

Hoary hunters appear as tall men with pallid skin and long, white beards. They ride white stallions through the air, bringing with them chill winds. A blow that would kill or render a foe unconscious from the hoary hunter's blade does not wound the hunter's prey. Instead, the victim is bodily transported as per a *soul bind* spell into a diamond in the sword's hilt.

When killed, the hoary hunter is transported back to the fairy realm (per *recall*) and immediately resurrected (per *resurrection*).

Special Qualities: Immune to cold, vulnerable to fire, magic resistance 55%

Spells: At will—discern location, fog cloud, hold monster, plane shift, true strike; 3/day—dimensional anchor, dispel magic, dominate monster; 1/day—mage's disjunction.

Hoary Steed, Large Magical Beast, Neutral (N), Low Intelligence: HD 12; AC 20 [+1]; ATK 2 hooves (2d6) and bite (3d8); Move 40 (Fly 90); Saves F6, R7, W10; XP 3000 (CL 14); Special: Immune to cold, vulnerable to fire, magic resistance 30%, misty breath (per constant obscuring mist *spell), spells (*air walk, astral projection, etherealness, magic circle against good*)*

HOBGOBLIN

*Medium Humanoid, Chaotic (LE), Average Intelligence; Warband (4d6)**

HD	1+1
AC	15 (studded leather and buckler)
ATK	By weapon
MV	30
SV	F 13, R 15, W 15
XP	75 (CL 1)

Hobgoblins are large cousins of goblins with hair color ranging from dark reddish-brown to dark gray and skin color ranging from dark orange to red-orange. Large males have blue or red noses. Hobgoblins' eyes are yellowish or dark brown, while their teeth are yellow. Their garments tend to be brightly colored, often blood red with black-tinted leather. Their weaponry is kept polished and in good repair. Hobgoblins speak Goblin and Common. Hobgoblins hate elves and attack them first, in preference to other opponents.

Hobgoblins organize themselves into tribes of 1d10 x 20 warriors plus non-combatants equal to 50% of the warriors. Tribes usually contain 4d6 worgs, and there is a 30% chance the tribe dwells with one of the following: 2d6 ogres, 1d6 trolls or 3d6 carnivorous apes.

For every 20 warriors in a tribe, there is one commander with 3+1 HD who wears banded mail and carries a scimitar. Tribes are led by a great goblin with 5+1 HD and a bodyguard of 3d6 hobyahs (see below) or 2d6 trowes (q.v.). Hobgoblin army composition can be determined randomly.

25%	LOBBER: Leather armor (AC 13), longbow, dagger
20%	HOBTHRUST: Studded leather (AC 15), buckler, spear
30%	HOBGOBLIN: Ringmail, buckler (AC 15), scimitar, 3 javelins
15%	HOBYAH: Banded mail (AC 18), glaive, short sword
10%	LUBBERKIN: Scale mail and buckler (AC 17), lance, heavy pick, longbow, worg in scale barding

HOBGOBLINS AS CHARACTERS

Hobgoblins modify their starting ability scores as follows: Dex +1 and Con +1. Hobgoblins have dark-vision to a range of 60 feet. They have a knack for moving silently. Hobgoblins speak the language of goblins, but might also know dwarven, hill giant or orc. Hobgoblins can multi-class as cleric/fighters, fighter/magic-users and fighter/thieves. Whatever their class, hobgoblins can only advance to a maximum of 9th level.

HOMUNCULUS A

Tiny Construct, Neutral (N), Average Intelligence; Solitary

HD	2
AC	14
ATK	Bite (1d4 + poison I)
MV	20 (Fly 50)
SV	F 18, R 15, W 15
XP	200 (CL 3)

A homunculus is a miniature servant created by a magic-user. A homunculus's creator determines its precise features. A homunculus

knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of one mile. A homunculus never travels beyond this range willingly. An attack that destroys a homunculus deals 2d10 points of damage to its master. If the creature's master is slain, the homunculus dies and melts into a pool of ichor.

A homunculus is shaped from a mixture of clay, ashes, mandrake root, spring water, and one pint of the creator's own blood. The materials cost 50 gp. After the body is sculpted, it is animated through an extended magical ritual that requires an alchemist's laboratory. Creating a homunculus costs 1,000 gp.

HORSE

Large Animal, Neutral (N), Animal Intelligence; Herd (1d6 x 5)

	HEAVY	HEAVY WAR	LIGHT	LIGHT WAR
HD	3	4	3	3
AC	13	14	13	14
ATK	2 hooves (1d6)	2 hooves (1d6), bite (1d4)	2 hooves (1d4)	2 hooves (1d6), bite (1d3)
MV	50	50	60	60
SV	F 11, R 11, W 17	F 10, R 10, W 17	F 11, R 11, W 17	F 11, R 11, W 17
XP	150 (CL 3)	400 (CL 5)	150 (CL 3)	300 (CL 4)

Horses are widely domesticated for riding and as beasts of burden.

HEAVY HORSE: The statistics presented here describe large breeds of working horses such as Clydesdales. These animals are usually ready for heavy work by age three. A heavy horse cannot fight while mounted.

LIGHT HORSE: The statistics presented here describe smaller breeds of working horses such as quarter horses and Arabians as well as wild horses. These animals are usually ready for useful work by age two. A light horse cannot fight while carrying a rider.

HEAVY WARHORSE: These animals are similar to heavy horses but are trained and bred for strength and aggression. A heavy warhorse can fight while carrying a rider.

LIGHT WARHORSE: These animals or similar to light horses but are trained and bred for strength and aggression. They usually are not ready for warfare before age three. A light warhorse can fight while carrying a rider.

HOWLER E

Large Outsider, Chaotic (CE), Low Intelligence; Pack (1d10)

HD	6
AC	17
ATK	Bite (2d8) and 1d4 quills (1d6)
MV	60
SV	F 9, R 9, W 11
XP	600 (CL 7)

Howlers originate on planes where chaos holds sway. A howler is about 8 feet long and weighs about 2,000 pounds. They look like hybrids of predatory cats and porcupines. Although they are surprisingly intelligent, howlers do not speak, they only howl.

A howler's neck bristles with long quills. While fighting, the creature thrashes about, striking with 1d4 of them. An opponent hit by a howler's quill attack must succeed on a Reflex save or have the quill break off in his or her flesh. Lodged quills impose a -1 penalty on attacks and saving throws per quill. Removing a quill deals an extra 1d6 points of damage.

Anyone within hearing range of a howler for a full hour must succeed on a Will save or take 1 point of wisdom damage. The save must be repeated for each hour of exposure.

HUMAN

Medium Humanoid, Neutal (N), Average Int.; Gang or Company (1d20)

	NORMAL	WARRIOR
HD	0	1
AC	10	15 (ringmail and shield)
ATK	By weapon	By weapon
MV	30	30
SV	F 13, R 16, W 16	F 13, R 15, W 15
XP	25 (CL 0)	50 (CL 1)

Humans can be generated as Player Characters are, using classes and levels, or one can use these basic human types, the "normal" human standing in for all non-warrior types, including some nobles and most peasants. Humans are usually among the most numerous folk in any campaign world.

Humans in the wilderness organize themselves into villages of 1d20 x 20 warriors plus additional non-combatants (i.e. normal humans) equal to 10 times that number. For every 20 warriors (or men-at-arms), there is one 2 HD sergeant-at-arms, and for every 100 warriors there is one 3 HD lieutenant. Humans might be governed by a normal human (or council of them) or a high level NPC, but their military is usually led by a fighter-type of 4th to 7th level if there are 200 or fewer men-at-arms, or by a 5th to 8th level fighter-type if there are more than 200 men-at-arms.

The composition of a human army depends on the historical era.

IRON AGE ARMIES

30% SKIRMISHER: Buckler (AC 11), 3 javelins, short sword
60% HEAVY FOOT: Banded, shield (AC 18), spear, javelin, short sword
10% CAVALRY: Chainmail, buckler (AC 16), lance, longsword, warhorse

MEDIEVAL ARMIES

30% ARCHER: Leather armor, buckler (AC 13), short bow, short sword
10% LONGBOWMAN: Ringmail, shield (AC 15), longbow, short sword
40% FOOTMAN: Chainmail, shield (AC 17), spear, dagger
10% SERJEANT: Chainmail, buckler (AC 16), lance, light mace, light warhorse
10% KNIGHT: Platemail, buckler (AC 18), lance, longsword, heavy warhorse

RENAISSANCE

20% MUSKETEER: Padded armor (AC 11), musket, long sword
20% PIKEMAN: Breastplate (AC 15), pike, short sword
40% HALBERDIER: Breastplate (AC 15), halberd, short sword
10% PISTOLIER: Breastplate (AC 15), pistols (2), scimitar, light warhorse
10% CURASSIER: Platemail (AC 17), lance, scimitar, heavy warhorse

BANDIT

Medium Humanoid, Chaotic (CE), Average Intelligence; Gang (1d20)

HD	1
AC	13 (leather armor and buckler)
ATK	By weapon
MV	30
SV	F 13, R 15, W 15
XP	50 (CL 1)

Bandits are gangs of thieves – outlaws, highwaymen, robbers – who haunt the byways of the world. They are usually armed with short sword and short bows. They are organized around a leader, usually a thief or fighter/thief of 4th to 7th level, who is assisted by a lieutenant of 2nd to 5th level. Each bandit gang has a 25% chance of enjoying the services of a 3rd to 6th level chaotic cleric (or anti-social druid) and a 15% chance of being allied with a 2nd to 5th level magic-user, sorcerer or illusionist. Bandits have a chance to be mounted, depending on the environment:

Cold	75% chance of dog sleds
Highlands	70% chance of light warhorses
Mountains	25% chance of donkeys
Wastelands	75% chance of camels or light warhorses
Wetlands	–
Woodlands	45% chance of light warhorses

BERSERKER

Medium Humanoid, Chaotic (CE), Average Intelligence; Gang (1d20)

HD	2
AC	12 (shield)
ATK	By weapon
MV	30
SV	F 12, R 15, W 15
XP	100 (CL 2)

Berserkers are humans who worship gods of war and destruction that promise salvation only through death in combat. Berserkers enter combat as normal human warriors armed with shields and axes. Once they are damaged in combat, they fly into a berserk rage and can attack twice per turn. Whether enraged or not, berserkers are immune to fear.

Berserkers often organize into large clan of 1d10 x 10 berserkers under the command of a chieftain, usually a fighter or barbarian of 6th to 11th level. The warlord is assisted by one sub-chief of 3rd to 6th level for every 20 berserkers. There is a 15% chance that the berserker leaders are wereboars, wererats or werewolves. There is a 25% chance that the berserkers are accompanied by a cleric of 3rd to 6th level.

BRIGAND

Medium Humanoid, Neutral (N), Average Int; Company (1d20)

HD	1
AC	15 (ringmail and shield)
ATK	By weapon
MV	30
SV	F 13, R 15, W 15
XP	50 (CL 1)

Brigands are mercenary bands who supplement their income, between wars, with robbery and plunder. In most brigand companies, 25% of the bridgands are mounted on light warhorses are armed with chainmail, shield, lance and light mace. Another 25% of the brigands are armed with ring mail, buckler, light crossbow or longbow and short sword. The rest of the brigands wear ringmail and carry shield, spear and light crossbow.

For every 20 brigands, there is an additional corporal with 2 HD, and for every 40 brigands there is an additional sergeant with 3 HD. If there are 80 or more brigands, there is a lieutenant with 5 HD. Brigand companies are commanded by captains that are 9th to 12th level fighters who have chosen to live the life of a freelance rather than establish a stronghold.

NOMAD (DERVISH)

Medium Humanoid, Neutral (N), Average Intelligence; See below

HD	1+1
AC	12 (leather armor)
ATK	By weapon
MV	30
SV	F 13, R 15, W 15
XP	50 (CL 1)

Nomads are rugged humans who dwell on grassy steppes or on the fringes of vast deserts. They are traders as well as raiders, raising cattle, horses, goats and sheep, and are often hired as mercenaries by neighboring lords.

Nomads organize themselves into bands of 1d10 x 40 warriors plus additional non-combatants equal to 5 times the number of warriors. For every 40 warriors in a nomad band there is a sub-chief who is a 2nd to 5th level fighter or barbarian. If the band contains 200 or fewer warriors, it is led by a 5th to 8th level fighter or barbarian and there is a 50% chance that it is accompanied by an adept. If the band has more than 200 warriors, the chief is a 7th 10th level fighter or barbarian and the band is always accompanied by a 3rd to 8th level cleric or druid, who acts as their shaman. The chief, regardless of level, is always accompanied by 3d6 fierce bodyguards with 2 HD each.

Nomad armies usually have the following composition:

60%	Padded armor (AC 11), short bow, scimitar, light warhorse
40%	Scale mail and buckler (AC 15), lance, scimitar

When encountered, there is a 5% chance that the nomads have gathered into a horde, in which case there are 1d4+1 nomad bands gathered together under a great khan of 9th to 12th level. The great khan is always accompanied by 4d6 bodyguards and his personal shaman, a cleric or druid of 6th to 9th level.

PIRATE

Medium Humanoid, Chaotic (CE), Average Intelligence; See below

HD	1
AC	11 (buckler)
ATK	By weapon
MV	30
SV	F 13, R 15, W 15
XP	50 (CL 1)

Pirates are the bandits of the sea, men and women who serve no master but themselves (and their captain of the moment, if they know what's good for them). The classic pirate is armed with scimitar and dagger, with some using short bows or light crossbows.

A pirate fleet usually contains 1d4 ships (though it could contain more), with the number of pirates encountered dependent on the types of vessels in the fleet. Each ship is commanded by a captain of 5th to 8th level, usually a duelist, fighter or thief. If there are multiple ships in the fleet, one of those captains is the "admiral of the fleet" and his or her level is equal to 1d4 + 4 + 1 per ship in the fleet. Leader types might wear up to chainmail, though most prefer to wear no more than a padded doublet (AC +1). Leaders usually carry scimitars or battle axes. There is a 15% chance per ship in the fleet of the fleet containing a cleric or druid of 4th to 7th level and a 10% chance per ship in the fleet of the fleet containing a magic-user or sorcerer of 3rd to 6th level.

Pirates live in a limited democracy, with each pirate who signs on to service in a fleet agreeing to a pirate code and sharing in the treasure collected. A pirate's share depends on their rank within the fleet:

Admiral	10 shares
Captain	5 shares
Master	3 shares
Boatswain	2 shares
Gunner	2 shares
Quartermaster	2 shares
Carpenter	2 shares
Mate	2 shares
Healer	2 shares
Other Officers	1.5 shares
Seamen	1 share

HYDRA

Huge Magical Beast, Neutral (N), Animal Intelligence; Solitary

HD	7 (5 to 12)
AC	17
ATK	7 bites (1d10)
MV	20 (Swim 20)
SV	F 7, R 10, W 15
XP	700 (CL 8)

Hydras are reptilian monsters with multiple heads. The basic hydra has seven heads, but they can have anywhere from five to twelve heads. A hydra's Hit Dice is equal to its heads. A hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. It is about 20 feet long and weighs about 4,000 pounds. Hydras do not speak.

A hydra can be killed either by severing all the heads or by slaying its body. To sever a head, an opponent must make a successful sunder attack with a slashing weapon. Each of a hydra's heads has 1d8 hit points. Losing a head deals damage to the monster equal to half the head's full normal hit points. Each time a head is severed, two new heads spring from the stump the next round. A hydra cannot have more than twice its original number of heads. To prevent a severed head from growing back into two heads, at least 5 points of fire or acid damage must be dealt to the stump before the new heads appear. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by fire or acid.

CRYOHYDRA: Cryohydras are purplish reptiles that can breathe 20-ft jets of frost. All heads can breathe frost 3 times per day. Each jet inflicts 3d6 points of cold damage. Cryohydras are immune to cold.

PYROHYDRA: Pyrohydras are reddish reptiles that can breathe jets of fire 20-ft long. All heads can breathe fire three times per day. Each jet inflicts 3d6 points of fire damage. Pyrohydras are immune to fire, but cold can be used to kill their neck stumps in its place.

Special Qualities: Regrow heads

HYENA

Medium Animal, Neutral (N), Animal Intelligence; Cackle (1d12)

HD	2
AC	14
ATK	Bite (1d6)
MV	50
SV	F 12, R 11, W 18
XP	100 (CL 2)

Hyenas are pack hunters infamous for their cunning and their unnerving vocalizations. The statistics presented here are for a striped hyena, which is about 3 feet long and weighs about 120 pounds. A hyena that hits with its bite attack can attempt to make a free trip attack.

MONSTERS – I

ICE GIANT (XIXECAL) E

Huge Elemental (Water), Chaotic (CE), Average Intelligence; Solitary

HD	20
AC	25 [+2]
ATK	2 claws (1d10 + rend + constitution drain) and stamp (2d8)
MV	40
SV	F 3, R 5, W 5
XP	5,000 (CL 22)

Ice giants are animated glaciers with a roughly humanoid shape. Some believe they calved from great Ymir himself, and they are often objects of veneration by frost giants and their ilk. An ice giant is always surrounded by bitter cold, snow and chill winds to a radius of 1,000 feet. This cold

deals 1d6 points of damage per round to unprotected creatures. They can communicate telepathically out to 1,000 feet.

A hit from an ice giant's melee attack induces numbing cold. The opponent must succeed at a Fortitude save or be affected as though by a *slow* spell for 10 rounds. Three times per day, an ice giant can breathe a cone of cold (300 ft.) that deals 12d6 points of cold damage (Fort save for half damage).

Special Qualities: Immune to cold, vulnerable to fire, regenerate, magic resistance 75%

Spells: At will—cone of cold, desecrate, dispel magic, dominate monster, hold person, improved invisibility, unholy aura, unholy word, wall of ice; 5/day—haste, meteor swarm. Five times per day an ice giant can summon an adult white dragon

ICEMAN E

Large Outsider (Water), Neutral (N), Low Intelligence; Gang (1d8)

HD	8
AC	17
ATK	2 slams (1d8 + 1d6 cold)
MV	20 (Swim 60)
SV	F 8, R 9, W 10
XP	800 (CL 9)

Icemen look like humanoids composed entirely of ice. They stand about 10 feet tall and weigh up to 500 pounds. Icemen speak air elemental and water elemental, though they rarely speak at all.

A burrowing iceman can pass through ice and snow as easily as a fish swims through water. This burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *control water* spell cast on an area containing a burrowing iceman flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a Fortitude save. Icemen can move over slick, icy ground without difficulty.

When an iceman deals cold damage to a creature, that creature must succeed on a Fortitude save or have their movement rate halved for 1 round due to the numbing of the extremities.

Special Qualities: Immune to cold, vulnerable to fire, weapon resistance

INEVITABLE E

Inevitables are constructs whose sole aim is to enforce the will of the gods and goddesses of Law. Each type of inevitable is designed to find and punish a particular kind of transgression, hunting down a person or group that has violated a fundamental principle.

Inevitables' forms vary, but all are gold-and-silver clockwork creatures, with gears and pistons where muscles would be on flesh-and-blood creatures. Their eyes glow gold. Inevitables speak Celestial, Infernal, and the native language of their target.

KOLYARUT

Medium Construct, Lawful (LN), Average Intelligence; Solitary

HD	13
AC	23 [+1]
ATK	Strike (5d6 + level drain) or *enervation ray* or *+2 longsword* (1d8+2)
MV	30
SV	F 9, R 9, W 9
XP	3,250 (CL 15)

Kolyaruts are mechanical, clockwork humanoids clad in banded armor and carrying *+2 longswords*. They mete out punishment to those who break bargains and oaths. A kolyarut can fire a black *enervation ray* at targets within 200 feet. The effect is identical with the *enervation* spell.

Special: Magic resistance 30%, regeneration

Spells: At will— change self, detect lie, fear, hold person, invisibility, locate creature, suggestion; 1/day—hold monster, mark of justice; 1/week—geas. As a melee attack, a kolyarut can steal life force from its foe, per vampiric touch

MARUT

Large Construct, Lawful (LN), Average Intelligence; Solitary

HD	15
AC	26 [+1]
ATK	2 slams (2d6 + 3d6 sonic or 3d6 electricity)
MV	40
SV	F 7, R 8, W 8
XP	3,750 (CL 17)

Maruts are clockwork juggernauts. Maruts confront those who would try to deny the grave itself. A marut's left fist delivers a loud thunderclap whenever it hits something, dealing an extra 3d6 points of sonic damage and causing the target to be deafened for 2d6 rounds (Fortitude saving throw negates this effect). Its right fist delivers a shock for an extra 3d6 points of electricity damage and the flash of lightning causes the target to be blinded for 2d6 rounds (Fortitude saving throw negates this effect).

Special: Magic resistance 35%, regeneration

Spells: At will—*air walk, dimension door, fear, greater command, dispel magic, inflict light wounds, locate creature, true seeing*; 1/day—*chain lightning, circle of death, mark of justice, wall of force*; 1/week—*earthquake, geas, plane shift*

ZELEKHUT

Large Construct, Lawful (LN), Average Intelligence; Solitary

HD	8
AC	23 [+1]
ATK	2 chains (2d6 + 1d6 electricity)
MV	50 (Fly 60)
SV	F 10, R 10, W 11
XP	2,000 (CL 10)

Zelekhuts look like clockwork centaurs with golden wings. Zelekhuts are charged with hunting down those who would deny justice, especially those who flee to escape punishment. Expert trackers, they use a combination of natural skill and magic to find fugitives.

Special: Magic resistance 20%, regenerate

Spells: At will—clairaudience/clairvoyance, dimensional anchor, dispel magic, fear, hold person, locate creature, true seeing; 3/day—hold monster, mark of justice; 1/week—geas

INTELLECT DEVOURER A

Small Aberration, Chaotic (CE), Average Intelligence; Pod (1d4)

HD	6
AC	20
ATK	4 claws (1d3)
MV	40
SV	F 13, R 12, W 10
XP	600 (CL 7)

Intellect devourers are small creatures that look like human brains with four clawed legs. Intellect devourers understand Common but must be in possession of a body to speak. An intellect devourer in possession of a body also knows the languages known by that victim.

When an intellect devourer overcomes a lone victim, it consumes the victim's brain and enters the skull. The intellect devourer can spend the entire round merging its form with that of a helpless or dead creature of small size or larger. When an intellect devourer completes its merging, it consumes the brain of the victim (which kills it if it is not already dead). The devourer can exit the body at any time, bursting from the victim's skull and resuming its normal form.

After consuming its victim's brain, an intellect devourer can choose to animate the body for up to seven days as if it were the victim's original brain. The devourer retains its hit points, saving throw values, and intellect, as well as its spell-like abilities. It assumes the physical qualities and ability scores of the victim, as if it had used *polymorph* to assume the victim's form. As long as the intellect devourer occupies the body, it knows the languages spoken by the victim and very basic information about the victim's identity and personality, but none of the victim's specific memories or knowledge.

Spells: At will—invisibility, mind blank, reduce person; 3/day—cure moderate wounds (self), shield

INVISIBLE STALKER

Large Elemental (Air), Neutral (N), High Intelligence; Solitary

HD	8
AC	17
ATK	2 slams (2d6)
MV	30 (Fly 30)
SV	F 10, R 9, W 10
XP	800 (CL 9)

Invisible stalkers are creatures native to the Elemental Plane of Air. They sometimes serve magic-users and sorcerers, who summon them to perform specific tasks. A summoned invisible stalker undertakes whatever task the summoner commands. The creature follows a command until the task is completed and obeys only the summoner. However, it resents protracted missions or complex tasks and seeks to pervert its instructions accordingly. Invisible stalkers track their prey unerringly.

Invisible stalkers have an amorphous form. A *detect invisibility* spell shows only a dim outline of a cloud, while a *true seeing* spell reveals a roiling cloud of vapor. An invisible stalker attacks by using the air itself as a weapon. It creates a sudden, intense blast of wind that pounds a single target on the same plane as the creature.

An invisible stalker can be killed only when it is on the Elemental Plane of Air. When performing a task elsewhere, it automatically returns to its home plane when it takes damage sufficient to destroy it. This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to *invisibility purge*.

Special Qualities: Natural invisibility.

IRON COBRA A

Small Construct, Neutral (N), Non-Intelligent; Solitary

HD	1
AC	18
ATK	Bite (1d4 + poison IV)
MV	40
SV	F 16, R 15, W 15
XP	100 (CL 2)

Iron cobras are metal constructs (they might be made of metals other than iron) shaped like cobras. They are typically used as treasure guardians. When ordered to find a target within 1 mile, they do so unerringly. While they can be equipped with any poison their creator desires, they are usually equipped with lethal poison. The iron cobra holds enough poison for five bites.

Special Qualities: Weapon resistance (all), magic resistance 5%

MONSTERS – J

JACKALWERE A

Medium Magical Beast, Chaotic (CE), Average Intelligence; Pack (1d6)

HD	4
AC	15 [Silver]
ATK	Bite (2d4)
MV	30
SV	F 11, R 11, W 14
XP	400 (CL 5)

A jackalwere is an evil spirit with the body of a jackal. It can also assume the shape of a sly male or female human. Jackalweres can cause *sleep* by looking deeply into a human's eyes, assuming the victim fails a Will save.

JELLYFISH, GIANT

Large Vermin, Neutral (N), Non-Intelligent; Bloom (1d12)

HD	3
AC	12
ATK	Tentacles (1d6 + grapple + poison III)
MV	0 (Swim 10)
SV	F 11, R 15, W 14
XP	300 (CL 4)

A giant jellyfish's body averages 8 feet or more in diameter, while its tentacles, trailing beneath it underwater, can reach lengths of around 50 feet or greater. A giant jellyfish can jet backward once per round at a speed equal to four times its swim speed. It must move in a straight line.

JUGGERNAUT E

Medium Giant, Lawful (LN), Average Intelligence; Squad (1d20)

HD	3
AC	14 (leather and shield)
ATK	By weapon
MV	30
SV	F 12, R 14, W 14
XP	300 (CL 4)

Juggernauts are humanoids with the blood of giants flowing through their veins. They are muscular humanoids that typically stand from 7 feet to 8 feet tall and weigh from 250 to 400 pounds, with men noticeably taller and heavier than women. Juggernauts speak Common and may also learn Hill Giant.

Because of their giant ancestry, juggernauts are able to use weapons sized for creatures larger than normal humans, these weapons doing +1 points of damage per hit. Juggernauts enjoy a tactical advantage against medium creatures (as though they themselves were large), and large creatures gain no tactical advantage against them. Most arm themselves with greatswords or pole axes and heavy crossbows.

Special Qualities: +2 bonus on saving throws against fire spells and effects

Spells: 1/day—stomp

JUGGERNAUTS AS CHARACTERS

Juggernauts modify their starting ability scores as follows: Str +1, Con +1, Dex -1 (min 3, max 19). They have all the special abilities and spell-like abilities described above and have darkvision to a range of 60 feet. Juggernauts speak Common and may also learn Draconic, Gnoll and Hill Giant. Juggernauts can multi-class as cleric/fighters, fighter/magic-users and fighter/thieves. Whatever class or classes they take, they can advance only to a maximum of 8th level.

MONSTERS – K

KITH-YIN E

Medium Monstrous Humanoid, Chaotic (CE), Average Int.; Crew (2d8)

HD	4
AC	16 (breastplate)
ATK	Silver sword (1d6+1)
MV	30
SV	F 14, R 11, W 11
XP	400 (CL 5)

The kith-yin are emaciated, humanoid creatures who inhabit the Astral Plane. Descendants of ancient elves who ventured into the Astral Plane long ago, they resemble their kin only slightly, with bony faces, long, pointed ears and large, black eyes. The kith-yin live on swift, magical vessels that ply the Astral Plane looking for prey, much in the manner of pirates. Most wear baroque breastplates and wield silver swords.

The kith-yin have a natural capacity for magic. Their crews are usually led by a fighter/sorcerer (or warlock) of 5th to 7th level. This captain is assisted by a fighter/sorcerer (or warlock) of 2nd to 5th level.

Spells: 3/day—detect thoughts; 2/day—psionic blast; 1/day—crushing despair; 1/week—plane shift (but only in concert with three other kith-yin)

KOBOLD

*Small Humanoid, Chaotic (CE), Average Intelligence; Warband (2d12)**

HD	0
AC	13 (leather armor)
ATK	By weapon
MV	20
SV	F 14, R 16, W 16
XP	25 (CL 0)

Kobolds are short, reptilian humanoids with cowardly and sadistic tendencies. A kobold's scaly skin ranges from dark rusty brown to a rusty black color. It has glowing red eyes. Kobolds wear ragged clothing, favoring red and orange. A kobold is 2 to 2½ feet tall and weighs 35 to 45 pounds. Kobolds speak their own language with a voice that sounds like that of a yapping dog. Kobolds are blinded in bright sunlight or within the radius of a *daylight* spell.

Kobolds organize themselves into tribes of 1d20 x 20 warriors plus additional non-combatants equal to 100% of the males. For every 40 warriors in a tribe, there is an additional sub-chief with 1 HD. Tribes are led by chiefs with 2 HD and 2d6 bodyguards with 1+1 HD each. Tribes keep 2d4 giant weasels as guard animals and pets. The usual composition of a kobold army is as follows:

25%	3 javelins, hammer, flask of acid (1d6 damage)
40%	Leather armor, spear
20%	Leather armor and buckler, light pick, hammer
10%	Studded leather and shield, morningstar, hammer
5%	Leather armor, buckler, light pick, light crossbow, giant weasel

KOBOLDS AS CHARACTERS

Kobolds modify their starting ability scores as follows: Str -2, Dex +1, Con -1. They are small creatures but have a standard speed of 30 ft. per round. Kobolds can see in darkness up to 120 feet and detect stonework as well as dwarves. Their scales give them a natural +1 bonus to Armor Class. Kobolds can multi-class as cleric/sorcerers, fighter/sorcerers and sorcerer/thieves. They speak Kobold and may also speak Draconic, Dwarven, Gnome or Goblin.

KRAKEN A

Huge Magical Beast, Chaotic (NE), Super Intelligence; Solitary

HD	20
AC	19
ATK	8 tentacles (2d6 + constrict) and bite (4d6)
MV	Swim 20
SV	F 3, R 3, W 3
XP	2,000 (CL 22)

Krakens are gargantuan squids with magical powers. Six of the beast's tentacles are shorter arms about 30 feet long; the remaining two are nearly 60 feet long and covered with barbs. Its beaklike mouth is located where the tentacles meet the lower portion of its body.

Krakens strike their opponents with their barbed tentacles and then drag victims into their huge jaws. An opponent can make sunder attacks against a kraken's tentacles or arms as if they were weapons. A kraken's tentacles have 15 hit points. A kraken usually withdraws from combat if it loses four tentacles. A kraken regrows them in 1d10+10 days.

A kraken can emit a cloud of jet-black ink in an 80-foot spread once per minute in addition to attacking. The cloud provides total concealment for the kraken, which normally uses it escape a fight that is going badly. Creatures within the cloud are considered to be in darkness.

Special Qualities: Ink cloud

Spells: 1/day—control weather, control winds, dominate animal, resist energy

KRENSHAR E

Medium Magical Beast, Neutral (N), Low Intelligence; Scream (1d10)

HD	2
AC	15
ATK	2 claws (1d4) and bite (1d6)
MV	40
SV	F 12, R 12, W 16
XP	200 (CL 3)

Krenshar are a magical breed of lion with extremely flexible skin on their heads. A krenshar can pull the skin back from its head, revealing the musculature and bony structures of its skull. Combining this ability with a loud screech produces an unsettling effect that works like a *scare* spell.

MONSTERS – L

LAMIA A

Large Magical Beast, Chaotic (CE), High Intelligence; Gang (1d4)

HD	9
AC	18
ATK	2 claws (1d4 + 1 wisdom drain)
MV	60
SV	F 8, R 8, W 10
XP	900 (CL 10)

Lamias are creatures that look like centaurs with the upper bodies of beautiful women and the lower bodies of lionesses. Lamias are so quiet and clever that they surprise foes on a roll of 1-3 on 1d6.

Spells: At will—disguise self, ventriloquism; 3/day—charm monster, mirror image, spectral force, suggestion; 1/day—deep slumber

LAMMASU

Large Magical Beast, Lawful (LG), High Intelligence; Solitary

HD	7
AC	19
ATK	2 claws (1d6)
MV	30 (Fly 60)
SV	F 9, R 10, W 11
XP	700 (CL 8)

Lammasu are mystic agents of law that look like lions with the faces of bearded, serene human males. A typical lammasu is about 8 feet long and weighs about 500 pounds. Lammasus speak Celestial and Common.

Spells: Continuous—magic circle against evil (20 ft.-radius); 2/day—improved invisibility (self); 1/day—dimension door. A lammasu also casts spells as a 7th-level cleric

LEOPARD

Medium Animal, Neutral (N), Animal Intelligence; Leap (1d4)

HD	3
AC	15
ATK	2 claws (1d3 + rend) and bite (1d6)
MV	40 (Climb 20)
SV	F 12, R 12, W 17
XP	300 (CL 4)

These jungle cats are about 4 feet long and weigh about 120 pounds. They usually hunt at night. The statistics presented here can describe any feline of similar size, such as jaguars, panthers, and mountain lions.

LEPRECHAUN A

Small Fey, Neutral (N), High Intelligence; Guild (1d20)

HD	0
AC	14
ATK	Hammer (1d4)
MV	40
SV	F 17, R 13, W 12
XP	125 (CL 2)

Leprechauns are fey cobblers that measure about 2 feet tall. They favor brightly colored clothes, particularly greens and reds. Leprechauns are a jovial people, enjoying fine food and drink; some leprechauns also enjoy a good smoke from a long-stemmed pipe. They are a tricky folk and enjoy jokes and pranks, although they usually do not appreciate being the victims of such acts. Leprechauns are skilled in legerdemain and trickery. Some say leprechauns are descendants of halflings and pixies. Leprechauns speak Sylvan and Common.

Special Qualities: Magic resistance 60%

Spells: At will—dancing lights, invisibility (self), permanent illusion, polymorph any object, ventriloquism

LEUCROTA A

Medium Magical Beast, Chaotic (CE), Average Intelligence; Mimic (1d6)

HD	6
AC	15
ATK	Bite (1d6)
MV	40
SV	F 10, R 10, W 12
XP	600 (CL 7)

The leucrota has a badger's head and a lion's body, but with cloven hooves instead of claws. Its toothy mouth stretches from ear to ear and delivers a deadly bite. A leucrota can mimic any sound, including human voices, which it has ever heard.

LICH

Medium Undead, Chaotic (CE), High Intelligence; Solitary

HD	12
AC	15 [+1]
ATK	Strike (permanent paralysis)
MV	30
SV	F 9, R 9, W 6
XP	3,000 (CL 14)

A lich is an undead magic-user or sorcerer who has used its magical powers to unnaturally extend its life. A lich looks like skeletal humanoid with withered flesh stretched tight across horribly visible bones. Its eyes have long ago been lost to decay, but bright pinpoints of light burn on in the empty sockets.

Liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD that look upon a lich must succeed on a Will save or be affected as though by a *fear* spell. Any living creature hit by a lich's strike attack must pass a Fortitude save or be paralyzed permanently.

Special Qualities: Immune to cold, electricity, polymorph and mind attacks

Spells: As magic-user of 12th or higher level

LILLEND A

Large Outsider, Neutral (CN), High Intelligence; Covey (1d4)

HD	7
AC	17
ATK	Sword (1d8) and tail (2d6 + constrict)
MV	20 (Fly 70)
SV	F 9, R 10, W 9
XP	700 (CL 8)

Lillends are spirits of inspiration and art. They look like beautiful elven women with the lower bodies of serpents covered in rainbow scales. Colorful, feathered wings sprout from a lillend's shoulders. A typical lillend's coils are 20 feet long. They speak Celestial and Common.

Lillends have all the abilities of a 7th level bard, including the bard's spell casting ability.

Special Qualities: Immune to fire and poison

Spells: 3/day—darkness, hallucinatory terrain, knock, light; 1/day—charm person, speak with animals, speak with plants.

Typical Bard Spells: 0th—audible glamer, daze, read magic; 1st—cure light wounds, expeditious retreat, phantasmal force; 2nd—hypnotic pattern, summon monster II.

LION

Large Animal, Neutral (N), Animal Intelligence; Pride (1d10)

HD	5
AC	15
ATK	2 claws (1d6 + rend) and bite (1d8)
MV	40
SV	F 10, R 11, W 16
XP	500 (CL 6)

Male African lions are 5 to 8 feet long and weigh 330 to 550 pounds. Females are slightly smaller but use the same statistics.

LIVING STATUE

Living statues are magically animated statues. They are true automatons, unlike golems, which are animated by elemental spirits. While this means that living statues have no chance of going "berserk," it also means that they may only perform simple programmed activities. They make very effective guards for tombs, treasure rooms, and similar places.

Living statues can be crafted to resemble any sort of living creature, but most are made to look like humans or demi-humans.

LIVING CRYSTAL STATUE

Medium Construct, Neutral (N), Non-Intelligent; Gallery (1d6)

HD	3
AC	16
ATK	2 fists (1d6)
MV	30
SV	F 14, R 14, W 14
XP	300 (CL 4)

Living crystal statues have no special powers, unlike those made of iron or stone, unless knocking someone's teeth out counts as a special power.

LIVING IRON STATUE

Medium Construct, Neutral (N), Non-Intelligent; Gallery (1d4)

HD	4
AC	18
ATK	2 fists (1d8)
MV	10
SV	F 14, R 15, W 14
XP	400 (CL 5)

If a living iron statue is struck by a non-magical metal weapon, the weapon may become stuck in the monster is the weapon's wielder fails a Reflex saving throw. A lodged weapon cannot be removed until the statue is destroyed.

LIVING STONE STATUE

Medium Construct, Neutral (N), Non-Intelligent; Gallery (1d3)

HD	5
AC	16
ATK	2 lava sprays (5'/2d6 fire) or 2 fists (1d8)
MV	20
SV	F 10, R 10, W 11
XP	500 (CL 6)

A living stone statue can attack by spraying molten rock from its fingers. The range of the spray is 5 feet, and is directed at but a single target.

LIZARD

Tiny Animal, Neutral (N), Animal Intelligence; Solitary

HD	0
AC	14
ATK	Bite (1d3)
MV	20 (Climb 20)
SV	F 16, R 13, W 19
XP	25 (CL 0)

The statistics presented here describe small, nonvenomous lizards of perhaps a foot or two in length, such as an iguana.

LIZARD, GIANT DRACO

Medium Animal, Neutral (N), Animal Intelligence; Pack (1d4)

HD	4
AC	15
ATK	Bite (1d10)
MV	40 (Fly 70)
SV	F 11, R 11, W 17
XP	200 (CL 4)

Giant draco lizards are fierce predators able to extend their ribs and connected skin to form a sort of wing, allowing them to fly for short distances (no more than three rounds, and ascending is impossible).

LIZARD, GIANT GECKO

Medium Animal, Neutral (N), Animal Intelligence; Pack (1d6)

HD	3
AC	15
ATK	Bite (1d8)
MV	40
SV	F 12, R 12, W 17
XP	150 (CL 3)

Giant gecko lizards range from 4 to 6 feet in length, and are generally green in color, though grey or white versions can be found underground. They can climb walls and even walk across ceilings at full movement rate due to their specialized toe pads. They are carnivores, typically attacking weaker prey from above.

LIZARD, GIANT HORNED CHAMELEON

Large Animal, Neutral (N), Animal Intelligence; Pack (1d3)

HD	5
AC	18
ATK	Bite (2d6) or tongue (20'/grapple)
MV	40
SV	F 10, R 11, W 16
XP	250 (CL 5)

Giant horned chameleons average 8 to 10 feet in length. They are typically green, but can change color to blend into their surroundings, allowing them to surprise prey on 1-4 on 1d6. Giant horned chameleon have very long tongues, able to spring out up to 20 feet forward; the sticky muscular ball on the end grabs on to the chameleon's prey, and the chameleon then drags the prey to its mouth at a rate of 5 feet per round, doing bite damage automatically on the following round (and all subsequent rounds, until the chameleon is killed or fails a morale check, or until the prey is dead). The horns of the giant horned chameleon are used only in mating rituals, not in combat.

Special Qualities: Surprise (4 in 6)

LIZARD, GIANT TUATARA

Large Animal, Neutral (N), Animal Intelligence; Pack (1d2)

HD	6
AC	16
ATK	2 claws (1d4) and bite (2d6)
MV	40
SV	F 9, R 10, W 15
XP	300 (CL 6)

Giant tuataras are large, being 10 to 12 feet in length and heavily built. They are predators with a powerful shearing bite. Giant tuataras are more resistant to cold than most lizards, and are thus sometimes found hunting deep underground. They are also known to hibernate in cold weather.

LIZARD, MONITOR

Medium Animal, Neutral (N), Animal Intelligence; Solitary

HD	3
AC	15
ATK	Bite (1d8)
MV	30 (Swim 30)
SV	F 12, R 12, W 17
XP	150 (CL 3)

These stats can be used to represent all manner of carnivorous lizards measuring from 3 to 5 feet long.

LIZARDMAN

*Medium Humanoid, Neutral (N), Average Intelligence; Band (1d10)**

HD	2
AC	13 (shield)
ATK	Bite (1d6) and weapon
MV	30 (Swim 20)
SV	F 12, R 15, W 15
XP	100 (CL 2)

Lizardmen are reptilian humanoids with the heads of lizards. They are cold blooded and mostly dwell in marshes. A lizardman is usually 6 to 7 feet tall with green, gray, or brown scales. Its tail is used for balance and is 3 to 4 feet long. A lizardman can weigh from 200 to 250 pounds. Lizardmen speak their own language. They can hold their breath for up to 12 rounds.

Lizardmen that dwell in swamps have a swim speed of 20. Those who dwell in mountainous or wooded areas replace this with a climb speed, and those who dwell in deserts replace it with a burrow speed.

Lizard men dwell in small tribes of 1d4 x 20 warriors, plus additional non-combatants equal to 10% of the warriors. For every 20 warriors, the tribe includes a sub-chief with 3 HD and is commanded by a chief with 5 HD. The usual composition of a lizard man army is as follows:

30%	Buckler (AC 12), club, 3 javelins
50%	Shield (AC 13), spear, 5 darts
20%	Leather armor and shield (AC 15), battleaxe

LIZARDMEN AS CHARACTERS

Lizardmen modify their starting ability scores as follows: Str +1, Con +1, Int -1. Lizardmen enjoy a +1 bonus to Armor Class from their thick, scaly hides. They can multi-class as druid/fighters, fighter/sorcerers and fighter/thieves. Whatever their class, they can only advance to 9th level. Lizardmen speak their own language, and might also speak Draconic, Goblin or Troglodyte.

LOCATHAH (FISH MEN)

*Medium Humanoid, Neutral (N), Average Intelligence; Patrol (1d20)**

HD	2
AC	14
ATK	By weapon
MV	10 (Swim 60)
SV	F 12, R 15, W 15
XP	100 (CL 2)

Locathah are humanoid in shape, but have the scaled skin of fish and the heads of fish. The average locathah stands 5 feet tall and weighs 175 pounds. Females and males look very much alike, although the former can be recognized by the two ochre stripes marking their egg sacs. Locathah speak their own language. They lack teeth, claws, and other natural weapons, so they are not especially dangerous if unarmed.

Locathah gather in tribes of 1d10 x 20 warriors and additional non-combatants equal to 100% of the warriors. For every 20 locathah there is a sub-chief with 3 HD. Tribes are ruled by chieftain with 5 HD who are accompanied by 2d4 bodyguards with 3 HD and wearing shellycoat* armor and carrying shield and trident. Locathah tribes usually keep 2d6 giant barracudas as guard animals. The usual composition of locathah armies is as follows:

20%	Dagger, net
60%	Spear (1d8), light crossbow
20%	Shellycoat* armor and shield (AC 17), trident

* Shellycoat armor is manufactured by several undersea folks, and consists of a hundreds of shells woven onto a backing of shagreen in the manner of scale mail. Shellycoat increases AC by 1 point.

LURKER ABOVE (TRAPPER) A

Huge Aberration, Neutral (N), Animal Intelligence; Solitary

HD	10
AC	15
ATK	Buffet (1d10 + constrict)
MV	10 (Fly 40)
SV	F 7, R 11, W 11
XP	2,500 (CL 12)

The lurker above is a subterranean carnivore that preys on any living creatures that enter its territory. They look something like manta rays, with flesh that approximates stone. The lurker clings to a ceiling, using a camouflage ability similar to that of a chameleon to hide itself, and waits for prey to walk beneath it. It then drops on their foe and engulfs them. Attacks that hit an engulfing lurker deal half their damage to the monster and half to the creature enveloped by the monster.

Trappers are relatives of the lurker above. Unlike lurkers, trappers mimic the floor of a building, dungeon or other structure. By manipulating their body structure while covering the floor, trappers can form a box that resembles a small trunk or chest. This is usually enough to lure would-be-adventurers to their doom.

Special Qualities: Resistance to blunt weapons

LYCANTHROPE

Lycanthropes are humanoids who can transform themselves into animals. A lycanthrope can assume a hybrid form that is a mix of its humanoid and animal forms. A hybrid has hands and can use weapons, but it can also attack with its teeth and claws. Hybrid can spread lycanthropy with a bite.

When a character contracts lycanthropy through a lycanthrope's bite, no symptoms appear until the first night of the next full moon. On that night, the afflicted character involuntarily assumes animal form and forgets his or her own identity, potentially becoming an NPC. The character remains in animal form, assuming the appropriate alignment, until the next dawn.

An afflicted character who eats a sprig of belladonna (i.e. wolfsbane) within 1 hour of an attack can attempt a Fortitude save to shake off the affliction. The character gets only one chance, no matter how much belladonna is consumed. The belladonna must be reasonably fresh (picked within the last week). Fresh or not, belladonna is a lethal poison.

A *cure disease* or *heal* spell cast by a cleric of 12th level or higher also cures the affliction, provided the character receives the spell within three days of the lycanthrope's attack. The only other way to remove the affliction is to cast *remove curse* or *break enchantment* on the character during one of the three days of the full moon.

WEREBEAR

Large Monstrous Humanoid, Lawful (LG), Average Intelligence; Troupe (1d4 + 1d4 brown bears)

HD	7
AC	17 [Silver]
ATK	2 claws (1d8) and bite (1d8) or Bite (1d8) and weapon
MV	30
SV	F 11, R 10, W 10
XP	700 (CL 8)

Werebears in humanoid form tend to be stout, well-muscled, and hairy. Their brown hair is thick, and males usually wear beards. They may have reddish, blond, ivory, or black hair, matching the color of the ursine form. They dress in simple cloth and leather garments that are easy to remove, repair, or replace. Any humanoid or giant hit by a werebear's bite attack in animal or hybrid form must succeed on a Fortitude saving throw or contract lycanthropy.

WEREBOAR

Medium Monstrous Humanoid, Neutral (N), Average Intelligence; Troupe (1d4 + 1d4 boars)

HD	4
AC	18 [Silver]
ATK	2 claws (1d4) and gore (1d6) gore (1d6) or weapon
MV	30
SV	F 14, R 11, W 11
XP	400 (CL 5)

A wereboar in humanoid form tends to be a stocky, muscular individual of average height. It dresses in simple garments that are easy to remove, repair, or replace. Any humanoid or giant hit by the wereboar's gore attack in animal or hybrid form must succeed on a fortitude save or contract lycanthropy.

WERERAT

Medium Monstrous Humanoid, Chaotic (CE), Average Intelligence; Troupe (1d6 + 1d4+4 giant rats)

HD	2
AC	16 [Silver]
ATK	Bite (1d6) and weapon
MV	30
SV	F 15, R 12, W 12
XP	200 (CL 3)

A wererat in humanoid form tends to be a thin, wiry individual of shorter than average height. The eyes constantly dart around, and the nose and mouth may twitch if he or she is excited. Males often have thin, ragged mustaches. Any humanoid or giant hit by a wererat's bite attack in animal or hybrid form must succeed on a fortitude save or contract lycanthropy.

WERETIGER

Large Monstrous Humanoid, Neutral (N), Average Int.; Solitary or Pair

HD	7
AC	16 [Silver]
ATK	2 claws (1d8) and bite (2d6)
MV	30
SV	F 11, R 10, W 10
XP	700 (CL 8)

Weretigers in humanoid form tend to be sleekly muscular, taller than average, and very agile. Any humanoid or giant hit by a weretiger's bite attack in animal or hybrid form must succeed on a fortitude save or contract lycanthropy.

WEREWOLF

Medium Monstrous Humanoid, Chaotic (CE), Average Intelligence; Troupe (1d4+1 and 1d4+4 wolves)

HD	4
AC	16 [Silver]
ATK	2 claws (1d4) and bite (1d6)
MV	30
SV	F 14, R 11, W 11
XP	400 (CL 5)

Werewolves betray no sign of their lycanthropy in human form, other than in some of their mannerisms; a tendency to growl in their throat when annoyed and extreme territoriality over their possessions. Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a fortitude save or contract lycanthropy.

LYNX, GIANT A

Medium Animal, Neutral (N), Animal Intelligence; Solitary

HD	2
AC	13
ATK	2 claws (1d3 + rend) and bite (1d4)
MV	30
SV	F 12, R 12, W 15
XP	100 (CL 2)

These large felines dwell in mountains and highlands.

MONSTERS – M

MAGMIN A

Small Elemental (Fire), Neutral (N), Low Intelligence; Squad (1d10)

HD	2
AC	17 [+1]
ATK	Strike (1d8 + combustion)
MV	30
SV	F 16, R 12, W 16
XP	500 (CL 4)

Magmins are small, humanoid beings from the Elemental Plane of Fire that radiate intense heat and are wreathed in an aura of searing flames. A typical magmin is 4 feet tall and weighs 400 pounds.

Anyone within 20 feet of a magmin must succeed on a Fortitude save or take 1d6 points of heat damage per round from the intense heat. Anyone a magmin strikes must succeed on a Reflex save or take an extra 1d4 points of fire damage as clothes ignite or armor becomes searing hot. The damage continues for another 1d4 rounds after the magmin's last hit. Magmins can also ignite flammable materials with a touch.

Special Qualities: Immune to fire, vulnerable to cold

MAMMOTH

Huge Animal, Neutral (N), Animal Intelligence; Herd (1d30)

HD	12
AC	14
ATK	Slam (2d10) and 2 stamps (2d8) or gore (2d12)
MV	40
SV	F 4, R 7, W 12
XP	600 (CL 12)

Mammoths are huge, shaggy precursors to elephants, larger and more feral, with great, curving tusks. They might be trained as mounts by snow-barbarians. Mammoths can trample enemies up to medium size, inflicting 2d10 points of damage (Reflex saving throw for half damage).

MANTA RAY

Large Animal, Neutral (N), Animal Intelligence; School (1d6)

HD	4
AC	12
ATK	Ram (1d6)
MV	Swim 30
SV	F 10, R 11, W 17
XP	200 (CL 4)

These fish are not aggressive and generally avoid contact with other creatures. They filter plankton and similar small organisms from the water through their gaping, toothless maws.

MANTICORE

Large Magical Beast, Chaotic (CE), Low Intelligence; Pride (1d6)

HD	6
AC	17
ATK	2 claws (2d4), bite (1d8) or 6 spikes (180'/1d8)
MV	30 (Fly 50)
SV	F 9, R 10, W 13
XP	600 (CL 7)

Manticores have the bodies of red lions, with human heads that have wide mouths filled with three rows of sharp teeth. Beyond that, manticores are quite variable in appearance, with a 50% of them having bat-like wings (fly speed of 50) and all of them having one of the following types of tails:

1	Scorpion tail (1d6 damage + poison III)
2	Serpent tail (1d4 damage + poison IV)
3-4	Spiked tail (fire up to 6 spikes per round, 24 per day, with 180' range and 1d8 points of damage)

A typical manticore is about 10 feet long and weighs about 1,000 pounds. Manticores speak Common with a trumpet-like voice.

MEDUSA

Medium Monstrous Humanoid, Chaotic (CE), Average Int.; Covey (1d4)

HD	6
AC	15
ATK	Snakes (1d4 + poison III) or by weapon
MV	30
SV	F 12, R 10, W 10
XP	1,500 (CL 8)

Medusas are female creatures possessed of a harsh beauty, with snakes growing from its head in place of hair. A medusa is indistinguishable from a normal human at distances greater than 30 feet (or closer, if its face is concealed). The creature wears garments that enhance its body while hiding its face behind a hood or veil. A medusa's gaze turns people to stone permanently (a Fortitude save negates).

MEPHIT A

Small Outsider, Chaotic (CE), Low Intelligence; Mob (1d12)

HD	3
AC	16 [+1]
ATK	2 claws (1d4)
MV	30 (some can Fly 60)
SV	F 13, R 12, W 13
XP	750 (CL 5)

All mephits appear as small, winged imps. All mephits have a breath weapon usable twice per day and one or more spell-like abilities. A mephit can regenerate damage, but only in its native element. Once per day, a mephit can attempt to summon another mephit of the same variety with a 25% chance of success.

AIR MEPHIT: Air mephits breathe a cone (10 ft.) of dust and grit that deals 1d4 points of damage (Fortitude save or blinded for 1d4 rounds). Once per hour it can use the *blur* spell. Once per day it can use *gust of wind*. They regenerate only when exposed to moving air, like a breeze or wind.

DUST MEPHIT: Dust mephits breathe a cone (10 ft.) of irritating particles that deal 1d4 points of damage and force creatures to pass a Reflex save or suffer from itching skin and burning eyes (gives their opponent's a tactical advantage). Once per hour a dust mephit can use *blur*. Once per day it can use *wind wall*. They regenerate only in dusty environments.

EARTH MEPHIT: Earth mephits breathe a cone (10 ft.) of rock shards and pebbles that deals 1d8 points of damage. They can use *soften earth and stone* once per day. Once per hour they can use *enlarge person* on themselves. They regenerate only underground or buried.

FIRE MEPHIT: Fire mephits breathe a cone of fire (10 ft.) that inflicts 1d8 points of damage. They can use *scorching ray* once per hour and *heat metal* once per day. They only regenerate when touching fire.

ICE MEPHIT: Ice mephits breathe a cone of ice shards (10 ft.) that deals 1d4 points of damage. Creatures that fail a Reflex saving throw are tormented by frostbite and frozen eyes (grants opponents tactical advantage). They can use *energy missile (cold)* once per hour and *chill metal* once per day. They regenerate only when touching ice.

MAGMA MEPHIT: Magma mephits breathe a cone of magma (10 ft.) that deals 1d4 points of damage. Creatures that fail a Reflex saving throw are tormented by burned skin and seared eyes (grants opponents a tactical advantage). They can use *pyrotechnics* once per day. Once per hour a magma mephit can assume the form of a pool of magma. In this form it can move at a speed of 10 ft. per round and can only be harmed by +3 or better weapons. They regenerate only when touching magma or lava.

OOZE MEPHIT: Ooze mephits breathe a cone of caustic liquid (10 ft.) that deals 1d4 points of damage. Creatures that fail a Reflex saving throw are tormented by itching skin and burning eyes (grants opponents a tactical advantage). They can use *acid arrow* once per hour and *stinking cloud* once per day. They regenerate when in a wet or muddy environment.

SALT MEPHIT: Salt mephits breathe a cone of salt crystals (10 ft.) that deals 1d4 points of damage. Creatures that fail a Reflex saving throw are tormented by itching skin and burning eyes (grants opponents a tactical advantage). They can use *glitterdust* once per hour. Once per day they can draw the moisture from a 20-ft. radius area. Living creatures in range suffer 2d8 points of damage (double for plant creatures and water creatures). They only regenerate in arid places.

STEAM MEPHIT: Steam mephits breathe a cone of steam (10 ft.) that deals 1d4 points of damage. Creatures that fail a Reflex saving throw are tormented by burned skin and seared eyes (grants opponents a tactical advantage). They can use *blur* once per hour. Once per day they can cause a boiling rain to fall in a 20 square foot area, inflicting 2d6 points of damage to all within the area. They regenerate only in a hot, humid area.

WATER MEPHIT: Water mephits breathe a cone of caustic liquid (10 ft.) that deals 1d8 points of damage. They can use *acid arrow* once per hour and *stinking cloud* once per day. They regenerate only when in water.

Special Qualities: Regenerate

MERCANE E

Large Outsider, Neutral (N), Super Int.; Company (1d4 + 3d6 bodyguards)

HD	7
AC	15
ATK	Falchion (1d10)
MV	30
SV	F 9, R 10, W 7
XP	700 (CL 8)

Mercanes are extraplanar merchants of bizarre, one-of-a-kind items. They are humanoid beings with pale to deep azure skin. Mercanes speak Abyssal, Celestial, Draconic, Infernal and at least two other languages. They can communicate telepathically with any sentient creature within 100 feet. Mercanes are always accompanied by bodyguards (1st level fighters, platemail and halberds). They dress in noble outfits and always show off as much jewelry as possible.

Special: Magic resistance 15%

Spells: 3/day—dimension door, invisibility; 1/day—secret chest, plane shift

MERFOLK

Medium Humanoid, Neutral (N), Average Intelligence; Patrol (1d20)

HD	1
AC	13 (leather armor)
ATK	By weapon
MV	5 (Swim 50)
SV	F 15, R 13, W 15
XP	50 (CL 1)

Merfolk have humanoid upper bodies and the lower bodies of fish. A merfolk is about 8 feet long from the top of the head to the end of the tail, and weighs about 400 pounds. Merfolk speak Common and Merfolk. They favor heavy crossbows that fire bolts fashioned from blowfish spines, with an underwater range increment of 30 feet.

Merfolk organize themselves into bands of 1d10 x 20 warriors plus additional non-combatants equal to 50% of the warriors. For every 20

warriors there is a 2nd to 5th level sub-chief (usually a fighter). The tribe is led by a 5th to 8th level chief with a bodyguard of 2d8 2nd level merfolk fighters. Most tribes have 3d6 dolphins as pets and guard animals.

Merfolk warriors are generally equipped as follows:

30%	Leather armor (AC 13), heavy crossbow, dagger
20%	Leather armor (AC 13), spear, dagger
30%	Leather armor (AC 13), trident, dagger
10%	Leather armor (AC 13), grappling hook, dagger
10%	Shellycoat armor (AC 14), spear, dagger, porpoise

MIMIC A

Large Aberration, Neutral (N), Average Intelligence; Solitary

HD	7
AC	15
ATK	2 slams (1d8)
MV	10
SV	F 11, R 13, W 10
XP	700 (CL 8)

A mimic can have almost any dimensions, but usually is not more than 10 feet long. Nobody has ever seen them in their true form. A typical mimic weighs about 4,500 pounds. A mimic can assume the general shape of any object that fills roughly 150 cubic feet (5 feet by 5 feet by 6 feet), such as a massive chest, a stout bed, or a wide door frame. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present.

A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. The adhesive can only be removed by strong alcohol, but the substance also breaks down 5 rounds after the creature dies. A grappled creature suffers slam damage automatically each round.

Special Qualities: Immune to acid

MIND EATER

Medium Aberration, Chaotic (CE), Super Intelligence; Cabal (1d4)

HD	8
AC	14
ATK	4 tentacles (2d4 + grapple), bite (1d3) and weapon
MV	30
SV	F 11, R 11, W 6
XP	2,000 (CL 11)

Mind eaters are a deep-dwelling, chthonic race of ancient and very evil beings. They have a cephalopod head upon a tall, humanoid body coated in protective slime. This race considers all other intelligent races as nothing more than a source of slaves and of the mind eaters' food source, brains. They communicate telepathically to a range of 100 feet and speak an alien tongue that they share with the neothelids.

Mind eaters attack with their four face-tentacles. If it hits the same target with two of these tentacles, it may make a free grapple attack. If this is successful, a third tentacle worms its way toward the victim's brain, yanking it from the skull in 1d4 rounds.

The mind eater also uses a powerful mental blast in a cone (60 ft.). This power can be used once per day. The effect of the mental blast depends on the number of creatures in the blast zone:

TARGETS	MENTAL BLAST EFFECT
1-2	Natural 1 on saving throw = Death, Failed save = Stunned 3d6 turns, Successful save = Panic for 1d10 rounds
3-4	Natural 1 on saving throw = Stunned 3d6 turns, Failed save = Panic for 3d6 turns, Successful save = Confused 1d10 rounds
5+	Natural 1 on saving throw = Panicked for 3d6 turns, Failed save = Confused for 1d6 turns, Successful save = No effect

Special Qualities: Magic resistance 90%

Spells: At will—astral projection, charm monster, detect thoughts, levitate, suggestion

MINOTAUR

Large Monstrous Humanoid, Chaotic (CE), Low Intelligence; Gang (1d4)

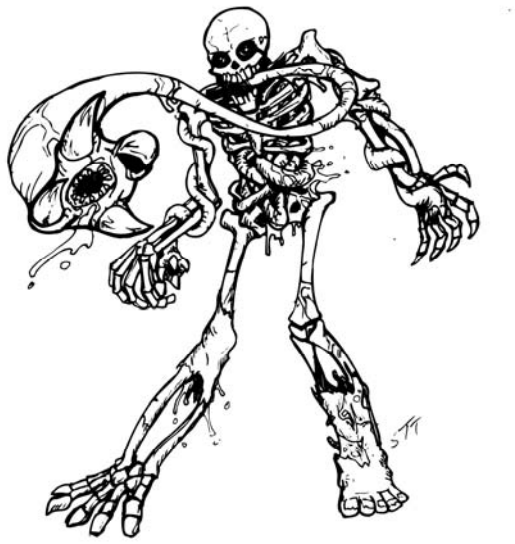
HD	6
AC	14
ATK	Battleaxe (2d6), gore (1d8) and bite (1d6)
MV	30
SV	F 11, R 10, W 11
XP	600 (CL 7)

Minotaurs look like large ogres with the heads of bulls. A minotaur stands more than 7 feet tall and weighs about 700 pounds. They speak their own guttural tongue. A minotaur typically begins a battle by charging at an opponent to gore them. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack that deals 3d6 points of damage. Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Furthermore, they are never subject to backstabs from thieves and assassins.

Special Qualities: Immune to mazes

MINOTAURS AS CHARACTERS

Minotaur characters modify their starting ability scores as follows: Str +4 (max. 20), Con +2, Int -2, Cha -1. As large creatures, their armor costs double normal. Minotaurs have darkvision to a range of 60 feet. Their thick hide gives them a +2 bonus to Armor Class, and they retain the gore and powerful charge attacks of normal minotaurs, as well as their immunity to backstabs from thieves and assassins. Minotaurs speak their own tongue, and might also know Common, Orc, Goblin or Ogre. Minotaurs may only advance to 6th level.



MOHRG E

Medium Undead, Chaotic (CE), Average Int.; Mob (1d4 + 3d4 zombies)

HD	14
AC	21
ATK	Slam (1d8) and tongue (paralysis 1d4 minutes)
MV	30
SV	F 8, R 8, W 6
XP	1,400 (CL 15)

Mohrgs are the animated corpses of mass murderers or similar villains who died without atoning for their crimes. Mohrgs look like bony corpses with long, slavering tongues. A mohrg lashes out with its tongue in combat. An opponent the tongue strikes must succeed on a Fortitude save or become paralyzed for 1d4 minutes. Creatures killed by a mohrg rise in 1d4 days as zombies under the mohrg's control.

MONKEY

Tiny Animal, Neutral (N), Animal Intelligence; Troop (1d4 x 10)

HD	0
AC	14
ATK	Bite (1d3)
MV	30 (Climb 30)
SV	F 16, R 13, W 19
XP	25 (CL 0)

The statistics presented here can describe any arboreal monkey that is no bigger than a housecat, such as a colobus or capuchin.

MUDMAN A

Medium Elemental (Earth), Neutral (N), Non-Intelligent; Pack (1d12)

HD	2
AC	12
ATK	2 slams (1d4) or mud bomb (see below)
MV	10
SV	F 12, R 16, W 15
XP	200 (CL 3)

A mudman's natural form is that of a pool of mud about 5 feet in diameter. In this form, they cannot be discerned from normal mud.

Once per minute, a mudman can hurl itself at medium or smaller creatures within 10 feet. The mudman makes a grapple attack. If the attack fails, the mudman lands next to the target and is stunned for 1 round. If the mudman succeeds, it flows over its opponent, covering the creature with its muddy body. The victim is blinded and must either hold its breath or suffocate until it breaks the hold. Each round the mudman maintains its hold, it deals 1d6 points of damage as it crushes and constricts its victims.

Mudmen are particularly susceptible to *dispel magic*. If subjected to this spell, the mudman takes 1d6 points of damage per caster level (Fortitude save for half damage). *Transmute mud to rock* deals 1d6 points of damage per caster level to any mudmen caught in the area of effect.

A mudman can hurl globs of its muddy body (range increment 10 feet). If they hit, the mud becomes semi-solid, causing 1d4 points of dexterity damage. If the target's dexterity is reduced to 0, it is held immobile until the mud is removed or the target breaks free. The dried mud crumbles to dust in 15 minutes, or can be removed in 1d3 rounds if washed away. Once the mud is removed, the victim's dexterity score returns to normal.

Special Qualities: Weapon resistance

MUGWUMP (TOAD MAN) E

Medium Humanoid, Chaotic (CE), Average Intelligence; Gang (1d10)

HD	2
AC	13 (buckler)
ATK	By weapon
MV	20 (Swim 40)
SV	F 12, R 15, W 15
XP	100 (CL 2)

Mugwumps are bipedal toad-men, normally about 4 ft. tall, but with some growing as large as 6 ft. They can leap as far as 30 ft. to attack, gaining a tactical advantage and inflicting double damage that round. Because their skin color changes to match their surroundings, they surprise on a roll of 1-4 on 1d6 in wetlands and woodlands. They speak their own language.

Mugwumps organize in clans of 1d4 x 20 warriors plus non-combatants equal to 100% of the warriors. For every twenty warriors, there is one mugwump sub-chief with 3 HD. If a clan has more than 40 warriors, it is commanded by a chief with 4 HD; otherwise, one of the sub-chiefs commands the clan. The composition of a mugwump army can be determined randomly.

35%	Short bow, spear
35%	Buckler (AC 13), short sword, 3 javelins
20%	Leather armor and buckler (AC 15), spear, short sword
10%	Leather and shield (AC 16), spear, 3 javelins, giant snail

MULE

Large Animal, Neutral (N), Animal Intelligence; Domesticated

HD	3
AC	13
ATK	2 hooves (1d4)
MV	30
SV	F 11, R 12, W 17
XP	150 (CL 3)

Mules are sterile crossbreeds of donkeys and horses. A light load for a mule is up to 230 pounds; a medium load, 231–460 pounds; and a heavy load, 461–690 lb. A mule can drag 3,450 lb.

MUMMY

Medium Undead, Chaotic (CE), Low Intelligence; Royal guard (1d10)

HD	8
AC	19
ATK	Slam (1d8 + mummy rot)
MV	20
SV	F 11, R 11, W 10
XP	800 (CL 9)

Mummies are preserved corpses animated through the auspices of dark desert gods best forgotten. Mummies can speak Common in an ancient dialect, but seldom bother to do so. At the mere sight of a mummy, one must succeed on a Will save or be paralyzed with fear for 1d4 rounds.

Those hit by a mummy in combat must pass a Fort saving throw or be infected with mummy rot, a supernatural form of leprosy. The disease begins to rot their flesh immediately, doing 1d6 points of constitution damage per day until the person dies. Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any healing spell on a creature afflicted with mummy rot must succeed on a Will saving throw, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse*, after which a saving throw is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature that dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Some mummies were powerful clerics in life, and retain their ability to cast all or a portion of their spells.

Special Qualities: Vulnerable to fire

MUMMY, JADE E

Medium Undead, Chaotic (LE), Average Intelligence; Solitary

HD	8
AC	20
ATK	Slam (1d8 + poison*)
MV	20
SV	F 11, R 11, W 9
XP	800 (CL 9)

Jade mummies are found in cultures inspired by China. They are mummified humans who are steeped in mercury and clad in suits made of jade (worth 200 gp, but dangerous due to mercury contamination). At the mere sight of a jade mummy, one must succeed on a Will save or be paralyzed with fear for 1d4 rounds.

A jade mummy's touch is poisonous, inflicting 1 point of wisdom damage. Once per day, they can exhale a cloud of mercury vapor that forces folk to pass a Fortitude saving throw or be struck insane (per *insanity*).

Special Qualities: Regenerate

MUSHROOM MAN A

Small Plant, Neutral (N), Low Intelligence; Patch (1d8)

HD	3
AC	14
ATK	Slam (1d4) or spear (1d8)
MV	30
SV	F 13, R 14, W 15
XP	300 (CL 4)

Standing 4 ft. in height, mushroom men resemble humanoid mushrooms endowed with both arms and legs. They are usually found in natural caves, caverns and underground passages.

