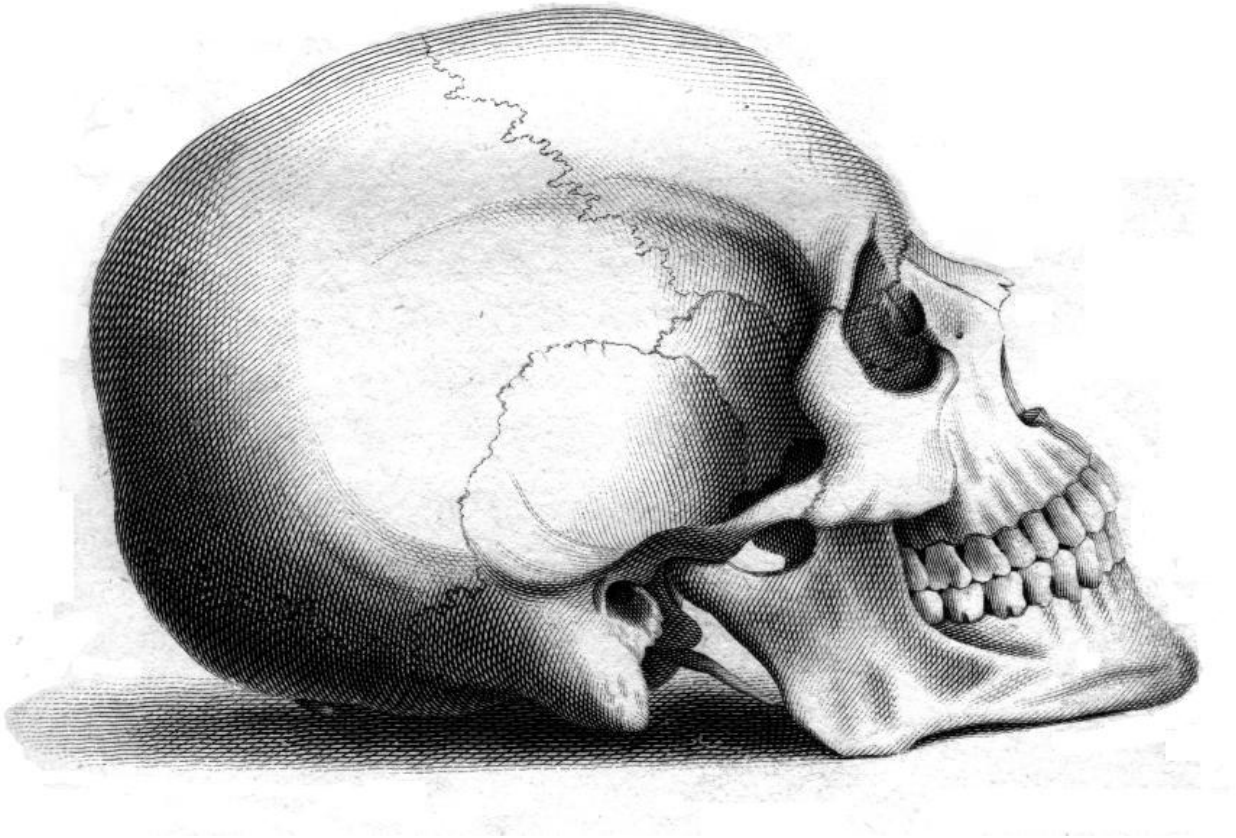
Grey Matter



Rules for Retro Role-Playing

Grey Matter

Rules for Retro Role-Playing

By Leonaru, Version 130522beta
Special thanks to Blacky the Blackball for his advice and Benjamin Baugh for the Nordanbjørn

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Introduction

What is Grey Matter?

Grey Matter is a pan-and-paper role-playing game. It is based on old role-playing games from the 1970s, which used simple rules and encouraged its users to modify and expand them to fit their individual style of play.

What is needed to play?

All ones needs to play *Grey Matter* is this rule book, a game master, a group of players, a set of dice, some paper, some pens and a lot of imagination.
The dice needed are a d6, d8, d10, d12, d20 and d100 shown below. Some dice are needed more often than others, but it is recommended that each player has at least one set to keep the game flow steady.



Each player controls a playable character defined by a race he belongs to, a class describing his profession and by style the player uses to play him. Apart from the players, there is also the game master who runs the game world: He controls non-player characters, monsters for the players to fight and sets up the whole adventure. The game master is ultimately the ones who makes the decisions and can decide if and in what way a specific rule is used.

What to keep in mind

The goal and most important rule of *Grey Matter* is to have adventures and fun with other people. The rules presented here are guidelines, not laws and they do not cover every possible situation that may arise. The game master should modify and add rules whenever he deems it necessary. While the gamer master is the one who has the last word when it comes to interpretation of rules and sometimes also design of characters, good communication is always needed. *Grey Matter* has few limitations regarding combinations of race and class or ability score requirements, but that does not mean that absolutely all combinations make sense. Discussing what the players expect and what the game master wants will help to avoid disappointment.

Up to a certain degree, *Grey Matter* is modular. It features a large number of possible races, classes, spell and items, but this does not mean that all of them should or have to be used. If the game master thinks that a certain race does not fit the world he created, he can take that race out. Again, communication is the key here – it can be frustrating for a player if he picked a certain class expecting to use certain spells only to find out that the game master does not plan to ever include them.

Abbreviations

There are a number of abbreviations used throughout this book. Most of them are self-explanatory in the context they are used in, but the most important ones will be explained here nevertheless.

The fictional characters controlled by the player are player characters (**PC**s). Other non-player characters (**NPCs**) will be controlled by the game master (**GM**). The player characters advance and grow stronger by gathering experience points (**XP**). They and all other creatures have so-called hit dice (**HD**), which are the dice rolled to determine their hit points (**hp**). Hit points represent the amount of damage someone can take before he will fall unconscious or is destroyed. The psion additionally has psion points (**PSP**) which indicate how much of his mental abilities he can use. The value defining how hard it is to hit a creature is the armour class (**AC**). The standard currency in *Grey Matter* is gold in gold pieces (**gp**), silver pieces (**sp**) and copper pieces (**cp**). One gold piece is worth ten silver pieces and one silver piece is worth ten copper pieces. **THACO** is rolled with a die and the number needed To Hit A Combat Opponent.

The section on races abbreviates the six ability scores Strength (**Str**), Constitution (**Con**), Dexterity (**Dex**), Wisdom (**Wis**), Intelligence (**Int**) and Charisma (**Cha**) and the three basic saving throws vs. death (**vsD**), paralysis (**vsP**) and magic (**vsM**). Furthermore, the thief skills Climb Walls (**CW**), Delicate Tasks (**DT**), Hide in Shadows (**HiS**), Move Silently (**MS**) and Open Locks (**OL**) are listed as well as the moving speed (**Sp**), swim speed (**SSp**) for natural swimmers and the natural armour class (**nAC**).

So, what *is* the 'Grey Matter'?

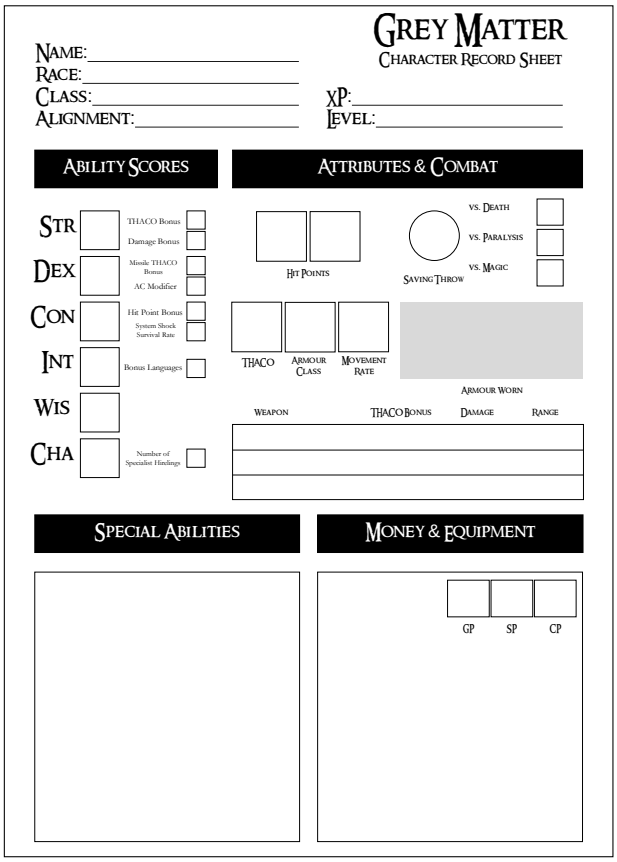
Grey Matter is not only the name of this game, it is also the name of an entity between the world of Galaria and other dimensions. This will be explained later on in the *World of Galaria* section, a setting for the *Grey Matter* rules. This setting is optional, as the rules do not require using it. If you prefer to use your own setting or a different published one, it can be safely ignored.

Character Creation

The Character Record Sheet

The first thing every player needs to do is to create a character and write down all the important information about him on the blank character sheet included at the end of this book. There is a general sheet suited for all characters as well as special sheets for certain classes or races.

The character sheet contains information on the race a character belongs to, the ability scores describing his body and mind as well as his class, which represents his profession and a number of values and abilities resulting from race and class. These are needed to resolve combat and other obstacles of all kind during the game.



Rolling the Ability Scores

Next, the six attributes defining a character will be determined: Strength, dexterity, constitution, intelligence, wisdom and charisma. The gamer master decides which method will be used to generate the scores. Some methods are shown below. Depending on the method, the players may want to have a look at the race and class sections below before they allocate the scores. A score of nineteen can only be reached for a class's prime attribute or an attribute a race gets a bonus to – or if the game master decides otherwise.

Roll 3D6 Straight

Three d6 are rolled six times. The generated numbers are assigned to the ability scores in the order mentioned above. This method will generate diverse and colourful characters. The characters can end up really powerful or weak, though, and some players will not be able to play the class or race they planned to play.

Roll 3D6 Arrange

Three d6 are rolled six times. After that, they are assigned to the six ability scores in any order the player likes. This method may still generate rather strong or weak characters, but increases the chance that a player can play a specific class the likes and not just one that fits the rolled scores.

Roll 4D6 Drop Lowest

This method is identical to the two above, but instead of three d6, four are rolled and the lowest roll is dropped. This will improve the overall results and balances all characters in the group slightly.

Roll 3D6 Switch

The dice are rolled in order, but the player may switch two ability scores. This method combines randomness with a higher chance of the generated scores fitting a class the player favours.

Roll 3D6 Adjust Scores

The scores are rolled with six times three d6 and assigned to the ability scores in order. After that, the player may raise one or more scores by lowering another one by twice the number of points the first one was raised. This method allows the player to move the player character into a certain direction at a cost.

Point Buy

The scores are not rolled at all. Instead, every player gets sixty-five points he can distribute between the ability scores, with three being the lowest and eighteen being the highest possible score. This method can make player characters very powerful by choosing very high and very low scores only. In this case, it is recommended that the game master enforces the difficulties a character with extreme scores will have.

Limited Point Buy

This method works like the one above, but all players start with a basic ability score of seven for each attribute. Additionally, they can distribute thirty-three points among the scores. This method avoids neglect of specific ability scores up to a certain degree.

The Six Ability Scores

Strength

Strength (Str) represents the character's muscle power. A high strength allows a character to hit better and harder, carry more mass and perform others tasks that require physical power. With high strength, some classes will gain a THACO bonus and inflict more damage, as shown in the table below.

Table 1: Strength

Score	THACO Modifier	Damage Modifier
3 – 4	-2	-1
5 – 6	-1	0
7 – 12	0	0
13 – 15	+1	+1
16 – 18	+2	+2
19	+3	+3

Dexterity

Dexterity (Dex) represents agility and quickness. A high dexterity gives a character a THACO bonus for ranged weapons, improves the armour class of characters wearing nothing heavier than leather armour and improves the skills of the thief and similar classes. Fighters, monks and members of some other classes with a high dexterity can parry or evade enemy attacks more easily.

Table 2: Dexterity

Score	Missile Weapon THACO Modifier	AC Modifier	Thief Skill Modifier	Parry Enemy THACO Penalty
3 – 8	-1	-1	-1	0
9 – 12	0	0	0	-3
13 – 15	+1	+1	+1	-4
16 – 18	+2	+2	+2	-5
19	+3	+3	+3	-6

Constitution

Constitution (Con) indicates how fit and physically tough a character is. A high constitution grants extra high points per level. That is useful for every class and especially front-line fighters. Constitution also determines how likely a character is to survive a system shock, like being resurrected. Creatures with a very high constitution will succeed automatically.

Table 3: Constitution

Score	Hit Point Modifier	System Shock Survival (d20)
3 – 8	-1	10
9 – 12	0	5
13 – 15	+1	2
16 – 18	+2	-
19	+3	-

Intelligence

Intelligence (Int) represents a character's ability to think logically and sometimes also his academic expertise. A high intelligence allows a character to speak additional languages. It also determines how many additional spell slots an arcane spellcaster may gain.

Table 4: Intelligence

Score	Bonus Languages	Max. Spell Level	Learn Spell (d20)	Bonus Spells per Spell Level
3 – 7	0	4	13	-
8	1	5	12	-
9	1	5	11	-
10	2	5	10	-
11	2	6	9	-
12	3	6	8	-
13	3	7	7	-
14	4	7	6	1/0/0/0/0/0/0/0/0
15	4	8	5	1/1/0/0/0/0/0/0/0
16	5	8	4	2/1/0/0/0/0/0/0/0
17	5	9	3	2/2/1/0/0/0/0/0/0
18	6	9	2	3/2/1/1/0/0/0/0/0
19	7	9	-	3/2/2/1/1/0/0/0/0

Wisdom

Wisdom (Wis) represents a character's cunning and ability to make decisions. Someone with low intelligence but high wisdom can still be a dangerous opponent. A cleric, druid or members of a related class with a high wisdom score gains extra spells. An alchemist will gain additional extracts the same way. A psion can increase his psion force with a high wisdom score.

Table 5: Wisdom

Score	Bonus Spells per Spell Level	Psion Force Bonus
3 – 10	-	-
11 – 12	1/1/0/0/0/0/0	-
13 – 14	1/1/1/0/0/0/0	+1
15 – 16	2/1/1/0/0/0/0	+2
17 – 18	2/1/1/1/0/0/0	+3
19	3/2/2/1/1/0/0	+4

Charisma

Charisma (Cha) represents looks, influence and ability to inspire others. Characters with a high charisma have a better chance to solve trouble diplomatically and take the lead if the situation demands it. Furthermore, charisma limits the number of special hirelings a character can have under his control, like alchemists or spies. It also increases the number of times a sorcerer may cast his spells per day. Undead characters with high charisma are more resistant to the divine aura of an enemy cleric.

Table 6: Charisma

Score	Max. Number of Hirelings	Bonus Spells per Spell Level	Turning Malus
3 – 4	1	-	-
5 – 6	2	-	+1
7 – 8	3	-	+2
9 – 10	4	-	+3
11 – 12	5	1/0/0/0/0/0/0/0/0	+4
13 – 14	6	1/1/0/0/0/0/0/0/0	+5
15 – 16	7	2/1/1/0/0/0/0/0/0	+6
17 – 18	8	2/2/1/1/0/0/0/0/0	+7
19	10	3/2/2/1/1/0/0/0/0	+8

Choosing a Race

Next, a race is chosen. In addition to humans, dwarves, elves and halflings, a variety of other races is listed here. Every race has some advantages and disadvantages. They get a bonus or malus to ability scores, may have special abilities and get adjustments to thief skills shown later in the section about classes. Races with darkvision can see up to twenty metres in darkness, races with twilight vision up to twenty metres in dimmed light. The speed of each race is given together with the natural armour class, provided the race has one different from the base natural armour class of ten.

Most races are granted a saving throw bonus to one or more categories. This bonus will double at level ten and every ten levels thereafter.

The races will have certain classes that they favour, but there is no general limit in the classes a player character from a certain race can choose.

The languages given are the languages that members of the race are often proficient in. The ones written in italics are the languages a character of that race automatically speaks. All races speak Common, a trading language and main language of the humans, unless noted otherwise, or Undercommon, a variant of Common spoken in the underground.

The most important aspect about the race is not mere numbers, but what possibilities it offers for roleplaying. That does not mean that a player has to turn his character into a stereotypical member of his race, but it does offer possibilities to be different, interesting and colourful. The values presented here do not always represent the average member of a race, but one that is likely to become an adventurer.

In addition the regular races, which can be combined with classes, there is number of so-called racial classes. Members of racial classes do not chose a class, as their race *is* the class. The concept of racial classes is further explained at the beginning of the next chapter.

Aasimar

Aasimar are humans with celestial ancestry. They radiate a divine aura and have a graceful appearance, which sometimes leads other to mistake them for half-elves. Assimar show signs of their divine blood and have traits like silver hair or golden eyes. Unlike many other humanoids with relatives on other planes, the celestials aasimar are related to tend to watch over their offspring and guide them. However, they may also punish aasimar who left the right path. Aasimar have twilight vision.

Adjustments: Sp12, Str+1, Con-2, Wis+1, vsM+2, DT+1

Languages: *Celestial*

Favoured Classes: Cleric, Inquisitor, Paladin

Air Genasi

The air genasi is the offspring of a humanoid and an elemental being from the Plane of Air. Air genasi are wild and carefree, but also arrogant. They have light blue skin, cold skin and a breeze seems to be around them all the time. Most air genasi live among humanoids in human or elven settlements on the Plane of Air. On the Material Plane, they are very rare and found on floating islands, if at all.
Air genasi can use *Levitate* once per day. They can also fall from heights twice as high as other humanoids could fall from without taking damage.

Adjustments: Sp12, Dex+1, Wis-1, Cha-1, CW+2, MS+2, vsAir+2

Languages: *Auran*, Elf

Favoured Classes: Cleric, Mystic, Paladin

Alaghi

The alaghi are a race of forest-dwelling humanoids and distant relatives of the yetis. They have short necks and legs, a flat and are covered with brown fur. Alaghi are as tall as humans, but much heavier and have two small horns. They live as hunter-gatherers. Other races tend to distrust sedentary alaghi. Not all of them live in communities, though; some are hermits and sometimes druids. Despite their monstrous appearance, alaghi are shy and peaceful.
Alaghi can hit with fists for 2d4 points of damage. They can hide in natural surroundings like a ranger. This ability starts at a value of seventeen and improves by one point every level up to a minimum of three.

Adjustments: Sp12, Str+2, Int-2, vsP+1, DT-2, OL-2

Languages: *Alaghi*, Sylvan

Favoured Classes: Druid, Fighter, Warden

Alicorn

The alicorn is the exceptionally race offspring of a unicorn and an elf. He retains an elven looks, but has white hair, bright eyes, large ears and single small horn on his forehead. Alicorns grow up among elves or the creatures of the forest. Most are guardians of nature and justice.
An alicorn radiates an aura of good, which will draw the attention of other creatures nearby. He can use *Detect Evil* once per day. From fourth level on, alicorn spellcasters, also arcane ones, can use *Cure Light Wounds* instead of another prepared spell of any slot.

Adjustments: Sp12, Con-2, Wis+2, Cha+2, vsD-3, vsM+2, Ms+1

Languages: Brownie, Elf, *Sylvan*, Pixie

Favoured Classes: Cleric, Paladin, Ranger

Aquatic Elf

Aquatic elves are sea-dwelling relatives of the surface elves. They have the same grace and elegance, even more so underwater, but as also as fragile. Aquatic elves looks mostly like surface elves, but have webbed fingers and toes as well as a pale skin with shades of green or blue. In comparison to many other sentient aquatic races, aquatic elves form nations and not just tribal societies.
Aquatic elves have darkvision. They can breathe both water and air, but will lose one point of constitution per day unless they spend one hour daily in salt water or three in fresh water.

Adjustments: Sp6, SSp9, Dex+1, Con-2, Cha+1, vsM+1, vsP+3, HiS+1, MS-1

Languages: Aquan, *Elf*, Merfolk

Favoured Classes: Conquistador, Mage, Magus

Blinkling

Blinklings are a mix of halfling and blink dog. They combine halfling cheerfulness with the blink dog's sense of responsibility. They are humanoid, but have canine ears and features and are very hairy. The origin of the first blinkling is unclear. Blinklings can breed true with both halflings and blink dog. The offspring will always be a blinkling. Most blinklings live among halflings, but are welcome in the community of either parent.
A blinkling can use *Blink* once per day. Blinklings are a bit taller than halfings and thus do not have the advantage of their small size.

Adjustments: Sp12, Str-1, Dex+1, vsAll+1,

Languages: Blink Dog, *Halfling*

Favoured Classes: Druid, Jester, Thief

Bugbear

The hairy bugbears are related to goblins and hobgoblins, but taller than both. In mixed groups of goblinoids, bugbears are often the leaders and planners. They are surprisingly stealthy and have excellent sight and hearing. Some bugbear tribes live underground. While smarter than other goblinoids, bugbears are also stubborn and conservative. Bugbears have twilight vision.

Adjustments: Sp12, Dex+1, Wis-1, Cha-1, vsD+1, HiS+3, MS+2, OL-1

Languages: Gnoll, *Goblin*

Favoured Class: Assassin, Fighter, Hedge Knight, Thief

Bullywug

The bullywug are a race of frog-like humanoid. They are excellent swimmers and hold more ancient knowledge than once might think, but are not very good at handling technology and often less advanced than other races. Bullywug are survivalists, as only the toughest tadpoles reach adulthood.
A bullywug can perform a hop attack over a distance of up to ten metres and thus gains a +1 bonus to THACO. If used in combination with an impaling weapon, that weapon will score a critical hit on a roll of sixteen or higher.

Adjustments: Sp12, SSp6, Dex+1, Int-1, Cha-1, vsP+1, CW+1, OL-2

Languages: *Bullywug*

Favoured Class: Cleric, Hedge Wizard, Hedge Knight

Centaur

Centaurs are a race which is part horse and part man. They live mostly in forests and plains. However, some centaur societies are quite advanced and have mastered architecture, blacksmithing and other arts. Centaurs are strong and cheerful, but can also be choleric, clumsy and simple-minded. In comparison to some other sylvan races, centaurs do not generally exclude violence as a legitimate approach to solve problems.
Centaurs have trouble manoeuvring in buildings or caves. They can attack with their hooves for 1d6 points of damage. Armour for centaurs is rare and usually costs thrice as much as armour for other races.

Adjustments: Sp18, nAC8, Dex-1, Con+1, Int-1, Wis+1, vsM+2, CW-10, HiS-3, MS-3

Languages: *Centaur*, Elf, *Sylvan*

Favoured Classes: Archer, Fighter, Ranger, Templar

Changeling

Changelings are the offspring of a doppelänger and another humanoid, commonly a human or elf. They have the pale skin and androgynous look of a doppelgänger, but appear less alien and have a psyche more similar to common humanoid races. Changelings are genderless, but like to appear as one gender.
Changelings see through illusions and deceptions easier than other races, as they like to use these tactics themselves. A changeling can alter its appearance at will, which takes one turn. If it is done more than one per day, the time doubles every time the changeling alters its appearance. The illusion is good, but not as convincing as the one of a full-blooded doppelgänger.

Adjustments: Con-1, Int+1, MS+2

Languages: Elf, Gnome

Favoured Classes: Assassin, Cleric, Shinobi

Dragonborn

The dragonborn are a race of scaly, dragon-like humanoids. Their bloodline is said to originate from an ancient, god-like dragon. A dragonborn has a reptiloid face, but no wings or tail. Dragonborn are wandering soldiers, sellswords and

adventures. They once ruled over a vast empire which shattered centuries ago. Dragonborn are born fighters and do not like to be ordered around without good reason. Most of them are honourable and respect friend as well as foe.
As a true dragon, dragonborn can use dragon breath. This breath will either be burning red fire or acidic emerald fire. The breath weapon does 1d6 points of damage for every five levels of the dragonborn. The target is allowed a saving throw for half damage. It has a reach for three metres and can hit up to three targets if they stand very closely together. Depending on his breath weapon, the dragonborn gets a +3 saving throw bonus against fire or acid.

Adjustments: Sp12, Str+1, Dex-1, Cha+1, vsM+2, CW-2, MS-2, DT+1

Languages: *Dragonic*, Lizard

Favoured Classes: Fighter, Samurai, Templar

Dark Aasimar

Dark aasimar are, like regular aasimar, decedents of humans and divine creatures. However, their ancestors were fallen angels, exiled solars or other corrupted celestials. They still radiate a divine aura, but it is tainted. Dark aasimar are not necessarily evil, but often egoistic and uncertain of their destiny. Dark aasimar have darkvision.

Adjustments: Str+1, Con-2, Int+1, vsD+1, DT+1, OL+1

Languages: *Celestial*

Favoured Classes: Conquistador, Illusionist, Templar

Dark Alicorn

The dark alicorn is the offspring of a dark elf and a black unicorn. Dark alicorn are even rarer than alicorns and fascinate sages and creatures that see their true nature. Dark alicorns looks mostly like dark elves, but have black or grey hair, black eyes and a small horn on their forehead. Dark alicorns are born as malicious creatures and few change their path throughout their life.
The dark alicorn radiates and aura of evil, attracting the attention of other creatures. He can use *Detect Good* once per day. Dark alicorn spellcasters of any kind can turn one prepared spell into *Cause Light Wounds*.

Adjustments: Sp12, Con-2, Int+2, Cha+2

Languages: *Dark Elf*, Infernal, Undercommon

Favoured Classes: Antipaladin, Death Knight, Warlock

Dark Elf

Dark elves are the subterranean relatives of the surface elves. They have their grace and agility, but dark skin and light hair. Dark elves often live in a despiteous society and rarely tolerate weakness in any form. Outside the underground on the surface, dark elves prefer to be independent and stay in the background. If necessary, they use their menacing loom to get their way. Dark elves have darkvision.

Adjustments: Sp12, Con-1, Wis-1, Cha+1, vsD-1, vsM+4, DT-2, HiS+4, MS+1

Languages: *Dark Elf*, Undercommon

Favoured Classes: Assassin, Mystic, Philosopher

Dreamer

Dreamers are descendants of humans and dreamlings, the inhabitants of the World of Dreams. At first glance, dreamers seem almost identical to humans. A second look will reveal glassy eyes and movements smoother than human ones. Dreamers are relatively common in the World of Dreams, but very rare outside of it. Some dreamers are not even aware of their ancestry. They are often contemplative and enjoy solitude.
Dreamers can two-way communicate via telepathy with anyone within a radius of five metres. This ability does not allow them to read minds. They still have to have a language in common with their opponent.

Adjustments: Str-1, Con-1, Wis+1, Cha+1, CW-1, MS+1, DT+2

Languages: Celestial, Elf, Infernal

Favoured Classes: Bard, Cleric, Inquisitor, Paladin

Duskling

Dusklings are half-elves, but their elven parent is a dark elf, not a surface elf. They have grey skin and while they inherited the elven elegance, grey elves look alien to most other races. Many dusklings are outlaws or lone wolves looking for their place in the world. Duskling communities are very rare, but some exist. Those communities are often near an entrance to the underground and used as secret trading posts between underground and surface world. Dusklings have twilight vision.

Adjustments: Sp12, Dex+1, Cha-1, vsM+2, HiS+1, MS+1

Languages: Dark Elf, *Undercommon*

Favoured Classes: Alchemist, Fighter, Shinobi

Dwarf

Dwarves are a small but tough race that lives mostly underground. They are excellent cavers and mountaineers and known for their ability to work iron and stone. Dwarves are difficult to enchant and very rarely become wizards. They are used to live in low light and will usually identify dangers

in caves earlier than other races would. Dwarven societies are often conservative and value traditions. Dwarves have darkvision.

Adjustments: Sp9, Str+1, Con+1, Wis-1, Cha-1, vsM+4, DT+2, HiS+1, OL+1

Languages: *Dwarf*, Giant, Gnome, Undercommon

Favoured Class: Alchemist, Berserker, Fighter, Inquisitor

Earth Genasi

Leathery skin, a blocky body and dark eyes are the features of the earth genasi, crossbreeds of humanoids, often dwarves, and elementals from the Plane of Earth. Earth genasi are slow and proud, but also even-tempered and reliable. Most of them are the offspring of elementals and dwarves.
Earth genasi can use *Pass Wall* once a day and have exceptional knowledge about geology and related topics.

Adjustments: Sp8, nAC12, Str+1, Dex-1, Con+1, Wis-1, Cha-1, vsD+1, vsEarth+2, CW+1, MS-2

Languages: Dwarf, *Terran*, Undercommon

Favoured Classes: Berserker, Druid, Ranger

Elf

Elves are a graceful and very long-living race. Their outward appearance is similar to the one of humans, but they are a bit shorter, less stout, have pointy ears and pleasant appearance. Elves are often cultured and dextrous, but also conservative, arrogant and a bit fragile. Despite the old age of their race and the elven knowledge of magic, elven societies develop slowly and are not very adaptive. Elves are often better at hiding and finding hidden objects than other races.

Adjustments: Sp12, Dex+1, Con-1, vsP+4, HiS+3, MS+2, OL-1

Languages: *Elf*, Halfling, Sylvan

Favoured Classes: Archer, Ranger, Magus

Fire Genasi

The fire genasi are children of humanoids and creatures from the Plane of Fire. They have red or black hair, hot skin and glowing eyes. Fire genasi are impatient and prefer to acting over talking. Due to the destructive nature of fire, many fire genasi consider themselves superior to other races.
A fire genasi's fists strike as a fire-based weapon. This effect can be supressed at will. Fire does only half damage to fire genasi, but magical fire does full damage.

Adjustments: Sp12, Int+1, Cha-1, CW+1, vsFire+3, vsP+1

Languages: Draconic, *Ignan*

Favoured Classes: Mage, Monk, Magus

Formian

The formians are a race of ant-like beings. They have six hind legs, but also two forearms not used for walking. Formians do not originally come from the Material Plane. Almost all formians are females either workers or warriors. Every formian nation also has a queen with a few male companions as well as some formians with special jobs. In case the formians establish an outpost on another plane, it will be controlled by a governess.
Very few formians leave their nation. It usually happens if a formian patrol is scattered or an outpost destroyed and a lone formian cannot find her way back to her fellows. Formians are very strong. However, most do a monotonous job and were born only to server their nation and are thus not blessed with a great intellect. Formians are natural climbers. Their body physiology does not allow them to swim or use bows. Formians can wear armour, but it has to be special armour which is usually one and a half times as expensive as regular amrour.

Adjustments: Sp12, Str+2, Dex+1, Int-2, Cha-2, vsM+1, CW+5, HiS-1, MS+2

Languages: *Formian*

Favoured Classes: Fighter

Giff

The giff are a race of anthropomorphic hippopotami. They are not very smart, but tall, powerful and disciplined soldiers. The home of the giff is unknown. Most of them travel around and work as hired swords. The giff society is organised in so-called platoons, where every giff has a rank and specific responsibilities. The nature of the giff is strictly antimagical. There are almost no spellcasters among the giff and most giff consider magic a gimmick rather than an ability to rely on in combat.
Giff are weapon enthusiasts and can often identify even exotic weapons. A magical device used by giff and specifically suited for his class fails in one out of ten cases. Giff have 10% magic resistance against hostile and friendly magic. They can head-butt an opponent for 1d8 points of damage.

Adjustments: Sp12, nAC12, Str+2, Int-2, vsM+4, CW-2, OL+2

Languages: Dwarf, Elf

Favoured Classes: Fighter, Gunslinger, Warlord

Gnoll

The gnolls are large hyena-like humanoids with brown, grey or red hair. They live above as well as below the ground. Males and females are hard to distinguish. For the gnoll, hunger comes before everything else. Gnolls are not above eating sentient creatures and value elven and halfling meat. They cooperate with other tribes of humanoids, mostly goblinoids, but only as long as both party have similar strength. Many bands of gnolls are led by flinds, a species very closely related to gnoll but more intelligent and more charismatic.
Gnolls are said to be of demonic origin, hence their taste for intelligent creatures. They have twilight vision.

Adjustments: Sp12, Str+1, Int-1, Cha-1, vsD+2, vsP+1, HiS+1, MS+2

Languages: *Gnoll*, Goblin, *Hobgoblin*, Orc, Troll

Favoured Classes: Fighter, Necromancer, Thief

Gnome

Gnomes are a race which shares common traits with both dwarves and halflings. They are small and joyful, but sometimes stubborn or withdrawn. Many gnomes are curious and like to explore the world they live in. They have an affinity to both magic and technology. Gnomes live both below and above ground and have darkvision.

Adjustments: Sp9, Int+1, Wis-1, vsM+1, vsP+1, DT+2, OL+2

Languages: Dwarf, *Gnome*, Undercommon

Favoured Classes: Alchemist, Illusionist, Thief

Goblin

Goblins are green-skinned humanoids of small statue related to hobgoblins and bugbears. They are not very smart or strong. Because members of other races often bully goblins around, goblins have developed remarkable survival skills. They reproduce even quicker than humans, but their insufficient comprehension of science and technology limits their advancement as a culture. Many other races distrust goblins.
If attacked by a larger-than-man creature, goblins get a +2 armour class bonus due to their small size. In full daylight, they receive a -1 malus to THACO. Goblins have darkvision.

Adjustments: Sp9, Str-1, Int-1, Wis+1, Cha-2, vsD+2, vsP+1, vsM-1, CW+1, HiS+3, MS+1

Languages: *Goblin*, Kobold, Orc

Favoured Classes: Fighter, Thief

Goliath

The goliaths are a race of huge humanoid nomads living in the mountains. They are taller than orcs, but not as tall as ogres. Goliaths have pattered grey skin and are build sturdy. They are strong, but nevertheless friendly towards most other races. Goliaths have good relations with the dwarves and like to trade weapons with them. Due to the goliaths' nomadic lifestyle and the harsh conditions of the mountains, a goliath who cannot contribute anything to the tribe will be exiled.
Normal armour is usually a bit too small for a goliath. He will need armour that would fit an ogre or another similarly large creature. Such armour is usually twice as expensive as regular armour.

Adjustments: Sp9, Str+2, Dex-2, Wis+1, vsM-1, CW+3, DT-1, MS-1

Languages: *Dwarf*, Gnome, *Goliath*, Terran

Favoured Classes: Bard, Berserker, Ranger

Halfling

Halflings are light-hearted little fellows. They are even smaller than dwarves and less sturdy, but also cunning and sometimes even sneaky. Halflings live in small communities and get along well with most other races. While mostly peaceful, some halfling societies are isolationist and xenophobic. Halflings value good music, food, dance and drink. While living among other races, many halflings develop a liberal interpretation of personal property.
While using missile weapons, halflings get a +1 bonus to THACO. If attacked by a larger-than-man creature, they get a +2 armour class bonus due to their small size.

Adjustments: Sp9, Str-1, Dex+1, vsAll+2, DT+1, HiS+1, OL+1

Languages: Gnome, *Halfling*

Favoured Classes: Assassin, Bard, Jester, Thief,

Half-Elf

Half-elves are the product of a union of human and elf. They combine elven elegance with human toughness and spirit. Half-elves are found in both human and elven societies. They breed true and sometimes found communities of their own. Their heritage and versatility make half-elves welcome among a large number of other races.

Adjustments: Sp12, Dex+1, vsP+2, HiS+1

Languages: Elf, Gnome, Halfling

Favoured Classes: Bard, Thief

Half-Nixie

Half-nixies are the offspring of a nixie and a male humanoid. Usually, such children are nixies themselves, but some of them inherit a significant number of traits from their father as well. Half-nixies are beautiful but fragile and always female. They are excellent swimmers, but cannot breathe underwater. Half-nixies usually grow up with their mother. As permanent life in a lake or river is not possible for them, they tend to leave their home to explore the world. Half-nixies can use

Charm Person once a day. They gain an additional use every five levels.

Adjustments: Sp9, SSp7, Str-2, Con-3, Dex+1, Cha+3, vsM+2, HiS+1, DT+1

Languages: Aquan, *Nixie*, Sylvan

Favoured Classes: Mage, Thief

Half-Ogre

The half-ogre is the offspring of an ogre and a human or elf. They inherit the ogre's strength and power, but retain much of the other parent's intelligence. Some ogre can be mistaken for huge, ugly humans. Half-ogres sometimes live among humans, almost never among elves and mostly together with other ogres. Their superior intellect allows them to become spellcasters more easily, an ability well-suited to keep the other ogres under their control.
Many pieces of armour made for other humanoids are bit too small for a half-ogre. He will need specially made or adjusted armour, which is usually twice as expensive.

Adjustments: Sp9, Str+2, Dex-1, Con+1, Int-1, Cha-2, vsM-1, DT-2, HiS-1, OL-2

Languages: *Ogre*, Orc

Favoured Classes: Cleric, Fighter, Magus, Mystic

Half-Orc

Half-orcs are the offspring of orcs and humans. Their appearance differs quite a bit between individuals, but generally resembles a human with brutish features and oversized teeth. Half-orcs and breed true. They are less welcome among humans, but orcs value them for their talent for negotiating with other races. In some areas, orcs and humans live closely together and half-orcs are common.

Adjustments: Sp12, Str+1, Con+1, Wis-1, Cha-2

Languages: Orc

Favoured Classes: Fighter, Ranger

Hobgoblin

Hobgoblins are stocky humanoids with hairy, red to grey hides. They are similar to goblins, a closely related race, but taller and physically stronger. Goblins and hobgoblins often work together, with the hobgoblins usually being the dominant party. Hobgoblins are organised well enough to from empires. Even the less sophisticated tribes are in a perpetual war with the other races in their area. Hobgoblins have twilight vision.

Adjustments: Sp12, Cha-1, vsD+2, vsP+1, HiS+2, MS+1

Languages: Gnoll, *Goblin*, Kobold, Orc

Favoured Classes: Berserker, Fighter, Thief

Human

Humans are the most common of all races. They have a shorter live than most other races, which makes them determined and innovative. Humans reproduce and expand quickly at the cost of nature, other races and their own kind, but have also worked many wonders, built civilisations and are great discoverers. Their individuality makes humans more versatile than any other race. Humans can be found everywhere and are associated with everyone from gods over other humanoids to demons.

Adjustments: Due to the high human versatility, a human character gets a +1 bonus to two ability scores of his choice. Humans move with speed 12.

Languages: Most humans speak only Common

Favoured Class: Humans with all kinds of classes can be found everywhere.

Koalinth

The koalinth are a race of sea-dwelling goblinoids and close relatives of hobgoblins. They have green skin, gills and webbed fingers and toes. Koalinth have a hierarchic society and are very militant. They fight a constant war with other aquatic races and use their ability to also live on land as an advantage. Koalith sometimes ally with humanoid pirates.
Koalith have darkvision. They can survive on land, but will lose one point of strength, constitution and dexterity for everyday they do not stay in water for at least one hour.

Adjustments: Sp9, SSp12, Cha-1, vsD+1, DT-1, OL-1

Languages: Goblin,

Favoured Classes: Fighter, Monk, Mystic

Kobold

Kobolds are dog-like humanoids and are even shorter than goblins. They have two short horns atop their heads and speak with a barking voice. Kobolds suffer from the fact that most other races are physically stronger and taller than they are. Kobolds compensate that with a high reproduction rate, belligerence and trickery. Kobolds always strife to be taken seriously by the larger races. They are fascinated by magic, especially fire magic, and sometimes learn to control it.
If attacked by a creature larger than a human, kobolds get a +2 armour class bonus due to their small size. Kobolds have darkvision.

Adjustments: Sp9, Str-2, Dex+1, Con-1, vsD+1, vsM-1, CW+2, DT+1, HiS+3, MS+2

Languages: *Goblin*, *Kobold*, Orc

Favoured Classes: Fighter, Sorcerer, Thief

Lizard-kin

Lizard-kin are a race of anthropomorphic lizards. They are quite intelligent, but technologically not very advanced. As

they are no mammals, a lot of other sentient races and their behaviours seems alien to them. Lizard-kin live mostly in dry areas and form tribes.
Lizard-kin are haematocryal. Their speed is reduced by three at temperatures below of 5°C and halved below 0°C. They take one point of damage less per damage die from cold-based attacks, though. At temperatures above 25°C, lizard-kin become very active and their speed increases by three.

Adjustments: Sp12, Str+1, Con+1, vsP+2, Cha-1, DT-1, OL-3

Languages: Draconic, *Lizard*

Favoured Classes: Cleric, Fighter

Locathah

Locathah are fish-like humanoids living in tropical and subtropical waters. During summer, locathah travel to cooler waters to reproduce. In the winter – provided they live an area with seasons – they live in their caste-like lairs in warmer water. Locathah are opportunistic and cooperate with militant as well as with peaceful aquatic races.
On land, locathah suffocate in a number of rounds equal to their constitution score. They have darkvision and can always use a trident, no matter what proficiency they have.

Adjustments: Sp3, SSp12, nAC14, Con-1, Int+1, vsP+1

Languages: Aquan, *Locathah*, Merfolk

Favoured Classes: Druid, Magus, Ranger

Loxo

The loxo are a race of anthropomorphic elephants with two trunks and blue to grey skin. They are seminomadic and travel the grasslands of their home region in small clans consisting of family units. If a clan becomes too large, it splits into two smaller clans. Loxo are honest and value family ties and traditions.
At half his maximum hit points, a loxo is enraged and does one additional point of damage per attack for every five levels. If a loxo takes damage while he is already reduced to one quarter of his hit points or less, he has to make a system shock survival check for will go berserk and attack the nearest target. A berserk loxo loses 1d6 hit points per day and will not stop attacking until he is dead or knocked out.

Adjustments: Sp12, Str+1, Dex-2, Con+2, CW-3, DT+1, HiS-2, MS-1

Languages: *Loxo*

Favoured Classes: Berserker, Cleric, Fighter, Mage

Mantis-kin

Mantis-kin are six-limbed insectoids structure much like a praying mantis. Mantis-kin are focused on hunting and survival, which they consider the primary goals of their life. They do not form nations or even permanent communities, but hunt in packs. Mantis-kin have few prejudices against other races and integrate relatively well into their communities.
Mantis-kin never sleep. They are immune to all effects causing sleep, though mantis-kin mages need six hours to prepare their spells. They cannot wear any armour but light armour specially made for them. They cannot wear normal helmets, boots or similar items made for humanoids either. Mantis-kin have darkvision. They are granted a +1 bonus to THACO and damage for their natural attack every five levels starting with the fifth.

Adjustments: Sp12, nAC14, Str+1, Dex+2, Cha-2, vsP+2, CW+2, DT+1

Languages: *Mantis*, Rastipede

Favoured Classes: Assassin, Ranger, Shinobi

Merfolk

Merfolk have the upper body of a human and a fish tail. They are an aquatic race with colourful hair and sharp teeth. They are social and playful, but not necessarily friendly to strangers. Merfolk appear in many legends, sometimes are helpful and bevolent, sometimes are cruel and malicious. Both kinds can be found among the real merfolk.
Merfolk can breathe both water and air. If on land, they have to water their skin once per day or lose one point of constitution. Merfolk have darkvision.

Adjustments: Sp3, SSp15, Str-1, Con-1, Dex+1, Cha+1, vsM+1, MS-3

Languages: Aquan, *Merfolk*

Favoured Classes: Cleric, Mystic, Ranger

Merg

Sometimes, merfolk mate with humans, usually sailors or fishers. The child of such a union is a merg. The merg looks mostly human, but may have colourful hair or the merfolk's playful personality. They always have scales on their legs, can breathe both air and water and are natural swimmers. Merg who grow up with their land-dwelling parent have an affinity for water. Once they reach adulthood, many follow the call of the ocean and join their relatives in the sea. They have twilight vision.

Adjustments: Sp12, SSp7, Con-1, Cha+1, vsM+1

Languages: Aquan, Merfolk

Favoured Classes: Bard, Jester, Sorcerer

Minotaur

Minotaurs are an all-male race of humanoids, half bull and half human. Minotaurs are physically strong and value strength above everything else. While few minotaurs are cultured, most are cunning and manipulative. A minotaur can breed with humans and half-elves, but the offspring will always be another male minotaur. Other minotaurs are

humanoids that have been cursed. It is unclear where the first minotaur originated from.
Minotaurs are immune to *Maze*. They can use *Find the Path* once every three days. Because of their horns and hooves, minotaurs cannot use normal helmets or boots.