Mushroom men are initially created by magic. Once given life through magic they reproduce by way of spores. When a mushroom-man dies, it releases 1d6 spores which, within 1d4 rounds, grow into mushroom men of 1 HD lower than the parent. 1 HD mushroom-men do not produce spores upon death. The spores have 2 hit points before becoming fully formed mushroom men.

Special Qualities: Resistance to fire

MONSTERS – N

NAGA

All nagas have long, snake-like bodies covered with glistening scales, and more or less human faces. They range in length from 10 to 20 feet and weigh from 200 to 500 pounds. The eyes of a naga are bright and intelligent, burning with an almost hypnotic inner light.

DARK NAGA A

Large Aberration, Chaotic (CE), High Intelligence; Nest (1d4)

HD	9
AC	14
ATK	Sting (2d4 + poison II) and bite (1d3)
MV	40
SV	F 10, R 11, W 8
XP	900 (CL 10)

Dark nagas have black scales and wicked, ugly faces. They are smaller than other nagas, and quite wily. Dark nagas speak Naga and Infernal. Dark nagas cast spells as 7th level sorcerers.

Special Qualities: Immune to poison and mind reading, +2 save vs. charm

Spells: Constant—detect thoughts.

Typical Sorcerer Spells Known: 0 (6/day)—daze, detect magic, mage hand, open/close, ray of frost, read magic; 1st (6/day)—expeditious retreat, magic missile, phantasmal force, ray of enfeeblement, shield; 2nd (6/day)—dexterity, invisibility, scorching ray; 3rd (4/day)—displacement, lightning bolt

GUARDIAN NAGA

Large Aberration, Lawful (LG), High Intelligence; Nest (1d4)

HD	11
AC	18
ATK	Bite (2d8 + poison IV) or spit (30 ft., poison IV)
MV	40
SV	F 9, R 10, W 7
XP	1,100 (CL 12)

Guardian nagas are the most powerful and wisest of the naga. They have golden scales and handsome faces. They speak the Naga and Celestial and cast spells as 9th level sorcerers.

Typical Sorcerer Spells Known: 0 (6/day)—cure minor wounds, daze, detect invisibility, detect magic, light, mage hand, open/close, ray of frost, read magic; 1st (6/day)—cure light wounds, divine favor, expeditious retreat, mage armor, magic missile; 2nd (6/day)—detect thoughts, restoration, scorching ray; 3rd (6/day)—cure serious wounds, dispel magic, lightning bolt; 4th (4/day)—divine power, improved invisibility

HA-NAGA E

Huge Aberration, Chaotic (CE), Super Intelligence; Nest (1d4)

HD	15
AC	20 [+1]
ATK	Coil whip (2d8 + constrict), sting (1d8 + poison IV) and bite (2d8)
MV	30 (Fly 60)
SV	F 5, R 8, W 3
XP	3,750 (CL 17)

Ha-naga are colossal nagas with scales that can shift their color, allowing them to blend into their surroundings and increase their chance to surprise to 3 in 6. They are usually found guarding temples of chaos.

A ha-naga's gaze attack acts as the spell *charm monster*, charming all that meet the gaze unless they pass a Will saving throw. They cast spells as 15th level sorcerers.

Special Qualities: Immune to poison and mind reading, +2 save vs. charm

Typical Sorcerer Spells Known: 0 (6/day)—audible glamer, daze, mage hand, prestidigitation, ray of frost, read magic, resistance, smoke image, touch of fatigue; 1st (6/day)—charm person, color spray, hypnotism, magic missile, shield; 2nd (6/day)—acid arrow, blur, hideous laughter, mirror image, thought shield; 3rd (6/day)—dispel magic, hold person, lightning bolt, vampiric touch; 4th (6/day)—black tentacles, dimension door, fear, polymorph other; 5th (6/day)—feeblemind, psychic crush, teleport, wall of force; 6th (6/day)—antimagic field, flesh to stone, forceful hand; 7th (4/day)—prismatic spray, spell turning

SPIRIT NAGA

Large Aberration, Chaotic (CE), Average Intelligence; Nest (1d4)

HD	9
AC	16
ATK	Bite (2d6 + poison IV)
MV	40
SV	F 10, R 11, W 9
XP	900 (CL 10)

Spirit nagas have white skin and scales and long, white hair. Their gaze works as the *charm person* spell, with a 30 ft. range. They speak Naga. Spirit nagas cast spells as 7th level sorcerers.

Typical Sorcerer Spells Known: 0 (6/day)—cure minor wounds, daze, detect magic, mage hand, open/close, ray of frost, read magic; 1st (6/day)—charm person, cure light wounds, divine favor, magic missile, shield of faith; 2nd (6/day)—dexterity, invisibility, summon swarm; 3rd (4/day)—displacement, fireball.

WATER NAGA

Large Aberration, Neutral (N), Average Intelligence; Nest (1d4)

HD	7
AC	15
ATK	Bite (2d6 + poison IV)
MV	30 (Swim 50)
SV	F 11, R 12, W 10
XP	700 (CL 8)

Water nagas have silver-blue scales and sharp faces. They speak both Common and Naga. They cast spells as 7th level sorcerers.

Typical Sorcerer Spells Known: 0 (6/day)—acid splash, daze, detect magic, light, mage hand, open/close, read magic; 1st (6/day)—expeditious retreat, magic missile, obscuring mist, shield, true strike; 2nd (6/day)—invisibility, acid arrow, mirror image; 3rd (4/day)—protection from energy, suggestion

NEANDERTHAL

*Medium Humanoid, Neutral (N), Average Intelligence; Band (1d12)**

HD	2
AC	12
ATK	By weapon
MV	30
SV	F 12, R 15, W 15
XP	100 (CL 2)

These demi-humans are close kin to humans. They are often assumed to be stupid, due to their large brow ridges, receding chins, and slightly shorter, denser bodies. This is not the case. While Neanderthals often live a primitive lifestyle, they are as intelligent as humans. Neanderthals attack with spears and clubs. Neanderthal lairs sometimes (50%) have carnivorous apes as trained pets and guardians. Neanderthals revere cave bears and hunt them for rites of passage and religious purposes.

Neanderthals organize into clans of 1d10 x 20 warriors and additional non-combatants equal to 3 times the number of warriors. For every 20 warriors, there is an additional sub-chief with 3 HD. Clans are commanded by chiefs with 4 HD, and usually keep 3d6 dogs as hunting companions and guard animals.

NEANDERTHALS AS CHARACTERS

Neanderthals modify their starting ability scores as follows: Str +1, Con +1, Int -1. Neanderthals have a knack for survival. Neanderthals speak their own unique clan language and might also speak Common, Dwarven, Goblin, Grimlock or Troglodyte.

NEH-THALGGU (BRAIN COLLECTOR) E

Huge Aberration, Chaotic (CE), Super Intelligence; Solitary

HD	16
AC	20 [+2]
ATK	Bite (2d12 + poison IV), 10 head-tentacles (1d10 + ability drain)
MV	60
SV	F 4, R 6, W 2
XP	4,000 (CL 18)

Neh-thalggus resemble centipedes covered in spiny chitin with tentacles flanking their heads. They are naturally incorporeal creatures, and speak their own silent sign language using their tentacles. They can also communicate telepathically with sentient creatures within 100 feet.

The tentacles that frame either side of a neh-thalggu's face can deliver an attack that, if successful, causes the target to dehydrate and wither, draining 1 point each of strength, dexterity and constitution.

Once every 1d4 rounds a brain collector can extract the brain from a target creature in line of sight. The target gets a Will save to resist the extraction. If the save fails, his or her brain is drawn out intact through the skull by extra-dimensional means and sucked up by the brain collector, lodging it in an unused storage sac above and behind its eyes.

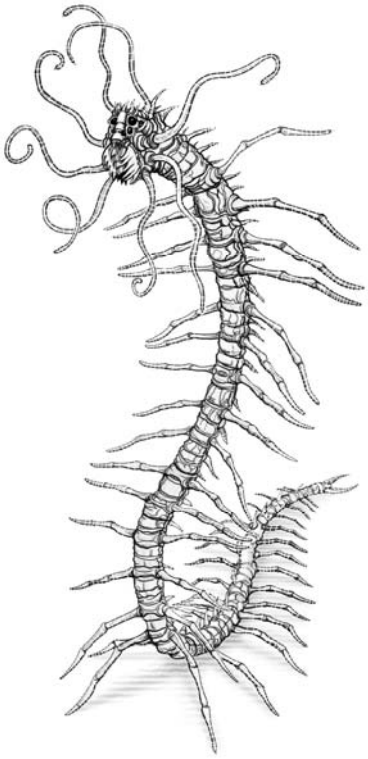
If the save succeeds, the target takes 5d6 points of damage and is stunned for 1d4+1 rounds. A brain collector prefers to absorb brains of high-level arcane spell casters but is fully capable of extracting those of other foes as a highly effective attack. When encountered, assume a neh-thalggu has a full retinue of thirteen stolen brains. Each brain less than

the full thirteen drains one hit dice from the neh-thalggu, which is a powerful incentive for the creature to always keep its brain-sacs filled. A neh-thalggu is free to draw on the knowledge of each brain it possesses.

A creature whose brain has been harvested by a brain collector cannot be raised, reincarnated, or resurrected while the brain is in the creature, because the collector preserves and draws upon the soul and basic personality of the creature for as long as it retains the brain.

Special Qualities: Incorporeal, magic resistance 50%

Spells: At will—dimension door, plane shift and teleport without error. A fully grown brain collector can cast spells as a 13th-level sorcerer (one level of spell-casting ability per brain)



NEOTHELID E

Huge Aberration, Chaotic (CE), High Intelligence; Solitary

HD	25
AC	23
ATK	4 tentacle rakes (2d8)
MV	20
SV	F 3, R 3, W 3
XP	6,250 (CL 27)

A neothelid is a gigantic worm scores of feet long and weighing tens of thousands of pounds. Although they understand Common and Mind Eater, they rarely communicate in a meaningful way.

A neothelid can breathe a cone of acid (50 ft.) up to three times per day. This acid deals 14d10 points of acid damage (Reflex saving throw for half damage). A neothelid that hits a creature with two tentacles during the same attack can make a free grapple attack. If it succeeds, it automatically deals tentacle damage and can swallow the foe whole.

Special Qualities: Magic resistance 60%

Spells: At will—charm person, clairvoyance, detect thoughts, levitate, poison, suggestion, telekinesis, teleport, water walk; 3/day—mind thrust, psychic crush

NIGHT HAG A

Medium Outsider, Chaotic (CE), Average Intelligence; Covey (3)

HD	8
AC	20 [+1]
ATK	Bite (2d6 + disease)
MV	20
SV	F 9, R 9, W 9
XP	2,000 (CL 10)

A night hag is an ebon-skinned crone who dresses in rags. They can take the form of any small or medium-sized humanoid. Night hags speak Common and Infernal. A night hag's bite infects people with demon fever.

Night hags can visit the dreams of Chaotic (Evil) individuals by using a special periapt known as a *heartstone* to become ethereal and then hover over the creature. Once a hag invades someone's dreams, it rides on the victim's back until dawn. The sleeper suffers from tormenting dreams and takes 1 point of constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions, by confronting and defeating the night hag.

All night hags carry a *heartstone*, which can instantly cures any disease contracted by the holder. In addition, a *heartstone* provides a +2 bonus on all saving throws. A night hag that loses this charm can no longer use *etherealness* 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 ten uses (any disease cured or saving throw affected counts as a use) and it does not bestow *etherealness* to a bearer that is not a night hag. If sold, an intact *heartstone* brings 1,800 gp.

Special Qualities: Immune to fire, cold, charm, sleep and fear, magic resistance 20%

Spells: At will—detect evil, detect magic, etherealness (if the hag possesses a heartstone), magic missile, ray of enfeeblement, sleep

NIGHTMARE A

Large Outsider, Chaotic (CE), High Intelligence; Solitary

HD	6
AC	21
ATK	2 hooves (1d8 + 1d4 fire) and bite (1d8)
MV	40 (Fly 90)
SV	F 9, R 10, W 9
XP	600 (CL 7)

A nightmare is a black warhorse with bat wings and flaming hooves. A blow from a nightmare's hooves sets combustible materials alight. During the excitement of battle, a nightmare snorts and neighs with rage. This snorting fills a cone (15 ft.) with a hot, sulfurous smoke that chokes and blinds opponents (-2 to hit and damage) that fail a Fortitude save.

Spells: At will—astral projection, etherealness

NIGHTSHADES A

Nightshades are powerful undead composed of equal parts darkness and absolute, palpable evil. They can read and understand all languages; however, they communicate with others by telepathy. If exposed to natural daylight, nightshades take a -4 penalty on all attack rolls and saving throws. All nightshades give off a 20-foot radius emanation of unholy desecration, imbuing their surroundings with negative energy. This ability works like a *desecrate* spell

NIGHTCRAWLER

Huge Undead, Chaotic (CE), Super Intelligence; Solitary

HD	25
AC	26 [Silver]
ATK	Bite (4d8 + swallow whole) and sting (2d10 + poison IV)
MV	30 (Burrow 60)
SV	F 3, R 3, W 3
XP	6,250 (CL 27)

A nightcrawler is a massive behemoth similar to a purple worm, though black in color. A nightcrawler measures about 7 feet in diameter and is 100 feet long from its toothy maw to the tip of its stinging tail. It weighs about 55,000 pounds. Victims swallowed whole by a nightcrawler lose one level each round.

Special Qualities: Immune to cold, magic resistance (60%)

Spells: At will—cause disease, deeper darkness, detect invisibility, detect magic, dispel magic, haste, invisibility, unholy smite; 3/day—cone of cold, confusion, hold monster; 1/day—finger of death, plane shift

NIGHTWALKER

Huge Undead, Chaotic (NE), Super Intelligence; Solitary

HD	21
AC	25 [Silver]
ATK	2 slams (2d8)
MV	40 (Fly 20)
SV	F 3, R 3, W 3
XP	5,250 (CL 23)

Nightwalkers are human-shaped horrors that haunt the darkness. A nightwalker is about 20 feet tall and weighs about 12,000 pounds. A nightwalker can destroy any weapon or item (even magic ones, but not artifacts) by picking it up and crushing it between its hands. This requires a successful disarm attack, and magic items receive a saving throw.

A creature that meets the nightwalker's gaze must succeed on a Will save or be paralyzed with fear for 1d8 rounds.

Special Qualities: Immune to cold, magic resistance 50%

Spells: At will—cause disease, deeper darkness, detect invisibility, detect magic, dispel magic, haste, unholy smite; 3/day—confusion, hold monster, invisibility; 1/day—cone of cold, finger of death, plane shift

NIGHTWING

Huge Undead, Chaotic (NE), Average Intelligence; Solitary

HD	17
AC	24 [Silver]
ATK	Bite (2d8 + magic drain)
MV	20 (Fly 60)
SV	F 3, R 3, W 3
XP	4,250 (CL 19)

Nightwings are bat-like flyers that hunt on the wing. A nightwing has a wingspan of about 40 feet and weighs about 4,000 pounds. These monsters can weaken magic armor, weapons and shields by making a successful sunder attack. The targeted item must succeed on a saving throw or lose 1 point of its magic bonus. Casting *dispel evil* upon the item reverses the effect of the magic drain, if one within one day of the attack.

Special Qualities: Immune to cold, magic resistance (40%)

Spells: At will—cause disease, deeper darkness, detect invisibility, detect magic, dispel magic, haste, unholy smite; 3/day—confusion, hold monster, invisibility; 1/day—cone of cold, finger of death, planeshift

NIXIE

Small Fey, Neutral (N), Average Intelligence; Tribe (1d20 x 4)

HD	0
AC	14
ATK	By weapon
MV	20 (Swim 30)
SV	F 17, R 13, W 13
XP	50 (CL 1)

Nixies are water fey who dwell in lakes. They are slim and comely, with lightly scaled, pale green skin and dark green hair. Females often twine shells and pearl strings in their hair and dress in wraps woven from colorful seaweed. Males wear loincloths of the same materials. Nixies prefer not to leave their lakes. A nixie stands 4 feet tall and weighs about 45 pounds. Nixies speak Sylvan and Common.

A nixie can use *charm person* three times per day as the spell. Those affected must succeed on a Will save or be charmed for 24 hours. Most charmed creatures are used to perform heavy labor, guard duty, and other onerous tasks for the nixie community. Shortly before the effect wears off, the nixie escorts the charmed creature away and orders it to keep walking.

The male children of female nixies are called grims, or fossergrims.

Special Qualities: Magic resistance 5%

Spells: 1/day—water breathing

NYMPH A

Medium Fey, Lawful (NG), High Intelligence; Solitary

HD	6
AC	17
ATK	Dagger (1d4)
MV	30 (Swim 20)
SV	F 12, R 10, W 9
XP	600 (CL 7)

Nymphs are female fey of astounding beauty. The daughters and granddaughters of the gods, they represent the beauty and mystery of nature. Nymphs speak Sylvan and Common.

All humanoids within 30 feet of a nymph that look directly at a nymph must succeed on a Fortitude save or be blinded permanently. A nymph can suppress this ability if she wishes.

As a gaze attack, a wrathful nymph can stun a creature within 30 feet with nothing more than a sidelong glance. The target creature must succeed on a Fortitude save or be stunned for 2d4 rounds.

Besides their spell-like abilities, nymphs cast spells as 7th level druids.

Spells: 1/day—dimension door

Typical Druids Spells: 0—cure minor wounds, detect magic, flare, guidance, light, resistance; 1st—calm animals, cure light wounds, entangle, longstrider, speak with animals; 2nd—barkskin, heat metal, restoration, tree shape; 3rd— call lightning, cure moderate wounds, protection from energy; 4th—rusting grasp

MONSTERS – O

OCHRE JELLY

Large Ooze, Neutral (N), Non-Intelligent; Solitary

HD	6
AC	4
ATK	Slam (2d4 + 1d4 acid + engulf)
MV	10 (Climb 10)
SV	F 11, R 13, W 12
XP	600 (CL 7)

An ochre jelly can grow to a diameter of about 15 feet and a thickness of about 6 inches, but can compress its body to fit into cracks as small as 1 inch wide. A typical specimen weighs about 5,600 pounds. An ochre jelly secretes a digestive acid that dissolves only flesh. Any hit deals acid damage. An ochre jelly that moves over a person engulfs them and deals automatic damage each round.

Slashing and piercing weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original's current hit points (round down). A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hp.

Special Qualities: Immune to mind effects, resistance to weapons

OCTOPUS (GIANT OCTOPUS)

Small or Large Animal, Neutral (N), Animal Intelligence; Solitary

	OCTOPUS	GIANT OCTOPUS
HD	2	8
AC	16	18
ATK	Arms (grapple), bite (1d3)	8 arms (1d6 + constrict) and bite (1d8)
MV	20 (Swim 30)	20 (Swim 30)
SV	F 13, R 12, W 18	F 8, R 9, W 14
XP	100 (CL 2)	800 (CL 9)

These bottom-dwelling sea creatures are dangerous only to their prey. If disturbed, they usually try to escape. An octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured. An octopus can jet straight backward once per round at a speed of 200 feet.

GIANT OCTOPUS

These creatures are aggressive and territorial hunters, with arms reaching 10 feet or more in length. Their tentacles are studded with barbs and sharp-edged suckers.

An opponent can attack a giant octopus's tentacles with a sunder attack as if they were weapons, using the monster's Fortitude saving throw to negate the attack. Severing a tentacle deals 5 points of damage to the monster. A giant octopus usually withdraws from combat if it loses four tentacles. The creature regrows severed limbs in 1d10+10 days.

A giant octopus can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

A giant octopus can jet backward once per round at a speed of 200 feet. It must move in a straight line when it does this.

OGRE

Large Giant, Chaotic (CE), Low Intelligence; Band (1d8)

HD	4
AC	16
ATK	Slam (1d6) or by weapon
MV	40
SV	F 10, R 14, W 15
XP	200 (CL 4)

Ogres are brutish humanoids that stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor. Ogres speak their own language, and more intelligent specimens might also speak common.

OGRES AS CHARACTERS

Ogres modify their starting ability scores as follows: Str +4 (max. 20), Dex -1, Con +2, Int -2, Cha -2. They are large creatures, so must pay double the normal price for armor. Ogres have darkvision to a range of 60 feet. They speak Ogre. Their thick hides give them a +2 bonus to Armor Class. Ogres can advance as barbarians, clerics, fighters and thieves up to a maximum of 7th level.

HALF-OGRES AS CHARACTERS

Half-ogres modify their starting ability scores as follows: Str +1, Con +1, Dex -1. They have darkvision to a range of 60 feet and a natural +1 bonus to Armor Class. Half-ogres can speak Ogre and Common and might also know hill giant, gnoll or orc. They can multi-class as cleric/fighters, fighter/magic-users and fighter/thieves and can advance up to 9th level.

OGRE MAGE

Large Giant, Chaotic (CE), High Intelligence; Solitary plus 1d4 ogres

HD	5
AC	18
ATK	Slam (1d8) or by weapon
MV	40 (Fly 40)
SV	F 10, R 13, W 12
XP	500 (CL 6)

The ogre mage is a more intelligent and dangerous variety of ogre. An ogre mage's skin varies in color from light green to light blue, and its hair is black or very dark brown. Ogre mages favor loose, comfortable clothing and lightweight armor. Ogre mages speak ogre and common.

Special Qualities: Magic resistance 10%, regenerate

Spells: At will—darkness, invisibility; 1/day— charm person, cone of cold, gaseous form, sleep. Can also assume the form of any small, medium or large humanoid or giant

OPHIDIAN E

Medium Monstrous Humanoid, Chaotic (CE), Super Int.; Clutch (1d10)

	LESSER	GREATER
HD	3	7
AC	15	16
ATK	By weapon	Bite (1d3 + reproduction) and by weapon
MV	30	30
SV	F 14, R 12, W 11	F 12, R 10, W 8
XP	150 (CL 3)	700 (CL 8)

Ophidians are an ancient race of snake-beings, with scaly humanoid arms and a somewhat human-looking head. They are denizens of hot climates, deserts and jungles both, often found in forgotten cities or temples from the days when their race held greater sway in the world.

Anyone bitten by an ophidian and failing a Fortitude saving throw will, within 1d4 weeks, produce ophidian children and die in the process. It is in this manner that ophidians reproduce; they are otherwise asexual. The deadly "pregnancy" can be ended by a *cure disease* spell or similar magic.

Special Qualities: Immune to poison, magic resistance 15%

Spells: Greater ophidians cast spells as 7th level sorcerers. Typical spells known are as follows: 0 (6/day)—acid splash, audible glamer, daze, mage hand, message, resistance, touch of fatigue; 1st (6/day)—cause fear, charm person, hypnotism, mind thrust, summon monster I; 2nd (6/day)—alter self, darkness, improved phantasmal force; 3rd (4/day)—deep slumber, sepia snake sigil

LESSER OPHIDIAN

Lesser ophidians look more human that their sires and are incapable of reproducing. Since they can often pass for human, they are used as spies, assassins and saboteurs in human lands. They can learn to cast spells as clerics or magic-users, but have no innate magical ability.

Special Qualities: Immune to poison

ORC

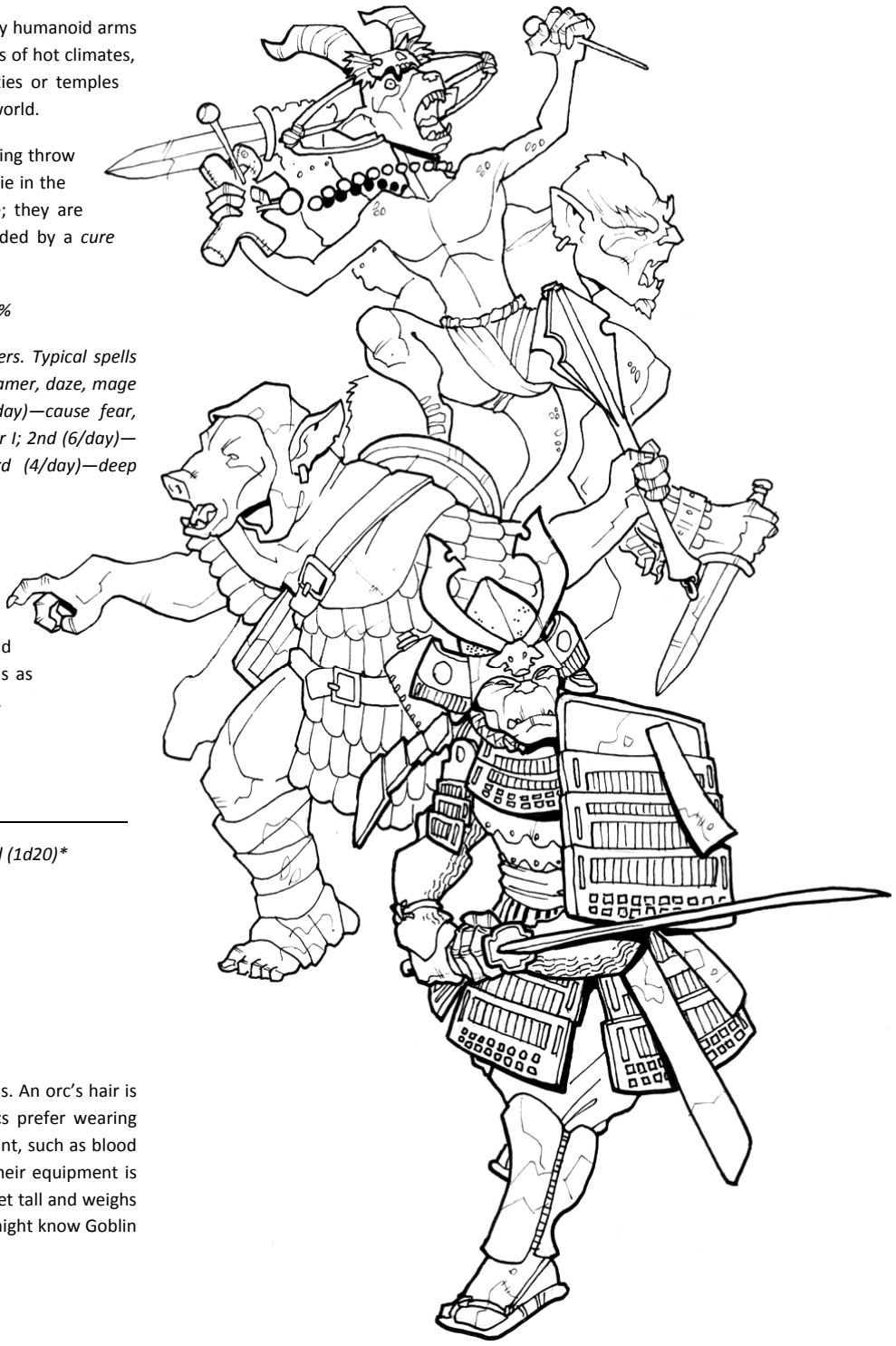
*Medium Humanoid, Chaotic (CE), Low Intelligence; Squad (1d20)**

HD	1
AC	14 (studded leather and shield)
ATK	By weapon
MV	30
SV	F 13, R 15, W 16
XP	50 (CL 1)

Orcs are crude, pig-headed humanoids related to goblins. An orc's hair is usually black. It has lupine ears and reddish eyes. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male orc is a little over 6 feet tall and weighs about 210 pounds. Orcs speak their own language and might know Goblin and Ogre. Orcs are blinded in bright sunlight.

Orcs are organized into tribes of 1d10 x 30 warriors plus non-combatants equal to 150% of the warriors. The tribe has one additional 2 HD sub-chief for every 30 warriors and is led by a 3 HD chief who keeps a personal bodyguard of 5d6 2 HD warriors. There is a 50% chance that a family of 1d4 ogres dwells with the orcs.

Orc armies are ill-disciplined and often self-destructive, with each unit striving to outdo the others and not above treachery to secure the greatest glory. You can randomly determine an army's composition with the following table:



30%	ARCHER: Leather (AC 12), light crossbow, 10 bolts, hand axe
10%	SCOURGE: Studded leather (AC 13), heavy flail, hand axe
40%	YOBBO: Scale mail, shield (AC 16), falchion, dagger
10%	BLACKGUARD: Chainmail, shield (AC 17), pole axe, handaxe
10%	WORG RIDER: Studded leather, buckler (AC 14), scimitar, worg

ORCS AS CHARACTERS

Orcs modify their starting ability scores as follows: Str +2, Int -1, Wis -1 and Cha -1. Orcs have darkvision to a range of 60 feet. They speak Orc, and might also learn Dwarf, Gnoll, Goblin and Ogre. Orcs can multi-class as cleric/fighters, fighter/ magic-users and fighter/thieves.

OTYUGH A

Large Aberration, Neutral (N), Low Intelligence; Cluster (1d4)

HD	6
AC	17
ATK	2 tentacles (1d6 + constrict) and bite (1d4 + disease)
MV	20
SV	F 11, R 12, W 11
XP	600 (CL 7)

Otyughs are great, blobby creatures standing on four stubby legs. They have two tentacles sticking from their sides and a large mouth. Otyughs live in sewage or foul, brackish swamps. A typical otyugh has a body 8 feet in diameter and weighs about 500 pounds.

The bite of an oytugh spreads filth fever.

OWL, GIANT

Large Magical Beast, Lawful (NG), Average Int.; Parliament (1d6)

HD	4
AC	15
ATK	2 claws (1d6) and bite (1d8)
MV	10 (Fly 70)
SV	F 10, R 10, W 14
XP	400 (CL 5)

Giant owls are nocturnal birds of prey, feared for their ability to hunt and attack in near silence. They are intelligent, and though naturally suspicious, sometimes associate with Lawful (Good) creatures. A typical giant owl stands about 9 feet tall, has a wingspan of up to 20 feet and resembles its smaller cousins in nearly every way except size. Giant owls speak Common and Sylvan. A giant owl can see five times as far as a human in dim light.

Giant owl eggs are worth 2,500 gp apiece on the open market, while chicks are worth 4,000 gp each. Professional trainers charge 1,000 gp to rear or train a giant owl. A light load for a giant owl is up to 300 lb.; a medium load, 301-600 lb.; and a heavy load, 601-900 lb.

OWLBEAR

Large Magical Beast, Neutral (N), Animal Intelligence; Sleuth (1d8)

HD	5
AC	15
ATK	2 claws (1d6), bite (1d8)
MV	30
SV	F 10, R 11, W 16
XP	500 (CL 6)

Owlbears have the bodies of bears and the heads of giant owls. An owlbear's coat ranges in color from brown-black to yellowish brown; its beak is a dull ivory color. A full-grown male can stand as tall as 8 feet and weigh up to 1,500 pounds. Adventurers who have survived encounters with the creature often speak of the bestial madness they glimpsed in its red-rimmed eyes.

MONSTERS – P

PEGASUS

Large Magical Beast, Lawful (CG), Average Intelligence; Wing (1d10)

HD	4
AC	14
ATK	2 hooves (1d6) and bite (1d3)
MV	60 (Fly 120)
SV	F 10, R 10, W 14
XP	400 (CL 5)

The pegasus is a magnificent winged horse that sometimes serves the cause of Law (Good). Though prized as aerial steeds, pegasi are wild and shy creatures not easily tamed. A typical pegasus stands 6 feet high at the shoulder, weighs 1,500 pounds, and has a wingspan of 20 feet. Pegasi cannot speak, but they understand common. A pegasus can carry a load as a light horse.

Spells: At will—detect good and detect evil (60-foot radius)

PERYTON A

Medium Magical Beast, Chaotic (NE), Low Intelligence; Shade (1d12)

HD	4
AC	13 [+1]
ATK	Antlers (2d8)
MV	20 (Fly 90)
SV	F 11, R 11, W 15
XP	1,000 (CL 6)

Perytons have the body of a giant eagle, the head of a stag (but with sharp teeth) and cast the shadow of a man. They eat the hearts of their victims and lair in high mountain aeries.

PHAETHON E

Huge Elemental (Fire), Chaotic (CE), Low Intelligence; Solitary

HD	20
AC	25 [+2]
ATK	8 pseudopods (2d10 + 2d6 fire)
MV	Fly 60
SV	F 3, R 3, W 4
XP	5,000 (CL 22)

Phaethons are energy creatures plucked from the hearts of blazing suns. They appear as blazing blue spheres ringed by tentacles of white fire. Phaethons communicate telepathically to a range of 1,000 feet.

Touching or being hit by a phaethon deals 2d6 points of fire damage. A foe that is successfully overrun by a phaethon is treated as if it were swallowed whole. They can summon 1d6 large fire elementals per day, which appear to leap from them like shooting stars, landing up to 60 feet away.

Spells: Constant—nondetection; 3/day—fireball, fire storm, delayed blast fireball, flame strike, true seeing, wall of fire; 1/day—scrying

Special Qualities: Blindsight to 500 ft., immune to paralysis, poison, polymorph, petrification, sleep, life drain, ability drain, ability damage and mind effects; resistance to cold and fire, regenerate (cold or ice)

PHANE E

Large Outsider, Chaotic (CE), Super Intelligence; Solitary or pair

HD	18
AC	30 [+3]
ATK	Strike (1d6 + *temporal stasis*)
MV	40 (Fly 60)
SV	F 3, R 3, W 3
XP	4,500 (CL 20)

Phanes are the shadowy masters of time, who dance between dimensions and serve strange elder things that seek man's destruction. They are humanoid creatures with pebbly skin and willowy frames that are ever shrouded in heavy robes. Phanes seem to float over the ground.

The attack of a phane forces people to pass a Will save or be affected as per a *temporal stasis* spell. Phanes can also make a ranged temporal blast attack against any creature within 100 feet. If it succeeds, the subject is targeted by a spasm of space-time flux, dealing 10d6 points of damage as every molecule in their body for an instant vibrates at the speed of light.

For every round of apparent time experienced by the phane, it automatically absorbs the "future" from any creature it has successfully encapsulated in static time via its *stasis touch* (not its null time field), no matter the distance separating victim and phane, and no matter the number of victims. Of course, to the victim no time passes at all, but each apparent round experienced by the phane ages the victim 1d4 years, at the same time healing the phane of 1d10 points of damage. Victims killed in this manner automatically fall out of static time as desiccated husks that disintegrate to a fine dust with even the lightest touch. Victims who are released prior to death suffer the physical effects of aging.

Once per day, a phane can summon a duplicate of one its foes stolen from a parallel alternate past. The stolen time duplicate has the same stats and possessions as the original, but is treated as if two levels lower. The past time duplicate, despite having most of the knowledge of the original, serves the phane loyally like any summoned creature. If the past time duplicate is slain, the original is not harmed.

Phanes continually generate a 30-foot-radius *null time field*. All creatures and objects in the field, except the phane, must make a Will saving throw each round to take any actions. On a failed save, subjects are stuck in a static time stream until their next round of actions, at which time they must make another saving throw. While a subject is stuck in a static time stream induced by a null time field, the phane can use its *statis touch* on the subject, though in all other ways, the subject is invulnerable to attacks and damage as if in temporal stasis.

Special Qualities: Null time field, time regression, regenerate (holy weapons or weapons forged in the future), magic resistance 45%, sonic immunity

Spells: At will—detect good, detect magic, improved invisibility (self); 5/day—haste, slow, teleport without error, tongues, trap the soul, true strike, unholy aura; 1/day—time stop

PHANTOM STALKER A

Medium Elemental (Fire), Neutral (N), Low Intelligence; Solitary or Pair

HD	6
AC	17
ATK	2 claws (1d4 + 1d6 fire)
MV	30 (Fly 60)
SV	F 12, R 9, W 13
XP	600 (CL 7)

Phantom stalkers are creatures of the Elemental Plane of Fire. In their true form, they appear as a column of fire, but it can also take on a humanoid form, looking like a muscular, hairless, androgynous human with smoldering red skin. Phantom stalkers are usually summoned to the Material Plane by spell casters. They speak Common and Fire Elemental.

If the summoner of a phantom stalker is slain, the stalker can find the slayer unerringly. The stalker will make every attempt to find and destroy the slayer of their summoner.

Phantom stalkers are healed by magical fire. When reduced to 0 hit points, it explodes in a fiery blast (per a 6 dice *fireball*).

Special Qualities: Immune to fire

Spells: 1/day—polymorph self

PHANTOM FUNGUS E

Medium Plant, Neutral (N), Animal Intelligence; Solitary

HD	2
AC	14
ATK	Bite (1d6)
MV	20
SV	F 12, R 15, W 18
XP	500 (CL 4)

This creature looks like a greenish-brown mass with a cluster of nodules atop the main mass and four stumpy legs to support it. The cluster of nodules serves as the monster's sensory organs. The creature feeds and attacks with a gaping maw lined with rows of teeth. A phantom fungus is naturally *invisible* while it is alive, making it a feared predator among subterranean inhabitants.

The creature's *improved invisibility* is constant, allowing a phantom fungus to remain invisible even when attacking. This ability is not subject to the *invisibility purge* spell. It becomes visible 1 minute after it is killed.

PHASE SPIDER

Large Magical Beast, Neutral (N), Low Intelligence; Cluster (1d6)

HD	5
AC	15
ATK	Bite (1d6 + poison IV)
MV	40 (Climb 20)
SV	F 10, R 11, W 14
XP	500 (CL 6)

Phase spiders are aggressive predators that can move quickly from the Ethereal Plane to attack opponents on the Material Plane. A typical phase spider's body is 8 feet long. It weighs about 700 pounds. Phase spiders cannot speak. A phase spider can shift from the Ethereal Plane to the Material Plane and back again as a move (per *ethereal jaunt*).

PHASM E

Medium Aberration, Neutral (N), High Intelligence; Solitary

HD	15
AC	17
ATK	Slam (1d4)
MV	30
SV	F 8, R 8, W 5
XP	1,500 (CL 16)

A phasm is an amorphous creature that can assume the guise of almost any other creature or object. A phasm in its natural form is about 5 feet in diameter and 2 feet high at the center. Swirls of color indicate sensory organs. In this form, a phasm slithers about like an ooze and can attack with a pseudopod. It weighs about 400 pounds.

A phasm can assume the form of any large or smaller creature. A phasm can remain in its alternate form until it chooses to assume a new one or return to its natural form.

Special Qualities: Immune to poison, sleep, paralysis, polymorph, stunning attacks, flanking, sneak attacks

PIERCER A

Vermin, Neutral (N), Non-Intelligent; Cluster (1d12)

	SMALL	MEDIUM
HD	2	4
AC	16	16
ATK	Drop (2d6)	Drop (4d6)
MV	5	5
SV	F 13, R 16, W 15	F 11, R 15, W 14
XP	100 (CL 2)	200 (CL 4)

Piercers are weird mollusks with shells that resemble stalactites. They cling to cavern ceilings with their stumpy tentacles and attempt to drop on their prey, piercing them with their shells. After falling (and hopefully feeding), they crawl slowly back to the ceiling in order to attack again.

PIRANHA, GIANT

Medium Animal, Neutral (N), Animal Intelligence; School (1d8)

HD	4
AC	15
ATK	Bite (1d8)
MV	Swim 50
SV	F 11, R 10, W 17
XP	200 (CL 4)

Giant piranha average 5 feet in length at adulthood, and are aggressive carnivores. They are able to sense blood in the water just as sharks do, and once they smell or taste blood in the water, they are relentless.

PIXIE

Small Fey, Lawful (LG), High Intelligence; Tribe (1d20 x 4)

HD	0
AC	16
ATK	Shortsword (1d4) or short bow (60'/1d6)
MV	20 (Fly 60)
SV	F 17, R 13, W 12
XP	50 (CL 1)

Pixies are gnome-sized folk with pointed ears and dragonfly wings. Pixies wear bright clothing, often including a cap and shoes with curled and pointed toes. A pixie stands about 2½ feet tall and weighs about 30 pounds. Pixies speak Sylvan and Common.

Pixies sometimes employ arrows that deal no damage but can erase memory or put a creature to sleep. An opponent struck by a memory loss arrow must succeed on a will save or lose all memory. The subject retains skills, languages, and class abilities but forgets everything else until he or she receives a *heal* spell or memory restoration with *limited wish*, *wish*, or *miracle*. Any opponent struck by a sleep arrow, regardless of Hit Dice, must succeed on a Fortitude save or be affected as though by *sleep*.

Special Qualities: Magic resistance 5%

Spells: At will—improved invisibility; 1/day—confusion, dancing lights, detect good, detect evil, detect thoughts, dispel magic, entangle, permanent illusion (visual and auditory only). One pixie in ten can cast irresistible dance 1/day

POLYHEDROID E

The mechanisms that regulate the clockwork movement of the cosmos are unseen, but they do exist. And while sages and theologians may argue and fight over who designed them and put them into motion, they rarely worry over who maintains them. And when the cosmos needs an upgrade such as a new moon, who builds it, puts it in place and sets it off on its merry way? The "who" in question are the polyhedroids, organic constructs who serve as the custodians of the cosmos.

The polyhedroids are creatures of absolute law and order; every polyhedroid has a place in the scheme of things and every polyhedroid wants nothing more than to perform the task they have been assigned. They oppose chaos because it is an opposing force, not out of any love or comprehension of virtue, and since they see all living and non-living things as mere gears of the cosmos, they have no compunction about using these gears as they see fit to maintain cosmic order.

SPHEROID

Small Outsider, Neutral (LN), Low Intelligence; Company (1d12)

HD	1
AC	13
ATK	1 tentacle (1d4)
MV	20
SV	F 14, R 13, W 14
XP	100 (CL 2)

Spheroids are the least of the polyhedroids. They have a single eye, which can seemingly travel around the surface of their body as they like, and a small mouth that always sits at the bottom of the sphere. Spheroids move about one a single tentacle that ends in three "fingers". Once given a task, a spheroid works at that task until it is complete and then become idle, waiting for a new order from a more complex polyhedroid.

Special Qualities: Immune to enchantment and illusion, surprised on 1 in 4, resistance to electricity, telepathy 100 ft

Spells: At will—levitate

TETRAHEDROID

Medium Outsider, Neutral (LN), Average Intelligence; Squadron (1d8)

HD	4
AC	15
ATK	3 tentacles (1d6)
MV	30
SV	F 11, R 11, W 11
XP	400 (CL 5)

Tetrahedroids are the engineers of the polyhedroids. They look like triangular pyramids turned on their points. From each of their four vertices, they sprout a tentacle. On three of their four faces, they bear a single large eye. On the fourth face, that which points up, they have a mouth. They are capable of balancing and moving on a single tentacle and attacking with the other three. Tetrahedroids often work alone or in small groups on major tasks or command a work crew of four spheroids.

Special Qualities: Immune to enchantment and illusion, resistance to acid and electricity, magic resistance 10%, telepathy 100 ft.

Spells: At will—levitate, mage hand

HEXAHEDROID

Medium Outsider, Neutral (LN), Average Intelligence; Squadron (1d6)

HD	6
AC	17
ATK	4 tentacles (1d8 + constrict)
MV	40
SV	F 10, R 10, W 10
XP	600 (CL 7)

Hexahedroids are employed to command work details of spheroids and tetrahedroids or to fight in polyhedroid armies when chaos threatens the cosmic order. They appear as cubes turned on their points, with eight tentacles sprouting from their vertices. Three of their faces bear great eyes, while the other three bear mouths. Hexahedroids attack with four tentacles and can cast one spell per round, even while attacking. Hexahedroids command crews of six tetrahedroids.

Special Qualities: Immune to enchantment and illusion, resistance to acid, fire and electricity, magic resistance 15%, telepathy 100 ft.

Spells: At will—levitate, mage hand; 1/day—magic missile, shield

OCTAHEDROID

Large Outsider, Neutral (LN), High Intelligence; Squadron (1d4)

HD	8
AC	19 [+1]
ATK	2 or 4 tentacles (2d6 + constrict)
MV	60 (Fly 180)
SV	F 8, R 8, W 8
XP	2,000 (CL 10)

Octahedroids are governors among the polyhedroids. They appear as octahedrons (or 8-sided dice if you please) lying on their horizontal axis. They have six tentacles sprouting from their vertices. Those that ring their center are used for movement, while the two on the ends are used for attack and manipulation, though technically they could use two of their central tentacles for attack if need be. They have four eyes and four mouths and are capable of casting two spells per round, even while attacking. Each octahedroid has a bodyguard of 8 hexahedroids.

Special Qualities: Immune to enchantment and illusion, resistance to acid, cold, fire and electricity, magic resistance 20%, telepathy 100 ft.

Spells: Continuous—detect lies, protection from evil; at will—levitate, mage hand, telekinesis; 3/day—command, detect invisibility, detect magic, magic missile, shield; 1/day—interposing hand, wall of force

DODECAHEDROID

Large Outsider, Neutral (LN), High Intelligence; Squadron (1d2)

HD	12
AC	21 [+2]
ATK	10 tentacles (2d6 + constrict)
MV	90 (Fly 270)
SV	F 6, R 6, W 6
XP	3,000 (CL 14)

Dodecahedroids are lords among the polyhedroids. They appear as dodecahedrons (i.e. 12-sided dice) sprouting 20 tentacles from their vertices. They have 6 eyes and 6 mouths spaced around their bodies, and cannot be surprised. They can cast three spells per round even while attacking with their tentacles. Each dodecahedroid commands a council of 12 octahedroids.

Special Qualities: Immune to enchantment and illusion, resistance to acid, cold, electricity, fire and sonics, magic resistance 30%, telepathy 1,000 ft.

Spells: Continuous—detect invisibility, detect lies, protection from evil; at will—command, detect magic, detect thoughts, levitate, mage hand, telekinesis; 3/day—dimension door, magic missile, shield, wall of force; 1/day—dispel magic, force cage, forceful hand, interposing hand, teleport

ICOSAHEDROID

Huge Outsider, Neutral (LN), Super Intelligence; Solitary

HD	20
AC	21 [+2]
ATK	10 tentacles (2d6 + constrict)
MV	120 (Fly 360)
SV	F 3, R 3, W 3
XP	5,000 (CL 22)

Icosahedroids are kings among the polyhedroids. They appear as icosahedrons (i.e. 20-sided dice) sprouting 12 tentacles from their vertices. They have twenty faces, each consisting of an oblong eye and a mouth. They can cast four spells per round and still attack with their tentacles. Each icosahedroid commands a kingdom of 20 dodecahedroids, 240 octahedroids, thousands of hexahedroids, millions of tetrahedroids and untold numbers of spheroids.

Special Quality: Immune to enchantment and illusion, resistance to acid, cold, electricity, fire, negative energy and sonics, magic resistance 50%, telepathy 10,000 ft.

Spells: Continuous—detect invisibility, detect lies, detect thoughts, protection from evil; at will—command, detect magic, dimension door, levitate, mage hand, telekinesis; 3/day—dispel magic, magic missile, planeshift, shield, teleport without error, wall of force; 1/day—clenched fist, crushing hand, force cage, forceful hand, grasping hand, interposing hand

PONY

Medium Animal, Neutral (N), Animal Intelligence; Solitary

HD	2
AC	13
ATK	2 hooves (1d3)
MV	40
SV	F 12, R 12, W 18
XP	100 (CL 2)

The statistics presented here describe a small horse, under 5 feet tall at the shoulder. Ponies are otherwise similar to light horses and cannot fight while carrying a rider.

PORCUPINE, GIANT

Small Animal, Neutral (N), Animal Intelligence; Prickle (1d6)

HD	1
AC	14
ATK	1d6 quills (1d3) and bite (1d3)
MV	30
SV	F 14, R 13, W 18
XP	50 (CL 1)

The giant porcupine ranges in size from 3 to 4 feet in height and can weigh up to 80 pounds. When the porcupine is relaxed, the hair and quills lie flat and point toward the rear of its body. When threatened, it draws up the skin of the back to expose quills facing all directions. If it bites an opponent, 1d4 quills break off from its body and lodge in the opponent.

When the giant porcupine strikes with its tail, it dislodges 1d6 quills that automatically break off and lodge in the opponent's flesh. A lodged quill imposes a -1 penalty to attacks, saves, and checks. Each 1 minute thereafter, the quill moves deeper into the opponent's flesh, dealing 1d2 additional points of damage. Removing the quill takes 1 full round and deals 1d4 additional points of damage. If the quill has been embedded for more than 10 rounds, a bend bars check is needed to remove the quill. An unarmed attack against a giant porcupine causes 1d4 quills to break off and lodge in the attacker.

PRAYING MANTIS, GIANT

Large Vermin, Neutral (N), Non-Intelligent; Solitary

HD	4
AC	14
ATK	Claws (1d8), bite (1d6)
MV	20 (Fly 40)
SV	F 10, R 14, W 14
XP	200 (CL 4)

Giant praying mantises dwell in temperate woodlands. This patient carnivore remains completely still as it waits for prey to come near.

PROTEAN E

Large Aberration, Neutral (N), Super Intelligence; Solitary

HD	22
AC	25 [+2]
ATK	5 slams (2d8)
MV	50
SV	F 3, R 3, W 3
XP	5,500 (CL 24)

Proteans are highly mutable creatures of chaos. They have no set form, but are made of flesh and bone. A protean can assume the shape of any combination of physical creatures at the same time. In fact, a protean's form constantly changes, and it must make a Fortitude saving throw each round to maintain a certain shape.

Whatever the creature's present form, it retains all its own special qualities and gains the advantage of up to four special attacks or qualities from the forms it mimics (not including spells or supernatural abilities). The assumed form can be no smaller than a flea and no larger than 200 feet in its largest dimension. Incorporeal traits can also be assumed. No matter its form, the protean can never make more than five attacks per round. It may substitute a melee attack form for one of its slam attacks.

If a protean hits with two or more slam attacks in the same round, it partly destabilizes its foe's physical form, dealing an additional 2d6 points of damage as well as 2 points of temporary constitution damage. If the victim is drained to 0 constitution, its dead body becomes a clear fluid that drains away unless somehow preserved by friends of the victim.

Special Qualities: Immune to poison

Spells: At will—detect thoughts, dimension door, ethereal jaunt, knock, nondetection, plane shift, suggestion

PSEUDODRAGON A

Tiny Dragon, Lawful (NG), Average Intelligence; Clutch (1d6)

HD	2
AC	18
ATK	Sting (1d3 + poison I) and bite (1d3)
MV	15 (Fly 60)
SV	F 15, R 12, W 12
XP	200 (CL 3)

A pseudodragon has a body about 1 foot long, with a 2-foot tail. It weighs about 7 pounds. Pseudodragons have green scales that help them blend in with the foliage in woodlands. A pseudodragon can communicate telepathically and can also vocalize animal noises.

Special Qualities: Immune to sleep and paralysis, magic resistance 5%, surprise (3 in 6; woodland environments)

PURPLE WORM

Huge Magical Beast, Neutral (N), Animal Intelligence; Solitary

HD	16
AC	19
ATK	Bite (2d10 + swallow whole), sting (2d6 + poison II)
MV	20 (Burrow 20, Swim 10)
SV	F 3, R 5, W 10
XP	1,600 (CL 17)

Purple worms are among the most dangerous monsters of the underground world. They are massive worms with dark purple flesh, mouths filled with jagged, plate-like teeth and tails that end in poisonous stingers. The body of a mature purple worm is 5 feet in diameter and 80 feet long, weighing about 40,000 pounds. They are capable of burrowing through solid rock, and are responsible for many of the underworld's tunnels.

MONSTERS – R

RAKSHASA A

Medium Outsider, Chaotic (CE), High Intelligence; Solitary

HD	7
AC	20 [+2]
ATK	2 claws (1d4), bite (1d6)
MV	40
SV	F 10, R 10, W 9
XP	1,750 (CL 9)

Rakshasas are terrible ogres with fearsome fangs, broad, hairy shoulders and reversed hands (i.e. palms where the backs of the hands should be). Rakshasas speak Common and Infernal.

A rakshasa can assume any humanoid form. In humanoid form, a rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armor instead). A rakshasa reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Spells: Continuous—detect thoughts plus rakshasas cast spells as 7th level sorcerers. A rakshasas typical spells known are as follows: 0 (6/day)—detect magic, light, mage hand, message, read magic, resistance, touch of

fatigue; 1st (6/day)—charm person, mage armor, magic missile, phantasmal force, shield; 2nd (6/day)—constitution, invisibility, acid arrow; 3rd (6/day)—haste, suggestion.

RAM, GIANT

Large Animal, Neutral (N), Animal Intelligence; Solitary

HD	5
AC	16
ATK	Butt (1d10)
MV	50
SV	F 10, R 10, W 16
XP	250 (CL 5)

This giant, feral ram is nearly as long as two humans are tall. Its coat is whitish-brown and its horns are dark brown. Giant rams can grow to a length of 10 feet and weigh as much as 1,000 pounds.

RAST E

Medium Outsider, Neutral (N), Animal Intelligence; Cluster (1d6)

HD	4
AC	15
ATK	4 claws (1d4), bite (1d8)
MV	5 (Fly 60)
SV	F 11, R 10, W 14
XP	400 (CL 5)

Rasts are weird predators from the Elemental Plane of Fire. They look something like a cross between a bat and spider. A rast has a body about the size of a large dog's, with a head almost as large as the body. It weighs about 200 pounds. A rast has anywhere from ten to fifteen clawed legs, though it can only use four at any given time to attack.

A rast's gaze paralyzes folk for 1d6 rounds that fail a Fortitude saving throw. The gaze has a range of 30 feet.

Creature's hit by a rast's bite attack must pass a Fortitude saving throw or be grabbed and have their blood drained. Each round the rast maintains a hold, the victim suffers one point of constitution damage.

Special Qualities: Immune to fire, vulnerable to cold

RAT, GIANT

Small Animal, Neutral (N), Animal Intelligence; Pack (1d20)

HD	1
AC	13
15	Bite (1d4 + disease)
MV	40 (Climb 20)
SV	F 14, R 13, W 18
XP	50 (CL 1)

Giant rats live and thrive almost everywhere. Their bite spreads the disease filth fever.

RAT, MONSTROUS

Medium Animal, Neutral (N), Animal Intelligence; Pack (1d6)

HD	3
AC	13
15	2 claws (1d3) and bite (1d6 + disease)
MV	30 (Climb 20)
SV	F 12, R 12, W 17
XP	300 (CL 4)

Monstrous rats are the size of wolves. Their bite spreads filth fever.

RATLING E

*Small Humanoid, Chaotic (CE), Average Intelligence; Pack (4d6)**

HD	0
AC	10
ATK	Bite (1d3 + disease) or by weapon
MV	40 (Climb 20)
SV	F 16, R 14, W 16
XP	25 (CL 0)

Standing no taller than 4 feet tall, ratlings, as their name implies, resemble humanoid rodents. Although not much of a threat individually, ratlings tend to attack in large packs. Ratlings dealing damage via a bite may (15% chance) infect their victims with filth fever.

Ratlings organize themselves into tribes of 2d10 x 20 warriors plus additional combatants equal to ten times the number of the warriors. For every 40 warriors, there is an additional sub-chief with 1 HD and the abilities of a 1st level thief. Ratling tribes with 200 or fewer warriors are led by 2nd to 5th level thieves or fighter/thieves, and those with more than 200 warriors are led by 3rd to 6th level thieves or fighter/thieves, as well as 4d6 giant rats as guard animals. Armies of ratlings may have the following composition:

5%	ACOLYTES: Chainmail, buckler (AC 16); Heavy mace
20%	ARCHER: Short bow, dagger
30%	CUR: Spear
10%	PIEBALD: Leather armor (AC 12); Rapier and dagger
10%	RIDER: Ring mail, buckler (AC 14); Spear, monstrous rat
5%	ROTTER: Thick robes (AC 11); touch carries mummy rot
10%	SEWERJACK: Padded armor (AC 11); Dagger (poison III)
10%	PIPER: Ratling with 10 giant rats

RAVEN (CROW)

Tiny Animal, Neutral (N), Animal Intelligence; Murder (1d20)

HD	0 (1 hp)
AC	14
ATK	Talons (1d2)
MV	10 (Fly 40)
SV	F 16, R 12, W 19
XP	25 (CL 0)

These glossy black birds are about 2 feet long and have wingspans of about 4 feet. The statistics presented here can describe most non-predatory birds of similar size.

RAVID E

Medium Outsider, Neutral (N), Low Int; Solitary + 1 animated object

HD	3
AC	22
ATK	Tail (1d6 + positive energy) and claw (1d4 + positive energy)
MV	20 (Fly 60)
SV	F 12, R 11, W 13
XP	300 (CL 4)

Ravids are bizarre entities coursing with positive energy. Ravids that make their way to the Material Plane wander about aimlessly, followed by the objects to which they have given life. They look like bluish-white serpents with glistening scales and bearded dragon heads. They have a single clawed leg sprouting just behind their heads. A ravid is about 7 feet long and weighs about 75 pounds.

A living creature hit by a ravid's attacks feel an unpleasant tingle. Undead foes (even incorporeal ones) suffer 2d10 points of damage. Once per round, a random object within 20 feet of a ravid animates as though by the spell *animate objects*. These objects defend the ravid to the best of their ability, but the ravid is not intelligent enough to employ elaborate tactics with them.

Special Qualities: Immune to electricity

RAZOR BOAR E

Large Magical Beast, Neutral (N), Animal Intelligence; Solitary

HD	15
AC	23
ATK	2 hooves (1d4) and tusk slash (1d8)
MV	50
SV	F 5, R 5, W 11
XP	3,750 (CL 17)

This enormous boar has a black-bristled hide marked by hundreds of old scars. Its eyes are wild and bloodshot, and its tusks are more than three feet long, gleaming like polished ivory and sharper than most swords.

On a successful attack roll of natural '20' against an opponent, the razor boar's tusk slash severs the opponents head (if it has one) from its body. Most creatures die when their heads are cut off.

Special Qualities: Magic resistance 35%, regenerate

REMORHAZ A

Huge Magical Beast, Neutral (N), Low Intelligence; Solitary

HD	7
AC	19
ATK	Bite (2d10 + swallow whole)
MV	30 (Burrow 20)
SV	F 7, R 10, W 13
XP	700 (CL 8)

A remorhaz looks like a whitish-blue caterpillar covered by bony plates. It pulses with a reddish glow from the heat its body produces. The creature is a little more than 20 feet long, with a body about 5 feet wide. It weighs about 10,000 pounds. An enraged remorhaz generates heat so intense that anything touching its body takes 8d6 points of fire damage. This heat can melt or char weapons; any weapon that strikes a remorhaz is allowed an item saving throw to avoid destruction.

Special Qualities: Immune to fire

RETRIEVER A

Huge Construct, Chaotic (CE), Non-Intelligent; Solitary

HD	10
AC	20
ATK	4 claws (2d8), bite (1d8) and eye ray
MV	50 (Climb 20)
SV	F 7, R 9, W 10
XP	2,500 (CL 12)

Retrievers look like huge mechanical spiders. Their eight eyes are made of faceted crystal and can shoot magic rays. A retriever has a body the size of an ox, with legs spanning more than 14 feet. It weighs about 6,500 lb.

Retrievers were created by demon lords as a means of recovering lost or desired objects, runaways and enemies. Retrievers can find their targets unerringly, even if they move from plane to plane.

A retriever's eyes can produce four different magical rays with a range of 100 feet. Each round, it can fire one ray. A particular ray is usable only once every 4 rounds. The four eye rays are:

FIRE RAY: Deals 12d6 points of fire damage to the target (Reflex saving throw for half damage).

FREEZE RAY: Deals 12d6 points of cold damage to the target (Reflex saving throw for half damage).

ELECTRICITY RAY: Deals 12d6 points of electricity damage to the target (Reflex saving throw for half damage).

PETRIFICATION RAY: The target must succeed on a Fortitude saving throw or turn to stone permanently.

When ordered to find an item or a creature, a retriever does so unerringly, as though guided by *discern location*.

Special Qualities: Immune to electricity and poison, regenerate

RHINOCEROS

Large Animal, Neutral (N), Animal Intelligence; Herd (1d12)

HD	8
AC	16
ATK	Gore (2d8)
MV	30
SV	F 6, R 9, W 14
XP	400 (CL 8)

The rhinoceros is infamous for its bad temper and willingness to charge intruders. The statistics presented here are based on the African black rhino, which is 6 to 14 feet long, 3 to 6 feet high at the shoulder, and weighs up to 6,000 pounds. These statistics can describe any herbivore of similar size and similar natural weapons (antlers, horns, tusks, or the like).

ROC

Huge Animal, Neutral (N), Animal Intelligence; Solitary or pair

HD	18
AC	17
ATK	2 talons (2d8) and bite (2d8)
MV	20 (Fly 80)
SV	F 3, R 3, W 9
XP	900 (CL 18)

Rocs are enormous birds. A roc's plumage is either dark brown or golden from head to tail. These enormous creatures are 30 feet long from beak to tail, with wingspans of 80 feet. A roc weighs about 8,000 pounds.

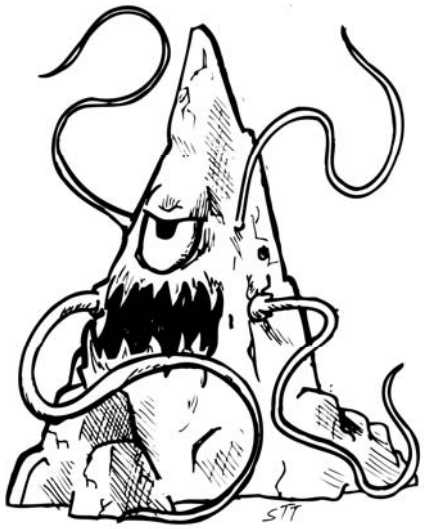
A roc attacks from the air, swooping earthward to snatch prey in its powerful talons and carry it off for itself and its young to devour. A solitary roc is typically hunting and attacks any creature that appears edible. A mated pair of rocs attacks in concert, fighting to the death to defend their nests or hatchlings.

ROCK BABOON

Medium Animal, Neutral (N), Low Intelligence; Solitary

HD	2
AC	14
ATK	Club (1d6) or bite (1d4)
MV	40
SV	F 12, R 12, W 16
XP	100 (CL 2)

Rock baboons are a large, particularly intelligent breed of baboon. An adult male rock baboon is 4 to 5 ft. tall and weighs 200 to 250 pounds, with females being a bit smaller and lighter. Rock baboons are omnivorous, but prefer meat. They are aggressive, naturally cruel creatures. They will prepare ambushes in rocky or forested terrain and attack any party they outnumber.



ROPER A

Large Aberration, Chaotic (CE), Average Intelligence; Solitary or Pair

HD	10
AC	21
ATK	6 strands (50 ft., drag) and bite (2d6)
MV	10
SV	F 9, R 11, W 8
XP	1,000 (CL 11)

A roper stands some 9 feet tall and tapers from 3 or 4 feet in diameter at the base to 1 foot across at the top. It weighs 2,200 pounds. A roper's coloration and temperature change to match the features of the surrounding cave, allowing them to surprise in stony areas on a roll of 1-4 on 1d6. Ropers speak their own strange tongue, which is mostly a collection of growls and trills.

A roper hunts by standing very still and imitating a bit of rock. This tactic often allows it to attack with surprise. When prey comes within reach, it lashes out with its strands. If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round unless that

creature breaks free with a grapple attack. A strand has 10 hit points and can be attacked by making a successful sunder attack. Severing a strand deals no damage to a roper.

A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed on a Fortitude save or take 2d8 points of strength damage. A creature hit by a strand is dragged to the roper's mouth. A roper bites these victims with a +2 bonus to hit.

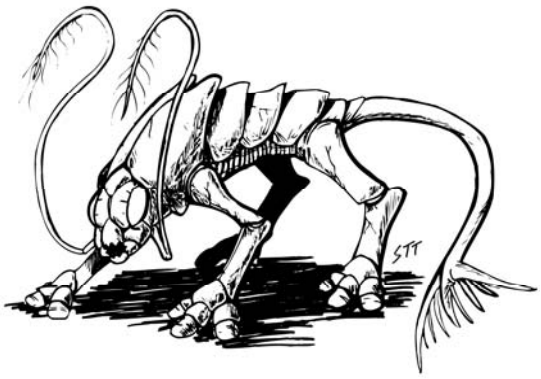
Special Qualities: Immune to electricity, vulnerable to fire, magic resistance 25%

ROT GRUB A

Tiny Vermin, Neutral (N), Non-Intelligent; Plague (1d20)

HD	0 (1 hp)
AC	10
ATK	Burrow (see text)
MV	1
SV	F 16, R 19, W 16
XP	10 (CL -)

Rot grubs are found, as one might expect from the name, anywhere flesh is left to rot. They are horrid things about an inch long, and they are quite dangerous. Any flesh touching them is at great risk, for they bite in and burrow deeply. For a period of 1d3 rounds, rot grubs can be killed by burning (1d4 points of damage will be inflicted to the victim per rot grub). Casting *cure disease* kills all the rot grubs in a person's body. After the 1d3 rounds elapse, the grubs have burrowed too deeply to be affected by spells or fire and the victim dies within one more round.



RUST MONSTER

Medium Magical Beast, Neutral (N), Animal Intelligence; Solitary or pair

HD	5
AC	18
ATK	Antenna (rust), bite (1d3)
MV	40
SV	F 11, R 11, W 16
XP	500 (CL 6)

Rust monsters are creatures that resemble rust red beetles with antennae reminiscent of those of a moth. The typical rust monster measures 5 feet long and 3 feet high, weighing 200 pounds.

A rust monster can scent a metal object from up to 90 feet away. When it detects one, it dashes toward the source and attempts to strike it with its antennae. The creature targets the largest metal object available, striking first at armor, then at shields and smaller items. It prefers ferrous metals (steel or iron) over precious metals (such as gold or silver) but will devour them if given the opportunity.

A rust monster that makes a successful attack (ignoring armor) with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The antennae can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on an item save or be dissolved. A metal weapon that deals damage to a rust monster corrodes immediately. Wood, stone and other non-metal weapons are unaffected.

MONSTERS – S

SAHUAGIN

Medium Monstrous Humanoid, Chaotic (CE), High Int.; Patrol (1d20)

HD	2
AC	16
ATK	2 talons (1d4 + rend) and bite (1d4) or bite and weapon
MV	30 (Swim 30)
SV	F 15, R 12, W 11
XP	100 (CL 2)

Sahuagins are aquatic humanoids with thick scales and large, toothy mouths. Most sahuagin have green skin, darker along the back and lighter on the belly, with dark stripes, bands, or spots, but these tend to fade with age. An adult male sahuagin stands roughly 6 feet tall and weighs about 200 pounds.

Sahuagins are the natural enemy of aquatic elves. The two will not coexist peacefully. Wars between them are prolonged, bloody affairs that sometimes interfere with shipping and maritime trade. Sahuagins have an only slightly less vehement hatred for tritons.

Sahuagins speak their own language. Most sahuagin also speak Common and Aquatic Elven. Sahuagins can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy."

Once per day, a sahuagin that takes damage in combat can fly into a murderous frenzy in the following round, clawing and biting madly until either it or its opponent is dead and gaining an additional bite attack each round. A sahuagin cannot end its frenzy voluntarily.

A sahuagin fully immersed in fresh water must succeed on a Fortitude save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds sahuagins for one round. On subsequent rounds, they are dazzled while operating in bright light.

Sahuagin can survive out of the water for 6 hours.

Sahuagin organize themselves into tribes of 1d20 x 20 warriors plus additional non-combatants equal to 100% of the warriors. For every 40 warriors there is a sub-commander with 3 HD, for every 200 sahuagin in the tribe there is a four-armed mutant, and for every 100 sahuagin in the tribe there is a malenti (see below). Tribes have a 3rd to 6th level commander of the warriors, and are led by a priest-queen (a 4th to 7th level cleric) and her attendants, 2d6 adepts of 1st to 3rd level. Tribes keep 6d6 medium sharks as guard animals and pets, and consider them holy animals. The usual composition of a sahuagin army is as follows:

20%	Spear and dagger
35%	Heavy crossbow, dagger
35%	Trident, net, dagger
10%	Crab armor (AC 19), lance, dagger, large shark mount

SAHUAGIN MUTANTS & MALENTI

About one in two hundred sahuagin has four arms. Such creatures can make four claw attacks or use extra weapons, in addition to biting. If a community of aquatic elves is located within 100 miles of a sahuagin community, about one in one hundred sahuagin is born looking just like an aquatic elf. These creatures, called malenti, have a swim speed of 40 feet, can remain out of water for 12 hours and have freshwater sensitivity and light sensitivity. Malenti have no natural attacks. They are otherwise identical with sahuagin.