Adjustments: Sp12, nAC12, Str+1, Con+2, Dex-1, Int-2, Cha-2, CW-2, HiS+1, OL+1

Languages: *Minotaur*, Orc

Favoured Classes: Fighter, Hedge Wizard

Modron

The modrons are semi-mechanical beings living on the Clockwork Plane. Their society is organised in a strict hierarchy, where every modron has its place, knows to whom to answer to and who its subordinates are. While the society of the modrons is highly orderly, it is not perfect. Every now and then, a modron breaks out of the system and goes rogue. Other modrons see rogue modrons as wild, even savage. In comparison to most other races, even a renegade modron is organised and pedantic. They are emotional, but have trouble understanding concepts like art, honour or passion.
A modron is a living construct, a being between machine and full living being. It is immune to the effects of poison, energy drain and fatigue. Healing magic has only half its usual effect. Spells repairing constructs have full effect. Modrons do not sleep, but need a full night to prepare spells. If reduced to naught hit points, a modron can take only one action per turn. The loss of hit points stops at ten negative hit points, which renders the modron unconscious and helpless.

Adjustments: Sp12, nAC12, Dex-1, Con+1, Int+1, Cha-3, vsD+2, vsM+1, vsP+1

Languages: *Modron*

Favoured Classes: Monk, Mystic

Mongrelfolk

Mongrelfolk combine features of many other races, including humans, dwarves, goblins, gnolls, orcs and bullywugs. No two mongrelfolk look alike, but they are always misshapen and ugly. They are rejected by most societies and often enslaved. If tolerated, they usually do not have equal rights. Mongrelfolk have infinite patience and an unswerving believe that justice will eventually come and their oppressors be punished. They have a tradition of bizarre and disturbing literature and music and are survivalists.
Mongrelfolk are excellent at mimicking sounds of animals and creatures they have encountered. Independently from their charisma score, mongrelfolk will always be considered suspicious at first.

Adjustments: Sp12, +1 to a score of choice, Cha-2, HiS+2, DT+2, OL+2

Languages: Dwarf, Gnome

Favoured Classes: Hedge Wizard, Mage, Thief

Mul

The mul is the offspring of a human and a dwarf. Muls are very rare, as the union of human and dwarf rarely leads to pregnancy. Due to the odd circumstances that lead to their creation, muls are often confused and unsure where they belong. Nevertheless, most of them get along well and quickly learn to use both their dwarven strength and human wit to their advantage. Mules are always sterile and thus cannot breed true. Mules have almost no body hair and often shave off what little they have.

Adjustments: Sp12, Str+1, Cha-1, vsM+2, DT+1, OL+1

Languages: Dwarf

Favoured Classes: Hedge Knight, Monk, Fighter

Myconid

The myconids, also called fungus-kin, are a race of humanoid fungi. They are as tall as a human and live underground or deep in forests. Myconids are cautious and peaceful and do not thrive to conquer other races. The myconid society is always dominated by a king. It is orderly and very conservative. A few myconids break their social bonds and become travellers. Some join druid circles, as druids usually respect them, whereas others become adventures.
Myconids cannot wear a normal helmet. Once a day from third level on, they can release a cloud of spores at an enemy no more than five metres away. The spores have the effect of *Sleep*. From sixth level on, they may alternatively have the effect of *Flash*, if the myconid decides so, or *Paralyse* from level nine on. Myconids have darkvision.

Adjustments: Sp9, Con+1, Dex-1, Wis+1, Cha-2, vsP+3, Cw-2, MS+1, OL-1

Languages: *Myconid*, Undercommon, Sylvan

Favoured Classes: Alchemist, Druid, Fighter

Nightshade

Nightshades are elemental spirits associated with poisonous plants. They look similar too dwarves, but are a little bit smaller, have silver hair and bronze skin. Nightshades living in tribes are malicious and cruel, though some individuals are different.
Nightshades are immune to all kinds of plant-derived poison. If in the climate zone they originate from, they will most likely be able to identify most plants. Nightshades are strictly carnivorous and cannot digest plants very well. They can use *Warp Wood* once a day from second level on as well as *Speak with Plants* from fifth level on.

Adjustments: Sp9, Str-1, Con+2, Wis-1, Cha-1, vsD+3, DT-2, HiS+1, MS+1, OL-3

Languages: *Nightshade*, Sylvan

Favoured Classes: Assassin, Conquistador, Ranger

Ogre

Ogres are a race of large humanoids. They are smaller than hill giants, but tower over most other races. Ogres are not very smart, but have enormous physical power. They tolerate and sometimes work together with orcs. Ogres form communities of their own, which are sometimes dominated by a group or single individual from a different race.
Armour made for other humanoids is usually too small for an ogre. He will need specially made armour, which is usually thrice as expensive. If ogres use weapons smaller than a long sword, they will only do half damage, as the ogre will have trouble handling it. Small weapons like daggers cannot be used at all.

Adjustments: Sp9, nAC8, Str+3, Dex-2, Con+2, Int-2, Cha-4, vsM-2, DT-3, HiS-2, OL-3

Languages: Giant, *Ogre*, Orc

Favoured Classes: Berserker, Fighter

Ogrillon

The ogrillon is the result of a union of a female orc and a male ogre. Ogrillon are fierce combatants and violent by nature. If they have not been in a fight for some time, they will become restless and nervous. Ogrillon are sterile, but nevertheless sometimes form gangs with other ogrillons instead of orcs or ogres. Most ogrillons are only slightly taller than orcs, so their strength is often misjudged.
If an ogrillon is insulted or provoked, it will always attack the offender. If the offender has the odds on his side, an intelligence check at a -2 penalty is allowed. If an ogrillon is attacked in melee combat, the attack has to be taken care of first, even if that is not the most tactical decision.

Adjustments: Sp12, Str+2, Dex-1, Con+1, Int-2, Cha-3, vsM-1, DT-2, HiS-2, OL-3

Languages: Giant, Ogre, Orc

Favoured Classes: Berserker

Orc

Orcs are muscular humanoids with green or grey skin and coarse hair. They have a jutting forehead, snouts and large teeth. Orcs are belligerent and live mainly in tribal societies. They believe that constant aggression and conquest is mandatory for the survival of their species. Orcs are not as versatile has humans, but more diverse than many other races. There are orc nations and orc societies that value honour or have advanced knowledge of magic.

Adjustments: Sp12, Str+1, Cha-2, vsM-1, HiS+1, DT-1

Languages: Goblin, *Hobgoblin*, *Orc*, Ogre

Favoured Classes: Conquistador, Fighter, Witch

Orog

The orog is the offspring of a female ogre and a male orc. In comparison to the ogrillon, he has more mental capabilities and less uncanny aggressiveness. Orogs are disciplined and live usually among other orcs. They are sometimes referred to as great orcs. In gang or battalions of orcs, orogs easily become the leaders.

Adjustments: Sp12, Str+1, Dex-1, Con+1, Int-1 Cha-2, vsM-1 DT-1, OL-2

Languages: Giant, Ogre, *Orc*

Favoured Classes: Fighter

Sahuagin

Sahuagin, also called sea devils, are a race of evil fish-like beings. They resemble anthropomorphic piranhas. Sahuagin are hated my most other aquatic races as well as by sailors, whose ships they like to capture. Sahuagin form small kingdoms and tribes.
Sahuagin are sensitive to light and fight at a -2 THACO penalty in bright light. They have darkvision and breathe water as well as air. On land, they just need to water their skin once a day to avoid a daily loss of one point of constitution.

Adjustments: Sp9, SSp9, Str+1, Dex+2, Int-1, Wis-1, Cha-2, vsM-1, vsP+1, HiS+1, MS+2

Languages: *Sahuagin*

Favoured Classes: Berserker, Cleric, Fighter, Sorcerer

Tiefling

The tieflings are humans with demonic ancestry. Some tieflings can be mistaken for humans at first glance, but a closer look will reveal features such as small horns, glowing eyes, long teeth or even a bull's tail. A lot of tieflings are egoistic or cruel, but the majority, especially the ones living among their kind, has distanced itself from their infernal ancestors. Nevertheless, tieflings living underground cooperate with demons and devils from time to time.
While not half-demons, tieflings still radiate a demonic aura that makes others feel uneasy and might alert beings who can detect such an aura. The aura exists independently from the tiefling's actual behaviour. Tieflings have darkvision and can use *Darkness Globe* once per day, even while wearing armour.

Adjustments: Sp12, Int+1, Cha-2, HiS+2, vsD+2

Languages: *Infernal*, Undercommon

Favoured Classes: Death Knight, Fighter, Sorcerer, Thief

Warforged

The warforged are ancient humanoid constructs, part machine, part living wood. They are intelligent, sentient and made for warfare. Without a war to fight or orders from their creators, some warforged wander the world and have turned insane. Others have been hibernating for centuries and woke

up recently. Warforged share some similarities with golems, but the secret of their creation is known to few races.
Warforged never eat, sleep or breathe, but have to rest for four hours a day. During this time, they are aware of their surroundings. A warforged is immune to the effects of energy drain and fatigue. Healing magic has only half its usual effect. Spells repairing constructs have full effect. Warforged can wear additional armour, but armour fitting a warforged is usually thrice as expensive to make as common armour.

Adjustments: Sp9, nAC14, Str+1, Con+1, Wis-1, Cha-2, vsD+2, CW-2, HiS-2, OL-2

Languages: Dwarf, Gnome

Favoured Classes: Berserker, Fighter, Gunslinger

Water Genasi

The water genasi are crossbreeds of humanoids and creatures associated with the Elemental Plane of Water. They have pale, cold skin, wavy hair and barely visible scales. Water genasi value their independence rarely and stay in their home community for long, even if they have loving parents. They are explorers and always curious.
Water genasi are natural swimmers. They can breathe air as well as water, even touch they lack gills. Water genasi can use *Create Water* once a day and have darkvision, but only underwater.

Adjustments: Sp12, SSp9, Con+1, Cha-1, vsWater+2

Languages: *Aquan*

Favoured Classes: Bard, Cleric, Jester, Wizard Slayer

Yeti

Yetis are a race of humanoid covered with white fur that live high up in the North. They are shy and avoid contact with other races. Yetis are smarter than generally assumed and fight to the death if cornered. Yetis take only half damage from cold-based attacks. They have a primitive culture and distrust strangers, but are willing to ally with other races to reach a greater goal.

Adjustments: Con+1, Int+1, Wis+1, Dex-2, Cha-2, vsD+1, HiS-1

Languages: Giant, *Yeti*

Favoured Classes: Berserker, Monk



Choosing a Class

Apart from the race, a player character is also defined by his class. The class is a character's profession, describes what he has learned and does in life. Some classes are identical with a certain job, whereas others represent a lifestyle or worldview as well. A class determines what hit die a character uses, what equipment he can use, whether he has magical or other abilities and what saving throws he has. When a character levels up, he advances in his class.

Class Types

There are basic classes, hybrid classes and racial classes. Hybrid classes combine the features of two basic classes. A character with a hybrid class is more versatile, but also suffers the limitations of both basic classes. A racial class is a class connected to a certain race. Some races do not choose a class and advance in that class. Instead, they gain more and more abilities of their race as they level up.

Dual-Classing

Some character abandon the class their currently have and chose to advance in a new one instead, which is called dual-classing. If a character choses a new class, he temporarily loses all the abilities of his former class and starts at the first level of his new class. Only hit dice and saving throws are retained. The character advances in his new class like a regular character until he reaches the level at which he abandoned his old class. From there on, he can use the abilities of both classes, but will still only advance in his new class. Additional hit dice cannot be gained using this method. The saving throw, THACO and hit dice a character has will always be the better ones available. Until the point where the character has the level in both classes, the experience gained will be divided by the level at which the old class was abandoned to avoid very fast class advancement at low levels. The game master decides if dual-classing is allowed or not, or if it is limited to certain races or classes.

Multiclassing

Grey Matter has a number of hybrid classes combining the features of two basic classes. Not all possible combinations are listed here, as some of them are rather weird – which does not mean a game master cannot allow them. A player who wants to play a multiclassed character choses two classes while the character is created. To advance a level, the multiclassed character has to reach the experience point requirements for both classes. Once that is done (the character will usually require twice the XP to level up), the character advances in both classes. The hit dice, THACO and saving throw are averaged and rounded down. The game master may decide to set an XP penalty for multiclassing as well, as multiclassed characters are often only one level behind their companions, which is not that much later on.

What to Keep in Mind

Both dual-classed and multiclassed characters have limitations. A character combining the abilities of arcane spellcaster and fighter can wear armour – but he will not be able to use any spells as long as the armour is worn. The same goes for other special class abilities. Once more, the game master decides which abilities can or cannot be used.

Furthermore, there are some classes not suited for a combination with other classes. A paladin is dedicated to his deity. If that deity does not accept any form of necromancy, it is not possible for him to become a necromantic paladin while retaining his divine powers at the same time, even though there are no technical limitations for the combo. Such combinations have to be discussed with the game master, as their plausibility depends mostly on the setting the adventures take place in.



Alchemist

The alchemist is a scholar and scientist. His fields of expertise include chemistry, pharmacy, the arcane, medicine and also philosophy. Alchemists have many different goals: Some want power or even immortality, others knowledge and answers to nature's secrets. In one form or another, almost all cultures have alchemists. In some areas, alchemists are always also mages, physicians or clerics, in others, the distinction is more obvious.

While some alchemists have illusions of grandeur and are megalomaniacs, most are as practical as members of other proficiencies. Alchemists make drugs, provide weapons like flaming oil and provide knowledge only they have. Many nobles employ a private alchemist.

The alchemist's prime attributes are intelligence and wisdom. He can armour as heavy as leather armour and use weapon up to the size of a long sword as well as light crossbows and staffs.

Alchemist Class Abilities

Bombs: By mixing dangerous chemicals, the alchemist can make alchemical bombs. The alchemist can make a number of bombs equal to his level per day. If a bomb is not hurled in the round it is made, it degenerates. A bomb does 1d6 points of fire damage. Every three levels starting with level four, it will do an additional 1d6 points of damage up to a maximum of 10d6. Over time, the alchemist can learn new formulae for other types of bombs. An alchemist learns formulae likes a spellcaster learns new spells and writes them down in his notebook.

Extracts: An alchemist can mix so-called extracts. Provided he has learned the formula, he can mix a certain number of extracts per day. The extracts can be made in short time and will remain potent for one day. It will come into effects once drunken. The effects of extracts are similar to those of certain spells. The alchemist learns formulae for extracts just like he learns formulae for bombs.

Poison: The alchemist can handle poisons without making fundamental errors. He can use *Detect Poison* once per day at will and gains an additional daily use every five levels.

Saving Throw Bonus: The alchemist gets a +3 saving throw bonus against poisons and similar hazards.

Stronghold: At level ten, an alchemist can establish his own lab. The lab will attract young alchemists and others eager to learn the secrets of alchemy.

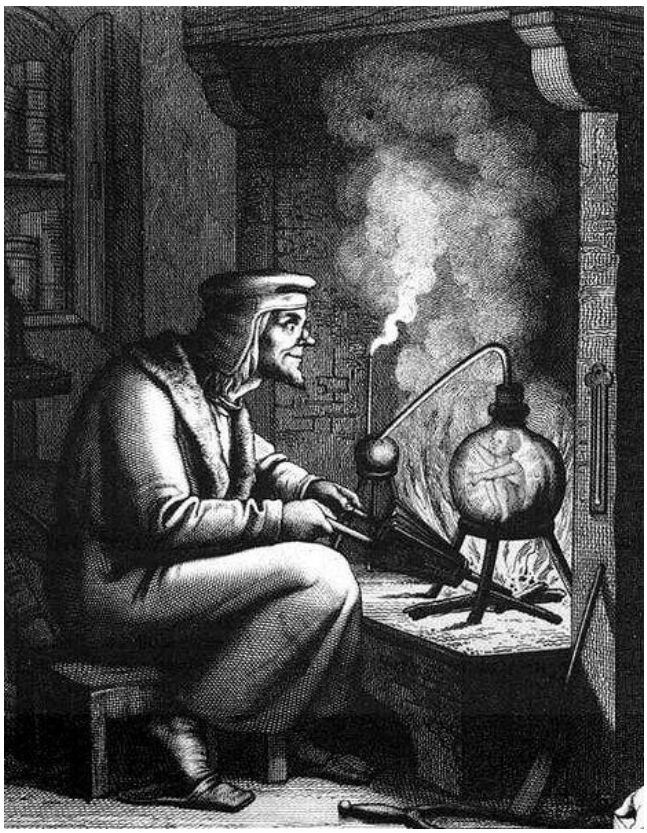


Table 7: Alchemist Advancement

Level	Total Hit Dice (d6)	Saving Throw	THACO Bonus	Daily Extracts					
				1	2	3	4	5	6
1	6 hp	15	-	1	-	-	-	-	-
2	2	14	-	2	-	-	-	-	-
3	3	13	-	3	-	-	-	-	-
4	4	12	+1	3	1	-	-	-	-
5	5	11	+1	4	2	-	-	-	-
6	6	10	+2	4	3	-	-	-	-
7	7	9	+2	4	3	1	-	-	-
8	8	8	+3	4	2	2	-	-	-
9	9	7	+3	5	4	3	-	-	-
10	9+1 hp	6	+4	5	4	3	1	-	-
11	9+2 hp	5	+5	5	4	4	2	-	-
12	9+3 hp	5	+5	5	5	4	3	-	-
13	9+4 hp	5	+5	5	5	4	3	1	-
14	9+5 hp	5	+6	5	5	4	4	2	-
15	9+6 hp	5	+6	5	5	5	4	3	
16	9+7 hp	5	+7	5	5	5	4	3	1
17	9+8 hp	5	+7	5	5	5	4	4	2
18	9+9 hp	5	+7	5	5	5	5	4	3
19	9+10 hp	5	+7	5	5	5	5	5	4
20	9+11 hp	5	+8	5	5	5	5	5	5
21+	9+1 hp/level	5	+8	5	5	5	5	5	5

Archer

The archer is a fighter specialised in ranged weapons. Though similar to the fighter, he has not been trained to stand in the first line and engage opponents in close combat, but to pick precise shots from the back row or neutralise enemies before they even notice he is there. With support, the archer is deadly; without, he has to rely on his quickness and the element of surprise. In the East, archers are referred to as shèshǒu.

While the actual type of weapon may differ, archers can be found in almost any culture, though some consider the use of bows or ranged weapons in general less honourable than engaging the enemy in melee combat. However, many archers view their profession from a military and practical view: There is no reason why the possibility of hitting the enemy while he cannot hit back should not be exploited.

The archer's prime attributes are strength and dexterity. The archer can use any weapon. He can wear any armour, but loses his special abilities while wearing armour heavier than chain mail. The archer can use shields.

Archer Class Abilities

Marksmanship: Upon reaching the fourth level, the archer specialises in a certain type of bow. He gains his marksmanship bonus to THACO and damage while using this weapon. Later one, he will gain a greater bonus for this weapon.

Melee Shot: While in close combat, the archer can use ranged weapons without a penalty.

Precision Shot: The archer shots one and a half times as far with any ranged weapon as an average user.

Rapid Shot: From the eighth level on, the archer reloads fast enough to fire an extra shot per round. He can fire one additional shot every further eight levels.

Running Shot: The archer can move while shooting without a penalty. However, this slows him down slightly.

Strength Bonus: The archer gets a THACO and damage bonus for a high strength score.

Stronghold: Once he reaches the tenth level, the archer may establish a stronghold. This can be a fortress centred in a piece of land the archer owns, usually with an archery range. The stronghold will draw men-at-arms, bowmen among them.



Table 8: Archer Advancement

Level	Total Hit Dice (d8)	Saving Throw	THACO Bonus	Marksmanship Bonus
1	8 hp	14	-	-
2	2	13	-	-
3	3	12	+1	-
4	4	11	+2	+1
5	5	10	+2	+1
6	6	9	+3	+1
7	7	8	+4	+1
8	8	7	+5	+1
9	9	6	+6	+2
10	9+2 hp	5	+7	+2
11	9+4 hp	4	+7	+2
12	9+6 hp	4	+8	+2
13	9+8 hp	4	+9	+2
14	9+10 hp	4	+9	+2
15	9+12 hp	4	+10	+2
16	9+14 hp	4	+11	+3
17	9+16 hp	4	+12	+3
18	9+18 hp	4	+12	+3
19	9+20 hp	4	+13	+3
20	9+22 hp	4	+13	+3
21+	9+2 hp/level	4	+14	+4

Assassin

The assassin has a lot in common with the thief, but is specialised in one task: Eliminating people quickly and efficiently. Assassins often see straight combat as needlessly risky and like to use poison to ensure that each of their strikes counts. Learning to handle poisons takes some time, so the assassin is less skilled when it comes to basic thieving abilities. Assassins often have dark clothes to conceal themselves during the night, but tend to wear simple and inconspicuous clothes in public.

Some assassins are loners and prefer to cooperate with others only if necessary. They are sometimes associated with the local thieves' guild to find customers. Other assassins are employed by cults and send out to kill traitors or heretics. If assassins are organised, it is almost always in form of a secret societies, as their profession is illegal practically everywhere.

The assassin's prime attribute is dexterity. He only uses leather armour or lighter protection and no two-handed weapons.

Assassin Class Abilities

Assassination: The assassin can kill enemies with one clean strike. To do so, he needs a piercing weapon and has to be able to backstab the target. The enemy must not be aware of the presence of the assassin directly behind him. To assassinate a target with equal hit dice, the assassin has to roll at least a ten with a d20. For every hit dice the assassin is above the target, he gains a +1 bonus. For every hit dice below, he has a -1 malus to the roll. The game master may decide that it's not possible to kill certain creatures this way.

Thief Skills: The assassin has all the thieving abilities of the thief, but is usually less skilled.

Backstab: Like the thief, the assassin can attack enemies from behind to gain a +4 THACO bonus and do double damage. The damage is tripled at level seven and quadrupled from level ten on.

Poison: The assassin can handle poisons without making fundamental errors. He can often (but not always) detect poisons and distinguish between them. However, assassins are usually not experts at making poison, just at using it.



Table 9: Assassin Advancement

Level	Total Hit Dice (d6)	Saving Throw	THACO Bonus	Thief Skills (d20)				
				Climb Walls	Delicate Tasks	Hide in Shadows	Move Silently	Open Locks
1	6 hp	15	-	9	19	20	18	18
2	2	14	-	7	18	19	16	17
3	3	13	-	5	17	18	14	16
4	4	12	+1	4	16	17	14	15
5	5	11	+1	4	15	16	13	14
6	6	10	+2	4	14	15	13	13
7	7	9	+2	4	13	14	12	12
8	8	8	+3	4	12	13	11	10
9	9	7	+3	3	11	12	10	9
10	10	6	+4	3	10	9	8	8
11	10+1 hp	5	+5	3	8	7	6	7
12	10+2 hp	5	+5	3	6	5	4	6
13	10+3 hp	5	+5	3	4	3	4	5
14	10+4 hp	5	+6	2	4	3	4	5
15	10+5 hp	5	+6	2	4	3	4	5
16	10+6 hp	5	+7	2	4	3	3	5
17	10+7 hp	5	+7	2	4	3	3	5
18	10+8 hp	5	+7	2	4	3	3	5
19	10+9 hp	5	+7	2	4	3	3	5
20	10+10 hp	5	+8	2	4	3	3	5
21+	10+1 hp/level	5	+8	2	4	3	3	5

Bard

The bard is an artist well versed in history, music and performance. He travels a lot, always looking for inspiration and adventure. Bards usually know how to defend themselves and adjust to new situations well. In in comparison to the thief, the bard is more open and seeks attention instead of avoiding it.

The bard's main attribute is charisma. He is limited to one-handed melee weapons and may not wear armour heavier than chain mail. The bard is also the only one able to use enchanted music instruments.

Bard Class Abilities

Bardic Knowledge: The bard can choose two languages in addition to the ones granted by his intelligence score. As he travels widely and is always eager to learn, the bard is often the one who remembers historical details, recognises a coat of arms or has some knowledge about local traditions.

Bard Songs: Most bards can play all common music instruments at least marginally well. The bard also choses his favoured instrument at level one. This is the instrument he can use to play bards songs, unearthly songs that can have all kinds of effects on the listener. The bard can play these songs whenever and how often he likes, but has to play them continuously if he wants their effect to last during battle. While playing a song, the bard cannot attack, but may perform defensive manoeuvres. If struck, the song ends, though its effect will last for one additional round. The bard knows only a limited number of songs that increases over time. To enchant a crowd with a normal song, a charisma check may be required.

Read Magic Writings: From eighth level on, the bard has gathered enough knowledge to read arcane magic writings. He may also cast spells from scrolls up to spell level six, with the risk of the spell failing in one out of ten cases. He can also read higher-level scrolls – with an even greater risk of the spell malfunctioning.

Saving Throw Bonus: The bard gets a +1 bonus to saving throws against magic and a +3 bonus against music-related hazards.

Stronghold: At level ten, the bard can build a stronghold. This is usually a tavern, a playhouse and sometimes a music school. The stronghold will attract followers, including bards, jesters and thieves.



Table 10: Bard Advancement

Level	Total Hit Dice (d6)	Saving Throw	THACO Bonus	Number of Songs
1	6 hp	14	-	2
2	2	13	-	3
3	3	12	+1	3
4	4	11	+1	4
5	5	10	+2	4
6	6	9	+2	5
7	7	8	+3	5
8	8	7	+3	6
9	9	6	+4	6
10	9+2 hp	5	+5	7
11	9+4 hp	4	+5	7
12	9+6 hp	4	+6	8
13	9+8 hp	4	+7	8
14	9+10 hp	4	+7	9
15	9+12 hp	4	+8	9
16	9+14 hp	4	+8	10
17	9+16 hp	4	+9	10
18	9+18 hp	4	+10	11
19	9+20 hp	4	+10	11
20	9+22 hp	4	+11	12
21+	9+2 hp/level	4	+12	12

Beastmaster

The beastmaster has a natural affinity to animals and is able to communicate emphatically with them. Some people are born with such an ability, whereas others somehow receive it as adults, maybe due to magic, maybe due to the favour of a higher being. The beastmaster is the wanderer and usually avoids civilisation. He is often misunderstood and distrusted by others. Most beastmasters are harmless if left alone, though there are some that cooperate with shadow druids or other dark powers.

The beastmaster's prime attribute is charisma. He can use any weapon, but no armour heavier than leather armour. He can use metal shields.

Beastmaster Class Abilities

Animal Henchman: The beastmaster can gain animal followers at any level. The number of followers is limited by his charisma. The beastmaster can recruit a befriended animal if the animal fails a saving throw. The saving throw is rolled at a -1 penalty for every three levels the beastmaster has. The beastmaster's animals are free to come and go and act as they will. The beastmaster can request their support, but not command them. If an animal is wounded in combat, he receives a -1 THACO penalty the next round. If one is killed, the empathic shock results in a -2 THACO penalty for the next twenty-four hours. Every time the beastmaster gains a level, hit animal followers gain a hit point. A high level also increases the chance that more powerful animal will appear.

Emphatic Connection: The beastmaster can emphatically communicate with common or giant animals or animal-like creature with respective intelligence within a range of ten metres to befriend it. If the beastmaster's friendship offer is sincere, the animal will not run off or attack unless provoked and the beastmaster can communicate with it in a limited fashion. Additionally, the beastmaster can use *Speak with Animals* once per day for every odd level he has.

Ranger Skills: Like the ranger, the beastmaster can hide and move without noise in natural surroundings and tracks animals and peoples.

Stronghold: The beastmaster does not establish a static stronghold, but he may become the guardian and preserver of a region, much like a druid. Additionally, once per year, the beastmaster can summon a hoard of animals for a certain task. If he does so, animals worth a hundred hit dice per level of the caster will appear. For every ten animal, there will be a pack leader with one additional hit die and maximum hit points. The hoard will usually stay a week or a specific purpose.



Table 11: Beastmaster Advancement

Level	Total Hit Dice (d6)	Saving Throw	THACO Bonus	Ranger Skills (d20)		
				Move Silently	Hide	Tracking
1	6 hp	13	-	19	18	16
2	2	12	-	18	17	16
3	3	11	+1	17	16	15
4	4	10	+2	16	15	15
5	5	9	+2	15	14	14
6	6	8	+3	14	13	14
7	7	7	+4	13	12	13
8	8	6	+5	12	11	13
9	9	5	+6	11	10	12
10	9+1 hp	5	+7	10	9	12
11	9+2 hp	5	+7	9	9	11
12	9+3 hp	5	+8	8	8	11
13	9+4 hp	5	+9	7	8	10
14	9+5 hp	5	+9	6	7	10
15	9+6 hp	5	+10	5	7	8
16	9+7 hp	5	+11	5	6	8
17	9+8 hp	5	+12	5	6	7
18	9+9 hp	5	+12	5	5	7
19	9+10 hp	5	+13	5	5	6
20	9+11 hp	5	+13	5	5	6
21+	9+1 hp/level	5	+14	5	5	5

Berserker

The berserker is a warrior similar to the fighter, but more ferocious, even savage. He always fights in the front row and values bravery and honour. The common trait of all berserkers is not only their aggressive combat style, but also their ability to go into a frenzy called berserker rage. In this state, the berserker is even more dangerous and almost unstoppable.

In the North, whole tribes and even small nations having almost exclusively berserkers in their ranks exist. These tribes, often seafaring raiders, prefer to quickly overrun their enemies, take what they can and leave. Against prepared and well-organised soldiers, especially groups with archers or other ranged attackers in their ranks, berserkers have proven to be less effective. In the East, berserkers are referred to as yaban, which is also a term for tribes considered savage and uncivilised.

The berserker's prime attributes are strength and constitution. He does not wear any armour apart from bracers. He may use shields, but no shields as large as tower shields.

Berserker Class Abilities

Berserker Rage: One per day, the berserker can go into berserker rage. He gains his rage bonus to THACO and damage. His speed increases by three. The berserker remains enraged for ten rounds or until the battle ends. After that, he is exhausted and gains the rage bonus as a malus. In berserker rage, the berserker cannot use missile weapons and always attacks the closest enemy. From level five on, the ability can be used twice a day. One additional use is possible every further five levels. An enraged berserker cannot be charmed or mind-controlled and is fearless.

Combat Experience: The berserker does not wear armour, but strengthens his senses further with every battle and thus gains a higher armour class over time.

Saving Throw Bonus and Malus: The berserker gets a +2 bonus to saving throws against death, but also a -5 saving throw malus against magic.

Strength Bonus: Like the fighter, the berserker gets a THACO and damage bonus for a high strength score.

Stronghold: Once he has reached level ten, the berserker can build a stronghold. This is often a fortress on the borderlands or a small fortified city. The stronghold will attract men-at-arms and other followers.



Table 12: Berserker Advancement

Level	Total Hit Dice (d12)	Saving Throw	THACO Bonus	Armour Class	Rage Bonus
1	12 hp	13	-	10	+1
2	2	12	-	11	+1
3	3	11	+1	12	+1
4	4	10	+2	13	+1
5	5	9	+2	14	+2
6	6	8	+3	15	+2
7	7	7	+4	16	+2
8	8	6	+5	17	+2
9	9	5	+6	18	+2
10	9+3 hp	5	+7	19	+3
11	9+6 hp	5	+7	19	+3
12	9+9 hp	5	+8	19	+3
13	9+12 hp	5	+9	19	+3
14	9+15 hp	5	+9	19	+3
15	9+18 hp	5	+10	19	+3
16	9+21 hp	5	+11	19	+4
17	9+24 hp	5	+12	20	+4
18	9+27 hp	5	+12	20	+4
19	9+30 hp	5	+13	20	+4
20	9+33 hp	5	+13	20	+4
21+	9+3 hp/level	5	+14	20	+5

Buccaneer

Buccaneers are raiders of the oceans. If there are oceans plied for commerce, there will also be buccaneers. While the life of buccaneers is often romanticised, most buccaneers are simply bandits on a ship. Many of them are sailors that want to become rich quickly or exploit trading routes through insecure waters. Some buccaneers even work for a government – often a merchant republic – and are authorised to raid ships of hostile nations. Others are hireable as mercenaries if the payment is right or have established themselves as rulers of coastal cities out of reach of the central government.

The buccaneer's prime attribute is dexterity. He can use any weapon not larger than a long sword and does wear armour heavier than leather armour.

Buccaneer Class Abilities

Quick Draw: The buccaneer can pull out his gun and use it in the same round, provided the gun is loaded.

Parry: Agile buccaneers with a high dexterity can evade enemy attacks. If a buccaneers tries to parry instead of attacking, his opponent gets a THACO penalty.

Precision Strike: The buccaneer scores at critical hit not only on rolling a twenty, but also on rolling a nineteen.

Strength Bonus: With above-average strength, the buccaneer gets a THACO and damage bonus.

Swimming: Buccaneers are excellent swimmers and swim at their land movement rate. Buccaneers from aquatic races swim at one and a half their swimming speed-

Two-Weapon Style: From level five on, the buccaneer can use both a gun and a one-handed melee weapon at the same time. He still suffers the malus for using a ranged weapon in close combat if he does use it against an enemy in melee.

Stronghold: At level ten, a buccaneer can establish a stronghold. This is often a pirate ship or a secret lair that attracts other buccaneers. Some experienced buccaneers also start to work as privateers for the local authorities.

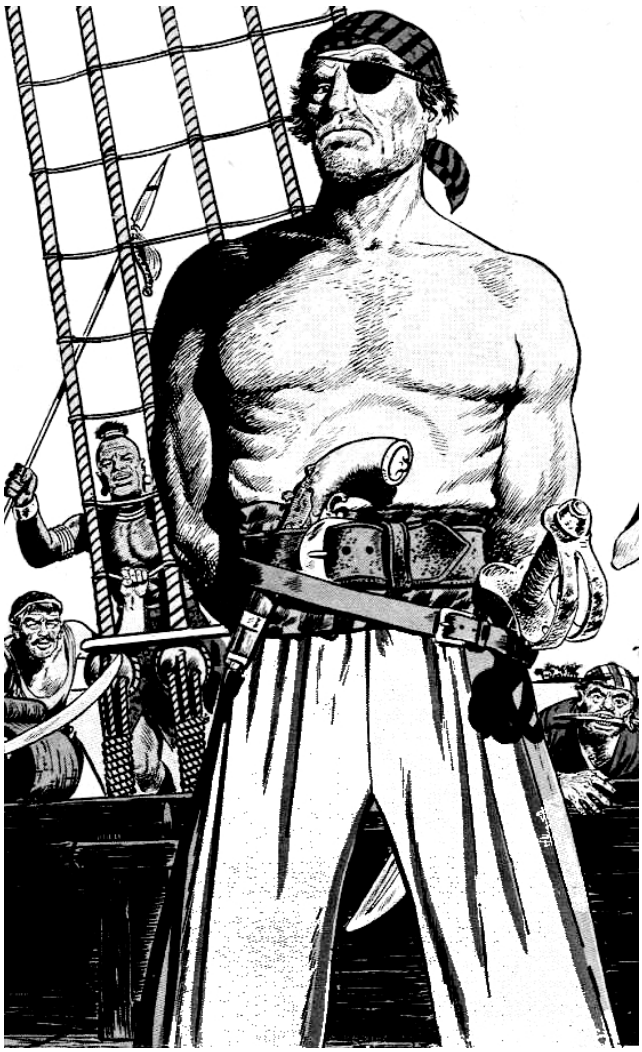


Table 13: Buccaneer Advancement

Level	Total Hit Dice (d6)	Saving Throw	THACO Bonus	Thief Skills (d20)		
				Climb Walls	Pick Pockets	Open Locks
1	6 hp	13	-	5	-	18
2	2	12	-	5	-	17
3	3	11	+1	5	17	16
4	4	10	+1	4	16	15
5	5	9	+2	4	15	14
6	6	8	+2	4	14	13
7	7	7	+3	4	12	12
8	8	6	+3	4	11	9
9	9	5	+4	3	10	7
10	10	5	+5	3	8	5
11	10+1 hp	5	+5	3	7	3
12	10+2 hp	5	+6	3	6	2
13	10+3 hp	5	+7	3	5	2
14	10+4 hp	5	+7	2	4	2
15	10+5 hp	5	+8	2	3	2
16	10+6 hp	5	+8	2	3	2
17	10+7 hp	5	+9	2	3	2
18	10+8 hp	5	+10	2	3	2
19	10+9 hp	5	+10	2	2	2
20	10+10 hp	5	+11	2	2	2
21+	10+1 hp/level	5	+12	2	2	2

Cavalier

The cavalier is a mounted warrior who fights honour. Some are completely selfless, whereas others seek glory, riches or political power. However, all cavaliers follow the Code of Chivalry, a rigid codex that determines the cavalier's behaviour in battle and towards others. With some exceptions, cavaliers are from noble families and start their training in early childhood. The cavalier is bound to a liege lord. He has a number of liberties, but if his lord sends him on a mission, the cavalier will follow the order.

A cavalier expects a certain degree of respect from subjects of his lord, common folk and other cavaliers. He may also ask for lodging or even military assistance. Even enemy nations sometimes assist cavaliers to a certain degree, provided the cavalier is on a mission and does not act hostile. Some cavaliers take their codex to the extreme. While still righteous, they expect absolute honesty from everyone and are ready to punish people for breaking even minor laws or rules.

The cavalier's prime attribute is strength. He can use any armour and any weapon apart from missile weapons and weapons considered cowardly. However, cavaliers will prefer wearing no armour to wearing equipment below their status.

Cavalier Class Abilities

Challenge: Once per day, the cavalier can challenge an opponent in combat. If that opponent fails a saving throw, it has to concentrate its efforts on fighting the cavalier until defeat or morale failure. This ability can be used only once per encounter and an additional time per day every three levels.

Code of Chivalry: Every cavalier has to follow the strict Code of Chivalry. This code always includes not running from a readied opponent, not taking part in surprise rounds and always being honest and truthful. The details of the code depend on the cavalier's home country, liege lord and culture. They are determined by the game master.

Horsemanship: The cavalier starts with a horse and a simple lance. While being mounted, the cavalier receives his mounted combat bonus to THACO and damage.

Saving Throw Bonus: A cavalier is granted a +1 saving throw bonus vs. death, fear and paralysis.

Strength Bonus: Like the fighter, the cavalier gets a THACO and damage bonus for a high strength score.

Stronghold: Upon reaching level ten, the cavalier is granted a higher title of nobility or a military rank. He can build or take over a castle. The castle will attract followers, including squires who want to serve the cavalier.



Table 14: Cavalier Advancement

Level	Total Hit Dice (d8)	Saving Throw	THACO Bonus	Mounted Combat Bonus
1	8 hp	14	-	-
2	2	13	-	+1
3	3	12	+1	+1
4	4	11	+2	+1
5	5	10	+2	+1
6	6	9	+3	+1
7	7	8	+4	+2
8	8	7	+5	+2
9	9	6	+6	+2
10	9+2 hp	5	+7	+2
11	9+4 hp	4	+7	+2
12	9+6 hp	4	+8	+3
13	9+8 hp	4	+9	+3
14	9+10 hp	4	+9	+3
15	9+12 hp	4	+10	+3
16	9+14 hp	4	+11	+3
17	9+16 hp	4	+12	+4
18	9+18 hp	4	+12	+4
19	9+20 hp	4	+13	+4
20	9+22 hp	4	+13	+4
21+	9+2 hp/level	4	+14	+4

Cleric

The cleric is an armoured priest dedicated to a deity or a pantheon. Adventurous clerics often are on a certain mission or have decided that they don't want to spend their whole life in a temple. The cleric fights well, but not as good as pure combat experts like the fighter. The cleric is granted divine spells by his deity. Those spells mainly heal and support and are less offensive than the mage's spells.

The cleric's prime attribute is wisdom. He can use any type of armour, but only blunt and no edged weapons.

Cleric Class Abilities

Divine Favour: A cleric with a high wisdom score can increase the number of spells he is granted daily.

Divine Spell Casting: The cleric can channel the power of his deity and use spells from the Cleric Spell List. These spells do not have to be learned; the cleric gains them automatically once he reached the level where he is able to cast them. The player or game master may decide that certain spells do not fit the cleric's deity and are not available. Each day, the cleric prays for the spells he wants to use that day. Once cast, the spells can't be used again until the next day unless it has been prepared more than once for that day. The cleric can always cast a healing spell if he sacrifices another prepared spell of the same or a higher spell level. He can also turn a healing spell into the equivalent harming spell or vice versa.

Saving Throw Bonus: The cleric gets a +2 bonus to saving throws against death and paralysis.

Turn Undead: The cleric can turn the undead with his aura of holiness and make them flee in terror or, at later levels, completely destroy them. Evil clerics don't destroy undead; instead, they make them bow to their will and command them. Depending on the campaign setting, this power can also apply to other foul creatures like demons.

Stronghold: At level ten, the cleric has followed the right path long enough to establish a temple dedicated to his deity. Other believers and acolytes will come to the temple to be guided by the cleric.



Table 15: Cleric Advancement

Level	Total Hit Dice (d6)	Saving Throw	THACO Bonus	Daily Spells per Spell Level						
				1	2	3	4	5	6	7
1	6 hp	15	-	-	-	-	-	-	-	-
2	2	14	-	1	-	-	-	-	-	-
3	3	13	+1	2	-	-	-	-	-	-
4	4	12	+1	2	1	-	-	-	-	-
5	5	11	+2	2	2	-	-	-	-	-
6	6	10	+2	2	2	1	1	-	-	-
7	7	9	+3	2	2	2	1	1	-	-
8	8	8	+3	2	2	2	2	2	-	-
9	9	7	+4	3	3	3	2	2	-	-
10	9+1 hp	6	+5	3	3	3	3	3	-	-
11	9+2 hp	5	+5	4	4	4	3	3	-	-
12	9+3 hp	4	+6	4	4	4	4	4	1	-
13	9+4 hp	4	+7	5	5	5	4	4	1	-
14	9+5 hp	4	+7	5	5	5	5	5	2	-
15	9+6 hp	4	+8	6	6	6	5	5	2	-
16	9+7 hp	4	+8	6	6	6	6	6	3	-
17	9+8 hp	4	+9	7	7	7	6	6	3	1
18	9+9 hp	4	+10	7	7	7	7	7	4	1
19	9+10 hp	4	+10	8	8	8	7	7	4	2
20	9+11 hp	4	+11	8	8	8	8	8	5	2
21+	9+1 hp/level	4	+12	9	9	9	8	8	5	3

Druid

The druid has dedicated his life to the protection of nature. Most druids live outside of settlements in accordance with their environment, often associated with others of their kind in druidic circles. The druid use magic, but, other than mage and cleric, draws power from nature itself to cast spells.

A hidden society among the druids is the circle of shadow druids, who have a more radical agenda and promote the destruction of civilisation and the return of all humanoids to a very basic lifestyle. A lot of people distrust druids, as most of them not only protect a natural balance, but hold the view that malicious and evil creatures deserve their place in the world as well.

The druid's prime attribute is wisdom. He does not use any metal armour or shields. The druid can use the dagger, club, scythe, spear and sling.

Druid Class Ability

Druid Spell Casting: The druid can channel the power of nature and cast spells from the Druid Spell List. The druid automatically learns these spells has his level progresses. If it fits the character, the player or game master may decide that specific spells are not available. Each day, the druid meditates and prepares the spells he wants to use that day.

Immunity to Fey Charms: From fifth level on, a druid is immune to the charms of dyrads, nixies, satyrs and other sylvan creatures.

Knowledge of Nature: In the wilderness, the druid is in his element. He can move without a trace, read traces of animals, find water and food and perform similar tasks better than almost anybody else. Most druids speak sylvan and all are proficient in the secret language of druids.

Saving Throw Bonus: The druid gains a +1 saving throw bonus against fire and magic.

Stronghold: Once he has reached the tenth level, the druid is ready to build a stronghold, usually a stone circle or a grove. The stronghold will attract followers; young druids as well as sentient creatures of the forest.



Table 16: Druid Advancement

Level	Total Hit Dice (d6)	Saving Throw	THACO Bonus	Spells per Spell Level						
				1	2	3	4	5	6	7
1	6 hp	15	-	1	-	-	-	-	-	-
2	2	14	-	2	1	-	-	-	-	-
3	3	13	+1	3	1	-	-	-	-	-
4	4	12	+1	3	1	1	-	-	-	-
5	5	11	+2	3	2	1	-	-	-	-
6	6	10	+2	3	2	2	-	-	-	-
7	7	9	+3	4	2	2	1	-	-	-
8	8	8	+3	4	3	2	1	-	-	-
9	9	7	+4	4	3	3	2	-	-	-
10	9+1 hp	6	+5	5	3	3	2	1	-	-
11	9+2 hp	5	+5	5	3	3	3	2	1	-
12	9+3 hp	4	+6	5	4	4	4	3	2	1
13	9+4 hp	4	+7	6	5	5	4	4	3	2
14	9+5 hp	4	+7	7	5	5	4	4	3	2
15	9+6 hp	4	+8	7	6	5	4	4	3	2
16	9+7 hp	4	+8	7	6	6	4	4	3	2
17	9+8 hp	4	+9	8	6	6	5	4	3	2
18	9+9 hp	4	+10	8	7	6	5	5	3	2
19	9+10 hp	4	+10	9	8	6	5	5	3	2
20	9+11 hp	4	+11	9	8	7	5	5	3	2
21+	9+1 hp/level	4	+12	9	8	7	6	5	3	2

Duellist

The duellist is a fighter dedicated to one specific weapon. He has trained with it for years in order to discover all its secrets and be able to use it with perfection. Duellists can be found everywhere and use all kinds of weapons, though each of them concentrates on his one weapon of choice. For the duellist, armour is only a hindrance. He prefers to win a fight quickly and decisively.