SALAMANDER

Outsider (Fire), Chaotic (CE), High Intelligence; Cluster (1d6)

LESSER SALAMANDER (SMALL)

HD	4
AC	19
ATK	Spear (1d8 + 1d6 fire) and tail slap (1d4 + 1d6 fire + constrict)
MV	20
SV	F 12, R 11, W 10
XP	400 (CL 5)

GREATER SALAMANDER (MEDIUM)

HD	9
AC	18 [+1]
ATK	Spear (1d8 + 1d6 fire) and tail slap (2d6 + 1d6 fire + constrict)
MV	20
SV	F 9, R 9, W 8
XP	2,250 (CL 11)

NOBLE SALAMANDER (MEDIUM)

HD	15
AC	18 [+2]
ATK	Pike (1d6+1 + 1d6 fire) and tail slap (2d8 + 1d6 fire + constrict)
MV	20
SV	F 6, R 6, W 5
XP	3,750 (CL 15)

Salamanders are reptilian creatures with red scales, semi-humanoid, devilishly handsome faces and serpentine bodies. Salamanders speak Fire Elemental. Some normal salamanders and all nobles speak Common. Most folk of the elemental fire planes consider them terrible braggarts and strutting dandies, with a bloated sense of self-confidence. The efreet find them to be insufferable, and the azer despise them.

Special Qualities: Immune to fire, vulnerable to cold

Noble salamander spells: 3/day—*burning hands, fireball, flaming sphere, wall of fire*; 1/day—*dispel magic, summon monster VII*

SANDMAN A

Medium Elemental (Earth), Chaotic (CE), Average Int; Shoal (1d10)

HD	4
AC	15
ATK	Slam (1d6 + sleep)
MV	30 (Burrow 30)
SV	F 11, R 14, W 14
XP	400 (CL 5)

Sandmen usually appear as vaguely humanoid creatures composed of sand. They can also assume the form of a pile of sand, blending in perfectly with barren surroundings or ancient tombs. In this form, treat the sandman as if it were a small earth elemental. The sandman retains its sleep aura and weapon resistance ability when in sand form, but loses its sleep attack.

A sandman radiates a 20-foot-radius aura that puts creatures to sleep. Any creature in the area must succeed on a Will save or fall asleep, as if affected by a *sleep* spell. There is no limit to the number of Hit Dice a sandman can affect with this ability. A creature that successfully saves is immune to that sandman's sleep aura for 24 hours.

A creature struck by a sandman's slam attack must succeed on a Will save or immediately fall asleep, as if affected by a *sleep* spell. There is no limit to the number of Hit Dice a sandman can affect with this ability.

Special Qualities: Weapon resistance

SATYR

Medium Fey, Neutral (CN), Average Intelligence; Troop (1d12)

HD	5
AC	15
ATK	Headbutt (1d6) and weapon
MV	40
SV	F 13, R 11, W 11
XP	500 (CL 6)

Satyrs look like bearded elven males with goat horns on their heads and the legs of goats. A satyr's hair is red or chestnut brown, while its hooves and horns are jet black. A satyr is about as tall and heavy as a half-elf. Satyrs speak Sylvan and Common.

Satyrs can play a variety of magical tunes on their pan pipes. Usually, only one satyr in a group carries pipes. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed on a Will saving throw or be affected by *charm person*, *sleep*, or *fear*. In the hands of other beings, these pipes have no special powers.

SATYRS AS CHARACTERS

Satyrs modify their starting ability scores as follows: Dex +1, Con +1, Int +1, Wis +1, Cha +1. They retain their head butt attack, but do not have any special pipes. Satyrs are limited to a maximum of 8th level in most classes, but as bards they may rise up to 12th level.

SCORPION, GIANT

Large Vermin, Neutral (N), Non-Intelligent; Swarm (1d12)

HD	5
AC	16
ATK	2 claws (1d6 + constrict), sting (1d6 + poison III)
MV	50
SV	F 10, R 13, W 13
XP	500 (CL 6)

Giant scorpions are likely to attack any creature that approaches them, and they usually charge when attacking prey.

SCORPIONFOLK E

Large Monstrous Humanoid, Chaotic (CE), Low Int.; Troop (2d20 + 4d8 giant scorpions)

HD	12
AC	16
ATK	Lance (2d6), sting (1d8) and 2 claws (1d6)
MV	40
SV	F 8, R 7, W 8
XP	1,200 (CL 13)

From the waist up, a scorpion man appears to be a four-armed humanoid covered with black armor. From the waist down, it looks like an enormous scorpion. One pair of arms ends in vicious claws, while the other pair ends in humanoid hands. A scorpion man has waxy, gray skin, and its eyes are entirely black. They speak their own language.

Special Qualities: Magic resistance 30%, resistance to fire

Spells: 1/day—spectral force; 2/day—mirror image

SCORPIONFOLK AS CHARACTERS

Scorpionfolk modify their starting ability scores as follows: Str +4, Dex +1, Con +1, Int -1, Wis +2, Cha +2. They retain their spells and special abilities and have a +3 bonus to Armor Class due to their chitinous hides. Scorpionfolk can wear armor on their upper bodies, gaining half the normal AC bonus but paying as much as a full suit because of their large size. Scorpionfolk can multi-class as cleric/fighters, fighter/magic-users and fighter/thieves, but are limited to a maximum of 8th level.

SEA CAT A

Large Magical Beast, Neutral (N), Animal Intelligence; Pride (1d12)

HD	12
AC	18
ATK	2 claws (1d6 + rend) and bite (1d8)
MV	10 (Swim 40)
SV	F 6, R 7, W 12
XP	600 (CL 12)

Sea cats looks like lions with the rear bodies of fish. A typical sea cat is 12 feet long and weighs 800 pounds. A sea cat can hold its breath for up to 15 minutes.

SEA SERPENT

Huge Magical Beast, Neutral (N), Animal Intelligence; Solitary

HD	9
AC	15
ATK	Bite (2d8 + swallow whole) or tail slap (2d8)
MV	10 (Swim 60)
SV	F 6, R 8, W 14
XP	900 (CL 10)

A sea serpent has a snakelike body between 30 and 200 feet long. Other features may vary with the individual creature; some sea serpents have slender fins like those of an eel, while others have completely smooth bodies. The head of one may be shaped like a horse, another like a seal.

Part of the reason that so few sea serpents have ever been spotted is that they can make their forms indistinct and thereby blend into the lapping waves. A sea serpent can blur its outline for a number of rounds equal to its Hit Dice. This distortion grants the sea serpent one-half concealment (+4 to AC). A *detect invisibility* spell does not counteract this effect, but a *true seeing* spell does.

SEA HORSE, GIANT

Large Animal, Neutral (N), Animal Intelligence; Herd (1d12)

HD	4
AC	12
ATK	Bite (1d6)
MV	5 (Swim 60)
SV	F 10, R 10, W 17
XP	200 (CL 4)

Giant sea horses can be tamed and ridden as mounts underwater.

SHADOW (GREATER SHADOW) A

Medium Undead, Chaotic (CE), Low Intelligence; Swarm (1d12)

	SHADOW	GREATER SHADOW
HD	3	9
AC	13 [+1]	14 [+1]
ATK	Strike (1d6 strength)	Strike (1d8 strength)
MV	Fly 40	Fly 40
SV	F 14, R 14, W 13	F 11, R 11, W 9
XP	750 (CL 5)	2,250 (CL 11)

Shadows are the animated souls of wicked people. A shadow can be difficult to see in dark or gloomy areas but stands out starkly in brightly illuminated places. Shadows cannot speak intelligibly. The attack of a shadow deals strength damage to a living foe. A creature reduced to strength 0 by a shadow dies and rises as a shadow under its killer's control within 1d4 rounds.

Special Qualities: Incorporeal

SHADOW MASTIFF A

Medium Outsider, Chaotic (CE), Low Intelligence; Pack (1d12)

HD	4
AC	14
ATK	Bite (1d6)
MV	50
SV	F 11, R 10, W 12
XP	400 (CL 5)

This creature has the body of a large dog, with a smooth black coat and a mouth full of sharp teeth. A shadow mastiff is slightly more than 2 feet high at the shoulder and weighs about 200 pounds. Shadow mastiffs cannot speak, but they understand Common.

When a shadow mastiff howls or barks, all creatures except Chaotic (Evil) outsiders within a 300-foot spread must succeed on a Will save or become panicked for 2d4 rounds.

In any condition of illumination other than full daylight, a shadow mastiff can disappear into the shadows, giving it total concealment.

SHAMBLING MOUND

Large Plant, Neutral (N), Low Intelligence; Solitary

HD	8
AC	19
ATK	2 slams (2d6 + constrict)
MV	20 (Swim 20)
SV	F 8, R 11, W 12
XP	800 (CL 9)

Shambling mounds, also called shamblers, appear to be heaps of rotting vegetation. They are actually intelligent, carnivorous plants. A shambler's body has an 8-foot girth and is about 6 feet tall when the creature stands erect. It weighs about 3,800 pounds. Shamblers take no damage from electricity. Instead, any electricity attack used against a shambler temporarily grants it 1 additional hit point per Hit Dice. It loses these points at the rate of 1 per hour.

Special Qualities: Immune to electricity, resistance to fire

SHAPE OF FIRE E

Large Undead, Chaotic (CE), High Intelligence; Solitary

HD	17
AC	20 [+3]
ATK	Strike (2d6 + blazing fire)
MV	Fly 60
SV	F 6, R 6, W 4
XP	4,250 (CL 19)

A shape of fire is the undead remains of a powerful spell caster that was burned at the stake. They look like fire that has taken a vaguely humanoid shape. A 10-foot-radius heat aura surrounds a shape of fire. All fire creatures in the area (including the shape of fire) are treated as if having the regenerate ability. Creatures subject to fire damage suffer 1d10 points of fire damage each round they remain within the heat aura.

Living creatures that take damage from a shape of fire's attack ignite; white-hot, lambent flames cascade over their bodies, and they must succeed at a Fortitude save or permanently lose 1d4 hit points. The opponent must continue to save every round for the next 6 rounds (7 rounds total) to avoid being permanently drained of 1d6 more hit points each round. If the opponent is slain in this way, only blackened ash remains of the victim. Drained hit points never heal naturally and cannot be magically restored; they are gone for good.

Spells: 3/day—*fire storm, incendiary cloud*

Special Qualities: Incorporeal, immune to fire, magic resistance 40%

SHARK

Animal, Neutral (N), Animal Intelligence; Shiver (1d10)

	MEDIUM	LARGE
HD	3	7
AC	15	15
ATK	Bite (1d6)	Bite (1d8)
MV	Swim 60	Swim 60
SV	F 12, R 11, W 17	F 9, R 9, W 15
XP	150 (CL 3)	350 (CL 7)

	HUGE	MEGALODON
HD	10	18
AC	15	17
ATK	Bite (2d8)	Bite (2d10 + swallow whole)
MV	Swim 60	Swim 60
SV	F 5, R 7, W 13	F 3, R 3, W 9
XP	500 (CL 10)	1,800 (CL 19)

Sharks are fearsome aquatic predators known for their bites. The smell of blood sends them into a frenzy, making them immune to fear.

Medium sharks include leopard sharks, mako sharks and blacktip and whitetip reef sharks. They measure from 5 to 8 feet in length.

Large sharks include lemon sharks, bull sharks, blue sharks and tiger sharks. They reach around 15 feet in length.

Huge sharks include the great hammerhead shark and great white shark. They exceed 20 feet in length.

Megalodons are prehistoric sharks that measure more than 25 feet in length and weigh 20,000 pounds.

SHEDU

Large Magical Beast, Lawful (LG), High Intelligence; Procession (1d8)

HD	9
AC	16
ATK	2 hooves (1d6)
MV	30 (Fly 60)
SV	F 8, R 9, W 10
XP	900 (CL 10)

Shedu roam the Material Plane seeking out evil and destroying it. They aid Lawful (Good) creatures in need and never knowingly associate with Chaotic (Evil) creatures. Shedu have the body of a chestnut-colored horse, large brown-feathered wings, and the head and face of a bearded human. A shedu is about 8 feet long and weighs about 500 pounds. Shedu speak Celestial and Common and can communicate telepathically with sentient creatures to a range of 100 ft.

Spells: At will—astral projection (self), detect evil, detect thoughts, ethereal jaunt (self), magic circle against evil; 3/day—charm monster

Special Qualities: Magic resistance 20%

SHEDU, GREATER

Large Magical Beast, Lawful (LG), High Intelligence; Procession (1d8)

HD	14
AC	18 [+1]
ATK	2 hooves (1d8)
MV	40 (Fly 80)
SV	F 5, R 5, W 7
XP	3,500 (CL 16)

Greater shedu are about 10 feet long and weigh about 700 pounds. They are otherwise like lesser shedu in description and motivation.

Spells: At will—astral projection (self), clairaudience/clairvoyance, detect evil, detect magic, ethereal jaunt, invisibility (self); 2/day—dominate person, telekinesis. A greater shedu can cast spells as a 10th-level cleric

Special Qualities: Magic resistance 35%

SHIELD GUARDIAN E

Large Construct, Neutral (N), Non-Intelligent; Solitary

HD	15
AC	21
ATK	2 slams (1d8)
MV	30
SV	F 7, R 8, W 8
XP	3,750 (CL 17)

Created by spell casters to be bodyguards, shield guardians are constructs that protect their masters with spells and stamina. When it is fashioned, a shield guardian is keyed to a particular magical amulet. Henceforth, it regards the wearer of that amulet to be its master, protecting and following that individual everywhere unless commanded not to do so. A shield guardian is some 9 feet tall and weighs more than 1,200 pounds.

A shield guardian obeys its master's verbal commands to the best of its ability, although it is not good for much beyond combat and possibly simple manual labor. It can also be keyed to perform specific tasks at specific times or when certain conditions are met. The wearer of the amulet can call the shield guardian from any distance, and it will come as long as it is on the same plane.

As long as a shield guardian and its amulet are on the same plane, the shield guardian can find the amulet wearer (or just the amulet, if it is removed after the guardian is called). If ordered to do so, a guardian moves swiftly to defend its master, blocking blows and disrupting foes, giving the master a tactical advantage in combat as long as the shield guardian is within 5 feet of him. The wearer of a shield guardian's amulet can activate a *shield other* ability if within 100 feet of the shield guardian. Just as the spell of the same name, this ability transfers to the shield guardian half the damage that would be dealt to the amulet wearer. This does not provide the spell's Armor Class or save bonuses.

If a shield guardian's amulet is destroyed, the guardian ceases to function until a new one is created. If the wearer dies but the amulet is intact, the shield guardian carries out its last command.

A shield guardian can store one spell of 4th level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the shield guardian can store another spell (or the same spell again).

CONSTRUCTION

A shield guardian is built from wood, bronze, stone and steel. Creating the body requires a master armorer. The keyed amulet is fashioned at the same time by a master jeweler, and its cost (20,000 gp) is included in the cost of the guardian. After the body is sculpted, the shield guardian is animated through a magical ritual that requires an alchemist. The total cost of creation is 65,000 gp.

SHOCKER LIZARD E

Small Magical Beast, Neutral (N), Animal Intelligence; Colony (1d12)

HD	2
AC	16
ATK	Bite (1d4)
MV	40 (Climb 20, Swim 20)
SV	F 13, R 12, W 18
XP	200 (CL 3)

A shocker lizard looks like a monitor lizard with a deep blue hide, turning into a pale gray on its underbelly. A shocker lizard is about 1 foot tall at the shoulder and weighs about 25 pounds.

Once per round, a shocker lizard can deliver an electrical shock to a single opponent within 5 feet. This attack deals 2d8 points of damage to living opponents. Whenever two or more shocker lizards are within 20 feet of each other, they can work together to create a more powerful shock. This effect has a radius of 20 feet, centered on any one contributing lizard. The shock deals 2d8 points of electricity damage for each lizard contributing to it, to a maximum of 12d8. A Reflex save reduces the damage by half.

Shocker lizards detect any electrical discharges within 100 feet.

Special Qualities: Immune to electricity

SHREW, GIANT

Medium Animal, Neutral (N), Animal Intelligence; Pack (1d8)

HD	1
AC	16
ATK	2 bites (1d6)
MV	60
SV	F 13, R 12, W 18
XP	50 (CL 1) or 100 (CL 2) if venomous

Giant shrews resemble giant rats, but are larger, being up to 6 feet long, and darker in color. They have a very fast metabolic rate and must eat almost constantly. Giant shrews are omnivorous, and aggressively defend their nests and the immediate territory around them. Giant shrews move so swiftly that they are able to bite twice per round.

A few giant shrew species (generally no more than 5% of those encountered) are venomous. The bite of such a giant shrew will kill the victim unless a Fortitude save is made.

SHRIEKER A

Medium Plant, Neutral (N), Non-Intelligent; Patch (1d6)

HD	2
AC	8
ATK	None
MV	0
SV	F 12, R 18, W 15
XP	50 (CL 2)

A shrieker is a stationary fungus that emits a loud noise to attract prey or when disturbed. Shriekers live in dark, subterranean places, often in the company of violet fungi, whose poison they are immune to. Shriekers come in several shades of purple. Movement or a light source within 10 feet of a shrieker causes the fungus to emit a piercing sound that lasts for 1d3 rounds. The sound attracts nearby creatures that are disposed to investigate it (i.e. wandering monsters). Creatures that live near shriekers come to learn that the fungus's noise means there is food nearby.

SIDHE E

Medium Fey, Any Alignment, Super Intelligence; Solitary

HD	10
AC	20 [+1]
ATK	2 *+1 brilliant energy bastard swords* (1d8+3)
MV	40
SV	F 10, R 8, W 5
XP	2,500 (CL 12)

The sidhe are the progenitors of the fey. They appear as tall, beautiful elves with brilliant eyes, warm skin and shimmering hair. Sidhe speak Elf, Celestial, Common, Draconic, Dwarf, Giant and Sylvan.

Each sidhe can manifest two melee weapons from his or her life essence. The weapons typically appear as swords. Sidhe weapons are considered light weapons for a sidhe, regardless of their size. If a sidhe's weapon is sundered, the sidhe loses on Hit Dice.

All creatures within 30 feet who meet the gaze of a sidhe become affected as if by *charm monster*. A Will save negates the effect. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order.

Special Qualities: Immune to poison and disease, regenerate, magic resistance 60%

Spells: At will—change self, detect thoughts, dispel magic, displacement, freedom, improved invisibility, knock, speak with plants, spell turning, teleport without error, true seeing, water breathing; 1/day—heal

SIREN A

Medium Fey, Chaotic (CE), Average Intelligence; Gang (1d6)

HD	4
AC	13
ATK	2 claws (1d4 + poison I)
MV	30 (Swim 30)
SV	F 14, R 11, W 11
XP	400 (CL 5)

Sirens are dangerous fey who appear as beautiful female humanoids that dwell in sea caves and prey on sailors. They are known for their songs, which force those who hear them to pass a Will saving throw or be charmed (per *charm person*). Females gain a +5 bonus to this second saving throw. Their claws carry a poison that causes sleep, and once their victims are asleep, the siren tears them to shreds and devours their heart.

SIRRUSH E

Large Magical Beast, Neutral (N), High Intelligence; Pack (1d8)

HD	10
AC	25 [+1]
ATK	4 claws (1d8) and bite (2d8)
MV	50
SV	F 7, R 7, W 9
XP	2,500 (CL 12)

The sirrush is an odd beast that dwells in deserts and mountains. It has a dragon body with the hind legs of an eagle and the forelegs of a lion, a long neck, horns on its head and a snake-like tongue. Sirrush speak Sylvan and Draconic. Every 1d4 rounds, a sirrush can let loose a sonic attack of such volume that it stuns all creatures in a 60-foot radius for 1d4 rounds if they fail a Fortitude saving throw.

A sirrush has a thick bony plate that protects its neck like a shield and provides resistance from effects that could normally behead it, such as a *vorpal weapon*. When a sirrush would otherwise lose its head, it instead makes a Fortitude saving throw to keep its head.

Special Qualities: Blindsight to 300 ft., regenerate, magic resistance 50%, resistance to acid, cold, electricity, fire and sonic

SKELETON

Medium Undead, Neutral (N), Low Intelligence; Patrol (1d20)

HD	1
AC	15
ATK	Scimitar (1d8) or 2 claws (1d4)
MV	30
SV	F 15, R 15, W 14
XP	50 (CL 1)

Skeletons are the animated bones of animals, humanoids or giants. Skeletons can be commanded, but cannot think on their own.

Special Qualities: Immune to illusions and all mind-affecting spells, weapon resistance (edged & piercing weapons)

CREATING SKELETONS

Almost any creature can be turned into a "skeleton". Skeletons that could use weapons in life can still use them in un-death. All skeletons gain two claw attacks that deal damage based on the creature's size: Tiny 1d2, Small 1d3, Medium 1d4, Large 1d6, Huge 1d8. All skeletons suffer half damage from edged and piercing weapons. Skeletons do not retain any special abilities they had in life, and they cannot fly, though they might retain skeletal wings.

SKELETON WARRIOR A

Medium Undead, Chaotic (CE), Average Intelligence; Squad (1d4)

HD	12
AC	20 [+1]
ATK	*+1 longsword* (1d8+1)
MV	30
SV	F 9, R 9, W 7
XP	3,000 (CL 14)

The skeleton warrior is a lich-like undead that was once a powerful warrior of at least 9th level. Legend says that the skeleton warriors were forced into their undead state by a powerful demon prince who trapped each of their souls in a golden circlet. A skeleton warrior's only purpose is to search for and regain the circlet containing its soul.

Skeleton warriors are shrouded in an aura of fear. Creatures with less than 5 HD and within a 30-ft. radius of the skeleton warriors must succeed on a Will saving throw or be affected as though by the *fear* spell. A skeleton warrior can track and find the possessor of its circlet unerringly, and is relentless when doing so.

Special Qualities: Immune to clerical turning, magic resistance 60%

SKUM E

Medium Monstrous Humanoid, Chaotic (CE), Average Int.; Pack (2d8)

HD	2
AC	13
ATK	2 claws (1d4 + rend) and bite (2d6)
MV	20 (Swim 40)
SV	F 15, R 12, W 12
XP	100 (CL 2)

Skum are slimy, brutish humanoids that often serve aboleths. A skum is about the same height and weight as a human. Skum speak their own simple language. Skum are aquatic, but can survive indefinitely on land.

SKUNK, GIANT

Small Animal, Neutral (N), Animal Intelligence; Family (1d8)

HD	1
AC	14
ATK	Bite (1d4)
MV	30
SV	F 14, R 13, W 18
XP	100 (CL 2)

A giant skunk is 3 feet long, with a tail that rises 2 feet into the air. When aroused, it stamps it forefeet and hisses. If it is not left alone, a giant skunk rises onto its forelegs and sprays its musk.

SLITHERING TRACKER A

Small Ooze, Neutral (N), Average Intelligence; Solitary

HD	5
AC	15
ATK	Slam (1d4 + paralysis + engulf)
MV	10 (Climb 10)
SV	F 14, R 14, W 13
XP	500 (CL 6)

The slithering tracker looks like a long, thin transparent protoplasm, almost snake-like in form. It survives by devouring living creatures. A typical slithering tracker is 3 feet long and has a thickness of about 6 inches. It can grow to a length of about 8 feet.

A slithering tracker secretes an anesthetizing slime. A target hit by its slam attack must succeed on a Fortitude save or be paralyzed for 1d4 hours. An opponent attacking a slithering tracker unarmed or with natural weapons is subjected to its paralyzing attack each time one of its attacks hit. A slithering tracker can engulf a paralyzed foe up to medium size. Each 5 minutes an opponent is engulfed, it takes 1 point of constitution damage.

Special Qualities: Resistance to weapons

SLUG, GIANT

Huge Vermin, Neutral (N), Non-Intelligent; Solitary

HD	12
AC	16
ATK	Bite (2d8 + 1d8 acid) or spit (60'/4d8 acid)
MV	20 (Burrow 10)
SV	F 4, R 9, W 9
XP	1,200 (CL 13)

Giant slugs are found in moist or wet environments. A typical giant slug is 20 feet long but can grow to twice that length. Twice per day, a giant slug can spit a line of acid at an opponent within 60 feet. A giant slug is highly susceptible to salt and takes 1d6 points of damage per pound of salt it contacts.

SMILODAR E

*Medium Humanoid, Neutral (N), Average Intelligence; Pride (1d8)**

HD	2
AC	12
ATK	Bite (1d4) and weapon
MV	30
SV	F 12, R 15, W 15
XP	100 (CL 2)

The smilodar are cat-headed men and women with tawny fur and sabre-teeth. They dwell on steppes or on the edges of deserts, and have a deep hatred of gnolls, attacking them on sight. Smilodars stand about 7 feet tall. They speak their own language and that of large, predatory cats.

In combat, smilodars can leap from their smilodon mounts, covering up to 15 feet and attacking as though making a charge. Their mounts then fight in concert with their masters, who can attack with spear and clawed gauntlet each round with a -2 penalty to hit with each. If disarmed, they can still bite for 1d4 points of damage.

Smilodars live in prides of 1d4 x 20 warriors plus additional non-combatants equal to 50% of the warriors, plus 1d10+10 smilodons. For every 20 warriors, there is an additional female huntress with 3 HD. Prides are led by 1d2 alpha males with 5 HD. Alpha males are always mounted on smilodons. Smilodar warriors traditionally wield spears and throwing axes.

SNAKE, CONSTRICTOR (GIANT CONSTRICTOR)

Medium or Huge Animal, Neutral (N), Animal Intelligence; Solitary

	CONSTRICTOR	GIANT CONSTRICTOR
HD	3	11
AC	15	15
ATK	Bite (1d4 + constrict)	Bite (1d10 + constrict)
MV	20 (Climb 20, Swim 20)	20 (Climb 20, Swim 20)
SV	F 12, R 12, W 17	F 5, R 8, W 13
XP	300 (CL 4)	1,100 (CL 12)

Constrictor snakes usually are not aggressive and flee when confronted. They hunt for food but do not attempt to make a meal out of any creature that is too large to constrict. Constrictor snakes hunt by grabbing prey with their mouths and then squeezing it with their powerful bodies.

SNAKE, VIPER (GIANT VIPER)

Small or Large Animal, Neutral (N), Animal Intelligence; Solitary

	VIPER	GIANT VIPER
HD	1	6
AC	17	15
ATK	Bite (1 + poison IV)	Bite (1d6 + poison IV)
MV	20 (Climb 20, Swim 20)	20 (Climb 20, Swim 20)
SV	F 14, R 13, W 18	F 9, R 10, W 15
XP	100 (CL 2)	600 (CL 7)

These creatures range widely in size. Normal vipers are not particularly aggressive, but will often lash out with a bite attack before attempting to retreat. Giant vipers are more aggressive than their smaller kin.

SPECTRE

Medium Undead, Chaotic (CE), High Intelligence; Swarm (1d6)

HD	7
AC	15 [Silver]
ATK	Strike (1d8 + energy drain)
MV	40 (Fly 80)
SV	F 12, R 12, W 9
XP	1,750 (CL 9)

A spectre is an undead spirit that looks much as it did in life. In many cases, the evidence of a violent death is visible on its body. A spectre is roughly human-sized and is weightless. Living creatures hit by a spectre's attack lose two levels. Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. Newly risen spectres do not retain the abilities they had in life.

Spectres are powerless in natural sunlight (not a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack.

Special Qualities: Incorporeal

SPHINX A

Sphinxes are enigmatic creatures with great, feathery wings and leonine bodies. All sphinxes are territorial, but the more intelligent ones can differentiate between deliberate intrusion and temporary or inadvertent trespass. A typical sphinx is about 10 feet long and weighs about 800 pounds. Sphinxes speak their own language.

ANDROSPHINX

Large Magical Beast, Lawful (LG), High Intelligence; Solitary

HD	12
AC	20
ATK	2 claws (2d6 + rend)
MV	50 (Fly 80)
SV	F 6, R 6, W 8
XP	1,200 (CL 13)

Androsphinxes have the heads of handsome human males, sometimes with slight leonine qualities. They are always male. Androsphinxes are clever and generally good-natured, but they can be savage opponents.

Three times per day an androsphinx can let loose a mighty roar. The first time it does this, all creatures within 500 feet must succeed on a Will save or be affected as though by a fear spell for 2d6 rounds.

If the sphinx roars a second time during the same encounter, all creatures within 250 feet must succeed on a Fortitude save or be paralyzed for 1d4 rounds, and all those within 90 feet are deafened for 2d6 rounds (no save is permitted to resist this effect).

If it roars a third time during the same encounter, all those within 250 feet must succeed on a Fortitude save or take 2d4 points of strength damage for 2d4 rounds. In addition, any medium or smaller creature within 90 feet must succeed on a Fortitude save or be thrown to the ground and take 2d8 points of damage. The force of this roar is so great that it forces all stone and crystalline objects within 90 feet to save or be cracked. Other androsphinxes are immune to these effects.

CRIOSPHINX

Large Magical Beast, Neutral (N), Average Intelligence; Solitary

HD	10
AC	19
ATK	2 claws (1d6 + rend) and gore (2d6)
MV	30 (Fly 60)
SV	F 7, R 8, W 10
XP	1,000 (CL 11)

Criosphinxes have the heads of rams. They are always male. Neither good nor evil, they lack the intelligence of the androsphinx. They possess a mighty lust for gynosphinxes, who find them repulsive.

GYNOSPHINX

Large Magical Beast, Neutral (N), High Intelligence; Covey (1d4)

HD	8
AC	20
ATK	2 claws (1d6 + rend)
MV	40 (Fly 60)
SV	F 8, R 9, W 10
XP	800 (CL 9)

Gynosphinxes are the female counterparts to the male androsphinxes. They have the heads of human females. In close combat, gynosphinxes use their powerful claws to flay the flesh from their enemies. Despite their deadly nature, they prefer to avoid combat whenever possible.

Once per week a gynosphinx can create a *symbol of death*, a *symbol of fear*, a *symbol of insanity*, a *symbol of pain*, a *symbol of persuasion*, a *symbol of sleep*, and a *symbol of stunning* as the spells, except that each symbol remains for a maximum of one week.

Spells: 3/day—clairaudience/clairvoyance, detect invisibility, detect magic, read magic; 1/day—comprehend languages, dispel magic, locate object, remove curse, legend lore

HIERACOSPHINX

Large Magical Beast, Chaotic (CE), Low Intelligence; Flock (1d8)

HD	9
AC	19
ATK	2 claws (1d6 + rend) and bite (1d10)
MV	30 (Fly 90)
SV	F 8, R 9, W 12
XP	900 (CL 10)

These hawk-headed sphinxes are the least intelligent of the species. Despite being morons, hieracosphinxes can make short work of even the most dangerous opponents with their claws. They are cunning enough to dive at their enemies from above.

SPIDER, GIANT

Medium Vermin, Neutral (N), Non-Intelligent; Swarm (1d12)

HD	2
AC	14
ATK	Bite (1d6 + poison II)
MV	30 (Climb 20)
SV	F 12, R 15, W 15
XP	200 (CL 3)

All giant spiders are aggressive predators that use their poisonous bites to subdue or kill prey. Giant spiders come in two general types, hunters and web-spinners. Hunters rove about, while web-spinners usually attempt to trap prey. Hunting spiders can spin webs to use as lairs, but cannot use their webs as weapons the way web-spinners can. A hunting spider has a base land speed 10 feet faster than the figures given above.

Both types of spiders often wait in their webs or in trees, and then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider.

Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a find secret doors check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack.

SPIDER EATER E

Large Magical Beast, Neutral (N), Animal Intelligence; Solitary

HD	4
AC	14
ATK	Sting (1d8 + poison II) and bite (1d8)
MV	30 (Fly 60)
SV	F 10, R 11, W 17
XP	400 (CL 5)

Spider eaters are large, winged insects, eight tiny eyes and large claws on their legs. A spider eater is about 10 feet long and 4 feet high, and has a wingspan of about 20 feet. It weighs about 4,000 pounds.

A spider eater's poison causes paralysis for 1d8+5 weeks. Female spider eaters lay their eggs inside paralyzed creatures of large or huge size. The young emerge six weeks later, devouring the host from inside.

Spider eaters operate under a continuous *free action* effect (as the spell). This effect does not extend to its rider.

Spider eater eggs are worth 2,000 gp apiece on the open market, while young are worth 3,000 gp each. Professional trainers charge 3,000 gp to rear or train a spider eater.

A pack load for a spider eater is up to 600 lbs; a draught load is 920 lbs.

Special Qualities: Free action

SPRITE A

Small Fey, Lawful (NG), Average Intelligence; Troop (1d12)

HD	0
AC	15
ATK	Sword (1d4) or bow (60 ft., 1d4 + sleep for 1d6 hours)
MV	30 (Fly 50)
SV	F 17, R 13, W 13
XP	50 (CL 1)

Sprites are small, graceful fairies with the wings of butterflies and sparkling, brilliant eyes. They are capricious creatures, but detest evil and attack it on sight. Sprites are immortal creatures that cannot age or die of natural causes. They speak Common, Elven and Sylvan.

Sprites coat the tips of their arrows with an ointment that forces those struck to pass a Fortitude saving throw or fall asleep for 1d6 hours.

Special Qualities: Magic resistance15%

Spells: Continuous—speak with animals; At will—detect evil (150 ft.), detect good (150 ft.), invisibility (self)

SQUID (SQUID, GIANT)

Medium or Huge Animal, Neutral (N), Animal Intelligence; School (1d12)

	SQUID	GIANT SQUID
HD	3	12
AC	16	17
ATK	Arms (grapple) and bite (2d8)	10 tentacles (1d8 + constrict) and bite (2d8)
MV	0 (Swim 60)	0 (Swim 80)
SV	F 12, R 11, W 17	F 4, R 6, W 12
XP	150 (CL 3)	1,200 (CL 13)

These free-swimming mollusks are fairly aggressive, and are more feared than sharks in some locales. A squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured. A squid can jet backward once per round at a speed of 240 feet.

GIANT SQUID

These voracious creatures can have bodies more than 20 feet long and attack almost anything they meet. An opponent can attack a giant squid's tentacles with a sunder attack as if they were weapons. They save using the giant squid's Fortitude save. Sundering one of a giant squid's tentacles deals 5 points of damage to the creature. A giant squid usually withdraws from combat if it loses five tentacles. The creature regrows severed limbs in 1d10+10 days.

A giant squid can emit a cloud of jet-black ink (per a normal squid) 20 feet high by 20 feet wide by 20 feet long once per minute.

A giant squid can jet backward once per round at a speed of 320 feet.

SQUIRD E

Large Aberration, Chaotic (CE), Average Intelligence; Cloud (1d10)

HD	5
AC	15
ATK	4 tentacles (1d6 + paralysis) and bite (1d8)
MV	Fly 40
SV	F 12, R 13, W 11
XP	500 (CL 6)

The squird is an odd creature that looks like a grayish-pink, lumpy, terrestrial squid that levitates about 4 to 5 feet above the ground. The squird's tentacles are covered in a psychoactive chemical slime that allows them to paralyze living creatures that fail a Fortitude save for 1d4+1 rounds. The creature has a cluster of sparkling, blue eyes that surround a beak-like aperture, through which it feeds.

Special Qualities: Resistance to electricity

STIRGE

Tiny Magical Beast, Neutral (N), Animal Intelligence; Storm (2d12)

HD	1
AC	16
ATK	Proboscis (1d4 constitution damage)
MV	10 (Fly 40)
SV	F 16, R 13, W 18
XP	100 (CL 2)

A stirge looks like a cross between a bat and mosquito. Its coloration ranges from rust-red to reddish-brown, with a dirty yellow underside. The proboscis is pink at the tip, fading to gray at its base. A stirge's body is about 1 foot long, with a wingspan of about 2 feet. It weighs about 1 lb.

If a stirge hits with a proboscis attack, it uses its pincers to latch onto the opponent's body. An attached stirge is effectively grappling its prey. An attached stirge drains blood, dealing 1d4 points of constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 4 points of constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

STUNJELLY A

Large Ooze, Neutral (N), Non-Intelligent; Solitary

HD	4
AC	4
ATK	Slam (1d6 + 1d6 acid + engulf)
MV	10
SV	F 13, R 17, W 14
XP	400 (CL 5)

The stunjelly is a distant relative of the gelatinous cube. It is grey and mildly translucent and can adhere to a section of wall about 10-ft by 10-ft in size. Stunjellies smell of vinegar, and this smell can be detected at a range of 5 feet. A stunjelly can attack from 5 feet away using a pseudopod. The jelly secretes a paralyzing slime that can be overcome with a Fortitude saving throw. Once they paralyze a creature, they pull it within them and engulf them. A stunjelly's acid does not harm metal or stone, but dissolves organic materials.

SWARM

Swarms are dense masses of tiny creatures that can be terrible foes when gathered in sufficient numbers. A swarm has a single pool of Hit Dice and hit points, a single speed, and a single Armor Class. A swarm makes its saving throws as though it were a single creature.

Any creature covered by a swarm must make a Fortitude saving throw each round or be distracted, suffering a -2 penalty to all attacks and saving throws. Distracted spell casters must succeed at a Will saving throw to cast spells.

A swarm consists of 300 small or 1,000 tiny creatures. A swarm covers a 10-ft. by 10-ft. area. In order to attack, a swarm moves over its opponents. Swarms are extremely difficult to fight with physical attacks, being immune to weapon attacks. They do have a few special vulnerabilities, though, as follows:

• A lit torch deals 1d3 points of fire damage per hit.

• A weapon with a special ability such as flaming or frost deals its full energy damage with each hit even if the weapon's normal damage can't affect the swarm.

• A lit lantern can be used as a thrown weapon against a swarm, dealing 1d4 points of fire damage.

• A spell that does damage to an area does full damage to a swarm.

BAT SWARM

Tiny Animal, Neutral (N), Animal Intelligence; Colony (1d20 swarms)

HD	3
AC	16
ATK	Swarm (1d6)
MV	5 (Fly 40)
SV	F 9, R 12, W 17
XP	300 (CL 4)

A bat swarm is never found aboveground in daylight. A bat swarm seeks to surround and attack any warm-blooded prey it encounters. Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a *cure* spell or some other healing magic.

CENTIPEDE SWARM

Tiny Vermin, Neutral (N), Non-Intelligent; Colony (1d12 swarms)

HD	3
AC	18
ATK	Swarm (2d6 + poison II)
MV	20 (Climb 20)
SV	F 15, R 14, W 14
XP	300 (CL 4)

A centipede swarm seeks to surround and attack any living prey it encounters. A swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move.

HELLWASP SWARM E

Tiny Magical Beast, Chaotic (CE), Low Intelligence; Terror (1d8 swarms)

HD	6
AC	19 [+1]
ATK	Swarm (3d6 + poison II)
MV	5 (Fly 40)
SV	F 13, R 10, W 13
XP	600 (CL 7)

A single hellwasp resembles a thumb-sized normal wasp, except its carapace is gleaming black with ruby-red stripes, and its compound eyes are an iridescent green. In swarms, hellwasps possess a hive mind.

A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Any attack against the host deals half damage to the hellwasp swarm as well. If a hellwasp swarm inhabits a dead body, it can restore animation to the creature and control its movements, effectively transforming it into a zombie. If a hellwasp swarm inhabits a living victim, it can neutralize the effects of its own poison and control the victim's movement and actions as if using *dominate monster* on the victim. The hellwasps quickly consume a living victim, dealing 2d4 points of Con damage per hour they inhabit a body.

A hellwasp-inhabited creature is relatively easy to spot, since its skin crawls with the forms of insects inside. The swarm is intelligent enough to attempt to hide beneath loose clothing or a large cloak to keep its presence from being detected. A *remove disease* or *heal* spell cast on an inhabited victim forces the hellwasp swarm to abandon its host.

Special Qualities: Resistance to fire, immune to weapons

LOCUST SWARM

Tiny Vermin, Neutral (N), Non-Intelligent; Plague (1d20 swarms)

HD	3
AC	18
ATK	Swarm (2d6)
MV	10 (Fly 30)
SV	F 15, R 14, W 14
XP	300 (CL 4)

A locust swarm is a cloud of thousands of winged vermin that devours any organic material in its path.

RAT SWARM

Tiny Animal, Neutral (N), Animal Intelligence; Infestation (1d12 swarms)

HD	4
AC	14
ATK	Swarm (1d6 + disease)
MV	15 (Climb 15)
SV	F 8, R 12, W 17
XP	400 (CL 5)

A rat swarm seeks to surround and attack any warm-blooded prey it encounters. Those that suffer damage from a rat swarm must pass a Fortitude saving throw or be infected with filth fever.

SPIDER SWARM

Tiny Vermin, Neutral (N), Non-Intelligent; Colony (1d12 swarms)

HD	2
AC	17
ATK	Swarm (1d6 + poison II)
MV	20 (Climb 20)
SV	F 9, R 15, W 15
XP	200 (CL 3)

A spider swarm seeks to surround and attack any living prey it encounters.

SYLPH A

Medium Fey, Neutral (N), Average Intelligence; Zephyr (1d10)

HD	3
AC	10
ATK	Dagger (1d4)
MV	30 (Fly 90)
SV	F 14, R 12, W 12
XP	300 (CL 4)

Sylphs are gentle fey of the air and close kin to nymphs. They appear as slight women, about the size of an elf, with pale skin, luminous eyes and white hair that always flows as if being blown by a breeze. They can move through the air as easily as they please, and tend to avoid contact with non-fey. Sylphs need no breath, so they are immune to poisonous vapors and drowning.

Spells: At will—gust of wind, invisibility (self); 1/week—conjure a medium air elemental. Sylphs also cast spells as 7th level druids

MONSTERS – T

TARRASQUE A

Huge Magical Beast, Neutral (N), Low Intelligence; Unique

HD	30
AC	26 [+3]
ATK	Bite (4d10 + swallow whole) and gore (1d10)
MV	20
SV	F 3, R 3, W 3
XP	15,000 (CL 33)

The tarrasque is a draconic creature with six short legs like a bear, an ox-like body covered by a spiked turtle shell and a scaly tail that ends in a scorpion's sting. Its head looks like a reptilian lion's. The tarrasque is 70 ft. long and 50 ft. tall and weighs about 130 tons.

Once per minute, the normally slow-moving tarrasque can move at a speed of 150 feet. The tarrasque can inspire terror by charging or attacking. Affected creatures must succeed on a Will save or become shaken, remaining in that condition as long as they remain with 60 feet of the tarrasque.

The tarrasque's armor-like carapace is exceptionally tough and reflective, deflecting all rays, lines, cones and even magic missile spells. There is a 30% chance of reflecting any such effect back at the caster; otherwise, it is merely negated. Check for reflection before rolling to overcome the creature's magic resistance.

The tarrasque regenerates even if it fails a saving throw against a *disintegrate* spell or a death effect. The tarrasque can be slain only by reducing it to 0 hit points and using a *wish* or *miracle* spell to keep it dead. If the tarrasque loses a limb or body part, the lost portion regrows in 1d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Special Qualities: Immune to fire, disease, energy drain and poison, magic resistance 95%, regenerate

TENDRICULOS E

Huge Plant, Neutral (N), Low Intelligence; Solitary

HD	9
AC	16
ATK	2 tendrils (1d6) and bite (2d10 + swallow whole)
MV	20
SV	F 6, R 11, W 12
XP	900 (CL 10)

A tendriculos looks like a mass of plant-life, not unlike a shambling mound. It can rear up to a height of 15 ft. and weighs about 3,500 lb. Animals and other plant creatures are unnerved by the presence of a tendriculos; they avoid it and any place it has been within the last 24 hours. Creatures swallowed by a tendriculos must make a Fortitude saving throw or be paralyzed for 3d6 rounds by its digestive juices.

Special Qualities: Regenerate

TENTACLE WORM E

Large Aberration, Neutral (N), Animal Intelligence; Brood (1d3)

HD	3
AC	13
ATK	6 tentacles (paralyzed 2d4 turns)
MV	40
SV	F 6, R 7, W 12
XP	300 (CL 4)

Tentacle worms are massive worms with pasty white or grey heads and livid pink or purple to deep green bodies. Their tentacles splay out from behind the creature's head. Some sages believe they are the larval form of some other monster, but this has never been proven. A tentacle worm can attack as many as three adjacent opponents. Those hit must pass a Fortitude save or be paralyzed for 2d4 turns. No matter how many of a tentacle worm's attacks hit an opponent in a given round, only one saving throw is required in each such round. Paralyzed creatures are swallowed whole and digested at the monster's leisure. Swallowed creatures suffer 1 point of constitution damage per turn until they are dead.

THESSALHYDRA

Large Magical Beast, Neutral (N), Animal Intelligence; Solitary

HD	12
AC	17
ATK	8 bites (2d6 + 1d6 acid) and tail slash (2d6)
MV	40 (Swim 20)
SV	F 6, R 7, W 12
XP	1,200 (CL 13)

This creature is a massive reptilian beast with four stump-like legs and a multitude of heads surrounding a central maw filled with oversized teeth. Its body is reddish-gold and scaled. A long serpentine tail extends from its body and ends in a pincer-like claw. A typical thessalhydra stands almost 20 feet tall and measures 30 feet from front to tail. It weighs about 15,000 pounds. A thessalhydra deals 1d6 points of acid damage with a serpentine bite. Once per day, a thessalhydra can spit acid in a 40-ft. line that deals 4d6 points of acid damage (Reflex save for half damage).

THOQQUA A

Medium Outsider (Earth), Neutral (N), Low Intelligence; Solitary or Pair

HD	3
AC	18
ATK	Slam (1d6 + 2d6 fire)
MV	30 (Burrow 20)
SV	F 12, R 12, W 13
XP	300 (CL 4)

A thoqqua is a worm-like creature covered in bony plates that look like iron. A thoqqua is about 1 foot in diameter and 4 to 5 feet long. It weighs about 200 pounds. Merely touching or being hit by a thoqqua automatically deals 2d6 points of fire damage. When a thoqqua hits with its attack, the opponent must succeed on a Reflex save or catch fire. The flame burns for 1d4 rounds if not extinguished sooner. A burning creature can forego a move and attack to put out the flame.

Special Qualities: Immune to fire, vulnerable to cold

THORCIASID E

Medium Aberration, Neutral (N), Super Intelligence; Infestation (1d6)

HD	14
AC	25 [+3]
ATK	2 claws (1d4 strength + 1d4 dexterity drain) and 2 antennae (energy drain, 1 level)
MV	50
SV	F 8, R 7, W 3
XP	3,500 (CL 16)

These powerful creatures look like praying mantis centaurs, with insect heads and lower bodies and chitin-covered torsos reminiscent of a humanoid. Their chitin is black with yellow patterns on the arms, legs, thorax and face. They speak their own language.

A thorciasid can eject a stream of noxious goo (up to 60 feet in length) that hardens on contact, potentially fixing a subject in place and hindering its movement and actions. This requires a ranged attack that ignores armor. The goo hardens on contact, forcing the victim to break out of it (Bend Bars check at -4 on the roll) to be free.

Special Qualities: Magic resistance 35%, regenerate, resistance to fire

THOUGHT EATER

Small Aberration, Neutral (N), Low Intelligence; Group (1d4)

HD	3
AC	17
ATK	Strike (1 wisdom damage)
MV	40
SV	F 15, R 14, W 13
XP	300 (CL 4)

Thought eaters look like emaciated ant eaters with translucent flesh and glowing bones. They do not speak.

A thought eater can shift at will between the Material and Ethereal Planes, per the spell *ethereal jaunt*. The beast can spend a maximum of 10 continuous rounds on the Material Plane before its wispy flesh finally dissipates and it falls dead. If badly wounded, it escapes to the Ethereal Plane rather than continuing the fight.

Spells: At will—daze, moment of prescience; 3/day—thought shield

THYLACINE

Medium Animal, Neutral (N), Animal Intelligence; Pack (1d6)

HD	2
AC	12
ATK	Bite (1d6)
MV	30
SV	F 12, R 12, W 18
XP	100 (CL 2)

Commonly known as the “Lemurian wolf” or "ekaru," thylacines are carnivorous marsupials with a body shaped like a wolf's. Thylacines are found in all climates, but prefer forested hills. The thylacine's most dangerous attribute is a large powerful jaw that can be overextended for a disproportionately large bite. They hunt at night in packs. When agitated, a thylacine rears up on its hind legs and secretes a musky odor before leaping on the intended victim. Though they have a poor sense of smell their eyesight is very sharp. Their keen pack hunting instincts see them employed as guards in certain noble or wizards gardens.

TICK, GIANT

Small Vermin, Neutral (N), Non-Intelligent; Nest (1d12)

HD	2
AC	17
ATK	Bite (1d4 + blood drain)
MV	10
SV	F 13, R 18, W 15
XP	200 (CL 3)

Giant ticks appear as 3-foot long ticks. They attack by dropping on their prey from above and stabbing with a hollow mouth tube. If subjected to fire or immersed in water, a giant tick detaches from its victim.

If a giant tick hits with a bite attack, it latches onto the opponent’s body. A giant tick drains blood, dealing 1d4 points of constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 8 points of constitution damage, it detaches and crawls off to digest the meal. If its victim dies before the giant tick’s appetite has been sated, the giant tick detaches and seeks a new target.

TIEFLING E

Medium Humanoid, Chaotic (CE), Average Intelligence; Gang (1d4)

HD	1
AC	15 (studded leather and shield))
ATK	By weapon
MV	30
SV	F 15, R 13, W 15
XP	100 (CL 2)

Tieflings are humanoids that are descended from fiends. Many are indistinguishable from humans. Others have small horns, pointed teeth,

red eyes, a whiff of brimstone about them, or even cloven feet. No two tieflings are the same (except identical twins, of course). A tiefling can use *darkness* once per day.

Special Qualities: Resistance to fire

Spells: 1/day – darkness

TIEFLINGS AS CHARACTERS

Tiefling modify their starting ability scores as follows: Dex +1, Int +1, Cha -1. They have darkvision to a range of 60 feet. They can cast *darkness* once per day and have resistance to fire. Tieflings have a knack for moving silently. They speak common and might also know Infernal, Dwarf, Elf, Gnome, Goblin, Halfling and Orc. Tieflings can advance to a maximum of 9th level in most classes, but have unlimited advancement as thieves.

TIGER (SMILODON)

Large Animal, Neutral (N), Animal Intelligence; Solitary

	TIGER	SMILODON
HD	6	9
AC	14	17
ATK	2 claws (1d8 + rend) and bite (2d6)	2 claws (1d10 + rend) and bite (2d8)
MV	40	40
SV	F 9, R 10, W 15	F 8, R 9, W 14
XP	600 (CL 7)	900 (CL 10)

These great cats stand more than 3 feet tall at the shoulder and are about 9 feet long. They weigh from 400 to 600 pounds. Smilodons grow to be over 12 feet long and can weigh up to 6,000 pounds.

TITAN

Huge Outsider, Any Alignment, Super Intelligence; Solitary or Pair

HD	20
AC	27 [+1]
ATK	2 slams (1d10) or huge weapon (2d12)
MV	60
SV	F 3, R 3, W 3
XP	5,000 (CL 22)

Titans are humanoid creatures that usually look like perfect human specimens or, in rare cases, like monstrous humanoids. A titan is about 25 feet tall and weighs about 14,000 pounds. Titans speak Common, Celestial, Infernal and Storm Giant. They are tremendously arrogant, and expect to be treated as gods and goddesses.

Special Qualities: Magic resistance 50%

Spells: At will—chain lightning, charm monster, cure critical wounds, dispel magic, fire storm, hold monster, invisibility, invisibility purge, levitate, persistent illusion, polymorph (humanoid forms only, duration 1 hour); 3/day—etherealness, holy or unholy word, summon nature's ally IX; 1/day—gate, maze, meteor swarm.

Lawful (Good) or Neutral titans can use the following additional spells: At will—*daylight*, *holy smite*, *remove curse*; 1/day—*restoration*

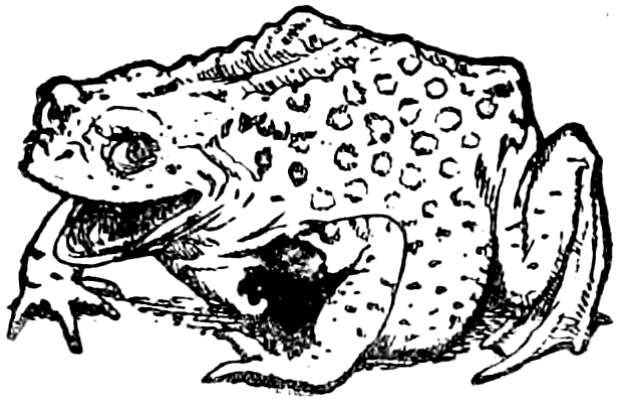
Chaotic (Evil) titans can use the following additional spells: At will—*bestow curse*, *deeper darkness*, *unholy smite*; 1/day—*crushing hand*

TITANOTHERE

Huge Animal, Neutral (N), Animal Intelligence; Pack (1d8)

HD	12
AC	15
ATK	Gore (2d6) or trample (3d8)
MV	40
SV	F 4, R 7, W 12
XP	600 (CL 12)

A titanothere is a huge prehistoric animal; adults average 10 feet tall and 13 feet long. They resemble the rhinoceros, but have large, forked horns rather than the pointed horns of rhinos. Like rhinos, they are herd animals, and males aggressively defend the herd; females only enter combat if the males are defeated or the attackers are very numerous. If a single titanothere is encountered, it will be a rogue male; they are bad tempered and prone to violence.



TOAD, GIANT

Medium or Small Animal, Neutral (N), Animal Intelligence; Knot (1d8)

	NORMAL	POISONOUS
SZ	Medium	Small
HD	3	2
AC	13	12
ATK	Bite (1d8)	Bite (1d6 + poison IV)
MV	15 (Hop 30)	15 (Hop 30)
SV	F 12, R 13, W 17	F 13, R 13, W 15
XP	150 (CL 3)	200 (CL 3)

Giant toads are about the size and weight of a human. They are predators, willing to attack creatures as large as men. Giant toads can attack at the end of a hop, which is in addition to the toad's normal move.

Giant poisonous toads bite with lethal poison, and their skin is also poisonous to the touch. They are about the size of a large dog, and can attack at the end of a hop, just as non-poisonous giant toads do. These toads can sometimes be brightly colored in vibrant reds and greens.

TOAD, GIANT ICE A

Medium Magical Beast, Neutral (N), Average Intelligence; Knot (1d8)

HD	5
AC	14
ATK	Bite (1d10)
MV	20 (Hop 30)
SV	F 11, R 11, W 13
XP	500 (CL 6)

Giant ice toads are as intelligent as men, and use their long, un-webbed fore-toes to carve structures and tunnels in the ice. They use tools, but do not bother with weapons, for their toothy mouths are quite deadly. An ice toad can radiate intense, damaging cold once every other round, causing 2d6 points of damage in a 10 ft. radius. They can also hop to attack, as giant toads do.

TOJANIDA E

Medium Outsider (Water), Neutral (N), Average Intelligence; Clutch (1d4)

HD	7
AC	21
ATK	2 claws (1d6) and bite (3d6)
MV	10 (Swim 90)
SV	F 10, R 9, W 10
XP	700 (CL 8)

Tojanida are bizarre creatures that resemble turtles. A tojanida's shell is blue-green in color. Inside the shell is a fleshy body from which extend seven stalks. Four of these stalks have paddles for locomotion, two are tipped with claws, and one bears the creature's head. Eight vents in the shell, four at each end, allow the tojanida to thrust its stalks out in whatever configuration it finds convenient. Tojanidas speak Water Elemental and can be loquacious, but usually only on the subject of food.

A tojanida can emit a spherical cloud of jet-black ink with a radius of 30 feet once per minute. The effect is otherwise similar to *fog cloud*. Out of water, the ink emerges in a stream up to 30 feet long, which a tojanida can squirt into an opponent's eyes. The affected creature must succeed on a Reflex save or be blinded for 1 round.

The multiple apertures in a tojanida's shell allow it to look in any direction. Opponents gain no tactical advantage from flanking or attacking from the rear.

Special Qualities: All-around vision, immune to acid and cold

TREANT

Huge Plant, Lawful (NG), Average Intelligence; Grove (1d8)

HD	7
AC	19
ATK	2 slams (2d8)
MV	30
SV	F 7, R 12, W 12
XP	700 (CL 8)

Treants are massive, animated trees. A treant's leaves are deep green in the spring and summer. In the fall and winter the leaves change to yellow,

orange, or red, but they rarely fall out. A treant's legs fit together when closed to look like the trunk of a tree, and a motionless treant is nearly indistinguishable from a normal tree. A treant is about 30 feet tall, with a "trunk" about 2 feet in diameter. It weighs about 4,500 pounds. Treants speak their own language, plus Common and Sylvan. Most also can manage a smattering of just about all other humanoid tongues—at least enough to say "Get away from my trees!"

The blows of treants score double damage against inanimate objects.

A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes a full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. Animated trees have the same vulnerability to fire that a treant has.

Special Qualities: Weapon resistance (blunt and piercing weapons), vulnerable to fire

TRITON

Medium Outsider (Water), Lawful (NG), High Intelligence; Squad (1d12)

HD	3
AC	16
ATK	Trident (1d6+1) or heavy crossbow (1d6+1)
MV	5 (Swim 40)
SV	F 12, R 12, W 11
XP	300 (CL 4)

Tritons are related to merfolk, but their fish tails are split, approximating two legs. A triton has silvery skin that fades into silver-blue scales on the lower half of its body. A triton's hair is deep blue or blue-green. A triton is about the same size as a human. Tritons speak their own language.

The reclusive tritons prefer to avoid combat, but they fiercely defend their homes. They attack with either melee or ranged weapons as the circumstances warrant. When encountered outside their lair, they are 90% likely to be mounted on friendly sea creatures such as porpoises.

Spells: 1/day—*summon nature's ally IV*

TROGLODYTE

Medium Humanoid, Chaotic (CE), Low Int; Squad (1d12)

HD	2
AC	15
ATK	2 claws (1d4), bite (1d4)
MV	30
SV	F 12, R 15, W 16
XP	200 (CL 3)

A troglodyte is a hunched, primitive reptilian humanoid that stands about 5 feet tall and weighs about 150 pounds. Troglodytes speak their own language. Half of a group of troglodytes are armed only with claws and teeth; the rest carry one or two javelins and clubs.

When a troglodyte is angry or frightened, it secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a Fortitude save or be fatigued for 10 rounds.

Troglodytes organize themselves into tribes of 2d6 x 10 warriors plus additional non-combatants equal to 20% of the warriors. For every 20 warriors in a tribe there is an additional sub-chief with 3 HD. Tribes are led by chiefs with 5 HD. Troglodyte tribes keep 1d10+2 monitor lizards as guard animals and pets.

40%	No armor (AC 16), no weapons
30%	Hand axe, javelins (3)
20%	Shield (AC 17), spear, dagger
10%	Shield (AC 17), battleaxe, handaxe

TROGLODYTES AS CHARACTERS

Troglodytes modify their starting ability scores as follows: Dex -1, Con +2, Int -1. They have darkvision to a range of 90 feet and a +2 bonus to Armor Class. They retain the stench ability of normal troglodytes and a troglodyte's natural attacks. They speak Troglodyte and might also know Common, Goblin and Orc. Troglodytes can multi-class as cleric/fighters and cleric/thieves. They can advance up to a maximum of 8th level.

TROLL

Large Giant, Chaotic (CE), Low Intelligence; Gang (1d4)

HD	6
AC	16
ATK	2 claws (1d6 + rend) and bite (1d6)
MV	30
SV	F 9, R 12, W 13
XP	600 (CL 7)

A troll's rubbery hide is moss green, mottled green and gray, or putrid gray. The hair is usually greenish black or iron gray. Trolls walk upright but hunched forward with sagging shoulders. Their gait is uneven, and when they run, their arms dangle and drag along the ground. For all this seeming awkwardness, trolls are very agile. A typical adult troll stands 9 feet tall and weighs 500 pounds. Females are slightly larger than males. Trolls speak their own language.

Special Qualities: Regenerate (acid and fire)

SCRAG

These cousins of the troll dwell in any body of water in any climate. They have a base land speed of 20 feet and a swim speed of 40 feet. They regenerate only if mostly immersed in water.

TROLLS AS CHARACTERS

Trolls modify their starting ability scores as follows: Str +6 (max. 20), Dex +2, Con +6 (max. 20), Int -2, Wis -1, Cha -2. They are large creatures, so their armor costs double the normal price. Trolls have darkvision to a range of 60 feet. Their tough hide gives them a +2 bonus to Armor Class and they retain the regenerate ability and natural attacks. Trolls can only be fighters or thieves, and can only advance to 5th level.

TROW E

Medium Humanoid, Chaotic (CE), Low Intelligence; Gang (1d10)

HD	3
AC	15 (ring mail and shield)
ATK	2 claws (1d3 + paralysis) or by weapon
MV	30
SV	F 12, R 14, W 15
XP	300 (CL 4)

A trow appears to be a hobgoblin at first glance, but is actually a wicked, unholy hybrid of troll, hobgoblin and ghoul. They have an affinity for the company of hobgoblins, and are occasionally employed as bodyguards to a hobgoblin king. Trows have the same paralyzing attack as a ghoul, and can regenerate as a troll.

TURTLE, GIANT

Large Animal, Neutral (N), Animal Intelligence; Bale (1d6)

	SEA TURTLE	SNAPPING TURTLE
HD	15	10
AC	16	17
ATK	Bite (4d6)	Bite (4d6)
MV	10 (Swim 30)	15 (Swim 20)
SV	F 5, R 6, W 11	F 7, R 8, W 13
XP	1,500 (CL 16)	1,000 (CL 11)

Giant sea turtles do not hunt humans, but they are aggressive in their own territory, and are large enough to capsize small ships (15-ft. diameter shell). Obviously, the size and hit dice of individual specimens will vary; these stats are for an average adult turtle.

Giant snapping turtles are massive, having a shell with the same diameter in feet as the creature's hit dice. Their incredibly thick shells make them almost invulnerable to attacks that are not targeted at the head or limbs.

MONSTERS – U

UDOROOT E

Huge Plant, Neutral (N), Low Intelligence; Solitary

HD	6
AC	11
ATK	Nil
MV	0
SV	F 7, R 15, W 13
XP	600 (CL 7)

Udoroots are large psionic plants. The plant is composed of a massive, subterranean root from which six flowered stalks grow up into the sunshine. The plant can sense through these flowers, "seeing" all foes within 60 feet. It also casts its spells through these flowers, and is capable of casting two spells per round. Each stalk has an Armor Class 15 and has 2d6 hit points. The udoroot takes no damage from damage inflicted on its stalks. Stalks grow back in one month if the root survives.

Spells: At will—confusion, magic missile, mind thrust, phantasmal force, telekinesis, thought shield; 3/day-body adjustment, mental barrier, summon monster III

UMBRAL BLOT (BLACKBALL) E

Medium Construct, Neutral (N), High Intelligence; Solitary

HD	28
AC	25
ATK	Disintegrating strike (5d6 + *disintegrate*)
MV	Fly 90
SV	F 3, R 3, W 3
XP	7,000 (CL 30)

Umbral blots appear as circular voids, something like intelligent, moving black holes. Any material object that comes into contact with a blackball is immediately disintegrated unless it succeeds at a Fortitude saving throw. A character or object that has been disintegrated disappears completely, leaving behind not even dust to mark its passing. Those who make a successful save still take 5d6 points of damage from the attack.

Normally a blackball insulates itself from the air around it (otherwise it would perpetually be at the center of a howling wind-storm). If it chooses, instead of allowing the air to bend around it, the blackball can suspend this insulation, causing a sudden rush of wind to pour toward the blackball from all directions. This vortex sucks all the air from a 30-foot-by-30-foot-by-30-foot room in a single round, creating a sudden influx of air in its direction. All flying or floating creatures within 30 feet of the umbral blot who fail a Reflex save are swept along with the wind into contact with the blackball. Nonflying creatures within 30 feet who fail a Reflex save are pulled into contact with the umbral blot. Contact with an umbral blot could lead to disintegration, as noted above.

A blackball can fold space at will, allowing it to use *ethereal jaunt*, *dimension door*, *teleport without error*, or *plane shift* at will.

In addition to the spells that an umbral blot is immune to because it is a construct, it is immune to *disintegration* spells and variations thereof.

Special Qualities: Blindsight to 200 ft., magic resistance 70%, regenerate, resistance to acid, cold, electricity, fire and sonic

UNBODIED E

Small Aberration, Neutral (N), High Intelligence; Illumination (1d6)

HD	4
AC	13
ATK	Strike (1d6)
MV	Fly 30
SV	F 15, R 14, W 10
XP	400 (CL 5)

Unbodies are disembodied, glowing brains that fly. An unbodied uses telepathy to communicate with others. An unbodied cast spells as a 4th-level sorcerer and can assume the likeness of any small, medium or large creature. Its abilities do not change, but it appears to be that creature, relying on its wits to deflect suspicion.

Special Qualities: Incorporeal

Spells: At will–mind blank, telekinesis

Typical Sorcerer Spells Known: 0 (6/day)—audible glamer, dancing lights, daze, detect magic, mage hand, message; 1st (6/day)—charm person, hypnotism, magic missile; 2nd (3/day)—ego whip

UNBODIED AS CHARACTERS

Unbodied modify their starting ability scores as follows: Dex +1, Con +1, Int +2, Wis +2, Cha +2. As incorporeal creatures, they have no strength scores. Unbodied retain all their normal abilities, except for their ability to cast spells as 4th level sorcerers. They have darkvision to a range of 60 feet. Unbodied can only advance in levels as sorcerers, up to 6th level.

UNICORN

Large Magical Beast, Lawful (NG), Average Intelligence; Grace (1d6)

HD	4
AC	18
ATK	2 hooves (1d4) and horn (1d8)
MV	60
SV	F 10, R 10, W 14
XP	400 (CL 5)

Unicorns look like slim horses with the legs of goats and horns on their heads. A unicorn has deep sea-blue, violet, brown, or fiery gold eyes. Males sport a white beard. A typical adult unicorn grows to 8 feet in length, stands 5 feet high at the shoulder, and weighs 1,200 pounds. Unicorns speak Sylvan and Common.

Unicorns normally attack only when defending themselves or their forests. They either charge, impaling foes with their horns like lances, or strike with their hooves. The horn is a *+3 magic weapon*, though its power fades if removed from the unicorn.

Special Qualities: Immune to poison, charm and compulsion

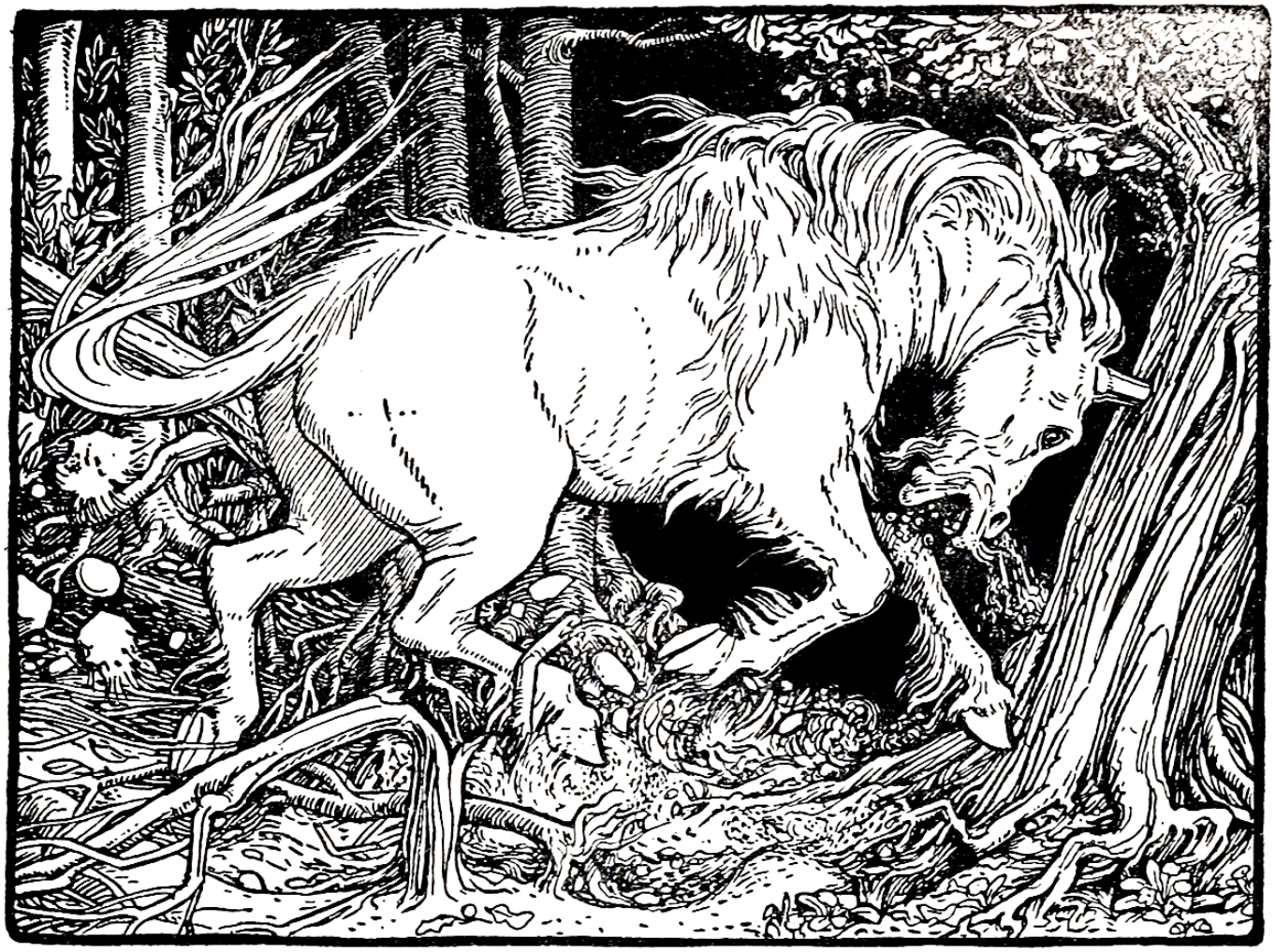
Spells: Continuous—magic circle against evil; At will—detect evil; 3/day—cure light wounds (touch with horn); 1/day—neutralize poison (touch of horn), teleport without error (within woodland home only)

UVUUDAUM E

Large Outsider, Chaotic (CE), Super Intelligence; Madness (1d6)

HD	19
AC	30 [+3]
ATK	Head spike (5d6 + wisdom drain)
MV	80 (Climb 40)
SV	F 3, R 3, W 3
XP	4,750 (CL 21)

Uvuudaum are creatures of elder evil. Their appearance is horrific and bizarre. Their bodies are like crab-walking giant humanoids. From their neck sprouts a large tentacle that ends in a spike of glossy, black metal. They can speak telepathically to a range of 500 feet.