Some duellists visited schools, others learned from a master. A few are even self-taught. Most duellists do not remain in once place for long. Instead, they travel the world, always looking for other duellists, adventures, wisdom and other challenges. In the East, duellists using the sword are referred to as kensai.

The duellist's prime attributes are strength and dexterity. He can use any kind of weapon, but does not use any form of armour.

Duellist Class Abilities

Combat Experience: The duellist does not wear armour, but becomes more agile with every duel and thus gains a higher armour class over time.

Favoured Weapon: Every duellist has one favoured weapon type he has dedicated his life to. This weapon is always a melee weapon. Duellists can use other weapons, but will suffer a -2 THACO penalty if doing so. For their favoured weapon, they gain their weapon bonus as a bonus to THACO and damage.

Multiple Attacks: Against creatures with no more than one hit dice or five hit dice less than the fighter, he makes one attack per level each round.

Parry: Agile duellist with a high dexterity can evade enemy attacks. If a duellist tries to parry instead of attacking, his opponent gets a THACO penalty.

Precision Strike: The duellist scores at critical hit not only on rolling a twenty, but also on rolling a nineteen.

Saving Throw Bonus: The duellist gain a +2 bonus to saving throws vs. death.

Second Wind: Any time a duellist takes damage from a melee made with a weapon attack that would bring him down to naught hit points, he can make a saving throw vs. death. If the saving throw is made, no damage is taken. He second time this is done in one fight, the duellist takes only half damage. This technique cannot be used more than twice during a fight and not against natural or missile weapons.

Strength Bonus: With above-average strength, the duellist gets a THACO and damage bonus.

Stronghold: After reaching the tenth level, a duellist can establish a school of his own, which will draw a number of students willing to dedicate their life to combat.



Table 17: Duellist Advancement

Level	Total Hit Dice (d10)	Saving Throw	THACO Bonus	Armour Class	Weapon Bonus
1	1	14	-	10	+1
2	2	13	-	10	+1
3	3	12	+1	10	+1
4	4	11	+2	10	+2
5	5	10	+2	11	+2
6	6	9	+3	11	+3
7	7	8	+4	11	+3
8	8	7	+5	11	+3
9	9	6	+6	12	+3
10	9+2 hp	5	+7	12	+4
11	9+4 hp	4	+7	12	+4
12	9+6 hp	4	+8	12	+4
13	9+8 hp	4	+9	13	+5
14	9+10 hp	4	+9	13	+5
15	9+12 hp	4	+10	13	+5
16	9+14 hp	4	+11	13	+6
17	9+16 hp	4	+12	14	+6
18	9+18 hp	4	+12	14	+6
19	9+20 hp	4	+13	14	+7
20	9+22 hp	4	+13	14	+7
21+	9+2 hp/level	4	+14	15	+7

Fallen Paladin

A fallen paladin is a paladin fallen from grace. He stepped over the line once too often and was stripped off many of his powers that his deity once granted to him. That does not mean that the fallen paladin is fully corrupted or turned into an antipaladin. While that happens too, some fallen paladins become simple warriors or hermits, but most are convinced they never made a mistake and still represent everything their god stands for. They consider themselves paladins and act as such. Common people can usually not tell the difference and act accordingly. Many fallen paladins are convinced that they are misunderstood – as even beings as powerful as gods are not entirely without flaws – or that their deity is testing them. In very rare cases, fallen paladins can prove themselves and regain their powers or even join the ranks of another god, convinced that the path of their former patron is not the right one.

Analogous to the fallen paladin, fallen templars and antipaladins exist as well. They have likewise betrayed the ideals of their deity and suffer the consequences.

The fallen paladin's prime attribute is constitution. He can use any weapon and armour.

Fallen Paladin Class Abilities

Fallen from Grace: Gods do not tolerate mundane beings acting in their name without their blessing. At any time, the fallen paladin has to be read to fend of other paladins still in the service of the god, divine servants directly send to exterminate him and also bounty hunters that hope to profit from eliminating him.

Iron Will: Whenever the fallen paladin makes a saving throw to avoid being charmed or falling under any other kind of control, he may roll twice and chose the better result. If no saving throw is allowed, the fallen paladin may nevertheless roll a single one to avoid the effect.

Saving Throw Bonus: The fallen paladin gains a +2 saving throw bonus against death and fear.

Zeal: The fallen paladin is always eager to prove himself and show that what he does is righteous. Once per day, the fallen paladin can announce that he is defending his way and righteousness. This grants him a +1 THACO and damage bonus. The bonus is increased by +1 every three levels starting with level four. From level six on, he may use this ability twice per day. An additional use becomes available every further six levels.

Stronghold: At level ten, the fallen paladin can establish a stronghold. Most likely, he will try to take over and order of his former brethren.



Table 18: Fallen Paladin Advancement

Level	Total Hit Dice (d10)	Saving Throw	THACO Bonus
1	10 hp	12	-
2	2	11	-
3	3	10	+1
4	4	9	+2
5	5	8	+2
6	6	7	+3
7	7	6	+4
8	8	5	+5
9	9	4	+6
10	9+2 hp	3	+7
11	9+4 hp	2	+7
12	9+6 hp	2	+8
13	9+8 hp	2	+9
14	9+10 hp	2	+9
15	9+12 hp	2	+10
16	9+14 hp	2	+11
17	9+16 hp	2	+12
18	9+18 hp	2	+12
19	9+20 hp	2	+13
20	9+22 hp	2	+13
21+	9+2 hp/level	2	+14

Fighter

The fighter is trained to use weapons and armour. He can be any type of combat expert like a soldier, buccaneer, hunter or tribal warrior. The fighter is sturdy and often stands in the front row during battle. He does not rely on magic, divine support or sneaky tactics but on a trusty weapons and reliable armour. Fighters in different forms appear among basically all cultures and races. Even fragile or pacifistic races have need of someone holding a weapon and knowing how to use it from time to time. In the East, fighters are known as senshi.

Fighters have usually less formal training in the use of weapons than knights or paladins. As a result, they sometimes lack an elegant fighting style or do not know how to joust properly. However, few fighters care about such details. They fight to survive, live and earn money. Fighting is business, nothing more, nothing less.

The fighter's prime attribute is strength. He can use any kind of weapon or armour.

Fighter Class Abilities

Combat Finesse: The fighter knows how and where to hit his opponent better than anybody else. Whenever the fighter rolls a one on a damage roll, the damage is re-rolled.

Multiple Attacks: Against creatures with no more than one hit dice or five hit dice less than the fighter, he makes one attack per level each round.

Parry: Agile fighters with a high dexterity can evade enemy attacks. If a fighter tries to parry instead of attacking, his opponent gets a THACO penalty.

Precision Strike: The fighter scores at critical hit not only on rolling a twenty, but also on rolling a nineteen.

Strength Bonus: With above-average strength, the fighter gets a THACO and damage bonus.

Stronghold: After reaching the tenth level, a fighter can establish a stronghold of his own. This is often a castle at the edge of the wilderness or the palace of a noble defeated by the fighter. The stronghold will attract men-at-arms who swear their loyalty to the fighter.



Table 19: Fighter Advancement

Level	Total Hit Dice (d10)	Saving Throw	THACO Bonus
1	10 hp	14	-
2	2	13	-
3	3	12	+1
4	4	11	+2
5	5	10	+2
6	6	9	+3
7	7	8	+4
8	8	7	+5
9	9	6	+6
10	9+2 hp	5	+7
11	9+4 hp	4	+7
12	9+6 hp	4	+8
13	9+8 hp	4	+9
14	9+10 hp	4	+9
15	9+12 hp	4	+10
16	9+14 hp	4	+11
17	9+16 hp	4	+12
18	9+18 hp	4	+12
19	9+20 hp	4	+13
20	9+22 hp	4	+13
21+	9+2 hp/level	4	+14

Gladiator

The gladiator is highly-trained and skilled warrior. He was not chosen to fight in the field, but in the arena or in the fighting pit. Gladiators are dangerous opponents nevertheless and know how to survive and entertain the masses at the same time. They are not as versatile as other fighters, as they often lack the experience of mercenaries or soldiers, but have been taught a number of tricks – otherwise, they would not have lived long in the arena, let alone outside of it.

Almost any culture knows gladiator fights in one way or the other. In some countries, such fights are forbidden; others tolerate or even promote them to keep the people entertained and clam.

The gladiator's prime attribute is strength. He can use any weapon, but does not use armour heavier than leather armour or shield larger than medium size.

Gladiator Class Abilities

Brawler: Being trained in unarmed combat, the gladiator does full damage while fighting without a weapon. He may choose to do only non-lethal damage, though. Furthermore, he receives a +1 THACO and a +2 damage bonus.

Favoured Armour: At the beginning of his training, the gladiator choses a type of armour no heavier than leather armour. He trains in his type of armour his whole life and thus receives a +1 armour class bonus while wearing it. The bonus increases by one every five level starting with level five.

Parry: Agile fighters with a high dexterity can evade enemy attacks. If a fighter tries to parry instead of attacking, his opponent gets a THACO penalty.

Strength Bonus: With above-average strength, the fighter gets a THACO and damage bonus.

Two-weapon fighting: At level, the gladiator becomes adept at fighting with two weapons. He receives a total +2 TAHCO bonus while using two weapons. This bonus will increase by one every five level starting with level fifteen.

Stronghold: After reaching the tenth level, the veteran gladiator can establish a stronghold. This is often a gladiator school that will attract young men and women eager to prove themselves in the arena, and sometimes also nobles who want their slaves trained.



Table 20: Gladiator Advancement

Level	Total Hit Dice (d10)	Saving Throw	THACO Bonus
1	10 hp	14	-
2	2	13	-
3	3	12	+1
4	4	11	+2
5	5	10	+2
6	6	9	+3
7	7	8	+4
8	8	7	+5
9	9	6	+6
10	9+2 hp	5	+7
11	9+4 hp	4	+7
12	9+6 hp	4	+8
13	9+8 hp	4	+9
14	9+10 hp	4	+9
15	9+12 hp	4	+10
16	9+14 hp	4	+11
17	9+16 hp	4	+12
18	9+18 hp	4	+12
19	9+20 hp	4	+13
20	9+22 hp	4	+13
21+	9+2 hp/level	4	+14

Gunslinger

The gunslinger knows how to handle his favourite weapon, the firearm, and usually turn to it to get things done. In most areas, firearms are very rare and experimental weapons. Few people will be familiar with guns and will not know how easily smaller guns can be concealed. This also leads to a gunslinger catching everyone's attention whenever he shows his profession openly.

Most gunslingers are soldiers of fortune. They do all kinds of jobs for all kinds of employers, always looking for the next adventure. However, some gunslingers can also be found in special military units or among organised mercenary gangs. Obtaining ammunition for a gun is not easy. Simple ammunition can be made by any blacksmith, but will not necessarily be available in every city. In some nations, people fear guns they are outlawed.

The gunslinger's prime attribute is dexterity. He does not wear armour heavier than leather armour can does not sue shields. The gunslinger can use all kinds of guns and other weapons no larger than a short sword.

Gunslinger Class Abilities

Gunmanship: The gunslinger adds his gunmanship bonus to THACO and damage. Against missile attacks, the gunslinger adds it bonus to his armour class.

Multiple Attacks: Against creatures with no more than one hit dice or five hit dice less than the gunslinger, he makes one attack per level each round.

Quick Draw: The gunslinger can pull out his gun and use it in the same round, provided the gun is loaded.

Quick Reload: The gunslinger reloads guns twice as fast as anyone else.

Rapid Shot: From level seven on, the gunslinger can either use two one-handed guns or use a two-handed gun twice a round. Wielding two guns allows the gunslinger to target two opponents, where the large gun only allows two shots at the same target. Every additional seven levels, he can fire one more shot per round.

Saving Throw Bonus: The gunslinger receives a +2 bonus to saving throws vs. death.

Stronghold: After reaching level ten, the gunslinger can establish a stronghold and gather followers. Depending on the gunslinger's current job, this can be a castle, a military outpost, a mercenary guild or any other establishment.

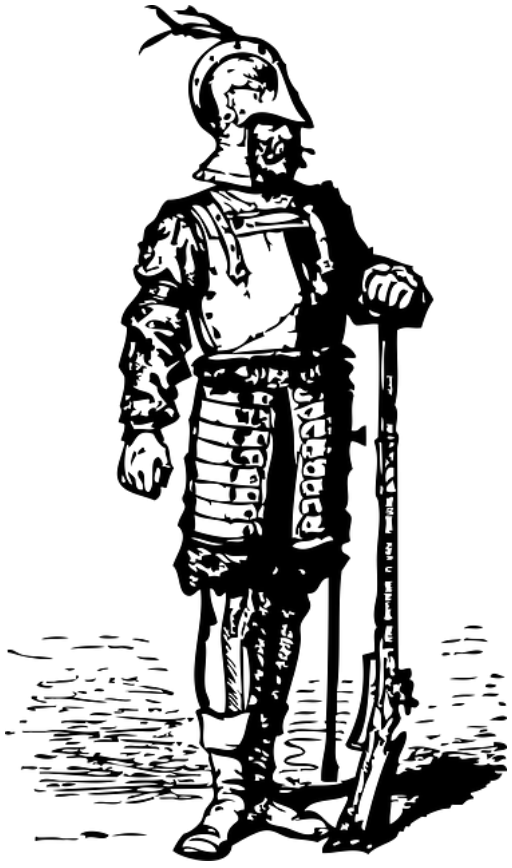


Table 21: Gunslinger Advancement

Level	Total Hit Dice (d6)	Saving Throw	THACO Bonus	Gunmanship Bonus
1	6 hp	15	-	+1
2	2	14	-	+1
3	3	13	+1	+1
4	4	12	+2	+1
5	5	11	+2	+1
6	6	10	+3	+1
7	7	9	+4	+2
8	8	8	+5	+2
9	9	7	+6	+2
10	9+2 hp	6	+7	+2
11	9+4 hp	5	+7	+2
12	9+6 hp	4	+8	+2
13	9+8 hp	4	+9	+3
14	9+10 hp	4	+9	+3
15	9+12 hp	4	+10	+3
16	9+14 hp	4	+11	+3
17	9+16 hp	4	+12	+3
18	9+18 hp	4	+12	+3
19	9+20 hp	4	+13	+4
20	9+22 hp	4	+13	+4
21+	9+2 hp/level	4	+14	+4

Illusionist

The illusionist is a spellcaster, just like the mage, but is specialised in the creation of illusions and phantasms. Learning the art of illusionism is a demanding task. Therefore, illusionists are mostly limited to their school of magic, where they excel. Like other arcane spellcasters, illusionists receive practically no training in non-magical combat. The illusionist is by no means a charlatan – his illusions can be shockingly realistic and may even come to live.

The illusionist's prime attribute is intelligence. He does not use any armour or shields and is limited to staffs, daggers, light clubs and darts.



Illusionist Class Abilities

Arcane Spell Casting: The illusionist learns and casts spells just like the mage, the necromancer and other arcane spellcasters. He can only learn spells from the illusionist spell list, but may cast spells from other classes directly from magical scrolls. High intelligence may grant the illusionist additional spells per spell level.

Saving Throw Bonus: The illusionist gains a +2 bonus to saving throws against magic and a +5 bonus against illusions.

Stronghold: At level ten, the illusionist may build a stronghold. And illusionist's stronghold is often a hall of mirrors or another form of enchanted building. The stronghold will draw followers, mostly illusionists or other spellcasters.

Table 22: Illusionist Advancement

Level	Total Hit Dice (d4)	Saving Throw	THACO Bonus	Daily Spells per Spell Level								
				1	2	3	4	5	6	7	8	9
1	4 hp	15	-	1	-	-	-	-	-	-	-	-
2	2	14	-	2	-	-	-	-	-	-	-	-
3	3	13	-	2	1	-	-	-	-	-	-	-
4	4	12	+1	3	2	-	-	-	-	-	-	-
5	5	11	+1	4	2	1	-	-	-	-	-	-
6	6	10	+2	4	2	2	-	-	-	-	-	-
7	7	9	+2	4	3	2	1	-	-	-	-	-
8	8	8	+3	4	3	3	2	-	-	-	-	-
9	9	7	+3	4	3	3	2	1	-	-	-	-
10	10	6	+4	4	4	3	2	2	-	-	-	-
11	11	5	+5	4	4	4	3	3	-	-	-	-
12	10+1 hp	5	+5	4	4	4	4	4	1	-	-	-
13	10+2 hp	5	+5	5	5	5	4	4	2	-	-	-
14	10+3 hp	5	+6	5	5	5	4	4	3	1	-	-
15	10+4 hp	5	+6	5	5	5	5	4	4	2	-	-
16	10+5 hp	5	+7	5	5	5	5	5	5	2	1	-
17	10+6 hp	5	+7	6	6	6	5	5	5	2	2	-
18	10+7 hp	5	+7	6	6	6	6	6	5	2	2	1
19	10+8 hp	5	+7	7	7	7	6	6	6	3	2	2
20	10+9 hp	5	+8	7	7	7	7	7	7	3	3	2
21+	10+1 hp/level	5	+8	8	8	8	7	7	7	4	3	3

JESTER

The jester is a harlequin, joker or trickster. Jesters wear colourful costumes, always have a joke ready and make a living by entertaining rulers as well as the common people. The jester is not just an acrobat or juggler. He can use arcane magic, though a jester is usually not as proficient as a full spellcaster. The jester's magic is not only for entertainment, but serves him to get out of all kinds of tight situations. Additionally, many jesters possess skills akin to those of thieves. Some are, in fact, directly associated with a thieves' guild and work as spies or informants.

The jester's prime attributes are dexterity and intelligence. He can wear armour as heavy as leather armour and may use clubs, darts, daggers, slings, staffs, short and long swords.



JESTER CLASS ABILITIES

Arcane Spell Casting: The jester learns and casts spells just like the mage and other arcane spellcasters. He can learn all spell from the jester spell list, but can additionally cast spell from the illusionist spell list directly from scrolls.

Jester Skills: The jester has skills similar to those of the thief. Additionally, he has the ability to catch things thrown at him and throw them back his opponent. If the jester makes successful catching throw, the item is caught. To throw it back at the attacker, a successful attack roll is necessary. If the item is one the jester does not normally use, he suffers a -4 THACO penalty. The jester may catch and throw up to three items per round, but cannot perform any other action once he tried to catch the first item.

Saving Throw Bonus: The jester is granted a +1 saving throw bonus against paralysis.

Stronghold: At tenth level, the jester can establish his own stronghold. This can be a carnival, a theatre or any other place of joy and entertainment. The stronghold will attract followers. Among them will be other jesters, bards and maybe even illusionists.

Table 23: Jester Advancement

Level	Total Hit Dice (d6)	Saving Throw	THACO Bonus	Jester Skills (d20)			Daily Spells per Spell Level								
				Climb Walls	Pick Pockets	Catch	1	2	3	4	5	6	7	8	9
1	6 hp	15	-	5	-	5	-	-	-	-	-	-	-	-	-
2	2	14	-	5	-	5	1	-	-	-	-	-	-	-	-
3	3	13	-	5	17	5	2	-	-	-	-	-	-	-	-
4	4	12	+1	5	16	5	2	1	-	-	-	-	-	-	-
5	5	11	+1	5	15	5	3	2	-	-	-	-	-	-	-
6	6	10	+2	4	14	4	3	2	1	-	-	-	-	-	-
7	7	9	+2	4	12	4	4	3	2	-	-	-	-	-	-
8	8	8	+3	4	11	4	4	3	2	1	-	-	-	-	-
9	9	7	+3	4	10	4	4	4	3	2	-	-	-	-	-
10	10	6	+4	4	8	4	4	4	3	2	1	-	-	-	-
11	10+1 hp	5	+5	3	7	3	4	4	4	3	2	-	-	-	-
12	10+2 hp	5	+5	3	6	3	4	4	4	3	2	1	-	-	-
13	10+3 hp	5	+5	3	5	3	4	4	4	4	3	2	-	-	-
14	10+4 hp	5	+6	3	4	3	4	4	4	4	3	2	1	-	-
15	10+5 hp	5	+6	3	3	3	4	4	4	4	4	3	2	-	-
16	10+6 hp	5	+7	3	3	2	4	4	4	4	4	3	2	1	-
17	10+7 hp	5	+7	3	3	2	4	4	4	4	4	4	3	2	-
18	10+8 hp	5	+7	3	3	2	4	4	4	4	4	4	3	2	-
19	10+9 hp	5	+7	3	2	2	4	4	4	4	4	4	4	3	1
20	10+10 hp	5	+8	3	2	2	4	4	4	4	4	4	4	3	2
21+	10+1 hp/level	5	+8	3	2	2	4	4	4	4	4	4	4	4	2

Mage

The mage is the scholar of magic and master of the arcane. There are many different shades of mages. Some spent their life in libraries, laboratories and ivory towers, others on the battlefield or at the court, some even on other planes. Mages are researches, astrologers, philosophers and more. The mage is practically untrained in the use of armour or weapons apart from his trusty staff. His magic has incredible potential – if the mage remembers the right spell from his spell book. Without his powers, the mage has to rely on the abilities of his fellow adventurers. Necromancers, sorcerers and others use arcane magic as well, but in a different fashion.

The mage's prime attribute is intelligence. He does not use any armour or shields and is limited to staffs, daggers, light clubs and darts.



Mage Class Abilities

Arcane Spell Casting: Unlike the cleric, the mage does not necessarily know all the spells of his current caster level automatically. Instead, he has to learn them from magical scrolls and write them down into his spell books, an enchanted tome with an unlimited number of pages. The number of spells a mage can know per spell level is limited by his intelligence. To use a spell, the mage has to memorise it. Once it has been cast, it vanishes from the mage's mind and has to be re-learned. He can cast any arcane spells from scrolls directly, even if they are not found on the mage's spell list.

Saving Throw Bonus: Due to his intense study of the arcane, the mage gains a +2 bonus to all saving throw against magic.

Stronghold: At tenth level, a mage can build a stronghold. This is often an ivory tower or an enchanted library. The stronghold will attract followers, mage apprentices among them.

Table 24: Mage Advancement

Level	Total Hit Dice (d4)	Saving Throw	THACO Bonus	Daily Spells per Spell Level								
				1	2	3	4	5	6	7	8	9
1	4 hp	15	-	1	-	-	-	-	-	-	-	-
2	2	14	-	2	-	-	-	-	-	-	-	-
3	3	13	-	2	1	-	-	-	-	-	-	-
4	4	12	+1	3	2	-	-	-	-	-	-	-
5	5	11	+1	4	2	1	-	-	-	-	-	-
6	6	10	+2	4	2	2	-	-	-	-	-	-
7	7	9	+2	4	3	2	1	-	-	-	-	-
8	8	8	+3	4	3	3	2	-	-	-	-	-
9	9	7	+3	4	3	3	2	1	-	-	-	-
10	10	6	+4	4	4	3	2	2	-	-	-	-
11	11	5	+5	4	4	4	3	3	-	-	-	-
12	10+1 hp	5	+5	4	4	4	4	4	1	-	-	-
13	10+2 hp	5	+5	5	5	5	4	4	2	-	-	-
14	10+3 hp	5	+6	5	5	5	4	4	3	1	-	-
15	10+4 hp	5	+6	5	5	5	5	4	4	2	-	-
16	10+5 hp	5	+7	5	5	5	5	5	5	2	1	-
17	10+6 hp	5	+7	6	6	6	5	5	5	2	2	-
18	10+7 hp	5	+7	6	6	6	6	6	5	2	2	1
19	10+8 hp	5	+7	7	7	7	6	6	6	3	2	2
20	10+9 hp	5	+8	7	7	7	7	7	7	3	3	2
21+	10+1 hp/level	5	+8	8	8	8	7	7	7	4	3	3

Monk

The monk belongs to an order, but unlike the cleric, he is not only devoted to one or more deities. While some monks favour certain gods, they are first and foremost philosophers and spiritualists thriving for inner balance and a deeper understand of the world around them. The monk is combat expert, though he does not depend on weapons or armour. Instead, the light-footed monk uses only his fists in combat and prefers to evade enemy attacks instead of blocking them.

The monks prime attributes are strength and dexterity. He does not use any armour or weapons.



Monk Class Abilities

Combat Experience: The monk does not wear armour or use any weapons but his fists, but his armour class and damage increase over time as he gains experience.

Multiple Attacks: Over time, the monk brings his combat style to perfection and is quick enough to attack multiple times in just one round. The attacks are limited to one target per round, though. The monk will also be able to break through the defence of creatures which usually can only be harmed by magical weapons.

Parry: Agile fighters with a high dexterity can evade enemy attacks. If a fighter tries to parry instead of attacking, his opponent gets a THACO penalty.

Strength Bonus: Like the fighter, the monk gets a THACO and damage bonus for a high strength score.

Stronghold: At level ten, the monk can build a monastery. The monastery will draw young monks eager to be taught in philosophy and the art of combat.

Table 25: Monk Advancement

Level	Total Hit Dice (d6)	Saving Throw	THACO Bonus	Armour Class	Attacks	Damage
1	6 hp	15	-	10	-	1d4
2	2	14	-	11	Silver	1d4+1
3	3	13	-	12	-	1d6
4	4	12	+1	13	Magical +1	1d8
5	5	11	+1	14	-	1d10
6	6	10	+2	15	Two per round	1d12
7	7	9	+2	16	-	2d8
8	8	8	+3	17	Magical +2	2d8+1
9	9	7	+3	18	-	2d8+2
10	10	6	+4	19	-	2d8+3
11	11	5	+5	19	Magical +3	3d8+1
12	12	5	+5	20	Three per round	3d8+2
13	13	5	+5	20	-	3d8+3
14	14	5	+6	20	-	4d8+1
15	15	5	+6	21	Magical +4	4d8+2
16	16	5	+7	21	Four per round	4d8+3
17	16+1 hp	5	+7	21	-	4d8+4
18	16+2 hp	5	+7	21	-	4d8+5
19	16+3 hp	5	+7	22	-	4d8+6
20	16+4 hp	5	+8	22	Five per round	4d8+7
21+	16+1 hp/level	5	+8	22	Magical +5	+1/level

Necromancer

Just like the mage, the necromancer is a conjurer and scholar of arcane powers. He studies are not generalised, however, as he focuses on one aspect: Death. The necromancer has devoted his life to study, explain, reverse and control death, the inevitable final chapter in the life of almost every race. He may summon the undead to his service or make contact with the afterworld.

Depending on the society he necromancer lives in, his arts can be a sin beyond believe or a respected occupation. While many necromancers are twisted and evil, some are simply fascinated by death and undeath. There is even a small number of so-called white necromancers who use their powers only to help others or to destroy undead. These white necromancers are despised by their more sinister colleagues for wasting the potential to become powerful.

Searching for secret knowledge about death and undeath is not without a price. Many necromancers get tainted by the unearthly forces they deal with. This can manifest itself in character as well outward appearance.

The necromancer's prime attribute is intelligence. He has the same weapon and armour restrictions as the mage and most other arcane spellcasters.

Necromancer Class Abilities

Arcane Spell Casting: The necromancer learns and casts spells just like the mage. He can only learn spells from the necromancer spell list, but may cast spells from other classes directly from magical scrolls.

Saving Throw Bonus: The necromancer gains a +2 bonus to saving throws against death and magic.

Stronghold: Upon reaching level ten, the necromancer is ready to build his own stronghold, often secretly. This can be a laboratory hidden in a dungeon or a magical vault under a cemetery. While the word spreads among others gifted with magical abilities, followers eager to learn about the secrets of life and death will search out the stronghold.



Table 26: Necromancer Advancement

Level	Total Hit Dice (d4)	Saving Throw	THACO Bonus	Daily Spells per Spell Level								
				1	2	3	4	5	6	7	8	9
1	4 hp	15	-	1	-	-	-	-	-	-	-	-
2	2	14	-	2	-	-	-	-	-	-	-	-
3	3	13	-	2	1	-	-	-	-	-	-	-
4	4	12	+1	3	2	-	-	-	-	-	-	-
5	5	11	+1	4	2	1	-	-	-	-	-	-
6	6	10	+2	4	2	2	-	-	-	-	-	-
7	7	9	+2	4	3	2	1	-	-	-	-	-
8	8	8	+3	4	3	3	2	-	-	-	-	-
9	9	7	+3	4	3	3	2	1	-	-	-	-
10	10	6	+4	4	4	3	2	2	-	-	-	-
11	11	5	+5	4	4	4	3	3	-	-	-	-
12	10+1 hp	5	+5	4	4	4	4	4	1	-	-	-
13	10+2 hp	5	+5	5	5	5	4	4	2	-	-	-
14	10+3 hp	5	+6	5	5	5	4	4	3	1	-	-
15	10+4 hp	5	+6	5	5	5	5	4	4	2	-	-
16	10+5 hp	5	+7	5	5	5	5	5	5	2	1	-
17	10+6 hp	5	+7	6	6	6	5	5	5	2	2	-
18	10+7 hp	5	+7	6	6	6	6	6	5	2	2	1
19	10+8 hp	5	+7	7	7	7	6	6	6	3	2	2
20	10+9 hp	5	+8	7	7	7	7	7	7	3	3	2
21+	10+1 hp/level	5	+8	8	8	8	7	7	7	4	3	3

ORACLE

The oracle is a priest, much like the cleric. However, unlike the cleric, the oracle did not choose to take the divine path herself, or was she encouraged to become a servant of the gods during her youth. The oracle was born with divine powers and a destiny. Some oracles see their abilities as a blessing, others as a curse. In some cultures, oracles are treated as possessed by demons or spirits; in others, people respect her for her abilities and the burden the oracle has to carry.

The oracle's prime attribute is wisdom. She cannot wear armour and use only non-piercing weapons.

ORACLE CLASS ABILITIES

Divine Favour: A cleric with a high wisdom score can increase the number of spells he is granted daily.

Divine Spell Casting: The oracle can cast divine spells, but does not have to pray for them. Instead, she can cast any spell from the cleric's spell list spontaneously, provided she has spell slots for a spell of the level left for the day. Each time a spell is cast, a spell lost is lost until the next day.

Prophesy: One per week – sometimes less often – the oracle falls into a trance and predicts a future event. The prophecy happens spontaneously and is often unclear. It can refer to minor happenings regarding the oracle and her companions or to major events. Prophecies always show only one possible future and influencing future events is sometimes possible.

Saving Throw Bonus: The oracle gets a +1 saving throw bonus against death and paralysis.

Turn Undead: Like the cleric, the oracle can turn undead with her divine presence. Though rare, evil oracles can also make undead down to their will.

Stronghold: At level ten, the oracle can establish a temple for her deity. The temple will attract believers and other oracles who want to learn how to live with their unusual ability.



Table 27: Oracle Advancement

Level	Total Hit Dice (d4)	Saving Throw	THACO Bonus	Daily Spells per Spell Level						
				1	2	3	4	5	6	7
1	4 hp	15	-	-	-	-	-	-	-	-
2	2	14	-	1	-	-	-	-	-	-
3	3	13	-	1	-	-	-	-	-	-
4	4	12	+1	1	1	-	-	-	-	-
5	5	11	+1	2	1	-	-	-	-	-
6	6	10	+2	2	1	1	-	-	-	-
7	7	9	+2	2	2	1	1	-	-	-
8	8	8	+3	2	2	1	1	1	-	-
9	9	7	+3	3	2	2	1	1	-	-
10	9+1 hp	6	+4	3	2	2	2	1	-	-
11	9+2 hp	5	+5	3	3	2	2	2	1	-
12	9+3 hp	4	+5	3	3	2	2	2	1	-
13	9+4 hp	4	+5	4	3	3	2	2	2	-
14	9+5 hp	4	+6	4	3	3	3	2	2	-
15	9+6 hp	4	+6	4	4	3	3	3	2	-
16	9+7 hp	4	+7	4	4	3	3	3	3	-
17	9+8 hp	4	+7	5	4	4	3	3	3	1
18	9+9 hp	4	+7	5	4	4	4	3	3	1
19	9+10 hp	4	+7	6	5	4	4	4	3	1
20	9+11 hp	4	+8	6	5	5	5	4	4	2
21+	9+1 hp/level	4	+8	6	6	6	5	5	4	2

Paladin

The paladin is the divine warrior who has dedicated his life to a single deity. In comparison to the cleric, the paladin does not hold masses or evangelise others. He simply enforces the dogmata of his god, also using violence. The paladin is not a spellcaster like the cleric, but is granted a variety of other divine powers. Servants of malignant deities are usually called antipaladins, whereas the ones associated with neutral gods are called templars.

The paladin's prime attribute is constitution. He can use any weapons and armour apart from ranged weapons.



Paladin Class Abilities

Detect Evil: The paladin can *Detect Evil* at will. The ability can be used a number of times equal to half the paladin's level. The antipaladin uses *Detect Good*, the templar *Detect Lies* instead.

Dispel Evil: Starting at eighth level, the paladin can use *Dispel Evil*. The ability can be used a number of times equal to half the paladin's level. Instead, the antipaladin gains *Dispel Good* and the templar *Dispel Magic*.

Healing Hands: Once per day, the paladins can lay on hands on someone to cure two points of damage per class level. He may also cure one disease. The antipaladin has an ability called harming hands with the reverse effect. The templar may use both abilities, but only heals or harms one point of damage or hit point per level. He cannot cure or cause diseases. The ability gains one additional use every five levels starting at level five.

Immune to Diseases: Due to divine favour, the paladin is immune to all diseases.

Stronghold: Upon reaching level ten, the paladin can found his own stronghold within his holy order. The stronghold will attract men-at-arms, some of them willing to become paladins themselves.

Table 28: Paladin Advancement

Level	Total Hit Dice (d8)	Saving Throw	THACO Bonus
1	8 hp	12	-
2	2	11	-
3	3	10	+1
4	4	9	+2
5	5	8	+2
6	6	7	+3
7	7	6	+4
8	8	5	+5
9	9	4	+6
10	9+2 hp	3	+7
11	9+4 hp	2	+7
12	9+6 hp	2	+8
13	9+8 hp	2	+9
14	9+10 hp	2	+9
15	9+12 hp	2	+10
16	9+14 hp	2	+11
17	9+16 hp	2	+12
18	9+18 hp	2	+12
19	9+20 hp	2	+13
20	9+22 hp	2	+13
21+	9+2 hp/level	2	+14

Psion

Psions are special creatures. Superficially, they look just like a common member of their race. However, all psions share one distinctive ability: They have mental capabilities beyond those of normal creatures and can use so-called psionic powers. These powers, a product of their mind, can be used by a psion to manipulate his environment, other creatures or his own body.

The use of psionic powers can be trained, but creatures can become psions only if there are born with at least some psionic abilities. Psionics are not equally common among all races. In some races, all members are psions; their ecology might even completely depend on this ability. Among others, psions are rare or completely absent. Some scholars think that every sentient being has minimal amount of psionic power, but it does not necessarily manifest itself.

In many societies, psions do not have an established position. In comparison to wizards and priests, their have no tradition the people are familiar with. Psionic powers are less visible and obvious than magic, which scares many and has led to prosecution of psions in some cultures.

The psion's prime attribute is wisdom. With the exception of staffs, he can use all weapons up to the size of a short sword. He cannot use any armour no heavier than leather armour.

Psion Class Abilities

Power of the Mind: With a high wisdom score, a psion will gain a bonus to his psion force.

Psion Powers: The psion can use his powers to manipulate other creatures, his environment and himself. At every new level, the psion gains new powers. These powers are randomly chosen, but the discipline they originate from can be chosen by the psion. Whenever the psion uses a power, he loses a number of PSP. If the use of a psion power is not successful, he still loses half of the PSP. PSP are restored by one night of rest.

Saving Throw Bonus: Against attacks by other psions, the psion adds his psion force as a bonus to his saving throw.

Stronghold: At level ten, the psion can establish a school. The character of this school depends mostly on the psion's cultural background. It can be an actual academy, a hermit's hut somewhere in the mountains or a secret laboratory. In any case, the stronghold will attract young psions that want to learn from their new master.



Table 29: Psion Advancement

Level	Total Hit Dice (d6)	Saving Throw	THACO Bonus	Psion Force	Daily Psion Points	Psion Powers
1	1	15	-	2	15	5
2	2	14	-	3	20	8
3	3	13	-	3	30	11
4	4	12	+1	4	40	13
5	5	11	+1	4	50	15
6	6	10	+2	5	60	17
7	7	9	+2	5	70	19
8	8	8	+3	6	80	21
9	9	7	+3	6	90	23
10	9+1 hp	6	+4	7	100	25
11	9+2 hp	5	+5	7	110	27
12	9+3 hp	4	+5	8	120	29
13	9+4 hp	4	+5	8	130	31
14	9+5 hp	4	+6	9	140	33
15	9+6 hp	4	+6	9	150	35
16	9+7 hp	4	+7	10	160	37
17	9+8 hp	4	+7	10	170	39
18	9+9 hp	4	+7	11	180	41
19	9+10 hp	4	+7	11	190	43
20	9+11 hp	4	+8	12	200	45
21+	9+1 hp/level	4	+8	12	210	47

Ranger

The ranger is a man of the wilderness. Unlike the druid, he is not a preserver of natural balance, but a guardian of wildlife as well as a protector of knowledge and civilisation. The ranger respects all life, but does not hesitate to destroy it if necessary. Not only trained in combat, the ranger is also proficient in tracking, blending into the background and stalking. Rangers often life isolated and far off the cities, though there are some that dedicated their life to protecting a principle, lifestyle or severing a ruler.

Rangers sometimes work in groups, but outside of their stronghold, most of them work only in pairs or alone. Depending on their goal, they have no issue with cooperating with members of other classes, though.

The ranger's main attribute is constitution. He may use any armour or weapon.

Ranger Class Abilities

Animal Companion: The ranger's animal companion is an animal loyal to him. The animal companions are smarter than an average animal and can empathically communicate with the ranger. A special link exists between the ranger and the companion. As the ranger gains experience, the animal's abilities will expand as well.

Favoured Enemy: Every ranger has a group of creatures he considers his archenemies, often dragons, vampires, golems or giants. Against these enemies, the ranger gains a +1 THACO bonus for every level and a +1 damage bonus for every two levels starting with the second. Having a favoured enemy does not mean the ranger is hostile to every individual of the species, but if encountering a hostile one, the ranger will always go for it first, even if this is not the best tactical choice. Every ten levels, the ranger may choose an additional favoured enemy.

Ranger Skills: The ranger is an expert in moving unnoticed, hiding and following tracks, especially in the wilderness. He will not be able to move silently while wearing heavy armour.

Strength Bonus: Like the fighter, the ranger gets a THACO and damage bonus for a high strength score.

Stronghold: At level ten, the ranger can establish a stronghold. This is usually a fortress in the wilderness. It will attract other rangers as well as some thieves and sometimes animists.



Table 30: Ranger Advancement

Level	Total Hit Dice (d8)	Saving Throw	THACO Bonus	Ranger Skills (d20)		
				Move Silently	Hide	Tracking
1	8 hp	14	-	15	18	12
2	2	13	-	14	17	12
3	3	12	+1	13	16	11
4	4	11	+2	12	15	11
5	5	10	+2	11	14	10
6	6	9	+3	10	13	9
7	7	8	+4	9	12	9
8	8	7	+5	8	11	8
9	9	6	+6	7	10	8
10	9+1 hp	5	+7	7	9	7
11	9+2 hp	4	+7	6	9	7
12	9+3 hp	4	+8	6	8	6
13	9+4 hp	4	+9	5	8	6
14	9+5 hp	4	+9	4	7	5
15	9+6 hp	4	+10	4	7	5
16	9+7 hp	4	+11	3	6	4
17	9+8 hp	4	+12	3	6	4
18	9+9 hp	4	+12	3	5	3
19	9+10 hp	4	+13	3	5	3
20	9+11 hp	4	+13	2	5	2
21+	9+1 hp/level	4	+14	2	5	2

Samurai

The samurai is the honourable warrior of the East. Samurai are proud and do not tolerate mockery. Often raised in noble families, samurai are not only proficient in combat, but also in literature and arts. Every samurai carries his trusted weapon, the katana. Most samurai are also trained in the use of other weapons. Samurai respect their enemies and demand respect from them.

A samurai who has fallen from grace is called a ronin. A ronin often has abandoned the bushido. The bushido, the way of the warrior, is the codex of samurai. A ronin can regain his honour if he has been stripped of his title wrongly and can prove it.

The samurai's prime attribute is strength. He can use any kind armour, but no shields. The weapons a samurai uses are the katana, wakizashi, nodachi and yari. If he is not used to handle Western weapons, he will need some time to get used to them.

Samurai Class Abilities

Battle Cry: From level eight on, the samurai may gather his inner strength once per day and let out a cry that causes *Fear* in all enemies in earshot. Enemies with five hit dice less than the samurai or more are permitted a saving throw.

Challenge: Once per day, the samurai can challenge an opponent in combat. If that opponent fails a saving throw, it has to concentrate its efforts on fighting the samurai until defeat or morale failure. This ability can be used only once per encounter and an additional time every three levels.

Fearless: The samurai himself is a fearless warrior. He is immune against all kinds of magical or mundane fear.

Perception: A samurai is good judge of character. From level four on, the can use *Detect Lies* once per day. He gains additional uses at level seven, ten and fourteen as well as every fourth level afterwards.

Saving Throw Bonus: The samurai gains a +2 bonus to saving throws against death.

Strength Bonus: With above-average strength, the samurai gets a THACO and damage bonus.

Stronghold: Upon reaching level ten, the samurai can claim a piece of land and build a shiro or an estate on it. This will attract a number of followers, young warriors among them.



Table 31: Samurai Advancement

Level	Total Hit Dice (d10)	Saving Throw	THACO Bonus
1	10 hp	13	-
2	2	12	-
3	3	11	+1
4	4	10	+2
5	5	9	+2
6	6	8	+3
7	7	7	+4
8	8	6	+5
9	9	5	+6
10	9+2 hp	4	+7
11	9+4 hp	4	+7
12	9+6 hp	4	+8
13	9+8 hp	4	+9
14	9+10 hp	4	+9
15	9+12 hp	3	+10
16	9+14 hp	3	+11
17	9+16 hp	3	+12
18	9+18 hp	3	+12
19	9+20 hp	3	+13
20	9+22 hp	3	+13
21+	9+2 hp/level	3	+14

Shinobi

The shinobi is a specialist from the East. His specialities are espionage, infiltration, elimination and disguise. Experienced shinobi even gain the ability to use magic to enhance their abilities further. Shinobi are secretive and are organised in clans hidden in the mountains. Apart from shinobi clans, other groups like temples or military organisations may train shinobi as well.

Some travelling shinobi are on a secret mission for their clan, which they usually do not share with anyone, even companions or friends. Others have abandoned their clan for various reasons. Some are considered traitors and hunted by their former fellow shinobi.

The shinobi's prime attributes are dexterity and intelligence. He does not wearer armour more heavy than leather armour, uses no shields and no two-handed weapons.

Shinobi Class Abilities

Arcane Spell Casting: The shinobi learns and casts spells just like the mage. He can only learn spells from the shinobi spell list, but may cast spells from other classes directly from magical scrolls. The shinobi is dextrous enough to move while casting spells.

Backstab: Like the thief, the shinobi can attack enemies from behind to gain a +4 THACO bonus and do double damage. The damage is tripled at level six and quadrupled from level ten on.

Thief skills: The shinobi has all the thieving abilities of the thief, but is usually less skilled regarding lock picking and tasks like disarming traps.

Stronghold: After having reached level ten, the shinobi can create a shinobi clan and become a jonin. The clan's fortress will attract other shinobi. Spies of other clans might be among them. If the current leader of the shinobi's clan has been corrupted or betrayed the clan, the shinobi may eliminate him and take over his position to bring the clan back on the right path.



Table 32: Shinobi Advancement

Level	Total Hit Dice (d6)	Saving Throw	THACO Bonus	Thief Skills (d20)					Daily Spells per Spell Level					
				Climb Walls	Delicate Tasks	Hide in Shadows	Move Silently	Open Locks	1	2	3	4	5	6
1	6 hp	15	-	4	18	18	16	18	-	-	-	-	-	-
2	2	14	-	4	17	17	15	17	-	-	-	-	-	-
3	3	13	-	4	16	16	14	16	1	-	-	-	-	-
4	4	12	+1	3	15	15	13	15	1	-	-	-	-	-
5	5	11	+1	3	14	14	12	14	2	1	-	-	-	-
6	6	10	+2	3	13	13	11	13	2	1	-	-	-	-
7	7	9	+2	3	12	12	10	12	2	1	1	-	-	-
8	8	8	+3	3	11	9	8	11	3	2	1	-	-	-
9	9	7	+3	2	10	7	6	10	3	2	1	1	-	-
10	10	6	+4	2	9	5	4	9	3	2	2	1	-	-
11	10+1 hp	5	+5	2	8	3	2	8	3	2	2	1	1	-
12	10+2 hp	5	+5	2	7	2	2	7	4	3	2	1	1	-
13	10+3 hp	5	+5	2	6	2	2	6	4	3	2	2	1	1
14	10+4 hp	5	+6	2	5	2	2	5	4	3	3	2	1	1
15	10+5 hp	5	+6	2	4	2	2	4	4	3	3	2	2	1
16	10+6 hp	5	+7	2	3	2	2	3	4	3	3	2	2	1
17	10+7 hp	5	+7	2	3	2	2	3	5	4	3	2	2	1
18	10+8 hp	5	+7	2	3	2	2	3	5	4	3	3	2	2
19	10+9 hp	5	+7	2	3	2	2	3	5	4	4	3	2	2
20	10+10 hp	5	+8	2	3	2	2	3	5	4	4	3	3	2
21+	10+1 hp/level	5	+8	2	2	2	2	2	5	4	4	3	3	2

Sorcerer

The sorcerer uses arcane magic like the mage and the necromancer, but he does not use a spell books. Instead, he casts spells intuitively using his inherited powers. Nobody is sure whether those innate powers come from the touch of an angel or devil, a dragon in the sorcerer's bloodline or something completely different. Generally, the sorcerer's magic is more wild and aggressive than one of the mage. While many mages get formal training and members of the nobility in some cultures, the sorcerer's uncanny power are often unleashed spontaneously and scare others who do not understand them.

The sorcerer's prime attribute is charisma. He has the same weapon and armour restrictions as the mage, the necromancer and most other arcane spellcasters.



Sorcerer Class Abilities

Arcane Spell Casting: The sorcerer casts arcane spells like the mage, but does not have to prepare them. Instead, he can cast any spell he generally knows up to the number of spells given per level. The sorcerer can cast arcane spells not found on the mage's spell list directly from scrolls. The sorcerer also needs mage scrolls to learn new spells. If all of the sorcerer's spell slots of a certain spell level are already full, learning a new spell and replacing an old one is twice as hard. A sorcerer with a high charisma score can increase the number of spells he can cast daily.

Saving Throw Bonus: The sorcerer gains a +2 bonus to saving throws against magic.

Stronghold: Like the mage, the sorcerer can build a stronghold and gather followers from tenth level on. Sorcerers are less likely to take any pupil rich enough to pay for his education. Often, they travel the lands to find other with the gift to control magic spontaneously.

Table 33: Sorcerer Advancement

Level	Total Hit Dice (d4)	Saving Throw	THACO Bonus	Daily Spells per Spell Level									Number of Spells Known per Spell Level								
				1	2	3	4	5	6	7	8	9	1	2	3	4	5	6	7	8	9
1	4 hp	15	-	2	-	-	-	-	-	-	-	-	2	-	-	-	-	-	-	-	-
2	2	14	-	3	-	-	-	-	-	-	-	-	2	-	-	-	-	-	-	-	-
3	3	13	-	4	2	-	-	-	-	-	-	-	3	1	-	-	-	-	-	-	-
4	4	12	+1	5	4	-	-	-	-	-	-	-	3	1	-	-	-	-	-	-	-
5	5	11	+1	6	3	2	-	-	-	-	-	-	4	2	1	-	-	-	-	-	-
6	6	10	+2	6	4	4	-	-	-	-	-	-	4	2	1	-	-	-	-	-	-
7	7	9	+2	6	5	3	2	-	-	-	-	-	5	3	2	1	-	-	-	-	-
8	8	8	+3	6	5	5	4	-	-	-	-	-	5	3	2	1	-	-	-	-	-
9	9	7	+3	6	5	5	3	2	-	-	-	-	5	4	3	2	1	-	-	-	-
10	10	6	+4	6	6	5	4	4	-	-	-	-	5	4	3	2	1	-	-	-	-
11	11	5	+5	6	6	6	5	5	-	-	-	-	5	5	4	3	2	-	-	-	-
12	10+1 hp	5	+5	6	6	6	6	6	2	-	-	-	6	5	4	3	2	1	-	-	-
13	10+2 hp	5	+5	8	8	8	6	6	4	-	-	-	6	5	4	4	3	1	-	-	-
14	10+3 hp	5	+6	8	8	8	6	6	5	2	-	-	6	5	4	4	3	2	1	-	-
15	10+4 hp	5	+6	8	8	8	8	6	6	3	-	-	6	5	5	4	4	2	1	-	-
16	10+5 hp	5	+7	8	8	8	8	8	8	3	2	-	6	6	5	4	4	3	2	1	-
17	10+6 hp	5	+7	9	9	9	8	8	8	3	3	-	6	6	5	5	4	3	2	1	-
18	10+7 hp	5	+7	9	9	9	9	9	8	3	3	2	6	6	5	5	4	3	3	2	1
19	10+8 hp	5	+7	11	11	11	9	9	9	5	3	3	6	6	5	5	5	4	3	2	1
20	10+9 hp	5	+8	11	11	11	11	11	11	5	5	3	6	6	6	5	5	4	3	3	2
21+	10+1 hp/level	5	+8	12	12	12	11	11	11	6	5	5	6	6	6	5	5	4	4	3	2

Thief

The thief is not just a criminal, he is a specialist. He is the expert for stealth, delicate tasks and scouting. More silent than fighter and cleric and more ruthless than monk and druid, the thief often uses the indirect approach to reach his goals. In straight combat, the thief will not survive long, so he relies on his expertise to get out of dangerous situations. The thief's allies are the shadows and a hidden blade.

The thief's prime attribute is dexterity. He may wear nothing heavier than leather armour and does not use shields larger than a buckler. Among magical weapons, only daggers and short swords can be used by the thief. Thieves of various races get different modifiers to their thief skills.

Thief Class Skills

Backstab: When surprising an enemy or attacking from behind, the thief gains a +4 THACO bonus and inflicts double damage. The damage is tripled from level five on and quadrupled from level eight on.

Read Magic Writings: From eighth level on, thief has gathered enough knowledge to read arcane magic writings. This allows him to cast spells from scrolls up to spell level six. In one out of ten cases, this goes terribly wrong. If trying to cast a spell from a scroll higher than level six, unpredictable things may happen.

Thief Skills: The thief has a variety of skill. These include climbing walls others could never climb, performing delicate tasks like pickpocketing or disarming traps, hiding almost everywhere, picking locks and sneaking without a sound.

Saving Throw Bonus: The thief gains a +4 saving throw bonus against all kinds of saving throws related to traps, mechanism or similar devices.

Stronghold: After the thief has reached level ten, he can establish his own thieves' guild, usually under the cover of a legal business. The thieves' guild will attract young thieves and maybe even assassins.



Table 34: Thief Advancement

Level	Total Hit Dice (d6)	Saving Throw	THACO Bonus	Thief Skills (d20)				
				Climb Walls	Delicate Tasks	Hide in Shadows	Move Silently	Open Locks
1	6 hp	12	-	5	17	18	16	18
2	2	11	-	5	16	17	15	17
3	3	10	-	5	15	16	14	16
4	4	9	+1	4	14	15	13	15
5	5	8	+1	4	13	14	12	14
6	6	7	+2	4	12	13	11	13
7	7	6	+2	4	11	12	10	12
8	8	5	+3	4	10	9	8	9
9	9	4	+3	3	8	7	6	7
10	10	3	+4	3	6	5	4	5
11	10+1 hp	2	+5	3	4	3	2	3
12	10+2 hp	2	+5	3	2	2	2	2
13	10+3 hp	2	+5	3	2	2	2	2
14	10+4 hp	2	+6	2	2	2	2	2
15	10+5 hp	2	+6	2	2	2	2	2
16	10+6 hp	2	+7	2	2	2	2	2
17	10+7 hp	2	+7	2	2	2	2	2
18	10+8 hp	2	+7	2	2	2	2	2
19	10+9 hp	2	+7	2	2	2	2	2
20	10+10 hp	2	+8	2	2	2	2	2
21+	10+1 hp/level	2	+8	2	2	2	2	2

WARLOCK

The warlock is an arcane spellcaster. In comparison to the mage, necromancer and illusionist, he does not mainly draw his powers from the magic surrounding him. Instead, the warlock has made a bargain with a powerful entity in exchange for magical power. These entities are often devil or demons, but sometimes also beings from alternate Material Planes or completely different dimensions.

A warlock's soul is bound to his master. However, there is one way to escape: The warlock has to live long enough and deliver many souls to his master. Many warlocks fail to accomplish this and end up in the Abyss or other sinister places. This does not prevent others from seeking out pacts with dark beings. In most societies, making such pacts is an unspeakable crime. Thus, most warlocks appear as mages.

The warlock has no prime attribute. He can wear armour no heavier than leather armour and use all weapon no larger than a short sword as well as spears.

WARLOCK CLASS ABILITIES

Arcane Spell Casting: The warlock is an arcane spellcaster. However, as his master provides him with powers, he learns, prepares and casts spells like a cleric. He can read and understand, but not cast, arcane and divine scrolls. From tenth level on, the warlock can also cast spells from these scrolls with a 10% chance of failing. In this case, something unexpected will happen. The warlock can cast spells while wearing armour no heavier than leather armour. He can only cast spells from the warlock spell list.

Backstab: Like the thief, the inquisitor can attack enemies from behind to gain a +3 THACO bonus and do double damage. The damage is tripled at level eight and quadrupled from level twelve on.

Dark Pact: If the warlock dies, his master will not give up his soul willingly. The resurrection or reincarnation of a warlock will thus result in a loss of one third of his levels, rounded up. The power the warlock gained while advancing will be kept by his master. At level twelve, the warlock has send enough souls to his master and be resurrected like any other class.

Eldritch Blast: Once per round, the warlock can fire a blast of energy at a target within a range twenty metres that does 1d4 points of damage. The target is permitted a saving throw vs. magic to avoid being hit. Every three level staring with level three, the blast does one additional point of damage. The eldritch blast can be used while backstabbing an enemy. A normal attack roll has to be made to hit with eldritch blast.

Saving Throw Bonus: The warlock is granted a +1 saving throw bonus against magic and death.

Stronghold: At level ten, the warlock can establish a stronghold. This will be the headquarters of a cult around the warlock master. The stronghold will attract other who too cannot resist the temptation of power.



Table 35: Warlock Advancement

Level	Total Hit Dice (d6)	Saving Throw	THACO Bonus	Daily Spells per Spell Level						
				1	2	3	4	5	6	7
1	6 hp	15	-	1	-	-	-	-	-	-
2	2	14	-	2	-	-	-	-	-	-
3	3	13	-	2	1	-	-	-	-	-
4	4	12	+1	3	2	-	-	-	-	-
5	5	11	+1	3	2	-	-	-	-	-
6	6	10	+2	3	2	1	-	-	-	-
7	7	9	+2	4	3	2	-	-	-	-
8	8	8	+3	4	3	2	-	-	-	-
9	9	7	+3	4	3	2	1	-	-	-
10	10	6	+4	4	3	3	2	-	-	-
11	11	5	+5	4	4	3	2	-	-	-
12	10+1 hp	5	+5	4	4	3	2	1	-	-
13	10+2 hp	5	+5	4	4	4	3	2	-	-
14	10+3 hp	5	+6	5	4	4	4	3	-	-
15	10+4 hp	5	+6	5	4	4	4	4	1	-
16	10+5 hp	5	+7	5	5	5	4	4	2	-
17	10+6 hp	5	+7	5	5	5	4	4	3	1
18	10+7 hp	5	+7	5	5	5	5	4	4	2
19	10+8 hp	5	+7	5	5	5	5	5	5	2
20	10+9 hp	5	+8	6	6	6	5	5	5	2
21+	10+1 hp/level	5	+8	6	6	6	6	6	5	2

WARLORD

The warlord is a warrior and leader. He has not only been trained to excel in combat, but also to inspire others to do so as well. The warlord thinks tactically and is often one step ahead of his opponents. Warlords exist in almost all cultures. Some are actual military leaders who fight wars on the battlefield and at the map table. Others have discovered their talent by themselves and became the leaders of a band of adventures, robbers or another group.

The warlord's prime attributes are strength and charisma. He can use any weapon and armour.

WARLORD CLASS ABILITIES

Heroic Surge: Once per day, the warlord can sacrifice any actions he could do in a combat round and grant those to an ally no more than fifteen metres away. Every four levels, the warlord can use this ability one additional time, but only once per turn.

Inspiration: During combat, the warlord can use one round to inspire all fellow adventurers within a radius of fifteen metres. This grants a +1 bonus to THACO, damage and saving throw against fear. Every ten levels, the bonus increases by one. This ability lasts one turn and can be used once per day per level of the warlord.

Leadership: The warlord has been trained to lead others. He can hire twice as many hirelings as members of any other class.

Multiple Attacks: Against creatures with no more than one hit dice or five hit dice less than the fighter, he makes one attack per level each round.

Strength Bonus: With above-average strength, the warlord gets a THACO and damage bonus.

Vigilance: The warlord can judge the terrain around him and determine what action the enemy may take. This gives all opponents a -1 bonus to surprise rolls. Every eight levels, this bonus increases by one.

Stronghold: At level ten, the warlord can establish a stronghold of his own. This can be a fortress on the frontier, a military garrison or a proconsul's palace.



Table 36: Warlord Advancement

Level	Total Hit Dice (d6)	Saving Throw	THACO Bonus
1	6 hp	14	-
2	2	13	-
3	3	12	+1
4	4	11	+1
5	5	10	+2
6	6	9	+2
7	7	8	+3
8	8	7	+3
9	9	6	+4
10	9+1 hp	5	+5
11	9+2 hp	4	+5
12	9+3 hp	4	+6
13	9+4 hp	4	+7
14	9+5 hp	4	+7
15	9+6 hp	4	+8
16	9+7 hp	4	+8
17	9+8 hp	4	+9
18	9+9 hp	4	+10
19	9+10 hp	4	+10
20	9+11 hp	4	+11
21+	9+1 hp/level	4	+12

Witch

Witches are arcane spellcasters, but unlike wizards, they do not go to academies or sit and libraries and study all day. Their powers are based on traditions, ancient knowledge and sometimes pacts with devils. There are many kinds of witches. Some are wise crones proficient in herbalism that serve their village as a guide, healer and oracle. Others are young, eager to see the world and explore the potential of their powers. Some have been seduced by dark powers, thrive for control of others or for eternal youth. Male witches as such do not exist, but a male of a similar profession is usually called a hexer.



The witch's prime attribute is intelligence. She has the same equipment limitation as the mage and the necromancer.

Witch Class Abilities

Arcane Spell Casting: The witch is an arcane spellcaster, just like the mage, the necromancer and other classes. Her magic works like that of most arcane spellcasters. The witch is granted additional daily spells for high intelligence. She is limited to learn spell from the witch spell list, but can cast spells of any arcane class directly from spells. She can also read and understand, but not cast, cleric and druid spells.

Familiar: At third level, a witch can seek out a familiar from the witch's list of familiars.

Potion Brewing: The witch can brew one potion per week. Every eight levels, she can make one additional potion.

Saving Throw Bonus: The witch gains a +1 bonus to saving throws vs. death and magic.

Stronghold: At tenth level, a witch can create a coven with her as the head witch. Covens are often founded in wild forests, caves or other places not easy to reach. The coven will attract young witches – and possibly witch hunters.

Table 37: Witch Advancement

Level	Total Hit Dice (d4)	Saving Throw	THACO Bonus	Daily Spells per Spell Level								
				1	2	3	4	5	6	7	8	9
1	4 hp	15	-	1	-	-	-	-	-	-	-	-
2	2	14	-	2	-	-	-	-	-	-	-	-
3	3	13	-	2	1	-	-	-	-	-	-	-
4	4	12	+1	3	2	-	-	-	-	-	-	-
5	5	11	+1	4	2	1	-	-	-	-	-	-
6	6	10	+2	4	2	2	-	-	-	-	-	-
7	7	9	+2	4	3	2	1	-	-	-	-	-
8	8	8	+3	4	3	3	2	-	-	-	-	-
9	9	7	+3	4	3	3	2	1	-	-	-	-
10	10	6	+4	4	4	3	2	2	-	-	-	-
11	11	5	+5	4	4	4	3	3	-	-	-	-
12	10+1 hp	5	+5	4	4	4	4	4	1	-	-	-
13	10+2 hp	5	+5	5	5	5	4	4	2	-	-	-
14	10+3 hp	5	+6	5	5	5	4	4	3	1	-	-
15	10+4 hp	5	+6	5	5	5	5	4	4	2	-	-
16	10+5 hp	5	+7	5	5	5	5	5	5	2	1	-
17	10+6 hp	5	+7	6	6	6	5	5	5	2	2	-
18	10+7 hp	5	+7	6	6	6	6	6	5	2	2	1
19	10+8 hp	5	+7	7	7	7	6	6	6	3	2	2
20	10+9 hp	5	+8	7	7	7	7	7	7	3	3	2
21+	10+1 hp/level	5	+8	8	8	8	7	7	7	4	3	3

Wizard Slayer

The wizard slayer is a combat expert specialised in fighting practitioners of magic. Some wizard slayers comes from a culture or society where magic is reserved for member of an elite group or not allows at all, others are simply warriors trained by their order to have an countermeasure to hostile spellcasters. Not all wizard slayers hate magic as such. Many value it as much as everybody else does, provided it is not used by the enemy. Some focus on divine, some on arcane, some on all kinds of magic. The one trait all wizard slayers have in common is their ability to sense magic.

The wizard slayer's prime attribute is strength. He can use any weapon or armour.

Wizard Slayer Class Abilities

Disrupt Magic: Whenever the wizard slayer attacks an enemy spellcaster who is currently casting a spell, he spellcaster has to make a saving throw. If he does not succeed, the casting fails and the spell is lost. The wizard slayer does not actually need to hit or damage the spellcaster to disrupt him.

Magic Resistance: Over time, the wizard slayer learns to avoid the effect of hostile magic and gains more and more magic resistance.

Precision Strike: The wizard slayer scores at critical hit not only on rolling a twenty, but also on rolling a nineteen.

Saving Throw Bonus: The wizard slayer is granted a +2 bonus to saving throws vs. magic.

Slayer's Intuition: The wizard can use *Detect Magic* and *Detect Illusion* once per day. Every three levels starting with the third, he gains another daily use of both abilities.

Strength Bonus: With above-average strength, the duellist gets a THACO and damage bonus.

Stronghold: Once he has reached level ten, the wizard slayer can establish a stronghold. The nature of this stronghold depends entirely on the culture and background of the wizard slayer. It can be the citadel of an order devoted to the containment of magic, the headquarters of a mercenary guild or a completely different establishment.



Table 38: Wizard Slayer Advancement

Level	Total Hit Dice (d8)	Saving Throw	THACO Bonus	Magic Resistance
1	8 hp	14	-	2%
2	2	13	-	3%
3	3	12	+1	5%
4	4	11	+2	6%
5	5	10	+2	8%
6	6	9	+3	9%
7	7	8	+4	11%
8	8	7	+5	12%
9	9	6	+6	14%
10	9+2 hp	5	+7	15%
11	9+4 hp	4	+7	17%
12	9+6 hp	4	+8	18%
13	9+8 hp	4	+9	20%
14	9+10 hp	4	+9	21%
15	9+12 hp	4	+10	23%
16	9+14 hp	4	+11	24%
17	9+16 hp	4	+12	26%
18	9+18 hp	4	+12	27%
19	9+20 hp	4	+13	29%
20	9+22 hp	4	+13	30%
21+	9+2 hp/level	4	+14	32%

Animist

The animist is a hybrid class. It combines the abilities of cleric and druid. Most gods will not tolerate members of their priesthood not entirely devoted to them, but also to the protection of nature, but some god associated with animals, plants or nature in general do so. Animists are usually trained by other animists. They learn how to channel the powers of nature and are educated to be servants of their deity. Druids often distrust animists, as most of them believe that druidism should be kept away from divine intervention, even if said gods call nature one of their domains. Clerics, on the other hand, usually have no issue with animists. Temples with both clerics and animists – and possibly members of other divine classes – are common. If animists form druidic circles, they will always consist of animists only.

The animist's prime attribute is wisdom. He can use any non-metal equipment short of edged weapons, but will be able to cast spells only while wearing wooden armour or no armour at all.

Animist Class Abilities

Divine Favour: An animist with high wisdom is granted either additional daily divine or druidic spells, but not both. At the beginning of his training, an animist choses on which kind of magic he wants to focus on.

Divine Spell Casting: The animist can cast divine spells just like cleric. He can also reverse healing and harming spells or convert a prepared non-healing spell into a healing spell.

Druidic Spell Casting: Like a druid, the animist can use druidic magic.

Immunity to Fey Charms: From seventh level on, a druid is immune to the charms of dyrads, nixies, satyrs and other sylvan creatures.

Knowledge of Nature: In the wilderness, the animist can move without a trace, read traces of animals, find water and food and perform similar tasks better than almost anybody else. Most animists speak sylvan, but usually not the secret language of the druids.

Saving Throw Bonus: The animist is granted a +1 saving throw bonus against death and fire.

Turn Undead: The animist can turn undead, though his level is halved for this purpose.

Stronghold: At level ten, the animist can establish a stronghold dedicated to his deity. This can be a regular temple, a shrine in the forest or a circle similar to a druidic circle. The stronghold will attract followers of the animist's god, young clerics and sometimes also sylvan creatures.

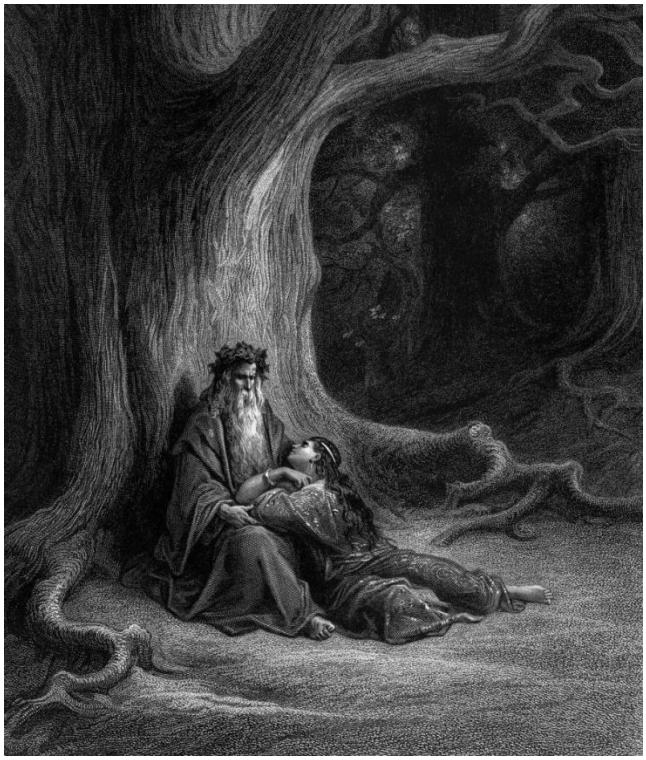


Table 39: Animist Advancement

Level	Total Hit Dice (d6)	Saving Throw	THACO Bonus	Daily Divine Spells per Spell Level							Daily Druidic Spells per Spell Level						
				1	2	3	4	5	6	7	1	2	3	4	5	6	7
1	6 hp	15	-	-	-	-	-	-	-	-	1	-	-	-	-	-	-
2	2	14	-	-	-	-	-	-	-	-	2	-	-	-	-	-	-
3	3	13	+1	1	-	-	-	-	-	-	2	1	-	-	-	-	-
4	4	12	+1	1	1	-	-	-	-	-	3	1	-	-	-	-	-
5	5	11	+2	2	1	-	-	-	-	-	3	1	-	-	-	-	-
6	6	10	+2	2	2	-	-	-	-	-	3	1	1	-	-	-	-
7	7	9	+3	2	2	-	-	-	-	-	3	2	1	-	-	-	-
8	8	8	+3	2	2	1	-	-	-	-	3	2	2	-	-	-	-
9	9	7	+4	2	2	1	1	-	-	-	3	2	2	1	-	-	-
10	10	6	+5	2	2	1	1	-	-	-	4	2	2	1	-	-	-
11	11	5	+5	2	2	2	1	1	-	-	4	3	2	1	-	-	-
12	10+1 hp	4	+6	2	2	2	2	1	-	-	4	3	2	1	-	-	-
13	10+2hp	4	+7	2	2	2	2	2	-	-	4	3	2	1	1	-	-
14	10+3 hp	4	+7	3	3	2	2	2	-	-	4	3	3	2	1	-	-
15	10+4 hp	4	+8	3	3	3	2	2	-	-	5	3	3	2	1	1	
16	10+5 hp	4	+8	3	3	3	3	2	-	-	5	4	3	2	1	1	-
17	10+6 hp	4	+9	3	3	3	3	3	-	-	5	4	3	2	2	1	
18	10+7 hp	4	+10	4	4	3	3	3	1	-	5	4	4	3	2	1	-
19	10+8 hp	4	+10	4	4	4	3	3	1	-	6	5	4	3	2	2	1
20	10+9 hp	4	+11	4	4	4	4	3	2	1	6	5	5	4	3	2	1
21+	10+1 hp/level	4	+12	4	4	4	4	4	2	2	6	5	5	4	3	2	1

Bishop

The bishop is a hybrid class. He combines the abilities of cleric and warlord. The bishop is a religious and military leader who follows the path of faith and also has been trained in combat and tactics. In comparison to the paladin and the conquistador, the bishop usually leads other into combat and is at his best when leading a group.

In times of peace, the bishop serves a similar purpose as a common priest. Many bishops are assigned to cities and keeps near the wilderness or in other dangerous areas, though.

The bishop' prime attribute is charisma. He can use any weapon or armour.

Bishop Class Abilities

Divine Spell Casting: The bishop can cast divine spells just like cleric. He can also reverse healing and harming spells or convert a prepared non-healing spell into a healing spell.

Encouragement: Once per turn, the bishop can grant an ally within fifteen metres a +1 bonus to all saving throws if he sacrifices all other actions in that round. The bonus increases by one every eight levels.

Inspiration: During combat, the warlord can use one round to inspire all fellow adventurers within a radius of fifteen metres. This grants a +1 bonus to THACO, damage and saving throw against fear. Every ten levels, the bonus increases by one. This ability lasts one turn and can be used once per day per level of the warlord.

Leadership: The warlord has been trained to lead others. Like the warlord, he can hire twice as many hirelings as members of other classes.

Saving Throw Bonus: The cleric gets a +1 bonus to saving throws against death and paralysis.

Turn Undead: The bishop can turn undead just like the cleric can.

Stronghold: At level ten, a bishop can establish a stronghold, usually a fortified temple or a monastery watching over the borderlands. The stronghold will attracts clerics, fighters and paladins that are willing to join the bishop's cause.

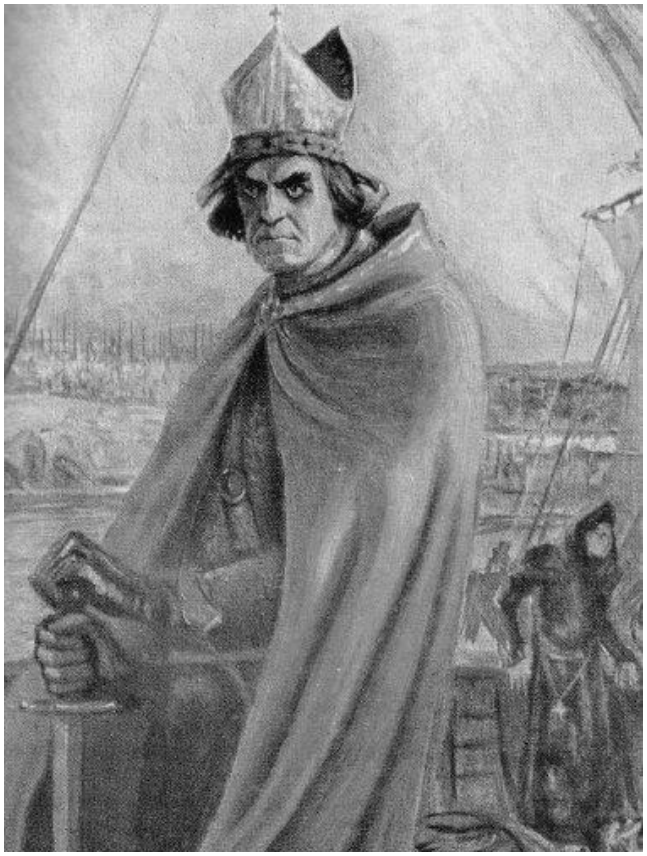


Table 40: Bishop Advancement

Level	Total Hit Dice (d6)	Saving Throw	THACO Bonus	Daily Divine Spells per Spell Level						
1	6 hp	12	-	1	2	3	4	5	6	7
2	2	11	-	-	-	-	-	-	-	-
3	3	10	+1	-	-	-	-	-	-	-
4	4	9	+1	1	-	-	-	-	-	-
5	5	8	+2	1	1	-	-	-	-	-
6	6	7	+2	2	1	-	-	-	-	-
7	7	6	+3	2	2	-	-	-	-	-
8	8	5	+3	2	2	-	-	-	-	-
9	9	4	+4	2	2	1	-	-	-	-
10	9+1 hp	3	+5	2	2	1	1	-	-	-
11	9+2 hp	2	+5	2	2	1	1	-	-	-
12	9+3 hp	2	+6	2	2	2	1	1	-	-
13	9+4 hp	2	+7	2	2	2	2	1	-	-
14	9+5 hp	2	+7	2	2	2	2	2	-	-
15	9+6 hp	2	+8	3	3	2	2	2	-	-
16	9+7 hp	2	+8	3	3	3	2	2	-	-
17	9+8 hp	2	+9	3	3	3	3	2	-	-
18	9+9 hp	2	+10	3	3	3	3	3	-	-
19	9+10 hp	2	+10	4	4	3	3	3	1	-
20	9+11 hp	2	+11	4	4	4	3	3	1	-
21+	9+1 hp/level	2	+12	4	4	4	4	3	2	1

Conquistador

The conquistador is a hybrid class combining traits of the cleric and the fighter. He is follower of a certain deity or pantheon, but did not only study ancient scripts and scared rituals. The conquistador also received more combat training than a cleric would and enforces his believes actively. Conquistadors are similar to paladins, but are active spellcaster and not just blessed by their deity. They can be found almost everywhere, though their title, appearance and ideals may differ greatly.

The conquistador's prime attributes are strength and wisdom. He can use any armour or weapon but edged ones.



Conquistador Class Abilities

Combat Finesse: Whenever the conquistador rolls a 1 on a damage roll, the damage is re-rolled.

Divine Favour: A conquistador with a high wisdom score is granted a number of additional daily spells.

Divine Spell Casting: The conquistador is a divine spellcaster like the cleric. Due to this combat training, he invested less time in the study of the divine and is granted less daily spells than the cleric.

Saving Throw Bonus: The conquistador gets a +1 bonus to saving throws against death and paralysis.

Strength Bonus: With above-average strength, the conquistador gets a THACO and damage bonus.

Turn Undead: The conquistador can turn undead, though his level is halved for this purpose.

Stronghold: At level ten, the conquistador can establish a stronghold of his own, usually a cenobio. The cenobio will attract clerics and other conquistadors, which will help the conquistador to cleanse the land of infidels and enforce divine will.

Table 41: Conquistador Advancement

Level	Total Hit Dice (d8)	Saving Throw	THACO Bonus	Daily Spells per Spell Level						
				1	2	3	4	5	6	7
1	8 hp	15	-	-	-	-	-	-	-	-
2	2	14	-	-	-	-	-	-	-	-
3	3	13	+1	1	-	-	-	-	-	-
4	4	12	+1	1	1	-	-	-	-	-
5	5	11	+2	2	1	-	-	-	-	-
6	6	10	+2	2	2	-	-	-	-	-
7	7	9	+3	2	2	-	-	-	-	-
8	8	8	+4	2	2	1	-	-	-	-
9	9	7	+5	2	2	1	1	-	-	-
10	9+1 hp	6	+6	2	2	1	1	-	-	-
11	9+2 hp	5	+6	2	2	2	1	1	-	-
12	9+3 hp	4	+7	2	2	2	2	1	-	-
13	9+4 hp	4	+8	2	2	2	2	2	-	-
14	9+5 hp	4	+8	3	3	2	2	2	-	-
15	9+6 hp	4	+9	3	3	3	2	2	-	-
16	9+7 hp	4	+9	3	3	3	3	2	-	-
17	9+8 hp	4	+10	3	3	3	3	3	-	-
18	9+9 hp	4	+11	4	4	3	3	3	1	-
19	9+10 hp	4	+11	4	4	4	3	3	1	-
20	9+11 hp	4	+12	4	4	4	4	3	2	1
21+	9+1 hp/level	4	+13	4	4	4	4	4	2	2

Death Knight

The death knight is a hybrid class. He combines the powers of fighter and necromancer. Most warriors who chose to take the path of the death knight want more than just physical power. Some are cursed individuals, others are fascinated by undeath and the possibilities undead henchmen provide. In one or another from, death knights exist in many cultures. Some necromancers recruit death knights as commanders of their undead hoards. While the death knight's magical abilities are limited in comparison to those of a full necromancer, he is not hindered by armour in any way. This allows death knights to command troops from the front lines without sacrificing his arcane abilities. Death knights like to wear blackened armour to fear into the hearts of the troops they fight. Some death ate more subtle, though, and prefer to use magic only if necessary or to surprise their opponent.

The death knight's prime attributes are strength and intelligence. He can use any weapons or armour, and wearing it does limit the death knight's spell casting abilities.

Death Knight Class Abilities

Arcane Spell Casting: The death knight can use arcane magic, just like an arcane spellcaster. His magical powers are fairly limited in comparison to pure spellcaster, but the death knight can use magic even while wearing armour. He is limited to spells from the necromancer's spell list.

Multiple Attacks: Against creatures with no more than one hit dice or five hit dice less than the fighter, he makes one attack per level each round.

Parry: An agile death knight with a high dexterity can evade enemy attacks. If a death knight tries to parry instead of attacking, his opponent gets a THACO penalty.

Strength Bonus: With above-average strength, the death knight gets a THACO and damage bonus.

Stronghold: After having reached level ten, the death knight can establish a stronghold. The stronghold is often a castle close to the wilderness and out of immediate reach of other authorities, unless the death knight comes from a culture where practicing necromancy is not forbidden. The stronghold will attract followers, necromancers and men-at-arms among them.



Table 42: Death Knight Advancement

Level	Total Hit Dice (d8)	Saving Throw	THACO Bonus	Daily Arcane Spells per Spell Level								
				1	2	3	4	5	6	7	8	9
1	8 hp	14	-	1	-	-	-	-	-	-	-	-
2	2	13	-	1	-	-	-	-	-	-	-	-
3	3	12	+1	1	1	-	-	-	-	-	-	-
4	4	11	+2	2	1	-	-	-	-	-	-	-
5	5	10	+2	1	1	-	-	-	-	-	-	-
6	6	9	+3	2	1	1	-	-	-	-	-	-
7	7	8	+4	2	1	1	-	-	-	-	-	-
8	8	7	+5	2	1	1	1	-	-	-	-	-
9	9	6	+6	2	1	1	1	-	-	-	-	-
10	9+2 hp	5	+7	2	2	1	1	1	-	-	-	-
11	9+4 hp	4	+7	3	2	1	1	1	-	-	-	-
12	9+6 hp	4	+8	3	2	2	1	1	-	-	-	-
13	9+8 hp	4	+9	3	2	2	2	1	1	-	-	-
14	9+10 hp	4	+9	3	2	2	2	1	1	-	-	-
15	9+12 hp	4	+10	3	3	2	2	1	1	1	-	-
16	9+14 hp	4	+11	4	3	2	2	2	1	1	-	-
17	9+16 hp	4	+12	4	3	3	2	2	1	1	1	-
18	9+18 hp	4	+12	4	3	3	2	2	1	1	1	-
19	9+20 hp	4	+13	4	3	3	2	2	1	1	1	-
20	9+22 hp	4	+13	4	3	3	2	2	1	1	1	1
21+	9+2 hp/level	4	+14	4	3	3	2	2	1	1	1	1

Hedge Knight

The hedge knight is a hybrid class. It combines the abilities of fighter and thief. The hedge knight is by no means a cavalier in shining armour. He is knows how to fight, but if he does, he uses every trick in the book. He has not mastered the art of combat like the fighter or the samurai, but has acquired some other skill during his career. Hedge knights can be found almost everywhere and are bandit kings, mercenaries or specialists hired by military commanders. Some are even real knights fallen from grace and turned robber baron.

The hedge knight's prime attributes are strength and dexterity. He can use any weapon and armour, but cannot use his thief skills while carrying a shield or wearing armour heavier than leather armour.

Hedge Knight Class Abilities

Backstabbing: When surprising an enemy from behind, the hedge knight gains a +3 THACO bonus. From level three on, the damage done is doubled. It triples and quadruples from levels eight and twelve on.

Combat Finesse: Whenever the hedge knight rolls a one on a damage roll, the damage is re-rolled.

Multiple Attacks: Against creatures with no more than one hit dice or five hit dice less than the hedge knight, he makes one attack per level each round.

Saving Throw Bonus: The hedge knight gains a +1 bonus to saving throws against magic as well as traps and mechanisms.

Strength Bonus: With above-average strength, the fighter gets a THACO and damage bonus.

Thief Skills: The hedge wizard has the same set of shady abilities as the thief, but is less skilled.

Stronghold: At level ten, the hedge knight can establish his own stronghold. Depending on the hedge knight's proficiency, this can be a bandit camp, the fortress of a fallen noble or another establishment.



Table 43: Hedge Knight Advancement

Level	Total Hit Dice (d6)	Saving Throw	THACO Bonus	Thief Skills (d20)				
				Climb Walls	Delicate Tasks	Hide in Shadows	Move Silently	Open Locks
1	6 hp	15	-	10	18	18	18	18
2	2	14	-	9	17	17	17	17
3	3+1	13	+1	9	16	16	16	16
4	4+1	12	+2	8	16	16	15	15
5	5+2	11	+2	8	15	15	14	14
6	6+2	10	+3	7	14	14	13	13
7	7+3	9	+4	7	14	14	12	12
8	8+3	8	+5	6	13	13	11	11
9	9+4	7	+6	6	12	12	10	10
10	10+4	6	+7	5	12	12	9	9
11	10+5 hp	5	+7	5	11	11	8	8
12	10+6 hp	4	+8	5	10	10	7	7
13	10+7 hp	4	+9	4	9	9	6	6
14	10+8 hp	4	+9	4	8	8	5	5
15	10+9 hp	4	+10	4	7	7	4	4
16	10+10 hp	4	+11	3	6	6	3	3
17	10+11 hp	4	+12	3	5	5	2	3
18	10+12 hp	4	+12	3	4	4	2	3
19	10+13 hp	4	+13	3	3	3	2	3
20	10+14 hp	4	+13	3	3	3	2	3
21+	10+1 hp/level	4	+14	3	2	2	2	2

Hedge Wizard

The hedge wizard is a hybrid class. It combines the powers of thief and mage. In comparison to the mage, the hedge wizard has no formal training in the arcane arts. Some hedge wizard have taught themselves how to use magic, others were instructed by master in a place where teaching magic without permission from the authorities is forbidden. Many hedge wizards are renegades, members of brigand gangs or work as mercenaries. To survive, they use not only magic, but also every other trick life has taught them. In certain fields, hedge wizards easily match their colleagues from the academy. They usually lack knowledge in subsidiary subjects like astronomy or history of magic.

The hedge wizard's prime attributes are dexterity and intelligence. He can use any weapon not heavier than a long sword and does not use bows. He can wear armour as heavy as leather armour, but will not be able to cast spells while doing so.

Hedge Wizard Class Abilities

Arcane Spell Casting: The hedge wizard is an arcane spellcaster, like the mage. Due to his lack for intense training, he is less proficient in magic than a spellcaster who focussed solely on the studies of the arcane. The hedge wizard cannot cast any other spells than the ones from the mage spell list. He may read and understand other arcane scrolls, though.

Backstabbing: When surprising an enemy from behind, the hedge wizard gains a +3 THACO bonus. From level three on, the damage done is doubled. It triples and quadruples from levels eight and twelve on.

Saving Throw Bonus: The hedge wizard gains a +1 bonus to saving throws against magic as well as traps and mechanisms.

Thief Skills: The hedge wizard has the same set of shady abilities as the thief, but is less skilled using them, as he has to focus on his studies of magic as well.



Table 44: Hedge Wizard Advancement

Level	Total Hit Dice (d4)	Saving Throw	THACO Bonus	Thief Skills (d20)					Daily Spells per Spell Level								
				Climb Walls	Delicate Tasks	Hide in Shadows	Move Silently	Open Locks	1	2	3	4	5	6	7	8	9
1	4 hp	15	-	10	18	18	18	18	1	-	-	-	-	-	-	-	-
2	2	14	-	9	17	17	17	17	2	-	-	-	-	-	-	-	-
3	3	13	-	9	16	16	16	16	2	1	-	-	-	-	-	-	-
4	4	12	+1	8	16	16	15	15	3	1	-	-	-	-	-	-	-
5	5	11	+1	8	15	15	14	14	3	2	-	-	-	-	-	-	-
6	6	10	+2	7	14	14	13	13	3	2	1	-	-	-	-	-	-
7	7	9	+2	7	14	14	12	12	4	3	2	-	-	-	-	-	-
8	8	8	+3	6	13	13	11	11	4	3	2	1	-	-	-	-	-
9	9	7	+3	6	12	12	10	10	4	4	3	2	-	-	-	-	-
10	10	6	+4	5	12	12	9	9	4	4	3	2	1	-	-	-	-
11	10+1 hp	5	+5	5	11	11	8	8	4	4	4	3	2	-	-	-	-
12	10+2 hp	4	+5	5	10	10	7	7	4	4	4	3	2	1	-	-	-
13	10+3 hp	4	+5	4	9	9	6	6	4	4	4	4	3	2	-	-	-
14	10+4 hp	4	+6	4	8	8	5	5	4	4	4	4	3	2	1	-	-
15	10+5 hp	4	+6	4	7	7	4	4	4	4	4	4	4	3	2	-	-
16	10+6 hp	4	+7	3	6	6	3	3	4	4	4	4	4	3	2	1	-
17	10+7 hp	4	+7	3	5	5	2	3	4	4	4	4	4	4	3	2	-
18	10+8 hp	4	+7	3	4	4	2	3	4	4	4	4	4	4	3	2	-
19	10+9 hp	4	+7	3	3	3	2	3	4	4	4	4	4	4	4	3	1
20	10+10 hp	4	+8	3	3	3	2	3	4	4	4	4	4	4	4	3	2
21+	10+1 hp/level	4	+8	3	2	2	2	2	4	4	4	4	4	4	4	4	2

Inquisitor

The inquisitor is a hybrid class. It combines the powers of assassin and cleric. Inquisitors are people both devoted to a god and trained in the disposure of others. Most inquisitors are employed by temple and holy orders to dispose of heretics or others standing in their way. These tasks are rarely handed to outsiders, at least if they are illegal. People who are not members of the inquisitor's cult are usually unaware of his true identity and take the inquisitor for a common cleric.

A few inquisitors are exceptions. Some are assassins that chose to take the path of priesthood. Others are clerics that decided by themselves to take matters into their own hands.

The inquisitor's prime attributes are dexterity and wisdom. He can wear any armour, cannot use thief skill while wearing one heavier than leather armour. He uses no piercing weapon larger than a long knife.