Uvuudaum are surrounded by a 30-ft radius aura of *confusion*. Potential victims can make a Will save to resist. Those affected by the aura can make a new save every 4 rounds to throw off the effect.

Creatures hit by the head spike are drained of one point of wisdom. Each time the uvuudaum drains a point of wisdom, it heals 1d8 points of damage. The wisdom drain can be avoided with a Fortitude saving throw.

Special Qualities: Blindsight to 500 ft., resistance to electricity, regenerate (holy weapons, cold, fire), magic resistance 45%

Spells: At will—confusion, dimension door, dispel magic, displacement, haste, invisibility, lightning bolt, magic missile, mage armor, shield, stoneskin, true strike, web; 3/day—chain lightning, cone of cold, disintegrate, dominate person, plane shift, prismatic spray, scrying, teleport without error, wall of force; 1/day—time stop

MONSTERS – V

VAMPIRE

Medium Undead, Chaotic (CE), High Intelligence; Pack (1d4)

HD	10
AC	15 [SILVER]
ATK	Bite (1d6 + energy drain) and slam (1d6)
MV	30
SV	F 10, R 10, W 7
XP	2,500 (CL 12)

Vampires appear as they did in life, although their features are often hardened and feral, with the predatory look of wolves. Like liches, they often embrace finery and decadence and may assume the guise of nobility. Despite their human appearance, vampires can be easily recognized, for they cast no shadows and throw no reflections in mirrors.

A vampire can crush an opponent's will just by looking into his eyes. This is similar to a gaze attack, except that the vampire must use an attack, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence as though by *dominate person*. The ability has a range of 30 ft.

Living creatures hit by a vampire's slam attack lose two levels. A vampire can use its energy drain ability once per round.

A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 1d6 temporary hit points.

A humanoid or monstrous humanoid slain by a vampire's blood drain or energy drain rises as a vampire (see below) 1d4 days after burial. This new vampire is under the control of the vampire who created it until that vampire is killed.

Once per day, a vampires can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

A vampire can assume the shape of a bat, giant bat, wolf or dire wolf. This ability is similar to a *polymorph* spell. While in its alternate form, the vampire loses its slam attack and *dominate* ability, but it gains the natural weapons and special attacks of its new form. It can remain in that form until the next sunrise.

A vampire can assume *gaseous form* at will as the spell, and can remain in this form indefinitely. In gaseous form, a vampire has a fly speed of 20 feet. A vampire can climb sheer surfaces as though under the effect of the *spider climb* spell.

Vampires regenerate 1d6 hit points per round while in their coffins.

For all their power, vampires have a number of weaknesses.

Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented holy symbol. These things don't harm the vampire, they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from a creature holding the mirror or holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter.

Vampires are also unable to cross running water, although they can be carried over it while resting in their coffins or aboard a ship.

They are utterly unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it. Certain attacks can slay vampires. Exposing any vampire to direct sunlight disorients it: It can take only a single move or attack and is destroyed utterly in the next round if it cannot escape. Similarly, immersing a vampire in running water robs it of one-third of its hit points each round until it is destroyed at the end of the third round of immersion. Driving a wooden stake through a vampire's heart instantly slays the monster. However, it returns to life if the stake is removed unless the body is destroyed. A popular tactic is to cut off the creature's head and fill its mouth with holy wafers (or their equivalent).

Special Qualities: Resistance to cold and electricity, regenerate (holy water)

VAMPIRE TREE E

Large Plant, Neutral (N), Non-Intelligent; Grove (1d10)

HD	4
AC	13
ATK	4 branches (1d6 + constrict)
MV	0
SV	F 10, R 17, W 14
XP	200 (CL 4)

The vampire tree grows on battlefields or other scenes of carnage, where large quantities of human blood have been shed on the ground and then sucked up by the roots of nearby trees. These trees wait motionless, appearing as normal trees, until some unsuspecting person passing beneath is snatched up by their branches and murdered. The trees then feast upon their victim's blood.

VARGOUILLE A

Small Outsider, Chaotic (CE), Low Intelligence; Mob (1d12)

HD	1
AC	12
ATK	Bite (1d4 + poison*)
MV	5 (Fly 30)
SV	F 14, R 13, W 14
XP	100 (CL 2)

A vargouille looks like a severed human head, slightly skeletal, and tendrils in place of hair and bat wings in place of ears. A vargouille is slightly larger than a human head, about 18 inches high, with a wingspan of 4 feet. It weighs about 10 pounds. Vargouilles speak Infernal.

A vargouille's poison forces people to make a Fortitude save or be unable to heal the bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet who hear the shriek and can see the creature must succeed on a Fortitude save or be paralyzed with fear for 2d4 rounds or until the monster attacks them. A vargouille can kiss a paralyzed target. A "kissed" opponent must succeed on a Fortitude saving throw or begin a terrible transformation that turns the creature into a vargouille within 24 hours.

Over a period of 1d6 hours, all of the victim's hair falls out. Within another 1d6 hours, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes intelligence and charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight. To reverse the transformation requires casting *cure disease* on the victim.

VERMIURGE E

Large Aberration, Neutral (N), High Intelligence; Solitary

HD	20
AC	28 [+3]
ATK	Sting (1d8 + poison IV), 4 pincers (1d8) and bite (2d6 + poison IV)
MV	50 (Fly 90)
SV	F 4, R 4, W 3
XP	5,000 (CL 22)

The vermiurge are the progenitors of all vermin, and are sometimes worshipped as living gods by intelligent insects or primitive tribes. They appear as giant, winged vermin with glistening white chitin. A vermiurge is constantly surrounded by a cloud of 1,000 venomous, biting and stinging spiders, scorpions, beetles, and centipedes in a radius of 10 feet. Each vermin bites one character that enters the area, inflicting 1 point of damage and then dying. Each victim takes enough damage to kill it, destroying that number of vermin in the process. Victims may attempt a Reflex saving throw to avoid the full press; is successful they suffer only 10d10 bites. This cloud of vermin also acts as an *obscuring mist* spell in terms of making the vermiurge more difficult to hit.

Special Qualities: Immune to all mind effects, regenerate, magic resistance 50%

VIOLET FUNGUS A

Medium Plant, Neutral (N), Non-Intelligent; Patch (1d4)

HD	2
AC	13
ATK	4 tentacles (1d6 + poison II)
MV	10
SV	F 12, R 16, W 15
XP	200 (CL 3)

Violet fungi resemble shriekers and are often found growing among them. A violet fungi's coloration ranges from purple overall to dull gray or violet covered with purple spots. Their poison paralyzes for 1d6 rounds.

MONSTERS – W

WALKING SLIME E

Medium Aberration, Chaotic (CE), Low Intelligence; Lump (1d10)

HD	2
AC	11
ATK	Slam (1d6 + turn into slime)
MV	20
SV	F 15, R 15, W 13
XP	500 (CL 4)

These vaguely humanoid monsters slop their way through underground passages in search of living flesh to "eat." They attack by smacking prey with their large oozing fists, attempting to cover them and turn them into living slimes as well. On a natural attack roll of 15 or higher, the victim must make a Fortitude saving throw or transform into a walking slime in 1d6 rounds.

Special Qualities: Immune to acid and electricity

WASP, GIANT

Large Vermin, Neutral (N), Non-Intelligent; Nest (1d20)

HD	5
AC	14
ATK	Sting (1d4 + poison II)
MV	20 (Fly 60)
SV	F 10, R 13, W 13
XP	500 (CL 6)

Giant wasps attack when hungry or threatened, stinging their prey to death. They take dead or incapacitated opponents back to their lairs as food for their young.

WEASEL (GIANT WEASEL)

Tiny or Medium Animal, Neutral (N), Animal Intelligence; Solitary

	WEASEL	GIANT WEASEL
HD	0	3
AC	14	16
ATK	Bite (1d4 + blood drain)	Bite (1d6 + blood drain)
MV	20 (Climb 20)	40
SV	F 16, R 13, W 19	F 12, R 12, W 17
XP	50 (CL 1)	300 (CL 4)

These mammals are aggressive predators but usually confine themselves to smaller prey. The statistics presented here can also apply to ferrets. If a weasel hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. A giant weasel that attaches drains blood, inflicting 1d4 points of constitution damage each round it remain attached.

WHALE

Huge Animal, Neutral (N), Animal Intelligence; Pod (1d12)

	NARWHAL	ORCA	SPERM
HD	12	9	36
AC	19	16	22
ATK	Horn (2d6)	Bite (2d8)	Bite (3d20)
MV	0 (Swim 60)	0 (Swim 50)	0 (Swim 60)
SV	F 4, R 6, W 12	F 6, R 8, W 14	F 3, R 3, W 3
XP	600 (CL 12)	450 (CL 9)	3,600 (CL 37)

NARWHAL: Narwhals are aquatic mammals resembling large dolphins with a single (or rarely, double) tusk protruding straight forward from the mouth. The tusk is helical in shape, and they are sometimes cut short and sold as "unicorn horns", though they have no particular magical value. Narwhals are found in cold northern seas.

ORCA WHALE: These ferocious creatures are about 30 feet long. They eat fish, squid, seals, and other whales.

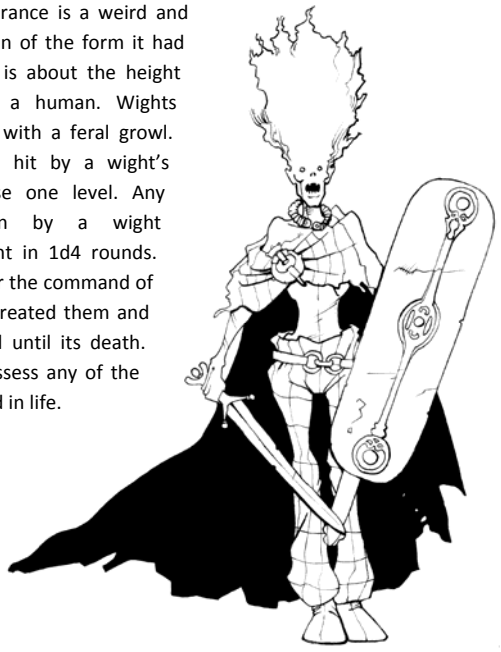
SPERM WHALE: These creatures can be up to 60 feet long. They prey on giant squid. Sperm whales can emit an invisible focused beam of sound 5 feet wide and up to 50 feet long underwater. This blast of sound disorients target creatures, leaving them stunned for 1d4 rounds (Fortitude save negates). A sperm whale can emit as many such blasts of sound as it desires, once per round, instead of biting.

WIGHT

Medium Undead, Chaotic (CE), Average Intelligence; Pack (1d12)

HD	4
AC	15
ATK	Slam (1d4 + energy drain)
MV	30
SV	F 14, R 14, W 11
XP	1,000 (CL 6)

A wight's appearance is a weird and twisted reflection of the form it had in life. A wight is about the height and weight of a human. Wights speak Common with a feral growl. Living creatures hit by a wight's slam attack lose one level. Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.



WILL-O'-WISP

Small Aberration, Chaotic (CE), High Intelligence; String (1d4)

HD	9
AC	24
ATK	Shock (10'/2d8 electricity)
MV	Fly 50
SV	F 12, R 10, W 8
XP	900 (CL 10)

Will-o'-wisps look like lights that can be yellow, white, green, or blue. They are easily mistaken for lanterns, especially in the foggy marshes and swamps where they reside. A will-o'-wisp's body is a globe of spongy material about 1 foot across and weighing about 3 pounds, and its glowing body sheds as much light as a torch. Will-o'-wisps speak the Common tongue. They have no vocal apparatus but can vibrate to create a voice with a ghostly sound.

A will-o'-wisp is immune to most spells or spell-like abilities that allow magic resistance, except *magic missile* and *maze*.

A frightened will-o'-wisp can extinguish its glow, becoming *invisible*.

Special Qualities: Immune to magic, natural invisibility

WIND WALKER A

Large Elemental (Air), Neutral (N), Average Intelligence; Gang (1d4)

HD	6
AC	17 [+1]
ATK	Windblast (2d6)
MV	40 (Fly 60)
SV	F 11, R 9, W 12
XP	1,500 (CL 8)

Wind walkers are creatures from the Elemental Plane of Air. They are often summoned to the Material Plane by magic-users or clerics who employ them as guards.

A wind walker's natural form is that of a roaring and whistling column of wind about 12 feet tall with no discernible features. A wind walker attacks using the air surrounding it, transforming it into a forceful blast that deals 2d6 points of damage to all creatures within 10 ft.

A wind walker is immune to all spells or spell-like abilities except mind-affecting ones. A summoned or called wind walker is affected normally by magical barriers that restrict or inhibit called or summoned creatures (such as *anti-magic field*).

A *control weather* spell instantly slays a wind walker if it fails a Fortitude save. A *haste* spell deals 1d4 points of damage per caster level. In addition, it increases the damage the wind walker deals with its wind blast attack by +1d6 for one round. An *ice storm* spell deals no damage to a wind walker, but affects it as *fear*. A *slow* spell deals 1d6 points of damage per caster level to a wind walker.

Special Qualities: Immune to magic

Spells: Constant—detect thoughts (100 feet)

WINTER WOLF A

Large Magical Beast, Chaotic (CE), Average Intelligence; Pack (1d6)

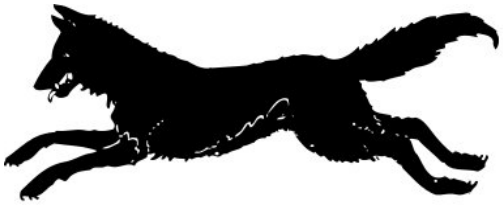
HD	6
AC	15
ATK	Bite (1d8 + 1d6 cold)
MV	50
SV	F 9, R 9, W 12
XP	600 (CL 7)

Winter wolves are massive wolves with white coats. A winter wolf grows about 8 feet long and stands about 4-1/2 feet at the shoulder. It weighs about 450 pounds. Winter wolves speak Frost Giant. A winter wolf that bites an opponent can attempt a free trip attack.

Winter wolves can breathe a cone of frost (15 ft.) three times per day. This cone deals 4d6 points of cold damage.

Winter wolves surprise on a roll of 1-3 on 1d6 in snowy areas.

Special Qualities: Immune to cold, vulnerable to fire



WOLF (DIRE WOLF)

Medium or Large Animal, Neutral (N), Animal Intelligence; Pack (2d6)

	WOLF	DIRE WOLF
HD	2	6
AC	14	14
ATK	Bite (1d6 + trip)	Bite (1d8 + trip)
MV	50	50
SV	F 12, R 11, W 18	F 9, R 9, W 15
XP	100 (CL 2)	300 (CL 6)

Wolves are pack hunters known for their persistence and cunning. A wolf that hits an opponent with a bite attack can attempt to trip the opponent as a free attack.

WOLVERINE (GIANT WOLVERINE)

Small or Medium Animal, Neutral (N), Animal Intelligence; Solitary

	WOLVERINE	GIANT WOLVERINE
HD	3	5
AC	14	16
ATK	2 claws (1d4), bite (1d6)	2 claws (1d6), bite (1d8)
MV	30 (Burrow 10)	30 (Burrow 10)
SV	F 13, R 12, W 17	F 11, R 11, W 16
XP	300 (CL 4)	500 (CL 6)

Wolverines are similar to badgers, but larger, stronger and even more aggressive. Wolverines that suffer damage go into a berserk rage and deal double damage with a successful hit.

WORG A

Medium Magical Beast, Chaotic (CE), Low Intelligence; Pack (1d12)

HD	4
AC	14
ATK	Bite (1d6 + trip)
MV	50
SV	F 11, R 10, W 15
XP	400 (CL 5)

A typical worg has gray or black fur, grows to 5 feet long and stands 3 feet tall at the shoulder. It weighs 300 pounds. More intelligent than their smaller cousins, worgs speak their own language. Some can also speak Common and Goblin. A worg that hits with a bite attack can attempt a free trip attack on the same target.

WORM THAT WALKS E

Medium Aberration, Chaotic (CE), Super Intelligence; Solitary

HD	11
AC	20
ATK	Quarterstaff (1d6)
MV	30
SV	F 10, R 10, W 5
XP	1,100 (CL 12)

A worm that walks is a colony of wriggling vermin that forms itself into a vaguely humanoid shape and disguises itself with a hooded robe.

A worm that walks can choose to engulf an opponent who is no more than one size category larger than itself. The worm attempts to embrace its victim, and with a successful attack, the victim is immediately swallowed up and surrounded by a mass of vermin, taking 3d6 points of damage. A victim who spends a full round can break free of the embrace and move up to half its speed away from the worm if desired, but can do nothing else. Otherwise, each round a victim remains embraced, it takes another 2d6 points of damage.

If gravely threatened, a worm can discorporate, simply falling into a pile of individual vermin that slither quickly away. So long as any of the component vermin survive, they can breed and create a new body. Discorporating is a dangerous tactic, because once separated, the vermin are treated no differently than other vermin. Also, the worm stands a good chance of losing all its equipment. However, discorporation almost assures that at least one maggot (if not dozens) will manage to crawl away, and so provide for the worm's continued existence.

Special Qualities: Magic resistance 25%, discorporate

Spells: 1/day—animal growth (vermin), animal messenger (vermin), animal shapes (vermin), animal trance (vermin), creeping doom, giant vermin, summon swarm (vermin), summon vermin (as summon nature's ally, except it summons 10 HD of vermin per level), insect plague

WRAITH

Medium Undead, Chaotic (CE), High Intelligence; Pack (1d6)

HD	5
AC	15 [silver]
ATK	Strike (1d4 + 1d6 constitution drain)
MV	Fly 60
SV	F 13, R 12, W 10
XP	1,250 (CL 7)

Wraiths are incorporeal creatures born of evil and darkness. In some cases, the grim silhouette of a wraith might appear armored or outfitted with weapons. This appearance does not affect the creature's Armor Class or combat abilities but only reflects the shape it had in life. A wraith is about as tall as a human.

Living creatures hit by a wraith's attack must succeed on a Fortitude save or suffer 1d6 points of constitution drain. Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Special Qualities: Incorporeal

WYVERN

Large Dragon, Neutral (N), Low Intelligence; Flight (1d6)

HD	7
AC	18
ATK	Bite (2d8), 2 claws (2d6) and sting (1d6 + poison IV)
MV	20 (Fly 60)
SV	F 9, R 10, W 11
XP	700 (CL 8)

A distant cousin to the true dragons, the wyvern is a huge flying lizard with a poisonous stinger in its tail and no arms. A wyvern's body is 15 feet long and dark brown to gray; half that length is tail. Its wingspan is about 20 feet. A wyvern weighs about one ton. Wyverns speak their own language, but usually don't bother with anything more elaborate than a loud hiss or a deep-throated growl much like that of a bull alligator.

MONSTERS – X

XAOC E

The xaoc are creatures born from the primordial chaos that existed before the ordered universe was created. The xaoc look something like rubbery, humanoid toads, with large heads that bear wide, toothy grins, bulging eyes that gleam with raw power and clawed hands and feet. Xaoc obey no master other than that creature capable of cowing them at any given moment. The true lords of the xaoc are feared by them and generally obeyed, even when they are not around to impose their will.

ACHROMATIC XAOC

Large Outsider, Neutral (CN), High Intelligence; Mob (1d3)

HD	10
AC	20 [+2]
ATK	2 claws (1d8 + 1d6 electricity), bite (2d6)
	or 2 tentacles (1d8 + constrict)
MV	50 (Fly 50)
SV	F 7, R 7, W 7
XP	2,500 (CL 12)

Achromic xaoc are quick and powerful, cunning planners who seek to undermine Law and Order anywhere they find it, primarily by manipulating mortals and bribing them with all manner of outlandish promises. Achromic xaoc have stark white skin that quivers and crawls, sending chills down the spines of those who see it. Their eyes are black orbs that seem to peer into a person's soul. They can transform their arms into 10-ft. long tentacles that whip or grapple. Their mouths are filled with crackling blue energy, and electricity dances along their claws.

Achromic xaoc can spit lightning three times per day. The lightning has a range of 100 feet and deals 6d6 points of damage to anything within 5 feet of the bolt. A Reflex saving throw halves the damage.

Once per day, an achromic xaoc can summon 1d6 rubinous xaoc, 1d4 cerulean xaoc or 1 achromic xaoc with a 50% chance of success.

Special: Immune to mind control, hold spells and polymorph, resistance to acid, cold, fire and electricity, magic resistance 25%

Spells: At will—detect evil, detect good, detect magic, dimension door, protection from evil, protection from good; 3/day—confusion, dispel magic, mental barrier; 1/day—charm monster, dream, hold person, phantasmal force, plane shift, psionic blast, suggestion, teleport

AURELIAN XAOC

Medium Outsider, Neutral (CN), High Intelligence; Mob (1d3)

HD	9
AC	19 [+2]
ATK	2 claws (1d8) and bite (2d6)
MV	60 (Fly 60)
SV	F 9, R 8, W 8
XP	2,250 (CL 11)

Aurelian xaoc are loners who venture into other planes of reality to spread change and disrupt the status quo. In their normal form, they are golden-skinned xaoc with russet eyes and claws. They are surrounded by an aura like unto the aurora borealis, and their presence causes weakness and sickness. Aurelian xaoc can assume almost any humanoid form.

The gleaming skin of aurelian xaoc gives off a prismatic aura 20 feet in diameter. Those who enter it must pass a Fortitude saving throw or suffer 1d4 points of strength damage (one time only).

Once per day, an aurelian xaoc can summon 1d6 rubinous xaoc or 1d4 cerulean xaoc once per day with 40% chance of success

Special Qualities: Immune to electricity, negative energy, mind control and hold spells, magic resistance 20%

Spells: At will—detect evil, detect good, detect magic, dimension door, protection from evil, protection from good; 3/day—alter self, confusion, dispel magic, hold person, minor creation; 1/day—enlarge person, hold monster, plane shift, rage, suggestion, teleport, transmute mud to rock, transmute rock to mud

CERULEAN XAOC

Medium Outsider, Neutral (CN), Average Intelligence; Mob (1d6)

HD	7
AC	18 [+1]
ATK	2 claws (1d6 + 1d4 cold), bite (1d6)
	or tongue (10 ft., constrict 1d4 + poison II)
MV	40 (Swim 30)
SV	F 10, R 10, W 10
XP	1,750 (CL 9)

Cerulean xaoc are 8-ft. tall humanoid frogs with sparkling blue skin covered in white, crystalline nodules. They have beards of wriggling white tentacles under their chins, white eyes that glow with otherworldly menace, razor sharp fangs and pot bellies. Cerulean xaoc rarely move unless inspired to violence or some other mischief. They are often found sitting on bits of matter floating in the Astral Plane, watching and thinking and pondering their next move.

Cerulean xaoc are surrounded by a frigid aura that extends to a radius of 15 feet. All those in this aura must pass a Fortitude saving throw each round or suffer 1d4 points of cold damage.

Cerulean xaoc can attack with their 10-ft. long tongues, constricting their victims for 1d4 points of damage per round and affecting them with a paralyzing poison. Paralyzed victims are pulled towards the xaoc to be clawed, bitten and eventually devoured.

Once per day, a cerulean xaoc can summon 1d3 other cerulean xaoc with 30% chance of success.

Special Qualities: Immune to cold, magic resistance 15%

Spells: At will—detect evil, detect good, detect magic, protection from evil, protection from good; 1/day—confusion, dimension door, hold person

LUSTROUS XAOC

Large Outsider, Neutral (CN), Super Intelligence; Solitary or pair

HD	11
AC	22 [+3]
ATK	2 claws (2d6) and bite (3d6)
	or 2 tentacles (2d6 + swallow whole)
MV	60 (Fly 60)
SV	F 7, R 7, W 5
XP	2,750 (CL 13)

Lustrous xaoc are the most powerful of their kind, with silvery-grey skin that glistens and rolls and eyes that swirl in deep prismatic pools. They have wide mouths and thin lips that are always moving, as though they are constantly whispering to unseen spirits. Their arms and legs end in talons, but also bear bone barbs that help them hold their prey. Lustrous xaoc are agents of madness, who drive powerful lords into the depths of insanity, toppling order from the top down. They can belch forth four tentacles from their mouths that extend up to 20 feet and can grab victims and pull them into their gullet, their mouths and bellies expanding to accommodate creatures up to medium size.

Once per day, a lustrous xaoc can emit a powerful croak that does 6d6 points of sonic damage to all within 30 feet. All who suffer damage must pass a Will save or suffer from *confusion* (per the spell) for 1d6 rounds. A Fortitude saving throw cuts the sonic damage in half.

Once per day, a lustrous xaoc can summon 1d6 rubinous xaoc, 1d4 cerulean xaoc or 1 aurelian, viridian or achromic xaoc with 60% chance of success.

Special Qualities: Immune to mind effects, hold spells and polymorph, resistance to acid, cold, electricity, fire and sonic, magic resistance 30%

Spells: At will—confusion, detect evil, detect good, detect magic, dimension door, dispel magic, message, protection from evil, protection from good; 3/day—color spray, invisibility, mental barrier, nondetection ; 1/day—bolts of bedevilment, bestow curse, feeblemind, hypnotic pattern, plane shift, prismatic wall, symbol of insanity, suggestion, teleport

RUBINOUS XAOC

Medium Outsider, Neutral (CN), Low Intelligence; Mob (1d6)

HD	6
AC	17
ATK	2 claws (1d4 + 1d4 fire + poison)and bite (1d6)
MV	40
SV	F 10, R 10, W 11
XP	1,500 (CL 8)

Rubinous xaoc are the smallest of the breed, with glistening scarlet skin that steams and pops. They are also the lankiest of the xaoc, with hunched backs and elongated arms and legs that end in webbed hands and feet tipped with searing hot talons. Their eyes are wide and golden, their mouths broad and filled with long, needle-like fangs. The primordial fires of Muspelheim burn in their veins, and drive them to almost constant violence towards one another or anyone else within reach.

A rubinous xaoc's poison inflicts 1d4 points of constitution damage per day until neutralized. A victim reduced to 0 Hit Dice bursts into flames and emerges as a rubinous xaoc one round later.

Rubinous xaoc can breathe fire once per day. This breath emerges as a cone (30 ft.) and deals 6d6 points of fire damage. A Reflex save cuts this damage in half.

Once per day, a rubinous xoac can summon 1d3 other rubinous xaoc with 30% chance of success.

Special Qualities: Immune to fire, magic resistance 15%, vulnerable to cold

Spells: At will—detect evil, detect good, detect magic; 1/day—blur, burning hands

VIRIDIAN XAOC

Large Outsider, Neutral (CN), High Intelligence; Mob (1d4)

HD	8
AC	19 [+1]
ATK	2 claws (1d6 + 1d6 acid) and bite (1d8)
MV	40 (Climb 30)
SV	F 8, R 9, W 8
XP	2,000 (CL 10)

Viridian xaoc have deep jade flesh that reflects light in strange, mesmerizing patterns. Their eyes are narrow and a sulfurous yellow. From their very pores a bilious, acidic vapor seeps, surrounding them in a 10-ft. diameter miasma that causes 1d6 points of acid damage per round and forces people to pass a Fortitude saving throw or suffer blindness for as long as they are in the cloud plus 1d4 rounds. Their slavering jaws drip acid, and their hands and feet leave small holes in whatever they touch. More intelligent than rubinous and cerulean xaoc, they are leaders among their kind, bullying lesser xaoc and toadying to more xaoc.

Viridian xaoc are shrouded in an *acid fog* (per the spell). Once per day they can vomit up a cone (10 ft.) of acid that inflicts 1d6 points of damage. A Reflex saving throw is required to halve that damage, and if failed, the acid sticks to the victim, inflicting 1d6 points of damage per round until neutralized with holy water or a *remove curse* spell.

Once per day, a viridian xaoc can summon 1d4 rubinous xaoc or 1d3 cerulean xaoc or another viridian xaoc with 30% chance of success.

Special Qualities: Immune to acid, magic resistance 20%

Spells: At will—detect evil, detect good, detect magic, protection from evil, protection from good; 3/day—confusion, dimension door; 1/day—death fog, dispel magic, hold person, hypnotic pattern, ray of exhaustion

XEPH E

*Medium Humanoid, Neutral (N), Average Intelligence; Squad (1d20)**

HD	1
AC	15 (studded leather and buckler)
ATK	By weapon
MV	30
SV	F 15, R 13, W 15
XP	100 (CL 2)

Xeph are crimson-furred humanoids with pointed ears and leonine features. They speak their own language and Common. Three times per day, a xeph can *haste* themselves for 3 rounds.

Xephs organize themselves into bands of 2d6 x 10 warriors plus additional non-combatants equal to 10 times the warriors. For every 20 warriors in a band there is a bashi of 3rd to 6th level. Bands are led by a shaazdeh of 4th to 9th level (usually a duelist or sorcerer).

XEPH AS CHARACTERS

Xeph modify their starting ability scores as follows: Str -1, Dex +1. They have darkvision to a range of 60 feet. They can use *haste* on themselves three times per day. Xeph speak their own language and might also learn Common, Dromite, Elf and Hill Giant. Xeph can multi-class as cleric/duelists, duelist/sorcerers and duelist/thieves.

XILL A

Medium Outsider, Chaotic (LE), Average Intelligence; Gang (1d6)

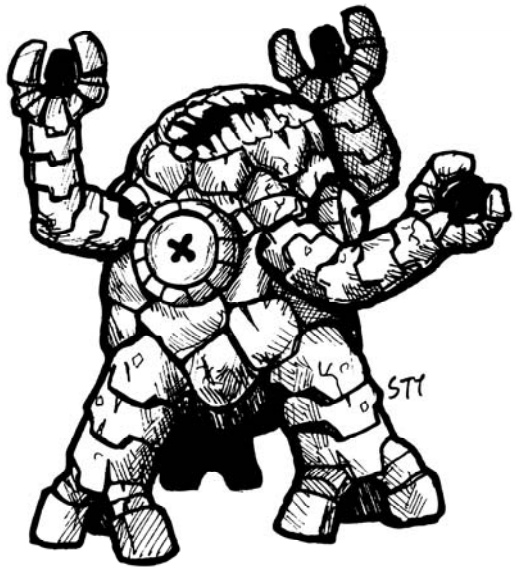
HD	5
AC	19
ATK	2 claws (1d4) and 2 weapons
MV	40
SV	F 11, R 11, W 11
XP	500 (CL 6)

Xill are extra-dimensional brutes with crimson carapaces and four arms. A xill stands 4 to 5 feet tall and weighs about 100 pounds. Xills speak their own language and might know infernal.

Xill like to slip between the folds of space to attack enemies as though from thin air. They can cross from the Ethereal Plane in place of moving on their turn, but take 2 rounds to cross back, during which time they are immobile. As a xill fades away, it becomes harder to hit: Opponents are -4 to attack in the first round and -10 to attack in the second round. A xill can make this shift with a willing or helpless creature.

Xill that successfully grapple an opponent can bite them on the next round, inflicting 1d4 points of damage and forcing them to pass a Fortitude save or be paralyzed for 1 hour. As an attack, a xill can lay eggs inside a paralyzed creature. The young emerge about 90 days later, literally devouring the host from inside. A *remove disease* spell rids a victim of the egg.

Special Qualities: Magic resistance 10%



XORN A

Medium Outsider (Earth), Neutral (N), Average Intelligence; Cluster (1d6)

HD	7
AC	21
ATK	Bite (4d6), 3 claws (1d4)
MV	20 (Burrow 20)
SV	F 10, R 12, W 12
XP	700 (CL 8)

Xorns are barrel-shaped creates from the Elemental Plane of Earth, with thick, bony carapaces of brown or tan. They have large mouths on the top of their bodies and three long, clawed arms. They are about 5 feet tall and wide and weigh 600 pounds. Elder xorns are 8 feet tall and wide and weigh about 9,000 pounds. Xorns speak Earth Elemental.

Xorns do not attack fleshly beings except to defend themselves or their property, since they cannot digest meat. Xorns are indifferent to creatures of the Material Plane, with the sole exception of anyone carrying a significant amount of precious metals or minerals, which xorns eat. They can smell this “food” up to 20 feet away.

A xorn can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. The burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing xorn flings it back 30 feet, stunning the creature for 1 round unless it succeeds on a Fortitude save.

A xorn's symmetrically placed eyes allow it to look in any direction, so they cannot be flanked or attacked from behind.

Special Qualities: All-around vision, immune to cold and fire, resistance to electricity, weapon resistance (blunt weapons)

MONSTERS – Y to Z

YETH HOUND A

Medium Outsider, Chaotic (NE), Low Intelligence; Pack (1d12)

HD	3
AC	19 [Silver]
ATK	Bite (1d8 + trip)
MV	40 (Fly 60)
SV	F 12, R 12, W 13
XP	300 (CL 4)

Yeth hounds are black hounds with demonic features. A yeth hound stands 5 feet tall at the shoulder and weighs about 400 pounds. They cannot speak, but understand Infernal. Yeth hounds hunt only at night. They fear the sun and never venture out in daylight, even if their lives depend on it. When a yeth hound howls or barks, all creatures except other Chaotic (Evil) outsiders within a 300-foot spread must succeed on a Will save or flee for 2d4 rounds.

YETI A

Large Monstrous Humanoids, Neutral (N), Average Int.; Gang (1d4)

HD	4
AC	14
ATK	2 claws (1d6 + 1d6 cold + constrict)
MV	40
SV	F 13, R 11, W 11
XP	400 (CL 5)

Yetis are large, hulking humanoid covered in white, shaggy fur. Their hands end in filthy claws, and their heads are large and sport a large round mouth filled with fangs. Yetis make their lairs in remote mountains and hills. They are fierce predators with ravenous appetites, dining on mountain goats, sheep, polar bears, and humanoids. They are particularly fond of human and elf flesh. The typical yeti stands 9 feet tall and weighs 600 or more pounds. Yetis speak Rakshasa.

A yeti's body generates intense cold, dealing 1d6 points of damage to those that contact it for at least one round. Creatures within 30 feet that meet the eyes of a yeti must succeed on a Will save or stand paralyzed in fear (treat as a *hold person* spell) for 3 rounds.

Special Qualities: Immune to cold, vulnerable to fire

YRTHAK E

Huge Magical Beast, Neutral (N), Low Intelligence; Clutch (1d4)

HD	12
AC	18
ATK	2 claws (1d6) and bite (2d8) or sonic lance (6d6)
MV	20 (Fly 60)
SV	F 4, R 6, W 10
XP	1,200 (CL 13)

Yrthaks resemble eyeless pteranodons, though they are much larger. An yrthak is blind. It senses sound and movement by means of a special organ on its long tongue. It emits powerfully focused beams of sound from the protrusion on its head. The creature is yellowish-green in color; the wings and fin are more yellow and the head and body are greener. The teeth are yellow. A yrthak is about 20 feet long, with a wingspan of 40 feet. It weighs about 5,000 pounds.

An yrthak can ascertain all foes within 120 feet. Beyond that range it is considered blinded. Yrthaks are immune to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight. An yrthak whose sense of hearing is impaired is effectively blinded, treating all targets as having total concealment.

Three times a day, an yrthak can focus sonic energy in a ray up to 60 feet long. This is a ranged attack that deals 6d6 points of damage. An yrthak can fire its sonic lance at the ground, a large rock, a stone wall, or the like to create an explosion of shattered stone. This attack deals 2d6 points of piercing damage to all within 10 feet of the effect's center. This counts as a use of the sonic lance attack.

Special Qualities: Blindsight to 120 feet, immune to gaze attacks and illusions, vulnerable to sonic damage

ZOMBIE

Medium Undead, Neutral (N), Animal Intelligence; Shuffle (1d12)

HD	2
AC	11
ATK	Slam (1d6)
MV	20
SV	F 15, R 15, W 15
XP	100 (CL 2)

Zombies are corpses reanimated through black magic. Because of their utter lack of intelligence, the instructions given to a newly created zombie must be very simple. They can either move or attack each round, but not both, and they cannot run.

Special Qualities: Weapon resistance (blunt weapons)

CREATING ZOMBIES

Almost any flesh and blood creature can be turned into a "zombie". Zombies lose the ability to fight with weapons, instead using a slam attack that deals damage based on the creature's size: Tiny 1d3, Small 1d4, Medium 1d6, Large 1d8, Huge 1d10. All zombies suffer half damage from blunt weapons. Zombies do not retain any special abilities they had in life. Zombies that could fly in life can fly as zombies at a speed of 20.

MONSTER TEMPLATES

Templates are a quick and easy way of modifying monsters. They should only be considered as guidelines, of course, and one can make most monster modifications on the fly without using a template. Templates can be useful, though, as shorthand, so that when one refers to a "fiendish" monster, they always know that they're talking about a monster with the blood of demons or devils flowing through its veins, and they know that is will have certain characteristics common to all fiendish creatures.

USING TEMPLATES

A template's description provides a set of instructions for altering an existing creature, known as the "base creature". The changes that a template might cause to each line of a creature's statistics are discussed below. Generally, if a template does not cause a change to a certain statistic, that entry is missing from the template description.

Remember, if a monster's Hit Dice are changed, its saving throw values and experience point value are also changed.

BEASTMAN TEMPLATE

Hybrids of human and animal are a mainstay of fantasy fiction. This template can be applied to any sort of animal or magical beast to turn it into an anthropomorphic beast.

Beastmen have an overall humanoid shape with the head of an animal. The precise look of the beastman is up to the Referee – i.e. whether or not they retain feathers or fur, or whether a squid-man's arms are more like tentacles, etc.

Beastmen share the following characteristics:

1. Beastmen are **monstrous humanoids** with a minimum of **low intelligence**, though their intelligence can be as high as you desire

2. Beastmen are either the **same size** as the base creature or **medium** size

3. Beastmen **retain the attacks** they had as animals or magical beasts, but can also **attack with weapons**

SAMPLE BEASTMEN

HAWK MAN

Medium Monstrous Humanoid, Neutral (N), Average Int.: HD 1; AC 14; ATK 1 bite (14) or weapon; MV 30 (Fly 40); Save F15, R13, W13; XP 50 (CL 1); Special: None.

OWLBEAR MAN

Medium Monstrous Humanoid, Neutral (N), Average Int.: HD 2; AC 15; ATK 2 claws (1d4) and bite (1d4) or weapon; MV 30; Save F15, R12, W12; XP 100 (CL 2); Special: None.

RUST MONSTER MAN

Medium Monstrous Humanoid, Neutral (N), Average Int.: HD 2; AC 18; ATK 1 bite (1d3) or antenna touch (rust) or 2 weapons; MV 30; Save F14, R12, W12; XP 200 (CL 3); Special: Rust, scent metal.

SHARK MAN

Medium Monstrous Humanoid, Neutral (N), Average Int.: HD 2; AC 15; ATK 1 bite (1d4) or weapon; MV 30 (Swim 40); Save F15, R12, W12; XP 100 (CL 2); Special: Breath water.

CELESTIAL TEMPLATE

Celestial creatures dwell on the upper planes, the realms of Law, although they resemble beings found on the Material Plane. They are more regal and more beautiful than their earthly counterparts. Celestial creatures often come in metallic colors (usually silver, gold, or platinum). They can be mistaken for half-celestials, more powerful creatures that are created when a celestial mates with a non-celestial creature.

Celestial creatures share the following characteristics:

1. Celestial animals and vermin are **magical beasts**; other creatures retain their normal type

2. Celestial creatures have a **minimum of low intelligence**, though they can have much higher intelligence if the TK so wishes

3. Celestial creatures are **always Lawful (Good)** in alignment

4. Celestial creatures are **only hit by +1 or better weapons** if they have 4 or more HD, and have **resistance to electricity** and **magic resistance 10%**

5. Celestial creatures enjoy a **+2 bonus to hit and damage against Chaotic (Evil)** creatures

SAMPLE CELESTIAL CREATURES

CELESTIAL BADGER

Small Magical Beast, Lawful (LG), Low Int.: HD 1; AC 15; ATK 2 claws (1d3) and bite (1d3); MV 30 (Burrow 10); Save F14, R13, W16; XP 100 (CL 2); Special: Resistance to electricity, magic resistance 10%, +2 to hit and damage Chaotic creatures.

CELESTIAL BLACK BEAR

Medium Magical Beast, Lawful (LG), Low Int.: HD 3; AC 13; ATK 2 claws (1d4) and bite (1d6); MV 40; Save F12, R12, W15; XP 300 (CL 4); Special: Resistance to electricity, magic resistance 10%, +2 to hit and damage Chaotic creatures.

CELESTIAL DWARF

Small Humanoid, Lawful (LG), Average Int.: HD 1; AC 16; ATK 1 battleaxe (1d8) or light crossbow (80'/1d6+1); MV 20; Save F14, R15, W15; XP 100 (CL 2); Special: Resistance to electricity, magic resistance 10%, +2 to hit and damage Chaotic creatures.

CELESTIAL WARHORSE

Large Magical Beast, Lawful (LG), Low Int.: HD 4; AC 14 [+1]; ATK 2 hooves (1d6) and bite (1d4); MV 50; Save F10, R10, W15; XP 1000 (CL 6); Special: Resistance to electricity, magic resistance 10%, +2 to hit and damage Chaotic creatures.

DRACONIC TEMPLATE

Dragons are exceptionally magical creatures, capable of breeding with nearly anything. Draconic creatures are more formidable than their non-draconic kin, and their appearance betrays their nature: Scales, elongated snouts, reptilian eyes and exaggerated teeth and claws. Sometimes they even have wings!

Draconic creatures all share the following characteristics:

1. The base creature's type is changed to **dragon**

2. At the TK's option, draconic creatures gain dragon wings and a **fly speed** equal to the base creature's land speed

3. **Armor Class** improves by 2

4. If the draconic creature does not already have **claw and bite attacks**, it gains 2 claw attack and 1 bite attack with the following damage:

SIZE	BITE	CLAW
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8

5. Draconic creatures gain a **breath weapon** that deals 6d6 points of damage. A successful Reflex save reduces damage by half. The exact type of breath weapon depends on the dragon parent:

DRAGON TYPE	BREATH WEAPON
Black	60-foot line of acid
Blue	60-foot line of lightning
Green	30-foot cone of corrosive (acid) gas
Red	30-foot cone of fire
White	30-foot cone of cold
Brass	60-foot line of fire
Bronze	60-foot line of lightning
Copper	60-foot line of acid
Gold	30-foot cone of fire
Silver	30-foot cone of cold

6. Draconic creatures are immune to sleep and paralysis

SAMPLE DRACONIC CREATURES

DRACONIC OGRE

Large Dragon, Chaotic (CE), Low Int.: HD 4; AC 18; ATK 2 claws (1d6) and bite (1d8) or weapon and bite (1d8); MV 40 (Fly 80); Save F10, R11, W12; XP 400 (CL 4); Special: Breath weapon (30-ft. cone of fire), immune to sleep and paralysis.

DRACONIC DOLPHIN (DRACO-DOLPHIN)

Medium Dragon, Neutral (N), Animal Int.: HD 2; AC 17; ATK 2 claws (1d4) and bite (1d6); MV 0 (Swim 80); Save F12, R11, W15; XP 200 (CL 3); Special: Breath weapon (60 ft. line of lightning), immune to sleep and paralysis, resistance to acid.

ELEMENTAL TEMPLATE

Elemental creatures may be adapted to dwell on elemental planes, or may simple dwell in extreme environments on the material plane. They come in four varieties: Air creatures, earth creatures, fire creatures and water creatures.

Elemental creatures share the following characteristics:

1. Elementa **animals and vermin** become **magical beasts**; other creatures retain their normal type

2. The attacks of an elemental creature **inflict an additional 1d6 points of energy damage**, as follows: Air creatures deal electricity (lightning) or sonic (thunder) damage, Earth creatures deal acid damage, Fire creatures deal fire damage and Water creatures deal cold damage.

Elemental creatures might also have one or more additional powers:

AIR CREATURES

1 Gaseous Body: Creature's body is composed of gas; suffers half damage from physical weapons and can take *gaseous form* at will
2 Spit Lightning: Creature can spit a 100-ft. long line of lightning three times per day, inflicting 3d6 points of damage (Reflex for half)
3 Wall of Wind: Monster is always protected by a *wall of wind* (per the spell)
4 Whirlwind: Monster is surrounded by a constant wind, which is can turn into a whirlwind 3/day for 1 minute each time; the whirlwind work as the similar air elemental power
5 Wind Breath: Monster can breathe a *gust of wind* (as the spell) up to three times per day
6 Wreathed in Electricity: All creatures within 5 feet suffer 1d6 points of damage per round (Fortitude save for half damage)

EARTH CREATURES

1 Acidic Skin: All creatures that come in contact with the monster's skin suffer 1d4 points of acid damage; weapons that touch it must pass an item saving throw or be destroyed
2 Breathe Acid: Monster can breathe a cone (20-ft.) of acid three times per day, inflicting 3d6 points of damage (Reflex for half)
3 Control Rocks: The monster can control rocks (per the *animate object* spell), animating 3 rocks up to boulder size per day
4 Earthglide: Monster can move through rock and stone as easily as it moves through air, per earth elementals
5 Rock Body: The monster's body is composed of stone; the effect is like that of the *stoneskin* spell
6 Stomp: The monster can *stomp*, per the spell, three times per day

FIRE CREATURES

1 Fire Breath: Monster can breathe a cone (20-ft.) of fire three times per day, inflicting 3d6 points of damage (Reflex for half)
2 Heat Aura: All creatures within 15 feet suffer 1 point of fire damage per round (Fortitude save to negate)
3 Heat Metal: As the spell *heat metal*, usable three times per day
4 Incendiary Cloud: Monster can surround itself in an *incendiary cloud*, per the spell, once per day
5 Magma Body: Monster's body is composed of magma; touch deals 2d6 points of damage and can melt down and move like an ooze
6 Wreathed in Fire: All monsters within 5 feet suffer 1d6 points of damage per round (Fortitude save for half damage)

WATER CREATURES

1 Chill Metal: As the spell, three times per day
2 Cold Aura: All creatures within 15 feet suffer 1 point of cold damage per round (Fortitude save to negate)
3 Ice Body: Monster's body is composed of ice; touch deals 2d6 points of damage and suffers half damage from piercing and slashing weapons
4 Ice Breath: Monster can breathe a cone (20-ft.) of cold three times per day, inflicting 3d6 points of damage
5 Spit Water: Monster can spit a powerful stream of water 100-ft. long that inflicts 3d6 points of damage and knocks the target prone (Reflex save to halve damage; Fortitude save to avoid being knocked prone)
6 Water Body: Monster's body is composed of water; it can move through small cracks and suffers half damage from physical weapons

3. Most elemental creatures have **resistance to the energy** damage they can inflict; i.e. Air creatures have resistance to electricity damage; fire creatures are completely immune to fire

4. Air creatures have a fly speed equal to twice their land speed and need not breath (i.e. they are immune to gases). If the base creature already has a fly speed, double it

5. Earth creatures have a burrow speed equal to their base land speed and have a +4 AC against bull rush and trip attacks. If the base creature already has a burrow speed, double it

6. Water creatures have a swim speed equal to twice their base land speed and can breathe water. If the base creature already has a swim speed, double it

SAMPLE ELEMENTAL CREATURES

ELEMENTAL AIR EAGLE (LIGHTNING BIRD)

Small Magical Beast, Neutral (N), Animal Int.: HD 1; AC 14; ATK 2 talons (1d4 + 1d6 electricity) and bite (1d4 + 1d6 electricity); MV 10 (Fly 80); Save F14, R13, W18; XP 100 (CL 2); Special: Resist electricity, need not breath.

ELEMENTAL EARTH GIANT APE (ROCK APE)

Large Magical Beast, Neutral (N), Animal Int.: HD 5; AC 15; ATK 2 claws (1d8 + 1d6 acid + rend) and bite (1d8 + 1d6 acid); MV 30 (Climb 15, Burrow 30); Save F10, R11, W16; XP 500 (CL 6); Special: Resistance to acid, +4 AC vs. bull rush and trip attacks.

ELEMENTAL FIRE RHINOCEROS (PYROCEROS)

Large Magical Beast, Neutral (N), Animal Int.: HD 8; AC 16; ATK 1 gore (2d8 + 1d6 fire); MV 30; Save F8, R9, W14; XP 800 (CL 9); Special: Resistance to fire, +4 AC vs. bull rush and trip attacks.

ELEMENTAL WATER OCTOPUS (HYDROPUS)

Small Magical Beast, Neutral (N), Animal Int.: HD 2; AC 16; ATK Arms (grapple + 1d6 cold) and bite (1d8 + 1d6 cold); MV 20 (Swim 40); Save F13, R12, W18; XP 200 (CL 3); Special: Resistance to cold.

FIENDISH TEMPLATE

Fiendish creatures dwell on the lower planes, the realms of evil, although they resemble beings found on the Material Plane. They are more fearsome in appearance than their earthly counterparts.

1. Fiendish **animals and vermin** become **magical beasts**; other creatures retain their normal type

2. Fiendish creatures have a **minimum of low intelligence**, though can have much higher intelligence if the TK so wishes

3. Fiendish creatures are **always Chaotic (Evil)** in alignment

4. Fiendish creatures can **only be hit by +1 or better weapons** if they have 4 or more HD, have **resistance to fire** and **magic resistance 10%**

5. Fiendish creatures are **+2 to hit and damage against Lawful** creatures

SAMPLE FIENDISH CREATURES

FIENDISH VIPER

Small Magical Beast, Chaotic (CE), Low Int.: HD 1; AC 17; ATK 1 bite (1 + poison IV); MV 20 (Climb 20, Swim 20); Save F14, R13, W16; XP 100 (CL 2); Special: Resistance to fire, magic resistance 10%, +2 to hit and damage Lawful creatures.

FIENDISH SHARK

Large Magical Beast, Chaotic (CE), Low Int.: HD 7; AC 15 [+1]; ATK 1 bite (1d8); MV 0 (Swim 60); Save F9, R9, W13; XP 1750 (CL 9); Special: Resistance to fire, magic resistance 10%, +2 to hit and damage Lawfuls.

FIENDISH WEARBOAR

Medium Monstrous Humanoid, Chaotic (CE), Average Int.: HD 4; AC 18 [+1]; ATK 2 claws (1d4), gore (1d6) or axe (1d8) and gore (1d6); MV 30; Save F14, R11, W11; XP 1000 (CL 6); Special: Resistance to fire, magic resistance 10%, +2 to hit and damage Lawful creatures.

FIENDISH WOLF

Medium Magical Beast, Chaotic (CE), Low Int.: HD 2; AC 14; ATK 1 bite (1d6 + trip); MV 50; Save F12, R11, W16; XP 200 (CL 3); Special: Resistance to fire, magic resistance 10%, +2 to hit and damage Lawful creatures.

GIANT TEMPLATE

Giant animals are a staple of adventure fiction, especially in terms of 'lost" valleys filled with prehistoric life, but this template can be used for "giant-sizing" any type of creature.

The changes to the base creature depend on the number of size changes made to the monster, with each size change doubling the monster's size:

SIZE INCREASES	EFFECTS
One Increase	+2 HD, +1 damage
Two Increases	+4 HD, +2 damage
Three Increases	+8 HD, +2 AC, +3 damage
Four Increases	+12 HD, +2 AC, +4 damage

Each increase in size changes the monster's size category to the next highest category (i.e. tiny to small, small to medium, medium to large, large to huge unless they are already huge, in which case they remain huge). Remember that an increase in Hit Dice also changes a creature's saving throw values and increases their experience point value.

Increased damage dice size work as follows:

OLD DICE	NEW DICE
1	1d2
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8

OLD DICE	NEW DICE
1d8	1d10
1d10	2d6
2d6	3d6
3d6	4d6
4d6	5d6

If you desire a common nomenclature for giant-sized monsters, you can use the following:

Monsters that increase by one size category are called "giant".

Monsters that increase by two size categories are called "gigantic".

Monsters that increase by three size categories are called "colossal".

Monsters that increase by four size categories are called "gargantuan".

SAMPLE GIANT CREATURES

GIANT BABOON

Large Animal, Neutral (N), Animal Int.: HD 3; AC 13; ATK 1 bite (1d6+1); MV 40 (Climb 30); Save F11, R12, W18; XP 150 (CL 3); Special: None.

GIGANTIC MONITOR LIZARD

Huge Animal, Neutral (N), Animal Int.: HD 7; AC 15; ATK 1 bite (1d8+2); MV 30 (Swim 30); Save F7, R10, W15; XP 350 (CL 7); Special: None.

COLOSSAL HILL GIANT (MOUNTAIN GIANT)

Huge Giant, Chaotic (CE), Low Int.: HD 16; AC 17; ATK Club (2d8+4) or boulder (2d8+4); MV 30; Save F3, R7, W8; XP 800 (CL 16); Special: None.

GARGANTUAN TROLL

Huge Giant, Chaotic (CE), Low Int.: HD 18; AC 16; ATK 2 claws (1d6+4 + rend) and bite (1d6+4); MV 30; Save F3, R6, W7; XP 1800 (CL 19); Special: Regenerate (acid and fire).

HALF-CELESTIAL TEMPLATE

Half-celestials are the issue of angels or celestials with mortals. They are always comely and delightful to the senses, often having such physical traits as golden skin, sparkling eyes, angelic wings and auras of light.

Half-celestials share the following characteristics:

1. Half-celestials are always **outsiders**

2. A half-celestial usually has feathered wings and **can fly** at twice the base creature's land speed. If the base creature already has a fly speed, retain that fly speed

3. **Armor Class** improves by 1

4. Half-celestials can only be hit by +1 or better weapons. They have a +2 bonus to save vs. poison, are immune to disease, have resistance to acid, cold and electricity and magic resistance 20%

5. Half-celestials have a number of **special abilities**, which can be rolled randomly on the following table, or simply chosen by the TK. One special ability per two Hit Dice for a half-celestial is probably about right

D%	SPECIAL ABILITY
01-03	Increase weapon immunity by +1
04-07	Aura of light, 30-foot radius
08-11	Aura of fear, 20-foot radius
12-15	Deal double damage against Chaotic creatures
16-19	Immunity to electricity
20-23	Immunity to negative energy / energy drain
24-27	Immunity to paralysis and petrification
28-31	Increase magic resistance by +5%
32-33	Lay on hands, as paladin (level equal to Hit Dice)
34-37	*Protection from evil* aura, 10 ft. radius
38-43	Telepathy (100-foot range) and *tongues* ability
44-49	Turn undead as a Lawful cleric (level equal to Hit Dice)
50-59	Cast one 1st level cleric spell at will
60-69	Cast one 2nd level cleric spell at will
70-79	Cast one 3rd level cleric spell, three times per day
80-84	Cast one 4th level cleric spell, three times per day
85-89	Cast one 5th level cleric spell, once per day
90-94	Cast one 6th level cleric spell, once per day
95-97	Cast one 7th level cleric spell, once per day
98-99	Cast one 8th level cleric spell, once per day
100	Cast one 9th level cleric spell, once per day

SAMPLE HALF-CELESTIALS

CELESTIAL DRAGON (HALF-CELESTIAL GOLD DRAGON)

Huge Outsider, Lawful (LG), High Int.: HD 15; AC 19 [+1]; ATK 1 bite (1d8+4) and 2 claws (1d6+4); MV 60 (Fly 200, Swim 60); Save F3, R4, W4; XP 4750 (CL 17); Special: Aura of light (30' radius), aura of *protection from evil* (10' radius), breath weapon (50-ft cone of fire or weakening gas), turn undead as 16th level cleric, spells (at will—*calm emotions*; 3/day—*bless, detect gems, protection from energy;* 1/day—*foresight, geas, imbue with spell ability, sunburst*), lay on hands (16 hp), immune to disease, magic resistance 25%, resistance to acid, cold, fire and electricity.

LIGHT ELF (HALF-CELESTIAL ELF)

Medium Outsider, Lawful (CG), High Int.: HD 1; AC 16 [+1]; ATK 1 longsword (1d8) or longbow (100 ft., 1d8); MV 30 (Fly 60); Save F13 (11 vs. poison), R13, W12; XP 250 (CL 3); Special: Elf abilities, aura of light (30' radius), immune to disease, magic resistance 20%, resistance to acid, cold and electricity.

HALF-FIEND TEMPLATE

Half-fiends are the issue of fiendish creatures and mortals. No matter its form, a half-fiend is always hideous to behold, having dark scales, horns, glowing red eyes, bat wings, a fetid odor, or some other obvious sign that it is tainted with evil.

1. Half-fiends are always **outsiders**

2. A half-fiend usually has bat-like wings and **can fly** at twice the base creature's land speed. If the base creature already has a fly speed, retain that fly speed

3. **Armor Class** improves by 1

4. Half-fiends can only be hit by +1 or better weapons. They have immunity to poison, resistance to acid, cold, electricity and fire and magic resistance 20%

5. Half-fiends have 2 claw and 1 bite attack, with the following damage:

SIZE	BITE	CLAW
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8

6. Half-fiends have a number of **special abilities**, which can be rolled randomly on the following table, or simply chosen by the TK. One special ability per Hit Dice for a half-fiend is probably about right

D%	SPECIAL ABILITY
01-03	Increase weapon immunity by +1
04-07	Aura of darkness, 30-foot radius
08-11	Aura of fear, 30-foot radius
12-15	Claw attack causes devil chills (Fort save to negate)
16-19	Deal double damage against Lawful creatures
20-23	Immunity to fire
24-27	Increase magic resistance by +5%
28-31	Poisonous bite (poison type IV)
32-33	*Protection from good* aura, 10 ft. radius
34-37	Rebuke undead as a Chaotic cleric (level equal to Hit Dice)
38-43	Tail attack (1d4 damage + poison II)
44-49	Telepathy (100-foot range) and *tongues* ability
50-59	Cast one 1st level cleric spell at will
60-69	Cast one 2nd level cleric spell at will
70-79	Cast one 3rd level cleric spell, three times per day
80-84	Cast one 4th level cleric spell, three times per day
85-89	Cast one 5th level cleric spell, once per day
90-94	Cast one 6th level cleric spell, once per day
95-97	Cast one 7th level cleric spell, once per day
98-99	Cast one 8th level cleric spell, once per day
100	Cast one 9th level cleric spell, once per day

SAMPLE HALF-FIEND

HELL DRAGON (HALF-FIEND RED DRAGON)

Medium Outsider, Chaotic (LE), High Int.: HD 10; AC 19 [+2]; ATK 2 claws (1d6 + devil chills) and bite (1d8 + poison IV); MV 40 (Fly 150); Save F8, R8, W7; XP 2500 (CL 12); Special: Breath weapon (30-ft. cone of fire), spells (continuous—*tongues*; 3/day—*suggestion*; 1/day—*discern location, find the path, unholy word*), immune to poison, resistance to acid, cold, electricity and fire, magic resistance 20%, telepathy 100 ft., tongues.

HELDEOFEL (HALF-FIEND ORC)

Medium Outsider, Chaotic (LE), Low Int.: HD 1; AC 14 [+1]; ATK 2 claws (1d4) and bite (1d6) or weapon and bite (1d6); MV 30 (Fly 60); Save F13, R15, W16; XP 250 (CL 3); Special: Aura of fear (30' radius), immune to poison, magic resistance 20%, resistance to acid, cold, electricity and fire.

HYBRID MONSTER TEMPLATE

Perhaps the crowning achievement of the mad wizard, more impressive than making golems or forging magical swords, is the creation of bizarre hybrid monsters that can bedevil adventurers long after the wizard has passed on. The owlbear is perhaps the most famous hybrid monster.

Manufacturing a hybrid monster for a TK simply involves picking two monsters and combining them (see below). For player character magic-users, the process is the same as the process of creating magic items. The magic-user must have the use of a laboratory (including a copper vat) and an alchemist to assist, and must be able to cast *polymorph other* and *clone*. The monetary value of the hybrid creature is equal to the combined challenge levels of the two monsters multiplied by 1,000 gp.

Hybrid monsters are a combination of two monsters. Their stats are combined as follows:

1. A hybrid monster's type is usually the same as one (or both) of the monsters to be combined. If the monsters being combined are both animals, the hybrid is a magical beast. Just use your best judgment

2. The hybrid monster's Hit Dice is either the average of the two monsters, but shouldn't be more than two Hit Dice less than the higher Hit Dice monster

3. Use the higher of the two monster's Armor Classes

4. The hybrid monster has a combination of the attacks of the two combined monsters, unless the physical form of the hybrid no longer supports one of those attacks. Where two monsters have the same attack forms, use the higher damage of the two combined monsters

5. The hybrid monster usually retains the movement types of the combined monsters, defaulting to the faster rate of the two combined monster

6. The hybrid monster usually retains all the special abilities and attacks of the two combined monsters, though the TK has the final say on this

SAMPLE HYBRID MONSTERS

DRACOLISK (BASILISK + BLACK DRAGON)

Medium Dragon, Chaotic (CE), Average Int.: HD 6; AC 17; ATK 2 claws (1d6) and bite (1d8); MV 60 (Fly 100, Swim 60); Save F10, R9, W10; XP 600 (CL 7); Special: Acid breath, petrification gaze, resistance to acid, water breathing.

GORGIMERA (CHIMERA + GORGON)

Large Magical Beast, Chaotic (CE), Low Int.: HD 8; AC 19; ATK 2 bites (2d10), gore (1d8) and 2 claws (1d6); MV 30 (Fly 50); Save F8, R9, W12; XP 800 (CL 9); Special: Petrification breath 5/day, fire breath 3/day.

OWLEPHANT (ELEPHANT + GIANT OWL)

Huge Magical Beast, Neutral (N), Low Int.: HD 9; AC 15; ATK 2 claws (1d6), 2 stamps (2d6), bite (1d8), slam (2d8) and gore (2d10); MV 40; Save F6, R9, W12; XP 900 (CL 10); Special: Trample.

TIGRILLA (APE + TIGER)

Large Magical Beast, Neutral (N), Animal Int.: HD 5; AC 14; ATK 2 claws (1d8 + rend) and bite (2d6); MV 40 (Climb 30); Save F10, R11, W16; XP 500 (CL 5); Special: None.

LYCANTHROPE

Although "lycanthrope" actually translates as "wolfman", the term is usually used in fantasy gaming to refer to any human that can assume some animal form. In its natural form, a lycanthrope looks like any other members of its kind. In animal form, a lycanthrope resembles a powerful version of the normal animal, but on close inspection, its eyes (which often glow red in the dark) show a faint spark of unnatural intelligence.

Lycanthropes share the following characteristics:

1. Lycanthropes have the **monstrous humanoid** type

2. The lycanthrope's Hit Dice are equal to the animal plus the humanoid

3. Lycanthropes use the animal form's movement rates in animal and hybrid form, and the humanoid's type when in humanoid form

4. Lycanthropes improve their **Armor Class** by 2

5. Lycanthropes fight with weapons in humanoid form, their natural attacks in animal form, and both weapons and natural attacks in their hybrid form. If a lycanthrope doesn't naturally have a bite attack, it gains a bite attack (1d4 damage) in animal and hybrid form. The bite attack carries the lycanthropy disease (Fortitude save negates)

6. Lycanthropes can only be harmed by magic or silver weapons

7. Lycanthropes can communicate with animals of their type

SAMPLE LYCANTHROPE

GOBLIN WEREWEASEL

Small Monstrous Humanoid, Chaotic (CE), Average Int.: HD 3; AC 15 [Silver]; ATK 2 claws (1d3) and bite (1d4 + blood drain) or weapon and bite; MV 30; Save F15, R12, W12; XP 300 (CL 4); Special: Curse of lycanthropy.

HUMAN WEREBAT

Medium Monstrous Humanoid, Chaotic (NE), Average Int.: HD 5; AC 17 [Silver]; ATK 2 claws (1d4) and bite (1d6) or weapon and bite; MV 30 (Fly 40); Save F13, R11, W11; XP 500 (CL 6); Special: Curse of lycanthropy.

SAHUAGIN WERESHARK

Medium Monstrous Humanoid, Chaotic (LE), Average Int.: HD 5; AC 18 [silver]; ATK 2 claws (1d4 + rend) and bite (1d6) or weapon and bite; MV 30 (Swim 60); Save F13, R11, W10; XP 500 (CL 6); Special: Curse of lycanthropy, frenzy 1/day.

PARAGON TEMPLATE

Paragon creatures are perfect, perhaps semi-divine versions of a normal creature. They appear as majestic examples of their kind.

Paragons have the following shared characteristics:

1. Paragon **animals and vermin** change their type to **magical beast** and they have a minimum of low intelligence

2. Paragon creatures have one **extra Hit Dice** and **maximum hit points**

3. Paragon creatures have double their normal **movement rate**

4. Paragon creatures gain a +4 bonus to **Armor Class**

5. Paragon creatures deal **double damage** with their attacks

6. Paragon creatures can use the following spells three times per day each: *Dispel magic*, *haste* and *detect invisibility*

7. Paragon creatures can only be hit by +2 or better weapons, have magic resistance 25% and can regenerate

SAMPLE PARAGON CREATURES

CALYDONIAN BOAR (GIANT BOAR)

Large Magical Beast, Neutral (N), Low Int.: HD 8 (48 hp); AC 19 [+2]; ATK 1 gore (2d10); MV 80; Save F8, R8, W12; XP 800 (CL 9); Special: Fight after death, magic resistance 25%, regenerate, spells (see above).

NEMEAN LION

Large Magical Beast, Neutral (N), Low Int.: HD 6 (36 hp); AC 19 [+2]; ATK 2 claws (2d6 + rend) and bite (2d8); MV 80; Save F9, R9, W13; XP 600 (CL 7); Special: Magic resistance 25%, regenerate, spells (see above).

PSIONIC TEMPLATE

Psionic creatures are freaks among their kind whose minds are more powerful than those of their fellows. While look no different from standard examples of their kind, they harbor psychic powers.

Psionic creatures share the following characteristics:

1. Psionic **animals and vermin** change their type to **magical beast**. Other creatures retain their normal type

2. Psionic creatures improve their **intelligence** by one category (i.e. from animal to low, low to average, or average to high), or, if they have an intelligence score, increase it by 3 points

3. Psionic creatures possess the following **spells**, based on the Hit Dice of the creature. Note that a psionic creature has the spells listed for its Hit Dice plus all the spells listed for creatures with less Hit Dice

HD	SPELLS
1–2	3/day—*precognition*; 1/day—*shield*
3–4	3/day—*empty mind, mind thrust*
5–6	1/day—*body adjustment, brain lock*
7–8	1/day—*antipathy, psionic blast*
9–10	3/day—*intellect fortress*; 1/day—*psychic crush*
11–12	1/day—*dominate person*
13–14	1/day—*chain lightning*, *tower of iron will*
15–16	3/day—*teleport*
17–18	1/day—*fission*
19–20	1/day—*ultrablast*

SAMPLE PSIONIC CREATURES

PSIONIC CHIMERA

Large Magical Beast, Chaotic (CE), Average Int.: HD 9; AC 19; ATK 2 bites (1d10), horns (1d8) and 2 claws (1d6); MV 30 (Fly 50); Save F8, R9, W12; XP 900 (CL 10); Special: Spells (3/day-*empty mind, intellect fortress, mind thrust, precognition*; 1/day-*antipathy, body adjustment, brain lock, psionic blast, psychic crush, shield*), breath weapon (30-ft. cone of fire).