Inquisitor Class Abilities

Assassination: Like the assassin, the inquisitor can eliminate enemies with a single attack. The inquisitor gets a +1 THACO bonus for every two hit dice he is above the target. For every hit dice below, he has a -1 malus to the roll.

Backstab: Like the thief, the inquisitor can attack enemies from behind to gain a +3 THACO bonus and do double damage. The damage is tripled at level eight and quadrupled from level twelve on.

Divine Favour: An inquisitor with a high wisdom score can increase the number of spells he is granted daily.

Divine Spell Casting: The inquisitor can cast divine spells, just like the cleric.

Saving Throw Bonus: The cleric gets a +2 bonus to saving throws against death.

Thief Skills: The assassin has all the thieving abilities of the thief, but is usually less skilled, as he was also trained a a cleric.

Turn Undead: The conquistador can turn undead, though his level is halved for this purpose.

Stronghold: At level ten, the inquisitor can establish his own stronghold. This is usually a temple devoted to his god which also secretly teaches the art of assassination. The stronghold will attract followers of the deity, some of them ready to become clerics or inquisitors.



Table 45: Inquisitor Advancement

Level	Total Hit Dice (d6)	Saving Throw	THACO Bonus	Thief Skills (d20)					Daily Spells per Spell Level						
				Climb Walls	Delicate Tasks	Hide in Shadows	Move Silently	Open Locks	1	2	3	4	5	6	7
1	6 hp	15	-	13	19	20	18	18	-	-	-	-	-	-	-
2	2	14	-	12	18	19	16	17	-	-	-	-	-	-	-
3	3	13	-	11	17	18	14	16	1	-	-	-	-	-	-
4	4	12	+1	10	16	17	14	15	1	1	-	-	-	-	-
5	5	11	+1	9	15	16	13	14	2	1	-	-	-	-	-
6	6	10	+2	7	14	15	13	13	2	2	-	-	-	-	-
7	7	9	+2	5	13	14	12	12	2	2	-	-	-	-	-
8	8	8	+3	4	12	13	11	10	2	2	1	-	-	-	-
9	9	7	+3	4	11	12	10	9	2	2	1	1	-	-	-
10	10	6	+4	4	10	11	8	8	2	2	1	1	-	-	-
11	10+1 hp	5	+5	4	9	10	6	7	2	2	2	1	1	-	-
12	10+2 hp	4	+5	4	8	7	4	6	2	2	2	2	1	-	-
13	10+3 hp	4	+5	3	6	5	4	5	2	2	2	2	2	-	-
14	10+4 hp	4	+6	3	4	3	4	5	3	3	2	2	2	-	-
15	10+5 hp	4	+6	3	4	3	4	5	3	3	3	2	2	-	-
16	10+6 hp	4	+7	3	4	3	3	5	3	3	3	3	2	-	-
17	10+7 hp	4	+7	3	4	3	3	5	3	3	3	3	3	1	-
18	10+8 hp	4	+7	2	4	3	3	5	4	4	3	3	3	1	-
19	10+9 hp	4	+7	2	4	3	3	5	4	4	4	3	3	1	-
20	10+10 hp	4	+8	2	4	3	3	5	4	4	4	4	3	2	1
21+	10+1 hp/level	4	+8	2	4	3	3	5	4	4	4	4	4	2	2

Magus

The magus is a hybrid class combining the combat expertise of the fighter with the magical abilities of the mage. Many mages fight in armies, support their fellow soldiers and harassing the enemy troops. Nevertheless, mages have to invest so much time in the studies of the arcane that there are barely proficient in physical combat. Not so the magus. He has been trained to use both magic and sword. Magi are dangerous and unpredictable. However, while they have two fields of expertise, they are neither on par with a fighter or a mage and cannot use their arcane powers while wearing armour. Magi are deadly none the less, though, and are hired for all kinds of jobs. Magi can be found everywhere, but are considered not trustworthy by those how fear the combination of their magical and physical powers.

The magus's prime attributes are strength and intelligence. He can wear any armour, but will not able to use his arcane power while doing so. The magus can also use any weapon.

Magus Class Abilities

Arcane Spell Casting: The magus can use arcane magic just like the mage. As he also spent time in combat training, the Magus has fewer daily spells.

Multiple Attacks: Against creatures with no more than one hit dice or seven hit dice less than the magus, he makes one attack per level each round.

Parry: Agile magi with a high dexterity can evade enemy attacks. If a magus tries to parry instead of attacking, his opponent gets a THACO penalty.

Saving Throw Bonus: The magus is granted a +1 saving throw bonus against magic.

Strength Bonus: With above-average strength, the magus gets a THACO and damage bonus.

Stronghold: At tenth level, the magus can build a stronghold. This is often an academy for combat magic that attracts both mages and fighters.



Table 46: Magus Advancement

Level	Total Hit Dice (d8)	Saving Throw	THACO Bonus	Daily Arcane Spells per Spell Level								
				1	2	3	4	5	6	7	8	9
1	8 hp	14	-	1	-	-	-	-	-	-	-	-
2	2	13	-	2	-	-	-	-	-	-	-	-
3	3	12	+1	2	1	-	-	-	-	-	-	-
4	4	11	+2	3	1	-	-	-	-	-	-	-
5	5	10	+2	3	2	-	-	-	-	-	-	-
6	6	9	+3	3	2	1	-	-	-	-	-	-
7	7	8	+4	4	3	2	-	-	-	-	-	-
8	8	7	+5	4	3	2	1	-	-	-	-	-
9	9	6	+6	4	4	3	2	-	-	-	-	-
10	9+1 hp	5	+7	4	4	3	2	1	-	-	-	-
11	9+2 hp	4	+7	4	4	4	3	2	-	-	-	-
12	9+3 hp	4	+8	4	4	4	3	2	1	-	-	-
13	9+4 hp	4	+9	4	4	4	4	3	2	-	-	-
14	9+5 hp	4	+9	4	4	4	4	3	2	1	-	-
15	9+6 hp	4	+10	4	4	4	4	4	3	2	-	-
16	9+7 hp	4	+11	4	4	4	4	4	3	2	1	-
17	9+8 hp	4	+12	4	4	4	4	4	4	3	2	-
18	9+9 hp	4	+12	4	4	4	4	4	4	3	2	-
19	9+10 hp	4	+13	4	4	4	4	4	4	4	3	1
20	9+11 hp	4	+13	4	4	4	4	4	4	4	3	2
21+	9+1 hp/level	4	+14	4	4	4	4	4	4	4	4	2

Mystic

The mystic is a hybrid class. He combines the abilities of the cleric and the mage. The mystic is not only a priest and follower of a deity or pantheon, but also a scholar of the arcane. Some clerics become mystics because divine enlightenment is not enough for them. Other follow god who are associated with arcane magic and encourage their follower to not rely on divine magic alone. In some cultures, mystics are virtually the priests present. In others, they are hunted as heretics for their use of both divine and arcane magic. Some mystics became mages first and later gain the favour of a god.

The mystic's prime attributes are intelligence and wisdom. He can use any equipment a cleric or mage can use, though he while not be able to use arcane magic while wearing armour.



Mystic Class Abilities

Arcane Spell Casting: Like the mage, the mystic learn, memorises and casts arcane spells. He has an overall lower number of spells, as he also invested time in being a priest. He is granted additional daily spells for a high intelligence score.

Divine Spell Casting: The mystic is a divine spellcaster like the cleric. He is granted fewer daily spell, but nevertheless receives additional ones for a high wisdom score.

Saving Throw Bonus: The mystic is granted a +1 bonus to saving throws against death, magic and paralysis.

Turn Undead: The mystic can turn undead, though his level is halved for this purpose.

Stronghold: At level ten, the mystic can establish a stronghold. This can be the temple of a deity associated with magic or a wizard school allied with a local church. The stronghold will draw mages, clerics and other followers.

Table 47: Mystic Advancement

Level	Total Hit Dice (d4)	Saving Throw	THACO Bonus	Daily Divine Spells per Spell Level							Daily Arcane Spells per Spell Level								
				1	2	3	4	5	6	7	1	2	3	4	5	6	7	8	9
1	4 hp	15	-	-	-	-	-	-	-	-	1	-	-	-	-	-	-	-	-
2	2	14	-	-	-	-	-	-	-	-	2	-	-	-	-	-	-	-	-
3	3	13	+1	1	-	-	-	-	-	-	2	1	-	-	-	-	-	-	-
4	4	12	+1	1	1	-	-	-	-	-	3	1	-	-	-	-	-	-	-
5	5	11	+2	2	1	-	-	-	-	-	3	2	-	-	-	-	-	-	-
6	6	10	+2	2	2	-	-	-	-	-	3	2	1	-	-	-	-	-	-
7	7	9	+3	2	2	-	-	-	-	-	4	3	2	-	-	-	-	-	-
8	8	8	+3	2	2	1	-	-	-	-	4	3	2	1	-	-	-	-	-
9	9	7	+4	2	2	1	1	-	-	-	4	4	3	2	-	-	-	-	-
10	10	6	+5	2	2	1	1	-	-	-	4	4	3	2	1	-	-	-	-
11	11	5	+5	2	2	2	1	1	-	-	4	4	4	3	2	-	-	-	-
12	10+1 hp	4	+6	2	2	2	2	1	-	-	4	4	4	3	2	1	-	-	-
13	10+2hp	4	+7	2	2	2	2	2	-	-	4	4	4	4	3	2	-	-	-
14	10+3 hp	4	+7	3	3	2	2	2	-	-	4	4	4	4	3	2	1	-	-
15	10+4 hp	4	+8	3	3	3	2	2	-	-	4	4	4	4	4	3	2	-	-
16	10+5 hp	4	+8	3	3	3	3	2	-	-	4	4	4	4	4	3	2	1	-
17	10+6 hp	4	+9	3	3	3	3	3	-	-	4	4	4	4	4	4	3	2	-
18	10+7 hp	4	+10	4	4	3	3	3	1	-	4	4	4	4	4	4	3	2	-
19	10+8 hp	4	+10	4	4	4	3	3	1	-	4	4	4	4	4	4	4	3	1
20	10+9 hp	4	+11	4	4	4	4	3	2	1	4	4	4	4	4	4	4	3	2
21+	10+1 hp/level	4	+12	4	4	4	4	4	2	2	4	4	4	4	4	4	4	4	2

Philosopher

The philosopher is hybrid class. It combines the abilities of cleric and necromancer. In some regards, the philosopher is similar to mystic. However, unlike the mystic, the philosopher is exclusively dedicated to necromantic magic and service of gods associated with death and undeath. Neither philosophers nor their deities are necessarily evil. Some philosophers are simply clerics fascinated by death whose god encourages the study of necromancy. Other are necromancers that sought out priesthood to reach enlightenment.

The philosopher's prime attributes are intelligence and wisdom. He can use any weapon but edged and ranged weapons. The philosopher can use any armour, but will not be able to cast arcane spells while doing so.

Philosopher Class Abilities

Arcane Spell Casting: The philosopher can use arcane magic like the necromancer. He is limited to the necromancer's spell list, but can cast spells from the mage's spell list directly from spells.

Divine Favour: The philosopher is granted additional daily divine spells if he has a high wisdom score.

Divine Spell Casting: The animist can cast divine spells just like cleric. He can also reverse healing and harming spells or convert a prepared non-healing spell into a healing spell.

Saving Throw Bonus: The philosopher is granted a +1 bonus to saving throws against magic and a +2 bonus to saving throws against death.

Turn Undead: The philosopher can turn the undead like the cleric can.

Stronghold: At level ten, the philosopher has followed the path of his god long enough to establish a temple. Other believers and acolytes will come to the temple to be guided by the philosopher. Necromancers wishing to dedicate their life to divine service will be among them.



Table 48: Philosopher Advancement

Level	Total Hit Dice (d4)	Saving Throw	THACO Bonus	Daily Divine Spells per Spell Level							Daily Arcane Spells per Spell Level								
				1	2	3	4	5	6	7	1	2	3	4	5	6	7	8	9
1	4 hp	15	-	-	-	-	-	-	-	-	1	-	-	-	-	-	-	-	-
2	2	14	-	-	-	-	-	-	-	-	2	-	-	-	-	-	-	-	-
3	3	13	+1	1	-	-	-	-	-	-	2	1	-	-	-	-	-	-	-
4	4	12	+1	1	1	-	-	-	-	-	3	1	-	-	-	-	-	-	-
5	5	11	+2	2	1	-	-	-	-	-	3	2	-	-	-	-	-	-	-
6	6	10	+2	2	2	-	-	-	-	-	3	2	1	-	-	-	-	-	-
7	7	9	+3	2	2	-	-	-	-	-	4	3	2	-	-	-	-	-	-
8	8	8	+3	2	2	1	-	-	-	-	4	3	2	1	-	-	-	-	-
9	9	7	+4	2	2	1	1	-	-	-	4	4	3	2	-	-	-	-	-
10	10	6	+5	2	2	1	1	-	-	-	4	4	3	2	1	-	-	-	-
11	11	5	+5	2	2	2	1	1	-	-	4	4	4	3	2	-	-	-	-
12	10+1 hp	4	+6	2	2	2	2	1	-	-	4	4	4	3	2	1	-	-	-
13	10+2hp	4	+7	2	2	2	2	2	-	-	4	4	4	4	3	2	-	-	-
14	10+3 hp	4	+7	3	3	2	2	2	-	-	4	4	4	4	3	2	1	-	-
15	10+4 hp	4	+8	3	3	3	2	2	-	-	4	4	4	4	4	3	2	-	-
16	10+5 hp	4	+8	3	3	3	3	2	-	-	4	4	4	4	4	3	2	1	-
17	10+6 hp	4	+9	3	3	3	3	3	-	-	4	4	4	4	4	4	3	2	-
18	10+7 hp	4	+10	4	4	3	3	3	1	-	4	4	4	4	4	4	3	2	-
19	10+8 hp	4	+10	4	4	4	3	3	1	-	4	4	4	4	4	4	4	3	1
20	10+9 hp	4	+11	4	4	4	4	3	2	1	4	4	4	4	4	4	4	3	2
21+	10+1 hp/level	4	+12	4	4	4	4	4	2	2	4	4	4	4	4	4	4	4	2

WARDEN

The warden is a hybrid class. It combines the features of the fighter and the druid. He has been introduced to druidism, but in comparison to most druids, also received combat training to defend nature with more than diplomacy and magic. As a result, the warden is less sophisticated when it comes to using the powers of his environment, but proficient with all kinds of weapons.

Most wardens are members of regular druid circles and send often out on special missions. Among the shadow druids, wardens are more frequently encountered, as shadow druids have a tendency to solve issues with radical methods and violence.

A warden's prime attributes are strength and wisdom. He can use any weapon, but no bows or crossbows. A warden can use shields and wear armour as heavy as leather armour, but may not use spells while doing so. In wooden armour or while using wooden equipment in general, spells can be cast without restrictions.

WARDEN CLASS ABILITIES

Combat Finesse: The warden knows how and where to hit his opponent better than anybody else. Whenever he rolls a one on a damage roll, the damage is re-rolled.

Druid Spell Casting: The warden uses the powers of nature like the druid does. He too has to meditate daily and does not require scrolls to learn spells.

Immunity to Fey Charms: From sevens level on, the warden is immune to the charms of dyrads, nixies, satyrs and other sylvan creatures.

Knowledge of Nature: The warden has knowledge about animals and plants, can move without a trace, but is generally not quite as proficient on this field as the druid. He is proficient in the secret druidic language, but not necessarily in sylvan.

Saving Throw Bonus: The warden gains a +1 saving throw bonus against fire and magic.

Strength Bonus: With above-average strength, the warden gets a THACO and damage bonus.

Stronghold: At tenth level, the warden can establish a stronghold. The stronghold will be similar to that of the druid and attract followers, druids as well as sentient forest-dwelling creatures.



Table 49: Warden Advancement

Level	Total Hit Dice (d8)	Saving Throw	THACO Bonus	Spells per Spell Level						
				1	2	3	4	5	6	7
1	8 hp	15	-	1	-	-	-	-	-	-
2	2	14	-	2	-	-	-	-	-	-
3	3	13	+1	2	1	-	-	-	-	-
4	4	12	+1	3	1	-	-	-	-	-
5	5	11	+2	3	1	-	-	-	-	-
6	6	10	+2	3	1	1	-	-	-	-
7	7	9	+3	3	2	1	-	-	-	-
8	8	8	+3	3	2	2	-	-	-	-
9	9	7	+4	3	2	2	1	-	-	-
10	9+1 hp	6	+5	4	2	2	1	-	-	-
11	9+2 hp	5	+5	4	3	2	1	-	-	-
12	9+3 hp	4	+6	4	3	2	1	-	-	-
13	9+4 hp	4	+7	4	3	2	1	1	-	-
14	9+5 hp	4	+7	4	3	3	2	1	-	-
15	9+6 hp	4	+8	5	3	3	2	1	1	
16	9+7 hp	4	+8	5	4	3	2	1	1	-
17	9+8 hp	4	+9	5	4	3	2	2	1	
18	9+9 hp	4	+10	5	4	4	3	2	1	-
19	9+10 hp	4	+10	6	5	4	3	2	2	1
20	9+11 hp	4	+11	6	5	5	4	3	2	1
21+	9+1 hp/level	4	+12	6	5	5	4	3	2	1

Green Hag

The green hag is racial class. Green hags lives in temperate forests and marshes. They have a sickly green skin and natural hatred for everything beautiful. Green hags like to use their natural transformation ability to turn into beautiful women and seduce men. Most green hags trust no one but the hags of their coven, but a very small number ally with other creatures to reach goals they cannot accomplish alone.

The green hag's primary attributes are strength and intelligence. She does not wear any armour heavier than leather armour and uses no weapon larger than a short sword.

Green Hag Class Abilities

Adjustments: Green hags get a +2 bonus to strength, and a -3 malus to charisma. They have unearthly strength, but their ugliness makes interaction with others difficult. They move with a speed of nine.

Arcane Spell Casting: The green hag can cast spell just like any other arcane spellcaster. She can only learn spell from the witch spell list, though she may cast necromancer spells directly from scrolls.

Monstrous Development: Green hags born as the child of a hag mother and male humanoid look relatively normal at birth, but will slowly turn into a hag during puberty. She will also gain magic resistance. The green hag can suppress the resistance at will as long as she is conscious. The green hag can use *Alter Self* once per day. From fifth level on, she can use this ability twice. From level ten on, she can use *Polymorph Self* once daily additionally. Both abilities gain one additional use every five levels. The hags' physical attacks ignore resistances to mundane weapons.

Strength Bonus: The green hag gets a THACO and damage bonus for a high strength score. For her bite, only half the bonus applies.

Stronghold: At level ten, the green hag can establish control over a stronghold. This can be cave in the middle of a forest, which then will draw sinister creatures into the service of the hag or a tribe of goblinoids taken over by the hag.



Table 50: Green Hag Advancement

Level	Total Hit Dice (d8)	Saving Throw	THACO Bonus	Magic Resistance	Claw Damage	Bite Damage	Daily Spells per Spell Level								
							1	2	3	4	5	6	7	8	9
1	8 hp	15	-	-	2x1d1	1d2	1	-	-	-	-	-	-	-	-
2	2	14	-	1%	2x1d1	1d2	2	-	-	-	-	-	-	-	-
3	3	13	+1	2%	2x1d1	1d2	1	1	-	-	-	-	-	-	-
4	4	12	+1	3%	2x1d1	1d2	2	1	-	-	-	-	-	-	-
5	5	11	+2	4%	2x1d2	1d2	2	2	-	-	-	-	-	-	-
6	6	10	+2	5%	2x1d2	1d4	3	2	-	-	-	-	-	-	-
7	7	9	+3	6%	2x1d2	1d4	3	2	1	-	-	-	-	-	-
8	8	8	+3	7%	2x1d2	1d4	4	2	1	1	-	-	-	-	-
9	9	7	+4	8%	2x1d2	1d4	4	2	2	1	-	-	-	-	-
10	10	6	+5	9%	2x1d2	1d4	4	2	2	1	1	-	-	-	-
11	11	5	+5	10%	2x1d2	1d6	4	3	2	1	1	-	-	-	-
12	10+2 hp	5	+6	11%	2x1d4	1d6	4	3	2	1	1	1	-	-	-
13	10+4 hp	5	+7	12%	2x1d4	1d6	4	3	3	1	1	1	-	-	-
14	10+6 hp	5	+7	13%	2x1d4	1d6	4	3	3	2	1	1	1	-	-
15	10+8 hp	5	+8	14%	2x1d4	1d6	4	3	3	2	1	1	1	-	-
16	10+10 hp	5	+8	15%	2x1d4	1d8	4	3	3	2	1	1	1	1	-
17	10+12 hp	5	+9	16%	2x1d4	1d8	4	4	3	2	1	1	1	1	-
18	10+14 hp	5	+10	17%	2x1d6	1d8	5	4	3	2	2	2	1	1	1
19	10+16 hp	5	+10	18%	2x1d6	1d8	5	4	4	3	2	2	1	1	1
20	10+18 hp	5	+11	19%	2x1d6	1d8	5	5	4	3	3	2	2	1	1
21+	10+2 hp/level	5	+12	20%	2x1d6	1d10	5	5	4	3	3	3	2	1	1

Hill Giant

The hill giant is a racial class. Hill giants are among the smallest giants, but are still taller and broader than most common races. They are not very smart, but possess enormous physical strength. Hill giants have a primitive culture and are considered brutes. They are rarely accepted in civilised cultures. If they work together with others, those are usually goblinoids or related races. Some hill giants live in human settlements on frontiers or near the wilderness, though.

Female hill giants are rarely encountered, as they usually stay in the lair. Such lairs are well-hidden and sometimes even secured with traps, a strategy more cunning that many expect from hill giants.

The hill giant's prime attributes are strength and constitution. Hill giants can use any armour, but armour fitting their size will usually cost thrice as much as common armour. Weapons smaller than a sword or a long bow cannot be used by a hill giant effectively. Hill giants have a movement rate of

Hill Giants Class Abilities

Adjustments: Hill giants gain a +4 bonus to strength and a +3 bonus to constitution as well as a -2 malus to dexterity and wisdom as well as a -3 malus to intelligence and charisma. Hill giants are strong and durable, but have little wit or charm.

Bolder Throw: A hill giant can throw boulders over a distance of twenty metre plus two per level. Over time, he will learn to throw the boulders farther, aim better and thus inflict more damage.

Giant Physiology: A hill giant needs three times as much food as a humanoid of common size. If his food intake is reduced by one third, he will only regenerate has as many hit points. If the food intake is halved, he will not regenerate at all.

Monstrous Development: Over time, a hill giant will grow and develop his physical powers even further. He will get a tougher skin and remarkable endurance. Additionally, the giant learn how to use his large size to his advantage and inflict even more damage on his foes than over equally strong creatures would.

Strength Bonus: The hill giant gets a THACO and damage bonus for a high strength score.

Stronghold: At level ten, the hill giant create a stronghold. The nature of his stronghold depends on the hill giant's proficiency. It can be a mercenary camp, a small hill giant tribe or a fortified village on the borderlands.



Table 51: Hill Giant Advancement

Level	Total Hit Dice (d12)	Saving Throw	THACO Bonus	Armour Class	Damage Bonus	Boulder Damage
1	14 hp	15	-	8	-	1d4
2	2+1 hp	14	-	8	-	1d4
3	3+2 hp	13	+1	8	+1	1d4
4	4+3 hp	12	+1	9	+1	1d6
5	5+4 hp	11	+2	9	+1	1d6
6	6+5 hp	10	+2	9	+1	1d6
7	7+6 hp	9	+3	10	+1	1d8
8	8+7 hp	8	+3	10	+2	1d8
9	9+8 hp	7	+4	10	+2	1d8
10	9+11 hp	6	+5	11	+2	1d10
11	9+14 hp	5	+5	11	+2	1d10
12	9+17 hp	5	+6	11	+2	1d10
13	9+20 hp	5	+7	12	+3	2d6
14	9+23 hp	5	+7	12	+3	2d6
15	9+26 hp	5	+8	12	+3	2d6
16	9+29 hp	5	+8	13	+3	2d6
17	9+32 hp	5	+9	13	+3	2d8
18	9+35 hp	5	+10	13	+4	2d8
19	9+38 hp	5	+10	14	+4	2d8
20	9+41 hp	5	+11	14	+4	2d8
21+	9+3 hp/level	5	+12	14	+4	2d10

Leprechaun

The leprechaun is a racial class. Leprechauns are small fey that live in forests and other areas with rich vegetation. They are joyful and cause harmless mischief, but are usually not truly malicious. Most leprechauns are male. They get along well with the other creatures of the forest, love to celebrate and drink good wine, which is one of their few weaknesses. Another one is gold. Leprechauns do not use it to trade, but simply keep because they like is colour and shininess. Leprechaun value family live highly, but are also very curious and like to travel in their youth.

The leprechauns prime attributes are dexterity and intelligence. He cannot use any weapon larger than a dagger. Leprechauns can use armour, gut it has to be tailor-made for them or be from a race of similar size. In armour, a leprechaun cannot turn invisible or use his thief or magical skills. He has a movement rate of nine.

Leprechauns speak their own language as well as the one of all forest creatures. Often, they also know the languages of centaurs, dryads, pixies, satyrs and other fey or creatures of the forest.

Leprechaun Class Abilities

Adjustments: Leprechauns get a -4 malus to strength, a -2 malus to constitution as well as a +1 bonus to dexterity and a +2 bonus to intelligence and charisma. Leprechauns are smart and charming, but also small and fragile.

Arcane Spell Casting: The leprechaun is a natural spellcaster. He needs to learn spells from scroll or from another leprechaun. The total number of spells the leprechaun can cast may not exceed the number of daily spell per spell level, but he has learned a spell, he can cast is as often as he likes, much like a sorcerer. A leprechaun can learn a maximum of two spell per spell level. Every three levels staring with level four, he can remember one additional spell per spell level. The leprechaun can only learn spells from the illusionist's spell list, but may use mage scrolls as well.

Invisibility: Once per day, a leprechaun can use *Invisibility* on himself. Every four levels starting with level five, he can use it one additional time. From level ten on, he may also use *Greater Invisibility* instead.

Monstrous Development: Leprechauns are cunning little fellows and inherently possess thief-like abilities they develop over time. They also gain magic resistance that manifests more and more with age.

Stronghold: At level ten, the leprechaun can establish a stronghold. This is usually a safe place in the forest suited for a couple of leprechaun families to build homes there. The stronghold can also attract other sylvan creatures.



Table 52: Leprechaun Advancement

Level	Total Hit Dice (d4)	Saving Throw	THACO Bonus	Magic Resistance	Thief Skills (d20)			Daily Spells per Spell Level								
					Delicate Tasks	Move Silently	Open Locks	1	2	3	4	5	6	7	8	9
1	4 hp	14	-	-	19	18	18	1	-	-	-	-	-	-	-	-
2	2	13	-	1%	18	16	17	1	-	-	-	-	-	-	-	-
3	3	12	-	3%	17	14	16	1	1	-	-	-	-	-	-	-
4	4	11	+1	4%	16	14	15	2	1	-	-	-	-	-	-	-
5	5	10	+1	6%	15	13	14	1	1	-	-	-	-	-	-	-
6	6	9	+2	7%	14	13	13	2	1	1	-	-	-	-	-	-
7	7	8	+2	9%	13	12	12	2	1	1	-	-	-	-	-	-
8	8	7	+3	10%	12	11	10	2	1	1	1	-	-	-	-	-
9	9	6	+3	12%	11	10	9	2	1	1	1	-	-	-	-	-
10	10	5	+4	13%	10	8	8	2	2	1	1	1	-	-	-	-
11	10+1 hp	4	+5	15%	8	6	7	3	2	1	1	1	-	-	-	-
12	10+2 hp	4	+5	16%	6	4	6	3	2	2	1	1	-	-	-	-
13	10+3 hp	4	+5	18%	4	4	5	3	2	2	2	1	1	-	-	-
14	10+4 hp	4	+6	19%	4	4	5	3	2	2	2	1	1	-	-	-
15	10+5 hp	4	+6	21%	4	4	4	3	3	2	2	1	1	1	-	-
16	10+6 hp	4	+7	22%	4	3	4	4	3	2	2	2	1	1	-	-
17	10+7 hp	4	+7	24%	4	3	4	4	3	3	2	2	1	1	1	-
18	10+8 hp	4	+7	25%	4	3	4	4	3	3	2	2	1	1	1	-
19	10+9 hp	4	+7	27%	4	3	4	4	3	3	2	2	1	1	1	-
20	10+10 hp	4	+8	28%	4	3	4	4	3	3	2	2	1	1	1	1
21+	10+1 hp/level	4	+8	30%	4	3	4	4	3	3	2	2	1	1	1	1

Nordanbjørn

The nordanbjørn is a racial class. Nordanbjørn are talking bear, as intelligent as humans, but lacking the tools to form a civilisation equal to that of other sentient races. They have enormous physical strength and can stand on their hind legs if necessary. Living in the North, nordanbjørn are well adapted to a harsh climate and life in the wilderness. They are relatively few in numbers, but control large territories thanks to their power and excellent senses.

The nordanbjørn's prime attributes are strength and constitution. Nordanbjørn do wear armour, but it has to be heavily modified to fit them and will usually be at least one and a half times as expensive as regular armour. They never use any other weapons than their natural ones. They have a movement rate of twelve.

Nordanbjørn speak Nordanbjørn, Common, Sylvan and sometimes the languages of forest-dwelling races like elves.

Nordanbjørn Class Abilities

Adjustments: Nordanbjørn get as +2 bonus to strength, a +2 bonus to constitution, a +1 bonus to wisdom as well as a -2 malus to dexterity and charisma. They are powerful and wise, but the beast in them remains strong. Nordanbjørn start without any money or equipment.

Bear Hug: The nordanbjørn may forego his bite attack and try to grab an opponent with his claws. To do so, he has to successfully attack the opponent with both claws and the opponent has to fail a saving throw vs. paralysis. Very large creatures may receive a bonus. A grabbed opponent cannot move as long as the nordanbjørn is conscious. Others gain a +4 THACO bonus against him and he can be backstabbed.

Bear Physiology
Due to their large size, nordanbjørn need twice as much food as a medium-sized humanoid, but can also carry one and a half times as much equipment. At level six, the he needs thrice as much food and can carry twice as much. From level fourteen on, the nordanbjørn needs four times as much food and can carry thrice as much equipment.

Monstrous Development: While he develops and grows, a nordanbjørn will get a tougher hide and his natural weapons become more powerful. He can attack different targets with each of his attacks, provided they are all in range. The nordanbjørn will damage creatures usually immune to mundane weapons provided they do not have more than twice the nordanbjørn's hit dice.

Strength Bonus: The nordanbjørn gets a THACO and damage bonus for a high strength score.

Stronghold: After having reached level ten, a nordanbjørn can claim a domain in a forested area. Other races will start to settle in the area. The nordanbjørn is their protector and responsible to maintain a balance between expansion of settlements and preservation of nature.



Table 53: Nordanbjørn Advancement

Level	Total Hit Dice (d8)	Saving Throw	THACO Bonus	Armour Class	Claw Damage	Bite Damage
1	8 hp	15	-	10	2x1d3	1d6
2	2	14	-	10	2x1d3	1d6
3	3	13	+1	11	2x1d3	1d6
4	4	12	+2	11	2x1d3	1d6
5	5	11	+2	11	2x1d4	1d8
6	6	10	+3	12	2x1d4	1d8
7	7	9	+4	12	2x1d4	1d8
8	8	8	+5	12	2x1d4	1d8
9	9	7	+6	13	2x1d6	1d10
10	9+2 hp	6	+7	13	2x1d6	1d10
11	9+4 hp	5	+7	13	2x1d6	1d10
12	9+6 hp	5	+8	14	2x1d6	1d10
13	9+8 hp	5	+9	14	2x1d8	2d6
14	9+10 hp	5	+9	14	2x1d8	2d6
15	9+12 hp	5	+10	14	2x1d8	2d6
16	9+14 hp	5	+11	15	2x1d8	2d6
17	9+16 hp	5	+12	15	2x1d10	2d8
18	9+18 hp	5	+12	15	2x1d10	2d8
19	9+20 hp	5	+13	15	2x1d10	2d8
20	9+22 hp	5	+13	16	2x1d10	2d8
21+	9+2 hp/level	5	+14	16	2x1d12	2d10

Skeleton

The skeleton is a racial class. Skeletons are among the most common types of undead. Most skeletons that are animated by necromancy are either in the service of a wizard or have been raised from the grave by dark powers surrounding their resting place. The latter ones often roam the landscape in packs. They hunt and destroy, but are mindless beings without any true goals or ambitions.

Some skeletons are different, though. These so-called thinking skeletons have somehow regained their ability to think and have become sentient beings once more. Most of them are destructive and sinister nevertheless, but some become reclusive and meditative.

The skeleton has no prime attribute. It can use any weapon or armour as well as items suited for fighter-like classes. It has a speed of twelve.

Skeleton Class Abilities

Adjustments: The skeleton gains a -2 malus to intelligence, and wisdom as well as a -1 malus to charisma. Independently from the skeleton's former abilities, it usually suffers mentally from being reborn as undead.

Resist Turning: Skeletons can be turned like other undead. Turning them is as difficult as turning another undead with the same number of hit dice. Additionally, enemy clerics get a malus if they try to turn a skeleton with high charisma.

Skeletal Structure: Skeletons suffer only half damage from edged and piercing weapons due to their unique body structure. They also gain a +2 armour class bonus against missile attacks. Every five levels starting with the fifth, this bonus raises by one.

Undeath: Skeletons are undead. They are immune to charming and sleep spells, take only half damage from cold-based attack and are immune to effects only affecting living creatures. Undead gain no additional hit points from a high constitution score. Unless isolated from the Plane of Negative Energy, they never tire and regain all lost hit point overnight.

Stronghold: At level ten, a skeleton can establish a stronghold. What kind of stronghold this is depends on what path the skeleton has taken to this point. Maybe it finally got the respect of the living or took control over a group of mindless undead.

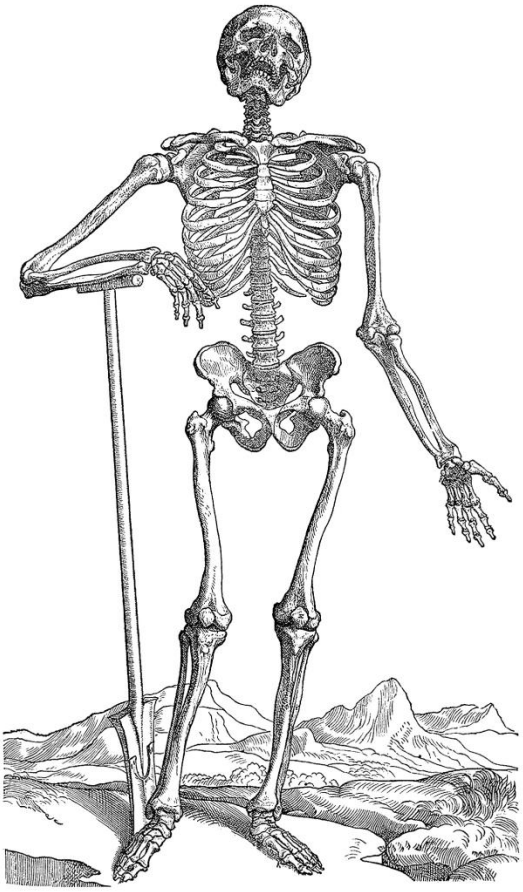


Table 54: Skeleton Advancement

Level	Total Hit Dice (d8)	Saving Throw	THACO Bonus
1	8 hp	15	-
2	2	14	-
3	3	13	+1
4	4	12	+2
5	5	11	+2
6	6	10	+3
7	7	9	+4
8	8	8	+5
9	9	7	+6
10	9+2 hp	6	+7
11	9+4 hp	5	+7
12	9+6 hp	5	+8
13	9+8 hp	5	+9
14	9+10 hp	5	+9
15	9+12 hp	5	+10
16	9+14 hp	5	+11
17	9+16 hp	5	+12
18	9+18 hp	5	+12
19	9+20 hp	5	+13
20	9+22 hp	5	+13
21+	9+2 hp/level	5	+14

Troll

The troll is a racial class. Trolls are huge humanoids, with sharp teeth and a long nose. Most trolls are violent, evil and unwilling to cooperate with others, often enough even other trolls. Trolls can regenerate entire limbs due to their incredible fast metabolism. As a result, they are always hungry and have to eat constantly.

The troll's prime attribute is strength. They do not wear any armour or use other weapons than their natural ones. Equipment could be made for a troll, but this would require a lot of time and money, a blacksmith willing to work for a troll and practice to use this equipment efficiently.

Trolls speak Troll, Common and sometimes the languages of goblinoids races, gnolls or ogres.

Troll Class Abilities

Adjustments: Trolls get a +3 bonus to strength and a +1 bonus to constitution, but a -2 malus to wisdom as well a -3 malus to intelligence and charisma. Trolls are strong, but short-sighted and not very smart. They move with a speed of twelve.

Monstrous Development: Even the strongest troll started as a small one. Over time, a troll get a tougher hide, learns to use his claws and teeth better and develops the regenerative abilities his race is known and feared for. The troll can attack different targets with his teeth and claws, though the claws always attack the same target. His attacks will damage creatures usually immune to mundane weapons provided they do not have more than twice the troll's hit dice.

Strength Bonus: The troll gets a THACO and damage bonus for a high strength score. For his bite, only half the bonus applies.

Troll Regeneration: A troll regenerates constantly, provided he has enough to eat. A troll usually needs for times a much food per day than the average humanoid. A troll with three quarters of the food he needs regenerates at half speed. With only half as much food as needed, he will not regenerate at all and regrowth of limbs is temporarily disabled. A troll can regenerate a cut-off limb if he makes a successful system shock survival check. With the check made, the limb regrows in 1d6 hours. Without it, the process needs 1d12 weeks. Thanks to the regeneration, a troll does not truly die unless touched by fire or acid. An unconscious troll brought down to naught hit points can be kept down by attack him further, however. Further loss of hit points ends at ten negative hit points.

Stronghold: At level ten, the troll can take over a band of trolls or alternatively found a new tribe by gathering solitary trolls. Trolls do not always live in in communities, so the troll might have to proof his superiority to other trolls first to gather followers. A successful band of trolls may even attract other trolls, like ice or snow trolls.



Table 55: Troll Advancement

Level	Total Hit Dice (d10)	Saving Throw	THACO Bonus	Armour Class	Claw Damage	Bite Damage	Regeneration per round
1	10 hp	15	-	10	2x1d2	1d2	1 hp
2	2	14	-	10	2x1d2	1d2	1 hp
3	3	13	+1	10	2x1d2	1d2+1	1 hp
4	4	12	+2	10	2x1d2	1d4	1 hp
5	5	11	+2	11	2x1d2	1d4+1	2 hp
6	6	10	+3	11	2x1d4	1d6	2 hp
7	7	9	+4	11	2x1d4	1d6	2 hp
8	8	8	+5	11	2x1d4	1d6+1	2 hp
9	9	7	+6	12	2x1d4	1d6+1	3 hp
10	10	6	+7	12	2x1d4	1d6+1	3 hp
11	11	5	+7	12	2x1d6	1d8	3 hp
12	12	5	+8	12	2x1d6	1d8	3 hp
13	13	5	+9	13	2x1d6	1d8+1	4 hp
14	14	5	+9	13	2x1d6	1d8+1	4 hp
15	15	5	+10	13	2x1d6	1d8+1	4 hp
16	16	5	+11	13	2x1d8	1d10	4 hp
17	16+3 hp	5	+12	14	2x1d8	1d10	5 hp
18	16+6 hp	5	+12	14	2x1d8	1d10+1	5 hp
19	16+9 hp	5	+13	14	2x1d8	1d10+1	5 hp
20	16+12 hp	5	+13	14	2x1d8	1d10+1	5 hp
21+	16+3 hp/level	5	+14	15	2x1d10	1d12	6 hp

Zombie

The zombie is a racial class. For undead, zombies are frequently encountered. They are popular as cheap henchmen among necromancers are sometimes the result of a contagious disease. Almost every race can turn into a zombie. Common zombies rot away constantly and will degenerate over time.

However, some zombies are not mindless creatures. They have retained or regained their ability to think. These thinking zombies are often as evil are other sentient undead, but also tragic creatures with unsure about their place in the world.

The zombie has no prime attribute. It can use any weapon or armour as well as items suited for fighter-like classes. However, due to their clumsiness, a zombie gets a -3 THACO penalty while using ranged weapons. It has a speed of nine.

Zombie Class Abilities

Adjustments: Zombies receive a -3 malus to dexterity as well as a -2 malus to charisma. They are rather clumsy and look distrusting to most other races.

Cannibalism: A thinking zombie can keep his body fresh by eating flesh from creatures from or related to the species he originates from. Additionally, each such ration will restore 1d6 hit points.

Resist Turning: Zombies can be turned like other undead. Turning them is as difficult as turning another undead with the same number of hit dice. Additionally, enemy clerics get a malus if they try to turn a zombie with high charisma.

Tough Hide: Common zombies rot away, but the thinking zombie's skin gets tougher over time. Thus, his natural armour class increases.

Undeath: Zombies are undead. They are immune to charming and sleep spells, take only half damage from cold-based attack and are immune to effects only affecting living creatures. Undead gain no additional hit points from a high constitution score. Unless isolated from the Plane of Negative Energy, they never tire and regain hit points equal to half their maximum hit points over night.

Stronghold: At level ten, a zombie can establish a stronghold. What kind of stronghold this is depends on the proficiency the zombie has. It can be an isolated village were the people have accepted the zombie as their guardian or a gang of sinister creatures lead by him.



Table 56: Zombie Advancement

Level	Total Hit Dice (d10)	Saving Throw	THACO Bonus	Armour Class
1	10 hp	15	-	10
2	2	14	-	10
3	3	13	+1	10
4	4	12	+1	10
5	5	11	+2	11
6	6	10	+2	11
7	7	9	+3	11
8	8	8	+3	11
9	9	7	+4	12
10	9+2 hp	6	+5	12
11	9+4 hp	5	+5	12
12	9+6 hp	5	+6	12
13	9+8 hp	5	+7	13
14	9+10 hp	5	+7	13
15	9+12 hp	5	+8	13
16	9+14 hp	5	+8	13
17	9+16 hp	5	+9	14
18	9+18 hp	5	+10	14
19	9+20 hp	5	+10	14
20	9+22 hp	5	+11	14
21+	9+2 hp/level	5	+12	15

Choosing an Alignment

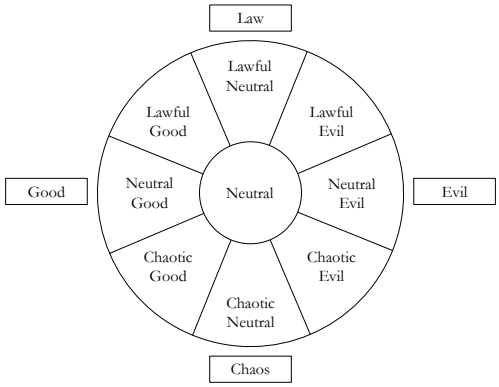
The alignment of a character shows where he stands in regard to good and evil as well as law and chaos. Alignment is completely optional. It can help a player to flesh out his player character. Alignment is never set into stone; it just shows how a character behaves most of the time.
Every creature is somewhere on the good-evil axis and the law-chaos axis. This results in ten different alignments shown below.

Good, Neutral and Evil

Good characters are humane. They try to avoid reaching their goals at the cost of others. Evil characters are determined. If they have a goal, it has to be reached at all costs, as the end justifies the means. Very few evil creatures view themselves as evil. Many are convinced that they do not have a choice or simply act the way their whole society or group acts. Neutral characters stand in-between. Creatures that represent a cosmological wrongness and that are inherently evil, like undead, can be considered evil as well.

Lawful, Neutral and Chaotic

Lawful characters believe that acting as a group sticking to a certain set of rules is the best way to achieve things in life. Those rules do not necessarily have to reflect the laws of their society. Lawful characters are sometimes more trustworthy and generally more reliable. Chaotic characters think that individuality is the most important aspect. They will not break laws and agreements on principle, but are convinced that ultimately, their way is the way to go, independently from what others think. Neutral characters agree with both parties as they see it fit.



Lawful Good

A lawful good is righteous. He is honourable, does usually not lie and tries to be benevolent to the people around him. Lawful good societies combine legal security with social justice and fairness.

Neutral Good

A neutral good character does the best a good person can do. If it serves a good purpose, a neutral good character will, reluctantly, break agreements or act against the will of his group.

Chaotic Good

A chaotic good character is transcendent. He always does what he thinks is best for everyone, regardless of what others say or what is expected from him. A chaotic good society – few exist – consists of loosely organised anarchists who get along by using common sense.

Lawful Neutral

A lawful neutral character is orthodox. He values the rules and traditions of his group for the stability they provide. A lawful neutral society has legal security, but is not necessarily build on just and fair rules.

Neutral

Neutral individuals are pragmatic and do not care for either rules or the welfare of the people around them too much. Many creatures have this alignment. Neutral characters are not committed to neutrality – they simply do not care. Creatures as intelligent as animal or less are also neutral, as they simply do not have a concept good, evil, law or chaos and act on instincts.

Chaotic Neutral

A chaotic neutral character's life is centred on himself. He does not care what others say or what they deem correct. He will work together with others, but only as long as their goals and ideas match his own. Chaotic neutral creatures can be unpredictable.

Lawful Evil

A lawful evil character cares about rules and arrangements, but never about the consequences for others. He will stick to morals and ideas, no matter how brutal or merciless they are. Lawful evil characters do often believe that their codex is the only possible way and is thus legitimate.

Neutral Evil

A neutral evil character will be reliable as long as this helps him reach his goals, but break his word the moment he no longer needs his allies. Neutral evil creatures are simply out for themselves.

Chaotic Evil

A chaotic evil character will do whatever he wants, with absolutely no limits. He is unwilling to accept temporary restrictions of his liberty, even if it would allow him to reach long-term goals. A chaotic evil creature will not work cooperate with others unless they follow his will.

True Neutral

A true neutral character stands between good, evil, law and chaos because he believes that this is the place to be. In comparison to neutral characters, true neutral characters is convinced that everyone, good and evil alike, has a place in the universe. True neutral characters will fight for the balance for ecological, religious or other reasons.

Buying Equipment

Every adventurer starts with a certain amount of money. This money can be spend on equipment from the equipment list or kept to buy items later. The list below shows common things available almost everywhere and can also be used if the players want to restock supplies between adventures.

Starting Gold

Every player character starts with 3d6x10 gold pieces worth of money. The gold pieces (gp) are each worth ten silver pieces (sp) which in turn are worth ten copper pieces (cp). Additionally, there are platinum coins, which are worth five gold pieces and electrum coins which equal half a gold piece.

Table 57: General Equipment

Item	Cost (gp)
Barrel	2
Bedroll	1
Bedroll, winter	5
Bell	1
Block and tackle	5
Bottle of wine	2
Candle	0.01
Canvas, one square metre	0.1
Chain, three metres	30
Chalk, one piece	0.05
Chest	2
Crowbar	0.2
Fishing net, ten square metres	4
Flask, leather	0.03
Flint and steel	1
Garlic, bunch	0.1
Grappling hook	1
Hammer	0.5
Holy water	25
Ink well	1
Ladder, three metres	0.05
Lamp, bronze	0.1
Lantern, boat	12
Lantern, hooded	7
Lock	20
Manacles	15
Mirror, small	20
Musical instrument	5
Oil, usable for a lamp	0.1
Paper	0.1
Parchment, one sheet	0.2
Pick, miner‘s	3
Pole, three metres	0.2
Pot, iron	0.5
Quill pen	0.1
Ration, daily	0.5
Rations, daily, dried	1
Rope, hemp, twenty metres	1
Rope, silk, twenty metres	10
Rucksack	5
Sack, medium	1
Sack, large	2
Saddle	20
Saddle bag	0.1
Scroll	1
Shovel	2
Signal whistle	0.5
Spellbook, blank	25
Spike, iron	0.05
Spyglass	1,000
Stakes, wooden	0.05
Tent	10
Thieves‘ tools	30
Torch	0.01
Waterskin	1
Wolvesbane	0.1

Table 58: Land Transport

Item	Cost (gp)
Cart	50
Chariot	100
Donkey	15
Feed, daily	0.1
Hinny	35
Horse, draught	40
Horse, war	250
Mule	30
Pony	25
Stabling, daily	0.5
Wagon	150

Table 59: Water Transport

Item	Structural Points[1]	Cost (gp)
Boat, river	1	3,000
Boat, sailing	2	2,000
Canoe	1	75
Galley, large	9	30,000
Galley, small	8	10,000
Galley, war	12	60,000
Lifeboat	1	1,000
Longship	10	15,000
Raft	1	10
Sailing ship, large	20	20,000
Sailing ship, small	15	7,000
Sailing ship, transport	10	30,000

Table 60: Air Transport

Item	Structural Points[1]	Cost (gp)
Air Galley	9	50,000
Balloon	1	3,000
Dragonship	10	25,000
Fortress, floating	100	250,000
Great Swan	3+3 HD	4,000
Griffin	7 HD	3,500
Hippogriff	3+3 HD	2,500
Pegasus	4 HD	3,000
Tower, floating	20	15,000
Zeppelin	6	50,000

Table 61: Space Transport

Item	Structural Points[1]	Cost (gp)
Caravel	2	4,000
Citadel	75	400,000
Galleon	20	75,000
Man-o’-war	30	100,000
Monitor	2	5,000
Mosquito	6	7,500
Tradesman	12	10,000

[1]Structural points function as hit points of large constructs. Common weapons do not inflict structural points of damage; only siege weapons and similar weapons do



General Equipment

Air Galley
The air galley is about as big as a large galley and suited for air travel. Most air galleys are driven by steam or magic.

Balloon
Balloons are rare and relatively slow, but nevertheless of great military and scientific use. They are less often used as transports.

Barrel
Barrels can be used to store almost everything and are well-suited to transport large amounts of liquids. Without a wagon, barrels are cumbersome to transport, though.

Bedroll
A bedroll allows to rest outside without freezing. With a bedroll, recovery is generally better.

Bedroll, winter
This bedroll is especially warm and windproof. It allows to rest in a tent or even outside at low temperatures without freezing to death.

Bell
A bell is always useful to give signal easy to distinguish from the sounds of nature.

Block and tackle
The system of block and tackle allows lifting heavy objects with comparably less effort.

Boat, river
A river boat is about ten metres long. It is suited only for river and lakes, not for the sea. River boats with a roof are more expensive.

Boat, sailing
A sailing boat is about fifteen metres long. Relying on wind, it is best used on sea, but only close to the shore.

Bottle of wine
Wine is not only more tasty and narcotic than water, it is also less likely to get spoiled.

Candle
A candle does spend less light than a torch, but is usually sufficient for reading inscriptions or revealing one's position. It usually burn one hour. Candles spend light in a radius of three metres.

Canoe
A canoe is about five metres long, quick and can easily be transported on land, but is can hold two people and little equipment at most.

Canvas, one square metre
Canvas can be used for all kinds of things, like concealing objects or building an improvised tent.

Caravel
The caravel is about thirty metres long and one of the cheapest ships used for space travel – and also one of the least reliable. Nevertheless, many people use caravels due to the low price.

Cart
The cart is often used for transporting goods. It has two wheels and needs on one draught animal.

Chain
Chains are relatively expensive, but more sturdy than rope and hard to destroy with common weapons.

Chalk
Chalk is suited for leaving signs or highlighting one's path in a dungeon.

Chariot
A chariot needs only one horse and allows fast travelling with light baggage.

Chest
Apart from a vault, a chest is one of the safest ways to store objects, as chests can be locked or protected by magic.

Citadel
The citadel, most often build by dwarves, is made of light stone and as large as a small fort. It moves slowly, but is surprisingly agile. Larger citadels are used as permanent outposts in space.

Crowbar
Using a weapon to break things open is not always the best idea. That is where the crowbar comes in handy.

Donkey
Donkeys can carry quite some mass and can be used in the mountains up to a certain degree. They are also cheaper than horses.

Dragonship
The dragonship is about thirty metres long and very similar to the longships. It can be used for air travel, though.

Feed
People often underestimate how much an animal eats, especially if strained a lot.

Fishing net
Fishing requires some skill, but is an excellent way of gathering food. Fishing nets have their use in combat as well.

Flask, leather
Sturdy and easily accessible, a leather flask is good way to store a potion.

Flint and steel
Flint and steel are mandatory tools for almost everyone travelling through the wilderness and on the road.

Fortress, floating
Some creatures living in the sky do not live on floating islands, but prefer artificial buildings instead. Floating castles are dependent on magic. They can be used for transportation or warfare, but are mainly just large mobile homes.

Galleon
The galleon is the main war ship used in space. It is about as big as a large galley and can transport a large number of soldiers, catapult. It has optimised ratio of cost and performance.

Galley, large
Large galleys are about fifty metres long and have a crew of sixty people and 180 rowers. They can carry catapults and other weapons and can be used as war ships.

Galley, small
Small galleys are about thirty metres long and need a crew of thirty people and sixty rowers. More agile than larger ships, small galleys are often equipped with rams.

Galley, war
War galleys belong to the largest and most impressive ships. They have a crew of a hundred people and 300 rowers. The flag ship of a war fleet is usually a war galley.

Garlic
Garlic can be used to repel vampires. It works best if blessed, though older vampires tend to be immune to its effect.

Grappling hook
The grappling hook eases climbing and is useful for mountaineers as well as in infiltrators.

Great Swan
Great swans are relatively rare. Elves sometimes tame them. They are valued for they ability to fly for very long times.

Griffin
Griffins eggs are expensive and training a young griffin even more so. Having one as a mount is as useful as it is prestigious, though.

Hammer
The hammer is a useful tool and can be used as an emergency weapon as well.

Hinny
Hinnies are very similar to mules, but tend to be slightly smaller.

Hippogriff
Like griffins, hippogriffs are expensive mounts, but popular among young officers and nobles.

Holy water
Holy water will damage most undead and demons if thrown at them. The effect depends on the deity whose blessing was used to create it.

Horse, draught
Horses are more expensive than donkeys, but also faster and better suited for carry people.

Horse, war
A war horse is significantly more expensive than a draught horse. It is stronger, can carry a rider in full armour can will not panic in battle.

Ink well
Many spellcasters are nothing without their spellbook – and the ink needed to write spells in it.

Ladder
A ladder is an excellent tool to commit all kinds of deeds and misdeeds.

Lamp, bronze
A lamp will last for about six hours, but also spends less light than a torch. Lamps spend light in a radius of three metres.

Lantern, boat
A boat lantern will shine even in heavy storm and during rainfall.

Lantern, hooded
A torch spends a lot of light, but a lantern can also be used for signalling or in bad weather. Lanterns spend light in a radius of ten metres.

Lifeboat
A lifeboat is about six metres long and holds rations for ten humanoids for one week. Its mast can be folded to store it on a larger ship.

Lock
Locks come in all sizes and variants, some even with enchantments and secured against common thieves.

Longship
The longship is about twenty-five metres long and very narrow. It has sixty rowers and fifteen additional sailors. It can be sailed as well.

Manacles
Manacles are heavy and prevent prisoners not only from freeing themselves, but also from just running off.

Man-o'-war
The man-o'-war is even larger than a war galley. Few spacefaring nations can afford man-o'-wars and some consider them too large to be used effectively.

Mirror, small
Mirror can be used to peek around a corner or to identify vampires.

Monitor
With a length of only ten metres, the monitor is among the smallest ships used for space travel. Some races prefer to use monitors in large groups against bigger war ships.

Mosquito
The mosquito is less than ten metres long and only used for scouting and on patrols. It got its name from its slim hulks and insect-like appearance.

Mule
Mules are crossbreed of donkey and horse. They combine traits of both species, but are mainly use for transportation, not as mounts.

Musical instrument
A musical instrument is a source of joy and can bring in some money if one knows how to use it.

Oil
Lamp oil can be used not only for lamps, but also to set things on fire in a controlled manner.

Paper
Depending on the culture, paper can be a commonplace item or an absolute rarity.

Parchment
Parchment is more durable than paper and last for centuries if kept dry.

Pegasus
The pegasus is a winged horse. Unless griffins, which hatch from eggs, young pegasi are very hard to tame. Some races have mastered to do so, however. Pegasi can be used as mounts on the ground as well in the air.

Pick, miner's
Picks are not only useful for actual mining, but can also be used to break down doors or open chests.

Pole
Poles have countless possibilities to be used.

Pony
The pony is a light alternative to the horse and the favoured mount of short races like halflings and gnomes.

Pot, iron
No one wants to eats dried meat all the time, so a pot to cook a soup or some fresh meat comes in handy from time to time.

Quill pen
Like ink, a quill pen is needed but every spellcaster using a spellbook.

Raft
The raft is the least reliable way to travel on water, but also the one vessel that can be improvised.

Ration, daily
This ration is neatly packed and contains all one needs to survive until the next day.

Rations, daily, dried
For long trips, dried rations are recommended. They are less tasty, but will stay eatable over weeks.

Rope, hemp
Few adventures go on adventures where a solid rope is not needed soon or later.

Rope, silk
Silk rope is usually of higher quality than hemp rope, but also more expensive.

Rucksack
A normal rucksack can carry about fifty kilogrammes of goods. Not all races will be able to carry a fully packed rucksack, though.

Sack, large
This sack can hold about thirty kilogrammes of goods.

Sack, medium
This sack can hold about fifteen kilogrammes of goods.
Saddle

Saddle bag
A saddle bag is less likely to get lost than a rucksack carried on a horse.

Sailing ship, large
This seaworthy ship is about forty metres long and has square sails and a crew of about sixty people.

Sailing ship, small
The small sailing ship is about twenty-five metres long and needs a crew of twelve sailors.

Sailing ship, transport
This ship is similar to the large sailing ship, but not built for sea warfare. Instead, it transports troops, mounts and supplies.

Scroll
Scroll can be used to take notes or, more importantly, write down spell for later use.

Shovel
Shovels are the common tool of treasure hunter, grave robber and people of other proficiencies.

Signal whistle
There are various kinds of signal whistles, includes ones only audible for certain races.

Spellbook
This is an enchanted tome with blank pages. It can keep as many spells as its owner can remember.

Spike, iron
Iron spikes are an ancient but still effective way of getting rid of persecutors.

Spyglass
Spyglasses are a useful tool and highly requested among scouts, hunters and officers. Few people know how to produce good ones, though, resulting in their exorbitant price.

Stabling, daily
In the long run, it is always recommended to let a mount rest inside at least from time to time.

Stakes, wooden
These stakes are blessed and can be used to permanently kill a vampire by driving one through its heart.

Tent
A tent protects from temperatures, rain, wind and many other environmental hazards, but also makes spotting approaching creatures difficult.

Thieves' tools
Thieves' tools come in a variety of sizes and differ much in quality. Depending on that, they ease lock picking or disarming mechanisms.

Torch
A torch burns for about an hour and spends light in a radius of ten metres. It is easily blown out, but also cheap.

Tower, floating
Floating towers are slow and usually only used to patrol certain routes in the sky, not to transport goods or people.

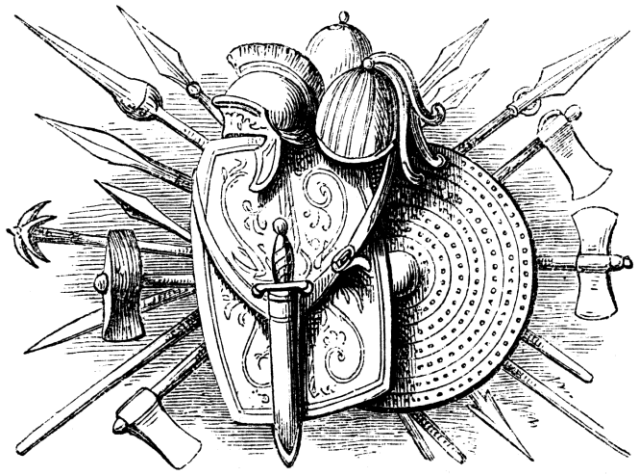
Tradesman
The tradesman is about twenty-five metres long and the most common ship in space. It is well-suited for transporting goods as well as people.

Wagon
A wagon needs to draught animals to work efficiently. It can carry more weight than a cart and is the most common mean of land transportation.

Waterskin
A waterskin can hold water for one person for a day.

Wolvesbane
Fresh wolvesbane will keep wolves in check; at least for some time.

Zeppelin
The zeppelin uses a huge balloon filled with light gas to fly. Very few races know how to build zeppelins. They are slower than air ships, but elegant, comfortable and independent from magic.



Melee Weapons

In this section and the ones following, weapons and armour are listed. Depending on class, race and setting, the player characters will have access to more or less all of them. Magical weapons and armour are not listed here, but in in the section for magical items.

Table 62: Melee Weapons

Weapon	Damage	Cost (gp)
Axe, battle[2,3]	1d8	5
Axe, great[1]	1d6+2	10
Axe, hand[4]	1d6	1
Bayonet	1d4	3
Blackjack	1d2	5
Bo[1]	1d6	2
Cesti	1d3	5
Club	1d4	0.01
Dagger	1d4	2
Épée	1d6	15
Fan, war	1d4	30
Flail, heavy[1]	1d6+1	10
Flail, light	1d4+1	5
Halberd[1]	1d10	9
Hammer, war	1d4+1	1
Jitte	1d6-1	1
Jo	1d4	1
Kama	1d4	2
Katana[2,3]	1d6	15
Kusari-gama	1d6	4
Lance[1]	2d4+1	6
Mace, heavy	1d6	10
Mace, light	1d4+1	5
Masakari[2]	1d6	8
Morning star[2]	2d4	5
Nagamaki[2]	1d6	20
Naginata[1]	1d6+1	22
Nodachi[1]	1d6+1	20
Pike, heavy[1]	1d6+1	8
Pike, light[1]	1d4+1	5
Pole arm[1]	1d8+1	10
Sai	1d6-1	5
Scythe[2,3]	1d6	1
Shield, horned	1d3+1	20
Spear[2,3,4]	1d6	1
Staff[1]	1d6	1
Sword, bastard[2,3]	1d8	20
Sword, claymore[1]	2d4	25
Sword, long	1d8	15
Sword, short	1d6	8
Sword, Zweihänder[1]	1d10	30
Tanto	1d4+1	5
Tetsubo[1]	1d6	6
Tonfa	1d6	2
Trident[2,3,4]	1d6+1	4
Wakizashi	1d6	8
Whip	1d2	2
Yari[1]	1d6	2

[1]Two-handed weapon
[2]Can be used with either one or both hands
[3]Grants a +1 damage bonus if wielded with two hands
[4]Can be used as a melee or missile weapon

Axe, battle
This axe can be used with one hand or both hands. It is mostly used for mass combat and less often for duels.

Axe, great
The great axe may be less elegant than a sword, but is just a dangerous and better suited to destroy things.

Axe, hand
Mostly used for chopping wood, a hand axe can also be used for combat and is light enough to be thrown effectively.

Blackjack
The blackjack is a small, easily concealable baton. In comparison to the club, it is less crude and designed to overwhelm opponents. If used against a victim with no helm at a -4 THACO penalty, it will hit the opponents hit. Opponent with less than four hit dice all unconscious for 1d8 rounds. Opponents with less than ten hit dice are stunned. They are permitted a saving throw every following round to get moving again. Opponents with at least ten hit dice are dazed and will lose initiative the next time it is rolled.

Bo
The bo is a wooden staff about as long as a human used a in the East.

Cesti
Cesti are a pair of gloves with cutting edges. This weapon is outlawed in many countries and often considered dishonourable. Cavaliers and most paladins will not use this weapon.

Club
Almost anything can be turned into a club. The club can be used by every class.

Dagger
A dagger is less suspicious than a larger weapon. It is also a useful tool.

Épée
The épée is and elegant fencing weapon. Some épée are made of special metal and can be used even be spellcasters.

Fan, war
The war fan is mainly used in the East and a rare weapon even there. Often laughed at, it is nevertheless a deadly weapon and very easily concealed.

Flail, heavy
Cheap and effective, the heavy flail is a popular weapon among mercenaries.

Flail, light
This variant of the flail is lighter and cheaper, but also less damaging.

Flask, glass
The glass flaks can be used to hurl alchemical mixtures at enemies.

Halberd
The halberd is the standard weapon of guard and best used by disciplined soldiers in mass combat.

Hamme, war
In melee, the war hammer is a dangerous weapon. Many cultures consider is barbarous, though.

Jitte
The jitte is an iron baton mainly used for defence. It has a short hook at the end which can be used to disarm swordsmen. On a critical hit, it will snatch the opponent's weapon.

Jo
The jo is a small version of the bo. It is only half as long and can be used with one hand.

Kama
The kama is a straight-bladed sickle. It is used by farmer and primarily a weapon.

Katana
The katana is a long sword designed to be used with both one and two hands. Every samurai has a katana personally made for him.

Kusari-gama
This is a simple kama attached to an iron chain. It will entangle opponents with less than half the attacker's hit dice. The victim is permitted a saving throw every round to free itself.

Lance
The lance can be used by foot soldiers, but was designed to be used by cavalry and for jousting.

Mace, heavy
The mace is the favoured weapon of clerics.

Mace, light
This is a lighter and cheaper version of the mace.

Masakari
The masakari is a two-handed battle axe used in the East.

Morning star
The morning star is difficult to use effectively, but also very intimidating.

Nagamaki
This is a shorter version of the naginata.

Naginata
Similar to the glaive, the naginatai is a blade attached to a shaft used in the East.

Nodachi
The nodachi is a large, two-handed sword. It is larger than the common katana.

Pike, heavy
The pike is a long pole weapon with a spearhead at the end. In groups, pike men are very effective.

Pike, light
This pike is often used by guards who were not issued the more expensive and prestigious halberd.

Pole arm
The pole arm comes in a variety of types such as glaive, partizan or voulge. In larger armies, it is probably the most common weapon.

Sai
The sai is a parrying weapon similar to the jitte.

Shield, horned
This shield is equipped with a spike and can be used offensively if necessary.

Spear
The spear is a popular and relatively cheap weapon. It is used by many primitive cultures and can be thrown as well.

Staff
The staff is a simple and easy-to-use weapon. Some wizards enchant their staff so it becomes unbreakable.

Sword, bastard
The bastard sword is a mix between the long sword and the Zweihänder and as such can be used with one or both hands.

Sword, claymore
The claymore is an incredible massive two-handed sword. It does not only deal a high amount of damage, but is likely to impress the opponent as well.

Sword, long
The long sword is as elegant as it is effective. Every knight wears one.

Sword, short
The short sword is less lethal than the long sword, but also lighter and can be concealed better.

Sword, Zweihänder
The Zweihänder is a huge two-handed sword. Only strong warriors will be able to wield it effectively.

Tanto
This is a dagger as it is used in the East.

Tetsubo
The tetsubo is a staff with an iron shod at one end.

Tonfa
The tonfa is a wooden baton and a defensive weapon.

Trident
The trident is not only used for fishing. Creatures less than half a metre long will get tuck on its prongs if attacked successfully.

Wakizashi
The wakizashi is the Eastern form of the short sword. Most samurai carry both this weapon and a katana.

Whip
The whip is not very damaging, but can be used to either entangle an enemy or to do damage. The attacker announces this before he attacks. If the attack is successful and the opponent fails a saving throw, he is entangled. Victims with less than four hit dice are paralysed. Victims with less than ten hit dice are slowed to half speed and can attack only every second round. In both cases, they are permitted one saving throw per round to break free. Targets with at least ten hit dice lose initiative the next time it is rolled.

Yari
The yari is the spear as used in the East.

Missile Weapons

Arrow
Good arrows are harder to manufacture than once might think. Apart from normal wooden arrows, there are also steel or enchanted arrows.

Table 63: Missile Weapons

Weapon	Damage	Rate of Fire	Range, inside (m)	Range, outside (m)	Magazine Size	Cost (gp)
Arrow	1d6	-	-	-	-	0.1
Axe, hand	1d6	1	3	10	-	1
Blowgun	-	1	10	20	-	5
Bola	1d2	1	5	15	-	5
Bolt, heavy	1d6+1	-	-	-	-	0.1
Bolt, light	1d4+1	-	-	-	-	0.1
Boomerang	1d4	1	10	30	-	10
Bow, long	-	2	20	65	-	60
Bow, short	-	2	15	45	-	15
Bullet, small	-	-	-	-	-	0.2
Bullet, large	-	-	-	-	-	0.3
Colt[1]	1d4+1	1.5	5	15	6	20
Crossbow, heavy	-	0.5	30	90	-	20
Crossbow, light	-	1	20	65	-	12
Daikyu	-	2	20	65	-	75
Dart	1d3	3	5	15	-	0.2
Dart, blow	1	-	-	-	-	0.02
Flask, glass	*Depends on content*	1	10	20	-	0.05
Hankyu	-	2	15	45	-	20
Javelin	1d6	1	10	30	-	0.5
Musket[2]	1d8	1	20	60	1	40
Net	-	1	5	15	-	4
Pistol[1]	1d4	1.5	10	25	8	15
Revolver[1]	1d6	1	10	30	8	35
Rifle[2]	1d6	1	30	90	1	60
Shotgun[2]	1d10	0.5	5	10	2	40
Shuriken	1d4	4	10	25	-	0.5
Sling	-	1	12	35	-	0.2
Spear	1d6	1	10	30	-	1
Stone, sling	1d4	-	-	-	-	0.01
Uchi-ne	1d4	2	5	15	-	1

[1]One-handed gun
[2]Two-handed gun

Axe, hand
The hand axe can be used as a ranged weapon as well. It is especially useful to open a battle.

Blowgun
The blowgun is mainly used by primitive tribes, but is also popular in the East.

Bola
The bola is a length of cord with two heavy balls at either end. A target hit by a bola has to make a saving throw. If the saving throw is not made, the victim is entangled. Victims with less than four hit dice are paralysed. Victims with less than ten hit dice are slowed to half speed and can attack only every second round. In both cases, they are permitted one saving throw per round to break free. Targets with at least ten hit dice lose initiative the next time it is rolled.

Bolt, heavy
These bolts are made for use with a heavy crossbow. Special bolts, like armour-piercing ones, exist as well.

Bolt, light
Light bolts can be used with a light crossbow. If use with a heavy one, they will most likely burst.

Boomerang
The boomerang is a curved wooden stick that, if used correctly, returns to the attacker's hand if it misses it target. A successful save lets the attacker catch the boomerang. Failure means the boomerang lands three metres away from him.

Bow, long
The long bow is a hunting weapon as well as used in warfare.

Bow, short
The short bow has a shorter range than the long bow and requires less strength to use.

Bullet, small
These bullets are needed for gun being used with one hand.

Bullet, large
Large bullets are for rifle-like guns requiring both hands.

Colt
The colt has a small magazine, but is a bit deadly than the pistol.

Crossbow, heavy
The heavy crossbow is slow, but has a great range and is especially deadly if used in an ambush.

Crossbow, light
The light crossbow is less damaging, but also faster to reload.

Daikyu
The daikyu is the long bow as used in the East.

Dart
Darts are weak, but can be thrown in quick succession and are easy to use.

Dart, blow
The blow dart as such is almost harmless, but is silent and can be prepared with poison.

Flask
A flask as such is not very dangerous. Filled with holy water or alchemical substances, it becomes dangerous weapon.

Hankyu
The hankyu is the Eastern short bow.

Javelin
The javelin is similar to the spear, but streamlined and specially made to be thrown.

Musket
The musket has been developed as an alternative to the bow. Currently, it is used by few armies, though.

Net
A net is primarily used to overwhelm and catch and enemy. Slavers and gladiators tend to use this weapon. If a creature is attack by the net, it has to make a saving throw. If the saving throw is not made, the victim is entangled. Victims with less than four hit dice are paralysed. Victims with less than ten hit dice are slowed to half speed and can attack only every second round. In both cases, they are permitted one saving throw per round to break free. Targets with at least ten hit dice lose initiative the next time it is rolled.

Pistol
The pistol is light and – for a gun – relatively common.

Revolver
The revolver is the heaviest and most damaging of all handguns. It is also the rarest.

Rifle
The rifle is weaker than the musket, but very precise even over long distances.

Shotgun
The shotgun is devastating at close range. Very few know how to manufacture it, though.

Shuriken
Shuriken look like little metal stars. They have a short range, but can be thrown in quick succession.

Sling
A sling can be used to hurl stones. It is not very strong, but light and compact.

Spear
The spear is a most common weapon for infantry.

Stone, sling
Almost any stone can be used with a sling. Alternatively, some people use lead balls.

Uchi-ne
The uchi-ne is a small dagger designed to be thrown. In the East, most noblemen carry one.

ARMOUR

Table 64: Armour

Armour	AC Bonus	Cost (gp)
Chain mail	+5	75
Do-maru	+3	150
Full plate mail	+7	450
Hanburi[1]	-	15
Hara-ate[2]	+2	75
Haramaki	+1	50
Helmet[1]	-	10
Leather	+1	10
O-yori[1]	+6	500
Paded	+1	5
Plate mail	+6	200
Ring mail	+4	40
Scale mail	+3	30
Shield, buckler	+1	10
Shield, medium	+2	20
Shield, tower	+3	35
Studded leather	+2	15

[1]Protects against critical hits
[2]Only protects from the front

Chain mail
Chain mail is similar to ring mail, but offers a little bit more protection.

Do-maru
The do-maru is a metal breast plate.

Full plate mail
No regular armour protects more than fill plate mail. It covers the entire body apart from the head and is very hard to penetrate.

Hanburi
The hanbury is a helmet as it is fashioned in the East, usually without a visor.

Hara-ate
The hara-ate is a piece of laced armour used as a breast plate. It offers no back protection.

Haramaki
The haramaki is a light piece of armour made of silk and chain. It can be worn under clothing.

Helmet
This simple helmet offers protection from critical hits. Someone wearing one takes only full, but not double damage.

Leather armour
Leather armour is light and popular among those who want to sacrifice little agility for some protection.

O-yori
The o-yori is a full suit of armour complete with a helmet. It is usually specifically made for a certain customer and often coloured in the colours of his house.

Padded armour
Padded armour is very light and can be worn under a mantle or wider clothing.

Plate mail
Plate mail is very heavy, but one of the best pieces of armour available.

Ring mail
Ring mail consists of many small interconnected rings. It offers quite some protection, but also some time to get used to.

Scale mail
Scale mail consists of interconnected metal scales. It is easier to manufacture than chain or ring mail.

Shield, buckler
The buckler is a small shield mainly for melee combat.

Shield, medium
This shield is the standard shield of infantry and also suited to deflect missiles.

Shield, tower
The tower shield can cover is user completely. It is very heavy.

Studded leather armour
This armour is similar to normal leather armour, but a bit harder to penetrate.



How to Play

Once everyone has created a player character, the game can start. From this point on, the game master and to a certain extend the player have all the power and can determine what happens. The players decide what their characters do and the game master decides how the non-player characters, monsters and the environment react.

Character Advancement

Experience

Characters are awarded experience points (XP) for dealing with monsters, finding treasure, solving problems, getting out of tight situations and everything else that makes a adventurer's life thrilling. Experience should not only be given for slaying monsters in a straightforward fight, but also for tricking or dealing with them diplomatically. These experience points will eventually allow them to level up. All character classes use the unified experience table shown below.

Table 65: Character Experience Progression

Level	Experience Points Required for Level
0	-500
1	0
2	1,000
3	2,000
4	4,000
5	8,000
6	16,000
7	32,000
8	64,000
9	128,000
10	256,000
11	350,000
12	450,000
13	650,000
14	750,000
15	850,000
16	950,000
17	1,050,000
18	1,150,000
19	1,250,000
20	1,350,000
21+	+ 100,000 per level

Experience points can be handed out to the whole party or to individual player character. In this case, the game master should ensure that every character can shine from time to time. Instead of handing out experience for single events or adventures, it is also possible to ignore experience altogether and simply let the whole party reach the next level when the game master sees it fit.

Usually, player characters start at level one. They are already above average in comparison to the majority of the population and most had special training. An alternative approach is to let the characters start with no level, class or class abilities at all, -500 XP and 1d4 hit points. Once they have reached naught XP, they are equal to characters of the first level of their class. These characters will be very fragile at the beginning, but playing them can be rewarding and enhance the game's roleplaying aspect.

Levelling Up

Once a new level has been reached, class skills and the saving throw improve, casters can cast more spell and special abilities depending on the class may be gained. Additionally, all character become a bit tougher can gain an additional hit die, which determines their hit points. Every player rolls dice worth the number and type of hit dice his character has. The number of hit points is compared to the number of hit points he previously had without any hit point boni. If the new result is worse than the old one, it is discarded, the old number of hit points is kept and the hit point boni are added. Should the new number be better, it is taken instead. After a certain level, characters do not gain new hit dice, only a hit point bonus depending on their class. Nevertheless, the hit dice are re-rolled every new level and can still improve.

Resolution Mechanics

Saving Throws

Saving throws are a resolution mechanic used to see whether a character succeeds to avoid a certain hazard or not, may it be the effect of a spell, a deadly poison or the frightening presence of a monster. If the saving throw is made, the character suffers less severe or no consequences. To make a saving throw, the player rolls a d20 and checks if the number rolled is as high as or higher than his character's saving throw value. If that is the case, he succeeded. If not, the character has failed to avoid the hazard. With every level, the number gets lower and it will become easier to make a saving throw. Apart from the basic saving throw, certain races and classes also gain a bonus against specific hazards like paralysis, poison, magic or other. These boni come into play if a hazard requires a certain type of saving throw. If the character has no bonus or malus to the specific saving throw, it is identical to the basic saving throw.
Monsters have a saving throw value as well listed in their stats block. Special class skills like thief or ranger skills work like saving throws too, as does the system shock survival check.

Ability Checks

The ability scores indicate a character's strength in body and mind. Having a high or low ability score does not mean the character will always be successful or always fail, though. If a character comes into a situation where a certain physical or mental quality is needed, the game master lets him make an ability check. To make the check, the player rolls a d20. If the value is equal to or lower than a certain ability score, the check was successful.

To any kind of check, the game master can hand out a bonus or penalty depending on the character or the situation. He can also rule that some do not require an check at all due to their expertise.

Combat

Order of Battle

If the player characters come in contact with hostile forces, combat starts. Combat is divided into the following steps:

1. Surprise Check
If a group is aware of the enemy's presence, it cannot be surprised. If one side is surprised, the other side automatically acts first before their opponents have a chance to react. Depending on the situation, the game master can rule that the surprise attack has additional effects, like some opponents trying to flee or dropping an item. If it is unclear whether one side is surprised or not, the game master may roll 1d6 for one side. A one or two means that the side is surprised. Certain enemies are very vigilant and get a bonus to their surprise roll.

2. Declare Spells
If a spellcaster wants to cast a spell in this round, he has to announce the spell and the target now. If he is damaged between declaring the spell and casting it, the spell is lost.

3. Determine Initiative
A d6 is rolled each round for each side to determine who strikes first. If one side is surprised, the other starts automatically. If both sides have the same result, both parties act simultaneous. Some monsters

4. Movement and Missile Attacks: The side that has won initiative moves and can fire missile weapons. After that, the other side moves. Moving includes all kinds of movement, like engaging the enemy, climbing or jumping down from greater height. Ranged combatants that can fire more than one missile per round fire half their missiles (rounded down) in this phase and the others at the end of the melee phase.

5. Spells and Melee Attacks: Each combatant from the side that has the initiative can make, if in melee range, an attack. Spellcaster not engaged in melee combat can cast spells, which will come into effect immediately. Afterwards, the other side moves. Turning undead and use of psionic powers takes place in this phase as well.

6. Complete the Round
The round is over and the battle continues with phase two. If one side has been killed, fled or surrendered, the fight is over.

The Attack Roll

If a character attacks an opponent with a weapon, a d20 is rolled to determine if he hits or not. The result is the THACO, the value used To Hit A Combat Opponent. After every bonus and penalty has been taken into account, the THACO has to be equal or higher than the target's armour class. If that is the case, the attacks was successful and damage is rolled and subtracted from the target's hit points. Monsters attack like characters, but gain their number of hit dice as a THACO bonus.



Turning the Undead

Clerics and related classes have the ability to turn the undead. A turned undead will flee or be destroyed by the divine power of the cleric's god. If a cleric tries to turn one or more undead, the player rolls 2d10. If the result is equal or higher than the number shown in the table below, 2d6 undead within a radius of up to fifteen metres around the cleric will flee for 3d6 rounds. A *T* indicates the undead are turned automatically. A *D* indicates they are destroyed and crumble to dust.
Clerics associated with dark and malicious deities who do not oppose undead or even support them do not destroy undead, but take control over them instead. Neutral clerics may, depending on the decision of the game master, chose to either turn or destroy the undead.
In certain situations, undead cannot be turned easily. The game master can decide that undead henchmen cannot be turned or are turned with greater difficulty if their master is present. Terrain like unhallowed ground or the presence of dark or benevolent power can make turning easier or harder.

Table 66: Turning the Undead

Challenge Level	Sample Undead	Character Level												
		1	2	3	4	5	6	7	8	9+	13+	15+	17+	19+
1	Skeleton	10	7	4	T	T	D	D	D	D	D	D	D	D
2	Zombie	13	10	7	T	T	D	D	D	D	D	D	D	D
3	Ghoul	16	13	10	4	T	T	D	D	D	D	D	D	D
4	Shadow	19	16	13	7	4	T	T	D	D	D	D	D	D
5	Wight	20	19	16	10	7	4	T	T	D	D	D	D	D
6	Wraith	–	20	19	13	10	7	4	T	T	D	D	D	D
7	Mummy	–	–	20	16	13	10	7	4	T	D	D	D	D
8	Headless Horseman	–	–	–	19	16	13	10	7	4	T	D	D	D
9	Spectre	–	–	–	20	19	16	13	10	7	T	T	D	D
10	Young Vampire	–	–	–	–	20	19	16	13	10	4	T	T	D
11	Mature Vampire	–	–	–	–	–	20	19	16	13	7	4	T	T
12	Elder Vampire	–	–	–	–	–	–	20	19	16	9	7	T	T
13	Lich	–	–	–	–	–	–	–	20	19	11	9	4	T
14	Hollow Treant	–	–	–	–	–	–	–	–	20	15	11	7	4
15	Elemental Lich	–	–	–	–	–	–	–	–	–	20	15	10	7
16	Zombie Niseag	–	–	–	–	–	–	–	–	–	–	19	13	10
17+	–	–	–	–	–	–	–	–	–	–	–	–	16	13

Special Situations

In the heat of battle, not every attack is made against a readied enemy facing his opponent. This section provides rules for special situations.

Attacking from Behind

Attacking an enemy from behind grants the attacker a +2 THACO bonus. The thief and related classes get a +4 bonus and can backstab the enemy for additional damage. To get behind the enemy, the thief has to successfully hide in shadows or simply surprise his opponent.

Critical Hits

If and attack roll is made and a player rolls a natural twenty, he hits automatically and the amount of damage the attack does it doubled. A natural twenty occurs if a twenty is rolled directly, without any modifiers.

Critical Failure

The same a natural twenty always hit, a natural one will always miss.

Fist Fight

Instead of weapons, characters can also use their fists to fight. A hit with a fist does 1d2 points of damage. The damage will be subdual in half the cases. Additional damage due to high strength is always subdual. The monk is an exception here. He is a professional fist fighter and does damage linked to his level while using his fists. In addition to or instead of fists, some races have natural weapon that do full damage. A non-horned shield may also be used instead of a fist and follows the same rules

Guns

Guns work mostly like other missile weapons. However, they have a magazine that needs to be reloaded every time it is empty. Reloading takes one round.

Invisible Opponents

Attacks against invisible targets – which includes attacks in total darkness – are made at a -4 THACO penalty. Some monsters with special abilities or monsters with more the eleven hit dice are usually able to see invisible targets anyway.

Melee Attack

Characters no more than three metres apart from each other are considered to be in melee range and can attack each other with melee attacks.

Missile Attacks

An attack with a ranged weapon is considered a missile attack. The attacker adds his missile weapon modifier to the attack roll. The archer and the fighter also get a damage bonus depended on their strength score for missile attacks. If a missile attack is fired at two or more targets in melee, the creature hit is determined randomly. The attack may also hit an ally. Shooting beyond a missile weapon's range leads to a -2 THACO penalty. A weapon cannot reach farther than twice its normal range.

Movement within Melee

A combatant blocks an area with a radius of one metre around him. If someone moves through this area, the combatant gets a free attack at the moving character. This free attack can only be made if the combatant is not concentrating on something else, like casting a spell.

Overwhelming an Opponent

To overwhelm an opponent, the attackers have to be in melee range. Each attacker and the defender roll 1d6 for every hit die they have. If the attackers have a higher sum of eyes, the defender is pinned down and can be killed in the next round. If both sums are equal, the struggle remains unresolved and nobody can attack. If the defender wins, the attackers are stunned for a number of rounds equal to the difference between the attacker's value and the defender's value.

Retreat

If someone retreats from melee combat, the opponent gets a free attack. If the character is turning around as well, the opponent is also granted a +2 THACO bonus for attacks from behind.

Second Rank

Long weapons like spear or lances can reach through the first rank of combat and can be used from the back row.



Spells

Spellcasters who want to use a spell start casting at the beginning of the combat round. Casters in melee under attack under by an opponent cannot cast spells. Caster within melee range of an opponent not yet under attack can. If a caster suffers damage while casting a spell, the spell is lost. Spells will come into effect in the melee phase of a combat round.

Subdual Damage

Sometimes, it is preferable to beat down an opponent without killing him. In this case, a character inflicts half subdual and half real damage. Subdual damage is subtracted from the hit points as well and recovered at a rate of one hit point per hour. If subdual and real damage combined reduce a character to naught hit points, he falls unconscious. If the real damage alone reduces him to naught hit points, the character has accidentally been killed. Certain creatures, like wild animals or demons, may be not affected by subdual damage.

Two-handed Weapons
Wielding a weapon with both hands that could also be used with only one hands grants a +1 bonus to damage. This does not apply two weapons which have to be used with two hands anyway.

Two-weapon fighting
A combatant wielding two weapon is more like to hit his opponent and thus gains a +1 THACO bonus. He does not gain an additional attack, but can decide which weapon to use for damage. A shield that can be used as a weapon does not count as a second weapon.

Underwater Combat
Due to the resistance of the water, only piercing or thrusting weapons can be used effectively underwater unless the weapon is magically enchanted to allow free movement. Bows and hurled weapons are also useless. Crossbows can be fired underwater, but their range is halved.
Even given the proper weaponry, surface dwellers and other creatures whose natural habitat is not aquatic cannot fight very effectively underwater. When attacking with a melee weapon, they suffer a -4 THACO and initiative penalty. This does not apply to ranged attacks or spellcasting.
Unless otherwise stated, fire-based spells or those requiring oxygen have no effect underwater. Lightning spells affect all creatures, including the caster, using the spell's range as an effective area with the caster as a point of origin. Summoning spells will summon only underwater creatures. Other spells are modified as seen fit by the game master.

Other Rules

Time
In *Grey Matter*, time in combat and time in general is handled abstractly. One round, the time in which everyone makes a move, equals one minute, although actual combat is most likely faster. A turn equals ten minutes and can be used outside combat.

Encumbrance
Every piece of equipment a character carries, gold and jewels included, has a certain mass. Obviously, no character can carry an unlimited amount of things without being slowed down. It is possible to define a certain mass for every item, add them together and calculate what strength is needed to carry this mass with that speed. This requires a lot of bookkeeping, though, and does not necessarily add anything to the game.
Hence, the default encumbrance system for *Grey Matter* is an abstract one. Every character can carry a number of medium to large items equal to his strength ability score. For every further item, two points are temporarily subtracted from movement and one from the dexterity score. Small items do not slow down a character.
This system is heavily abstracted and requires common sense from both the game master and the players. No character is able to carry a very large amount of small items or a small number of really heavy ones. The group is expected to reduce the number of items a character carries to a reasonable amount with the rules above as a guideline.

Movement
Every player character race and monster has a speed, the base movement rate. It is usually nine or twelve for player character races. Divided by three, it is the distance in metres a creature can move in one combat round without risking to stumble, being hit by free enemy attacks or other direct consequences. Out of combat, the movement rate is doubled and doubled again if a character is running. Creatures which have learned swimming swim at half this speed. Trained swimmers swim at their movement rate, natural swimmers at one and a half times their speed.
While in combat but outdoors, movement rates are tripled together with the range of missile weapons.
While hiking on a road or on easy terrain, a character can usually make one and a half times his movement rate in kilometres per day. During a forced march, he makes twice his movement rate. The game master can modify the movement rate for difficult terrain like forest, swamps or mountains.
It is recommended to keep movement abstract. The rule above just serves to get an idea on how fast the party will move.