PSIONIC DUERGAR

Small Humanoid, Chaotic (LE), High Int.: HD 1; AC 17; ATK 1 war hammer (1d8) or light crossbow (80'/1d8); MV 20; Save F14, R15, W15; XP 100 (CL 2); Special: Spells (3/day-*precognition*; 1/day-*shield*).

PSEUDONATURAL TEMPLATE

Pseudonatural creatures come from weird, alien dimensions, or are creatures from the Material Plane that have been changed by weird, alien energies, perhaps the result of unwholesome rituals.

Pseudonatural creatures have the following shared characteristics:

1. The base creature's type changes to **outsider**

2. All pseudonatural creatures are **Chaotic (Evil)** in alignment

3. Pseudonatural creatures improve the base creature's **AC** by 4

4. Pseudonatural creatures can regenerate. They can only be hit by +1 or better weapons and have magic resistance 25% and resistance to acid and electricity

5. Pseudonatural creatures can use the following **spells** at will: *Blur, dimension door, shield, unhallow*.

6. At will, a pseudonatural creature can take the form of a **grotesque**, tentacled mass or another appropriately gruesome form. In this form, all of the base creature's special abilities remain unchanged and those who see them must pass a Will saving throw or be affected per a *fear* spell

7. In pseudonatural form, the creature's melee attacks are changed to **tentacle attacks**. Pseudonatural creatures have a minimum of four tentacle attacks, which deal 2d8 points of damage and constrict; constricted creatures lose 1 point of constitution per round from rotting

SAMPLE PSEUDONATURAL CREATURE

PSEUDONATURAL BLACK DRAGON

Medium Outsider, Chaotic (CE), High Int.: HD 7; AC 17 [+1]; ATK 1 bite (1d8) and 2 claws (1d6) or 4 tentacles (2d8 + constrict + rotting); MV 120 (Fly 200, Swim 120); Save F7, R6, W8; XP 3500 (CL 9); Special: Magic resistance 25%, resistance to acid and electricity, water breathing, breath weapon (60-ft. line of acid), spells (see above), cast spells as 3rd level sorcerer.

PSEUDONATURAL GIANT CRAB

Medium Outsider, Chaotic (CE), High Int.: HD 3; AC 16 [+1]; ATK 2 pincers (1d6 + constrict) or 4 tentacles (2d8 + constrict + rotting); MV 30 (Swim 20); Save F12, R12, W15; XP 750 (CL 5); Special: Magic resistance 25%, resistance to acid and electricity, spells (see above).

PSEUDONATURAL GOBLIN

Small Outsider, Chaotic (CE), Average Int.: HD 0; AC 13 [+1]; ATK 1 morningstar (1d6) or dart (20'/1d4) or 4 tentacles (2d8 + constrict + rot); MV 40; Save F14, R13, W13; XP 125 (CL 2); Special: Magic resistance 25%, resistance to acid and electricity, spells (see above).

MONSTERS ENCOUNTER TABLES

AQUATIC

ABERRATIONS

Naga, Water	CL 8
Eye of the Deep	11

ANIMALS

Eagle (Hawk)	1
Dolphin (Porpoise)	2
Octopus	2
Snake, Viper	2
Crab, Giant	3
Shark - Medium	3
Squid	3
Crocodile	4
Manta Ray	4
Piranha, Giant	4
Sea Horse, Giant	4
Shark - Large	7
Snake, Giant Viper	7
Catfish, Giant	8
Crocodile, Giant	8
Octopus, Giant	9
Whale - Orca	9
Dinosaur - Elasmosaurus	10
Shark - Huge	10
Whale - Narwhal	12
Squid, Giant	13
Turtle, Giant - Sea	16
Roc	18
Shark - Megalodon	19
Whale - Sperm	37

DRAGONS

Draconic Dolphin (Template)	3
Dragon - Gold	13
Dragon Turtle	14

FEY

Nixie	1
Sylph	4
Siren	5

GIANTS

Troll - Scrag	7
Giant - Storm Giant	17

HUMANOIDS

Human - Pirate	1
Merfolk	1
Locathah	2

MAGICAL BEASTS

Elemental Water Octopus (Template) 3
Crabnipede 5
Peryton 6
Fiendish Shark (Template) 9
Sea Serpent 10
Sea Cat 12

MONSTROUS HUMANOIDS

Crabman 2
Sahuagin 2
Shark Man (Template) 2
Hag – Sea Hag 4
Wereshark, Sahuagin (Template) 6
Harpy 9

OUTSIDERS

Triton 4
Pseudonatural Giant Crab (Template) 5
Tojanida 8
Genie – Marid 13

UNDEAD

Draug 7
Ghost 8
Vampire 12

VERMIN

Jellyfish, Giant 4
Slug, Giant 13

COLD ENVIRONMENTS

ABERRATIONS

Elan 1

ANIMALS

Raven (Crow) 0
Rat, Giant 1
Wolverine 4
Wolverine, Giant 6
Bear, Polar 9
Mammoth 12

DRAGONS

Dragon – White 8
Dragon – Silver 12

ELEMENTALS

Ice Giant (Xixecal) 22

FEY

Hoary Hunter 17

GIANTS

Giant – Frost Giant 11

HUMANOIDS

Human – Berserker 2
Neanderthal 2

MAGICAL BEASTS

Toad, Giant Ice 6
Winter Wolf 7
Remorhaz 7
Frost Worm 16

MONSTROUS HUMANOIDS

Yeti 5

OOZES

Genius Loci 22

OUTSIDERS

Xaoc – Cerulean 9
Iceman 9

UNDEAD

Ghost 8
Groaning Spirit (Banshee) 9
Vampire 12

GRASSLANDS

ABERRATIONS

Elan CL 1

ANIMALS

Cat 0
Lizard 0
Raven (Crow) 0
Baboon 1
Dog (Jackal) 1
Eagle (Hawk) 1
Rat, Giant 1
Donkey 2
Hyena 2
Pony 2
Rock Baboon 2
Snake, Viper 2
Wolf 2
Axebeak 3
Camel 3

Giant Baboon (Template) 3
Horse 3
Mule 3
Boar 4
Cheetah 4
Bat, Giant 5
Dinosaur – Deinonychus 5
Ram, Giant 5
Hippopotamus 6
Lion 6
Dire Wolf 6
Snake, Giant Viper 7
Tiger 7
Boar, Giant 8
Rhinoceros 8
Dinosaur – Megaraptor 9
Tiger – Smilodon 10
Elephant 11
Mammoth 12
Titanothere 12
Hippopotamus, Giant 13
Dinosaur – Stegosaurus 16
Dinosaur – Triceratops 17
Dinosaur – Tyrannosaurus Rex 19
Dinosaur – Brontosaurus 26

ELEMENTALS

Belker 7
Aerial Servant 18

FEY

Pixie 1
Sprite 1
Leprechaun 2
Sylph 4
Nymph 7
Sidhe 12

HUMANOIDS

Halfling 0
Human – Bandit 1
Human – Nomad 1
Aasimar 2
Amazon 2
Gnoll 2
Neanderthal 2
Smilodar 2
Xeph 2

MAGICAL BEASTS

Fiendish Viper (Template) 2
Hengeyokai 2
Fiendish Wolf (Template) 3
Krenshar 3
Ankheg 4
Blink Dog 5
Cockatrice 7
Lion, Nemean (Template) 7
Arrowhawk 8
Bulette 10
Shedu 10
Sirrush 12
Yrthak 13
Shedu, Greater 16

MONSTOUS HUMANOIDS

Bounder 7
Lycanthrope – Weretiger 8
Bat Monster 9

OOZES

Genius Loci 22

OUTSIDERS

Barghest 8
Barghest, Greater 11

PLANTS

Vampire Tree 4
Assassin Vine 5
Udoroot 7

UNDEAD

Allip 6
Ghost 8
Groaning Spirit (Banshee) 9
Bodak 11
Vampire 12

VERMIN

Ant, Giant Worker 2
Beetle, Giant Bombard 3
Swarm – Spider 3
Tick, Giant 3
Ant, Giant – Soldier 4
Bee, Giant 4
Swarm – Locust 4
Ant, Giant – Queen 5
Wasp, Giant 6

HIGHLANDS

ABERRATIONS

Elan CL 1

ANIMALS

Cat 0
Lizard 0
Raven (Crow) 0
Dog (Jackal) 1
Eagle (Hawk) 1

Rat, Giant 1
Lynx, Giant 2
Rock Baboon 2
Snake, Viper 2
Wolf 2
Lizard, Monitor 3
Mule 3
Leopard 4
Bat, Giant 5
Dinosaur – Pteranodon 5
Ram, Giant 5
Wolf, Dire 6
Gigantic Monitor Lizard (Template) 7
Snake, Giant Viper 7
Swarm – Bat 10
Bear, Cave 13
Roc 18

DRAGONS

Draconic Ogre (Template) 4
Wyvern 8
Dragon – Bronze 11
Dragon – Red 12
Dragon – Silver 12

ELEMENTALS

Belker 7
Aerial Servant 18

FEY

Sylph 4
Nymph 7

GIANTS

Juggernaut 4
Ogre 4
Ogre Mage 6
Troll 7
Giant – Hill Giant 8
Ettin 10
Giant – Fire Giant 12
Giant – Cloud Giant 13
Cyclops 14
Athach 16
Colossal Hill Giant (Template) 16
Giant – Storm Giant 17
Gargantuan Troll (Template) 19

HUMANOIDS

Gnome 0
Goblin 0
Halfling 0
Hobgoblin 1
Human – Bandit 1
Human – Brigand 1
Orc 1
Aasimar 2
Amazon 2
Celestial Dwarf (Template) 2
Gnoll 2
Human – Berserker 2
Neanderthal 2
Xeph 2

MAGICAL BEASTS

Elemental Air Eagle (Lightning Bird) (Template) 2
Fiendish Viper 2
Hengeyokai 2
Stirge 2
Ankheg 4
Eagle, Giant 4
Hippogriff 4
Pegasus 5
Elemental Earth Giant Ape (Rock Ape) (Template) 6
Manticore 7
Arrowhawk 8
Griffon 8
Dragon Horse 9
Gorgimera (Hybrid Template) 9
Behir 10
Bulette 10
Chimera 10
Chimera, Psionic (Template) 10
Shedu 10
Gray Render 11
Sirrush 12
Shedu, Greater 16

MONSTROUS HUMANOIDS

Hawk Man (Template) 1
Cyclopean 2
Shamshir 4
Lycanthrope – Werewolf 5
Hag – Mountain Hag 8
Bat Monster 9
Harpy 9

OOZES

Genius Loci 22

OUTSIDERS

Azer 3
Heldeofel (Template) 3
Barghest 9
Barghest, Greater 11
Hell Dragon (Template) 12

PLANTS

Assassin Vine 5

UNDEAD

Allip 6
Ghost 8
Groaning Spirit (Banshee) 9
Mummy 9
Bodak 11
Vampire 12

VERMIN

Ant, Giant – Worker 2
Spider, Giant 3
Swarm – Spider 3
Ant, Giant – Soldier 4
Bee, Giant 4
Ant, Giant – Queen 5

WASTELANDS

ABERRATIONS

Elan CL 1

ANIMALS

Cat 0
Lizard 0
Raven (Crow) 0
Dog (Jackal) 1
Eagle (Hawk) 1
Rat, Giant 1
Snake, Viper 2
Camel 3
Lizard, Monitor 3
Bat, Giant 5
Gigantic Monitor Lizard (Template) 7
Snake, Giant Viper 7
Swarm – Bat 10

DRAGONS

Dragon – Brass 9
Dragon – Copper 10
Dragon – Blue 11

ELEMENTALS

Sandman 5
Belker 7
Aerial Servant 18

FEY

Sylph 4

HUMANOIDS

Human – Brigand 1
Human – Nomad 1
Aasimar 2
Amazon 2

MAGICAL BEASTS

Fiendish Viper 2
Shocker Lizard 3
Jackalwere 5
Dracolisk (Template) 7
Leucrota 7
Arrowhawk 8
Basilisk 8
Lammasu 8
Sphinx, Gyno- 9
Dragonne 10
Lamia 10
Shedu 10
Sphinx, Hieraco- 10
Sphinx, Crio- 11
Sirrush 12
Sphinx, Andro- 13
Shedu, Greater 16
Tarrasque 33

MONSTROUS HUMANOIDS

Formian – Worker 1
Dromite 3
Formian – Solider 5
Bounder 7
Bat Monster 9
Formian – Myrmarch 13
Scorpionfolk 13
Formian – Queen 21

OOZES

Genius Loci 22

OUTSIDERS

Genie – Janni 7
Genie – Djinni 8
Genie – Shaitan 10
Genie – Efreeti 11

UNDEAD

Allip 6
Ghost 8
Groaning Spirit (Banshee) 9
Mummy 9
Bodak 11
Vampire 12

VERMIN

Ant, Giant – Worker 2
Spider, Giant 3
Swarm – Spider 3
Tick, Giant 3
Ant, Giant – Soldier 4
Ant, Giant – Queen 5
Scorpion, Giant 6

WETLANDS

ABERRATIONS

Elan	CL 1
Otyugh	7
Pseudonatural Black Dragon (Template)	9
Chuul	12
Vermiurge	22

ANIMALS

Cat	0
Lizard	0
Raven (Crow)	0
Eagle (Hawk)	1
Frog, Giant – Small	1
Rat, Giant	1
Frog, Giant – Medium	2
Frog, Killer	2
Snake, Viper	2
Toad, Giant	3
Toad, Giant – Poisonous	3
Frog, Giant – Large	4
Leopard	4
Snake, Constrictor	4
Bat, Giant	5
Snake, Giant Viper	7
Swarm – Bat	10
Turtle, Giant Snapping	11
Snake, Giant Constrictor	12

DRAGONS

Dragon – Black	9

ELEMENTALS

Belker	7
Aerial Servant	18

FEY

Nymph	7

GIANTS

Troll – Scrag	7

HUMANOIDS

Goblin	0
Human – Bandit	1
Human – Brigand	1
Aasimar	2
Amazon	2
Lizardman	2
Mugwump (Toad Man)	2
Neanderthal	2

MAGICAL BEASTS

Fiendish Viper	2
Stirge	2
Arrowhawk	8
Catoblepas	8
Hydra	8
Shedu	10
Thessalhydra	13
Shedu, Greater	16

MONSTOUS HUMANOIDS

Bat Monster	9
Hag – Green Hag	10

OOZES

Genius Loci	22

OUTSIDERS

Barghest	8
Barghest, Greater	11

PLANTS

Mushroom Man	4
Shambling Mound	9
Tendriculos	10

UNDEAD

Allip	6
Ghost	8
Groaning Spirit (Banshee)	9
Bodak	11
Vampire	12

VERMIN

Rot Grub	0
Ant, Giant – Worker	2
Spider, Giant	3
Swarm – Spider	3
Tick, Giant	3
Ant, Giant – Soldier	4
Bee, Giant	4
Swarm – Centipede	4
Ant, Giant – Queen	5
Caecilia, Giant	6
Wasp, Giant	6
Slug, Giant	13

WOODLANDS

ABERRATIONS

Elan	CL 1
Will-o'-Wisp	10

ANIMALS

Cat	0
Lizard	0
Monkey	0
Raven (Crow)	0
Dog (Jackal)	1
Eagle (Hawk)	1
Porcupine, Giant	1
Rat, Giant	1
Shrew, Giant	1
Weasel	1
Badger	2
Skunk, Giant	2
Snake, Viper	2
Thylacine	2
Wolf	2
Axebeak	3
Lizard, Giant Gecko	3
Lizard, Monitor	3
Badger, Giant	4
Bear, Black	4
Boar	4
Leopard	4
Lizard, Giant Draco	4
Snake, Constrictor	4
Weasel, Giant	4
Wolverine	4
Ape, Carnivorous	5
Bat, Giant	5
Deer, Giant	5
Dinosaur – Deinonychus	5
Dinosaur – Pteranodon	5
Lizard, Giant Horned Chameleon	5
Hippopotamus	6
Lizard, Giant Tuatara	6
Wolf, Dire	6
Wolverine, Giant	6
Bear, Brown	7
Gigantic Monitor Lizard (Template)	7
Snake, Giant Viper	7
Tiger	7
Boar, Giant	8
Dinosaur – Megaraptor	9
Swarm – Bat	10
Elephant	11
Snake, Giant Constrictor	11
Bear, Cave	13
Hippopotamus, Giant	13
Dinosaur – Stegosaurus	16
Dinosaur – Triceratops	17
Dinosaur – Tyrannosaurus Rex	19
Dinosaur – Brontosaurus	26

DRAGONS

Pseudodragon	3
Dragon – Green	10

ELEMENTALS

Belker	7
Aerial Servant	18

FEY

Brownie	1
Grig	1
Pixie	1
Sprite	1
Leprechaun	2
Sylph	4
Dryad	5
Satyr	6
Nymph	7
Sidhe	12

GIANTS

Ogre	4
Ogre Mage	6
Troll	7

HUMANOIDS

Gnome	0
Goblin	0
Halfling	0
Elf	1
Human – Bandit	1
Human – Brigand	1
Orc	1
Aasimar	2
Amazon	2
Human – Berserker	2
Mugwump (Toad Man)	2
Neanderthal	2

MAGICAL BEASTS

Brain Mole	2
Celestial Badger (Template)	2
Fiendish Viper (Template)	2
Hengeyokai	2
Stirge	2
Fiendish Wolf (Template)	3
Ankheg	4
Aranea	4
Celestial Black Bear (Template)	4
Eagle, Giant	4
Owl, Giant	5
Spider Eater	5
Tigrilla (Template)	5
Unicorn	5

Worg 5
Owlbear 6
Displacer 7
Manticore 7
Arrowhawk 8
Girallon 8
Boar, Calydonian (Template) 9
Owlephant (Template) 10
Shedu 10
Gray Render 11
Shedu, Greater 16
Razor Boar 17

MONSTROUS HUMANOIDS

Bafana 2
Owlbear Man (Template) 2
Ophidian, Lesser 3
Centaur 4
Shamshir 4
Lycanthrope – Wereweasel (Template) 4
Lycanthrope – Wereboar 5
Lycanthrope – Werewolf 5
Ettercap 6
Fiendish Wereboar (Template) 6
Lycanthrope – Werebart (Template) 6
Lycanthrope – Werebear 8
Lycanthrope – Weretiger 8
Ophidian, Greater 8
Bat Monster 9
Harpy 9
Hag – Green Hag 10

OOZES

Genius Loci 22

OUTSIDERS

Barghest 8
Rakshasa 9
Barghest, Greater 11
Couatl 11

PLANTS

Mushroom Man 4
Assassin Vine 5
Hangman Tree 7
Archer Tree 8
Treant 8
Tendriculos 10

UNDEAD

Allip 6
Ghost 8
Groaning Spirit (Banshee) 9
Bodak 11
Vampire 12

VERMIN

Centipede, Giant 0
Ant, Giant – Worker 2
Beetle, Giant Bombardier 3
Spider, Giant 3
Swarm – Spider 3
Tick, Giant 3
Ant, Giant – Soldier 4
Bee, Giant 4
Praying Mantis, Giant 4
Swarm – Centipede 4
Ant, Giant – Queen 5
Wasp, Giant 6
Beetle, Giant Stag 8
Beetle, Giant Rhinoceros 13

ELEMENTAL AIR

Elemental Air Eagle (Template) CL 2
Elemental, Air – Small 3
Sylph 4
Elemental, Air – Medium 5
Mephit 5
Belker 7
Arrowhawk 8
Genie – Djinni 8
Wind Walker 8
Dragon Horse 9
Elemental, Air – Large 9
Invisible Stalker 9
Yrthak 13
Elemental, Air – Huge 17
Aerial Servant 18

ELEMENTAL EARTH

Azer CL 3
Crystaline 3
Elemental, Earth – Small 3
Dergenue 4
Thoqqua 4
Elemental, Earth – Medium 5
Elemental Earth Giant Ape (Template) 6
Crysmal 7
Xorn 8
Elemental, Earth – Large 9
Genie – Shaitan 10
Elemental, Earth – Huge 17

ELEMENTAL FIRE

Azer CL 3
Elemental, Fire – Small 3
Magmin 4
Elemental, Fire – Medium 5
Mephit 5
Rast 5
Salamander, Lesser 5
Phantom Stalker 7

Xaoc – Rubinous 8
Elemental, Fire – Large 9
Elemental Fire Rhinoceros (Template) 9
Genie – Efreeti 11
Salamander, Greater 11
Giant, Fire 12
Salamander, Noble 15
Elemental, Fire – Huge 17
Shape of Fire 19
Phaethon 22

ELEMENTAL WATER

Elemental, Water – Small CL 3
Elemental Water Octopus (Hydropus) 3
Triton 4
Elemental, Water – Medium 5
Mephit 5
Tojanida 8
Elemental, Water – Large 9
Iceman 9
Genie – Marid 13
Elemental, Water – Huge 17

ASTRAL PLANE

Polyhedroid – Spheroid CL 2
Ravid 4
Polyhedroid – Tetrahedroid 5
Unbodied 5
Xill 6
Polyhedroid – Hexahedroid 7
Mercane 8
Xaoc – Rubinous 8
Demon – Shadow 9
Xaoc – Cerulean 9
Inevitable – Zelekhut 10
Night Hag 10
Polyhedroid – Octahedroid 10
Shedu 10
Xaoc – Viridian 10
Xaoc – Aurelian 11
Xaoc – Achromatic 12
Xaoc – Lustrous 13
Devourer 14
Dream Larva 14
Polyhedroid – Dodecahedroid 14
Dragon – Force 15
Inevitable – Kolyarut 15
Shedu, Greater 16
Inevitable – Marut 17
Aerial Servant 18
Neh-Thalggu 18
Phane 20
Uvuudaum 21
Polyhedroid – Icosahedroid 22
Titan 22
Umbral Blot (Blackball) 30

ETHEREAL PLANE

Ethereal Marauder CL 3
Thought Eater 4
Shadow 5
Shadow Mastiff 5
Ethereal Filcher 6
Phase Spider 6
Xill 6
Wraith 7
Ghost 8
Demon – Shadow 9
Spectre 9
Shedu 10
Shadow, Greater 11
Shedu, Greater 16
Aerial Servant 18
Neh-Thalggu 18

SHADOW PLANE

Shadow CL 5
Demon – Shadow 9
Grue 10
Shadow, Greater 11
Gloom 14
Nightshade – Nightwing 19
Nightshade – Nightwalker 23
Nightshade – Nightcrawler 27

LOWER PLANES / NETHER REALMS

Fiendish Viper (Template) CL 2
Vargouille 2
Fiendish Wolf (Template) 3
Heldeofel (Template) 3
Demon – Quasit 4
Devil – Imp 4
Devil – Lemure 4
Yeth Hound 4
Demon – Dretch 5
Hell Hound 5
Shadow 5
Shadow Mastiff 5
Fiendish Wereboar (Template) 6
Achaierai 7
Howler 7
Nightmare 7
Swarm – Hellwasp 7
Barghest 8
Demon – Alu-Demon 8
Demon – Babau 8
Demon – Succubus 8
Devil – Horned 8
Chaos Beast 9
Demon – Shadow 9
Devil – Chain 9
Fiendish Shark (Template) 9
Rakshasa 9

Demon – Cambion 10
Demon – Cerebrilith 10
Demon – Marilith 10
Demon – Vrock 10
Devil – Hellcat 10
Night Hag 10
Barghest, Greater 11
Demon – Hezrou 11
Demonic Knight 11
Devil – Bone 11
Shadow, Greater 11
Demon – Glabrezu 12
Hell Dragon (Template) 12
Retriever 12
Vampire 12
Demon – Nalfeshnee 13
Devil – Ice 13
Demon – Bebilith 14
Devil – Pit Fiend 15
Uvuudaum 21
Demon – Balor 22
Titan 22
Vermiurge 22
Protean 24
Amon 25
Baphomet 28
Jubilex 28
Moloch 28
Geryon 28
Orcus 28
Umbral Blot (Blackball) 30

UPPER PLANES / CELESTIAL REALMS

Celestial Badger (Template) CL 2
Celestial Dwarf (Template) 2
Archon – Lantern 3
Light Elf (Template) 3
Celestial Black Bear (Template) 4
Ravid 4
Celestial Warhorse (Template) 6
Archon – Hound 8
Celestial – Bralani 8
Lammasu 8
Lillend 8
Inevitable – Zelekhut 10
Shedu 10
Couatl 11
Celestial – Ghaele 12
Celestial – Leonal 13
Angel – Astral Deva 14
Archon – Trumpet 14
Inevitable – Kolyarut 15
Angel – Planetar 16
Shedu, Greater 16
Celestial Dragon (Template) 17
Inevitable – Marut 17
Celestial – Avoral 18
Titan 22
Angel – Solar 24

DUNGEONS

CHALLENGE LEVEL 0

Cat	Animal
Centipede, Giant	Vermin
Goblin	Humanoid
Kobold	Humanoid
Ratling	Humanoid
Rot Grub	Vermin

CHALLENGE LEVEL 1

Animated Object – Small	Construct
Beetle, Giant Fire	Vermin
Dwarf	Humanoid
Elan	Aberration
Formian – Worker	Monstrous Humanoid
Goblin, Blue	Humanoid
Hobgoblin	Humanoid
Rat, Giant	Aniimal
Skeleton	Undead

CHALLENGE LEVEL 2

Aasimar	Humanoid
Amazon	Humanoid
Animated Object – Medium	Construct
Ant, Giant – Worker	Vermin
Cave Locust, Giant	Vermin
Celestial Dwarf (Template)	Humanoid
Crabman	Monstrous Humanoid
Crawling Claw	Construct
Dark Creeper	Humanoid
Darkmantle	Aberration
Dromite	Monstrous Humanoid
Drow	Humanoid
Duergar	Humanoid
Duergar, Psionic (Template)	Humanoid
Fiendish Viper (Template)	Magical Beast
Gnoll	Humanoid
Goblin, Pseudonatural (Template)	Aberration
Iron Cobra	Construct
Neanderthal	Humanoid
Piercer – Small	Vermin
Rock Baboon	Animal
Shrieker	Plant
Skum	Monstrous Humanoid
Snake, Viper	Animal
Stirge	Magical Beast
Tiefling	Humanoid
Vargouille	Outsider
Zombie	Undead

CHALLENGE LEVEL 3

Archon, Lantern	Outsider
Bugbear	Humanoid
Crab, Giant	Animal
Crystaline	Elemental
Ethereal Marauder	Aberration

Fiendish Wolf	Magical Beast
Ghoul	Undead
Gnome – Svirfneblin	Humanoid
Grick	Aberration
Grimlock	Humanoid
Homunculus	Construct
Lycanthrope – Wererat	Monstrous Humanoid
Mudman	Elemental
Ophidian, Lesser	Monstrous Humanoid
Rust Monster Man (Template)	Monstrous Humanoid
Shocker Lizard	Magical Beast
Spider, Giant	Vermin
Swarm – Spider	Vermin
Tick, Giant	Vermin
Troglodyte	Humanoid
Violet Fungus	Plant

CHALLENGE LEVEL 4

Animated Object – Large	Construct
Ant, Giant – Soldier	Vermin
Carcass Scavenger	Magical Beast
Choker	Aberration
Demon – Quasit	Outsider
Dergenue	Elemental
Derro	Humanoid
Devil – Imp	Outsider
Devil – Lemure	Outsider
Draconic Ogre (Template)	Dragon
Folugub	Aberration
Golem – Wood Golem	Construct
Gray Ooze	Ooze
Hag – Sea Hag	Monstrous Humanoid
Living Statue – Crystal	Construct
Lycanthrope – Wereweasel (Template)	Monstrous Humanoid
Mushroom Man	Plant
Phantom Fungus	Plant
Piercer – Medium	Vermin
Swarm – Centipede	Vermin
Tentacle Worm	Aberration
Thoqqua	Elemental
Trow	Humanoid
Walking Slime	Aberration
Weasel, Giant	Animal
Yeth Hound	Outsider

CHALLENGE LEVEL 5

Ant, Giant – Queen	Vermin
Bat, Giant	Animal
Crabnipede	Magical Beast
Demon –Dretch	Outsider
Doppelganger	Monstrous Humanoid
Flail Snail	Magical Beast
Formian – Soldier	Monstrous Humanoid
Gelatinous Cube	Ooze
Ghast	Undead
Gibbering Mouther	Aberration
Hell Hound	Outsider
Living Statue – Iron	Construct
Kith-Yin	Monstrous Humanoid
Salamander, Lesser	Outsider
Shadow	Undead
Shadow Mastiff	Outsider
Stunjelly	Ooze
Swarm – Rat	Animal
Tigrilla (Template)	Magical Beast
Unbodied	Aberration

CHALLENGE LEVEL 6

Allip	Undead
Caecilia, Giant	Vermin
Elemental Earth Giant Ape (Template)	Magical Beast
Ethereal Filcher	Aberration
Ettercap	Monstrous Humanoid
Fiendish Wereboar (Template)	Monstrous Humanoid
Gargoyle	Monstrous Humanoid
Living Statue – Stone	Construct
Lycanthrope – Werebat (Template)	Monstrous Humanoid
Phase Spider	Magical Beast
Rust Monster	Magical Beast
Slithering Tracker	Ooze
Squird	Aberration
Wight	Undead
Xill	Outsider

CHALLENGE LEVEL 7

Belker	Elemental
Cockatrice	Magical Beast
Crysmal	Elemental
Dimensional Shambler	Outsider
Displacer	Magical Beast
Dracolisk	Magical Beast
Drider	Monstrous Humanoid
Genie – Janni	Outsider
Intellect Devourer	Aberration
Leucrota	Magical Beast
Minotaur	Monstrous Humanoid
Ochre Jelly	Ooze
Otyugh	Aberration
Phantom Stalker	Elemental
Snake, Giant Viper	Animal
Troll	Giant
Wraith	Undead

CHALLENGE LEVEL 8

Almesith	Magical Beast
Archon – Hound	Outsider
Arrowhawk	Magical Beast
Barghest	Outsider
Celestial – Bralani	Outsider
Demon – Alu-Demon	Outsider
Demon – Babau	Outsider
Demon – Succubus	Outsider
Devil – Horned	Outsider
Dragon – White	Dragon
Ghost	Undead
Giant – Hill Giant	Giant
Hag – Annis	Monstrous Humanoid

Hydra	Magical Beast
Medusa	Monstrous Humanoid
Mimic	Aberration
Naga, Water	Aberration
Ophidian, Greater	Monstrous Humanoid
Xaoc – Rubinous	Outsider
Xorn	Elemental

CHALLENGE LEVEL 9

Bat Monster	Monstrous Humanoid
Beetlor	Monstrous Humanoid
Chaos Beast	Aberration
Demon – Shadow	Outsider
Destrachan	Aberration
Devil – Chain	Outsider
Dragon – Black	Dragon
Dragon – Brass	Dragon
Elemental Fire Rhinoceros (Template)	Magical Beast
Giant, Stone	Giant
Gorgimera (Template)	Magical Beast
Groaning Spirit (Banshee)	Undead
Invisible Stalker	Elemental
Mummy	Undead
Mummy, Jade	Undead
Pseudonatural Black Dragon (Template)	Aberration
Rakshasa	Outsider
Spectre	Undead
Sphinx, Gyno-	Magical Beast
Xaoc – Cerulean	Outsider

CHALLENGE LEVEL 10

Aboleth	Aberration
Amphisbaena	Dragon
Chimera, Psionic (Template)	Magical Beast
Demon – Cambion	Outsider
Demon – Marilith	Outsider
Demon – Vrock	Outsider
Devil – Hellcat	Outsider
Digester	Magical Beast
Dragolem	Construct
Dragon – Copper	Dragon
Dragon – Green	Dragon
Ettin	Giant
Golem – Bone Golem	Construct
Gorgon	Magical Beast
Grue	Outsider
Lamia	Magical Beast
Naga, Dark	Aberration
Naga, Spirit	Aberration
Night Hag	Outsider
Shedu	Magical Beast
Sphinx, Hieraco-	Magical Beast
Swarm – Bat	Animal
Will-o'-Wisp	Aberration
Xaoc – Viridian	Outsider

CHALLENGE LEVEL 11

Barghest, Greater	Outsider
Black Pudding	Ooze
Bodak	Undead
Demon – Cerebrilith	Outsider
Demon – Hezrou	Outsider
Demonic Knight	Outsider
Devil – Bone	Outsider
Dragon – Blue	Dragon
Dragon – Bronze	Dragon
Giant, Frost	Giant
Golem, Flesh	Construct
Gray Render	Magical Beast
Mind Eater	Aberration
Roper	Aberration
Salamander, Giant	Outsider
Shadow, Greater	Undead
Sphinx, Crio-	Magical Beast
Xaoc – Aurelian	Outsider

CHALLENGE LEVEL 12

Animated Object – Huge	Construct
Celestial – Ghaele	Outsider
Chuul	Aberration
Demon – Glabrezu	Outsider
Dragon – Red	Dragon
Dragon – Silver	Dragon
Evil Eye	Aberration
Giant, Fire	Giant
Golem, Amber	Construct
Lurker Above (Trapper)	Aberration
Naga, Guardian	Aberration
Vampire	Undead
Worm That Walks	Aberration
Xaoc – Achromatic	Outsider

CHALLENGE LEVEL 13

Celestial – Leonal	Outsider
Demon – Nalfeshnee	Outsider
Devil – Ice	Outsider
Dragon – Gold	Dragon
Formian – Myrmarch	Monstrous Humanoid
Genie – Marid	Outsider
Golem, Clay	Construct
Sphinx, Andro-	Magical Beast
Thessalhydra	Magical Beast
Xaoc – Lustrous	Outsider

CHALLENGE LEVEL 14

Angel – Astral Deva	Outsider
Archon – Trumpet	Outsider
Cyclops	Giant
Demon – Bebilith	Outsider
Dragon – Prismatic	Dragon
Dream Larva	Outsider
Gloom	Monstrous Humanoid
Lich	Undead
Skeleton Warrior	Undead

CHALLENGE LEVEL 15

Devil – Pit Fiend	Outsider
Dragon – Force	Dragon
Mohrg	Undead
Salamander, Noble	Outsider

CHALLENGE LEVEL 16

Angel – Planetar	Outsider
Delver	Aberration
Frost Worm	Magical Beast
Golem, Stone	Construct
Phasm	Aberration
Shedu, Greater	Magical Beast
Thorciasid	Aberration

CHALLENGE LEVEL 17

Naga, Ha-Naga	Aberration
Purple Worm	Magical Beast
Shield Guardian	Construct

CHALLENGE LEVEL 18

Aerial Servant	Elemental
Anaxim	Construct
Celestial – Avoral	Outsider
Neh-Thalggu	Aberration

CHALLENGE LEVEL 19

Shape of Fire	Elemental

CHALLENGE LEVEL 20 – 25

Angel – Solar	Outsider
Colossus	Construct
Demilich	Undead
Demon – Balor	Outsider
Formian – Queen	Monstrous Humanoid
Genius Loci	Ooze
Golem, Bronze	Construct
Golem, Iron	Construct
Hecatonchiere	Aberration
Kraken	Magical Beast
Protean	Aberration
Titan	Outsider

CHALLENGE LEVEL 26 – 35

Neothelid	Aberration
Umbral Blot (Blackball)	Construct

TREASURE BY ENCOUNTER LEVEL

ENCOUNTER	COINS					ART	MAGIC ITEMS		
LEVEL	CP	SP	GP	PP	GEMS	OBJECTS	MINOR	MEDIUM	MAJOR
0-1	50%	50%	80%	10%	10%	10%	5%	-	-
	1d8 x 1000	1d8 x 100	2d8	1d4	1	1	1		
2	40%	40%	90%	10%	20%	10%	10%	-	-
	2d10 x 1000	2d10 x 100	4d10	2d8	1d3	1d3	1		
3	40%	40%	90%	10%	30%	10%	15%	-	-
	4d8 x 1000	4d8 x 100	1d4 x 10	1d10	1d3	1d3	1		
4	40%	40%	90%	10%	50%	10%	20%	-	-
	4d12 x 1000	4d12 x 100	1d6 x 10	1d8	1d4	1d3	1		
5	36%	36%	91%	10%	70%	10%	30%	-	-
	1d6 x 1000	1d6 x 100	1d8 x 10	1d10	1d4	1d3	1d3		
6	36%	36%	92%	10%	80%	16%	40%	1%	-
	1d8 x 1000	1d8 x 100	1d10 x 10	1d12	1d4	1d4	1d3	1	
7	34%	34%	93%	14%	90%	24%	45%	2%	-
	1d12 x 1000	1d12 x 100	2d6 x 10	3d4	1d4	1d4	1d3	1	
8	28%	28%	94%	26%	91%	30%	50%	4%	-
	2d6 x 1000	2d6 x 100	2d8 x 10	3d6	1d6	1d4	1d4	1	
9	28%	28%	95%	30%	92%	40%	55%	8%	-
	2d8 x 1000	2d8 x 100	5d4 x 10	2d12	1d8	1d4	1d4	1	
10	28%	28%	96%	40%	93%	40%	60%	10%	1%
	2d10 x 1000	2d10 x 100	6d4 x 10	5d6	1d8	1d6	1d4	1	1
11	12%	12%	97%	50%	94%	50%	55%	12%	2%
	3d10 x 1000	3d10 x 100	4d8 x 10	4d10	1d10	1d6	1d4	1	1
12	12%	12%	98%	50%	95%	60%	55%	15%	3%
	3d12 x 1000	3d12 x 100	1d4 x 100	1d4 x 10	1d10	1d8	1d6	1	1
13	6%	6%	99%	50%	96%	66%	50%	20%	4%
	3d12 x 1000	3d12 x 100	1d4 x 100	1d10 x 10	1d12	1d10	1d6	1	1
14	6%	6%	99%	50%	97%	68%	40%	35%	6%
	3d12 x 1000	3d12 x 100	1d6 x 100	1d12 x 10	2d8	2d6	1d6	1	1
15	-	-	99%	50%	98%	70%	35%	40%	10%
			1d8 x 100	3d4 x 10	2d10	2d8	1d10	1	1
16	-	-	99%	50%	99%	75%	15%	45%	10%
			2d6 x 100	3d4 x 10	4d6	2d10	1d10	1d3	1
17	-	-	99%	64%	99%	80%	-	50%	15%
			1d4 x 1000	2d10 x 10	4d8	3d8		1d3	1
18	-	-	99%	70%	99%	90%	-	60%	20%
			1d6 x 1000	5d4 x 10	3d12	3d10		1d4	1
19	-	-	99%	70%	99%	95%	-	65%	30%
			1d8 x 1000	3d10 x 10	6d6	6d6		1d4	1
20 +	-	-	99%	75%	99%	95%	-	40%	36%
			1d10 x 1000	4d10 x 10	4d10	7d6		1d4	1d3

CHAPTER SEVEN

TREASURE

Nobody, even an adventurer, is stupid or bloodthirsty enough to sally forth and slay monsters without expecting a reward. After all, even psychotics have to fill their bellies, and that peasant will not build your stronghold out of the goodness of his heart. Hence, treasure!

Most sentient monsters (i.e. with an intelligence of low or higher) have some amount of treasure stored away in their lair, and some might carry a small portion with them in their purses. Monsters that do not have a lair can only carry around as much treasure as their strength allows – assume a strength of 3 for tiny monsters, 7 for small monsters, 10 for medium monsters, 15 for large monsters and 20 for huge monsters.

Treasure is based on a monster's Encounter Level. A standard treasure (one that includes coins, goods, and items) requires three percentage dice rolls, one for each category (see Table: Treasure).

COINS

Coins have already been explained in the Equipment section. The table shows the percentage chance of having each type of coin in a treasure horde and the number of those coins that might be present.

If you wish, you can introduce electrum coins into a horde, as follows: 10% of silver pieces are actually electrum pieces (ep). An electrum piece is worth 5 silver pieces (i.e. 2 ep = 1 gp).

GEMS

Gems are precious stones about the size of a walnut (heroic fantasy demands heroic gemstones!). For our purposes, a gem is as heavy as a coin (i.e. 50 to the pound). To find the type of gemstone found, roll 1d20 and consult the table below.

D20	TYPE/VALUE	EXAMPLES
1-12	Fancy Stone 1d20 x 10 gp	Agate (Banded, Moss), Amber, Hematite, Jade, Jasper, Jet, Lapis Lazuli, Malachite, Moonstone, Obsidian, Olivine, Pearl, Quartz (Rose, Smoky), Rock Crystal, Tiger's Eye, Turquoise
13-18	Gem 1d20 x 50 gp	Alexandrite, Aquamarine, Aventurine, Beryl, Carnelian, Chalcedony, Chrysoberyl, Chrysoprase, Citrine, Cymophane, Fire Opal, Garnet, Hyacinth, Jacinth, Jargoon, Onyx, Opal, Peridot, Rhodochrosite, Sard, Sardonyx, Spinel, Sunstone, Topaz, Tourmaine, Zircon
19-20	Jewel 1d20 x 100 gp	Amethyst, Diamond, Emerald, Ruby, Sapphire

ART OBJECTS

Art objects include tapestries, jewelry, paintings and other fine artwork. To keep things simple, make a D% roll to determine that the item is made of, and thus how much it is worth.

To find the value of a piece of jewelry, roll 1d10 and multiply the result by the value listed below.

D%	MATERIAL	EXAMPLES	VALUE
01-30	Copper [1]	Vessel, jewelry, sculpture	10 gp
31-35	Exotic Wood [2]	Vessel, sculpture	10 gp
36-40	Rare Stone [3]	Vessel, sculpture	10 gp
41-59	Silk	Clothing	10 gp
51-75	Silver	Vessel, jewelry, sculpture, crown	100 gp
76-80	Cloth-of-gold	Clothing	250 gp
81-85	Electrum	Vessel, jewelry, sculpture	250 gp
88-96	Gold	Vessel, jewelry, sculpture, crown	500 gp
97-98	Ivory	Vessel, jewelry, sculpture	500 gp
99	Platinum	Jewelry, crown	1,000 gp
100	Mithral	Jewelry, crown	1,000 gp

Items have a 5% chance of being bejeweled (i.e. set with or encrusted with gemstones), and thus worth double the normal amount.

(1) Copper goods can also be made of billon, bronze, brass, hepatizon (black bronze), orichalcum, potin or speculum

(2) Exotic woods include darkwood, mahogany, ebony and cherry.

(3) Rare stones include marble, porphyry, malachite, alabaster and quartz.

CLOTHING: Bodice, cap, cape, cloak, chemise, doublet, gown, hat, hose, kilt, robe, shirt, skirt, tabard, trousers, tunic, turban. Clothing has a 5% chance of being trimmed with fur and worth twice as much as normal.

CROWNS: Anadems, Coronets, Circlets, Diadems, Faislum, Tiara, Wreath

JEWELRY: Anklet, band, bangle, bauble, bracelet, brooch, cameo, chain, earrings, lavaliere, locket, necklace, pendant, pin, ring, torque

SCULPTURE: Bas-relief, figurine, icon, idol, mask, statue, statuette. Assume that statues are 1d12 feet in height and weigh about 20 lb. per foot of height for metal, ivory and wood and 50 lb per foot for stone.

VESSELS: Candelabra, candlestick, chalice, ewer, flacon ,flagon, flask, flasket, goblet, phial, pricket, sconce, stein, trencher, tourine, urn, vase

MAGIC ITEMS

Magic items are divided into the following categories: Armor, weapons, potions, rings, rods, scrolls, staves, wands and wondrous items. In addition, some magic items are cursed or intelligent. A few magic items are of such rarity and power that they belong to a category called artifacts. Artifacts are classified in turn as minor (extremely rare but not one-of-a-kind items) or major (each one unique and potent).

ARMOR AND SHIELDS: Magic armor (including shields) offers improved protection to the wearer. Some of these items confer abilities beyond a simple bonus to Armor Class.

WEAPONS: Magic weapons are created with a variety of powers and almost always improve the attack and damage rolls of the wielder as well.

POTIONS: A potion is an elixir concocted with a spell-like effect that affects only the drinker of the potion.

RINGS: Ring are enchanted with spell-like powers (often constant effects) that affect the wearer. A person can wear no more than two magic rings.

RODS: A rod is a scepter-like item about 3 feet long with a special power unlike that of any known spell.

SCROLLS: A scroll is a spell magically inscribed onto paper or parchment (or some other, exotic medium) so that it can be used later.

STAVES: A magic staff has a number of different (but often related) spell effects. A newly created staff has 10 charges, and each use of the staff depletes one or more of those charges.

WANDS: A wand is a short wooden baton imbued with the power to cast a specific spell. A newly created wand has 10 charges, and each use of the wand depletes one of those charges.

WONDROUS ITEMS: These objects include magic jewelry, tools, books, clothing, and more.

USING MAGIC ITEMS

To use a magic item, a person must activate it. Sometimes this is as easy as putting the item on. Scrolls must be read, potions drank, and some items are activated by speaking a “command word”. If no activation method is suggested either in the magic item description or by the nature of the item, assume that a command word is needed to activate it. The spells *identify* and *analyze dweomer* both reveal command words.

SIZE AND MAGIC ITEMS

When an article of magic clothing or jewelry is discovered, the size of that object should not be an issue. Many magic garments are made to be easily adjustable, or they adjust themselves magically to the wearer. Size should not keep characters of various kinds from using magic items. There may be rare exceptions, especially with racial specific items.

Armor that is found at random has a 30% chance of being sized for small characters (01–30), a 60% chance of being sized for medium creatures (31–90), and a 10% chance of being sized for large creatures (91–100).

INTELLIGENT ITEMS

Some magic items, particularly weapons, have an intelligence all their own. Only permanent magic items (as opposed to those with a single use or those with charges) can be intelligent. (This means that potions, scrolls, and wands, among other items, are never intelligent.) In general, less than 1% of magic items have intelligence.

CURSED ITEMS

Some items are cursed. Cursed items might be particularly dangerous to the user, or they might be normal items with a minor flaw, an inconvenient requirement, or an unpredictable nature. Randomly generated items are cursed 5% of the time.

CHARGES, DOSES AND MULTIPLE USES

Many items, particularly wands and staves, are limited in power by the number of charges they hold. Normally, charged items have 10 charges at most. If such an item is found as a random part of a treasure, roll 1d10 to determine the number of charges left. Potions have one dose.

MINOR	MEDIUM	MAJOR	ITEM TABLE
01–04	01–10	01–10	Armor and shields
05–09	11–20	11–20	Weapons
10–44	21–30	21–25	Potions
45–46	31–40	26–35	Rings
—	41–50	36–45	Rods
47–81	51–65	46–55	Scrolls
—	66–68	56–75	Staffs
82–91	69–83	76–80	Wands
92–100	84–100	81–100	Wondrous items

CREATING MAGIC ITEMS

Many spell casters believe that the creation of a magic item is the height of their art. For most players, creating magic items is a heck of a lot easier than waiting for the TK to include the item they want for their character in a stupid dungeon. Because magic items are so prized (and so useful), creating them must, of course, be made as difficult as possible.

Magic-users and sorcerers can create virtually any magic item. They cannot create an item that relies on a spell possessed only by clerics or druids (such as potions of healing and cleric or druid scrolls and wands). They cannot create magical books (not including spellbooks), manuals or librams. These items represent ancient knowledge that must be discovered, not manufactured. They cannot create *ioun stones*, which are naturally occurring objects plucked from strange dimensions. Finally, they cannot create artifacts, as these items can only be created by deities.

Clerics and druids can create potions, scrolls, wands and staves usable by their class, and perhaps a few additional magic items closely associated with their particular kind of magic.

There are two steps to creating a magic item:

First, the required materials and helpers must be gathered. This can take a great deal of time, as the needed ingredients are usually rare.

Second, the spell caster must spend time and money creating the magic item and then roll to see if his or her efforts were successful.

TIME

The time required to make a magic item is 1 day per 100 gp of the item's value. The chance of success is equal to 80% plus the level of the spell caster, with a maximum chance of success equal to 99%. A failed roll still produces a magic item, but the item is a cursed version of the intended item. This roll is made at the end of the process, and is made without the spell caster's knowledge; the spell caster should always think their work has been successful.

Each day of work on a magic item requires 12 hours of labor. The spell caster cannot rush the process by working longer each day. The days need not be consecutive, and the caster can use the rest of his time as he sees fit. A character can work on only one item at a time.

MATERIALS

The overall cost to make an item is equal to half the gold piece value of the item, which can be divided up by the creator between hiring a master craftsman and alchemist to help, and various tools and props needed to enchant them item.

The item to be enchanted must be made by a master craftsman under the watchful eye of the magic item's creator using the best possible materials.

Magic weapons, armor, rings and rods must be forged from meteoric iron, mithral or adamantine or, for rings and rods, silver, gold or platinum.

Leather goods must be made from rare and expensive animal hides.

Cloth goods must be made from expensive fabrics (silk, velvet, cloth-of-gold, wool from the exceptionally fine sheep, the hair of virgins, etc.).

Wooden goods must be carved from rare and expensive woods.

Scrolls must be scribed on vellum prepared by a master parchmentier or chiseled in an expensive variety of stone (malachite, porphyry). The ink must be prepared with a base of giant octopus ink.

Potions must be brewed in vats made of precious metal (copper or better) with the assistance of an alchemist.

MAGICAL MATERIALS

All magic items are tied to an equivalent spell or spells as determined by the Treasure Keeper. The "equivalent spell" is a spell that matches, more or less, the abilities of the magic item to be created. A flaming sword, for example, might be tied to the *fireball* spell. The spell caster must be able to cast this spell to create the magic item; in essence, they are binding this spell into an object to create the magic item.

For each level of the equivalent spell (or combined levels of the equivalent spells), the magic item requires a "magical element". The type of each magical element can be rolled randomly or chosen by the Treasure Keeper. If you do roll the magical element randomly, roll a d10 if creating a potion or scroll, or d12 for all other sorts of magic items.

D12	MAGIC ELEMENT
1-2	Herb (harvested with a silver sickle by the spell caster)
3-6	Mineral (discovered in a dungeon by the spell caster)
7-10	Monster Part (slain by the spell caster and his comrades)
11	Place
12	Time

The magical element should be tied to the overall theme of the magic item that is being created – just any old magical element will not do!

The necessary magical items, as determined by the Treasure Keeper, are the magic item's formula. Each magic item is tied to its creator or the person who will possess or use it (their astrological chart weighs heavily on the process, of course), and the magical elements usable in one creation may not be usable in the creation of a like item. In other words, each *flaming sword* a magic-user makes might require a different set of magical elements. This rule is intended to keep magic item creation from becoming a process of mass production.

HERBS

Herbs may be ground down, steeped in essential oils, burned on a brazier during the magic item creation process, or ingested as a tea by those involved in creating the magic item. The following herbs can be used as a guide; a Treasure Keeper may wish to do more research on their own.

HERB	MAGICAL CORRESPONDENCES
Angelica	Good and lawful spells, abjurations, summoning
Anise	Abjurations and divinations (esp. *clairvoyance*)
Basil	Strength, fire, evocations, necromancy, *command*, domination
Bamboo	*Dispel magic*
Caraway	Air spells, charm spells, movement
Cinnamon	Holy spells, mind-effects, communication spells, healing spells
Cloves	Negative energy protection, *silence*, *dispel magic*, *charm person*, *astral projection*, *ethereal jaunt* and other travel spells
Coriander	Abjurations
Foxglove	*Poison*, *inflict wound* spells
Frankincense	Exorcism, purification, protection, *light*
Galangal	Luck spells, blessings, *remove curse*
Garlic	Exorcism, *protection from undead*, healing, weather spells
Ginger	Fire spells, curses, evocations, spells of travel or movement
Ginseng	*Restoration*
Hellebore	Exorcism
Henbane	Poison, death spells
Holly	Resist electricity, magic circles, *protection from evil*
Horehound	Plant spells, tree spells, *hallow*
Lavender	*Bless, healing*, memory spells, *sleep*, *strength*, *constitution*, illusions
Lovage	*Charisma*, enchantments
Mace	Transmutations
Mandrake	Evocations, summoning, visions
Marigold	Illusions
Marjoram	Animal spells, necromancy
Mistletoe	Love, druidic spells
Mugwort	Astral and ethereal travel
Mustard	Enchantments, *dispel magic*
Myrrh	Knowledge, divination, enchantments, healing
Myrtle	Creation, enchantments
Nutmeg	*Dream, nightmare*, divination
Onion	*Contact other plane*, *commune*
Oregano	*Calm emotions*, *good hope*, abjurations
Parsley	*Haste*

Peppermint	Animals, energy, protection, resistance, healing, necromancy
Pomegranate	Communication with the dead, necromancy
Poppyseed	*Sleep, dream, nightmare, confusion, insanity*, binding, curses
Rosemary	*Fear* (and *remove fear*), exorcism, *legend lore*, *alarm*, glyphs and other spells that protect items, *intelligence*, *wisdom*, water spells
Saffron	Sun and light spells, divinations, *true seeing*, *detect invisibility*, wind spells
Sage	Healing, longevity, protection from scrying
Savory	Animal spells, fey spells
Star Anise	Lawful spells, *mark of justice*, *detect lie*, *hallow*, *aid*, *bless*, *prayer*
Tarragon	Dragon spells, *rage*, *remove fear*
Thyme	Fey spells, divinations, necromancy
Turmeric	War, weapons, exorcisms, *hold* spells, *mage armor*, *shield*
Wormwood	Illusions, insanity, *confusion*

MINERALS

Minerals are usually powdered and added to elements of the actual magic item or are used in the construction of the magic item. For example, a ruby might be ground down and added to the meteoric iron used to forge a magic sword, or it could be set in the pommel of that sword. The value of the mineral used goes toward the total cost of creating the item.

MINERAL	MAGICAL CORRESPONDENCES
Agate	Plant spells, physical ability boosts, cure spells, abjurations
Amber	Sun and light spells, *detect* spells
Amethyst	Mind and emotion spells, *clairaudience* and other hearing spells, Armor Class-enhancing spells, *remove curse*, *break enchantment*
Aventurine	Earth spells, open doors, *knock*, *passwall*, *remove curse*
Bloodstone	*Remove fear*, enhance physical abilities, *heroism*, *mage's transformation*
Carnelian	Abjurations, fire spells, spells of movement (*fly, jump, haste*)
Chrysoberyl	*Spell turning*, *locate object*, awareness, *mirror image*
Copper	*Remove fear*, *neutralize* or *delay poisons*, communication
Emerald	Charms, enchantments, exorcism, mental abilities and vision
Fluorite	Chaos spells, *cure disease*
Garnet	Abjurations, *heal*
Gold	Spells of purification, positive energy spells
Hematite	Mental and psychic spells, time spells
Jade	Water spells, *wisdom*, healing
Jasper	Abjurations, *cure disease*
Lapis Lazuli	Psychic spells, *remove fear*, divinations
Malachite	Plant spells, *constitution*, transmutations
Moonstone	*Confusion, insanity, wish, neutralize poison, sleep*, illusions
Obsidian	Protection from energy, *detect evil*, *true seeing*
Onyx	Lawful spells, command and control, abjurations, *wall* spells
Opal	Emotion spells, memory spells, *astral projection*, *ethereal jaunt*, *dream*, *nightmare*
Platinum	Anti-transmutation effects, protection spells
Quartz	*Aid, bless, prayer* and other such spells, evocations, cold spells
Rhodochrosite	Fire spells, *legend lore*, *calm emotions*
Rose Quartz	*Atonement, heal, cure disease*, resistance to energies
Ruby	*Command*, growth spells, *haste*, resistance to energies
Sapphire	Wind and water spells, planar travel, abjurations, creation spells
Silver	Energy spells, *sleep*, *insanity*, magic circles and other protections
Sunstone	Sun, light and fire spells, *bless*, *strength*
Tiger Eye	Animal spells, *true seeing*, divinations, travel spells
Topaz	Blessings, evocations, mineral detection
Tourmaline	Heal spells, mental spells, plant spells
Turquoise	Earth spells

MONSTER PARTS

This element requires the eye, hair, feather, skin, gland, organ, claw, tooth, etc. of a magical monster. "Magic monsters" includes aberrations, dragons, fey, giants, magical beasts, monstrous humanoids, outsiders and the undead. One might substitute a legendary personage (at least 12th level) associated with the spell or power being woven into the item, for example the hair from an archmage's beard or the relic of a saint. The source of the element must have twice the Hit Dice of the level of the equivalent spell to be used, and the object is given a value of 100 gp per Hit Dice of the monster that is applied towards the total cost of the spell.

PLACE

A required place usually must serve as the place where the item is actually created and then enchanted. Suitable locales include ruined temples, ancient palaces, places associated with the life (or death) of a god, demigod or legendary hero, places associated with magical or historic events, stone circles established by very high level druids, temples established by very high level clerics, an elemental plane or demi-plane, atop a high mountain, on a fabled or mythic island, in the caldera (or near) an active volcano, in a cloud giant's castle or a storm giant's undersea palace or a titan's fortress, in or near the waters of a magic pool or fountain, at the bottom of a deep chasm, near the pounding surf or a rushing river or in the waters of a holy river.

TIME

A special time usually represents the final moment of creation. It might be a specific phase of the Moon, a solstice or equinox, specific position of stars, anniversary of magical or historic event, during a storm, earthquake or other natural cataclysm or during a meteor shower.

EXAMPLE: FLAMING LONGSWORD

The Treasure Keeper rules that *fireball* is the equivalent spell for a *flaming longsword*. Fireball is a 3rd level spell, so there will be three rolls on the magical elements table. The TK rolls and gets mineral, monster and time. He decides the required mineral is carnelian (3,000 gp worth, powdered), the "monster" a salamander's blood and the time of the final enchantment is during a meteor shower. The magic user must also provide a sword made of meteoric iron, mithral or adamantine. The magic-user will have to use divinations to discover when and where a meteor shower is to occur, and of course he'll have to liberate a carnelian from a dungeon and slay a salamander. The services of an alchemist are needed to prepare the carnelian powder. While the sword is finished by a master smith during a meteor shower, the magic-user mingles in the carnelian powder and salamander blood and casts the *fireball* spell.

EXAMPLE: CAPE OF THE MOUNTEBANK

The sorcerer must provide 5,000 gp worth of materials for this cape, which must be woven of silk or another expensive material, probably with gold or silver thread embroidered in it. It is associated with the *dimension door* spell, a 4th level spell of movement and travel. Rolling the dice, the Treasure Keeper decides that the sorcerer needs an herb, two minerals and a place. He decides the place will be the tomb of an infamous wizard. The enchantment, though not the manufacture of the cloak, must occur there. The herb is ginger, which must be brewed into ale and consumed by the magic-user while creating the item. The "minerals" are sapphire and tiger's eye, which must be powdered and mixed into a dye for the cloak. The cloak will have silver threads embroidered into it to form symbols of power.

MAGIC ARMOR

In general, magic armor protects the wearer to a greater extent than non-magical armor. Each piece of magic armor has a "bonus" that is added to the player's Armor Class in addition to the normal Armor Class bonus provided by the armor. Some armor has an additional special ability.

MINOR	MEDIUM	MAJOR	MAGIC ARMOR	VALUE
01–60	01–05	—	+1 shield	1,000 gp
61–80	06–10	-	+1 armor	1,000 gp
81–85	11–20	—	+2 shield	4,000 gp
86–87	21–30	—	+2 armor	4,000 gp
—	31–40	01–08	+3 shield	9,000 gp
—	41–50	09–16	+3 armor	9,000 gp
—	51–55	17–27	+4 shield	16,000 gp
—	56–57	28–38	+4 armor	16,000 gp
—	—	39–49	+5 shield	25,000 gp
—	—	50–57	+5 armor	25,000 gp
88–89	58–60	58–60	Specific armor*	—
90–91	61–63	61–63	Specific shield**	—
92–100	64–100	64–100	Special ability and roll again #	—

** Roll on Table: Specific Armors.*

*** Roll on Table: Specific Shields.*

 # Roll on Table: Armor Special Abilities or Table: Shield Special Abilities.

TABLE: RANDOM ARMOR TYPE

d%	ARMOR TYPE
01-04	Padded
05-29	Leather
30-44	Ring mail or studded leather
45-59	Scale mail
60-79	Chainmail
80-89	Banded mail or splint mail
90-99	Platemail
100	Plate Armor

TABLE: RANDOM SHIELD TYPE

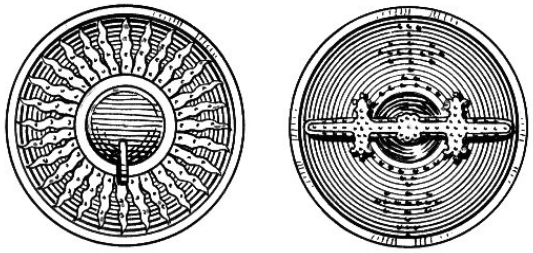
d%	SHIELD TYPE
01–20	Buckler
21–95	Shield
96–100	Tower shield

TABLE: ARMOR SPECIAL ABILITIES

MINOR	MEDIUM	MAJOR	SPECIAL ABILITY	EXTRA VALUE
01–28	01-08	01-07	Glamered	+2,700 gp
29–35	09-14	08-12	Fortification	+1,000 gp
36–55	15-20	—	Slick	+3,750 gp
56–75	21-26	—	Shadow	+3,750 gp
76–95	27-32	—	Silent moves	+3,750 gp
96–99	33-36	—	Magic resistance (5%)	+4,000 gp
—	37-46	13-22	Acid resistance	+18,000 gp
—	47-56	23-32	Cold resistance	+18,000 gp
—	57-66	33-42	Electricity resistance	+18,000 gp
—	67-76	43-52	Fire resistance	+18,000 gp
—	77-84	53-61	Sonic resistance	+18,000 gp
—	85-92	62-67	Invulnerability	+9,000 gp
—	93-99	68-73	Magic resistance (10%)	+9,000 gp
—	—	74-82	Magic resistance (20%)	+16,000 gp
—	—	83-86	Etherealness	+49,000 gp
—	—	87-90	Undead controlling	+49,000 gp
—	—	91-96	Magic resistance (30%)	+25,000 gp
100	100	99-100	Roll twice again	—

TABLE: SHIELD SPECIAL ABILITIES

MINOR	MEDIUM	MAJOR	SPECIAL ABILITY	EXTRA VALUE
01–20	01–11	01–10	Arrow catching	+1,000 gp
21–40	12–22	11–16	Bashing	+1,000 gp
41–50	23–28	17–19	Blinding	+1,000 gp
51–75	29–44	20–29	Fortification	+1,000 gp
76–92	45–55	30–39	Arrow deflection	+4,000 gp
93–97	56–63	40–49	Animated	+4,000 gp
98–99	64–66	—	Magic resistance (5%)	+4,000 gp
—	67–71	50–55	Acid resistance	+18,000 gp
—	72–76	56–61	Cold resistance	+18,000 gp
—	77–81	62–67	Electricity resistance	+18,000 gp
—	82–86	68–73	Fire resistance	+18,000 gp
—	87–90	74–78	Sonic resistance	+18,000 gp
—	91–95	79–88	Ghost touch	+9,000 gp
—	96–98	89–91	Magic resistance (10%)	+9,000 gp
—	—	92–94	Magic resistance (20%)	+16,000 gp
—	—	95	Undead controlling	+49,000 gp
—	—	96–98	Reflecting	+25,000 gp
—	—	99	Magic resistance (30%)	+25,000 gp
100	100	100	Roll twice again	—



Acid Resistance: A suit of armor or a shield with this property normally has a dull gray appearance. The armor absorbs half of the acid damage per attack that the wearer would normally take.

Animated: Upon command, an animated shield floats within 2 feet of the wielder, protecting her as if she were using it herself. Only one *animated shield* can protect a character at a time.

Arrow Catching: A shield with this ability attracts ranged weapons to it. It has an AC bonus of +1 against ranged weapons because projectiles and thrown weapons veer toward it. Additionally, any projectile or thrown weapon aimed at a target within 5 feet of the shield's wearer diverts from its original target and targets the shield's bearer instead. Projectiles and thrown weapons that have a magic bonus higher than the shield's magic bonus are not diverted to the wearer. The wielder can activate or deactivate this ability with a command word.

Arrow Deflection: This shield allows the wielder one Reflex saving throw per round to deflect missiles. Exceptional missiles, such as boulders hurled by giants or *acid arrows*, cannot be deflected.

Bashing: A shield with this special ability is designed to perform a shield bash. The shield acts as a *+1 weapon* when used to bash.

Blinding: Two times per day, a shield with this ability can flash with a brilliant light upon command of the wielder. Anyone within 20 feet except the wielder must make a Reflex save or be blinded for 1d4 rounds.

Cold Resistance: A suit of armor or a shield with this property normally has a bluish, icy hue or is trimmed with fur. The armor absorbs half of the cold damage that the wearer would normally take.

Electricity Resistance: A suit of armor or a shield with this property normally has a bluish hue and often bears a storm or lightning motif. The armor absorbs half of the electricity damage per attack that the wearer would normally take.

Etherealness: On command, this ability allows the wearer of the armor to become ethereal (as the *ethereal jaunt* spell) once per day. The character can remain ethereal for as long as desired, but once he returns to normal, he cannot become ethereal again that day.

Fire Resistance: A suit of armor with this ability normally has a reddish hue and is often decorated with a draconic motif. The armor absorbs half of the fire damage per attack that the wearer would normally take.

Fortification: This suit of armor or shield produces a magical force that protects vital areas of the wearer more effectively. When a critical hit or backstab is scored on the wearer, there is a 25% chance that bonus damage from the attack is negated and damage is rolled normally.

Glamered: A suit of armor with this ability appears normal. Upon command, the armor changes shape and form to assume the appearance of a normal set of clothing. The armor retains all its properties (including weight) when glamered. Only a *true seeing* spell or similar magic reveals the true nature of the armor when disguised.

Invulnerability: The wearer of this suit of armor suffers only half damage from attacks by non-magical weapons.

Magic Resistance: This armor grants the armor wearer magic resistance 10% (per the monster ability) while the armor is worn.

Reflecting: This shield has a mirror finish. Once per day, it can be called on to reflect a spell back at its caster exactly like the *spell turning* spell.

Shadow: This armor is jet black and blurs the wearer whenever she tries to hide, granting a +3 bonus on hide in shadows checks.

Silent Moves: This armor is well oiled and magically constructed so that it not only makes little sound, but it dampens sound around it. It provides a +3 bonus on its wearer's move silently checks.

Slick: Slick armor is always covered in greasy oil. It provides a +3 bonus on its wearer's escape checks and a +3 bonus to save against grapple attacks.

Sonic Resistance: A suit of armor or a shield with this property normally has a glistening appearance. The armor absorbs half of the sonic damage per attack that the wearer would normally take.

Undead Controlling: The wearer of a suit of armor or a shield with this property may control up to 26 HD of undead per day, per the *control undead* spell. At dawn each day, the wearer loses control of any undead still under his sway. Armor or a shield with this ability appears to be made of bone; this feature is entirely decorative.

TABLE: SPECIFIC MAGIC ARMOR

MINOR	MEDIUM	MAJOR	SPECIFIC ARMOR	Value
01–50	01–25	—	Mithral shirt	1,100 gp
51–80	26–45	—	Dragonhide plate armor	3,300 gp
81–100	46–57	—	Elven chain	4,150 gp
—	58–67	—	Rhino hide	5,165 gp
—	68–82	01–10	Adamantine breastplate	10,200 gp
—	83–97	11–20	Dwarven plate	16,500 gp
—	98–100	21–32	Banded mail of luck	18,900 gp
—	—	33–50	Celestial armor	22,400 gp
—	—	51–60	Plate armor of the deep	24,650 gp
—	—	61–75	Breastplate of command	25,400 gp
—	—	76–90	Platemail of speed	26,500 gp
—	—	91–100	Demon armor	52,260 gp

Adamantine Breastplate: This non-magical breastplate is made of adamantine, and provides a +6 bonus to Armor Class.