Death
If character is hit, the amount of damage is subtracted from his hit points. If he reaches naught hit points, he falls unconscious and cannot perform any actions. The character will lose one hit points per round until he reaches negative hit points equal to his level. At this point, he dies. There are certain divine and magical ways to bring back dead characters, but none of them is easy or cheap.
Certain races which are not entirely organic, like the warforged and the modron, have special rules for character death explained in their race description.



Healing
Magic is one way to quickly restore lost hit points. In addition to that, a character recovers 1d3 hit points per night of full rest. If he rests very comfortable, like in a good inn, he recovers one additional hit point. Likewise, sleeping outside during rainfall may lead to a penalty. A full month of rest will always restore all hit points, no matter how many a character lost.

Ability Score Loss

Some undead, magic spells or other effects temporarily reduce one or more of a character's ability scores. Unless the description of the effects says otherwise, these losses are recovered at a rate of one point per day for each of the six scores, provided the character has at least a full night of rest. If any ability score reaches naught, the creature dies.

Darkvision

Some creatures, mostly subterranean ones, have so-called darkvision. They can see up to twenty metres in darkness, but no magical darkness.

Elemental Resistance

Some items grant the wearer resistance against certain elements. Any damage taken from that element is reduced by a certain percentage (rounded down). Resistance granted by items stacks unless one of the items sets the resistance to a certain value. An attack will always deal at least one point of damage unless the resistance is 100%.

Inherited Spell- Like Powers

Some player character races, monsters and classes have magic-like abilities. In most cases, these work exactly as a certain magic spell and can be used at will, though not necessarily an unlimited number of times. However, while these powers work like spells, they are not magical the way an arcane or divine spell is, but come from another source of power. They can be used while wearing armour, while being in an antimagical field and without uttering a magic formula. The number of hit dice the creature has equals its caster level.

Magic Resistance

Some creatures have magic resistance. Anytime magic is used on them, 1d100 is rolled. If the number is equal to or lower than the monster's magic resistance, the magic has no effect. Unless mentioned otherwise, magic resistance can be supressed at will to allow helpful spells.

Modified Percentile Rolls

Some spells, special attacks or items grant a bonus or malus to die rolls. If a percentile roll with the d100 is modified, a bonus or malus of one equals ten per cent unless the description specifically says otherwise.

Morale

Not everyone the characters encounter will fight to the bitter end. The majority of creatures will try to flee, surrender or negotiate if they cannot win the fight. The game master decides how the monsters react. The presence of a strong leader, the creatures believes and other factors come into play here. This also goes for any hirelings the characters have. However, certain creatures will never surrender. These include machine-like creatures like the golem, mindless oozes or destructive undead.

Structural Points

Large structures, like siege weapons, vessels or fortresses do not have common hit points, but so-called structural hit points. Small weapons – that is anything smaller than boulders or siege weapons – do not inflict structural points of damage.

Temporary Hit Points

Some abilities and items grant the user temporary hit points. These hit points can expand the creature's maximum amount of hit point, but cannot be healed. Once they are removed by damage inflicted on the creature, they are gone for good. If no damage is taken, they disappear after one night of rest or after twenty-four hours at the latest.

Twilight Vision

Twilight vision works like darkvision, allows the creatures only to see in dimmed light, not complete darkness.



Hirelings

An adventure's most important allies are his companions. Whenever even more manpower is needed, the party can hire so-called hirelings. These are NPCs that serve the player characters for money. They can be everything from common folk paid to carry torches and equipment up to experts for special tasks. Specialists will usually not go on adventures, but rather perform services the player characters cannot do by themselves. The number of specialist hirelings a character can employ is limited by his charisma. Specialists may be bribed with high amounts of money, though. The number of common hirelings is unlimited. Every hireling has a certain upkeep cost. It includes his wage and the money for the material he uses. Torchbearers that enter dungeons together with the party do not cost much, but have a risky job and usually demand a share of the gold the party finds.

Table 67: Hirelings

Hireling	Monthly Upkeep (gp)	Type
Animal Trainer	500	Specialist
Armourer	200	Specialist
Blacksmith	40	Specialist
Engineer	1,000	Specialist
Guide	10	Common
Manservant	3	Common
Sage	1,000	Specialist
Sailor	10	Common
Ship Captain	300	Specialist
Spy	500	Specialist
Torchbearer	5	Common
Worker	1	Common

Animal Trainer
Animal trainer can handle all kinds of common animals. In addition, some of them even have experience with rare creatures like griffins.

Armourer
Armourers know how to make weapons and armour. Good and innovative armourers are rare and sought after.

Blacksmith
A common blacksmith can manufacture everyday metal items, but does usually not know how to make weapons.

Engineer
Engineers are needed for complex buildings like bridges or fortresses as well as for constructing siege machinery.

Guide
A local guide knows shortcuts, save passages and the common hazards of the area he lives in. However, almost everyone can pretend to be a guide.

Manservant
Manservants are needed in every larger household. This job includes butlers, cooks, maidens and similar professions.

Sage
A sage is a true expert in his field. Even if highly specialised, a sage has information way beyond the knowledge of common people. Sages not only have information, they also know where to find it.

Sailor
Sailors a common and can be hired in every two near the coast, but need a good captain to be effective.

Ship Captain
Apart from sailors, every ship

Spy
The spy is a specialist than know how to blend into the crowd, gather information, infiltrate buildings and do missions behind enemy lines.

Torchbearer
Torchbearers can be hired by adventurers to carry torches and equipment. Their job is risky, but can also be rewarding, as torchbearers usually get a percentage of the gold and treasure their adventuring party finds.

Worker
Workers are simply men willing to do physical work for money. They have no special qualifications other than being at least in moderate shape.



Table 68: Men-at-Arms

Man-at-Arms	Monthly Upkeep (gp)	Hit Dice	Armour Class	Weapon	Saving Throw	Movement
Light Infantry	2	1	13	Spear (1d6)	17	12
Heavy Infantry	3	1+2	15	Long sword (1d8)	16	9
Archer	5	1	12	Long bow 1d6	18	12
Crossbowman	5	1	12	Heavy crossbow (1d8)	17	9
Light Horseman	10	1+1	13	Lance (2d4+1)	16	18
Heavy Horseman	20	2	15	Lance (2d4+1)	15	18
Sergeant	*Special*[1]	3	14	Long sword(1d8)	16	12
Lieutenant	*Special*[1]	3+2	15	Long sword (1d8)	15	12
Captain	*Special*[1]	4	15	Long sword (1d8)	14	12

[1]Sergeants cost twice, lieutenants three times and four times as much as a man-at-arms of the same type

In addition to common hirelings and specialists, the party can also hire man-at-arms for fight for them. Most hired soldiers are trained for outdoor military engagements and will not enter dungeons or lairs. Men-at-arms are hired in small platoons. For every ten men of one type, a sergeant is need, for every twenty men a lieutenant and for every sixty men a captain.

Light Infantry
Light infantry is usually equipped with spears and most effective in squads.

Heavy Infantry
Heavy infantry is slower, but also better armoured than light infantry. Heavy infantry is also better suited to fight on its own if necessary.

Archer
Archers have the advantage of the range of their bows, but need protection by other men-at-arms or they will end up as easy targets for fast enemy ground units.

Crossbowman
A crossbow needs longer to reload than a bow, but requires less training and has

Light Horseman
The greatest advantage of horsemen is their speed and ability to scatter non-mounted enemy troops. Horsemen are unsuited for combat in dense vegetation and mountainous areas, though.

Heavy Horseman
Heavy cavalry is feared by every foot soldier. Few armies can afford to maintain large units of heavy cavalry, though.

Sergeant
A sergeant commands ten men of his respective type of military unit.

Lieutenant
For every twenty men of a certain type of men-at-arms, a lieutenant is needed.

Captain
A captain command units with up to sixty men. Most captains can command more than one type of men-at-arms.

Warfare

Most of the time, adventures will be involved in small-scale battles only. This section deals with large battles involving entire armies. Using the usual combat resolution mechanics for such battles would tedious, so this section presents rules to determine the quality and firepower of both sides and resolve their clash with a single roll.

Basics

Each army has three scores associated with it. It has a *Troop Rating*, which measures the experience and innate toughness of the troops, and which varies only when the troops gain in experience; a *Quality*, which is based on the *Troop Rating* but includes modifiers for mounts and special or magical abilities which may change between battles; and a *Size*, which is simply the number of troops in the army.

When two armies enter battle with each other, the controller of each army decides on a tactic for the army to use in this battle, and then a *Battle Score* is calculated for each one. This score is based on the *Quality* of the army, modified by factors unique to the battle, such as the effectiveness of the tactics by each side against each other, the terrain and location in which the battle is fought, and how much one side outnumbers the other. The results of the battle are found by adding 1d100 to each *Battle Score*, and seeing which side gets the higher total. The amount by which one side or the other wins determines how many casualties each side takes and whether or not the losing army must retreat or even be routed.

Multiple Armies

If the two sides in a fight have multiple armies that take the field, the armies pair off and battle each other in pairs, with army with the highest *Quality* score selecting an opposing army to engage, then the unengaged army with the next highest *Quality* score until all armies are engaged.

Should one side have more armies than the other – which does not necessarily mean they have more troops – the side with the fewest armies must split one or more of their armies until each side has the same number of armies. Splitting an army in this way does not affect the *Quality* of the army, only the *Size*.

Then the armies on both sides pair off as normal. After each pair of armies has fought, one army from each pair will have been forced to leave the field of battle. If the armies remaining on the field are all on the same side, then the battle ends. Otherwise, the remaining armies remanoeuvre and pair up again – again this may involve one or more armies splitting up so there are equal numbers of armies on each side.

Troop Rating

The *Troop Rating* of an army is based on the amount of training, experience, and general toughness that an army has. The *Troop Rating* of an army may range from *Untrained* to *Elite*.

For human and most humanoid troops, the initial *Troop Rating* of a force gathered from peasant militia will be either *Poor* if comprised of 10% of the peasants in an area or *Untrained* if comprised of 20% of the peasants. If mercenaries or other professional soldiers are hired, the initial *Troop Rating* will be *Below Average*. For each year that the army spends active without disbanding, it gains a level of *Troop Rating*, to a maximum rating of *Average*, which is the highest rating available to troops that have not seen combat experience. After the army has won – not merely fought – its first battle, the *Troop Rating* immediately increases by one level, and can now, by further years of training, reach *Elite*. Any time an army is routed as the result of a battle, its *Troop Rating* immediately drops by one level.

For humanoid troops significantly different that humans and monstrous troops, the *Troop Rating* is based on their hit dice



Mixing Troops

There are three cases when troops of two different *Troop Ratings* will be combined to form a single army. Firstly, two smaller armies may be being combined into a single army. Secondly, new recruits may be joining an experienced army to replace combat losses. Thirdly, new recruits may be joining an experience army to simply increase its *Size*. Note that in this latter case, it may or may not be strategically better to keep the recruits separate and maintain two smaller armies with differing ratings than to maintain a single larger army.

In each of these cases, the combined army starts at the *Troop Rating* of its best troops, and loses one rating per 20% of the combined army that has come from the troops with the lower quality. This reduction cannot reduce the army to a lower *Troop Rating* than the less good troops were before the merge.

Additionally, if the troops are human or demi-human and 50% or more of the combined army has not yet won a battle, then the whole army is considered to no longer have combat experience and cannot rise above *Average* until it wins a battle.

Quality

Each troop rating has a base quality and a bonus. To determine the *Quality* of the army, start with the base quality, and for each of the following statements that is true, add the bonus:

- at least 20% of the army is mounted
- at least 50% of the army is mounted
- at least 1% of the army can fly
- at least 20% of the army can fly
- the average speed of the army is at least 15 per round
- at least 20% of the army can have missile weapons
- at least 20% of the army have missile weapons with a range of at least thirty metres
- at least 1% of the army have magical or special abilities
- at least 20% of the army have magical or special abilities
- 100% of the army have magical or special abilities
- at least 5% of the army are spellcasters
- at least 30% of the army are spellcasters

Table 69: Army Quality

Troop Rating	Hit Dice	Base Quality	Bonus
Untrained	Below 1	10	1
Poor	1	28	3
Below Average	Up to 2	45	5
Fair	Up to 3	63	7
Average	Up to 5	75	8
Good	Up to 7	90	9
Excellent	Up to 9	112	12
Elite	More than 9	140	14

Resolving a Battle

Once both sides of the battle have ensured that they each have the same number of armies and have sorted out which armies will be engaging one another, the battles between individual armies can commence. Firstly, determine if either side is *In Defence*. A side is considered to be *In Defence* if it occupies the battlefield before the other army arrives and waits for the other army to come to it. If both armies meet each other together, then neither is considered to be *In Defence*. Resolving each battle has three steps: Deciding on tactics, Calculating *Battle Score*, and then rolling for the battle itself.

Tactics

The commander of each side must decide on the tactic that their armies will use in the day's battles. Note that this is a single decision made for all the armies together, not a decision made on an army by army basis. All armies on one side work together to achieve the goals of the tactic decided by the commander.

The six tactics are:

Attack: This is the most basic tactic. The armies simply move forward and engage the enemy. Although effective against withdrawing or holding armies, armies using this tactic can find themselves suffering if the enemy tries to envelop them or lure them into a trap. However, overall it is still one of the less risky tactics.

Envelop: The armies try to surround the enemy and attack from all sides. It is particularly effective against enemies who are holding position, but leaves the armies vulnerable to direct attacks and attempts to overrun.



Hold: The armies try to hold position, letting the enemy come to them and engaging them when they do. This tactic is a good defence against a normal attack or an attempt to lure the armies into a trap, but it is easily enveloped and can be counterproductive when the enemy tries to overrun the holding armies.

Overrun: This is an all-out attack, charging the enemies and attempting to punch through the front ranks to attack the more vulnerable troops. It is great for punching a hole through troops that are trying to envelop you or for running down troops that are trying to withdraw, but it can be a costly tactic in terms of casualties.

Trap: The armies try to lure the enemy into making costly lunges and flanking manoeuvres, before attacking those troops committed to such manoeuvres. This tactic is effective against attacking troops and can be devastating against troops that are trying to overrun you; but is very weak against armies that are reluctant to engage directly, such as those trying to hold position or withdraw from combat completely.



Withdraw: This is simply an attempt to leave the battlefield with as little fighting as possible. It is a risky manoeuvre against enemies which are attacking directly or trying to overrun you, but can often avoid a fight completely if the enemy is holding position.

The player and game master should each write down the tactic that their armies are using, before revealing them simultaneously. The table below shows the effect that each tactic has on the battle, based on the tactic that it is facing. Each side should consult this table separately. The effect will either be a modification in the number of casualties taken, a modification to the army's *Battle Score*, no combat taking place, or no effect.

Battle Score

The basic *Battle Score* of an army is equal to its *Quality*. This basic score is increased by a fixed amount for each of the following statements that is true:

- +15 if the army outnumbers its opponent by at least 1.5 to 1 but less than 2 to 1
- +30 if the army outnumbers its opponent by at least 2 to 1 but less than 3 to 1
- +45 if the army outnumbers its opponent by at least 3 to 1 but less than 4 to 1
- +60 if the army outnumbers its opponent by at least 4 to 1 but less than 5 to 1
- +70 if the army outnumbers its opponent by at least 5 to 1 but less than 6 to 1
- +80 if the army outnumbers its opponent by at least 6 to 1 but less than 7 to 1
- +90 if the army outnumbers its opponent by at least 7 to 1 but less than 8 to 1
- +100 if the army outnumbers its opponent by at least 8 to 1 but less than 11 to 1
- +110 if the army outnumbers its opponent by at least 11 to 1 but less than 16 to 1
- +120 if the army outnumbers its opponent by at least 16 to 1 but less than 21 to 1
- +130 if the army outnumbers its opponent by at least 21 to 1 but less than 31 to 1
- +140 if the army outnumbers its opponent by at least 31 to 1 but less than 41 to 1
- +150 if the army outnumbers its opponent by at least 41 to 1 but less than 51 to 1
- +160 if the army outnumbers its opponent by at least 51 to 1
- +10 if the army is in the dominion of their liege
- +10 if the army have beaten this enemy before
- +10 if the troop class of the army is at least two levels higher than that of their enemy.
- +30 if ambushing an enemy while the enemy is marching
- -10 if any allied force has routed
- +20 if the battle is at night and the entire army has darkvision
- +20 if attacking from higher ground
- +20 for an army in fields or woods native to it
- +10 for an army in woods or forest native to it
- +10 for an army in hills or mountains native to it
- -20 for mounted troops in mountains, woods, or at a stronghold
- -20 for combat in swamp unless at least half the army can fly
- -10 for combat in snow or sand unless at least half the army can fly
- +10 if the army is *In Defence*
- +50 if *In Defence* of a bridge, narrow pass, or gorge
- +40 if *In Defence* and the attacker must cross deep water.
- +20 if *In Defence* of mountains, hills, or a town
- +50 if *In Defence* of a stronghold
- +30 if the army has more or overall better siege weaponry than its enemy does
- +50 if at least 1% of the army is immune to the enemy's attacks
- +50 if the whole army is immune to at least 80% of the enemy's attacks
- +50 if the whole army is immune to all of the enemy's attacks
- -10 if the army has medium fatigue
- -30 if the army has severe fatigue

Table 70: Battle Tactics

Tactic Chosen	Enemy tactic					
	Attack	Envelop	Hold	Overrun	Trap	Withdraw
Attack	+10% Casualties	+10 Battle Score	-	-20 Battle Score	+10% Casualties	+10 Battle Score
Envelop	-10 Battle Score	-	+20 Battle Score	+10% Casualties	-10% Casualties	+10 Battle Score
Hold	-10% Casualties	+20% Casualties	No Combat	No Combat	-10% Casualties	No Combat
Overrun	+20% Casualties	+10 Battle Score	+20% Casualties	+20% Casualties	+20% Casualties	+20 Battle Score
Trap	+10 Battle Score	-20 Battle Score	-20 Battle Score	+20 Battle Score	-	-10% Casualties
Withdraw	+20% Casualties	-10% Casualties	No Combat	+30% Casualties	-10% Casualties	No Combat

Rolling for the Battle

Once both armies who are engaging each other have had their final *Battle Scores* calculated, the controller of each one rolls 1d100 and adds it to their army's *Battle Score*. Whichever side gets the highest total wins the battle, and the other side loses the battle. The game master subtracts the total of the loser from the total of the winner, and checks on the table below to see what the effect is on each army. It3 has three columns for each army, detailing casualties, location and fatigue. The results for each army work in the same manner.

Casualties: The size of the army is reduced by the given percentage. Remember that this percentage may be modified up or down by the tactics that the army used. It is not possible for an army to take more than 100% casualties.

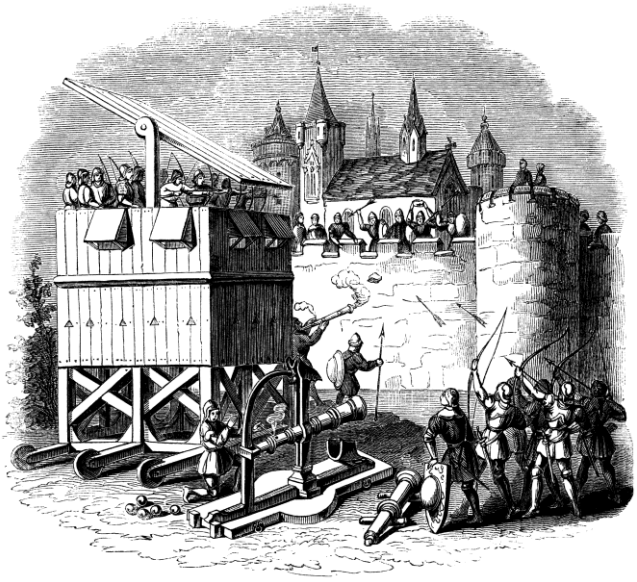
Location: After the battle is finished, this shows the location of the army. It may hold the battlefield, have been forced to retreat one or more kilometres, or have advanced one or more kilometres in pursuit of the enemy. Note that advancing in this manner is compulsory in order to inflict the casualties on the enemy army. Additionally, any army that was using the *Withdraw* tactic may move an extra kilometre – but only away from the enemy, not towards it.

Fatigue: This shows how fatigued the battle makes the army. Fatigue affects the *Battle Score* of the army in future battles that occur on the same day. Fatigue is removed from an army by spending a single day neither moving nor fighting.

Rout: An army that is routed ceases to exist as a unit. Whichever troops survive the fight will scatter, and slowly return to their homes, arriving 1d10 weeks after the battle.

Aftermath

When all the pairs of armies involved in the battle have finished fighting, the result will be that some will have held the field and some will have moved away—either in retreat or in pursuit of retreating armies.
If all the armies that still hold the field are on the same side, the battle is finished for the day. If armies of both sides still hold the field, the battle continues, with the armies first splitting if necessary to ensure that there are equal numbers on each side once more.



Strongholds in Battle

When a stronghold is under attack, it has the following effect on the battle: When calculating troop ratios to see who gets a bonus to their *Battle Score*, the defending armies is treated as having four times as many troops as they actually have. Furthermore, the defender only takes half the indicated casualties and ignores *Retreat* or *Rout* results.

The defender only gets these bonuses if they use the *Hold* tactic. If an attacker chooses to besiege the stronghold instead of attacking, the attacker gains a +5 cumulative bonus to their *Battle Score* per week of siege, and if the defenders run out of food they will take 10% casualties per week of siege. However, high level clerics can create enough food to feed many people.
The besieged defenders can, of course, attack the sieging army at any time using any tactic except *Hold*. If they choose to do so, they gain a +20 bonus to their *Battle Score* for the element of surprise.

Table 71: Battle Results

Difference in Battle Score	Winner Casualties	Winner Location	Winner Fatigue	Loser Casualties	Loser Location	Loser Fatigue
1 – 8	0%	Hold	None	10%	Retreat 1	None
9 – 15	0%	Hold	None	20%	Retreat 1	None
16 – 24	10%	Hold	None	20%	Retreat 1	Medium
25 – 30	10%	Hold	None	30%	Retreat 2	Medium
31 – 38	20%	Retreat 1	Medium	40%	Retreat 1	Severe
39 – 50[1]	0%	Hold	None	30%	Retreat 3	Severe
51 – 63	20%	Advance 1	Medium	50%	Retreat 4	Severe
64 – 80	30%	Advance 1	Medium	60%	Retreat 5	Severe
81 – 90	10%	Advance 3	None	50%	Retreat 4	Severe
91 – 100	0%	Advance 3	None	30%	Rout	Rout
101 – 120	10%	Advance 3	None	70%	Rout	Rout
121 – 150	10%	Advance 5	None	70%	Rout	Rout
151+	10%	Advance 5	None	100%	Rout	Rout

[1]Maximum possible result if the winner was using the *Hold* tactic

Special Combat Rules

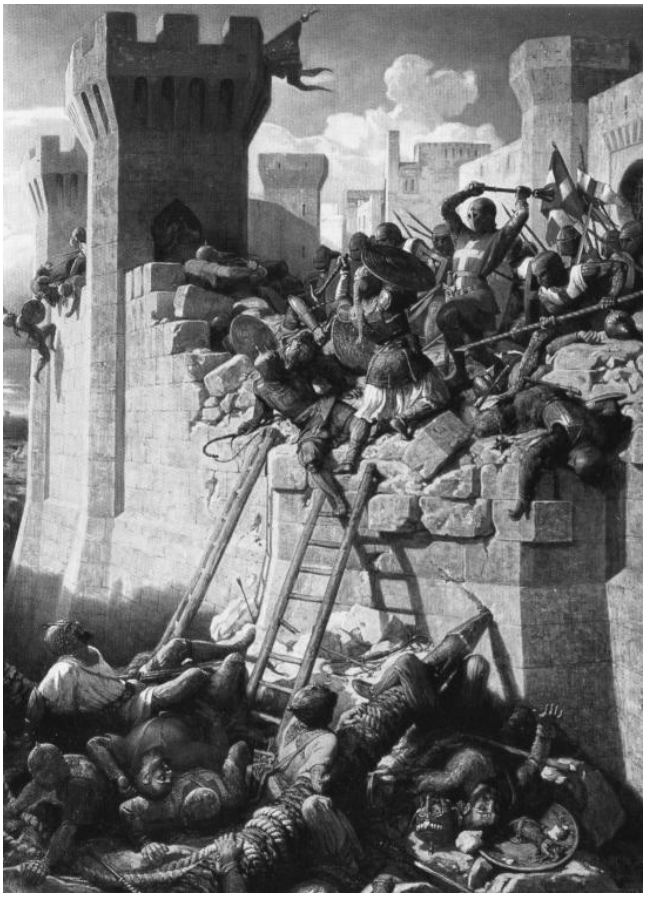
Apart from traditional land-based warfare described in the previous section, there are a few other situations where the common combat rules are probably not the best options to resolve the situation: Siege, aerial, ship as well as mass and space combat. This chapter deals with special rules for these occasions.

Siege Combat

Siege combat is rather difficult to portray in any simple way, so this section will just portrait a number siege weapons and describe how they can be used.

Battering Ram
The battering ram has a movement rate of one if pushed by four soldiers and can increase this by one for every additional crew member up to a maximum speed of four. It has two structural points and inflicts two structural points of damage per turn. Soldiers under a covered ram are immune to light missile fire.

Boiling Oil
Boiling oil will normally affect an area with a radius of three metres and inflicts 2d6+20 points of damage at the top of the wall. At the bottom, it covers an area ten metres wide and three metres across and inflicts 2d6 points of damage. For the next three turns, the area cannot be crossed.



Heavy Catapult
The heavy catapult's rate of fire is once every three turns with a full crew of four, and increases by one turn for each crew member fewer than four. The catapult may be loaded with small stones to kill people, or with a single stone to destroy walls. A heavy catapult uses a counterweight rather than relying on rope tension, and is far more accurate than a light catapult, as well as having a longer range. However, it has a higher arc of fire and imparts a lower velocity, so it is better at throwing things over walls than it is at destroying the walls themselves. Destroying walls is thus usually the job of the light catapults with their low arc of fire and high velocity. The movement rate of a heavy catapult is one.
Heavy catapults target a particular area within the minimum and maximum range (250 metres to 500 metres). The attacker rolls 1d20 to hit, and if the result is a 10 or greater, the shot will hit the targeted location. Smaller targets such as an enemy catapult will be harder to hit. If the shot misses the targeted location, 1d8 is rolled to find out the direction of the miss, and 1d100 to see how many metres off the target the missile struck. If the missile was a spray of rocks, anyone within twenty metres of the centre point takes 1d100 points of damage. If the missile was a single boulder, and it hits within one metre of a person, that person is killed. Trebuchets inflict two structural points of damage with a direct hit when hurling a single stone instead of a spray of smaller ones.
Any sort of catapult that is placed on a high location will increase its range by 20% of the normal top range, but the difference between the minimum and maximum ranges stays the same.

Ladders
Carrying a ladder halves the movement rate. Climbing one takes two rounds with up to five people being able to climb the ladder at the same time. Pushing a ladder with a pole requires a successful strength check at a -3 penalty.

Light Catapult
The light catapult's rate of fire is once every two turns with a full crew of four, and increases by one turn for each crewmember fewer than four. The catapult may be loaded with small stones to kill people, or with a single stone to destroy walls. Light catapults operate by storing tension in twisted ropes rather than by using counterweights. They are less accurate than heavy catapults, but inflict more structural damage. The movement rate of a light catapult is two.
Light catapults target a particular area within the minimum and maximum range (150 metres to 300 metres). The attacker rolls 1d20 to hit, and if the result is a 12 or greater, the shot will hit the targeted location. Smaller targets such as an enemy catapult will be even harder to hit. If the shot misses the targeted location, 1d8 is rolled to find out the direction of the miss, and 1d100 to see how many yards off the target the missile struck. If the missile was a spray of rocks, anyone within twenty metres of the centre point takes 1d100 hit points of damage. If the missile was a single boulder, and it hits within one yard of a person, that person is killed. Light catapults inflict three structural points of damage with a direct hit.

Any sort of catapult that is placed on a high location will increase its range by 20% of the normal top range, but the difference between the minimum and maximum ranges stays the same.

Mantlets
Mantlets are sturdy wooden walls with wagon wheels that can be moved around and provide cover. They have a movement rate of three.

Rock
Dropping a rock deals one point of structural damage. Against soldiers climbing a ladder, it does 3d6 points of damage. The rock attacks the people on the ladder with a +5 THACO bonus.

Siege Tower
The siege tower has a movement rate of one if pushed by four soldiers and can increase this by one for every additional crew member up to a maximum speed of four. It has four structural points. Soldiers in the tower are immune to light missile fire. Up to five soldiers per melee round can use the tower to get atop a wall and engage the enemy.



Aerial Combat

Aerial combat uses hex paper to represent the area where the combat is taking place. Altitudes of the various combatants are tracked using counters of some kind. One hex is equivalent to ten metres, and each increment of altitude is also equal to ten metres. For purposes of aerial combat, a creature has a number of movement points equal to its movement rate, and this is the number of hexes it can move when flying straight and level. Movement points do not all need to be spent in a given round, but they cannot be saved for the next round. A creature's turning capability in the air is determined by its size and air resistance, not by its movement rate.
If flying ships or similar vessels are involved into aerial combat, the same rules are used. A ship ramming another one is treated like a battering ram. The game master decides when a ship is too small to deal any damage to another vessel and what precisely happens on a critical hit.

Table 72: Aerial Mobility

Size Category	Maximum Course Alterations per Round	Minimum Spaces Between Course Alterations
Large Bird	5	1
Human	4	2
Griffin	3	3
Wyvern	3	4
Dragon	3	5
Air Ship	1	6

Movement Actions

Alter Course
The flying creature starts the round moving along a straight path in one of six directions. To turn from one side of the hexagon to the next, clockwise or counter-clockwise, does not use up any movement points, but only a certain number of course alterations (one hex side at a time) can be made in a round, and a certain number of hexes must be moved in between each of these course alterations.

Climb
To climb in altitude, the creature first subtracts the *Minimum Spaces Between Course Alterations* number from available movement points. Remaining movement points may be used for climbing. The creature must move forward one hex for each hex of altitude gained. Rising one unit of altitude costs two points, and moving forward costs one point. Remaining points can be spend to move forward before or after climbing.

Descend
Unlike climbing, descending costs no movement points for the change in altitude increments. A creature can make turns while descending if it has enough movement points. The number of lost altitude increments cannot be greater than one half of the creature's forward movement or the movement will – after that point – turn into an uncontrolled dive, as the creature stalls in the air.

Table 73: Aerial Missile Fire

Attacker's Position Relative to Target	Die Roll	Hit Location[1]	Critical Hit Chance
Head-on	1 – 2	Rider	25%
	3 – 4	Head	20%
	5 – 6	Wing	20%
	7 – 10	Body	10%
At Side	1	Rider	25%
	2 – 3	Head	20%
	4 – 5	Wing	20%
	6 – 9	Body	10%
	10	Rear	0%
Overhead	1	Rider	25%
	2 – 3	Head	20%
	4 – 7	Wing	20%
	8 – 9	Body	10%
	10	Rear	0%
Below	1 – 2	Rider	20%
	4 – 7	Head	20%
	8 – 9	Wing	10%
	10	Body	0%
Behind	1 – 2	Rider	25%
	3	Head	20%
	4 – 5	Wing	20%
	6 – 8	Body	10%
	9 – 10	Rear	0%

[1]If there is no rider, the mount is hit to the body and vice versa

Dive
In a dive, the creature adds 50% to movement points, and drops at a rate of ten altitude increments for every one hex of forward movement. No turns can be made while in a dive. A diving creature, at the beginning of the dive, would spend one forward movement point and drop ten in altitude. It could either continue diving or level off, and could also continue moving forward – but no turns would be allowed because of the dive movement. In an uncontrolled dive, unlike a normal dive, the creature moves one hex forward and drops ten hexes; and may then make a saving throw to avoid diving another ten hexes. The process continues until the creature either succeeds at the saving throw or hits the ground. Once a saving throw succeeds, the creature's turn ends.



Missile Combat
In addition to normal THACO rolls and damage, aerial combat involves the chance of a critical hit which affects the target's ability to stay airborne. A missile attack against a rider or mount cannot be specifically aimed at one or the other. The table above is used to determine whether the attack roll is compared to the rider's armour class or that of the mount for purposes of actually scoring a hit. The table also determines the location of a hit, which is then used to determine whether there is a critical hit. What the effect will be is determined with the table below.

Table 74: Result of Aerial Critical Hits

Die Roll	Rider Critical Hit	Head Critical Hit	Wing Critical Hit	Body Critical Hit
1	Must Retreat	Half Speed	Half Speed	Half Speed
2	Must Retreat	Must Land	Half Speed	Half Speed
3	Must Retreat	Must Land	Half Speed	Half Speed
4	Must Retreat	Must Land	Half Speed	Must Land
5	Must Retreat	Must Retreat	Half Speed	Must Land
6	Must Retreat	Must Retreat	Must Land	Must Land
7	Must Retreat	Must Retreat	Must Land	Must Retreat
8	Must Retreat	Must Retreat	Must Retreat	Must Retreat
9	Must Retreat	Fall and Crash	Must Retreat	Must Retreat
10	Must Retreat	Fall and Crash	Must Retreat	Fall and Crash

Must Retreat: A wound has caused either the mount or the rider a condition that does not allow further flying or fighting. This could include anything from a snapped saddle-girth to being knocked hard on the head. The rider and mount are able to fly away, but can no longer engage in combat. If the rider is a player character, the game master may specify whatever penalties to combat or risks of falling would result from staying in combat, letting the character decide whether to retreat or not. NPCs will automatically retreat in this situation unless they are extremely dedicated, brave, stupid, or some combination thereof.

Half Speed: The mount is wounded (or the vehicle damaged), and its movement rate is reduced to half normal.

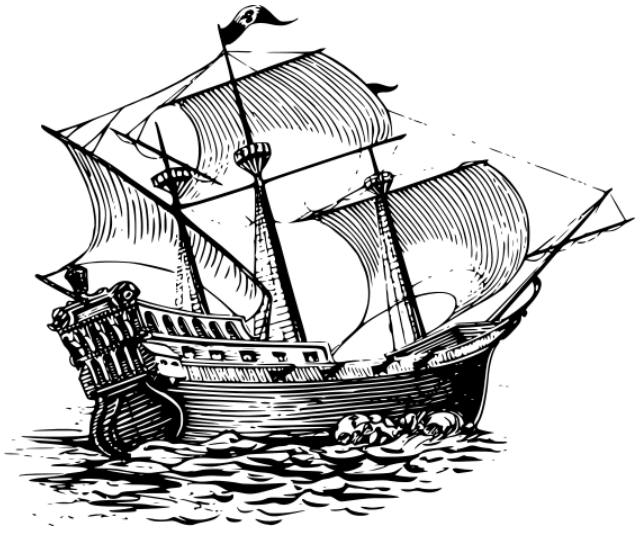
Must Land: A bad condition, like a snapped saddle-girth or a blinded rider requires an immediate landing as fast as possible.

Fall and Crash: Just like it sounds. Incur 1d6 points of damage per increment of altitude – one equalling ten metres – fallen.

Hand-to-Hand Combat
If an attacker can move within three hexes of a target, it is possible for the two to engage in hand-to-hand combat. A certain amount of swooping and turning is responsible for the range. If the movement is head-on or side to side, both characters and their mounts may attack. If one combatant is behind the other, only the combatant who is behind can make an attack.

Ship Combat

Naval combat is much slower than aerial combat; an air battle taking place in the skies above a naval battle will be resolved long before the ships ever come into range or contact unless the aerial forces are held in reserve to support the actual ship-to-ship combat. Aerial combat is conducted in combat rounds, whereas naval combat is resolved in turns. The hexes used for naval combat are thirty metres across, so the scale is three times that of aerial combat.



Wind Direction and Strength
The direction of the wind is determined by rolling 1d8 to represent the primary and secondary points of the compass. Then the hexagonal battle map is aligned so that the wind direction cuts across the flat sides of the hexagon, not across the points. In other words, the hexes have to be aligned so that a ship can be facing directly into the wind. The wind speed is determined with the table below.

Table 75: Wind Speed

Die Roll	Wind Speed
1	Total clam
2	Light wind
3	Strong wind
4	Gale-force wind

Ship Types

Oared Vessels
Oared vessels depend upon the level of exhaustion of the rowers. Each has three speeds: Slow, medium and fast. The faster the speed, the more quickly the rowers will tire. Larger ships cannot be effectively propelled by oars. Galleys and longships have simple sail arrangements allowing them to move more quickly with a tailwind, but not able to tack (also called *beating against the wind*), and thus gaining no benefit when moving against the wind.
The crew of an oared vessel begins with thirty fatigue points. Each turn, the crew loses or gains fatigue points based on speed. A turn of rest regains one fatigue point; a turn spent moving at slow speed costs two fatigue points; a turn spent moving at medium speed costs three fatigue points, and a turn spent moving at fast speed costs ten fatigue points. A ship with a crew that has no more fatigue points cannot move by rowing until the crew regains the needed points by resting.
Oared vessels can back oars, meaning, essentially, rowing backward to brake speed. For this reason, an oared vessel can only accelerate slowly, but can reduce speed quickly. An oared vessel can slow down by two factors, but can only increase speed by one factor per turn. Oared vessels can move backward at half the normal speed, but with normal fatigue costs.
Galleys cannot operate in the ocean; they will be swamped by waves in the same way as if there were a strong wind.

Sailing Vessels
The main feature of sailing vessels is their relationship to the direction of the wind. In particular, when a sailing vessel comes directly into the wind, its speed moves to naught. This is a special circumstance: it is assumed to be moving across that face of the hex, and in the next turn it will be facing the next hex, able to begin moving again. The ship may not turn back to the original facing in the next turn. There is also a 10% chance that the ship will not manage to cross the wind fast enough, in which case it moves backward 1d6 hexes in that turn, and is not allowed to attempt crossing the wind again until it has turned back and made a full circle around. This is not an issue for any type of ship that can use oars.

Combat

Ramming
Galleys equipped with a ram may smash into other ships, provided that the attacking ship is moving at fast speed. The rammed ship has a 25% chance of being breached in the hull; if breached, it will sink in 3d6 turns. Even if the ship is not hulled, the ship will lose 20% of the crew. Patching a hole below the waterline requires ten crew members, and takes five turns to complete. There is a 25% chance that the patching will not hold, in which case the work must begin again for a second attempt. There is usually not time for a third attempt if the first two fail.

Grappling
Ships within one hex may grapple each other. Three attempts may be made per turn, with a 20% chance each to succeed and three attempts to cut the lines by defenders are also permitted per turn, again with a 20% chance each to succeed. Once ships are grappled, neither can move.

Boarding
Boarding and shipboard fighting may be resolved using the mass combat rules or in any other way the game master decides is the most exciting way to handle the battle.

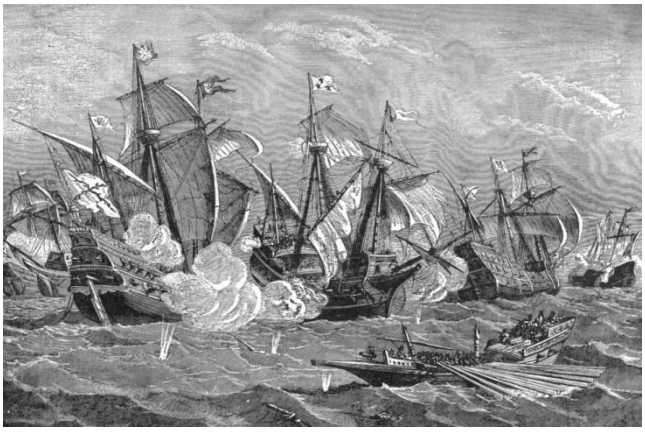
Catapult Fire
Catapult fire against ships is somewhat different than catapult fire in a siege, not just because the ships are moving, but because plunging fire is far more dangerous to a ship than more direct fire. Light catapults are all that a ship can carry. These have a low arc of fire, so they are more accurate in ship-to-ship combat than a heavy catapult; heavy catapults are

Table 76: Ship Types

Ship Type	Rowing Speed	Wind Directly Behind	Wind Indirectly Behind	Wind Directly Ahead	Wind Indirectly Ahead	Hexes Between Course Adjustments	Structural Points
Large oared vessel	15/20/30	+10[1]	+5[1]	No effect	No effect	10	9
Small oared vessel	10/15/25	+10	+5[1]	No effect	No effect	5	8
Rowboat	1/5/6	+1	No effect	-1	No effect	2	1
Large sailing vessel	-	Light wind: 25 Strong wind: 25	Light wind: 20 Strong wind: 30	Light wind: 0 Strong wind: 0	Light wind: 10 Strong wind: 20	15	20
Small sailing vessel	-	Light wind: 20 Strong wind: 30	Light wind: 15 Strong wind: 25	Light wind: 0 Strong wind: 0	Light wind: 10 Strong wind: 20	12	15
Sailboat	10/15/20	Light wind: 15 Strong wind: 20	Light wind: 10 Strong wind: 15	Light wind: 0 Strong wind: 0	Light wind: 5 Strong wind: 10	4	2
Longship	12/18/25	Light wind: 30 Strong wind: 35	+5	Light wind: 0 Strong wind: 0	No effect	8	10

[1] 10% chance per turn of shipping water in strong winds, 30% chance per turn of shipping water in gale winds. Shipping water reduces speed by 25%, and if a large oared vessel ships water three times, it will sink. Small oared vessel running directly before the wind can avoid the risk of shipping water, and longships are rowed from a higher deck and are thus not at risk

very accurate when the range is found, but cannot track to new target locations as easily as a light catapult due to the high arc of fire. Since heavy catapults cannot be carried on ships other than exceptionally rare vessels, heavy catapult fire will only be an issue in ship-to-shore battles. If a heavy catapult hits a ship, the ordinary damage is twice what it would do against a wall, because the shot is plunging through the bottom of the vessel instead of smashing in sideways.



Mass Combat

If a battle is too large for normal treatment but at the same time not large enough to refer to the rules for warfare, the mass combat rules present below can be used.

Units of Troops
For mass combats, the soldiers are lumped together into units of five or ten, depending on the scale of the combat. All troops in a unit should have the same type of armour. For the unit, add up the hit points of all the soldiers in the unit and treat the unit as if it were a single creature.
Stronger creatures, such as giants or dragons, do not need to be grouped into units – although they are each treated as a separate unit for combat purposes – and each individual player characters should be treated as a separate unit as well.

Initiative and Combat Rounds
Combat rounds are five minutes long if troops are grouped into five five-man units, and ten minutes long if they are grouped into ten-man units. At the beginning of the battle, roll for initiative. Whichever side wins the initiative can choose to move first or last, and can also choose whether to attack first or last. All units on one side move or attack at the same time, and then those on the other side.

Order of Battle
Missile attacks and spells are resolved before anything else happens. If archers have a rate of fire of two, only the first shot is resolved at this point; the second shot is resolved at the end of the round. Both sides resolve their missile attacks and spells, in the order chosen by the side with the initiative. Movement is resolved in the order chosen by the side with initiative. If soldiers are charging and make their impact for the first time, the results of the charge are determined immediately during the movement phase: defenders with long weapons will get a first attack, and then the charging soldiers get an attack. Melee combat is resolved in the order determined by the side with initiative. Broken units may attempt to rally. Any final missile fire from archers with a rate of fire of two is resolved, in the order determined by the side with initiative. Initiative is rolled for the next round, and the new round begins.

Missile and Melee Combat
When a unit makes its attack, it makes a single attack roll against the armour class of the opposing unit; in melee combat, the attack can be made only against a unit directly in front of the attacking unit. A unit of five soldiers with one hit die each makes its attack roll as a creature with one hit die, not as a creature with five hit dice. The first hit inflicted against a unit inflicts no damage. After a unit has been hit once, later hits are resolved as follows: Damage is inflicted by rolling once for whatever type of weapon the attackers are using, and multiplying the result by the number of people in the attacking unit. If a unit is attacking a single target – such as a giant or a lone player character – the damage is reduced by half. Keep in mind that monsters retain their abilities; a monster that cannot be damaged by non-magical weapons will not be hurt at all by mundane arrows from a unit of regular longbowmen. There is one special rule here: If a monster, character, or unit cannot be hit because of a good armour class or terrain modifiers, there is still a chance that a unit can inflict some damage. If an attacking unit rolls a natural twenty on its attack roll it will inflict damage (unless the defender is actually immune to normal weapons), but only one-quarter of the damage it would normally inflict. Hit points inflicted on a unit do not actually kill anyone until the unit makes a morale check. When a unit is down to half its original hit points, and any time it is hit after losing half its hit points, the unit must make a morale check. The morale check is made on a d6, with the result being as follows:

1: Four out of five of the soldiers in the unit are dead. The unit is removed from the board and the 1 or 2 survivors are fleeing.