Banded Mail of Luck: Ten gems worth 100 gp each adorn this suit of *+3 banded mail*. Once per week, the armor allows its wearer to require that an attack roll made against him be rerolled. He must take whatever consequences come from the second roll. The wearer's player must make the decision on a re-roll before damage from an attack is rolled.

Breastplate of Command: This finely crafted *+2 breastplate* radiates a powerful aura of magic. When worn, the armor bestows a dignified and commanding aura upon its owner. The wearer gains a +2 bonus on all reaction checks and turn undead checks. Friendly troops within 360 feet of the user become braver than normal. Since the effect arises in great part from the distinctiveness of the armor, the wearer cannot hide or conceal herself in any way and still have the effect function.

Celestial Armor: This bright silver or gold *+3 chainmail* is so fine and light that it can be worn under normal clothing without betraying its presence. It weighs 20 pounds and it allows the wearer to use *fly* once per day.

Demon Armor: This plate armor is fashioned to make the wearer appear to be a demon. The helmet is shaped to look like a horned demon head, and its wearer looks out of the open, tooth-filled mouth. This *+4 full plate armor* allows the wearer to make claw attacks that deal 1d6 points of damage, strike as *+1 weapons* and afflict the target as if she had been struck by a *cause disease* spell. The "claws" are built into the armor's vambraces and gauntlets. Any non-Chaotic (Evil) creature wearing this armor loses one level (no save). This level cannot be restored by any means while the armor is worn.

Dragonhide Plate Armor: This suit of plate armor is made of dragonhide, so it can be worn by druids. It is otherwise identical to a normal suit of plate armor.

Dwarven Plate: This plate armor is made of adamantine, allowing its wearer to ignore 2 points of damage per weapon hit.

Elven Chain: This extremely light chainmail is made of fine mithral links, so it only weighs 20 pounds. Elven fighter/magic-users may wear this armor and still cast spells.

Platemail of Speed: The wearer of this fine set of *+1 platemail* can activate it, enabling her to act as though affected by a *haste* spell for up to 10 rounds each day. The duration of the haste effect need not be used in consecutive rounds. The armor only weighs 25 pounds.

Mithral Shirt: This extremely light chain shirt is made of very fine mithral links. It weighs only 10 pounds.

Plate Armor of the Deep: This *+1 platemail* is decorated with a wave and fish motif. The wearer of *plate armor of the deep* can breathe underwater and can converse with any creature with a language that breathes water. The armor gives the wearer a swim speed of 20.

Rhino Hide: This *+2 leather armor* is made from rhino hide. It allows the wearer to deal an additional 1d6 points of damage on any successful charge attack that they make, including a mounted charge.

TABLE: SPECIFIC MAGIC SHIELD

MINOR	MEDIUM	MAJOR	SPECIFIC SHIELD	VALUE
01–30	01–20	—	Darkwood buckler	205 gp
31–80	21–45	—	Darkwood shield	257 gp
81–95	46–70	—	Mithral shield	1,020 gp
96–100	71–85	01–20	Caster's shield	3,153 gp
—	86–90	21–40	Spined shield	5,580 gp
—	91–95	41–60	Lion's shield	9,170 gp
—	96–100	61–90	Winged shield	17,257 gp
—	—	91–100	Absorbing shield	50,170 gp

Absorbing Shield: This *+1 shield* seems to absorb light. Once every two days, on command, it can *disintegrate* an object that it touches, per the *disintegrate* spell, but requiring a melee attack roll.

Caster's Shield: This *+1 shield* has a small leather strip on the back on which a spell caster can scribe a single spell as on a scroll. The strip cannot accommodate spells of higher than 3rd level. The strip is reusable. A random caster's shield has a 50% chance of having a single medium scroll spell on it. The spell is divine (i.e. cleric or druid) 80% of the time, and arcane (i.e. magic-user) the rest of the time.

Darkwood Buckler: This non-magical buckler is made out of darkwood. It weighs only 2-1/2 pounds.

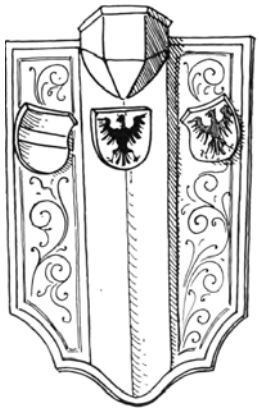
Darkwood Shield: This non-magical shield is made out of darkwood. It weighs only 5 pounds.

Lion's Shield: This *+2 shield* is fashioned to appear as a roaring lion's head. Three times per day, the lion's head can be commanded to attack, biting with the wielder's attack bonus and dealing 2d6 points of damage. This attack is in addition to any actions performed by the wielder.

Mithral Shield: This shield is made of mithral and thus is much lighter than a standard steel shield. It weighs 5 pounds.

Spined Shield: This *+1 shield* is covered in spines. It acts as a normal spiked shield. On command up to three times per day, the shield's wearer can fire one of the shield's spines. A fired spine has a +1 magic bonus to hit, a range increment of 120 feet and deals 1d6 points of damage. Fired spines regenerate each day.

Winged Shield: This round *+3 shield* has small, feathered wings encircling it. Once per day it can be commanded to *fly* (as the spell), carrying the wielder. The shield can carry up to 133 pounds and move at 60 feet per round, or up to 266 pounds and move at 40 feet per round.



MAGIC WEAPONS

Magic weapons have enhancement bonuses ranging from +1 to +5. They apply these bonuses to both attack and damage rolls. Some magic weapons have an additional special ability, and there are also specific magic weapons that might be discovered.

TABLE: WEAPONS

MINOR	MEDIUM	MAJOR	WEAPON BONUS	VALUE*
01–70	01–10	—	+1	2,000 gp
71–85	11–32	—	+2	8,000 gp
—	33–61	01–28	+3	18,000 gp
—	62	29–48	+4	32,000 gp
—	—	49	+5	50,000 gp
86–90	63–68	50–63	Specific weapon **	—
91–100	69–100	64–100	Special ability and roll again	—

** In the case of magical ammunition, this price is for 10 arrows, crossbow bolts, or sling bullets.*

*** See Table: Specific Weapons.*

TABLE: WEAPON TYPE DETERMINATION

D%	WEAPON
01–35	Light Melee Weapon
36-60	Medium Melee Weapon
61-80	Heavy Melee Weapon
81-85	Thrown Weapon
86-91	Bow
92-96	Crossbow
97	Gunpowder Weapon
98-100	Other Ranged Weapon

TABLE: MELEE WEAPON SPECIAL ABILITIES

MINOR	MEDIUM	MAJOR	SPECIAL ABILITY	EXTRA VALUE
01-12	01-08	01-04	Bane	+2,000 gp
13-21	09-16	—	Defending	+2,000 gp
22-33	17-25	05-08	Flaming	+2,000 gp
34-45	26-34	09-12	Frost	+2,000 gp
46-57	35-43	13-16	Shock	+2,000 gp
58-68	44-50	17-20	Ghost touch	+2,000 gp
69-73	51-55	21-26	Ki Focus	+2,000 gp
74-78	56-58	—	Merciful	+2,000 gp
79-84	59-65	27-30	Spell storing	+2,000 gp
85-89	66-70	31-36	Throwing	+2,000 gp
90-94	71-73	37-42	Thundering	+2,000 gp
95-99	74-78	43-48	Vicious	+2,000 gp
—	79-82	49-52	Disruption (blunt only)	+8,000 gp

—	83-86	53-59	Holy	+8,000 gp
—	87-90	60-66	Unholy	+8,000 gp
—	91-93	67-72	Wounding	+8,000 gp
—	—	73-79	Speed	+18,000 gp
—	—	80-83	Brilliant energy	+32,000 gp
—	—	84-86	Dancing	+32,000 gp
—	—	87-89	Vorpal (slashing only)	+50,000 gp
100	94-100	90-100	Roll again twice	—

TABLE: RANGED WEAPON SPECIAL ABILITIES

MINOR	MEDIUM	MAJOR	SPECIAL ABILITY	EXTRA VALUE
01–12	01–10	01–08	Bane	+2,000 gp
13–25	11–20	07–16	Distance	+2,000 gp
26–40	21–34	13–24	Flaming	+2,000 gp
41–55	35–48	19–32	Frost	+2,000 gp
56–60	49–52	—	Merciful	+2,000 gp
61–68	53–59	25–41	Returning	+2,000 gp
69–83	60–73	32–49	Shock	+2,000 gp
84–93	74–80	38–55	Seeking	+2,000 gp
94–99	81–86	42–61	Thundering	+2,000 gp
—	87–91	46–69	Holy	+8,000 gp
—	92–95	70–76	Unholy	+8,000 gp
—	—	77–82	Speed	+18,000 gp
—	—	83–90	Brilliant energy	+32,000 gp
100	96–100	91–100	Roll again twice	—

Special Qualities: Roll d%. If the item is a melee weapon, a 01–30 result indicates that the weapon sheds light (powerful as a torch), 31–45 indicates that something (a design, inscription, or the like) provides a clue to the weapon's function and 46–100 indicates no special qualities.

If the item is a ranged weapon, a 01–15 result indicates that something (a design, inscription, or the like) provides a clue to the weapon's function, and 16–100 indicates no special qualities.

SPECIAL ABILITIES

Bane: A bane weapon excels at attacking one type of creature (i.e. dragons, or fey, or earth elementals). Against this foe, its effective enhancement bonus is +2 better than its normal enhancement bonus and it deals double damage. Bows, crossbows, and slings so crafted bestow the *bane* quality upon their ammunition. The Treasure Keeper chooses the creature type to which this applies.

Brilliant Energy: A brilliant energy weapon has its significant portion transformed into light, although this does not modify the item's weight. It always gives off light as a torch. A brilliant energy weapon ignores non-living matter. Armor and shield bonuses to AC (including any magic bonuses to that armor) do not count against it because the weapon passes through armor. A brilliant energy weapon cannot harm undead, constructs, and objects. This property can only be applied to melee weapons, thrown weapons, and ammunition.

Dancing: A dancing weapon can be loosed to attack on its own. It fights for 4 rounds using the attack bonus of the one who loosed it and then drops. In all other respects, it is considered wielded or attended by the creature for all maneuvers and effects that target items. While dancing, it can attack foes adjacent to its owner. The dancing weapon accompanies the person who activated it everywhere, whether she moves by physical or magical means. If the wielder who loosed it has an unoccupied hand, she can grasp it while it is attacking on its own; when so retrieved the weapon cannot dance (don't ask it) again for 4 rounds.

Defending: A defending weapon allows the wielder to transfer some or all of the sword's magical bonus to his Armor Class.

Disruption: A weapon of disruption is the bane of all undead. Any undead creature struck in combat must succeed on a Will save or be destroyed. A weapon of disruption must be a bludgeoning weapon.

Distance: This property can only be placed on a ranged weapon. A weapon of distance has double the normal range.

Flaming: Upon command, a flaming weapon is sheathed in fire. The fire does not harm the wielder. The effect remains until another command is given. A flaming weapon deals an extra 1d6 points of fire damage on a successful hit. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.

Frost: Upon command, a frost weapon is sheathed in icy cold. The cold does not harm the wielder. The effect remains until another command is given. A frost weapon deals an extra 1d6 points of cold damage on a successful hit. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition.

Holy: A holy weapon is imbued with holy power. It deals an extra 2d6 points of damage against creatures of Chaotic (CE, NE, LE) alignment. Chaotic creatures attempting to wield it lose one level. Bows, crossbows, and slings so crafted bestow the holy power upon their ammunition.

Ki Focus: The magic weapon serves as a channel for the wielder's ki, allowing a monk to use her stunning attack, ki strike, and quivering palm abilities through the weapon.

Merciful: Creatures reduced to 0 hit points by a merciful weapon are knocked unconscious for 1d4 hours, but never killed. On command, the weapon suppresses this ability until commanded to resume it. Ranged weapons so crafted bestow the merciful effect upon their ammunition.

Returning: This special ability can only be placed on a weapon that can be thrown. A returning weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn). Catching a returning weapon when it comes back is automatic. If the character is prevented from catching it, or if the character has moved since throwing it, the weapon drops to the ground from where it was thrown.

Seeking: Only ranged weapons can have the seeking ability. The weapon's owner whispers the name of its target before shooting or throwing, and the weapon seeks them out, turning as many corners as necessary up to its maximum range. The weapon cannot bypass doors, though it would break through a window.

Shock: Upon command, a shock weapon is sheathed in crackling electricity. The electricity does not harm the wielder. The effect remains until another command is given. A shock weapon deals an extra 1d6 points of electricity damage on a successful hit. Bows, crossbows, and slings so crafted bestow the electricity energy upon their ammunition.

Speed: The wielder of a speed weapon may make one extra attack with it.

Spell Storing: A spell storing weapon allows a spell caster to store a single targeted spell of up to 3rd level in the weapon. Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature if the wielder desires. Once

the spell has been cast from the weapon, a spell caster can cast any other targeted spell of up to 3rd level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled spell storing weapon has a 50% chance of a spell being stored in it.

Thundering: A thundering weapon creates a cacophonous roar like thunder upon striking on a natural attack roll of '20'. The sonic energy does not harm the wielder. A thundering weapon deals an extra 1d8 points of sonic damage and the victim must pass a Fortitude saving throw or be deafened permanently. Bows, crossbows, and slings so crafted bestow the sonic energy upon their ammunition.

Throwing: This ability can only be placed on a melee weapon. A melee weapon crafted with this ability gains an effective range of 20 feet and a maximum range of 40 feet and can be thrown by a wielder.

Unholy: An unholy weapon is imbued with unholy power. It deals an extra 2d6 points of damage against Lawful (Good) targets. Lawful creatures attempting to wield it lose one level. Bows, crossbows, and slings so crafted bestow the unholy power upon their ammunition.

Vicious: When a vicious weapon strikes an opponent, it creates a flash of disruptive energy that resonates between the opponent and the wielder. This energy deals an extra 2d6 points of damage to the opponent and 1d6 points of damage to the wielder. Only melee weapons can be vicious.

Vorpal: This potent and feared ability allows the weapon to 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 many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, 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 bladed weapon.

Wounding: A wounding weapon deals an extra 1 points of hit point damage from blood loss when it hits a creature. Creatures continue to lose 1 hit point each round until they are healed with magic, or have their wounds bound. Creatures that do not bleed are immune to this ability.

TABLE: SPECIFIC WEAPONS

MINOR	MEDIUM	MAJOR	SPECIFIC WEAPON	VALUE
01-18	—	—	Sleep arrow	132 gp
19-31	—	—	Screaming bolt	267 gp
32-54	—	—	Silver dagger	322 gp
55-67	01–10	—	Javelin of lightning	1,500 gp
68-74	11–17	—	Slaying arrow	2,282 gp
75-87	18–27	—	Adamantine dagger	3,002 gp
88-100	28–37	—	Adamantine battleaxe	3,010 gp
—	38–40	—	Shatterer	4,315 gp
—	41–46	—	Dagger of venom	8,302 gp
—	47–51	—	Trident of warning	10,115 gp
—	52–57	01–04	Assassin's dagger	10,302 gp
—	58–62	05–07	Shifter's sorrow	12,780 gp
—	63–66	08–09	Trident of fish command	18,650 gp
—	67–74	10–13	Flame tongue	20,715 gp
—	75–79	14–17	Luck blade (0 wishes)	22,060 gp
—	80–86	18–24	Sword of subtlety	22,310 gp
—	87–91	25–31	Sword of the planes	22,315 gp
—	92–95	32–37	Nine lives stealer	23,057 gp
—	96–98	38–42	Sword of life stealing	25,715 gp
—	99–100	43–46	Oathbow	25,600 gp
—	—	47–51	Mace of terror	38,552 gp
—	—	52–57	Life-drinker	40,320 gp
—	—	58–62	Sylvan scimitar	47,315 gp
—	—	63–67	Rapier of puncturing	50,320 gp
—	—	68–73	Sun blade	50,335 gp
—	—	74–79	Frost brand	54,475 gp
—	—	80–84	Dwarven thrower	60,312 gp
—	—	85–91	Luck blade (1 wish)	62,360 gp
—	—	92–95	Mace of smiting	75,312 gp
—	—	96–97	Luck blade (2 wishes)	102,660 gp
—	—	98–99	Holy avenger	120,630 gp
—	—	100	Luck blade (3 wishes)	142,960 gp

Adamantine Battleaxe: This non-magical axe is made out of adamantine. It has a +1 bonus on attack rolls.

Adamantine Dagger: This non-magical dagger is made out of adamantine. It has a +1 bonus on attack rolls.

Assassin's Dagger: This wicked-looking, curved *+2 dagger* provides a -1 penalty to the saving throw against the death attack of an assassin.

Dagger of Venom: This black *+1 dagger* has a serrated edge. It allows the wielder to use a *poison* effect (as the spell) upon a creature struck by the blade once per day.

Dwarven Thrower: This weapon functions as a *+2 warhammer*. In the hands of a dwarf, the warhammer gains an additional *+1 bonus* and gains the *returning* special ability. It can be hurled with a 30-foot range increment. When hurled, it deals an extra 2d8 points of damage against giants or an extra 1d8 points of damage against any other target.

Flame Tongue: This is a *+1 flaming longsword*. Once per day, the sword can blast forth a fiery ray at any target within 30 feet. The ray deals 4d6 points of fire damage on a successful hit.

Frost Brand: This *+3 frost greatsword* sheds light as a torch when the temperature drops below 0°F. At such times it cannot be concealed when drawn, nor can its light be shut off. Its wielder is protected from fire; the sword absorbs half of the fire damage each round that the wielder would otherwise take. A frost brand extinguishes all non-magical fires in its area. It can also dispel lasting fire spells, but not instantaneous effects.

Holy Avenger: This *+2 longsword* becomes a *+5 holy longsword* in the hands of a paladin. It provides magic resistance of 25% to the wielder and anyone adjacent to her. It also enables the wielder to use *dispel magic* (once per round) at the class level of the paladin.

Javelin of Lightning: This javelin becomes a 5d6 *lightning bolt* when thrown. It is consumed in the attack.

Life-Drinker: This *+1 poleaxe* steals two levels from its target whenever it deals damage, just as if its target had been struck by an undead creature. One day after being struck, subjects must make a Fortitude save for each lost level or lose it permanently. Each time a life-drinker deals damage to a foe, it also steals one level from the wielder. Any level lost by the wielder in this fashion is regained one hour later.

Luck Blade: This *+2 short sword* gives its possessor a +1 bonus on all saving throws. Its possessor also gains the power of good fortune, usable once per day. This allows the weapon's wielder to reroll one roll that she just made. She must take the result of the reroll, even if it's worse than the original roll. In addition, a luck blade may contain up to three wishes (when randomly rolled, a luck blade holds 1d4–1 wishes, minimum 0). When the last wish is used, the sword remains a *+2 short sword*, still grants the saving throw bonus and still grants its reroll power.

Mace of Smiting: This *+3 heavy mace* has a +5 bonus to hit and damage against constructs, and any natural '20' attack roll against a construct completely destroys it (no saving throw).

Mace of Terror: On command, this *+2 heavy mace* causes the wielder's clothes and appearance to transform into an illusion of darkest horror such that living creatures in a cone (30 ft.) become frightened as if by a *fear* spell. They take a –2 penalty on saving throws and they flee from the wielder. The wielder may use this ability up to three times per day.

Nine Lives Stealer: This longsword always performs as a *+2 longsword*, but it also has the power to draw the life force from an opponent. It can do this nine times before the ability is lost. At that point, the sword becomes a simple *+2 longsword* (with a hint of evil about it). A natural '20' must be rolled on an attack for the sword's death-dealing ability to function. The victim is entitled to a Fortitude save to avoid death. If the save is successful, the sword's death-dealing ability does not function and no use of the ability is expended. This sword is Chaotic (CE), and any Lawful (Good) character attempting to wield it loses two levels.

Oathbow: Of elven make, this white *+2 longbow* whispers "Swift defeat to my enemies" in elven when knocked and pulled. Once per day, if the firer swears aloud to slay her target, the bow's whisper becomes the low shout "Swift death to those who have wronged me." Against such a sworn enemy, the bow has a +5 bonus and arrows launched from it deal an additional 2d6 points of damage. However, the bow is treated as a normal weapon against all foes other than the sworn enemy and the wielder takes a –1 penalty on attack rolls with any weapon other than the oathbow. These bonuses and penalties last for seven days or until the sworn enemy is slain or destroyed by the wielder of the oathbow, whichever comes first. The oathbow may only have one sworn enemy at a time. Once the wielder swears to slay a target, he cannot make a new oath until he has slain that target or seven days have passed. Even if the wielder slays the sworn enemy on the same day that he makes the oath, he cannot activate the oathbow's special power again until 24 hours have passed from the time he made the oath.

Rapier of Puncturing: Three times per day, this *+2 wounding rapier* allows the wielder to make an attack that deals 1d6 points of constitution damage (or reduces a monster's Hit Dice by 1d3) by blood drain.

Screaming Bolt: One of these *+2 bolts* screams when shot, forcing all enemies of the wielder within 20 feet of the path of the bolt to succeed on a Will save or flee for 1d4 rounds.

Shatterer: This *+1 longsword* acts as a *+4 weapon* when used to sunder another weapon. *Shatterer* can damage weapons with a magic bonus of +4 or lower.

Shifter's Sorrow: This *+1 bastard sword* has a silver edge. The weapon deals an extra 2d6 points of damage against shape-changing creatures. When a shape-changer in an alternate form is struck by the weapon, it must make a Will save or return to its natural form.

Silver Dagger: This silver dagger is non-magical.

Slaying Arrow: This *+1 arrow* is keyed to a particular creature, chosen by its maker. If it strikes such a creature, the target must make a Fortitude save or die (or, in the case of un-living targets, be destroyed) instantly.

Sleep Arrow: This *+1 arrow* is painted white and has white fletching. If it strikes a foe so that it would normally deal damage, it instead forces the target to make a Will save or fall asleep.

Sun Blade: This sword is the size of a bastard sword. However, a sun blade is wielded as if it were a short sword with respect to weight and ease of use. In normal combat, the glowing golden blade of the weapon is equal to a *+2 bastard sword*. Against Chaotic (Evil) creatures, its bonus is +4. Against undead creatures, the sword deals double damage.

Once per day, the wielder can swing the blade vigorously above her head while speaking a command word. The *sunblade* then sheds a bright yellow radiance that is like full daylight. The radiance begins shining in a 10-foot radius around the sword wielder and extends outward at 5 feet per round for 10 rounds thereafter, to create a globe of light with a 60-foot radius. When the wielder stops swinging, the radiance fades to a dim glow that persists for another minute before disappearing entirely. All sun blades are of Lawful (NG) alignment, and any Chaotic (Evil) creature attempting to wield one loses one level.

Sword of Life Stealing: This black iron *+2 longsword* steals a level when a natural '20' is rolled on an attack. The sword wielder gains 1d6 temporary hit points each time a level is stolen from another. These temporary hit points last for 24 hours. One day after being struck, subjects must make a Fortitude save for each level lost or the loss is permanent.

Sword of the Planes: This longsword has a magic bonus of +1 on the Material Plane, but on any Elemental Plane its bonus increases to +2. It operates as a *+3 longsword* on the Astral Plane or the Ethereal Plane or when used against opponents native to either of those planes. On any other plane, or against any outsider, it functions as a *+4 longsword*.

Sword of Subtlety: A *+1 short sword* with a thin, dull gray blade, this weapon provides a +4 bonus on its wielder's attack and damage rolls when he is making a backstab with it.

Sylvan Scimitar: This *+3 scimitar*, when used outdoors, deals an extra 1d6 points of damage.

Trident of Fish Command: The magical properties of this *+1 trident* with a 6-foot-long haft enable its wielder to charm up to 14 HD of aquatic animals within 30 feet. The wielder can use this effect up to three times per day. The wielder can communicate with the animals as if using *speak*

with animals. Animals making their saving throw are free of control, but they will not approach within 10 feet of the trident. The trident can be used up to three times per day.

Trident of Warning: A weapon of this type enables its wielder to determine the location, depth, kind, and number of aquatic predators within 680 feet. A trident of warning must be grasped and pointed in order for the character using it to gain such information, and it requires 1 round to scan a hemisphere with a radius of 680 feet. The weapon is otherwise a *+2 trident*.

POTIONS AND OILS

A potion is a magic liquid that produces its effect when imbibed. Magic oils are similar to potions, except that oils are applied externally rather than imbibed. A potion or oil can be used only once.

A typical potion or oil consists of 1 ounce of liquid held in a ceramic or glass vial fitted with a tight stopper. The container is usually no more than 1 inch wide and 2 inches high. In addition to the magical methods of identification, adventurers can sample from each container they find to attempt to determine the nature of the liquid inside. An experienced character learns to identify potions by memory.

TABLE: POTIONS AND OILS

MINOR	MEDIUM	MAJOR	POTION OR OIL	VALUE
01–10	—	—	Cure light wounds	50 gp
11–13	—	—	Endure elements	50 gp
14–15	—	—	Hide from animals	50 gp
16–17	—	—	Invisibility to undead	50 gp
18–19	—	—	Jump	50 gp
20–22	—	—	Mage armor	50 gp
23–25	—	—	Magic fang	50 gp
26	—	—	Magic stone (oil)	50 gp
27–29	—	—	Magic weapon (oil)	50 gp
30	—	—	Pass without trace	50 gp
31–32	—	—	Protection from (alignment)	50 gp
33–34	—	—	Remove fear	50 gp
35	—	—	Sanctuary	50 gp
36–38	—	—	Shield of faith (+2)	50 gp
39	—	—	Shillelagh (oil)	50 gp
40–41	01–02	01	Bless weapon (oil)	100 gp
42–44	03–04	02	Enlarge person	250 gp
45	05	—	Reduce person	250 gp
46–47	06	—	Aid	300 gp
48–50	07	—	Barkskin (+2)	300 gp
51–53	08–10	03	Constitution	300 gp
54–56	11–13	04–05	Blur	300 gp
57–59	14–16	06	Strength	300 gp
60–62	17–19	07-08	Dexterity	300 gp
63–67	20–27	09-16	Cure moderate wounds	300 gp
68	28	17	Darkness (oil)	300 gp
69–71	29–30	18-22	Darkvision	300 gp
72–74	31	—	Delay poison	300 gp
75–76	32–33	23-24	Charisma	300 gp
77–78	34–35	25-26	Intelligence	300 gp
79–81	36–37	27-28	Invisibility (potion or oil)	300 gp
82–84	38-39	29	Levitate (potion or oil)	300 gp
85-87	40-41	30	Misdirection	300 gp
88–89	42–44	31-32	Wisdom	300 gp
90–91	45-46	33	Protection from arrows	300 gp
92–93	47-48	34-37	Remove paralysis	300 gp
94–97	49–51	38	Resist energy (type)	300 gp
98–99	52-53	39	Spider climb	300 gp
100	54-55	40-41	Undetectable alignment	300 gp
—	56–59	42-51	Cure serious wounds	750 gp
—	60-61	52-53	Daylight (oil)	750 gp
—	62–65	54-57	Displacement	750 gp
—	66-67	58-59	Flame arrow (oil)	750 gp
—	68–71	60-68	Fly	750 gp
—	72-73	69-70	Gaseous form	750 gp
—	74–75	71-72	Haste	750 gp
—	76–78	73-75	Heroism	750 gp
—	79–80	76-77	Keen edge (oil)	750 gp
—	81	78-79	Magic circle against (alignment)	750 gp
—	82–83	80	Magic vestment +1 (oil)	750 gp
—	84–86	81-83	Neutralize poison	750 gp
—	87–88	84-85	Nondetection	750 gp
—	89–91	86-87	Protection from energy (type)	750 gp
—	92–93	88-89	Rage	750 gp
—	94	90-91	Cure blindness/deafness	750 gp
—	95	92-93	Remove curse	750 gp
—	96	94-95	Cure disease	750 gp
—	97	96-97	Tongues	750 gp
—	98–99	98	Water breathing	750 gp
—	100	99	Water walk	750 gp
—	—	100	Good hope	1,050 gp

RINGS

Rings bestow magical powers upon their wearers. Only a rare few have charges. Anyone can use a ring. A character can only effectively wear one magic ring. A second magic ring does not work if the wearer is already wearing two magic rings.

Rings have no appreciable weight. Although exceptions exist that are crafted from glass or bone, the vast majority of rings are forged from metal—usually precious metals such as gold, silver, and platinum.

Usually, a ring's ability is activated by a command word or it works continually. Some rings have exceptional activation methods (see below).

TABLE: RINGS

MINOR	MEDIUM	MAJOR	RING	VALUE
01–18	—	—	Protection +1	2,000 gp
19–28	—	—	Feather falling	2,200 gp
29–36	—	—	Sustenance	2,500 gp
37–44	—	—	Climbing	2,500 gp
45–52	—	—	Jumping	2,500 gp
53–60	—	—	Swimming	2,500 gp
61–70	01-07	—	Counterspells	4,000 gp
71–75	08-11	—	Mind shielding	8,000 gp
76–80	12-24	—	Protection +2	8,000 gp
81–85	25-31	—	Force shield	8,500 gp
86–90	32-38	—	Ram	8,600 gp
91–93	39-43	—	Animal friendship	10,800 gp
94–96	44-51	01-03	Energy resistance	12,000 gp
97–98	52-58	—	Chameleon power	12,700 gp
99–100	59-65	—	Water walking	15,000 gp
—	66-72	04-09	Protection +3	18,000 gp
—	73-79	10-13	Spell storing, minor	18,000 gp
—	80-86	14-19	Invisibility	20,000 gp
—	87-91	20-24	Wizardry (I)	20,000 gp
—	92-95	25-28	X-ray vision	25,000 gp
—	96-100	29-32	Blinking	27,000 gp
		33-36	Meld into Stone	27,000 gp
—	—	37-44	Protection +4	32,000 gp
—	—	45-51	Wizardry (II)	40,000 gp
—	—	52-57	Free action	40,000 gp
—	—	58-59	Friend shield (pair)	50,000 gp
—	—	60-65	Protection +5	50,000 gp

—	—	66-70	Shooting stars	50,000 gp
—	—	71-76	Spell storing	50,000 gp
—	—	77-81	Wizardry (III)	70,000 gp
—	—	82-85	Telekinesis	75,000 gp
—	—	86-87	Regeneration	90,000 gp
—	—	88	Three wishes	97,950 gp
—	—	89-92	Spell turning	98,280 gp
—	—	93-94	Wizardry (IV)	100,000 gp
—	—	95	Djinni calling	125,000 gp
—	—	96	Elemental command (air)	200,000 gp
—	—	97	Elemental command (earth)	200,000 gp
—	—	98	Elemental command (fire)	200,000 gp
—	—	99	Elemental command (water)	200,000 gp
—	—	100	Spell storing, major	200,000 gp

Animal Friendship: On command, this ring affects an animal as if the wearer had cast *charm animal*.

Blinking: On command, this ring makes the wearer *blink*, per the spell.

Chameleon Power: The wearer of this ring can gain the ability to magically blend in with the surroundings. This provides a +5 bonus on her hide in shadows checks. She can also command the ring to utilize the spell *change self* as often as she wants.

Climbing: This ring is actually a magic leather cord that ties around a finger. It continually grants the wearer a +3 bonus to climb sheer surfaces.

Counterspells: This ring might seem to be a *ring of spell storing* upon first examination. However, while it allows a single spell of 1st through 6th level to be cast into it, that spell cannot be cast out of the ring again. Instead, should that spell ever be cast upon the wearer, the spell is immediately countered (i.e. negated). Once so used, the spell cast within the ring is gone and can be replaced.

Djinni Calling: One of the many rings of fable, this "genie" ring is most useful indeed. It serves as a special gate by means of which a specific djinni can be called from the Elemental Plane of Air. When the ring is rubbed, the call goes out and the djinni appears on the next round. The djinni faithfully obeys and serves the wearer of the ring, but never for more than 1 hour per day. If the djinni of the ring is ever killed, the ring becomes non-magical and worthless.

Elemental Command: All four kinds of elemental command rings are very powerful. Each appears to be nothing more than a lesser magic ring until fully activated (by meeting a special condition, such as single-handedly slaying an elemental of the appropriate type or exposure to a sacred material of the appropriate element), but each has certain other powers as well as the following common properties.

Elementals of the plane to which the ring is attuned cannot attack the wearer or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to charm the elemental (as *charm monster*). If the charm attempt fails, however, absolute protection is lost and no further attempt at charming can be made.

Creatures from the plane to which the ring is attuned who attack the wearer take a –1 penalty on their attacks. The ring wearer makes saving throws from the creature's attacks with a +2 bonus. He gains a +4 bonus on all attack rolls against such creatures. Any weapon he uses bypasses the weapon resistance of such creatures, regardless of any qualities the weapon may or may not have.

The wearer of the ring is able to converse with creatures from the plane to which his ring is attuned. These creatures recognize that he wears the ring. They show a healthy respect for the wearer if alignments are similar. If alignments are opposed, creatures fear the wearer if he is strong. If he is weak, they hate and desire to slay him.

The possessor of a ring of elemental command takes a saving throw penalty as follows:

ELEMENT	SAVING THROW PENALTY
Air	–2 against earth-based effects
Earth	–2 against air- or electricity-based effects
Fire	–2 against water- or cold-based effects
Water	–2 against fire-based effects

In addition to the powers described above, each specific ring gives its wearer the following abilities according to its kind.

Ring of Elemental Command (Air): *Feather fall* (at will), resistance to electricity, *gust of wind* (2/day), *wind wall* (at will), *air walk* (1/day), *chain lightning* (1/week). The ring appears to be a *ring of feather falling* until a certain condition is met to activate its full potential.

Ring of Elemental Command (Earth): *Meld into stone* (at will), *soften earth or stone* (at will), *stone shape* (2/day), *stoneskin* (1/week), *passwall* (2/week), *wall of stone* (1/day). The ring appears to be a *ring of meld into stone* until the established condition is met.

Ring of Elemental Command (Fire): Resistance to fire, *burning hands* (at will), *flaming sphere* (2/day), *pyrotechnics* (2/day), *wall of fire* (1/day), *flame strike* (2/week). The ring appears to be a *ring of fire resistance* until the established condition is met.

Ring of Elemental Command (Water): *Water walk* (at will), *create water* (at will), *water breathing* (at will), *wall of ice* (1/day), *ice storm* (2/week), *control water* (2/week). The ring appears to be a *ring of water walking* until the established condition is met.

Energy Resistance: This reddish iron ring continually protects the wearer from damage from one type of energy (i.e. acid, cold, electricity, fire or sonic), cutting such damage in half when suffered.

Feather Falling: This ring is crafted with a feather pattern all around its edge. It acts exactly like a *feather fall* spell, activated immediately if the wearer falls more than 5 feet.

Force Shield: An iron band, this simple ring generates a shield-sized and shaped wall of force that stays with the ring and can be wielded by the wearer as if it were a shield.

Free Action: This gold ring allows the wearer to act as if continually under the effect of a *free action* spell.

Friend Shield: These curious rings always come in pairs. A friend shield ring without its mate is useless. Either wearer of one of a pair of the rings can, at any time, command his or her ring to cast a *shield other* spell with the wearer of the mated ring as the recipient.

Invisibility: By activating this simple silver ring, the wearer can benefit from *invisibility*, as the spell.

Jumping: This ring continually allows the wearer to leap about, providing a +3 bonus on all his leaping and jumping checks.

Meld into Stone: This ring allows the wearer to use the spell *meld into stone* on command.

Mind Shielding: This ring is usually of fine workmanship and wrought from heavy gold. The wearer is continually immune to *detect thoughts*, *detect lie* and any attempt to magically discern her alignment.

Protection: This ring offers continual magical protection in the form of a bonus of +1 to +5 to Armor Class.

Ram: The ring of the ram is an ornate ring forged of hard metal, usually iron or an iron alloy. It has the head of a ram as its device. The wearer can command the ring to give forth a ram-like force, manifested by a vaguely discernible shape that resembles the head of a ram or a goat. This force strikes a single target, dealing 1d6 points of damage if 1 charge is expended, 2d6 points if 2 charges are used, or 3d6 points if 3 charges (the maximum) are used. Treat this as a ranged attack with a 50-foot maximum range and no penalties for distance.

Those struck by the ring are subject to a bull rush attack if within 30 feet of the ring-wearer. The ram is +7 to attack. The ram gains a +1 bonus on the attack if 2 charges are used or +2 if 3 charges are expended.

In addition to its attack mode, the ring of the ram also has the power to open doors on a roll of 1-5 on 1d6. If 2 charges are expended, doors are opened on a roll of 1-7 on 1d8. If 3 charges are expended, doors are opened on a roll of 1-9 on 1d10.

A newly created ring has 10 charges. When all the charges are expended, the ring becomes a non-magical item.

Regeneration: This white gold ring continually allows a living wearer to heal 1 point of damage per level every hour rather than every day. If the wearer loses a limb, an organ, or any other body part while wearing this ring, the ring *regenerates* it as the spell. In either case, only damage taken while wearing the ring is regenerated.

Shooting Stars: This ring has two modes of operation, one for being 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 of shooting stars* can perform the following functions: *Dancing lights* (1/hour), *light* (2/night), ball lightning (1/night, see below) and shooting stars (3/week, see below).

The first special function, ball lightning, releases one to four balls of lightning (ring wearer's choice). These glowing globes resemble dancing lights and the ring wearer controls them in the same fashion. The spheres have a 120-foot range and last for four rounds. They can be moved at 120 feet per round. Each sphere is about 3 feet in diameter and any creature that comes within 5 feet of one causes its charge to dissipate, taking electricity damage in the process.

NUMBER OF BALLS	DAMAGE PER BALL
4 lightning balls	1d6 points of damage each
3 lightning balls	2d6 points of damage each
2 lightning balls	3d6 points of damage each
1 lightning ball	4d6 points of damage

Once the ball lightning function is activated, the balls can be released at any time before the sun rises.

The second special function produces three shooting stars that can be released from the ring each week, simultaneously or one at a time. They impact for 12 points of damage and explode in a 5-foot-radius sphere for 24 points of fire damage.

Any creature struck by a shooting star takes full damage from impact plus full fire damage from the explosion unless it makes a Reflex saving throw. Creatures not struck but within the explosion ignore the impact damage and take only half damage from the explosion on a successful Reflex save. Range is 70 feet, at the end of which the shooting star explodes unless it strikes a creature or object before that. A shooting star always follows a straight line and any creature in its path must make a save or be hit by it.

Indoors at night, or underground, the ring of shooting stars has the following properties: *Faerie fire* (2/day) and spark shower (1/day, special).

The spark shower is a flying cloud of sizzling purple sparks that fan out from the ring for a distance of 20 feet in an arc 10 feet wide. Creatures within this area take 2d8 points of damage each if not wearing metal armor or carrying a metal weapon. Those wearing metal armor and/or carrying a metal weapon take 4d8 points of damage.

Spell Storing, Minor: A *minor ring of spell storing* contains up to three levels of spells that the wearer can cast. The user need not provide any material components or focus to cast the spell and they can cast them in armor. For a randomly generated ring, treat it as a scroll to determine what spells are stored in it. The ring magically imparts to the wearer the names of all spells currently stored within it.

Spell Storing: As the *minor ring of spell storing*, except it holds up to five levels of spells.

Spell Storing, Major: As the *minor ring of spell storing*, except it holds up to ten levels of spells.

Spell Turning: Up to three times per day on command, this simple platinum band automatically reflects the next nine levels of spells cast at the wearer, exactly as if spell turning had been cast upon the wearer.

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 removed, the owner must wear it for another week to re-attune.

Swimming: This silver ring has a wave pattern etched into the band. It allows the wearer to swim at a speed of 30 feet.

Telekinesis: This ring allows the caster to use the spell *telekinesis* on command.

Three Wishes: This ring is set with three rubies. Each ruby stores a *wish* spell, activated by the ring. When a wish is used, that ruby disappears. For a randomly generated ring, roll 1d3 to determine the remaining number of rubies. When all the wishes are used, the ring becomes non-magical.

Water Walking: This ring, set with an opal, allows the wearer to continually utilize the effects of the spell *water walk*.

Wizardry: This special ring comes in four varieties (*ring of wizardry I*, *ring of wizardry II*, *ring of wizardry III*, and *ring of wizardry IV*), all of them are useful only to arcane spell casters. The wearer's arcane spells per day are

doubled for one specific spell level. A *ring of wizardry I* doubles 1st-level spells, a *ring of wizardry II* doubles 2nd-level spells, a *ring of wizardry III* doubles 3rd-level spells, and a *ring of wizardry IV* doubles 4th-level spells.

X-Ray Vision: On command, this ring gives its possessor the ability to see into and through solid matter. Vision range is 20 feet, with the viewer seeing as if he were looking at something in normal light even if there is no illumination. X-ray vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances or a thin sheet of lead blocks the vision. Using the ring is physically exhausting, causing fatigue after the first 10 minutes of use in a single day.

RODS

Rods are scepter-like devices that have unique magical powers and do not usually have charges. Any class can employ a magic rod. Rods weigh about 5 pounds. They range from 2 feet to 3 feet long and are usually made of metal. Many, as noted in their descriptions, can function as light maces or clubs due to their sturdy construction.

TABLE: RODS

MEDIUM	MAJOR	ROD	VALUE
01-14	—	Immovable	5,000 gp
15-24	—	Metal and mineral detection	10,500 gp
25-44	01-07	Cancellation	11,000 gp
45-56	08-14	Wonder	12,000 gp
57-72	15-21	Python	13,000 gp
73-84	22-26	Flame extinguishing	15,000 gp
85-100	27-33	Viper	19,000 gp
—	34-41	Enemy detection	23,500 gp
—	42-49	Splendor	25,000 gp
—	50-57	Withering	25,000 gp
—	58-65	Thunder and lightning	33,000 gp
—	66-72	Negation	37,000 gp
—	73-77	Absorption	50,000 gp
—	78-84	Flailing	50,000 gp
—	85-88	Rulership	60,000 gp
—	89-92	Security	61,000 gp
—	93-96	Lordly might	70,000 gp
—	97-100	Alertness	85,000 gp

Absorption: This rod acts as a magnet, drawing spells or spell-like abilities into itself. The magic absorbed must be a single-target spell or a ray directed at the character. The rod then nullifies the spell's effect and stores its potential until the wielder releases this energy in the form of her own spells. She can instantly detect a spell's level as the rod absorbs that spell's energy. The wielder of the rod can use captured spell energy to cast any spell she has prepared of the same level, without expending the prepared spell itself.

A *rod of absorption* absorbs a maximum of fifty spell levels and can thereafter only discharge any remaining potential it might have. The rod cannot be recharged. The wielder knows the rod's remaining absorbing potential and current amount of stored energy.

Alertness: This rod is indistinguishable from a *+1 light mace*. It has eight flanges on its mace-like head. The bearer of a rod is only surprised on a roll of 1 on 1d8. If grasped firmly, the rod enables the holder to use *detect evil*, *detect good*, *detect magic*, *detect lie*, *light*, or *detect invisibility*.

If the head of a rod of alertness is planted in the ground and the possessor wills it to alertness, the rod senses any creature within 120 feet who intends to harm the possessor. At the same time, the rod creates the effect of a *prayer* spell upon all creatures friendly to the possessor in a 20-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-foot radius. These effects last for 10 minutes, and the rod can perform this function once per day. Finally, the rod can be used to simulate the casting of an *animate objects* spell, utilizing any eleven (or fewer) small objects located roughly around the perimeter of a 5-foot-radius circle centered on the rod when planted in the ground. Objects remain animated for 11 rounds. The rod can perform this function once per day.

Cancellation: This dreaded rod is a bane to magic items, for its touch drains an item of all magical properties. In such cases, contact is made by making a sunder attack. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are only restorable by *wish* or *miracle*. If a *sphere of annihilation* and a *rod of cancellation* negate each other, nothing can restore either of them.

Enemy Detection: This device pulses in the wielder's hand and points in the direction of any creature or creatures hostile to the bearer of the device (nearest ones first). These creatures can be *invisible*, *ethereal*, hidden, disguised or in plain sight. Detection range is 60 feet. The rod can be used three times each day, each use lasting up to 10 minutes.

Flailing: Upon the command of its possessor, the rod activates, changing from a normal-seeming rod to a *+3 heavy flail*. Once per day the wielder can cause the rod to grant her a +4 bonus to Armor Class and a +4 bonus on saving throws for 10 minutes. The rod need not be in weapon form to grant this benefit.

Flame Extinguishing: This rod can extinguish medium or smaller non-magical fires with a touch. For the rod to be effective against other sorts of fires, the wielder must expend 1 or more of the rod's charges. Extinguishing a large or larger non-magical fire or a magic fire of medium or smaller size, expends 1 charge. Continual magic flames, such as those of a weapon or a fire creature, are suppressed for 6 rounds and flare up again after that time. To extinguish an instantaneous fire spell, the rod must be within the area of the effect. When applied to large or larger magic fires, extinguishing the flames expends 2 charges from the rod. If the device is used upon a fire creature, it deals 6d6 points of damage to the creature. This use requires 3 charges. A *rod of flame extinguishing* has 10 charges when found. Spent charges are renewed every day, so that a wielder can expend up to 10 charges in any 24-hour period.

Immovable Rod: This rod is a flat iron bar with a small button on one end. When the button is pushed, the rod does not move from where it is, even if this means defying gravity. Thus, the owner can lift or place the rod wherever he wishes, push the button, and let go. Two immovable rods can make a ladder when used together. An immovable rod can support up to 8,000 pounds before falling to the ground. If a creature pushes against an immovable rod, it must make a bend bars check at -10 to move the rod up to 10 feet in a single round.

Lordly Might: This rod has functions that are spell-like, and it can also be used as a magic weapon of various sorts. It also has several more mundane uses. The *rod of lordly might* is metal, thicker than other rods, with a flanged ball at one end and six stud-like buttons along its length.

The following spell-like functions can each be used once per day.

• *Hold person*. The wielder must choose to use this power and then succeed on a melee attack to activate the power. If the attack fails, the effect is lost.

• *Fear* upon all enemies viewing it, if the wielder so desires (10-foot maximum range, Will save negates).

• Deal 2d4 hit points of damage to an opponent on a successful attack (Will save for half) and cure the wielder of a like amount of damage.

The following weapon functions of the rod have no limit on the number of times they can be employed.

• In its normal form, the rod can be used as a *+2 light mace*.

• When button 1 is pushed, the rod becomes a *+1 flaming longsword*, the blade springing from the ball.

• When button 2 is pushed, the rod becomes a *+4 battleaxe*. A wide blade springs forth at the ball, and the rod lengthens to 4 feet.

• When button 3 is pushed, the rod becomes a *+3 spear*. The spear blade springs from the ball, and the handle lengthens up to 12 feet. At its 15-foot length, the rod is suitable for use as a lance.

The following other functions of the rod also have no limit on the number of times they can be employed.

• Climbing pole/ladder. When button 4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5 and 50 feet in a single round, stopping when button 4 is pushed again. Horizontal bars three inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 4,000 pounds. The wielder can retract the pole by pushing button 5.

• The ladder function can be used to force open doors. The wielder plants the rod's base 30 feet or less from the portal to be forced and in line with it, then pushes button 4. The force exerted has a strength bonus of +12.

• When button 6 is pushed, the rod indicates magnetic north and gives the wielder knowledge of his approximate depth beneath the surface or height above it.

Metal and Mineral Detection: This rod pulses in the wielder's hand and points to the largest mass of metal within 30 feet. However, the wielder can concentrate on a specific metal or mineral. If the specific mineral is within 30 feet, the rod points to any places it is located, and the rod wielder knows the approximate quantity as well. If more than one deposit of the specified metal or mineral is within range, the rod points to the largest cache first. Each operation requires a full-round action.

Negation: This device negates the spell or spell-like function or functions of magic items. The wielder points the rod at the magic item, and a pale gray beam shoots forth to touch the target device, attacking as a ray. The ray functions as a *dispel magic* spell, except it only affects magic items. The target item gets no saving throw, although the rod cannot negate artifacts. The rod can function three times per day.

Python: This rod is longer than normal rods. It is about 4 feet long and weighs 10 pounds. It strikes as a *+1 quarterstaff*. If the user throws the rod to the ground, it becomes a giant constrictor snake. The python obeys all commands of the owner. In animal form, it retains the +1 bonus on attacks and damage possessed by the rod form. The serpent returns to rod form whenever the wielder desires, or whenever it moves farther than 100 feet from the owner. If the snake form is slain, it returns to rod form and cannot be activated again for three days. A python rod only functions for Lawful (Good) creatures.

Rulership: This rod looks like a royal scepter worth at least 5,000 gp in materials and workmanship alone. The wielder can command the obedience and fealty of creatures within 120 feet when she activates the device. Creatures totaling 300 Hit Dice can be ruled, but creatures with intelligence scores of 12 or higher are entitled to a Will save to negate the effect. The rod can be used for 500 total minutes before crumbling to dust. This duration need not be continuous.

Security: This item creates a non-dimensional space, a pocket paradise. There, the rod's possessor and as many as 199 other creatures can stay in complete safety for a period of time, up to 200 days divided by the number of creatures included. In this pocket paradise, creatures do not age, and natural healing take place at twice the normal rate. Fresh water and food (fruits and vegetables only) are in abundance. The climate is comfortable for all creatures involved.

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 whenever he wishes before the maximum time period expires, but the rod can only be activated once per week.

Splendor: The possessor of this rod gains a +4 bonus to her charisma score for as long as she holds or carries the item. Once per day, the rod creates and garbs her 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 the like, all the apparel immediately disappears. The same applies if any of it is forcibly taken from her. The value of clothing created by this rod ranges from 7,000 to 10,000 gp (1d4+6 x 1,000 gp).

The rod of splendor has a second special power, usable once per week. Upon command, it creates a palatial tent, a huge pavilion of silk 60 feet across. Inside the tent are temporary furnishings and food suitable to the splendor of the pavilion and sufficient to entertain as many as one hundred persons. The tent and its trappings last for one day. At the end of that time, the tent and all objects associated with it (including any items that were taken out of the tent) disappear.

Thunder and Lightning: Constructed of iron set with silver rivets, this rod has the properties of a *+2 light mace*. Its other powers are as follows.

• Thunder: Once per day, the rod can strike as a *+3 light mace* and the foe struck is stunned from the noise of the impact (Fortitude save negates).

• Lightning: Once per day, when the wielder desires, a short spark of electricity can leap forth when the rod strikes an opponent to deal an extra 2d6 points of electricity damage.

• Thunderclap: Once per day, the wielder can cause the rod to give out a deafening noise, just as a *shout* spell (Fortitude save for 2d6 points of sonic damage, target deafened for 2d6 rounds).

• Lightning Stroke: Once per day, the wielder can cause the rod to shoot out a 5-foot-wide lightning bolt (9d6 points of electricity damage, Reflex save for half damage) to a range of 200 feet.

• Thunder and Lightning: Once per week, the wielder of the rod can combine the thunderclap described above with a lightning bolt, as in the lightning stroke. The thunderclap affects all within 10 feet of the bolt. The lightning stroke deals 9d6 points of electricity damage, and the thunderclap deals 2d6 points of sonic damage. A single Reflex saving throw applies for both effects.

Viper: This rod strikes as a *+2 heavy mace*. Once per day, upon command, the head of the rod becomes that of an actual serpent for 10 minutes. During this period, any successful strike with the rod deals its usual damage and also poisons the creature hit. The poison deals 1d6 points of constitution damage per round (Fortitude save negates). The rod only functions if its possessor is Chaotic (Evil).

Withering: A *rod of withering* acts as a *+1 light mace* that deals no hit point damage. Instead, the wielder deals 1d4 points of strength damage and 1d4 points of constitution damage to any creature she touches with the rod (by making a melee attack). If she scores a critical hit, the damage from that hit is permanent ability drain. In either case, the defender negates the effect with a Fortitude saving throw.

Wonder: A rod of wonder is a strange and unpredictable device that randomly generates any number of weird effects each time it is used. Typical powers of the rod include the following.

D%	WOUNDROUS EFFECT
01–05	Slow creature pointed at for 10 rounds (will negates).
06–10	Faerie fire surrounds the target.
11–15	Deludes wielder for 1 round into believing the rod functions as indicated by a second die roll (no save).
16–20	Gust of wind, but at windstorm force (fortitude negates).
21–25	Wielder learns target's surface thoughts (as with detect thoughts) for 1d4 rounds (no save).
26–30	Stinking cloud at 30-ft. range (fortitude negates).
31–33	Heavy rain falls for 1 round in 60-ft. radius centered on rod wielder.
34–36	Summon an animal—a rhinoceros (01–25 on d%), elephant (26–50), or mouse (51–100).
37–46	Lightning bolt (70 ft. long, 5 ft. wide), 6d6 damage (reflex half).
47–49	Stream of 600 large butterflies pours forth and flutters around for 2 rounds, blinding everyone (including wielder) within 25 ft. (reflex negates).
50–53	Enlarge person if within 60 ft. of rod (fortitude negates).
54–58	Darkness, 30-ft.-diameter hemisphere, centered 30 ft. away from rod.
59–62	Grass grows in 160-sq.-ft. area before the rod, or grass existing there grows to ten times normal size.
63–65	Turn ethereal any nonliving object of up to 1,000 lb. mass and up to 30 cu. ft. in size.
66–69	Reduce wielder to 1/12 height (no save).
70–79	Fireball at target or 100 ft. straight ahead, 6d6 damage (reflex half).
80–84	Invisibility covers rod wielder.
85–87	Leaves grow from target if within 60 ft. of rod. These last 24 hours.
88–90	10–40 gems, value 1 gp each, shoot forth in a 30-ft.-long stream. Each gem deals 1 point of damage to any creature in its path: Roll 5d4 for the number of hits and divide them among the available targets.
91–95	Shimmering colors dance and play over a 40-ft.-by-30-ft. area in front of rod. Creatures therein are blinded for 1d6 rounds (fortitude negates).
96–97	Wielder (50% chance) or target (50% chance) turns permanently blue, green, or purple (no save).
98–100	Flesh to stone (or stone to flesh if target is stone already) if target is within 60 ft. (fortitude negates).

SCROLLS

A scroll is a spell that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell.

A scroll is a heavy sheet of fine vellum or high-quality paper. An area about 8 1/2 inches wide and 11 inches long is sufficient to hold one spell. The sheet is reinforced at the top and bottom with strips of leather slightly longer than the sheet is wide. A scroll holding more than one spell has the same width (about 8 1/2 inches) but is an extra foot or so long for each extra spell. Scrolls that hold three or more spells are usually fitted with reinforcing rods at each end rather than simple strips of leather.

To protect it from wrinkling or tearing, a scroll is rolled up from both ends to form a double cylinder. (This also helps the user unroll the scroll quickly.) The scroll is placed in a tube of ivory, jade, leather, metal, or wood. Most scroll cases are inscribed with magic symbols which often identify the owner or the spells stored on the scrolls inside. The symbols often hide magic traps.

To activate a scroll, a spell caster must read the spell written on it. The writing on a scroll must be deciphered before a character can use it or know exactly what spell it contains. This requires a *read magic* spell and the spell must be on the reader's spell list. If the spell is of a higher level than the reader can normally cast, they must pass a Will saving throw to avoid a scroll mishap. When a mishap occurs, the spell on the scroll has a reversed or harmful effect. Possible mishaps are given below.

• A surge of uncontrolled magical energy deals 1d6 points of damage per spell level to the scroll user.

• Spell strikes the scroll user or an ally instead of the intended target, or a random target nearby if the scroll user was the intended recipient.

• Spell takes effect at some random location within spell range.

• Spell's effect on the target is contrary to the spell's normal effect.

• The scroll user suffers some minor but bizarre effect related to the spell in some way. Most such effects should last only as long as the original spell's duration, or 2d10 minutes for instantaneous spells.

• Some innocuous item or items appear in the spell's area.

• Spell has delayed effect. Sometime within the next 1d12 hours, the spell activates. If the scroll user was the intended recipient, the spell takes effect normally. If the user was not the intended recipient, the spell goes off in the general direction of the original recipient or target, up to the spell's maximum range, if the target has moved away.

TABLE: SCROLL TYPES

D%	TYPE
01–30	Arcane
31–50	Divine
51-75	Protection
76-100	Treasure Map

TABLE: SCROLL SPELL LEVELS

MINOR	MEDIUM	MAJOR	SPELL LEVEL
01–05	—	—	0
06–50	—	—	1st
51–95	01–05	—	2nd
96–100	06–65	—	3rd
—	66–95	01–05	4th
—	96–100	06–50	5th
—	—	51–70	6th
—	—	71–85	7th
—	—	86–95	8th
—	—	95–100	9th

TABLE: PROTECTION SCROLL TYPE

MINOR	MEDIUM	MAJOR	PROTECTION FROM …
01–25	—	—	Drowning
26–50	01–17	—	Poison
51–75	18–34	—	Metal
76–100	35–51	—	Magic
—	52–68	01–17	Undead
—	69–84	18–34	Lycanthropes
—	85–100	35–51	Fey
—	—	52–68	Elementals
—	—	69–84	Aberrations
—	—	85–100	Outsiders

Protection scrolls can be read by any character, regardless of class. Once read, the scroll protects the reader and possibly others from a specific kind of threat.

Aberration: Everyone within a 10 ft. radius around the reader is protected from the attacks of one aberration for a period of 40 minutes.

Drowning: Everyone within a 10 ft. radius of the reader gain the ability to breathe underwater for 1 full day.

Elementals: Everyone within a 10 ft. radius around the reader is protected from the attacks of one elemental for a period of 40 minutes.

Fey: Everyone within a 10 ft. radius around the reader is protected from the attacks of one fey creature for a period of 40 minutes.

Lycanthropes: Everyone within a 10 ft. radius around the reader is protected from the attacks of one lycanthrope for a period of 40 minutes.

Magic: An *anti-magic field* (per the spell) surrounds and moves with the reader for 1 hour, having a radius of 10 feet.

Metal: The reader is immune to damage from metal (though not from being crushed by a ton of metal) for one hour.

Outsiders: Everyone within a 10 ft. radius around the reader is protected from the attacks of one outsider for a period of 40 minutes.

Poison: Poison cannot harm the reader for a period of 6 hours, and any poison in his system is removed.

Undead: All within a 10 ft. radius of the reader are protected against undead, but only to a limited degree. In any given round, 2d12 undead with HD fewer than 4, and 2d6 undead with 4 to 5 hit dice, and 1d6 undead with 6 or more hit dice are foiled by the protection of the scroll. Thus, the scroll is effective against all but a true horde of undead.

STAVES

A staff is a long shaft of wood that stores multiple spells. Unlike wands, which can contain a wide variety of spells, each staff is of a certain kind and holds specific spells. A staff has 10 charges when created. A typical staff is 4 to 7 feet long and 2 to 3 inches thick, weighing about 5 pounds.

TABLE: STAVES

MEDIUM	MAJOR	STAFF	VALUE
01–15	01–03	Charming	16,500 gp
16–30	04–09	Fire	17,750 gp
31–40	10–11	Swarming insects	24,750 gp
41–60	12–17	Healing	27,750 gp
61–75	18–19	Size alteration	29,000 gp
76–90	20–24	Illumination	48,250 gp
91–95	25–31	Frost	56,250 gp
96–100	32–38	Defense	58,250 gp
—	39–43	Abjuration	65,000 gp
—	44–48	Conjuration	65,000 gp
—	49–53	Enchantment	65,000 gp
—	54–58	Evocation	65,000 gp
—	59–63	Illusion	65,000 gp
—	64–68	Necromancy	65,000 gp
—	69–73	Transmutation	65,000 gp
—	74–77	Divination	73,500 gp
—	78–82	Earth and stone	80,500 gp
—	83–87	Woodlands	101,250 gp
—	88–92	Life	155,750 gp
—	93–97	Passage	170,500 gp
—	98–100	Power	211,000 gp

Abjuration: Usually carved from the heartwood of an ancient oak or other large tree, this staff allows use of the following spells: *Shield* (1 charge), *resist energy* (1 charge), *dispel magic* (1 charge), *minor globe of invulnerability* (2 charges), *dismissal* (2 charges) and *repulsion* (3 charges).

Charming: Made of twisting wood ornately shaped and carved, this staff allows use of the following spells: *Charm person* (1 charge) and *charm monster* (2 charges).

Conjuration: This staff is usually made of ash or walnut and bears ornate carvings of many different kinds of creatures. It allows use of the following spells: *Unseen servant* (1 charge), *summon swarm* (1 charge), *stinking cloud* (1 charge), *minor creation* (2 charges), *cloudkill* (2 charges) and *summon monster VI* (3 charges).

Defense: The staff of defense is a simple-looking staff that throbs with power when held defensively. It allows use of the following spells: *Shield* (1 charge), *shield of faith* (1 charge) and *shield other* (1 charge).

Divination: Made from a supple length of willow, often with a forked tip, this staff allows use of the following spells: *Detect secret doors* (1 charge), *locate object* (1 charge), *tongues* (1 charge), *locate creature* (2 charges), *prying eyes* (2 charges) and *true seeing* (3 charges).

Earth and Stone: This staff is topped with a fist-sized emerald that gleams with smoldering power. It allows the use of the following spells: *Passwall* (1 charge) and *move earth* (1 charge).

Enchantment: Often made from applewood and topped with a clear crystal, this staff allows use of the following spells: *Sleep* (1 charge), *hideous laughter* (1 charge), *suggestion* (1 charge), *crushing despair* (2 charges) and *mind fog* (2 charges).

Evocation: Usually very smooth and carved from hickory, willow, or yew, this staff allows use of the following spells: *Magic missile* (1 charge), *shatter* (1 charge), *fireball* (1 charge), *ice storm* (2 charges), *wall of force* (2 charges) and *chain lightning* (3 charges).

Fire: Crafted from bronzewood with brass bindings, this staff allows use of the following spells: *Burning hands* (1 charge), *fireball* (1 charge) and *wall of fire* (2 charges).

Frost: Tipped on either end with a glistening diamond, this rune-covered staff allows use of the following spells: *Ice storm* (1 charge), *wall of ice* (1 charge) and *cone of cold* (2 charges).

Healing: This white ash staff, with inlaid silver runes, allows use of the following spells: *Cure serious wounds* (1 charge), *cure blindness/deafness* (2 charges) and *cure disease* (3 charges).

Illusion: This staff is made from ebony or other dark wood and carved into an intricately twisted, fluted, or spiral shape. It allows use of the following spells: *Change self* (1 charge), *mirror image* (1 charge), *spectral force* (1 charge), *rainbow pattern* (2 charges), *persistent image* (2 charges) and *mislead* (3 charges).

Illumination: This staff is usually sheathed in silver and decorated with sunbursts. It allows use of the following spells: *Dancing lights* (1 charge), *flare* (1 charge), *daylight* (2 charges) and *sunburst* (3 charges).

Life: Made of thick oak shod in gold, this staff allows use of the following spells: *Heal* (1 charge) and *raise dead* (5 charges).

Necromancy: This staff is made from ebony and carved with the images of bones and skulls. It allows use of the following spells: *Cause fear* (1 charge), *ghoul touch* (1 charge), *hold undead* (1 charge), *enervation* (2 charges), *waves of fatigue* (2 charges) and *circle of death* (3 charges).

Passage: This potent item allows use of the following spells: *Dimension door* (1 charge), *passwall* (1 charge), *phase door* (2 charges), *teleport without error* (2 charges) and *astral projection* (3 charges).

Power: The staff of power is a very potent magic item, with offensive and defensive abilities. It is usually topped with a glistening gem, its shaft straight and smooth. It has the following powers: *Magic missile* (1 charge), *ray of enfeeblement* (1 charge), *continual flame* (1 charge), *levitate* (1 charge), *lightning bolt* (2 charges), *fireball* (2 charges), *cone of cold* (2 charges), *hold monster* (2 charges), *wall of force* (hemisphere only, 2 charges) and *globe of invulnerability* (2 charges).

The wielder of a staff of power gains a +2 bonus to AC and saving throws. The staff is also a *+2 quarterstaff*, and its wielder may use it to smite opponents. If 1 charge is expended, the staff causes double damage.

A staff of power can be used for a retributive strike, requiring it to be broken by its wielder. All charges currently in the staff are instantly released in a 30-foot radius. All within 10 feet of the broken staff take points of damage equal to 8 x the number of charges in the staff, those 15 to 20 feet away take 6 x the number of charges in damage and those 25 or 30 feet distant take 4 x the number of charges in damage. All those affected can make reflex saves to reduce the damage by half.

The character breaking the staff has a 50% chance of traveling to another plane of existence, but if he does not, the explosive release of spell energy destroys him. After all charges are used up from the staff, it remains a *+2 quarterstaff*.

Size Alteration: Stout and sturdy, this staff of dark wood allows use of the following spells: *Enlarge person* (1 charge), *reduce person* (1 charge), and *shrink item* (1 charge).

Swarming Insects: Made of twisted dark wood with dark spots resembling crawling insects (which occasionally seem to move), this staff allows use of the following spells: *Summon swarm* (1 charge) and *insect plague* (3 charges).

Transmutation: This staff is generally carved from or decorated with petrified wood and allows use of the following spells: *Expeditious retreat* (1 charge), *alter self* (1 charge), *blink* (1 charge), *polymorph* (2 charges), *polymorph other* (2 charges) and *disintegrate* (3 charges).

Woodlands: Appearing to have grown naturally into its shape, this oak, ash, or yew staff allows use of the following spells: *Charm animal* (1 charge), *speak with animals* (1 charge), *barkskin* (2 charges), *wall of thorns* (3 charges), *wall of thorns* (3 charges), *summon nature's ally VI* (3 charges) and *animate plants* (4 charges).

The staff may be used as a weapon, functioning as a *+2 quarterstaff*. The *staff of the woodlands* also allows its wielder to *pass without trace* at will, with no charge cost. These two attributes continue to function after all the charges are expended.

WANDS

A wand is a thin baton about 6 to 12 inches in length. Each wand holds a single spell. A wand has 10 charges when created and each charge expended allows the user to use the wand's spell one time. A wand that runs out of charges is just a stick.

TABLE: MINOR WANDS

MINOR	MEDIUM	MAJOR	HOLDS
01-75	01-40	01-20	Spell, Level One, 1d10 charges
76-100	41-75	21-40	Spell, Level Two, 1d8 charges
-	76-100	41-75	Spell, Level Three, 1d6 charges
-	-	76-100	Spell, Level Four, 1d4 charges

TABLE: WAND SPELL TYPE

ROLL	SPELL LIST
01-05	Assassin
06-15	Bard
16-35	Cleric
36-50	Druid
51-90	Magic-User
91-95	Paladin
96-100	Ranger

WONDROUS ITEMS

Wondrous Items is a catch-all category for any sort of magic item that does not fall easily into the groups above. Any character class can use a wondrous item unless specified otherwise.

TABLE: MINOR WONDROUS ITEMS

D%	ITEM	VALUE
01	Feather token, anchor	50 gp
02	Universal solvent	50 gp
03	Elixir of love	150 gp
04	Unguent of timelessness	150 gp
05	Feather token, fan	200 gp
06	Dust of tracelessness	250 gp
07	Elixir of hiding	250 gp
08	Elixir of sneaking	250 gp
09	Elixir of swimming	250 gp
10	Elixir of vision	250 gp
11	Silversheen	250 gp
12	Feather token, bird	300 gp
13	Feather token, tree	400 gp
14	Feather token, swan boat	450 gp
15	Elixir of truth	500 gp
16	Feather token, whip	500 gp
17	Dust of dryness	850 gp
18	Bag of tricks, gray	900 gp
19	Hand of the mage	900 gp
20	Bracers of armor +1	1,000 gp
21	Cloak of resistance +1	1,000 gp
22	Pearl of power, 1st-level spell	1,000 gp
23	Phylactery of faithfulness	1,000 gp
24	Salve of slipperiness	1,000 gp
25	Elixir of fire breath	1,100 gp
26	Pipes of the sewers	1,150 gp
27	Dust of illusion	1,200 gp
28	Lenses of minute seeing	1,250 gp
29	Brooch of shielding	1,500 gp
30	Necklace of fireballs type I	1,650 gp
31	Dust of appearance	1,800 gp
32	Hat of disguise	1,800 gp
33	Pipes of sounding	1,800 gp
34	Efficient quiver	1,800 gp
35	Amulet of natural armor +1	2,000 gp
36	Handy haversack	2,000 gp
37	Horn of fog	2,000 gp
38	Elemental gem	2,250 gp
39	Robe of bones	2,400 gp
40	Sovereign glue	2,400 gp
41	Bag of holding type I	2,500 gp
42	Boots of elvenkind	2,500 gp
43	Boots of the winterlands	2,500 gp
44	Candle of truth	2,500 gp
45	Cloak of elvenkind	2,500 gp
46	Eyes of the eagle	2,500 gp
47	Scarab, golembane	2,500 gp
48	Necklace of fireballs type II	2,700 gp
49	Stone of alarm	2,700 gp
50	Bag of tricks, rust	3,000 gp
51	Bead of force	3,000 gp
52	Chime of opening	3,000 gp
53	Horseshoes of speed	3,000 gp
54	Rope of climbing	3,000 gp
55	Dust of disappearance	3,500 gp
56	Lens of detection	3,500 gp
57	Vestment, druid's	3,750 gp
58	Figurine of wondrous power, silver raven	3,800 gp
59	Amulet of health 20	4,000 gp
60	Bracers of armor +2	4,000 gp
61	Cloak of charisma 20	4,000 gp
62	Cloak of resistance +2	4,000 gp
63	Gauntlets of ogre power	4,000 gp
64	Gloves of arrow snaring	4,000 gp
65	Gloves of dexterity 20	4,000 gp
66	Headband of intellect 20	4,000 gp
67	Ioun stone, clear spindle	4,000 gp
68	Restorative ointment	4,000 gp
69	Marvelous pigments	4,000 gp
70	Pearl of power, 2nd-level spell	4,000 gp
71	Periapt of wisdom 20	4,000 gp
72	Stone salve	4,000 gp
73	Necklace of fireballs type III	4,350 gp
74	Circlet of persuasion	4,500 gp
75	Slippers of spider climbing	4,800 gp
76	Incense of meditation	4,900 gp
77	Bag of holding type II	5,000 gp
78	Bracers of archery, lesser	5,000 gp
79	Ioun stone, dusty rose prism	5,000 gp
80	Helm of comprehend languages	5,200 gp
81	Vest of escape	5,200 gp
82	Eversmoking bottle	5,400 gp
83	Sustaining spoon	5,400 gp
84	Necklace of fireballs type IV	5,400 gp
85	Boots of striding and springing	5,500 gp
86	Wind fan	5,500 gp
87	Amulet of mighty fists +1	6,000 gp
88	Horseshoes of a zephyr	6,000 gp
89	Pipes of haunting	6,000 gp
90	Necklace of fireballs type V	6,150 gp
91	Gloves of swimming and climbing	6,250 gp
92	Bag of tricks, tan	6,300 gp
93	Circlet of blasting, minor	6,480 gp
94	Horn of goodness/evil	6,500 gp
95	Robe of useful items	7,000 gp
96	Boat, folding	7,200 gp
97	Cloak of the manta ray	7,200 gp
98	Bottle of air	7,250 gp
99	Bag of holding type III	7,400 gp
100	Periapt of health	7,400 gp

TABLE: MEDIUM WONDROUS ITEMS

D%	ITEM	VALUE
01	Boots of levitation	7,500 gp
02	Harp of charming	7,500 gp
03	Amulet of natural armor +2	8,000 gp
04	Golem manual, wood	8,000 gp
05	Hand of glory	8,000 gp
06	Ioun stone, deep red sphere	8,000 gp
07	Ioun stone, incandescent blue sphere	8,000 gp
08	Ioun stone, pale blue rhomboid	8,000 gp
09	Ioun stone, pink and green sphere	8,000 gp
10	Ioun stone, pink rhomboid	8,000 gp
11	Ioun stone, scarlet and blue sphere	8,000 gp
12	Deck of illusions	8,100 gp
13	Necklace of fireballs type VI	8,100 gp
14	Candle of invocation	8,400 gp
15	Bracers of armor +3	9,000 gp
16	Cloak of resistance +3	9,000 gp
17	Decanter of endless water	9,000 gp
18	Necklace of adaptation	9,000 gp
19	Pearl of power, 3rd-level spell	9,000 gp
20	Talisman of the sphere	9,000 gp
21	Figurine of wondrous power, serpentine owl	9,100 gp
22	Necklace of fireballs type VII	9,150 gp
23	Strand of prayer beads, lesser	9,600 gp
24	Bag of holding type IV	10,000 gp

25	Figurine of wondrous power, bronze griffon	10,000 gp
26	Figurine of wondrous power, ebony fly	10,000 gp
27	Glove of storing	10,000 gp
28	Ioun stone, dark blue rhomboid	10,000 gp
29	Stone horse, courser	10,000 gp
30	Cape of the mountebank	10,080 gp
31	Phylactery of undead turning	11,000 gp
32	Gauntlet of rust	11,500 gp
33	Boots of speed	12,000 gp
34	Lenses of night	12,000 gp
35	Golem manual, bone or flesh	12,000 gp
36	Medallion of ESP	12,000 gp
37	Pipes of pain	12,000 gp
38	Blessed book	12,500 gp
39	Belt, monk's	13,000 gp
40	Gem of brightness	13,000 gp
41	Lyre of building	13,000 gp
42	Cloak of arachnida	14,000 gp
43	Stone horse, destrier	14,800 gp
44	Belt of dwarvenkind	14,900 gp
45	Periapt of wound closure	15,000 gp
46	Horn of the tritons	15,100 gp
47	Pearl of the sirines	15,300 gp
48	Figurine of wondrous power, onyx dog	15,500 gp
49	Amulet of health 22	16,000 gp
50	Belt of giant strength, minor	16,000 gp
51	Boots, winged	16,000 gp
52	Bracers of armor +4	16,000 gp
53	Cloak of charisma 22	16,000 gp
54	Cloak of resistance +4	16,000 gp
55	Gloves of dexterity 22	16,000 gp
56	Headband of intellect 22	16,000 gp
57	Pearl of power, 4th-level spell	16,000 gp
58	Periapt of wisdom 22	16,000 gp
59	Scabbard of keen edges	16,000 gp
60	Figurine of wondrous power, golden lions	16,500 gp
61	Chime of interruption	16,800 gp
62	Broom of flying	17,000 gp
63	Figurine of wondrous power, marble elephant	17,000 gp
64	Amulet of natural armor +3	18,000 gp
65	Ioun stone, iridescent spindle	18,000 gp
66	Bracelet of friends	19,000 gp
67	Carpet of flying, 5 ft. by 5 ft.	20,000 gp
68	Horn of blasting	20,000 gp
69	Ioun stone, pale lavender ellipsoid	20,000 gp
70	Ioun stone, pearly white spindle	20,000 gp
71	Portable hole	20,000 gp
72	Stone of good luck (luckstone)	20,000 gp
73	Figurine of wondrous power, ivory goats	21,000 gp
74	Rope of entanglement	21,000 gp
75	Golem manual, amber, clay or stone	22,000 gp
76	Mask of the skull	22,000 gp
77	Mattock of the titans	23,348 gp
78	Circlet of blasting, major	23,760 gp
79	Amulet of mighty fists +2	24,000 gp
80	Cloak of displacement, minor	24,000 gp
81	Helm of underwater action	24,000 gp
82	Bracers of archery, greater	25,000 gp
83	Bracers of armor +5	25,000 gp
84	Cloak of resistance +5	25,000 gp
85	Eyes of doom	25,000 gp
86	Pearl of power, 5th-level spell	25,000 gp
87	Maul of the titans	25,305 gp
88	Strand of prayer beads	25,800 gp
89	Cloak of the bat	26,000 gp
90	Iron bands of binding	26,000 gp
91	Cube of frost resistance	27,000 gp
92	Helm of telepathy	27,000 gp
93	Periapt of proof against poison	27,000 gp
94	Robe of scintillating colors	27,000 gp
95	Manual of bodily health +1	27,500 gp
96	Manual of gainful exercise +1	27,500 gp
97	Manual of quickness in action +1	27,500 gp
98	Tome of clear thought +1	27,500 gp
99	Tome of leadership and influence +1	27,500 gp
100	Tome of understanding +1	27,500 gp

TABLE: MAJOR WONDROUS ITEMS

D%	ITEM	VALUE
01	Dimensional shackles	28,000 gp
02	Figurine of wondrous power, obsidian steed	28,500 gp
03	Drums of panic	30,000 gp
04	Ioun stone, orange	30,000 gp
05	Ioun stone, pale green prism	30,000 gp
06	Lantern of revealing	30,000 gp
07	Robe of blending	30,000 gp
08	Amulet of natural armor +4	32,000 gp
09	Amulet of proof against detection and location	35,000 gp
10	Carpet of flying, 5 ft. by 10 ft.	35,000 gp
11	Golem manual, iron or bronze	35,000 gp
12	Amulet of health 24	36,000 gp
13	Belt of giant strength, major	36,000 gp
14	Bracers of armor +6	36,000 gp
15	Cloak of charisma 24	36,000 gp
16	Gloves of dexterity 24	36,000 gp
17	Headband of intellect 24	36,000 gp
18	Ioun stone, vibrant purple prism	36,000 gp
19	Pearl of power, 6th-level spell	36,000 gp
20	Periapt of wisdom 24	36,000 gp
21	Scarab of protection	38,000 gp
22	Ioun stone, lavender and green ellipsoid	40,000 gp
23	Ring gates	40,000 gp
24	Crystal ball	42,000 gp
25	Golem manual, dragolem	44,000 gp
26	Orb of storms	48,000 gp
27	Boots of teleportation	49,000 gp
28	Bracers of armor +7	49,000 gp
29	Pearl of power, 7th-level spell	49,000 gp
30	Amulet of natural armor +5	50,000 gp
31	Cloak of displacement, major	50,000 gp
32	Crystal ball with detect invisibility	50,000 gp
33	Horn of Valhalla	50,000 gp
34	Crystal ball with detect thoughts	51,000 gp
35	Carpet of flying, 6 ft. by 9 ft.	53,000 gp
36	Amulet of mighty fists +3	54,000 gp
37	Wings of flying	54,000 gp
38	Cloak of etherealness	55,000 gp
39	Instant fortress	55,000 gp
40	Manual of bodily health +2	55,000 gp
41	Manual of gainful exercise +2	55,000 gp
42	Manual of quickness in action +2	55,000 gp
43	Tome of clear thought +2	55,000 gp
44	Tome of leadership and influence +2	55,000 gp
45	Tome of understanding +2	55,000 gp
46	Eyes of charming	56,000 gp
47	Robe of stars	58,000 gp
48	Carpet of flying, 10 ft. by 10 ft.	60,000 gp
49	Darkskull	60,000 gp
50	Cube of force	62,000 gp
51	Bracers of armor +8	64,000 gp
52	Pearl of power, 8th-level spell	64,000 gp
53	Crystal ball with telepathy	70,000 gp
54	Horn of blasting, greater	70,000 gp
55	Pearl of power, two spells	70,000 gp
56	Helm of teleportation	73,500 gp
57	Gem of seeing	75,000 gp
58	Robe of the archmagi	75,000 gp

59	Mantle of faith	76,000 gp
60	Crystal ball with true seeing	80,000 gp
61	Pearl of power, 9th-level spell	81,000 gp
62	Well of many worlds	82,000 gp
63	Manual of bodily health +3	82,500 gp
64	Manual of gainful exercise +3	82,500 gp
65	Manual of quickness in action +3	82,500 gp
66	Tome of clear thought +3	82,500 gp
67	Tome of leadership and influence +3	82,500 gp
68	Tome of understanding +3	82,500 gp
69	Apparatus of the crab	90,000 gp
70	Mantle of magic resistance	90,000 gp
71	Mirror of opposition	92,000 gp
72	Strand of prayer beads, greater	95,800 gp
73	Amulet of mighty fists +4	96,000 gp
74	Eyes of petrification	98,000 gp
75	Bowl of commanding water elementals	100,000 gp
76	Brazier of commanding fire elementals	100,000 gp
77	Censer of controlling air elementals	100,000 gp
78	Stone of controlling earth elementals	100,000 gp
79	Manual of bodily health +4	110,000 gp
80	Manual of gainful exercise +4	110,000 gp
81	Manual of quickness in action +4	110,000 gp
82	Tome of clear thought +4	110,000 gp
83	Tome of leadership and influence +4	110,000 gp
84	Tome of understanding +4	110,000 gp
85	Amulet of the planes	120,000 gp
86	Robe of eyes	120,000 gp
87	Helm of brilliance	125,000 gp
88	Manual of bodily health +5	137,500 gp
89	Manual of gainful exercise +5	137,500 gp
90	Manual of quickness in action +5	137,500 gp
91	Tome of clear thought +5	137,500 gp
92	Tome of leadership and influence +5	137,500 gp
93	Tome of understanding +5	137,500 gp
94	Efreeti bottle	145,000 gp
95	Amulet of mighty fists +5	150,000 gp
96	Chaos diamond	160,000 gp
97	Cubic gate	164,000 gp
98	Iron flask	170,000 gp
99	Mirror of mental prowess	175,000 gp
100	Mirror of life trapping	200,000 gp

Amulet of Health: This amulet is a golden disk on a chain. It usually bears the image of a lion or other powerful animal. It grants the wearer a constitution of 20 (+5 modifier), 22 (+7 modifier) or 24 (+9 modifier).

Amulet of Mighty Fists: This amulet grants a bonus of +1 to +5 on attack and damage rolls with unarmed attacks and natural weapons.

Amulet of Natural Armor: This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh, giving him a bonus to his armor bonus of from +1 to +5, depending on the kind of amulet.

Amulet of the Planes: This device usually appears to be a black circular amulet, although any character looking closely at it sees a dark, moving swirl of color. The amulet allows its wearer to utilize the *plane shift* spell. However, this is a difficult item to master. The user must roll 1d20 below their intelligence score in order to get the amulet to take her to the plane (and the specific location on that plane) that she wants. If she fails, the amulet transports her and all those traveling with her to a random location on that plane (01–60) or to a random plane (61–100).

Amulet of Proof against Detection and Location: This silver amulet protects the wearer from scrying and magical detection just as a *non-detection* spell does.

Apparatus of the Crab: This item appears to be a large, sealed iron barrel, but it has a secret catch that opens a hatch in one end. Anyone who crawls inside finds ten unlabeled levers: The device has the following characteristics: HD 12; hp 200; AC 20; Speed 20 ft., swim 20 ft.; Atk 2 pincers (2d8).

LEVER (D10)	LEVEL FUNCTION
1	Extend/retract legs and tail
2	Uncover/cover forward porthole
3	Uncover/cover side portholes
4	Extend/retract pincers and feelers
5	Snap pincers
6	Move forward/backward
7	Turn left/right
8	Open "eyes" with continual flame inside/close "eyes"
9	Rise/sink in water
10	Open/close hatch

No lever may be operated more than once per round. However, since two medium characters can fit inside, the apparatus can move and attack in the same round. The device can function in water up to 900 feet deep. It holds enough air for a crew of two to survive 1d4+1 hours (twice as long for a single occupant).

Bag of Holding: This appears to be a common cloth sack about 2 feet by 4 feet in size. The *bag of holding* opens into a non-dimensional space: Its inside is larger than its outside dimensions. Regardless of what is put into the bag, the bag weighs a fixed amount. This weight, and the limits in weight and volume of the bag's contents, depend on the bag's type, as shown on the table below.

BAG	WEIGHT	WEIGHT LIMIT	VOLUME LIMIT	VALUE
Type I	15 lb.	250 lb.	30 cu. ft.	2,500 gp
Type II	25 lb.	500 lb.	70 cu. ft.	5,000 gp
Type III	35 lb.	1,000 lb.	150 cu. ft.	7,400 gp
Type IV	60 lb.	1,500 lb.	250 cu. ft.	10,000 gp

If the bag is overloaded or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined and all contents are lost forever. If a bag of holding is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a bag of holding takes a full round.

If a bag of holding is placed within a *portable hole* a rift to the Astral Plane is torn in the space: Bag and hole alike are sucked into the void and forever lost. If a *portable hole* is placed within a bag of holding, it opens a gate to the Astral Plane: The hole, the bag, and any creatures within a 10-

foot radius are drawn there, destroying the *portable hole* and *bag of holding* in the process.

Bag of Tricks: This small sack appears normal and empty. However, anyone reaching into the bag feels a small, fuzzy ball. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character who drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears. It can follow any basic commands. Each of the three kinds of a *bag of tricks* produces a different set of animals. Use the following tables to determine what animals can be drawn out of each. The heavy warhorse appears with harness and tack and accepts the character that drew it as a rider.

Animals produced are always random, and only one may exist at a time. Up to ten animals can be drawn from the bag each week.

GRAY BAG		RUST BAG		TAN BAG	
D%	ANIMAL	D%	ANIMAL	D%	ANIMAL
01–30	Bat	01–30	Wolverine	01–30	Brown bear
31–60	Rat	31–60	Wolf	31–60	Lion
61–75	Cat	61–85	Boar	61–80	Heavy warhorse
76–90	Weasel	86–100	Black bear	81–90	Tiger
91–100	Badger			91–100	Rhinoceros

Bead of Force: This small black sphere appears to be a lusterless pearl. You can throw it up to 60 feet. Upon sharp impact, the bead explodes, sending forth a burst that deals 5d6 points of force damage to all creatures within a 10-foot radius. It functions like a *resilient sphere* spell (Reflex saving throw negates) with a radius of 10 feet and a 10 minute duration. The explosion consumes the bead, making this a one-use item.

Belt, Monk's: This simple rope belt, when wrapped around a character's waist, confers great ability in unarmed combat. The wearer's AC and unarmed damage is treated as a monk of five levels higher (or a 5th level monk if the character is not a monk).

Belt of Dwarvenkind: This belt gives the wearer a +4 bonus on reaction checks as they relate to dealing with dwarves, a +2 bonus on reaction checks when dealing with gnomes and halflings, and a –2 penalty on reaction checks when dealing with anyone else. The wearer can understand, speak, and read dwarven. If the wearer is not a dwarf, he gains 60-foot darkvision, dwarven stone-cunning a +2 bonus to constitution (max. 18 for non-dwarves, max. 20 for dwarves) and a +2 bonus on saving throws against poison and magic.

Belt of Giant Strength: This wide belt is made of thick leather and studded with iron. The belt changes the wearer's strength score depending on the type of belt:

MINOR (D6)	MAJOR (D6)	BELT	STRENGTH	MODIFIER
1-3	—	Hill Giant	20	+5
4-5	—	Stone Giant	21	+6
6	—	Fire Giant	22	+7
—	1-3	Frost Giant	23	+8
—	4-5	Cloud Giant	24	+9
—	6	Storm Giant	25	+10

Blessed Book: This well-made tome is always of small size, typically no more than 12 inches tall, 8 inches wide, and 1 inch thick. All such books are durable, waterproof, bound with iron overlaid with silver, and locked. A magic-user can fill the 1,000 pages of a blessed book with spells without paying the 100 gp per page material cost. This book is never found as randomly generated treasure with spells already inscribed in it.

Boat, Folding: A folding boat looks like a small wooden box, about 12 inches long, 6 inches wide, and 6 inches deep. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. A second command word causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep. Any objects formerly stored in the box now rest inside the boat or ship.

In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The boat can hold four people comfortably, while the ship carries fifteen with ease.

A third word of command causes the boat or ship to fold itself into a box once again.

Boots of Elvenkind: These soft boots enable the wearer to move quietly in virtually any surroundings, granting a +3 bonus on move silently checks.

Boots of Levitation: On command, these leather boots allow the wearer to levitate as if she had cast *levitate* on herself.

Boots of Speed: The wearer can click her boot heels together, enabling her to act as though affected by a *haste* spell for up to 10 rounds each day. The duration of the haste effect need not be consecutive rounds.

Boots of Striding and Springing: These boots increase the wearer's base land speed by 10 feet. In addition to this striding ability, these boots allow the wearer to jump 30 feet horizontally or 10 feet vertically.

Boots of Teleportation: Any character wearing this footwear may *teleport* three times per day, exactly as if he had cast the spell of the same name.

Boots of the Winterlands: This footgear bestows many powers upon the wearer. First, he is able to travel across snow at his normal speed, leaving no tracks. The boots also enable him to travel at normal speed across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. Finally, boots of the winterlands warm the wearer, as if he were affected by an *endure elements* spell.

Boots, Winged: On command, the boots sprout wings at the heel and let the wearer fly, without having to maintain concentration, as if affected by a *fly* spell. He can fly three times day for up to 5 minutes per flight.

Bottle of Air: This item appears to be a normal glass bottle with a cork. When taken to any airless environment it retains air within it at all times, continually renewing its contents. This means that a character can draw air out of the bottle to breathe. The bottle can even be shared by multiple characters that pass it around.

Bowl of Commanding Water Elementals: This large container is usually fashioned from a blue or green semiprecious stone. It is about 1 foot in diameter, half that deep, and relatively fragile. When the bowl is filled with fresh water, and certain words are spoken, a large water elemental appears. In all ways the bowl functions as the *summon monster* spell. Only one elemental can be called at a time. A new elemental requires the bowl to be filled with new water, which cannot happen until after the first elemental disappears (is dispelled, dismissed, or slain). If salt water is used, the elemental is huge.

Bracelet of Friends: This silver charm bracelet has four charms upon it when created. The owner may designate one person known to him to be keyed to one charm. When a charm is grasped and the name of the keyed individual is spoken, that person is called to the spot along with his or her gear, as long as the owner and the called person are on the same plane. The keyed individual knows who is calling, and the bracelet of friends only functions on willing travelers. Once a charm is activated, it disappears. Charms separated from the bracelet are worthless. A bracelet found with fewer than four charms is worth 25% less for each missing charm.

Bracers of Archery, Greater: These wristbands look like normal protective wear. The bracers empower the wearer to use any bow (not including crossbows) as if she were proficient with it. If she already has proficiency with any type of bow, she gains a +2 bonus on attack rolls and a +1 bonus on damage rolls whenever using that type of bow. Both bracers must be worn for the magic to be effective.

Bracers of Archery, Lesser: These wristbands function as greater bracers of archery, except that they only grant a +1 bonus on attack rolls.

Bracers of Armor: These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +1 to +8, just as though he were wearing armor. Both bracers must be worn for the magic to be effective.

Brazier of Commanding Fire Elementals: This device appears to be a normal container for holding burning coals. When a fire is lit in the brazier and the proper summoning words are spoken, a large fire elemental appears. In all ways the brazier functions as the *summon monster* spell. If brimstone is added, the elemental is huge. Only one elemental can be summoned at a time. A new elemental requires a new fire, which cannot be lit until after the first elemental is dispelled, dismissed, or slain.

Brooch of Shielding: This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb *magic missiles*. A brooch can absorb up to 101 points of damage from *magic missiles* before it melts and becomes useless.

Broom of Flying: This broom is able to fly through the air as if affected by an *overland flight* spell for up to 9 hours per day (split up as its owner desires). The broom can carry 200 pounds and fly at a speed of 40 feet, or up to 400 pounds at a speed at 30 feet. In addition, the broom can travel alone to any destination named by the owner as long as she has a good idea of the location and layout of that destination. It comes to its owner from as far away as 300 yards when she speaks the command word. The broom of flying has a speed of 40 feet when it has no rider.

Candle of Invocation: Each of these special tapers is dedicated to one of the three (or nine) alignments. Simply burning the candle generates a favorable aura for the individual so doing if the candle's alignment matches that of the character. Characters of the same alignment as the burning candle add a +2 bonus on attack rolls, saving throws and action checks while within 30 feet of the flame.

A cleric whose alignment matches the candle's operates as if two levels higher for purposes of determining spells per day if he burns the candle during or just prior to his spell preparation time. He can even cast spells normally unavailable to him, as if he were of that higher level, but only so long as the candle continues to burn. A candle burns for 4 hours.

In addition, burning a candle also allows the owner to cast a *gate* spell, the respondent being of the same alignment as the candle, but the taper is immediately consumed in the process.

It is possible to extinguish the candle simply by blowing it out, so users often place it in a lantern to protect it from drafts and the like. Doing this does not interfere with its magical properties.

Candle of Truth: This white tallow candle, when burned, calls into place a *zone of truth* spell (Will save negates) in a 5-foot radius centered on the candle. The zone lasts for 1 hour, as the candle burns. If the candle is snuffed before that time, the effect is canceled and the candle ruined.

Cape of the Mountebank: On command, this bright red and gold cape allows the wearer to use the magic of the *dimension door* spell once per day. When he disappears, he leaves behind a cloud of smoke, appearing in a similar fashion at his destination.

Carpet of Flying: This rug is able to fly through the air as if affected by an *overland flight* spell of unlimited duration. The size, carrying capacity, and speed of the different carpets of flying are shown on the table below. Beautifully and intricately made, each carpet has its own command word to activate it. If the device is within voice range, the command word

activates it, whether the speaker is on the rug or not. The carpet is then controlled by spoken directions.

SIZE	CAPACITY	SPEED	WEIGHT	VALUE
5 ft. by 5 ft.	200 lb.	40 ft.	8 lb.	20,000 gp
5 ft. by 10 ft.	400 lb.	40 ft.	15 lb.	35,000 gp
10 ft. by 10 ft.	800 lb.	40 ft.	10 lb.	60,000 gp

Censer of Controlling Air Elementals: This 6-inch-wide, 1-inch-high perforated golden vessel resembles a thurible found in a place of worship. If it is filled with incense and lit, summoning words spoken over it summon forth a large air elemental. In all ways the censer functions as the *summon monster* spell. If *incense of meditation* is burned within the censer, the air elemental is a huge air elemental instead. Only one elemental can be summoned at a time. A new elemental requires a new piece of incense, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain).

Chaos Diamond: This lustrous gemstone is uncut and about the size of a human fist. The gem grants its possessor the following powers: *Confusion*, *magic circle against good*, *unholy word* and *unholy aura*. Each power is usable 1d3 times per day. A non-chaotic character that possesses a *chaos diamond* loses one level until he is shed of it.

Chime of Interruption: This instrument can be struck once every 10 minutes, and its resonant tone lasts for 3 full minutes. While the chime is resonating, no spell requiring a verbal component can be cast within a 30-foot radius of it unless the caster can make a Will saving throw with a penalty equal to the spell's level.

Chime of Opening: A *chime of opening* is a hollow mithral tube about 1 foot long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves and portals to open. The device functions against normal bars, shackles, chains, bolts and so on. A chime of opening also automatically dispels a *hold portal* spell or even a *wizard lock* cast by a magic-user or sorcerer of lower than 15th level. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked and *wizard locked*, it takes four uses of a *chime of opening* to get it open. A *silence* spell negates the power of the device. A chime can be used a total of ten times before it cracks and becomes useless.

Circlet of Blasting, Minor: On command, this simple golden headband projects a blast of *searing light* (3d8 points of damage) once per day.

Circlet of Blasting, Major: On command, this elaborate golden headband projects a blast of *searing light* (6d8 points of damage) once per day.

Circlet of Persuasion: This silver headband grants a +3 bonus on reaction rolls.

Cloak of Arachnida: This black garment, embroidered with a web pattern in silver thread, gives the wearer the ability to climb as if a *spider climb* spell had been placed upon her. In addition, the cloak grants her immunity to entrapment by *web* spells or webs of any sort. She can actually move across webs at half her normal speed. Once per day, the wearer of this cloak can cast *web*. She also gains a +1 bonus on all Fortitude saves against poison from spiders.

Cloak of the Bat: Fashioned of dark brown or black cloth, this cloak bestows a +3 bonus on hide in shadows checks. The wearer is also able to hang upside down from the ceiling, like a bat. By holding the edges of the garment, the wearer is able to *fly* as per the spell. If he desires, the wearer can actually *polymorph* into an ordinary bat and fly accordingly. Flying, either with the cloak or in bat form, can be accomplished only in darkness (either under the night sky or in a lightless or near-lightless environment underground). Either of the flying powers is usable for up to 7 minutes at a time, but after a flight of any duration the cloak cannot bestow any flying power for a like period of time.

Cloak of Charisma: This lightweight and fashionable cloak has a highly decorative silver trim. When in a character's possession, it grants them a charisma of 20 (+5 modifier), 22 (+7 modifier) or 24 (+9 modifier).

Cloak of Displacement, Minor: This item appears to be a normal cloak, but when worn by a character its magical properties distort and warp light waves. This displacement works similar to the *displacement* spell except that it only grants a 20% miss chance on attacks against the wearer. It functions continually.

Cloak of Displacement, Major: This item appears to be a normal cloak, but on command its magical properties distort and warp light waves. This displacement works just like the *displacement* spell and lasts for a total of 15 rounds per day, which the wearer can divide up as she sees fit.

Cloak of Elvenkind: This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when worn with the hood drawn up around the head, it gives the wearer a +3 bonus on hide in shadows checks.

Cloak of Etherealness: This silvery-gray cloak seems to absorb light rather than be illuminated by it. On command, the cloak makes its wearer ethereal (as the *ethereal jaunt* spell). The effect is dismissible. The cloak works for a total of up to 10 minutes per day. This duration need not be continuous.

Cloak of the Manta Ray: This cloak appears to be made of leather until the wearer enters salt water. At that time the cloak of the manta ray adheres to the individual, and he appears nearly identical to a manta ray (as the *polymorph* spell, except that it allows only manta ray form). He gains a +3 AC bonus, the ability to breathe underwater, and a swim speed of 60 feet, like a real manta ray. Although the cloak does not enable the wearer to bite opponents as a manta ray does, it does have a tail-spine that can be used to strike at opponents behind the wearer, dealing 1d6 points of damage. This attack can be used in addition to any other attack the character has. The wearer can release his arms from the cloak without sacrificing underwater movement if so desired.

Cloak of Resistance: These garments offer magic protection in the form of a +1 to +5 bonus on all saving throws.

Crystal Ball: This is the most common form of scrying device, a crystal sphere about 6 inches in diameter. A character can use the device to see over virtually any distance or into other planes of existence, as with the spell *scrying*. Certain crystal balls have additional powers that can be used through the crystal ball on the target viewed.

CRYSTAL BALL TYPE	VALUE
Crystal ball	42,000 gp
Crystal ball with detect invisibility	50,000 gp
Crystal ball with detect thoughts	51,000 gp
Crystal ball with telepathy*	70,000 gp
Crystal ball with true seeing	80,000 gp

** The viewer is able to send and receive silent mental messages with the person appearing in the crystal ball. Once per day the character may attempt to implant a suggestion as well.*

Cube of Force: This device is about 3/4 inch across and can be made of ivory, bone, or any hard mineral. It enables its possessor to put up a special *wall of force* 10 feet on a side around her person. This cubic screen moves with the character and is impervious to the attack forms mentioned on the table below. The cube has 36 charges, which are renewed each day. The possessor presses one face of the cube to activate a particular type of screen or to deactivate the device. Each effect costs a certain number of charges to maintain for every minute (or portion of a minute) it is in operation. Also, when an effect is active, the possessor's speed is limited to the maximum value given on the table.

When the cube of force is active, attacks dealing more than 30 points of damage drain 1 charge for every 10 points of damage beyond 30 that they deal. Spells that affect the integrity of the screen also drain extra charges. These spells cannot be cast into or out of the cube:

FACE	CHARGES/MINUTE	SPEED	EFFECT
1	1	30 ft.	Keeps out gases, wind, etc.
2	2	20 ft.	Keeps out nonliving matter
3	3	15 ft.	Keeps out living matter
4	4	10 ft.	Keeps out magic
5	6	10 ft.	Keeps out all things
6	0	As normal	Deactivates

ATTACK FORM	EXTRA CHARGES
Horn of blasting	6
Wall of fire	2
Passwall	3
Disintegrate	6
Phase door	5
Prismatic spray	7

Cube of Frost Resistance: This cube is activated or deactivated by pressing one side. When activated, it creates a cube-shaped area 10 feet on a side centered on the cube. The temperature within this area is always at least 65°F. The field absorbs all cold-based attacks. However, if the field is subjected to more than 50 points of cold damage in 1 round (from one or multiple attacks), it collapses into its portable form and cannot be reactivated for 1 hour. If the field absorbs more than 100 points of cold damage in a 10-round period, the cube is destroyed.

Cubic Gate: This item is fashioned from carnelian. Each of the six sides of the cube is keyed to a plane, one of which is the Material Plane. The character creating the item should choose the planes to which the other five sides are keyed. If a side of the cubic gate is pressed once, it opens a gate to a random point on the plane keyed to that side. There is a 10% chance per minute that an inhabitant of that plane comes through it looking for food, fun, or trouble. Pressing the side a second time closes the gate. It is impossible to open more than one gate at a time.

If a side is pressed twice in quick succession, the character so doing is transported to a random point on the other plane, along with all creatures within 10 feet. The other creatures may avoid this fate by succeeding on Will saving throw.

Darkskull: This skull, carved from ebony, is wholly evil. Wherever the skull goes, the area around it is treated as though an *unhallow* spell had been cast with the skull as the touched point of origin (except that no additional spell effect is tied or fixed to the darkskull).

Decanter of Endless Water: If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out. Separate command words determine the type as well as the volume and velocity.

- "Stream" pours out 1 gallon per round
- "Fountain" produces a 5-ft-long stream at 5 gallons per round
- "Geyser" produces a 20-ft-long stream at 30 gallons per round

The geyser effect causes considerable back pressure, requiring the holder have a strength of 13 or more to avoid being knocked down. The force of the geyser deals 1d4 points of damage but can only affect one target per round. The command word must be spoken to stop it.

Deck of Illusions: This set of parchment cards is usually found in an ivory, leather, or wooden box. A full deck consists of thirty-four cards. When a card is drawn at random and thrown to the ground, a *spectral force* of a

creature is formed. The figment lasts until dispelled. The illusory creature cannot move more than 30 feet away from where the card landed, but otherwise moves and acts as if it were real. At all times it obeys the desires of the character that drew the card. When the illusion is dispelled, the card becomes blank and cannot be used again. If the card is picked up, the illusion is automatically and instantly dispelled. The cards in a deck and the illusions they bring forth are summarized on the following table.

PLAYING CARD	CREATURE
Ace of hearts	Red dragon
King of hearts	Male human fighter and four guards
Queen of hearts	Female human wizard
Jack of hearts	Male human druid
Ten of hearts	Cloud giant
Nine of hearts	Ettin
Eight of hearts	Bugbear
Two of hearts	Goblin
Ace of diamonds	Glabrezu (demon)
King of diamonds	Male elf wizard and female apprentice
Queen of diamonds	Half-elf ranger (female)
Jack of diamonds	Harpy
Ten of diamonds	Male half-orc barbarian
Nine of diamonds	Ogre mage
Eight of diamonds	Gnoll
Two of diamonds	Kobold
Ace of spades	Lich
King of spades	Three male human clerics
Queen of spades	Medusa
Jack of spades	Male dwarf paladin
Ten of spades	Frost giant
Nine of spades	Troll
Eight of spades	Hobgoblin
Two of spades	Goblin
Ace of clubs	Iron golem
King of clubs	Three male halfling thieves
Queen of clubs	Pixies
Jack of clubs	Female half-elf bard
Ten of clubs	Hill giant
Nine of clubs	Ogre
Eight of clubs	Orc
Two of clubs	Kobold
Playing Card	Creature
Joker	Illusion of deck's owner
Joker	Illusion of deck's owner (sex reversed)

Dimensional Shackles: These shackles have golden runes traced across their cold iron surface. Any creature bound within them is affected as if a *dimensional anchor* spell were cast upon her (no save). They fit any small to large creature.

Drums of Panic: These kettle drums come in pairs and are unremarkable in appearance. If the pair of drums is played, all creatures within 120 feet (except in a 20-foot-radius safe zone around the drums) are affected as by a *fear* spell. Drums of panic can be used once per day.

Dust of Appearance: This fine powder appears to be a very fine, very light metallic dust. A single handful of this substance flung into the air coats objects within a 10-foot radius, making them visible even if they are invisible. It likewise negates the effects of *blur* and *displacement*. In this, it works just like the *faerie fire* spell. The dust also reveals illusions and *mirror images* for what they are. A creature coated with the dust cannot hide in shadows. The dust's effect lasts for 5 minutes. Dust of appearance is typically stored in small silk packets or hollow bone tubes.

Dust of Disappearance: This dust looks like *dust of appearance* and is stored in the same manner. A creature or object touched by it becomes invisible (per *improved invisibility*). Normal vision cannot see dusted creatures or objects, nor can they be detected by magical means, including *detect invisibility* or *invisibility purge*. *Dust of appearance*, however, does reveal people and objects made invisible by *dust of disappearance*. Other factors, such as sound and smell, allow possible detection. The *improved invisibility* bestowed by the dust lasts for 2d6 rounds. The invisible creature doesn't know when the duration will end.

Dust of Dryness: This special dust has many uses. If it is thrown into water, a volume of as much as 100 gallons is instantly transformed to nothingness and the dust becomes a marble-sized pellet, floating or resting where it was thrown. If this pellet is hurled down, it breaks and releases the same volume of water. The dust affects only water (fresh, salt, alkaline), not other liquids.

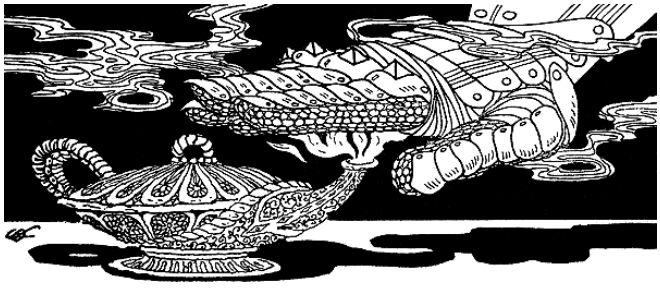
If the dust is employed against a water elemental, the creature must make a Fortitude saving throw or be destroyed. The dust deals 5d6 points of damage to the creature even if its saving throw succeeds.

Dust of Illusion: This unremarkable powder resembles chalk dust or powdered graphite. Stare at it, however, and the dust changes color and form. Put dust of illusion on a creature, and that creature is affected as if by a *change self* spell, with the individual who sprinkles the dust envisioning the illusion desired. An unwilling target is allowed a reflex save to avoid the dust. The illusion lasts for 2 hours.

Dust of Tracelessness: This normal-seeming dust is actually a magic powder that can conceal the passage of its possessor and his companions. Tossing a handful of this dust into the air causes a chamber of up to 100 square feet of floor space to become as dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade.

A handful of dust sprinkled along a trail causes evidence of the passage of as many as a dozen men and horses to be obliterated for 250 feet back into the distance. The results of the dust are instantaneous, and no magical aura lingers afterward from this use of the dust.

Efficient Quiver: This appears to be a typical arrow container capable of holding about twenty arrows. It has three distinct portions, each with a non-dimensional space allowing it to store far more than would normally be possible. The first and smallest one can contain up to sixty objects of the same general size and shape as an arrow. The second slightly longer compartment holds up to eighteen objects of the same general size and shape as a javelin. The third and longest portion of the case contains as many as six objects of the same general size and shape as a bow (spears, staffs or the like). Once the owner has filled it, the quiver can produce any item she wishes, as if from a regular quiver or scabbard. The *efficient quiver* weighs the same no matter what's placed inside it.



Efreeti Bottle: This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. A thin stream of smoke is often seen issuing from it. The bottle can be opened once per day. When opened, the efreeti imprisoned within billows from the bottle instantly. There is a 10% chance that the efreeti is insane and attacks immediately upon being released. There is also a 10% chance that the efreeti of the bottle grants three wishes. In either case, the efreeti afterward disappears forever. The other 80% of the time, the inhabitant of the bottle loyally serves the character for up to 10 minutes per day (or until the efreeti's death), doing as she commands. Roll each day the bottle is opened for that day's effect.

Elemental Gem: This gem contains a conjuration spell attuned to a specific Elemental Plane. When the gem is crushed, smashed, or broken, a large elemental appears as if summoned by a *summon nature's ally* spell. The elemental is under the control of the creature that broke the gem. The coloration of the gem varies with the type of elemental it summons. Air gems are transparent, earth gems are light brown, fire gems are reddish orange and water gems are blue-green.

Elixir of Fire Breath: This strange elixir bestows upon the drinker the ability to spit gouts of flame. He can breathe fire up to three times, each time dealing 4d6 points of fire damage to a single target up to 25 feet away. The victim can attempt a Reflex save for half damage. Unused blasts dissipate 1 hour after the liquid is consumed.

Elixir of Hiding: A character drinking this liquid gains a +5 bonus on hide in shadows checks for 1 hour.

Elixir of Love: This sweet-tasting liquid causes the character drinking it to become charmed with the first creature she sees after consuming the draft (as *charm person*). The charm effects wear off in 1d4 hours.

Elixir of Sneaking: This draught of liquid grants the drinker the ability to walk softly and dampens sound around her slightly, granting a +5 bonus on move silently checks for 1 hour.

Elixir of Swimming: This elixir bestows swimming ability. An almost imperceptible magic sheath surrounds the drinker, allowing him to glide through the water easily at a speed of 30.

Elixir of Truth: This elixir forces the individual drinking it to say nothing but the truth for 10 minutes (Will saving throw negates).

Elixir of Vision: Drinking this elixir grants the imbiber a +5 bonus on find secret doors checks for 1 hour.

Eversmoking Bottle: This metal urn is identical in appearance to an efreeti bottle, except that it does nothing but smoke. The amount of smoke is great if the stopper is pulled out, pouring from the bottle and totally obscuring vision across a 50-ft. spread in 1 round. If the bottle is left un-stoppered, the smoke billows out another 10 ft. per round until it has covered a 100-ft. radius. This area remains smoke-filled until the eversmoking bottle is stoppered. The bottle must be resealed by a command word, after which the smoke dissipates normally.

Eyes of Charming: These two crystal lenses fit over the user's eyes. The wearer is able to use *charm person* merely by meeting a target's gaze. Those failing a Will saving throw are charmed as per the spell.

Eyes of Doom: These crystal lenses fit over the user's eyes, enabling him to cast *doom* upon those around him (one target per round) as a gaze attack (i.e. those merely looking at the wearer are not affected). Those failing a Will saving throw are affected as by the *doom* spell. The wearer also gains the power of a continual *deathwatch* effect and can use *fear* as a normal gaze attack once per week.

Eyes of the Eagle: These items are made of special crystal and fit over the eyes of the wearer. These lenses grant a +3 bonus to find secret doors and they can see 10 times as far as a normal human.

Eyes of Petrification: These items are made of special crystal and fit over the eyes of the wearer. They allow her to use a petrification gaze attack (Fortitude save negates) as a medusa for up to 10 rounds per day. Both lenses must be worn for the magic to be effective.

Figurines of Wondrous Power: Each of the several kinds of *figurines of wondrous power* appears to be a statuette an inch or so high (with one exception). When the figurine is tossed down and the correct command word spoken, it becomes a living creature of normal size (except when noted otherwise below). The creature obeys and serves its owner. Unless noted otherwise, the creature understands common but does not speak.

If a *figurine of wondrous power* is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

Bronze Griffon: When animated, a bronze griffon acts in all ways like a normal griffon under the command of its possessor. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the bronze griffon once again becomes a tiny statuette.

Ebony Fly: When animated, an ebony fly is the size of a pony and has all the statistics of a hippogriff but can make no attacks. The item can be used three times per week for up to 12 hours per use. When 12 hours have passed or when the command word is spoken, the ebony fly again becomes a tiny statuette.

Golden Lions: These figurines come in pairs. They become normal adult male lions. If slain in combat, the lions cannot be brought back from statuette form for one full week. Otherwise, they can be used once per day for up to 1 hour.

Ivory Goats: These figurines come in threes. Each goat of this trio looks slightly different from the others, and each has a different function:

• The *Goat of Traveling* provides a speedy and enduring mount equal to that of a heavy horse in every way except appearance. The goat can travel for a maximum of one day each week, continuously or in any combination of periods totaling 24 hours. At this point, or when the command word is uttered, it returns to its statuette form for not less than one day before it can again be used.

• The *Goat of Travail* becomes an enormous creature, larger than a bull, with the statistics of a nightmare except for the addition of a pair of wicked horns of exceptional size (damage 1d8 for each horn). If it is charging to attack, it may only use its horns. It can be called to life just once per month for up to 12 hours at a time.

• The *Goat of Terror* becomes a destrier-like mount, with the statistics of a light warhorse. However, its rider can employ the goat's horns as weapons (one horn as a *+3 heavy lance*, the other as a *+5 longsword*). When ridden in an attack against an opponent, the goat of terror radiates *fear* as the spell in a 30-foot radius. It can be used once every two weeks for up to 3 hours per use.

Marble Elephant: This is the largest of the figurines, the statuette being about the size of a human hand. Upon utterance of the command word, a marble elephant grows to the size and specifications of a true elephant. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, a mount, or a combatant. The statuette can be used four times per month for up to 24 hours at a time.

Obsidian Steed: This figurine appears to be a small, shapeless lump of black stone. Only careful inspection reveals that it vaguely resembles some form of quadruped. On command, the near-formless piece of obsidian becomes a fantastic mount. Treat it as a heavy warhorse with the following additional powers usable once per round at will: *Overland flight*, *plane shift* and *ethereal jaunt*. The steed allows itself to be ridden, but if the rider is of Lawful (Good) alignment, the steed is 10% likely per use to carry him to the lower planes and then return to its statuette form. The statuette can be used once per week for one continuous period of up to 24 hours. Note that when an obsidian steed becomes ethereal or plane shifts, its rider and his gear follow suit.

Onyx Dog: When commanded, this statuette changes into a creature with the same properties as a dog except that it is endowed with low intelligence, can communicate in common and has exceptional olfactory and visual abilities. It has 60-foot darkvision, and it can *detect invisibility*. An onyx dog can be used once per week for up to 6 hours.

Serpentine Owl: This figurine becomes either a normal-sized horned owl or a giant owl according to the command word used. The transformation can take place once per day, with a maximum duration of 8 continuous hours. However, after three transformations into giant owl form, the statuette loses all its magical properties. The owl communicates with its owner by telepathic means, informing her of all it sees and hears.

Silver Raven: This silver figurine turns into a raven on command (but it retains its metallic consistency, which gives it AC 20). Another command sends it off into the air, bearing a message just like a creature affected by an animal messenger spell. If not commanded to carry a message, the raven obeys the commands of its owner, although it has no special powers or telepathic abilities. It can maintain its non-figurine status for only 24 hours per week, but the duration need not be continuous.

Feather Token: Each of these items is a small feather that has a power to suit a special need. The kinds of tokens are described below. Each token is usable only one time.

Anchor: A token useful to moor a craft in water so as to render it immobile for up to one day.

Bird: A token that can be used to deliver a small written message unerringly to a designated target as would a carrier pigeon. The token lasts as long as it takes to carry the message.

Fan: A token that forms a huge flapping fan, causing a breeze of sufficient strength to propel one ship (about 25 mph). This wind is not cumulative with existing wind speed. The token can, however, be used to lessen existing winds, creating an area of relative calm or lighter winds (but wave size in a storm is not affected). The fan can be used for up to 8 hours. It does not function on land.

Swan Boat: A token that forms a swan-like boat capable of moving on water at a speed of 60 feet. It can carry eight horses and gear or thirty-two characters or any equivalent combination. The boat lasts for one day.

Tree: A token that causes a great oak to instantaneously spring into being (5-foot diameter trunk, 60-foot height, 40-foot top diameter).

Whip: A token that forms into a huge leather whip and wields itself against any opponent desired just like a *dancing weapon*. The weapon has a +10 attack bonus, does 1d6 points of damage, has a +1 magic bonus on attack and damage rolls and a makes a free grapple attack if it hits. The whip lasts no longer than 1 hour.

Gauntlets of Ogre Power: These gauntlets are made of tough leather with iron studs running across the back of the hands and fingers. They grant the wearer a strength of 19 (+4 modifier). Both gauntlets must be worn for the magic to be effective.

Gauntlet of Rust: This single metal gauntlet looks rusted and pitted but is actually quite powerful. Once per day, it can affect an object as with the *rusting grasp* spell. It also completely protects the wearer and her gear from rust (magical or otherwise), including the attack of a rust monster.

Gem of Brightness: This crystal appears to be a long, rough prism. Upon utterance of a command word, the crystal emits bright light of one of three sorts.

• One command word causes the gem to shed light as a hooded lantern. This use of the gem does not expend any charges.

• Another command word causes the gem to send out a bright ray 1 foot in diameter and 50 feet long. This strikes as a ranged attack, and any creature struck by this beam is blinded for 1d4 rounds unless it makes a Reflex saving throw. This use of the gem expends 1 charge.

• The third command word causes the gem to flare in a blinding flash of light that fills a 30-foot cone. Although this glare lasts but a moment, any creature within the cone must make a Reflex saving throw or be blinded for 1d4 rounds. This use expends 5 charges.

A newly created gem of brightness has 10 charges. When all its charges are expended, the gem becomes non-magical.

Gem of Seeing: This finely cut and polished stone is indistinguishable from an ordinary jewel in appearance. When it is gazed through, a gem of seeing enables the user to see as though she were affected by the *true seeing* spell. A gem of seeing can be used for as much as 30 minutes a day, divided up into periods of minutes or rounds as the user sees fit.

Gloves of Arrow Snaring: Once snugly worn, these gloves seem to meld with the hands, becoming almost invisible. Twice per day, the wearer can

deflect missiles (per the monk ability). Both gloves must be worn for the magic to be effective.

Gloves of Dexterity: These thin leather gloves are very flexible and allow for delicate manipulation. They grant a dexterity of 20 (+5 modifier), 22 (+7 modifier) or 24 (+9 modifier). Both gloves must be worn for the magic to be effective.

Glove of Storing: This device is a simple leather glove. On command, one item held in the hand wearing the glove disappears. The item can weigh no more than 20 pounds and must be able to be held in one hand. While stored, the item has negligible weight. With a snap of the fingers wearing the glove, the item reappears. A glove can only store one item at a time. Storing or retrieving the item is a free action. The item is held in stasis and shrunk down so small within the palm of the glove that it cannot be seen.

Gloves of Swimming and Climbing: These apparently normal lightweight gloves grant a +3 bonus on swimming and climbing checks. Both gloves must be worn for the magic to be effective.

Golem Manual: A golem manual contains information, incantations and magical power that allow a character to craft a golem. Each manual covers the construction of a single type of golem, chosen by the TK.

Hand of Glory: This mummified human hand hangs by a leather cord around a character's neck. If a magic ring is placed on one of the fingers of the hand, the wearer benefits from the ring as if wearing it herself and it does not count against her two-ring limit. The hand can wear only one ring at a time. Even without a ring, the hand itself allows its wearer to use *daylight* and *detect invisibility* each once per day.

Hand of the Mage: This mummified elf hand hangs by a golden chain around a character's neck. It allows the wearer to use *mage hand* at will.

Handy Haversack: A backpack of this sort appears to be well made, well used and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a bag of holding and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds. While such storage is useful enough, the pack has an even greater power; when the wearer reaches into it for a specific item, that item is always on top.

Harp of Charming: This instrument is a golden, intricately carved harp. When played, it enables the performer to work one *suggestion* into the music for each 10 minutes of playing.

Hat of Disguise: This apparently normal hat allows its wearer to alter her appearance as with a *change self* spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, and so on.

Headband of Intellect: This device is a light cord with a small gem set so that it rests upon the forehead of the wearer. The headband grants the wearer an intelligence score of 20 (+5 modifier), 22 (+7 modifier) or 24 (+9 modifier).

Helm of Brilliance: This normal-looking helm takes its true form and manifests its powers when the user dons it and speaks the command word. Made of brilliant silver and polished steel, a newly created helm is set with large magic gems: Ten diamonds, twenty rubies, thirty fire opals, and forty opals. When struck by bright light, the helm scintillates and sends forth reflective rays in all directions from its crown-like, gem-tipped

spikes. The jewels' functions are as follows:

• Diamond: *Prismatic spray*

• Ruby: *Wall of fire*

• Fire opal: *Fireball* (10d6)

• Opal: *Daylight*

The helm may be used once per round, but each gem can perform its spell-like power just once. Until all its jewels are depleted, a helm of brilliance also has the following magical properties when activated.

• It emanates a bluish light when undead are within 30 feet. This light causes 1d6 points of damage per round to all such creatures in range.

• The wearer may command any weapon he wields to become a *flaming weapon*.

• The helm provides resistance to fire (i.e. cuts damage in half). This protection does not stack with similar protection from other sources.

Once all its jewels have lost their magic, the helm loses its powers and the gems turn to worthless powder. Removing a jewel destroys it.

If a creature wearing the helm is damaged by magical fire (after the fire protection is taken into account) and fails an additional Will saving throw, the remaining gems on the helm overload and detonate. Remaining diamonds become *prismatic sprays* that each randomly target a creature within range (possibly the wearer), rubies become straight-line *walls of fire* extending outward in a random direction from the helm wearer, and fire opals become *fireballs* centered on the helm wearer. The opals and the helm itself are destroyed.

Helm of Comprehend Languages: Appearing as a normal helmet, a *helm of comprehend languages* grants its wearer the ability to understand the spoken words of any creature and to read text in any language and any magical writing.

Helm of Telepathy: The wearer can use *detect thoughts* at will. Furthermore, he can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication). Once per day, the wearer of the helm can implant a *suggestion* along with his message.

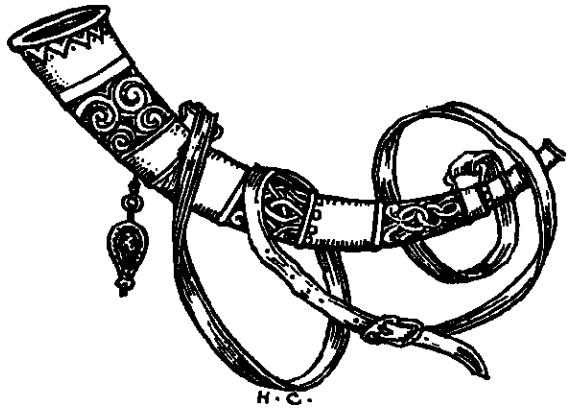
Helm of Teleportation: A character wearing this device may *teleport* three times per day, exactly as if he had cast the spell of the same name.

Helm of Underwater Action: The wearer of this helmet can see underwater. Drawing the small lenses in compartments on either side into position before the wearer's eyes activates the visual properties of the helm, allowing her to see five times farther than water and light conditions would allow for normal human vision. Weeds, obstructions, and the like block vision in the usual manner. If the command word is spoken, the *helm of underwater action* creates a globe of air around the wearer's head and maintains it until the command word is spoken again, enabling her to breathe freely.

Horn of Blasting: This horn appears to be a normal trumpet. It can be sounded as a normal horn, but if the command word is spoken and the instrument is then played, it deals 5d6 points of sonic damage to creatures within a 40-foot cone and causes them to be deafened for 2d6 rounds. A Fortitude save reduces the damage by half and negates the deafening. Crystalline objects and creatures take 7d6 points of sonic damage, with no save unless they're held, worn, or carried by creatures.

If a *horn of blasting* is used magically more than once in a given day, there is a 20% cumulative chance with each extra use that it explodes and deals 10d6 points of damage to the person sounding it.

Horn of Blasting, Greater: This horn functions as a horn of blasting, except that it deals 10d6 points of sonic damage, stuns creatures for 1 round, and deafens them for 4d6 rounds. Crystalline objects take 16d6 points of sonic damage as described for the horn of blasting. A greater horn of blasting also has a 20% cumulative chance of exploding.



Horn of Fog: This small bugle allows its possessor to blow forth a thick cloud of heavy fog similar to that of an *obscuring mist* spell. 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 3 minutes.

Horn of Goodness/Evil: This trumpet adapts itself to its owner, so it produces either a good or an evil effect depending on the owner's alignment. If the owner is neither Lawful (Good) nor Chaotic (Evil), the horn has no power whatsoever. If he is Lawful, then blowing the horn has the effect of a *magic circle against evil*. If he is Chaotic, then blowing the horn has the effect of a *magic circle against good*. In either case, this ward lasts for 1 hour. The horn can be blown once per day.

Horn of the Tritons: This device is a conch shell that can be blown once per day except by a triton which can sound it three times per day. A *horn of the tritons* can perform any one of the following functions when blown.

• Calm rough waters in a 1-mile radius. This effect dispels a summoned water elemental if it fails a Will saving throw.

• Attract 5d4 large sharks (01–30 on d%), 5d6 medium sharks (31–80), or 1d10 sea cats (81–100) if the character is in a body of water in which such creatures dwell. The creatures are friendly and obey, to the best of their ability, the one who sounded the horn.

• Causes aquatic creatures of animal intelligence within 500 feet to become panicked as if they had been targeted by a *fear* spell. Those who successfully save are shaken for 3d6 rounds.

Any sounding of a *horn of the tritons* can be heard by all tritons within a 3-mile radius.

Horn of Valhalla: This magic instrument comes in four varieties. Each appears to be normal until someone speaks its command word and blows the horn. Then the horn summons a number of berserkers to fight for the character who summoned them. Each horn can be blown just once every seven days. Roll d% to see what type of horn is found.

D%	TYPE OF HORN	BERSERKERS SUMMONED
01–40	Silver	2d6
41–75	Brass	3d6
76–90	Bronze	4d6
91–100	Iron	5d6

Horseshoes of Speed: These iron shoes come in sets of four like ordinary horseshoes. When affixed to an animal's hooves, they increase the animal's land speed by 30 feet. All four shoes must be worn by the same animal for the magic to be effective.

Horseshoes of a Zephyr: These four iron shoes are affixed like normal horseshoes. They allow a horse to travel without actually touching the ground. The horse must still run above (always around 4 inches above) a roughly horizontal surface. This means that non-solid or unstable surfaces can be crossed and that movement is possible without leaving tracks on any sort of ground. The horse moves at its normal land speed. All four shoes must be worn by the same animal for the magic to be effective.

Incense of Meditation: This small rectangular block of sweet smelling incense is visually indistinguishable from non-magical incense until lit. When it is burning, the special fragrance and pearly-hued smoke of this special incense are recognizable by any spell caster.

When a divine spell caster lights a block of incense of meditation and then spends 8 hours praying and meditating nearby, the incense enables him to prepare all his spells so that when cast all variables of those spells are maximized (i.e. damage, variable duration, etc.)

Instant Fortress: This metal cube is small, but when activated by speaking a command word 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 can't open the door.

The adamantine walls of instant fortress have 100 hit points and an AC of 30. The fortress cannot be repaired except by a *wish* or a *miracle*, which restores 50 points of damage taken.

The fortress springs up in just 1 round, with the door facing the device's owner. The door opens and closes instantly at his command. People and creatures nearby (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught takes 10d10 points of damage (reflex save for half damage).

The fortress is deactivated by speaking a command word (different from the one used to activate it). It cannot be deactivated unless it is empty.

Ioun Stones: These crystalline stones plucked from far dimensions always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. Ioun stones have AC 24 and 10 hit points.

TYPE	EFFECT	VALUE
Clear spindle	Sustains creature without food or water	4,000 gp
Dusty rose prism	+1 bonus to AC	5,000 gp
Deep red sphere	+1 to hit with ranged weapons	8,000 gp
Incandescent blue sphere	+1 bonus to Will saving throws	8,000 gp
Pale blue rhomboid	+1 bonus to melee damage	8,000 gp
Pink rhomboid	+1 hit point per level or Hit Dice	8,000 gp
Pink and green sphere	+1 bonus to reaction checks	8,000 gp
Scarlet and blue sphere	+1 bonus to find secret doors and traps	8,000 gp
Dark blue rhomboid	Only surpised on 1 on 1d8	10,000 gp
Vibrant purple prism	Stores three levels of spells	36,000 gp
Iridescent spindle	Sustains creature without air	18,000 gp
Pale lavender ellipsoid	Absorbs spells of 4th level or lower*	20,000 gp
Pearly white spindle	Regenerate 1 hit point per hour	20,000 gp
Pale green prism	+1 on attacks and saving throws	30,000 gp
Orange prism	+1 caster level	30,000 gp
Lavender and green ellipsoid	Absorbs spells of 8th level or lower**	40,000 gp

** After absorbing 20 spell levels, the stone turns to dull gray and is forever useless*

*** After absorbing 50 spell levels, the stone turns to dull gray and is forever useless*

Regeneration from the pearly white ioun stone works like a *ring of regeneration*. The pale lavender and lavender and green stones work like a *rod of absorption*. Stored spells in the vibrant purple stone must be placed by a spellcaster but can be used by anyone.

Iron Bands of Binding: When initially discovered, this very potent item appears to be a 3-inch-diameter rusty iron sphere with bandings on the globe. When the command word is spoken and the spherical iron device is hurled at an opponent, the bands expand and then contract to bind the target creature on a successful ranged attack. A single large or smaller creature can be captured thus and held immobile until the command word is spoken to bring the bands into spherical form again. The creature can break (and ruin) the bands with a bend bar check or escape them with an escape check. Iron bands of binding are usable once per day.

Iron Flask: These special containers are typically inlaid with runes of silver and stoppered by a brass plug bearing a seal engraved with sigils, glyphs, and special symbols. When the user speaks the command word, he can force any creature from another plane into the container, provided that creature fails a Will save. The range of this effect is 60 feet. Only one creature at a time can be so contained. Loosing the stopper frees the captured creature. The command word can be given only once per day.

If the individual freeing the captured creature speaks the command word, the creature can be forced to serve for 1 hour. If freed without the command word, the creature acts according to its natural inclinations. (It usually attacks the user, unless it perceives a good reason not to.) Any attempt to force the same creature into the flask a second time provides it a +2 bonus on its saving throw and makes it hostile. A newly discovered bottle might contain any of the following:

D%	CONTENTS	D%	CONTENTS
01–50	Empty	89	Demon – glabrezu
51–54	Large air elemental	90	Demon – succubus
55–58	Arrowhawk	91	Devil, bone
59–62	Large earth elemental	92	Devil, barbed
63–66	Xorn	93	Devil – erinyes
67–70	Large fire elemental	94	Devil, horned
71–74	Salamander	95	Celestial – avoral
75–78	Large water elemental	96	Celestial – ghaele
79–82	Adult tojanida	97	Formian myrmarch
83–85	Chaos Beast	98	Rakshasa
86-87	Demon – vrock	99	Balor demon
88	Demon – hezrou	100	Pit fiend

Lantern of Revealing: This lantern operates as a normal hooded lantern. While it is lit, it also reveals all invisible creatures and objects within 25 feet of it, just like the spell *invisibility purge*.

Lens of Detection: This circular prism enables its user to detect minute details, granting a +3 bonus on find secret door and tracking checks. The lens is about 6 inches in diameter and set in a frame with a handle.

Lenses of Minute Seeing: The lenses of this item are made of special crystal. When placed over the eyes of the wearer, the lenses enable her to see much better than normal at distances of 1 foot or less, granting her a +3 bonus to find secret doors, traps, and similar concealed objects. Both lenses must be worn for the magic to be effective.

Lenses of Night: The lenses of this item are made of dark crystal. Even though the lenses are opaque, when placed over the eyes of the wearer they enable him to see normally and also grant him 60-foot darkvision. Both lenses must be worn for the magic to be effective.

Lyre of Building: If the proper chords are struck, a single use of this lyre negates any attacks made against all buildings 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 30 minutes.

The lyre is also useful with respect to building. Once a week its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches or whatever. The effect produced in but 30 minutes of playing is equal to the work of 100 humans laboring for three days. Each hour after the first, a character playing the lyre must make a Fortitude saving throw. If it fails, she must stop and cannot play the lyre again for this purpose until a week has passed.

Mantle of Faith: This holy garment, worn over normal clothing, grants weapon reduction (+1 or better weapon to hit) to the character wearing it against chaotic creatures.

Mantle of Magic Resistance: This garment, which is worn over normal clothing or armor, grants the wearer magic resistance 50%.

Manual of Bodily Health: This thick tome contains tips on health and fitness, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his constitution score (max. 20). Once the book is read, the magic disappears from the pages and it becomes a normal book.

Manual of Gainful Exercise: This thick tome contains exercise descriptions and diet suggestions, but entwined within the words is a

powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of from +1 to +5 (depending on the type of manual) to her strength score (max. 20). Once the book is read, the magic disappears from the pages and it becomes a normal book.

Manual of Quickness of Action: This thick tome contains tips on coordination exercises and balance, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his dexterity score (max. 20). Once the book is read, the magic disappears from the pages and it becomes a normal book.

Marvelous Pigments: These magic emulsions enable their possessor to create actual, permanent objects simply by depicting their form in two dimensions. The pigments are applied by a stick tipped with bristles, hair, or fur. The emulsion flows from the application to form the desired object as the artist concentrates on the desired image. One pot of marvelous pigments is sufficient to create a 1,000-cubic-foot object by depicting it two-dimensionally over a 100-square-foot surface.

Only normal, inanimate objects can be created. The pigments must be applied to a surface. It takes 10 minutes to depict an object with the pigments. Marvelous pigments cannot create magic items. Objects of value depicted by the pigments — precious metals, gems, jewelry, ivory, and so on — appear to be valuable but are really made of tin, lead, paste, brass, bone, and other such inexpensive materials. The user can create normal weapons, armor, and any other mundane item (including foodstuffs) whose value does not exceed 2,000 gp.

Mask of the Skull: This ivory mask has been fashioned into the likeness of a human skull. Once per day, after it has been worn for at least 1 hour, the mask can be loosed to fly from the wearer's face. It travels up to 50 feet away from the wearer and attacks a target assigned to it. The grinning skull mask makes a melee attack against the target based on the wearer's attack bonus. If the attack succeeds, the target must make a Fortitude saving throw or be struck dead, as if affected by a *finger of death* spell. If the target succeeds on his saving throw, he still takes 3d8 points of damage. After attacking (whether successful or not), the mask flies back to its user. The mask has AC 16 and 10 hit points.

Mattock of the Titans: This digging tool is 10 feet long. Any creature of at least huge size can use it to loosen or tumble earth or earthen ramparts (a 10-foot cube every 10 minutes). It also smashes rock (a 10-foot cube per hour). If used as a weapon, it is deals 4d6 points of base damage.

Maul of the Titans: This mallet is 8 feet long. If used as a weapon, it deals 2d6 points of damage and deals triple damage against inanimate objects.

However, the wielder must have a strength score of at least 18 to wield it properly. Otherwise, she takes a -4 penalty on attack rolls.

Medallion of ESP: This appears to be a normal pendant disk hung from a neck chain. Usually fashioned from bronze, copper, or nickel-silver, the medallion allows the wearer to read the thoughts of others, as with the spell *detect thoughts*.

Mirror of Life Trapping: This crystal device is usually about 4 feet square and framed in metal or wood. It can be hung or placed on a surface and then activated by giving a command word. The same command word deactivates the mirror. A *mirror of life* trapping has fifteen non-spatial extra-dimensional compartments within it. Any creature coming within 30 feet of the device and looking at its own reflection must make a Will save or be trapped within the mirror in one of the cells. A creature not aware of the nature of the device always sees its own reflection. The probability of a creature seeing its reflection, and thus needing to make the saving throw, drops to 50% if the creature is aware that the mirror traps life and seeks to avoid looking at it (treat as a gaze attack).

When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, but constructs and undead are not trapped, nor are inanimate objects and other non-living matter. A victim's equipment (including clothing and anything being carried) remains behind. If the mirror's owner knows the right command word, he can call the reflection of any creature trapped within to its surface and engage his powerless prisoner in conversation. Another command word frees the trapped creature. Each pair of command words is specific to each prisoner.

If the mirror's capacity is exceeded, one victim (determined randomly) is set free in order to accommodate the latest one. If the mirror is broken, all victims currently trapped in it are freed.

Mirror of Mental Prowess: This mirror resembles an ordinary looking glass 5 feet tall by 2 feet wide. The possessor who knows the proper commands can cause it to perform as follows.

• *Read the thoughts* of any creature reflected therein, as long as the owner is within 25 feet of the mirror.

• View other places as if with *clairvoyance*, but vision extends even onto other planes if the viewer is sufficiently familiar with them.

• Use it as a portal to visit other places. The user first views the place with the *clairvoyance* function, then steps through the mirror to the place pictured. Others can follow her through the mirror if they like. An invisible portal remains on the other side where she arrives, and she can return through that portal. Once she returns, the portal closes. The portal closes after 24 hours, and the user can also close it with a command word. Creatures with Intelligence of 12 or higher might notice the portal just as they might notice a magical sensor from a *scrying* spell. Any creature who steps through the portal appears in front of the mirror.

• Once per week the mirror accurately answers one short question regarding a creature whose image is shown on its surface (giving answers similar to those from the *legend lore* spell).

Mirror of Opposition: This item resembles a normal mirror about 4 feet long and 3 feet wide. It can be hung or placed on a surface and then activated by speaking a command word. The same command word deactivates the mirror. If a creature sees its reflection in the mirror's surface, an exact duplicate of that creature comes into being. This opposite 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 original, the duplicate and her items disappear completely. The mirror functions four times per day.

Necklace of Adaptation: This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases and allowing him to breathe, even underwater or in a vacuum.

Necklace of Fireballs: This device appears to be nothing but beads on a string, sometimes with the ends tied together to form a necklace. If a character holds it, however, all can see the strand as it really is, a golden chain from which hang a number of golden spheres. The spheres are detachable by the wearer (and only by the wearer), who can hurl one of them up to 70 feet. When a sphere arrives at the end of its trajectory, it detonates as a *fireball* spell.

Spheres come in different strengths. Each necklace of fireballs contains a combination of spheres of various strengths. Some traditional combinations, designated types I through VII, are detailed below.

NECKLACE	10d6	9d6	8d6	7d6	6d6	5d6	4d6	3d6	2d6
Type I	—	—	—	—	—	1	—	2	—
Type II	—	—	—	—	1	—	2	—	2
Type III	—	—	—	1	—	2	—	4	—
Type IV	—	—	1	—	2	—	2	—	4
Type V	—	1	—	2	—	2	—	2	—
Type VI	1	—	2	—	2	—	4	—	—
Type VII	1	2	—	2	—	2	—	2	—

If the necklace is being worn or carried by a character who fails her saving throw against a magical fire attack, the item must make a saving throw as well (with a save value of 9). If the necklace fails to save, all its remaining spheres detonate simultaneously.

Orb of Storms: This glass sphere is 8 inches in diameter. The possessor can call forth all manner of weather, even supernaturally destructive storms. Once per day she can call upon the orb to use a *control weather* spell. Once per month, she can conjure a *storm of vengeance*. The possessor of the orb is continually protected by *endure elements*.

Pearl of Power: This seemingly normal pearl of average size and luster is a potent aid to all spell casters who prepare spells (i.e. not sorcerers). Once per day on command, a *pearl of power* enables the possessor to recall any one spell that she had prepared and then cast. The spell is then prepared again, just as if it had not been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).

Pearl of the Sirines: This normal-seeming pearl is beautiful and worth at least 1,000 gp on that basis alone. If it is clasped firmly in hand or held to the breast while the possessor attempts actions related to the pearl's powers, she understands and is able to employ the item. The pearl enables its possessor to breathe in water as if she were in clean, fresh air. Her swim speed is 60 feet and she can act underwater without hindrance.

Periapt of Health: The wearer of this blue gem on a silver chain is immune to disease, including supernatural diseases.

Periapt of Proof against Poison: This item is a brilliant-cut black gem on a delicate silver chain. The wearer is immune to poison, although poisons still active when the periapt is first donned still run their course.

Periapt of Wisdom: Although it appears to be a normal pearl on a light chain, a *periapt of wisdom* grants the possessor's a wisdom score of 20 (+5 modifier), 22 (+7 modifier) or 24 (+9 modifier).

Periapt of Wound Closure: This stone is bright red and dangles on a gold chain. The periapt doubles the wearer's normal rate of healing or allows normal healing of wounds that would not do so normally. Hit point damage that involves bleeding is negated for the wearer of the periapt, but he is still susceptible to damage from bleeding that causes constitution loss, such as that dealt by a *wounding weapon*.

Phylactery of Faithfulness: This item is a small box containing religious scripture affixed to a leather cord and tied around the forehead. There is no mundane way to determine what function this religious item performs until it is worn. The wearer of a *phylactery of faithfulness* is aware of any action or item that could adversely affect his alignment and his standing with his deity, including magical effects. He acquires this information prior to performing such an action or becoming associated with such an item if he takes a moment to contemplate the act.

Phylactery of Undead Turning: This item is a boon to any character able to turn undead, allowing him to do so as if his class level were four levels higher than it actually is.

Pipes of Haunting: This magic item appears to be a small set of pan pipes. When played, the pipes create an eerie, spellbinding tune. Those within 30 feet who hear the tune must succeed on a Will saving throw or become frightened for 4 rounds. Creatures with 6 or more Hit Dice are unaffected. Pipes of haunting can be sounded twice a day.

Pipes of Pain: These appear to be like any other standard set of pipes with nothing to reveal their true nature. When played, the pipes create a wondrous melody. All within 30 feet must make a Will save or be fascinated by the sound. As soon as the piping stops, all those affected are stricken by intense pain at even the slightest noise. Unless a character is in a totally silent area, she takes 1d4 points of damage per round for 2d4 rounds. During this time, damage from sonic attacks is doubled. Thereafter, the least noise causes an affected character to become shaken (except when she is in a totally silent area). This hypersensitivity is a curse and therefore hard to remove (see the *bestow curse* spell).

Pipes of the Sewers: These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract 1d3 rat swarms if rats are within 400 feet. For each 50-foot distance the rats have to travel, there is a 1-round delay. The piper must continue playing until the rats appear. If for any reason the piper ceases playing, the rats leave immediately. The rats obey the piper so long as he continues to play.

Pipes of Sounding: When played, these pipes create a variety of sounds. The figment sounds are the equivalent of *audible glamer*.

Portable Hole: A portable hole is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of moonlight. When opened fully, a portable hole is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extra-dimensional space 10 feet deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one creature for 10 minutes. The cloth does not accumulate weight even if its hole is filled. Each portable hole opens on its own particular non-dimensional space. If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane. The hole, the bag, and any creatures within a 10-foot radius are drawn there, the hole and bag being destroyed in the process.

Restorative Ointment: A jar of this unguent is 3 inches in diameter and 1 inch deep and contains five applications. Placed upon a poisoned wound or swallowed, the ointment detoxifies any poison (as *neutralize poison*). Applied to a diseased area, it *removes disease*. Rubbed on a wound, the ointment cures 1d4+4 points of damage (as *cure light wounds*).

Ring Gates: These always come in pairs, two iron rings, each about 18 inches in diameter. The rings must be on the same plane of existence and within 100 miles of each other to function. Whatever is put through one ring comes out the other, and up to 100 pounds of material can be

transferred each day. This useful device allows for instantaneous transport of items or messages and even attacks. A character can reach through to grab things near the other ring or even stab a weapon through if so desired. Alternatively, a character could stick his head through to look around. A spell caster could even cast a spell through a ring gate. Tiny creatures can pass through easily. Each ring has an "entry side" and an "exit side," both marked with appropriate symbols.

Robe of the Archmagi: This normal-appearing garment can be white (01–45 on d%, Lawful (Good) alignment), gray (46–75, Neutral alignment), or black (76–100, Chaotic (Evil) alignment). Its wearer, if an arcane spell caster, gains the following powers: +3 armor bonus to AC, magic resistance 35% and a +2 bonus on all saving throws. If a white robe is donned by a Chaotic character, she immediately loses three levels. The reverse is true with respect to a black robe donned by a Lawful character. A Chaotic or Lawful character that puts on a gray robe, or a Neutral character who dons either a white or black robe, loses two levels.

Robe of Blending: When this robe is put on, the wearer intuitively knows that the garment has very special properties. A robe of blending enables its wearer to appear to be part of his surroundings. This allows him a +5 bonus to hide in shadows. The wearer can adopt the appearance of another creature, as with the *change self* spell, at will. All creatures acquainted with and friendly to the wearer see him normally.

Robe of Bones: This handy item functions much like a robe of useful items for the serious necromancer. It appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small embroidered figures representing undead creatures. Only the wearer of the robe can see the embroidery and recognize them for the creatures they become, and detach them. One figure can be detached each round. Detaching a figure causes it to become an actual undead creature (see the list below). The skeleton or zombie is not under the control of the wearer of the robe, but may be subsequently commanded, rebuked, turned, or destroyed. A newly created robe of bones always has two embroidered figures of each of the following undead: three skeletons and two zombies.

Robe of Eyes: This valuable garment appears to be a normal robe until it is put on. Its wearer is able to see in all directions at the same moment due to scores of visible, magical eyelike patterns that adorn the robe. She also gains 120-foot darkvision. The *robe of eyes* sees all forms of invisible or ethereal things within 120 feet. The wearer of a robe of eyes gains a +5 bonus to find secret doors and she cannot be flanked. However, she is not able to avert her eyes or close her eyes when confronted by a creature with a gaze attack. A *light* or *continual flame* spell cast directly on a robe of eyes causes it to be blinded for 1d3 minutes. A *daylight* spell blinds it for 2d4 minutes.

Robe of Scintillating Colors: The wearer of this robe can cause the garment to display a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light. The colors daze those near the wearer, conceal the wearer and illuminate the surroundings. It takes 1 full round after the wearer speaks the command word for the colors to start flowing on the robe. The colors create the equivalent of a gaze attack with a 30-foot range. Those who look at the wearer are dazed for 1d4+1 rounds (will save negates). Every round of continuous scintillation of the robe gives the wearer better concealment. The attack penalty against the wearer starts at -2 and increases by -2 each round until it reaches -10. The robe illuminates a 30-foot radius continuously. The effect can be used no more than a total of 10 rounds per day.

Robe of Stars: This garment is typically black or dark blue and embroidered with small white or silver stars. The robe enables its wearer to travel physically to the Astral Plane, along with all that she is wearing or carrying. It also gives its wearer a +1 bonus on all saving throws.

Robe of Useful Items: This appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created *robe of useful items* always has two each of the following patches: Dagger, bullseye lantern (filled and lit), mirror (highly polished 2 x 4 ft. steel mirror), 10-ft. pole, hempen rope (50-ft. coil) and 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.

D%	RESULT
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 cure serious wounds
69–75	Rowboat (12 ft. long)
76–83	Minor scroll of one randomly determined spell
84–90	War dogs, pair (treat as riding dogs)
91–96	Window (2 ft. by 4 ft., up to 2 ft. deep)
97–100	Portable ram

Multiple items of the same kind are permissible. Once removed, a patch cannot be replaced.

Rope of Climbing: A 60-foot-long rope of climbing is no thicker than a wand, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner.

A *rope of climbing* can be commanded to knot or unknot itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied but grants a +6 bonus to climb sheer surfaces while using it. A creature must hold one end of the rope when its magic is invoked.

Rope of Entanglement: A *rope of entanglement* looks just like any other hempen rope about 30 feet long. Upon command, the rope lashes forward 20 feet or upward 10 feet to entangle a victim. The rope has AC 22 and 20 hit points. The rope repairs damage to itself at a rate of 1 point per 5 minutes, but if a rope of entanglement is severed, it is destroyed.

Salve of Slipperiness: This substance provides a +12 bonus on all escape checks, meaning that it is almost impossible to grapple such a character or to tie or chain him up. In addition, such obstructions as *webs* (magical or otherwise) do not affect an anointed individual. Magic ropes and the like do not avail against this salve. If it is smeared on a floor or on steps, the area should be treated as a long-lasting *grease* spell. The salve requires 8 hours to wear off normally, or it can be wiped off with an

alcohol solution (even wine). *Salve of slipperiness* is needed to coat the inside of a container that is meant to hold *sovereign glue* (see below).

Scabbard of Keen Edges: This scabbard is fashioned from cured leather and fine silver. It can shrink or enlarge to accommodate any knife, dagger, sword, or similar weapon up to and including a greatsword. Up to three times per day on command, the scabbard casts *keen edge* on any blade placed within it.

Scarab of Protection: This device appears to be a silver medallion in the shape of a beetle. If it is held for 1 round, an inscription appears on its surface letting the holder know that it is a protective device. The scarab's possessor gains magic resistance 45%. The scarab can also absorb level draining attacks, death effects *inflict wounds* spells. Upon absorbing twelve such attacks, the scarab turns to powder and is destroyed.

Scarab, Golembane: This beetle-shaped pin enables its wearer to detect any golem within 60 feet, although he must concentrate in order for the detection to take place. The possessor of the scarab deals double normal damage from melee and ranged attacks to golems.

Silversheen: This substance can be applied to a weapon, giving it the properties of a silver weapon for 1 hour, and replacing the properties of any other special material it might have. One vial coats a single melee weapon or 20 units of ammunition.

Slippers of Spider Climbing: When worn, a pair of these slippers enables movement on vertical surfaces or even upside down along ceilings, leaving the wearer's hands free. Her speed is 20 feet. Severely slippery surfaces make these slippers useless. The slippers can be used for 10 minutes per day, split up as the wearer chooses.

Sovereign Glue: This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only in a flask whose inside has been coated with 1 ounce of *salve of slipperiness* and each time any of the bonding agent is poured from the flask a new application of the *salve of slipperiness* must be put in the flask within 1 round to prevent the remaining glue from adhering to the side of the container. A flask of *sovereign glue*, when found, holds anywhere from 1 to 8 ounces. One ounce of this adhesive covers 1 square foot of surface, bonding virtually any two substances together in a permanent union. The glue takes 1 round to set. If the objects are pulled apart before that time has elapsed, that application of the glue loses its stickiness and is worthless. If the glue is allowed to set, then attempting to separate the two bonded objects has no effect, except when universal solvent is applied to the bond. *Sovereign glue* is dissolved by universal solvent.

Stone of Alarm: This stone cube, when given the command word, affixes itself to any object. If that object is touched thereafter by anyone who does not first speak that same command word, the stone emits a piercing screech for 1 hour that can be heard up to a quarter-mile away.

Stone of Controlling Earth Elementals: A stone of this nature is typically an oddly shaped bit of roughly polished rock. The possessor of such a stone need but utter a few words of summoning, and a huge earth elemental comes to the summoner. The summoning words require 1 full round to speak, and in all ways the stone functions as the *summon monster* spell. If sand or rough, natural stone is the summoning medium, the elemental that comes is large instead. The elemental appears in 1d4 rounds. Only one elemental can be summoned at a time. A new elemental requires a new patch of earth or stone, which cannot be accessed until after the first elemental disappears.

Stone of Good Luck (Luckstone): This stone is typically a bit of agate or some similar mineral. Its possessor gains a +1 bonus on saving throws.

Stone Horse: Each item of this nature appears to be a full sized, roughly hewn statue of a horse, carved from some type of hard stone. A command word brings the steed to life, enabling it to carry a burden and even to attack as if it were a real horse of the appropriate kind.

A stone horse can carry 1,000 pounds tirelessly and never needs to rest or feed. Damage dealt to it can be repaired by first using a *stone to flesh* spell, thus causing the stone horse to become a normal horse that can be healed normally. When fully healed, it automatically reverts to its stone form. While in its stone form, it can be fed gems, healing 1 point of damage for each 50 gp worth of mineral it is given.

There are two sorts of stone horses.

Courser: This item has the statistics of a heavy horse with +10 AC.

Destrier: This item has the statistics of a heavy warhorse with +10 AC.

Stone Salve: This ointment has two uses. If applied to the flesh of a petrified creature, it returns the creature to flesh as the *stone to flesh* spell. If applied to the flesh of a non-petrified creature, it protects the creature per a *stoneskin* spell.

Strand of Prayer Beads: This item appears to be a normal string of prayer beads until the owner casts a divine spell. Once that occurs, the owner instantly knows the powers of the prayer beads and how to activate them. Each strand includes two or more special beads, each with a different magic power.

SPECIAL BEAD TYPE	SPECIAL BEAD ABILITY
Bead of blessing	Wearer can cast *bless*.
Bead of healing	Wearer can cast his choice of *cure serious wounds*, *cure blindness/deafness* or *cure disease*.
Bead of karma	Wearer casts his spells at +4 caster level for 10 minutes.
Bead of smiting	Wearer can cast *holy smite* or *unholy blight*.
Bead of summons	Summons a powerful creature of appropriate alignment from the Outer Planes (an angel, devil, etc.) to aid the wearer for one day. (If the wearer uses the bead of summons to summon a deity's emissary frivolously, the deity takes that character's items and places a *geas* upon him as punishment in the very least.)
Bead of wind walking	Wearer can cast *wind walk*.

A *lesser strand of prayer beads* has a bead of blessing and a bead of healing. A *strand of prayer beads* has a bead of healing, a bead of karma, and a bead of smiting. A *greater strand of prayer beads* has a bead of healing, a bead of karma, a bead of summons and a bead of wind walking.

Each special bead can be used once per day, except for the bead of summons, which works only once and then becomes non-magical. The power of a special bead is lost if it is removed from the strand.

Sustaining Spoon: This unremarkable eating utensil is typically fashioned from horn. If the spoon is placed in an empty container the vessel fills with a thick, pasty gruel. Although this substance has a flavor similar to that of warm, wet cardboard, it is highly nourishing and contains everything necessary to sustain any herbivorous, omnivorous, or

carnivorous creature. The spoon can produce sufficient gruel each day to feed up to four humans.

Tome of Clear Thought: This heavy book contains instruction on improving memory and logic, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of from +1 to +5 (depending on the type of tome) to her intelligence score (max. 20). Once the book is read, the magic disappears from the pages and it becomes a normal book.

Tome of Leadership and Influence: This ponderous book details suggestions for persuading and inspiring others, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of tome) to his charisma score (max. 20). Once the book is read, the magic disappears from the pages and it becomes a normal book.

Tome of Understanding: This thick book contains tips for improving instinct and perception, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of from +1 to +5 (depending on the type of tome) to her wisdom score (max. 20). Once the book is read, the magic disappears from the pages and it becomes a normal book.

Unguent of Timelessness: When applied to any matter that was once alive this ointment allows that substance to resist the passage of time. Each year of actual time affects the substance as if only a day had passed. The coated object gains a +1 bonus on all saving throws. The unguent never wears off, although it can be magically removed. One flask contains enough material to coat eight medium or smaller objects.

Universal Solvent: This substance has the unique property of being able to dissolve *sovereign glue*.

Vest of Escape: Hidden within secret pockets of this simple silk vest are lock picks that provide a +3 bonus on open lock checks. The vest also grants its wearer a +3 bonus on escape checks.

Vestment, Druid's: This light garment is worn over normal clothing or armor. Most such vestments are green, embroidered with plant or animal motifs. When this item is worn by a druid, the character can change shape one additional time each day.

Well of Many Worlds: This strange device looks just like a *portable hole*. Anything placed within it is immediately cast to another world; a parallel world, another planet, or a different plane (chosen randomly). If the well is moved, the random factor again comes into play. It can be picked up, folded, or rolled, just as a portable hole can be. Objects from the world the well touches can come through the opening just as easily as from the initiating place. (It is a two-way portal.)

Wind Fan: A *wind fan* appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. By uttering the command word, its possessor causes the fan to generate air movement duplicating a *gust of wind* spell. The fan can be used once per day with no risk. If it is used more frequently, there is a 20% cumulative chance per usage during that day that the device tears into useless, non-magical tatters.

Wings of Flying: A pair of these wings might appear to be nothing more than a plain cloak of old, black cloth, or they could be as elegant as a long cape of blue feathers. When the wearer speaks the command word, the cloak turns into a pair of bat or bird wings that empower her to fly with a speed of 60 feet.

INTELLIGENT ITEMS

Magic items sometimes have intelligence of their own. Magically imbued with sentience, these items think and feel the same way characters do and should be treated as NPCs. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes. In general, less than 1% of magic items have intelligence.

Unlike most magic items, intelligent items can activate their own powers without waiting for a command word from their owner. Intelligent items act during their owner's turn in the initiative order.

INTELLIGENT ITEM ALIGNMENT

Any item with intelligence has an alignment. Note that intelligent weapons already have alignments, either stated or by implication. If you're generating a random intelligent weapon, that weapon's alignment must fit with any alignment-oriented special abilities it has.

Any character whose alignment does not correspond to that of the item (except as noted) loses one level if he or she so much as picks up the item. Items with Ego scores (see below) of 20 to 29 drain two levels. Items with Ego scores of 30 or higher drain three levels.

TABLE: INTELLIGENT ITEM ALIGNMENT

D%	ITEM ALIGNMENT
01–50	Lawful (1-2 LG; 3-4 NG; 5-6 CG)
51–85	Neutral (1-2 LN; 3-4 N; 5-6 CN)
86–100	Chaotic (1-2 CE; 3-4 NE; 5-6 LE)

LANGUAGES SPOKEN BY ITEM

An intelligent item speaks common plus one additional language per point of Intelligence bonus.

TABLE: ITEM INTELLIGENCE AND CAPABILITIES

D%	INT	COMM.	ABILITIES	SENSES	VALUE
01–34	12	Empathy[1]	1 lesser	30' vision	+1,000 gp
35–59	13	Empathy[1]	2 lesser	60' vision	+2,000 gp
60–79	14	Speech[2]	2 lesser	120' vision	+4,000 gp
80–91	15	Speech[2]	3 lesser	60' darkv.	+5,000 gp
92–97	16	Speech[2,3]	3 lesser	60' darkv.	+6,000 gp
98	17	Speech, telepathy[3,4]	3 lesser 1 greater[6]	120' darkvision	+9,000 gp
99	18	Speech, telepathy[4,5]	3 lesser 2 greater[6]	120' darkvision	+12,000 gp
100	19	Speech, telepathy[4,5]	4 lesser 3 greater[6]	150' darkvision	+15,000 gp

[1] The possessor feels urges and sometimes emotions from the item that encourage or discourage certain courses of action.

[2] Item can communicate telepathically with the wielder.

[3] The item can also read any languages it can speak.

[4] *The item can use either communication mode at will, with language use as any speaking item. It can communicate telepathically with the wielder.*

[5] *The item can read all languages as well as use read magic.*

[6] *You can exchange a greater power for a dedicated power.*

INTELLIGENT ITEM POWERS

The table above determines how many lesser and greater powers an intelligent item has. To find the item's specific powers, choose or roll on the appropriate tables below.

TABLE: INTELLIGENT ITEM LESSER POWERS

D%	LESSER POWER	VALUE
01-05	Item can *bless* its allies 3/day	+1,000 gp
06-10	Item can use *faerie fire* 3/day	+1,100 gp
11-13	Item can cast *improved phantasmal force* 1/day	+2,200 gp
14-18	Item has *deathwatch* continually active	+2,700 gp
19-23	Item can use *detect magic* at will	+3,600 gp
24-28	Item grants +1 to reaction checks	+5,000 gp
29-32	Item grants +3 to decipher codes	+5,000 gp
33-37	Item grants +2 to bend bars and break down doors	+5,000 gp
38-42	Item grants +3 to find secret doors	+5,000 gp
43-47	Item grants a +3 to climb	+5,000 gp
48-52	Item grants a +3 to jump	+5,000 gp
53-57	Item grants a +3 to move silently	+5,000 gp
58-62	Item grants +3 to listen at doors	+5,000 gp
63-67	Item grants a +3 to survival	+5,000 gp
68-72	Item grants +2 to reaction checks	+5,000 gp
73-77	Item can cast *spectral force* 1/day	+5,400 gp
78-80	Item can cast *darkness* 3/day	+6,500 gp
81-83	Item can use *hold person* on an enemy 3/day	+6,500 gp
84-86	Item can activate *zone of truth* 3/day	+6,500 gp
87-89	Item can use *daze monster* 3/day	+6,500 gp
90-95	Item can use *locate object* 3/day	+6,500 gp
96-100	Item can use *cure moderate wounds* on wielder 3/day	+6,500 gp

All powers function at the direction of the item, although intelligent items generally follow the wishes of their owner.

TABLE: INTELLIGENT ITEM GREATER POWERS

D%	GREATER POWER	VALUE
01–06	Item can detect opposing alignment at will	+7,200 gp
07–10	Item can *detect undead* at will	+7,200 gp
11–13	Item can cause *fear* in an enemy at will	+7,200 gp
14–18	Item can use *dimensional anchor* on a foe 1/day	+10,000 gp
19–23	Item can use *dismissal* on a foe 1/day	+10,000 gp
24–28	Item can use *minor globe of invulnerability* 1/day	+10,000 gp
29–33	Item can use *wizard eye* 1/day	+10,000 gp
34–37	Item has continuous *detect scrying* effect	+10,000 gp
38–41	Item creates *wall of fire* in a ring around wielder 1/day	+10,000 gp
42–45	Item can use *quench* on fires 3/day	+16,000 gp
46–50	Item has *status* effect, usable at will	+11,000 gp
51–54	Item can use *gust of wind* 3/day	+11,000 gp
55–59	Item can use *clairvoyance* 3/day	+16,000 gp
60–64	Item can create *magic circle* at will	+16,000 gp
65–68	Item can use *haste* on its owner 3/day	+16,000 gp
69–73	Item can create *daylight* 3/day	+16,000 gp
74–76	Item can create *deeper darkness* 3/day	+16,000 gp
77–80	Item can use *invisibility purge* (30 ft. range) 3/day	+16,000 gp
81–85	Item can use *slow* on its enemies 3/day	+16,000 gp
86–91	Item can *locate creature* 3/day	+30,000 gp
92–97	Item can use *fear* against foes 3/day	+30,000 gp
98–100	Item can use *detect thoughts* at will	+44,000 gp

If the same power is rolled twice, roll again.

SPECIAL PURPOSE ITEMS

TABLE: INTELLIGENT ITEM PURPOSE

D%	PURPOSE
01–20	Slay diametrically opposed alignment*
21–30	Slay arcane spell casters (including spell casting monsters)
31–40	Slay divine spell casters (including divine entities and servitors)
41–50	Slay non-spell casters
51–55	Slay a particular creature type (i.e. dragons, giants, etc.)
56–60	Slay a particular race (i.e. dwarves, hobgoblins, etc.)
61–70	Defend a particular race
71–80	Slay the servants of a specific deity
81–90	Defend the servants and interests of a specific deity
91–95	Slay all living things (other than the item and the wielder)
96–100	Choose one

** The purpose of the Neutral version of this item is to preserve the balance by defeating/slaying powerful beings of the other alignments.*

PURPOSE

An item's purpose must suit the type and alignment of the item and should always be treated reasonably. A purpose of "defeat/slay arcane spell casters" doesn't mean that the sword forces the wielder to kill every magic-user she sees. Nor does it mean that the sword believes it is possible to kill every magic-user, sorcerer, and bard in the world. It does mean that the item hates arcane spell casters and wants to bring the local wizard's cabal to ruin, as well as end the rule of a sorceress-queen in a nearby land. Likewise, a purpose of "defend elves" doesn't mean that if the wielder is an elf, he only wants to help himself. It means that the item wants to be used in furthering the cause of elves, stamping out their enemies and aiding their leaders.

DEDICATED POWER

A dedicated power operates only when an intelligent item is in pursuit of its special purpose. This determination is always made by the item. It should always be easy and straightforward to see how the ends justify the means. Unlike its other powers, an intelligent item can refuse to use its dedicated power even if the owner is dominant (see Items against Characters, below).

TABLE: SPECIAL PURPOSE ITEM DEDICATED POWERS

D%	DEDICATED POWER	VALUE
01–06	Item can use *ice storm*	+50,000 gp
07–12	Item can use *confusion*	+50,000 gp
13–17	Item can use *phantasmal killer*	+50,000 gp
18–24	Item can use *crushing despair*	+50,000 gp
25–31	Item can use *dimension door* on itself and wielder	+50,000 gp
32–36	Item can use *cause disease* as attack	+56,000 gp
37–43	Item can use *poison* as attack	+56,000 gp
44–50	Item can use *rusting grasp* as attack	+56,000 gp
51–56	Item can cast 10d6 *lightning bolt*	+60,000 gp
57–62	Item can cast 10d6 *fireball*	+60,000 gp
63–68	Wielder gets +2 bonus on attacks and saving throws	+80,000 gp
69–74	Item can use *inflict critical wounds*	+81,000 gp
75–81	Item can use *song of discord*	+81,000 gp
82–87	Item can use *prying eyes*	+81,000 gp
88–92	Item can cast 10d6 shout 3/day	+130,000 gp
93–98	Item can use *waves of exhaustion*	+164,000 gp
99–100	Item can use *true resurrection* on wielder, 1/month	+200,000 gp

ITEM EGO

Ego is a measure of the total power and force of personality that an item possesses. Only after all aspects of an item have been generated can its ego score be calculated. An item's ego score helps determine whether the item or the character is dominant in their relationship, as detailed below.

ATTRIBUTE OF ITEM	EGO POINTS
Each +1 of item's magic bonus	1
Each special ability (i.e. flaming, etc.)	1
Each lesser power	1
Each greater power	2
Special purpose (and dedicated power)	4
Telepathic ability	1
Read languages ability	1
Read magic ability	1
Each +1 of Intelligence bonus	1
Each +1 of Wisdom bonus	1
Each +1 of Charisma bonus	1

ITEMS AGAINST CHARACTERS

When an item has an ego of its own, it has a will of its own. The item is, of course, absolutely true to its alignment. If the character that possesses the item is not true to that alignment's goals or the item's special purpose, personality conflict results. Similarly, any item with an ego score of 20 or higher always considers itself superior to any character and a personality conflict results if the possessor does not always agree with it.

When a personality conflict occurs, the possessor must make a Will saving throw with a modifier equal to their own charisma minus the item's ego. If the possessor succeeds, she is dominant. If she fails, the item is dominant. Dominance lasts for one day or until a critical situation occurs (such as a major battle, a serious threat to either the item or the character, etc.). Should an item gain dominance, it resists the character's desires and demands concessions such as any of the following.

• Removal of associates or items whose alignment or personality is distasteful to the item.

• The character divesting herself of all other magic items or items of a certain type.

• Obedience from the character so the item can direct where they go for its own purposes.

• Immediate seeking out and slaying of creatures hateful to the item.

• Magical protections and devices to protect the item from molestation when it is not in use.

• That the character carries the item with her on all occasions.

• That the character relinquishes the item in favor of a more suitable possessor due to alignment differences or conduct.

In extreme circumstances, the item can resort to even harsher measures, such as the following acts:

• Force its possessor into combat.

• Refuse to strike opponents.

• Strike at its wielder or her associates.

• Force its possessor to surrender to an opponent.

• Cause the character to drop it.

Naturally, such actions are unlikely when harmony reigns between the character's and item's alignments or when their purposes and personalities are well matched. Even so, an item might wish to have a lesser character possess it in order to easily establish and maintain dominance over him, or a higher-level possessor so as to better accomplish its goals.

All magic items with personalities desire to play an important role in whatever activity is under way, particularly combat. Such items are rivals of each other, even if they are of the same alignment. No intelligent item wants to share its wielder with others. An intelligent item is aware of the presence of any other intelligent item within 60 feet and most intelligent items try their best to mislead or distract their host so that she ignores or destroys the rival. Of course, alignment might change this behavior.

Items with personalities are never totally controlled or silenced by the characters that possess them, even though they may never successfully control their possessors. They may be powerless to force their demands but remain undaunted and continue to air their wishes and demands.

CURSED ITEMS

Cursed items are magic items with a potentially negative impact. Sometimes they are directly bad for the user; sometimes they are just inconvenient. Occasionally they mix bad and good, forcing characters to make difficult choices.

D%	CURSE
01–15	Delusion
16–35	Opposite effect or target
36–45	Intermittent functioning
46–60	Requirement
61–75	Drawback
76–90	Completely different effect
91–100	Substitute specific cursed item

Delusion: The user believes the item is what it appears to be, yet it actually has no magical power other than to deceive. The user is mentally fooled into thinking the item is functioning and cannot be convinced otherwise without the help of a *remove curse* spell.

Opposite Effect or Target: These cursed items malfunction, so that either they do the opposite of what the creator intended, or they target the user instead of someone else. The interesting point to keep in mind here is that these items are not always bad to have. Opposite-effect items include weapons that impose penalties on attack and damage rolls rather than bonuses. Just as a character should not necessarily immediately know what the magic bonus of a non-cursed magic item is, she should not immediately know that a weapon is cursed. Even if she knows, unfortunately, she is compelled to keep the item until a *remove curse* spell is cast upon her.

Intermittent Functioning: The three varieties of intermittent functioning items all function perfectly as described, at least some of the time. The three varieties are unreliable, dependent and uncontrolled items.

Unreliable: Each time the item is activated there is a 5% chance that it does not function.

Dependent: The item only functions in certain situations. To determine what the situation is, either select one or roll on the following table.

D%	SITUATION
01–03	Temperature below freezing
04–05	Temperature above freezing
06–10	During the day
11–15	During the night
16–20	In direct sunlight
21–25	Out of direct sunlight
26–34	Underwater
35–37	Out of water
38–45	Underground
46–55	Aboveground
56–60	Within 10 feet of a random creature type
61–64	Within 10 feet of a random race or kind of creature
65–72	Within 10 feet of an arcane spell caster
73–80	Within 10 feet of a divine spell caster
81–85	In the hands of a non-spell caster
86–90	In the hands of a spell caster
91–95	In the hands of a creature of a particular alignment
96	In the hands of a creature of particular gender
97–99	On non-holy days or during particular astrological events
100	More than 100 miles from a particular site

Uncontrolled: An uncontrolled item occasionally activates at random times. Roll d% every day. On a result of 01–05 the item activates at some random point during that day.

Requirement: In a sense, a command word is a requirement. Nevertheless, some items have much more stringent requirements that must be met for them to be usable. To keep an item with this kind of curse functioning, one or more of the following conditions must be met.

• Character must eat twice as much as normal.

• Character must sleep twice as much as normal.

• Character must undergo a specific quest (one time only, and then item functions normally thereafter).

• Character must destroy 100 gp worth of valuables per day.

• Character must destroy 2,000 gp worth of magic items each week.

• Character must swear fealty to a particular noble or his family.

• Character must discard all other magic items.

• Character must worship a particular deity.

• Character must change her name to a specific name.

• Character must be of a particular class.

• Character must sacrifice some part of her life energy (2 points of constitution) one time. If the character gets the constitution points back, the item ceases functioning.

• Item must be cleansed with holy water each day.

• Item must be used to kill a living creature each day.

• Item must be bathed in volcanic lava once per month.

• Item must be used at least once a day, or it won't function again for its current possessor.

• Item must draw blood when wielded (weapons only). It can't be put away or exchanged for another weapon until it has scored a hit.

• Item must have a particular spell cast upon it each day (such as bless, atonement, or animate objects).

Requirements are so dependent upon suitability to the item that they should never be determined randomly. An item with a requirement that is also intelligent often imposes its requirement through its personality. If the requirement is not met, the item ceases to function. If it is met, usually the item functions for one day before the requirement must be met again (although some requirements are one time only, others monthly, and still others continuous).

Drawback: Items with drawbacks are usually still beneficial to the possessor but they also carry some negative aspect. Although sometimes drawbacks occur only when the item is used (or held, in the case of some items such as weapons), usually the drawback remains with the character for as long as she has the item.

D%	DRAWBACK
01–04	Character's hair grows 1 inch longer. Only happens once.
05–09	Character either shrinks 1d4 inches or grows that much taller. Only happens once.
10–13	Temperature around item is 10°F cooler than normal.
14–17	Temperature around item is 10°F warmer than normal.
18–21	Character's hair color changes.
22–25	Character's skin color changes.
26–29	Character bears some identifying mark (tattoo, weird glow, or the like).
30–32	Character's gender changes.
33–34	Character's race or kind changes.
35	Character is afflicted with a random disease that cannot be cured.
36–39	Item continually emits a disturbing sound.
40	Item looks ridiculous (garishly colored, silly shape, glows bright pink …).
41–45	Character becomes selfishly possessive about the item.
46–49	Character becomes paranoid about losing or damaging the item.
50–51	Character's alignment changes.
52–54	Character must attack nearest creature (5% chance each day).
55–57	Character is stunned for 1d4 rounds once item function is finished.
58–60	Character's vision is blurry.
61–64	Character loses one level.
65	Character loses two levels.
66–70	Character must make a will save each day or take 1 point of Int damage.
71–75	Character must make a will save each day or take 1 point of Wis damage.
76–80	Character must make a will save each day or take 1 point of Cha damage.
81–85	Character must make a Fortitude save each day or take 1 point of Constitution damage.
86–90	Character must make a Fortitude save each day or take 1 point of Strength damage.
91–95	Character must make a Fortitude save each day or take 1 point of dexterity damage.
96	Character is polymorphed into a specific creature (5% chance each day).
97	Character cannot cast arcane spells.
98	Character cannot cast divine spells.
99	Character cannot cast any spells.
100	Pick one above or make one up.

SPECIFIC CURSED ITEMS

Specific cursed Items are provided as examples of cursed items. A simple *detect magic* spell yields a misleading aura and strength, often indicating that the item is a non-cursed item of similar sort. An identify spell only has a 1% chance per caster level to reveal a cursed item's true properties,

including the cursed aspect. *Analyze dweomer* reveals the true nature of a cursed item.

D%	ITEM	VALUE
01–05	Incense of obsession	200 gp
06–15	Ring of clumsiness	500 gp
16–20	Amulet of inescapable location	1,000 gp
21–25	Stone of weight	1,000 gp
26–30	Bracers of defenselessness	1,200 gp
31–35	Gauntlets of fumbling	1,300 gp
36–40	-2 sword, cursed	1,500 gp
41–43	Armor of rage	1,600 gp
44–46	Medallion of thought projection	1,800 gp
47–52	Flask of curses	2,100 gp
53–54	Dust of sneezing and choking	2,400 gp
55	Helm of opposite alignment	4,000 gp
56–60	Potion of poison	5,000 gp
61	Broom of animated attack	5,200 gp
62–63	Robe of powerlessness	5,500 gp
64	Vacuous grimoire	6,000 gp
65–68	Spear, cursed backbiter	7,500 gp
69–70	Armor of arrow attraction	9,000 gp
71–72	Net of snaring	10,000 gp
73–75	Bag of devouring	—
76–80	Mace of blood	16,000 gp
81–85	Robe of vermin	16,500 gp
86–88	Periapt of foul rotting	17,000 gp
89–92	Sword, berserking	17,500 gp
93–96	Boots of dancing	30,000 gp
97	Crystal hypnosis ball	—
98	Necklace of strangulation	60,000 gp
99	Cloak of poisonousness	62,000 gp
100	Scarab of death	80,000 gp

Amulet of Inescapable Location: This device is typically worn on a chain or as a brooch. It appears, to magical analysis, to prevent location, scrying or detection or influence by detect thoughts or telepathy. It seems to be an amulet of proof against detection and location. Actually, the amulet gives the wearer a –10 penalty on all saves against divination spells.

Armor of Arrow Attraction: Magical analysis indicates that this armor is a normal suit of *+3 platemail*. However, the armor is cursed. It works normally with regard to melee attacks but actually serves to attract ranged weapons. The wearer takes a –10 penalty to AC against any attack by a ranged weapon. The true nature of the armor does not reveal itself until the character is fired upon in earnest.

Armor of Rage: This armor is similar in appearance to armor of command and functions as a suit of *+1 platemail*. However, when it is worn, the armor causes the character to take a –4 penalty to charisma. All unfriendly characters within 300 feet have a +1 bonus on attack rolls against her. The effect is not noticeable to the wearer or those affected. (In other words, the wearer does not immediately notice that donning the armor causes her problems, nor do foes understand the reason for the depth of their enmity.)

Bag of Devouring: This bag appears to be an ordinary sack. Detection for magical properties makes it seem as if it were a *bag of holding*. Any substance of animal or vegetable nature is subject to "swallowing'' if thrust within the bag. The bag of devouring is 90% likely to ignore any initial intrusion, but any time thereafter that it senses living flesh within (such as if someone reaches into the bag to pull something out), it is 60% likely to close around the offending member and attempt to draw the whole victim in. The bag has a +8 bonus on grapple attack.

The bag can hold up to 30 cubic feet of matter. It acts as a *bag of holding type I*, but each hour it has a 5% cumulative chance of swallowing the contents and then spitting the stuff out on some other plane. Creatures drawn within are consumed in 1 round. The bag destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle* or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

Boots of Dancing: These boots initially appear and function as one of the other kinds of magic boots. But when the wearer is in (or fleeing from) melee combat, *boots of dancing* impede movement, making him behave as if *irresistible dance* had been cast upon him. Only *remove curse* enables the wearer to be rid of the boots once their true nature is revealed.

Bracers of Defenselessness: These appear to be *bracers of armor +5* and actually serve as such until the wearer is attacked in anger by an enemy with Hit Dice equal to or greater than her level. At that moment and thereafter, the bracers cause a –5 penalty to AC. Once their curse is activated, *bracers of defenselessness* can be removed only by means of a *remove curse* spell.

Broom of Animated Attack: This item is indistinguishable in appearance from a normal broom. It is identical to a *broom of flying* by all tests short of attempted use. If a command is spoken, the broom does a loop-the-loop with its hopeful rider, dumping him on his head from 1d4+5 feet off the ground. The broom then attacks the victim, swatting the face with the straw or twig end and beating him with the handle end.

The broom gets two attacks per round with each end (i.e. four attacks per round). It attacks with a +5 bonus. The straw end causes a victim to be blinded for 1 round when it hits. The handle deals 1d6 points of damage when it hits. The broom has AC 13 and 22 hit points.

Cloak of Poisonousness: This cloak is usually made of a woolen material, although it can be made of leather. A *detect poison* spell can reveal the presence of poison impregnated in the cloak's fabric. The garment can be handled without harm, but as soon as it is actually donned the wearer is killed instantly unless she succeeds on a Fortitude save. Once donned, a *cloak of poisonousness* can be removed only with a *remove curse* spell; doing this destroys the magical property of the cloak. If a *neutralize poison* spell is then used, it is possible to revive the victim with a *raise dead* or *resurrection* spell, but not before.

Crystal Hypnosis Ball: This cursed item is indistinguishable from a normal crystal ball. However, anyone attempting to use the scrying device becomes fascinated for 1d6 minutes, and a telepathic *suggestion* is implanted in his mind (Will saving throw negates).

The user of the device believes that the desired creature or scene was viewed, but actually he came under the influence of a powerful magic-user, lich or some power or being from another plane. Each further use brings the *crystal hypnosis ball* gazer deeper under the influence of the controller, either as a servant or a tool. Note that throughout this time, the user remains unaware of his subjugation.

Dust of Sneezing and Choking: This fine dust appears to be *dust of appearance*. If cast into the air, it causes those within a 20- foot spread to fall into fits of sneezing and coughing that causes 1d6 points of

constitution damage per minute. Those who succeed on either saving throw are nonetheless disabled by choking for 5d4 rounds.

Flask of Curses: This item looks like an ordinary beaker, bottle, container, decanter, flask, or jug. It may contain a liquid, or it may emit smoke. When the flask is first un-stoppered, all within 30 feet must make a Will save or be cursed, taking a –2 penalty on attack rolls, saving throws and action checks until a *remove curse* spell is cast upon them.

Gauntlets of Fumbling: These gauntlets may be of supple leather or heavy protective material suitable for use with armor. In the former instance, they appear to be *gloves of dexterity*. In the latter case, they appear to be *gauntlets of ogre power*. The gauntlets perform according to every test as if they were what they seem until the wearer finds herself under attack or in a life-and-death situation. At that time, the curse is activated. The wearer becomes fumble-fingered, with a 50% chance each round of dropping anything held in either hand. The gauntlets also lower dexterity by 2 points. Once the curse is activated, the gloves can be removed only by means of a *remove curse* spell.

Helm of Opposite Alignment: This metal hat looks like a typical helmet. When placed upon the head, however, its curse immediately takes effect (Will negates). On a failed save, the alignment of the wearer is altered to either the opposite alignment (for Law/Good and Chaos/Evil) or two one of the extreme alignments (for neutrals). Alteration in alignment is mental as well as moral, and the individual changed by the magic thoroughly enjoys his new outlook. A character who succeeds on his save can continue to wear the helmet without suffering the effect of the curse, but if he takes it off and later puts it on again, another save is required. The curse only works once; that is, a character whose alignment has been changed cannot change it again by donning the helmet a second time.

Only a *wish* or a *miracle* can restore former alignment, and the affected individual does not make any attempt to return to the former alignment. If a character of a class with an alignment requirement is affected, an *atonement* spell is needed as well if the curse is to be obliterated. When a *helm of opposite alignment* has functioned once, it loses its magic.

Incense of Obsession: These blocks of incense appear to be *incense of meditation*. If meditation and prayer are conducted while *incense of obsession* is burning nearby, its odor and smoke cause the user to become totally confident that her spell ability is superior, due to the magic incense. The user is determined to use her spells at every opportunity, even when not needed or when useless. The user remains obsessed with her abilities and spells until all have been used or cast, or for 24 hours.

Mace of Blood: This *+3 heavy mace* must be coated in blood every day, or its bonus fades away (until the mace is coated again). The character using this mace must make a Will save every day it is within his possession or become Chaotic (Evil).

Medallion of Thought Projection: This device seems like a *medallion of ESP*, even down to the range at which it functions, except that the thoughts overheard are muffled and distorted, requiring a Will save to sort out. However, while the user thinks she is picking up the thoughts of others, all she is really hearing are figments created by the medallion itself. These illusory thoughts always seem plausible and thus can seriously mislead any who rely upon them. What's worse, unknown to her, the cursed medallion actually broadcasts her thoughts to creatures in her path within 60 feet, thus alerting them to her presence.

Necklace of Strangulation: A *necklace of strangulation* appears to be a rare and wondrous piece of valuable jewelry and, short of the use of something as powerful as a *miracle* or a *wish*, can only be identified as a cursed item when placed around a character's neck. The necklace immediately constricts, dealing 6 points of damage per round. It cannot be removed by any means short of a *wish* or *miracle* and remains clasped around the victim's throat even after his death. Only when he has decayed to a dry skeleton (after approximately one month) does the necklace loosen, ready for another victim.

Net of Snaring: This net provides a +3 bonus on attack rolls but can only be used underwater, thus making it a somewhat useful item rather than what most would really call a cursed item. Underwater, it can be commanded to shoot forth up to 30 feet to trap a creature.

Periapt of Foul Rotting: This engraved gem appears to be of little value. If any character keeps the periapt in her possession for more than 24 hours, she contracts a terrible rotting affliction that permanently drains 1 point of dexterity, constitution and charisma every week. The periapt (and the affliction) can be removed only by application of a *remove curse* spell followed by a *cure disease* and then a *heal*, *miracle*, *limited wish*, or *wish* spell. The rotting can also be countered by crushing a *periapt of health* and sprinkling its dust upon the afflicted character, whereupon the *periapt of foul rotting* likewise crumbles to dust.

Potion of Poison: This potion has lost its once beneficial magical abilities and has become a lethal poison.

Robe of Powerlessness: A *robe of powerlessness* appears to be a magic robe of another sort. As soon as a character dons this garment, she takes a –10 penalty to strength and intelligence (minimum 3), forgetting spells and magic knowledge accordingly. The robe can be removed easily, but in order to restore mind and body, the character must receive a *remove curse* spell followed by *heal*.

Robe of Vermin: The wearer notices nothing unusual when the robe is donned, other than that it offers great magical defense (as a *cloak of protection +4*). However, as soon as he is in a situation requiring concentration and action against hostile opponents, the true nature of the garment is revealed: The wearer immediately suffers a multitude of bites from the insects that magically infest the garment. He must cease all other activities in order to scratch, shift the robe, and generally show signs of the extreme discomfort caused by the pests.

The wearer takes a –3 penalty on initiative checks and a –2 penalty on all attack rolls and saving throws. If he tries to cast a spell, he must make a Will saving throw (penalty equal to the spell's level) or lose the spell.

Ring of Clumsiness: This ring operates exactly like a *ring of feather falling*. However, it also makes the wearer clumsy. She takes a –4 penalty to dexterity (min. 3) and has a 20% chance of spell failure when trying to cast any arcane spell.

Scarab of Death: This small pin appears to be any one of the various beneficial amulets, brooches, or scarabs. However, if it is held for more than 1 round or carried by a living creature for 1 minute, it changes into a horrible burrowing beetle-like creature. The thing tears through any leather or cloth, burrows into flesh, and reaches the victim's heart in 1 round, causing death. A Reflex save allows the wearer to tear the scarab away before it burrows out of sight, but he still takes 3d6 points of damage. The beetle then returns to its scarab form. Placing the scarab in

a container of wood, ceramic, bone, ivory, or metal prevents the monster from coming to life and allows for long-term storage of the item.

Spear, Cursed Backbiter: This is a *+2 spear*, but each time it is used in melee against a foe and the attack roll is a natural 1, it damages its wielder instead of her intended target. When the curse takes effect, the spear curls around to strike its wielder in the back, automatically dealing the damage to the wielder. The curse even functions when the spear is hurled, and in such a case the damage to the hurler is doubled.

Stone of Weight (Loadstone): This stone appears to be a dark, smoothly polished stone. It reduces the possessor's base land speed to one-half of normal. Once picked up, the stone cannot be disposed of by any non-magical means. If it is thrown away or smashed, it reappears somewhere on his person. If a *remove curse* spell is cast upon a *loadstone*, the item may be discarded normally and no longer haunts the individual.

–2 Sword, Cursed: This longsword performs well against targets in practice, but when used against an opponent in combat, it causes its wielder to take a –2 penalty on attack rolls. All damage dealt is also reduced by 2 points. After one week in a character's possession, the sword always forces that character to employ it rather than another weapon. The sword's owner automatically draws it and fights with it even when she meant to draw or ready some other weapon. The sword can be gotten rid of only by means of *limited wish*, *wish* or *miracle*.

Sword, Berserking: This item appears to have the characteristics of a *+2 greatsword*. However, whenever the sword is used in battle, its wielder goes berserk (gaining all the benefits and drawbacks of the barbarian's rage ability). He attacks the nearest creature and continues to fight until unconscious or dead or until no living thing remains within 30 feet. Although many see this sword as a cursed object, others see it as a boon.

Vacuous Grimoire: A book of this sort looks like a normal one on some mildly interesting topic. Any character that opens the work and reads so much as a single word therein must make two Will saving throws. The first is to determine if the reader takes 1 point of permanent intelligence drain. The second is to find out if the reader takes 2 points of permanent wisdom drain. To destroy the book, a character must burn it while casting *remove curse*. If the grimoire is placed with other books, its appearance instantly alters to conform to the look of those other works.

ARTIFACTS

Artifacts are extremely powerful. Rather than merely another form of magic equipment, they are the sorts of legendary relics that whole campaigns can be based on. Each could be the center of a whole set of adventures—a quest to recover it, a fight against an opponent wielding it, a mission to cause its destruction, and so on.

No table has been included to randomly generate specific artifacts, since these items should only enter a campaign through deliberate choice.

Book of Infinite Spells: This work bestows upon any character of any class the ability to use the spells within its pages. However, any character not already able to use spells loses one level for as long as the book is in her possession or while she uses its power. A *book of infinite spells* contains 1d8+22 pages. The nature of each page is determined by a dice roll: 01–50, arcane spell; 51–100, divine spell.

Once a page is turned, it can never be flipped back, paging through a *book of infinite spells* is a one-way trip. If the book is closed, it always opens again to the page it was on before the book was closed. When the last page is turned, the book vanishes.

Once per day the owner of the book can cast the spell to which the book is opened. If that spell happens to be one that is on the character's class spell list, she can cast it up to four times per day. The pages cannot be ripped out without destroying the book. Similarly, the spells cannot be cast as scroll spells, nor can they be copied into a spell book, as their magic is bound up permanently within the book itself.

The owner of the book need not have the book on her person in order to use its power. The book can be stored in a place of safety while the owner is adventuring and still allow its owner to cast spells by its power.

Each time a spell is cast from the book, there is a chance that this will cause the page to magically turn despite all precautions. The owner knows this and may even benefit from the turning by gaining access to a new spell. The chance of a page turning depends on the spell the page contains and what sort of spell caster the owner is.

CONDITION	CHANCE
Caster employing a spell usable by own class and level	10%
Caster employing a spell not usable by own class and level	20%
Non-spell caster employing divine spell	25%
Non-spell caster employing arcane spell	30%

Treat each spell use as if a scroll were being employed, for purposes of determining casting time, spell failure, and so on.

Deck of Many Things: A deck of many things (both beneficial and baneful) is usually found in a box or leather pouch. Each deck contains a number of cards or plaques made of ivory or vellum. Each is engraved with glyphs, characters, and sigils. As soon as one of these cards is drawn from the pack, its magic is bestowed upon the person who drew it.

The character with a deck of many things who wishes to draw a card must announce how many cards she will draw before she begins. Cards must be drawn within 1 hour of each other and a character can never again draw from this deck any more cards than she has announced. If the character does not willingly draw her allotted number (or if she is somehow prevented from doing so), the cards flip out of the deck on their own. If the jester is drawn, the possessor of the deck may elect to draw two additional cards.

Each time a card is taken from the deck, it is replaced (making it possible to draw the same card twice) unless the draw is the jester or the fool, in which case the card is discarded from the pack. A deck of many things contains 22 cards. The effects of each card, summarized on the table, are fully described below.

PLAQUE	PLAYING CARD	EFFECT
Balance	Two of spades	Change alignment instantly.
Comet	Two of diamonds	Defeat the next monster you meet to gain one level.
Donjon	Ace of spades	You are *imprisoned*.
Euryale	Queen of spades	-1 penalty on all saving throws henceforth.
The Fates	Ace of hearts	Avoid any situation you choose … once.
Flames	Queen of clubs	Enmity between you and an outsider.
Fool	Joker (w/ trademark)	Lose 10,000 XP and you must draw again.
Gem	Two of hearts	Gain 25 pieces of jewelry or 50 gems.

Idiot	Two of clubs	Lose intelligence (permanent drain). You may draw again.
Jester	Joker (w/o trademark)	Gain 10,000 XP or two more draws.
Key	Queen of hearts	Gain a major magic weapon.
Knight	Jack of hearts	Gain the service of a 4th-level fighter.
Moon	Queen of diamonds	You are granted 1d4 wishes.
Rogue	Jack of spades	One of your friends turns against you.
Ruin	King of spades	Immediately lose all wealth and property.
Skull	Jack of clubs	Defeat dread wraith or be destroyed.
Star	Jack of diamonds	Gain a +2 bonus to one ability score.
Sun	King of diamonds	Gain medium wondrous item and 50,000 XP.
Talons	Ace of clubs	All magic items you possess disappear permanently.
Throne	King of hearts	Gain a +6 reaction bonus plus a small keep.
Vizier	Ace of diamonds	Know the answer to your next dilemma.
The Void	King of clubs	Body functions, but soul trapped elsewhere.

Balance: The character must change to a radically different alignment. If the character fails to act according to this alignment, she loses a level.

Comet: The character must single-handedly defeat the next hostile monster or monsters encountered, or the benefit is lost. If successful, the character gains enough XP to attain the next experience level.

Donjon: This card signifies imprisonment— either by the *imprisonment* spell or by some powerful being. All gear and spells are stripped from the victim in any case. Draw no more cards.

Euryale: The medusa-like visage of this card brings a curse that only the fates card or a deity can remove. The –1 penalty on all saving throws is otherwise permanent.

Fates: This card enables the character to avoid even an instantaneous occurrence if so desired, for the fabric of reality is unraveled and re-spun. Note that it does not enable something to happen. It can only stop something from happening or reverse a past occurrence. The reversal is only for the character that drew the card; other party members may have to endure the situation.

Flames: Hot anger, jealousy, and envy are but a few of the possible motivational forces for the enmity. The enmity of the outsider cannot be ended until one of the parties has been slain. Determine the outsider randomly and assume that it attacks the character within 1d20 days.

Fool: The payment of XP and the redraw are mandatory. This card is always discarded when drawn, unlike all others except the jester.

Gem: This card indicates wealth. The jewelry is all gold set with gems, each piece worth 2,000 gp, the gems 1,000 gp value each.

Idiot: This card causes the drain of 1d4+1 points of intelligence immediately. The additional draw is optional.

Jester: This card is always discarded when drawn, unlike all others except the fool. The redraws are optional.

Key: The magic weapon granted must be one usable by the character. It suddenly appears out of nowhere in the character's hand.

Knight: The fighter appears out of nowhere and serves loyally until death. He or she is of the same race (or kind) and gender as the character.

Moon: This card sometimes bears the image of a moonstone gem with the appropriate number of wishes shown as gleams therein; sometimes it depicts a moon with its phase indicating the number of wishes (full = four; gibbous = three; half = two; quarter = one). These wishes are the same as those granted by the 9th-level magic-user spell and must be used within a number of minutes equal to the number received.

Rogue: When this card is drawn, one of the character's NPC friends (preferably a cohort) is totally alienated and forever after hostile. If the character has no cohorts, the enmity of some powerful personage (or community, or religious order) can be substituted. The hatred is secret until the time is ripe for it to be revealed with devastating effect.

Ruin: As implied by its name, when this card is drawn, all non-magical possessions of the drawer are lost.

Skull: A dread wraith appears. Treat this creature as an un-turnable undead. The character must fight it alone—if others help, they get dread wraiths to fight as well. If the character is slain, she is slain forever and cannot be revived, even with a *wish* or a *miracle*.

Star: The 2 points are added to any ability the character chooses. They cannot be divided among two abilities.

Sun: Roll for a medium wondrous item until a useful item is indicated.

Talons: When this card is drawn, every magic item owned or possessed by the character is instantly and irrevocably gone.

Throne: The character becomes a true leader in people's eyes. The castle gained appears in any open area she wishes (but the decision where to place it must be made within 1 hour).

Vizier: This card empowers the character drawing it with the one-time ability to call upon a source of wisdom to solve any single problem or answer fully any question upon her request. The query or request must be made within one year. Whether the information gained can be successfully acted upon is another question entirely.

The Void: This black card spells instant disaster. The character's body continues to function, as though comatose, but her psyche is trapped in a prison somewhere in an object on a far plane or planet, possibly in the possession of an outsider. A *wish* or a *miracle* does not bring the character back, instead merely revealing the plane of entrapment. Draw no more cards.

Hammer of Thunderbolts: This *+3 returning warhammer* deals 4d6 points of damage on any hit. Further, if the wielder wears a *belt of giant strength* and *gauntlets of ogre power* and he knows that the hammer is a *hammer of thunderbolts*, the weapon can be used to full effect: It gains a total +5 magic bonus, allows all belt and gauntlet bonuses to stack (only when using this weapon), and strikes dead any giant upon whom it scores a hit (Fortitude negates the death effect but not the damage).

When hurled, on a successful attack the hammer emits a great noise, like a clap of thunder, causing all creatures within 90 feet to be stunned for 1 round (Fortitude negates). The hammer's range increment is 30 feet.

The Moaning Diamond: The *Moaning Diamond* appears to be an uncut diamond the size of a human fist. At all times, it gives forth a baleful moaning sound, as if in pain. Despite the noise, the *Moaning Diamond* is not evil. The wielder of the stone can, three times per day, call upon it to

reshape earth and stone as if by the spell *stone shape*, affecting 5,000 cubic feet of material. The *Moaning Diamond* can summon a huge earth elemental with maximum hit points that serves the caster until it is slain. Only one such elemental can be summoned at a time; if it is slain, a new creature cannot be summoned for 24 hours.

The Orbs of Dragonkind: Each of these fabled orbs contains the essence and personality of an ancient dragon of a different variety (one for each of the major ten different chromatic and metallic dragons). The bearer of an *Orb* can dominate dragons of its particular variety within 500 feet (as dominate monster), the dragon being forced to make a will save at -5 to resist. Magic resistance is not useful against this effect. Each *Orb of Dragonkind* bestows upon the wielder the AC and saving throw bonuses of the dragon within. These values replace whatever values the character would otherwise have, whether they are better or worse. These values cannot be modified by any means short of ridding the character of the *Orb*. A character possessing an *Orb of Dragonkind* is immune to the breath weapon of the dragon variety keyed to the *Orb*. Finally, a character possessing an *Orb* can herself use the breath weapon of the dragon in the *Orb* three times per day.

All *Orbs of Dragonkind* can be used to communicate verbally and visually with the possessors of the other *Orbs*. The owner of an *Orb* knows whether there are dragons within 10 miles at all times. For dragons of the *Orb's* particular variety, the range is 100 miles. If within 1 mile of a dragon of the *Orb's* variety, the wielder can determine the exact location and age of the creature. The bearer of one of these *Orbs* earns the enmity forever of all dragonkind for profiting by the enslavement of one of their kin, even if she later loses the item.

Each *Orb* also has an individual power that can be invoked once per round at 10th caster level.

• Black Dragon Orb: *Fly*.

• Blue Dragon Orb: *Haste*.

• Brass Dragon Orb: *Teleport*.

• Bronze Dragon Orb: *Scrying*.

• Copper Dragon Orb: *Suggestion*.

• Gold Dragon Orb: The owner of the gold *Orb* can call upon any power possessed by one of the other *Orbs*, including the *dominate* and breath weapon abilities but not AC, save bonuses, or breath weapon immunity—but can only use an individual power once per day. She can use *dominate* on any other possessor of an Orb within 1 mile (Will save negates).

• Green Dragon Orb: *Spectral hand*.

• Red Dragon Orb: *Wall of fire*.

• Silver Dragon Orb: *Cure critical wounds*.

• White Dragon Orb: *Protection from cold*.

Philosopher's Stone: This rare substance appears to be an ordinary, sooty piece of blackish rock. If the stone is broken open, a cavity is revealed at the stone's heart. This cavity is lined with a magical type of quicksilver that enables any arcane spell caster to transmute iron and lead into silver and gold. A single philosopher's stone can turn from up to 5,000 pounds of iron into silver, or up to 1,000 pounds of lead into gold. However, the quicksilver becomes unstable once the stone is opened and loses its potency within 24 hours, so all transmutations must take place within that period.

The quicksilver found in the center of the stone may also be put to another use. If mixed with any cure potion while the substance is still potent, it creates a special *oil of life* that acts as a *true resurrection* spell for any dead body it is sprinkled upon.

The Saint's Mace: This relic appears to be a simple, well-used cudgel, but this simple appearance hides great power. The saint's mace has a *+5* magic bonus and functions as a heavy mace with the *holy* and *disruption* special abilities. The wielder can project *searing light* from the mace at will, at caster level 20th.

The Shadowstaff: This artifact was crafted centuries ago, weaving together the wispy strands of shadow itself into a twisted black staff. The *Shadowstaff* makes the wielder slightly shadowy and incorporeal, granting him a +4 bonus to AC and Reflex saves. However, in bright light (such as that of the sun, but not a torch) or in absolute darkness, the wielder takes a –2 penalty on all attack rolls and saving throws.

The Shadowstaff also has these powers.

• Summon Shadows: Three times per day the staff may summon 2d4 shadows. Immune to turning, they serve the wielder as if called by a *summon monster V* spell cast at 20th level.

• Summon Nightshade: Once per month, the staff can summon a nightshade that serves the wielder as if called by a *summon monster IX* spell cast at 20th level.

• Shadow Form: Three times per day the wielder can become a living shadow, with all the movement powers granted by *gaseous form*.

• Shadow Bolt: Three times per day the staff can project a ray attack that deals 10d6 points of cold damage to a single target. The shadow bolt has a range of 100 feet.

The Shield of the Sun: This *+5 shield*, emblazoned with the symbol of the sun, allows the wielder to cast spells as if she were a 20th-level paladin. The spells gained are cumulative with any existing spells per day that the character might have, even if she's already a paladin. The *Shield of the Sun* also grants magic resistance 20% to its wielder. It absorbs the first 10 points of damage from any energy attack (fire, cold, acid, electricity or sonic). In return for all this, once per year the shield's owner must undertake a quest (no save allowed) at the behest of a Lawful (Good) deity. A Chaotic (Evil) character loses four levels if she attempts to use this artifact.

Sphere of Annihilation: A sphere of annihilation is a globe of absolute blackness, a ball of nothingness 2 feet in diameter. The object is actually a hole in the continuity of the multiverse. Any matter that comes in contact with a sphere is instantly sucked into the void, gone, and utterly destroyed. Only the direct intervention of a deity can restore an annihilated character.

A *sphere of annihilation* is static, resting in some spot as if it were a normal hole. It can be caused to move, however, by mental effort (think of this as a mundane form of telekinesis, too weak to move actual objects but a force to which the sphere, being weightless, is sensitive).

Control of a sphere can be established from as far away as 40 feet (the character need not approach too closely). Once control is established, it must be maintained by continuing to concentrate each round. For as long as a character maintains control in subsequent rounds, he can control the sphere from a distance of 40 feet + 10 feet per character level. The sphere's speed in a round is 10 feet.

If a character stops concentrating, the sphere slides 10 feet in the direction of the character attempting to move it.

If two or more creatures vie for control of a sphere of annihilation, they must each roll 1d20 and add their intelligence, wisdom and charisma bonuses. Whoever rolls highest controls the sphere during that round.

Should a *gate* spell be cast upon a *sphere of annihilation*, there is a 50% chance (01–50) that the spell destroys it, a 35% chance (51–85) that the spell does nothing and a 15% chance (86–100) that a gap is torn in the spatial fabric, catapulting everything within a 180-foot radius into another plane. If a *rod of cancellation* touches a *sphere of annihilation*, they negate each other in a tremendous explosion. Everything within a 60-foot radius takes 2d6x10 points of damage. *Dispel magic* and *mage's disjunction* has no effect on a sphere.

Staff of the Magi: A long wooden staff, shod in iron and inscribed with sigils and runes of all types, this potent artifact contains many spell powers and other functions. Some of its powers use charges, while others don't. The following powers do not use charges: *Detect magic, enlarge person, hold portal, light, mage armor* and *mage hand*.

The following powers drain 1 charge per usage: *Dispel magic, fireball* (10d6), *ice storm, invisibility, knock, lightning bolt* (10d6), *passwall, pyrotechnics, wall of fire* and *web*.

These powers drain 2 charges per usage: *Monster summoning IX, plane shift* and *telekinesis* (400 lb. maximum weight; Will negates).

A *staff of the magi* gives the wielder magic resistance 60%. If this is willingly lowered, however, the staff can also be used to absorb arcane spell energy directed at its wielder, as a *rod of absorption* does. Unlike the rod, this staff converts spell levels into charges rather than retaining them as spell energy usable by a spell caster. If the staff absorbs enough spell levels to exceed its limit of 50 charges, it explodes as if a retributive strike had been performed (see below). The wielder has no idea how many spell levels are cast at her, for the staff does not communicate this knowledge as a *rod of absorption* does. (Thus, absorbing spells can be risky.)

A staff of the magi can be broken for a retributive strike. Such an act must be purposeful and declared by the wielder. All charges in the staff are released in a 30-foot spread. All within 10 feet of the broken staff take hit points of damage equal to 8 times the number of charges in the staff, those between 11 feet and 20 feet away take points equal to 6 times the number of charges, and those 21 feet to 30 feet distant take 4 times the number of charges. A Reflex save reduces damage by half.

The character breaking the staff has a 50% chance of traveling to another plane of existence, but if she does not, the explosive release of spell energy destroys her. Only specific items, including the *staff of the magi* and the *staff of power* are capable of a retributive strike.

Talisman of Pure Good: A Lawful (Good) divine spell caster who possesses this item can cause a flaming crack to open at the feet of a Chaotic (Evil) divine spell caster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be Lawful and if he is not exceptionally pure in thought and deed the Chaotic character gains a Reflex saving throw to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function.

A talisman of pure good has 6 charges. If a Neutral divine spell caster touches one of these stones, he takes 6d6 points of damage. If a Chaotic divine spell caster touches one, he takes 8d6 points of damage. All other characters are unaffected by the device.

Talisman of the Sphere: This small adamantine loop and handle are useless to those unable to cast arcane spells. Characters who cannot cast arcane spells take 5d6 points of damage merely from picking up and holding a talisman of this sort. However, when held by an arcane spell caster who is concentrating on control of a *sphere of annihilation*, a talisman of the sphere doubles the character's modifier on his control check against another and allows him otherwise to control the sphere without concentrating.

Talisman of Reluctant Wishes: A talisman of this sort appears the same as a *stone of controlling earth elementals*. Its powers are quite different, however, and dependent on the charisma of the individual holding the talisman. Whenever a character touches a talisman of reluctant wishes, he must roll 1d20, add his charisma modifier, and try to equal to beat 15.

If he fails, the device acts as a *stone of weight*. Discarding or destroying it results in 5d6 points of damage to the character and the disappearance of the talisman. If he succeeds, the talisman remains with the character for 5d6 hours, or until a *wish* is made with it, whichever comes first. It then disappears. If he rolls a natural 20, the character finds it impossible to be rid of the talisman for as many months as he has points of charisma. In addition, the artifact grants him one wish for every 6 points of the character's charisma. It also grows warm and throbs whenever its possessor comes within 20 feet of a mechanical or magic trap. (If the talisman is not held, its warning heat and pulses are of no avail.)

Regardless of which reaction results, a *talisman of reluctant wishes* disappears when its time period expires, leaving behind a 10,000 gp diamond in its stead.

Talisman of Ultimate Evil: As *talisman of pure good*, only serving Chaotic characters.

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ALIGNMENT / RACE / CLASS / LEVEL

STR	**HP**
INT	**AC**
WIS	**ATK**
DEX	**FORT**
CON	**REF**
CHA	**WILL**

LANGUAGES

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- Advice on designing and running dungeon adventures, wilderness adventures, city adventures and adventures that take you out into the cosmos
- Tips on running a game and designing a campaign
- Over 500 monsters to torment players
- Scads of treasures magical and mundane for adventurers to claim