2: The unit has no casualties, but is forced back one half of its move; the attackers can also move up their troops by the same amount if they choose to do so. The unit is *Broken*.

3: The unit remains in place, but is *Broken*.

4 – 6: Morale check succeeds, and the unit remains in the combat normally.

If a unit loses all its hit points, all the soldiers in the unit are considered dead.

Broken Units
If a unit is *Broken*, it means that the unit is thrown into confusion or fright, or that they are simply so battered that they cannot function until they rally themselves. A broken unit cannot attack, but after the melee phase of combat they may attempt to rally. A broken unit can move backward out of combat, but cannot advance toward the enemy. A well-trained or experienced unit of regular troops (not mercenaries) has a 75% chance to rally. Well-trained mercenaries have a 50% chance to rally. Levees and militia

have a 25% chance to rally. If the unit rallies, it is no longer considered to be *Broken* and can attack normally again when the time comes.



Modifiers
Large-scale combat depends greatly upon the terrain, and gaining superior terrain is an important part of such combats. Fighting down a slope or from higher ground is a major factor, perhaps the most important one. However, even if a unit cannot be hit, when an aggressor rolls a natural twenty the attack still inflicts one-quarter of its normal damage.

A unit fighting from the higher ground has a choice to make each round; it can gain a +4 THACO bonus or it can force all attackers to take a -4 THACO malus against the unit during that round.

Units fighting inside a forest are immune to missile fire unless they are lined up at the edge, using trees as cover, in which case all enemy attacks are made at a -4 THACO malus. This includes melee attacks; holding the edge of a tree line is an advantage even in close combat.

Defending from behind a wall causes enemy attacks to be made at a -4 THACO malus. Defenders behind a wall at the edge of a tree line do not get modifiers from both the wall and the trees; only one of these modifiers will be applied to enemy attacks. However, if a unit is on top of a castle wall, defending against archers firing from below, an attack against them might be made at a -8 THACO malus: A -4 malus for the higher ground, and a -4 malus for the wall.

If a unit is flanking another unit it gains a +4 THACO bonus. A unit attacking another unit from the rear attacks at a +4 THACO bonus and also inflicts double normal damage.

Movement and Turning
A unit cannot turn and move in the same round unless it is a mounted cavalry unit.

Space Travel and Combat

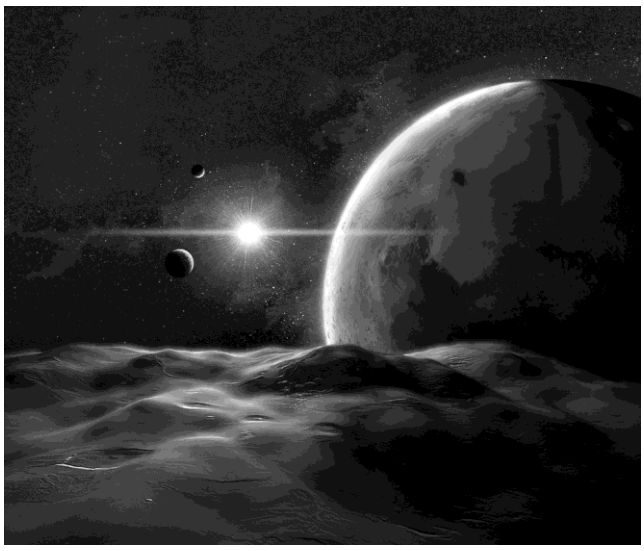
The space in the *Grey Matter* universe has distinctive traits that allow slow and fast space travelling, so-called starsailing. Additionally, the space does, while still being dangerous, allows many creatures to travel directly in it.

Space Travel

Gravity
Every body in space has its own gravity. Comparably small objects – this includes large space vessels – do not generate a spherical, but a planar gravity field. Thus people can stand on the deck of a space ship. In theory, they could stand on the underside of the ship as well. This has been shown to be less practical if entering a planet's gravity sphere, though, and is also psychologically stressful for many races.

Air Envelopes
Whenever an object or creature with a mass enters space, it will take an air envelope with it – provided it comes from an area filled with air to begin with. For a short time, this envelope will allow creatures not adapted to space to survive in it. Space ships usually have an air envelope large enough to provide its crew and passengers with air for some days.

Starsailing
Ships in space travel mostly with starsailing helms. These are magical devices that convert magic into kinetic energy that pushes a ship forward and allow fast travel between planets. Arcane and divine spellcasters use the helm and act as living engines. The more powerful the caster, the faster the journey will be.
Starsailing helms are formed like great chairs and can have any design. A common helm converts magic at a rate of one starsailing level per two class levels of the caster. Other objects – both stronger, weaker and shaped entirely different – exist as well, but are not too common. Some races, especially non-humanoid ones, also use very different methods to travel in space. Using a helm even for a short period of time removes all spellcasting abilities until the caster rests.



Space ships work for the large part just as common ships. They still need a crew, as the starsailing caster cannot perform manoeuvres like entering a harbour without help. Regardless of its size and the power of its starsailor, a ship can travel a hundred million kilometres per day in space. This is the general long-distance speed for space vessels. Near space bodies, the ships has to slow down significantly, or in risk crashing into another objects, which – at full starsailing speed – will destroy it and kill all passengers. In gravity fields, the speed will drop to five hundred metres per round per starsailing level.

Temperature
Thanks to planar activity and the presence of the stars, temperature is not an issue for most races. Most places in space are as warm as a moderate summer day in a temperate climate zone.

Space Combat

Magic in Space
Divine and druidic magic works normal in space for the most part. However, there are certain spots in space where the influence of the gods and the forces of nature are weak. In this spot, spells can be used normally, but spells of third level or higher may not be prepared again.
Arcane magic works normally for the most part as well. However, the probability of no creatures being present that can be summoned is high. Magical fire works in space, but will not ignite objects or creatures unless there is a lot of air present. Other elemental spells work normally, as their spontaneously create electricity, ice or another element. The exception are that rely on the presence of a certain material, like spells that control wind or weather.

Space Ship Combat
If space ships or similar vessels are involved into space combat, the rules for aerial combat are used. A ship ramming another one is treated like a battering ram. Space ships cannot dive, though, and will always need a starsailing caster to move in controlled manner.

Weightless Melee and Missile Combat
To those not accustomed to weightlessness, fighting in space is considered a foreign combat environment. Creatures not used to it suffer a -6 penalty to initiative rolls and a -2 THACO malus. Missile fire has truly extreme ranges. Missiles fire outside of a gravity field have almost unlimited range.



Alchemy

Alchemy is science and art at the same time. It has influences from many fields, but the travelling alchemist will use two of his abilities more than any other: Brewing extracts and making alchemical bombs.

Extracts

The alchemist can make a certain number of extracts per day. Extracts have spell-like effects and have extract levels just like spells have spell levels. The alchemist needs to reach a certain level to be able to comprehend and use certain formulae. The alchemist can learn an unlimited number of extract formulae. Extracts duplicate the effect of a certain spell, but affect only the drinker. An extract cannot usually be passed to an ally, as it tends to become inert one it leaves the alchemist's hands or isn't used right away.

List of Extracts by Extract Level

First-Level Extracts
Balance
Chameleon
Cure Light Wounds
Delay Image
Detect Illusion
Detect Magic
Feather Fall
Jump
Read Language
Read Magic
Remove Fear
Resist Cold

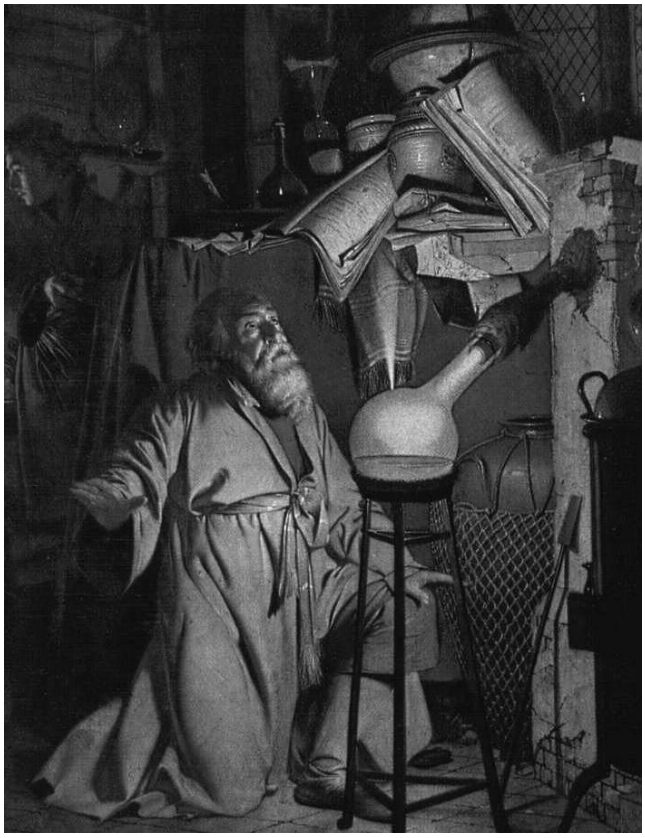
Second-Level Extracts
Acid Skin
Alter Self
Bark Skin
Delay Poison
Detect Charm
Detect Evil
Detect Good
Detect Invisibility
Feign Death
Invisibility
Resist Fire
Spider Climb

Third-Level Extracts
Cure Blindness
Cure Disease
Darkvision
Detect Psionics
Fly
Haste
Speak with the Dead
Tongues
Water Breathing
Water Walk

Fourth-Level Extracts
Blink
Cure Serious Wounds
False Face
Freedom of Movement
Magic Ear
Magic Eye
Neutralise Poison
Pass Plants

Fifth-Level Extracts
Air Walk
Cure Critical Wounds
Detect Lies
Gaseous Form
Greater Invisibility
Iron Skin
Remove Curse
Speak with Plants

Sixth-Level Extracts
Fire Path
Force Armour
Heal
Pass Wall
Polymorph Self
Speak with Monsters
Spell Resistance
True Seeing



Bombs

The alchemist's main mean of defence is the alchemist bomb, a projectile he can mix quickly and throw at his opponents. Each alchemical bomb requires a glass flask. Every day, the alchemist can make a number of bombs equal to his level. Bombs have to be used the round they are made and inflict 1d6 points of fire damage. Another 1d6 point of damage are added every three level starting with level three up to a maximum of 10d6 point of damage.

Like the alchemist learns new extract formulae, he can also learn new recipes for special bombs. He can learn an unlimited number of such bomb formulae. Formulae are learned like spells and have to written down. Certain formulae are rather complicated and require the alchemist to have reached a certain level before he can comprehend them.

The secondary effects of special bombs can be avoided with a successful saving throw unless mentioned otherwise.

List of Bomb formulae

Antimagical Bomb
Required Level: 6
This bomb deals no damage, but acts as *Dispel Magic*. It cannot target a specific spell.

Blinding Bomb
Required Level: 8
This bomb contains magnesium and explodes exceptionally bright. A creature hit by it will be blind during the next round. Everyone else looking directly at the explosion receives a -2 THACO malus for one round. Blind creatures are immune to both effects.

Chaos Bomb
Required Level: 8
This bomb twists the perception of an opponent. The bomb deals 2d6 points of damage less than a common bomb and put the effect of *Confusion* on the enemy.

Concussion Bomb
Required Level: 6
This bomb explodes with a sharp, high-pitched sound. It deal 1d4 point of damage for every odd-numbered level of the alchemist. A creature directly hit is deafened for one round. Naturally deaf creatures are immune to this effect and take no damage.

Explosive Bomb
Required Level: 4
This bomb explodes especially violently. Anyone hit failing a saving throw catches fire and takes 1d6 point of damage per round until the fire is extinguished. Extinguishing it takes one round and requires a saving throw. A cumulative +1 bonsu is added to the saving each round.

Force Bomb
Required Level: 8
This bomb deals 1d4 points of damage for every odd-numbered level of the alchemist. Creatures hit are knocked prone.

Frost Bomb
Required Level: 3
This bomb inflicts cold damage. The target will be staggered for one round and can only attack, defend or move, but not more than one of these.

Greater Plague Bomb
Required Level: 15
This bomb works like the plague bomb, but the effect will last until magically cured. Additionally, the victim takes 1d4 points of damage per round instead of 1d2.

Immolation Bomb
Required Level: 3
This bomb deals its damage over time and not at once. The target takes 1d6 points of damage plus one point of every two levels of the alchemist starting with the second. Each round, one damage die of damage is dealt.

Inferno Bomb
Required Level: 15
This bomb affects an area with a radius of six metres. Every creature within the area takes 6d6 points of damage per round from hot ember in the smoke cloud. The effect lasts one round per level. The cloud moves three metres per round away from the direction the flask was thrown from.

Plague Bomb
Required Level: 8
The victim of this bomb becomes diseased for 2d6 rounds. It will take 1d2 point of damage per round and receives a -1 malus to all die rolls.

Poison Bomb
Required Level: 12
This bomb works like *Toxic Cloud*, but lasts only one turn.

Shock Bomb
Required Level: 1
This bomb deals lightning damage. Anyone hit will be dazzled for 1d4 rounds and receives a -1 malus to THACO.

Smoke Bomb
Required Level: 1
This bomb conceals and area with smoke and works like *Fog Cloud*.

Stink Bomb
Required Level: 3
This bomb works like the smoke bomb, but anyone in the smoke is unable to perform any other action than moving.

Tanglefoot Bomb
Required Level: 3
This bomb entangles the target. It receives a -2 armour class penalty and moves at half its movement rate. The effect lasts one round per level.

Bard Songs

The bard has the ability to play mystical songs to inspire his companions, drive fear into his enemies and charm crowds. He knows only a limited number of songs, but can play those whenever he likes. Over time, the bard learns knew songs. Some songs have several ranks, with every additional rank making the song more powerful. Generally, songs granting a bonus or penalty have improved version grating another +1 bonus. If not mentioned otherwise, all songs affect an area with a radius of twenty metres.

Battle March
This song grants all allies within a radius of twenty metres a +1 THACO bonus.

Calming Stornello
This song affects only animals. If it is played, all animals within a radius of ten metres around the bard will remain motionless and listen to the song if they fail a saving throw.

Counter Canzone
This song can be played for one round per level of the bard per day. It counteracts all sonic-based hazards, including spoken spell formulae or songs of other bards. The canzone does not remove the effects of a sound that already occurred.

Dampening Hymn
The dampening hymn eases shrugging off the effects of magic. All creatures, allies and enemies alike, within a radius of fifteen metres are granted a +1 bonus to saving throws vs. magic.

Fierce Crescendo
This song makes all magic within a radius of twenty metres more effective and destructive. All spellcasters are granted a +1 bonus to their effective casting level. This bonus affects only the duration, range and effect of the spell. The casters will not gain any additional spells to memorise. The crescendo affects allies and enemies alike.



Healing Argismo
While this song of divine inspiration plays, all allied divine casters receive a +1 bonus to healing rolls. Paladins and related classes are affected as well.

Lullaby
The lullaby lulls all listeners into a day-dreamy state. They receive a -1 malus to saving throws vs. illusions, charms, sleep and similar effects.

Nocturne of Deep Rest
If played periodically during the night, each allied character will heal an additional hit point. A major interruption spoils the effect.

Piper's Allegro
The piper's allegro clams all animals and magical beasts near the bard. They receive a -2 malus to saving throws to avoid falling under the control of another being or being affected by charms.

Requiem for the Dead
While this funeral song is playing, allied clerics receive a +1 bonus to turning the undead.

Rondo of Vigilance
This quiet tune makes all allies within a radius of three metres less likely to be surprised. On rank one, everyone is only surprised on a roll of a one on a d6. With two ranks, the probability is reduced to a one on a d8 and with three ranks on a d10.

Saltarello of Blood
This saltarello boosts the morale of all allies. They receive a +1 bonus to saving throws against morale failure and fear.

Saltarello of Shiver
This other version of the saltarello lowers the morale of all enemies. They receive a -1 malus to saving throws related to morale failure and fear.

Scherzo of Memories
This song allows a spellcaster to recall one spell. To do so, the caster has to meditate for one hour and the bard has to play continuously during this time. The spell level of the spell that can be recalled equals half the bard's level or lower. Additional ranks allow the caster to recall more than one spell.

Sonata of Pertinacity
While this song is playing, all allies within a radius of twenty metres gain a +1 bonus to armour class.

Vivace of Sticky Fingers
This vivace is a quiet but fast song. While it is playing, it enhances the concentration of all thieves and members of related classes and grants them a +1 bonus to opening locks or handling devices.

Wayfarer's Barcarolle
While this song is playing, the bard and his companions will be able to cover 10% more distance during their travels. Each additional rank increases the bonus by 10% up to a maximum of 50%. Despite the additional distance covered, no character will be more tired.

Magic

Magic is a supernatural power that is omnipresent and hard to understand. Nevertheless, most races have mastered to use it for their purposes in way or the other. Some creatures can even inherently use magic or are immune to it.



There are a number of different types of magic. The most common form is arcane magic used by the mage, the necromancer, the sorcerer and a number of others. It does not match well with metal, so most arcane casters are unable to wear armour if they want to use their powers. They can learn spells from scrolls and magic books. Magic is not written down as mere words. To the untrained eyes, magic texts will appear blurry, with the letters constantly shifting and the word being disturbing to the mind. Apart from the sorcerer, who intuitively uses magic, arcane magic users have to memorise spells in order to use them. Once a spell is cast, it vanishes from the caster's mind and has to be re-memorised. After all spells for the next day have been memorised, the caster has to rest for at least six hours.

Divine magic is rather similar to arcane magic, but instead of drawing energies from their environment, divine casters are provided with by power by their deity. Instead of memorising spells, divine casters pray to their gods to grant the spells to them. Druids and warlocks do this all well, but have the powers of nature and demonic entities as their sources of power. Like the sorcerer, the oracle is an exception here. The oracle is always exposed to divine influence and can cast spells spontaneously. None of the divine casters has to learn spells from scrolls. In theory, every spell of the spell levels they currently have access to is available to them. However, their deity – represented by the gamer master – decides which spells to grant the divine caster.

Magic does not exist only in form of spells. There are also magical items, which can have almost any function. Creating magic items is difficult, time-consuming and dangerous, thus few practice it. Some creatures live on magic. They consume it, radiate or are even made completely from magic.

The following pages contain a list of all spells sorted by their spell level and the class that can use them followed by a description of each spell. Note that some classes use exact same spells than others and have no separate list, like the sorcerer, who can use all mage spells. The spell list of each class is found in the class's description.

The spell description contains the spell's **spell level** and indicates which class can use this spell. Spells levels do not equal class levels, generally develop slower than class levels and range from levels one to nine for arcane and from levels one to seven for divine casters. The spell's **range** shows how far away from the caster the spell can come into effect. The range does not equal the radius of spell, which is mentioned in the **spell description text**. Lastly, each spell has a **duration**, which is mostly given in round equal to one minute, turns equal to ten minutes or common units of time. Note that as with combat, round and turns are handled in an abstract way.

The spell description text does not contain absolutely every possible use of a spell. Many spells are combat-oriented, but can be used out of combat as well. Ultimately, it is up to the game master to decide what exactly a spell does in unusual situations. The game master might also decide that certain high-level spells like *Reincarnation* or *Astral Projection* require rare or expensive components, a magic circle, more than one caster or have a long casting time. This way, casters using this spells casually on a daily basis can be avoided – if this is what the gaming group wants. Likewise, the game master can decide that some spells are only available to a divine caster that follows a certain god.



Spell List

Cleric

Cleric Level 1
Bane
Bless
Call Upon Faith
Cause Light Wounds
Command
Cure Light Wounds
Dead's Rest
Deathwatch
Detect Evil
Detect Poison
Detect Magic
Entropic Shield
Light
Protection from Evil
Protection from Good
Purify Food and Drink
Remove Fear
Resist Cold
Sanctuary
Shield of Faith

Cleric Level 2
Altruism
Augury
Calm
Consecrate
Damnation
Delay Poison
Detect Charm
Find Trap
Greater Bless
Hold Undead
Holy Chant
Melt Resistance
Remove Paralysis
Resist Energy
Resist Fire
Silence
Snake Charm
Speak with Animals
Spirit Weapon
Zone of Truth

Cleric Level 3
Boon of Fortune
Cause Blindness
Cause Disease
Continual Dark
Continual Light
Cure Blindness
Cure Disease
Daylight
Detect Lies
Divine Aura
Enchant Weapon
Glyph of Warding
Helping Hand
Holy Aura
Locate Object
Remove Curse
Speak with the Dead
Wall of Wind
Water Breathing
Water Walk

Cleric Level 4
Air Walk
Anyspell
Awakening
Cause Serious Wounds
Charm Monster
Create Water
Cure Insanity
Cure Serious Wounds
Dimensional Anchor
Divination
Grable
Greater Protection from Evil
Greater Pr. from Good
Hold Metal
Hunger
Neutralise Poison
Speak with Plants
Sticks to Snakes
Tongues
Trap Possessor

Cleric Level 5
Atonement
Barrier of Retention
Cause Critical Wounds
Commune
Create Food
Cure Critical Wounds
Dispel Evil
Dispel Good
Finger of Death
Flame Strike
Hallow
Insect Plague
Iron Skin
Plane Shift
Quest
Raise Dead
Restoration
Slay the Living
Sunburst
True Seeing

Cleric Level 6
Animate Object
Blade Barrier
Conjure Animals
Energy Drain
Find the Path
Fire Path
Harm
Heal
Heartseeker
Ironguard
Mass Cure Serious Wounds
Refuge
Rock to Magma
Speak with Monsters
Word of Recall

Cleric Level 7
Aerial Servant
Control Weather
Dictum
Digit of Disruption
Earthquake
Holy Word
Hovering Road
Implosion
Mass Cure Critical Wounds
Mass Raise Dead
Part Water
Resurrection
Symbol
Understand Device
Wind Walk

Druid

Druid Level 1
Beast Mask
Calm Animal
Detect Magic
Eagle Eye
Enchant Club
Entangle
Faerie Fire
Fey Sight
Hold Wind
Know Direction
Locate Animal
Magic Fang
Mending
Pass Animals
Predict Weather
Puffball
Purify Water
Resistance
Virtue
Whispering Ward

Druid Level 2
Air Sphere
Animal Link
Animal Trance
Bark Skin
Charm Animal
Chill Metal
Create Water
Cure Light Wounds
Flame Touch
Fortifying Stew
Gift of Speech
Goodberry
Heat Metal
Insect Swarm
Locate Plants
Obscuring Mist
Produce Flame
Speak with Animals
Stumble
Warp Wood

Druid Level 3
Adrenaline Surge
Air Breathing
Body of the Sun
Call Lighting
Cure Disease
Diminish Plants
Dominate Animal
Greater Magic Fang
Hold Animal
Ivy Sprawl
Meld into Stone
Neutralise Poison
Plant Growth
Protection from Fire
Pyrotechnics
Shape Stone
Shape Wood
Snare
Tree Shape
Water Breathing

Druid Level 4
Animal Sight
Call of the Forest
Control Temperature
Create Food
Cure Serious Wounds
Dampen Fire
Dispel Magic
Earth Maw
Flash Fire
Freedom of Movement
Hallucinatory Forest
Insect Plague
Knurl

Needlestrom
Pass Plants
Produce Fire
Protection from Lightning
Repel Vermin
Speak with Plants
Summon Animals I

Druid Level 5
Animal Growth
Commune with Nature
Control Winds
Dire Hunger
Doom Ward
Flesh to Salt
Hallow
Hold Plant
Mud to Rock
Plant Door
Protection from Plants
Rebirth
Rock to Mud
Shape Clouds
Sticks to Snakes
Strengthen Stone
Summon Animals II
Thornwrack
Wall of Fire
White Beam

Druid Level 6
Antilife Shell
Charm Plants
Conjure Elemental
Druid's Spellstaff
Earth Blight
Feeblemind
Finger of Death
Fire Seeds
Ironwood
Protection from Animals
Repel Wood
Shrivel
Stone Tell
Summon Animals III
Wall of Thorns

Druid Level 7
Animate Rock
Cloud Boat
Confusion
Control Weather
Creeping Doom
Dominate Plants
Eruption
Fire Chariot
Firestorm
Metal to Wood
Path of Virtue
Reincarnation
Tree Spirit
Unwilling Wood
Wood to Metal

ILLUSIONIST

Illusionist Level 1
Alter Self
Apparition
Auditory Illusion
Chameleon
Colour Spray
Conceal Aura
Dancing Lights
Delay Image
Detect Illusion
Detect Magic
Detect Psionics
Fade
False Aura
Hypnotise
Light
Pattern
Phantasmal Force
Protection from Evil
Protection from Good
Read Language
Read Magic
Reflection
Shocking Grasp
Unseen Servant
Wall of Fog

Illusionist Level 2
Blink
Blur
Chromatic Orb
Creeping Fog
Darkness Globe
Deaf
Detect Invisibility
Flash
Fog Cloud
Greater Phantasmal Force
Hypnotic Pattern
Invisibility
Magic Mouth
Mirror Image
Misdirection
Obscure
Penumbral Face
Phantom Armour
Resist Lightning
Words of Fire

Illusionist Level 3
Alternate Reality
Dancing Shadows
Dispel Magic
Dispel Phantasm
Displace Self
Fear
Fool's Gold
Hallucinatory Terrain
Haze
Illusory Script
Lightning Bolt
Magic Ear
Magic Eye
Nondetection
Paralyse
Rope Trick
Shadow Eye
Spectral Force
Steam Blast
Suggestion

Illusionist Level 4
Bubble Breath
Confusion
Counterspell
Dimension Door
Emotions
Greater Invisibility
Illusiory Strength
Mass Morph
Minor Creation
Phantasmal Killer
Protection from Lightning
Ring of Invisibility
Shadow Door
Shadow Monsters I
Solid Fog

Illusionist Level 5
Aiming at the Target
Chaos
Major Creation
Mind Fog
Phantasmal Door
Phantom Hound
Project Image
Shadow Evocation
Shadow Monsters II
Summon Shadow

Illusionist Level 6
Death Fog
Enchant Item
Greater Shadow Evocation
Mass Invisibility
Mass Suggestion
Maze
Phase Door
Shadow Monsters III
True Seeing
Veil

Illusionist Level 7
Alter Dream
Body Outside Body
Contagious Fog
Demishadow Evocation
Dimension Warp
Dramatic Death
Hedge Maze
Prismatic Spray
Prismatic Wall
Trick

Illusionist Level 8
Astral Projection
Blind
Castle in the Air
Fear Ward
Ghosts of the Past
Greater Demishadow Evoc.
Irresistible Dance
Kaleidoscopic Strike
Lightning Storm
Prismatic Beam

Illusionist Level 9
Absolute Immunity
Box of Spells
Dream Gate
Eye of Power
Manifest Illusion
Nightmare Killer
Paradox
Permanency
Pocket Building
Prismatic Sphere

JESTER

Jester Level 1
Alter Instrument
Amplify
Balance
Befuddling Pun
Bird Charm
Charm Person
Colour
Contortion
Delay Image
Detect Magic
Disarm
Giggle
Jump
Read Magic
Sleep

Jester Level 2
Charm Animal
Colour Blindness
Harlequin's Mask
Hypnotic Pattern
Invisibility
Joke
Knock
Mirror Image
Uncanny Contortion
Web

Jester Level 3
Annoying Poke
Blasphemous Obscenities
Cruel Comment
Dispel Magic
Fool's Gold

Hold Person
Pyrotechnics
Suggestion
Taunt
Whirlwind

Jester Level 4
Belly Aching
Cause Insanity
Charm Monster
Confusion
Dimension Door
Emotions
Extended Joke
Fumble
Rope Trick
Slow

Jester Level 5
Brutal Comment
Feeblemind
Grievous Insult
Gut Busting Joke
Hold Monster

Jester Level 6
Geas
Last Trick
Laughing Death
Mass Suggestion
Phase Door

Jester Level 7
Animate Object
Charm Crowd
Dramatic Death
Maze
Trick

Jester Level 8
Airball
Circle of Blindness
Laughing Doom
Surelife
Teleport Block

Jester Level 9
Absorption
Final Joke
Mind Blank
Prismatic Beam
Stasis Clone

Mage

Mage Level 1
Accuracy
Adhesion
Alarm
Burning Hands
Charm Person
Dancing Lights
Delay Image
Detect Magic
Detect Phase
Detect Psionics
Disarm
False Aura
Fascination
Feather Fall
Feeling Fingers
Fist of Stone
Floating Disc
Hold Portal
Icicle
Jarring Hand
Lasting Breath
Light
Magic Missile
Magic Wings
Manipulate Fire
Mending
Protection from Evil
Protection from Good
Read Language
Read Magic
Shield
Sleep
Stoneflight
Sustain Fire
Swim
Tiger Eye
Transform Liquids
Unseen Servant
Wandbane
Warmth

Mage Level 2
Acid Arrow
Aerial Acceleration
Amnesia
Bladethirst
Cat's Grace
Continual Light
Darkness Globe
Deflector
Detect Invisibility
Detect Thoughts
Earthen Grasp
Filter
Insatiable Thirst
Invisibility
Knock
Levitate
Magic Mace
Magic Mouth
Message
Protection from Paralysis
Pyrotechnics
Rejuvenation
Scorcher
Shatter
Silencing Hand
Spider Climb
Strength
Swift Mount
Web
Wizard Lock

Mage Level 3
Acid Lash
Air Bolt
Air Breathing
Air Sphere
Analyse Device
Blink
Dampen Magic
Darkvision
Dispel Magic
Explosive Runes
Fireball
Flame Arrow
Fly
Fundamental Breakdown
Greater Protection from Evil
Greater Pr. from Good
Gust of Wind
Haste
Hold Person
Lightning Bolt
Mage's Spellstaff
Magic Ear
Magic Eye
Manyjaws
Monster Summoning I
Protection from Missiles
Slow
Squaring the Circle
Suggestion
Water Breathing

Mage Level 4
Acid Bolt
Animal Magnetism
Arcane Eye
Battering Ram
Charm Monster
Cloak of Protection
Confusion
Cook
Counterspell
Darkening Bolt
Dimension Door
Extension I
Fear
Freedom of Movement
Fumble
Greater Magic Missile
Lesser Spell Protection
Magic Mantle
Monster Summoning II
Plant Growth
Polymorph Other
Polymorph Self
Remove Curse
Rope Trick
Spell Potion
Swordfire
Unseen Limb
Wall of Fire
Wall of Ice
Wall of Iron

Mage Level 5
Animal Growth
Cone of Cold
Cone of Force
Conjure Elemental
Contact Other Plane
Control Weather
Crimson Scourge
Dismissal
Dominate
Extension II
Fabulous Fireball
Feeblemind
Freezing Hands
Hold Monster
Improved Blink
Interposing Hand
Life Field
Lower Resistance
Magic Jar
Monster Summoning III
Mud to Rock
Music Box
Pass Wall
Pr. from Mundane Weapons
Rock to Mud
Telekinesis
Teleport
Toxic Cloud
True Seeing
Wall of Force

Mage Level 6
Age Animal
Antimagic Shell
Barrier Reaver
Chain Lightning
Control Weather
Disintegrate
Enchant Item
Extension III
Flesh to Stone
Forceful Hand
Freezing Sphere
Geas
Ghost Grail
Greater Spell Protection
Improved Haste
Invisible Stalker
Lower Water
Monster Summoning IV
Move Earth
Part Water
Project Image
Pr. from Magical Weapons
Repulsion
Stone to Flesh
Sudden Death

Mage Level 7
Basilisk Glare
Conjure Demon
Crypt Servant
Dimension Warp
Energy Blade
Grasping Hand
Greater Arcane Eye
Hold Golem
Improved Magic Mantle
Lurking Fireball
Mass Teleport
Monster Summoning V
Phase Door
Resist Magic
Reverse Gravity
Simulacrum
Steal Enchantment
Stun
Spellsteal
Sword of the Stars

Mage Level 8
Afterclap
Air Spiral
Airball
Analyse Magic
Blind
Bombardment
Clenched Fist
Devastate
Dreadful Desiccation
Freedom
Incendiary Cloud
Mass Charm
Maze
Mind Blank
Monster Summoning VI
Permanency
Polymorph Object
Soul Trap
Spell Resistance
Symbol

Mage Level 9
Absolute Immunity
Alter Beast
Astral Projection
Box of Spells
Crushing Hand
Doom
Gate
Imprisonment
Meteor Swarm
Monster Summoning VII
Prismatic Sphere
Shape Change
Spell Copy
Temporal Stasis
Time Stop

Necromancer

Necromancer Level 1
Augment Undead
Blackthorns
Colour Blindness
Command Undead
Corpse Flesh
Corpse Flicker
Corpse Link
Corpse Visage
Decay Flesh
Detect Undead
Detect Magic
Exterminate
Ghost Arrow
Haunting
Icicle
Locate Remains
Poltergeist
Read Language
Read Magic
Remove Stench
Skeletal Servant
Spectral Sense
Spectral Voice
Spider Climb
Stench of Decay

Necromancer Level 2
Animate Skeletons
Blastbones
Bloodglass
Choke
Death Recall
Dread Face
Embalm
Fang Dagger
Fireskull Servant
Gather Corpses
Ghoulish Hands
Hear Heartbeat
Living Link
Maggot Spray
Pass Undead
Rain of Blood
Ray of Pain
Resist Turning
Scare
Zombie Servant

Necromancer Level 3
Animate Zombies
Cloak Undead
Cripple
Dispel Magic
Drag from Death's Door
Dread Armour
Feign Death
Flesh to Ectoplasm
Fossilise
Ghoul Servant
Hold Undead
Life Drain
Necromancer's Spellstaff
Ray of Enfeeblement
Skull Trap
Speak with the Dead
Spirit Wrack
Stench of Death
Summon Undead I
Zone of Sinister Silence

Necromancer Level 4
Agitate Wounds
Band of Ice
Blacksphere
Blood Lightning
Brainkill
Burning Blood
Cause Insanity
Charm Undead
Corpse Feast
Corpse Whisper
False Face
Graft
Poison Water
Protection from Ice
Rot Flesh
Speak with Spirits
Summon Undead II
Unseen Limb
Wall of Bones
Wall of Ice

Necromancer Level 5
Animate Dead
Awake the Beast
Bind Undead
Call of the Crypt
Crimson Scourge
Disguise Undead
Fear Aura
Gaseous Form
Ice Storm
Interposing Hand
Malefic Meld
Mummify
Pest
Poison Food
Primal Fury
Summon Undead III
Tentacle Grip
Throbbing Bones
Wall of Gloom
Zone of Dread

Necromancer Level 6
Animate Dead Monster
Asphyxiate
Black Steed
Blood Rain
Blood Sacrifice
Bone to Steel
Crucify
Dead Man Eye's
Death's Lingering Shadow
Enchant Item
Flesh Curse
Freezing Hands
Ghost Split
Grim Reaper's Curse
Lesser Organ Transfer
Lich Touch
Mass Feign Death
Spectral Symbiosis
Summon Undead IV
Teleport Undead

Necromancer Level 7
Black Regeneration
Corpse Storm
Crypt Servant
Death Geas
Headless Horseman
Necromancer's Touch
Ooze Rain
Sudden Death
Summon Undead V
Wound Conferral

Necromancer Level 8
Alter Beast
Clenched Fist
Clone
Death Link
Death Shroud
Greater Organ Transfer
Skeletal Army
Spectral
Summon Undead VI
Tentacle Walls

Necromancer Level 9
Binding Curse
Box of Spells
Death Ward
Life Force Exchange
Mass Crucify
Permanency
Reinstate Soul
Summon Undead VII
Zone of Death
Doom

Shinobi

Shinobi Level 1
Auditory Illusion
Chameleon
Detect Illusion
Fade
False Tracks
Farseer
Feather Fall
Find Direction

Forget
Illusion of Clam
Jump
Knock
Lesser Distraction
Shadow Face
Snake Charm

Shinobi Level 2
Alter Self
Creeping Shadows
Fast Escape
Featherfoot
Ghost Sight
Mirror Image
Part Crowd
Spider Climb
Shadow Stich
Shunt

Shinobi Level 3
Age to Destruction
Detect Living
Find the Gap
Ghost Strike
Greater Distraction
Merge into Art
Shadow Eye
Smoke Form
Spider Stich
Stupor

Shinobi Level 4
Choking Shadows
Improved Featherfood
Poison Blade
Shadow Blade
Steal Identity

Shinobi Level 5
Absorb Weapon
Force Armour
Martyr's Death
Shadow Form
Stop Heart

Shinobi Level 6
Find the Path
Phase Door
Poison Food
Sense Treason
Void Armour

WITCH

Witch Level 1
Analgesia
Bad Luck
Black Fire
Burning Hands
Cat Fall
Charm Animal
Chill Touch
Control Vapour
Detect Illusion
Detect Magic
Detect Poison
Dozy
Dream Candle
Eternal Fire
Faerie Fire
Flourish
Ghost Arrow
Light
Loving Heart I
Lucky Charm
Masque
Moon Sense
Protection from Elements
Reflection
Scream
Silver Tongue
Sleep
Sun Blessing
Vertigo
Witch Sense

Witch Level 2
Acid Skin
Agony
Alter Self
Augury
Blind Eye
Burning Gaze
Calm
Command
Delay Poison
Detect Thoughts
Evil Eye
Fever
Force Field
Ghost Blade
Hex
Invisibility
Iron Will
Loving Heart II
Predict Weather
Purity Food and Drink
Quicken Healing
Read Language
Read Magic
Scare
Scuffle
Shape Clouds
Snake Body
Snake Charm
Spell Missile
Wither

Witch Level 3
All-Seeing Eye
Cause Disease
Circle of Respite
Cold Light
Control Fluids
Create Food
Create Water
Danse Macabre
Dispel Magic
Dissipate Vapour
Dither
Feral Spirit
Fertility
Fresh Air
Ghost Ward
Hold Animal
Lame
Locate Thief
Loving Heart III
Magic Ear
Magic Eye
Mirror Image
Neutralise Poison
Phantom Light
Puck
Remove Curse
Toad Curse
Transvection
Undying Fire
Whirlwind

Witch Level 4
Abomination
Acid Bolt
Animal Growth
Arcane Eye
Charm Monster
Confusion
Detect Lies
Drought
Elemental Armour
Emotions
Ethereal Projection
Hallucinatory Terrain
Insect Plague
Last Resort
Mirror Link
Narcolepsy
Persona
Phantom Dagger
Poison Water
Purge
Retaliation
Slasher
Slow
Speak with the Dead
Steal Youth
Suggestion
Vision
Witch Fog
Witch Power
Withering Touch

Witch Level 5
Animal Curse
Animate Dead
Blade Dance
Bloodletting
Break Enchantment
Calm Weather
Cause Insanity
Death Candle
Detect Therianthrope
Discord
Dream Words
Eternal Charm Person
Eternal Slumber
Exhaustion
False Vision
Feeblemind
Greater Ethereal Projection
Hold Monster
Immunity
Magic Jar
Nightmare
Overlook
Poison Food
Proliferation
Quenching Candle
Shriek
Telekinesis
Teleport
True Seeing
Witch Bile

Witch Level 6
Animate Object
Antimagic Shell
Black Steed
Control Weather
Dark Touch
Death Blade
Dimension Lock
Draw Forth the Soul
Enchant Item
Ethereal Ban
Evaporate Fluids
False Memory
Find the Path
Geas
Mass Agony
Mass Ethereal Projection
Mass Suggestion
Mirror Walk
Mislead
Moon Bow
Project Image
Repulsion
Restore Youth
Venom Touch
Wall of Roses

Witch Level 7
Aura of Decay
Beam of Mutilation
Blind
Breath of Life
Call the Restless Soul
Charm Plants
Eternal Charm Monster

Foresight
Full Moon Aura
Greater Arcane Eye
Inversion
Magical Conception
Mass Morph
Sunburst
Veneration

Witch Level 8
Astral Projection
Damning Stare
Discern Location
Dreadful Desiccation
Greater Mislead
Mind Blank
New Moon Aura
Permanency
Pit
Polymorph Object
Prophecy
Sleeping Village
Soul Trap
Wail of the Banshee
Witch Barrier

Witch Level 9
Absolute Immunity
Binding Curse
Call the Wild Hunt
Cursed Earth
Death Ward
Freedom
Imprisonment
Polar Midnight
Seek
Unwilling Wood

WARLOCK

Warlock Level 1
Cause Light Wounds
Chill Touch
Command
Demonflesh
Detect Magic
Detect Poison
Fiery Eyes
Light
Magic Missile
Protection from Evil
Protection from Good
Purify Food and Drink
Read Magic
Resist Cold
Unnerving Gaze

Warlock Level 2
Acid Arrow
Damnation
Delay Poison
Demoncall
Devil's Eye
Find Trap
Heat Metal
Hold Person
Invisibility
Knock
Resist Fire
Silence
Spider Climb
Spirit Weapon
Stunning Screech

Warlock Level 3
Abyssal Might
Cause Blindness
Continual Dark
Continual Light
Devil's Ego
Dispel Magic
Fear
Feign Death
Flame Arrow
Glyph of Warding
Insect Swarm
Magic Ear
Magic Eye
Poison Water
Speak with the Dead

Warlock Level 4
Cause Disease
Cause Serious Wounds
Confusion
Create Food
Detect Lies
Greater Protection from Evil
Greater Pr. from Good
Hellfire
Hunger
Neutralise Poison
Polymorph Self
Tongues
Trap Possessor
Wall of Fire
Wall of Ice

Warlock Level 5
Cause Critical Wounds
Commune
Flame Strike
Insect Plague
Magic Jar
Plane Shift
Slay the Living
Summon Shadow
Toxic Cloud
True Seeing

Warlock Level 6
Animate Object
Blade Barrier
Earth Blight
Fiendish Clarity
Finger of Death
Flesh to Stone
Harm
Invisible Stalker
Utterdark
Word of Recall

Warlock Level 7
Astral Projection
Blind
Conjure Demon
Control Weather
Death Fog
Dread Word
Hellfire Storm
Implosion
Lich Touch
Symbol

Spell Descriptions

Abomination
Spell Level: W4
Range: 10 metres

This spell manipulates an unborn child in the womb of the woman. The child can be deformed or misshapen children may be healed. The mass of the chid cannot be changed, so manipulations like additional limbs are limited.

Absolute Immunity
Spell Level: I9, M9, W9
Range: Caster
Duration: Five rounds per level

This spell allows the caster to absorb up to ten spell levels of spells aimed at him. The absorbed energy can be used by the caster to cast memorised spells without forgetting them. The spell level of the spell cast may not exceed the spell levels absorbed so far.

Absorb Weapon
Spell Level: S5
Range: Touch
Duration: One hour per level

This spell allows the caster to put any weapon no longer than his arm on his arm, where it will be absorbed. The only sign of the weapon will be a weak magic aura. The weapon can be recovered by the caster at will. An intelligent weapon is permitted a saving throw. This spell does not work with weapons in the possession of another creature.

Absorption
Spell Level: J9
Range: Caster
Duration: Five rounds per level

This spell allows the caster to absorb and redirect magic. Up to ten spell levels of incoming spells can be absorbed. Area-based spells no targeted directly at the caster, touch attacks and effects of magical devices cannot be absorbed. At any time during the spell's duration, the caster can use the absorbed magic to cast a spell he has memorised without actually wiping it from his memory. The caster can willingly supress the effect of *Absorption* to receive beneficial spells.

Abyssal Might
Spell Level: Wr3
Range: Caster
Duration: One turn per level

For the duration of this spell, the caster gains a +2 bonus to strength, constitution and dexterity as well as 1% magic resistance per level.

Accuracy
Spell Level: M1
Range: Touch
Duration: One round per level

This spell enchants as many missiles as a man can lift. The missiles can now be shot twice as far while being just as accurate.

Acid Arrow
Spell Level: M2, Wr2
Range: 50 metres plus three per level

A magical arrow made of acid flies to the target. The arrow deals 2d4 points of damage. For every three levels of the caster, the acid lasts another round and deals another 2d4 points of damage in that round. The target is permitted a saving throw for half damage.

Acid Bolt
Spell Level: M4, W4
Range: 50 metres plus 10 per level

This spell creates two large drops of acid which can be directed at one or two targets. The drops never miss and cause 4d4 points of damage each.

Acid Lash
Spell Level: M3
Range: Touch
Duration: Three rounds

This spell creates and immaterial lash for the caster to use. It deals 4d4 points of damage and double damage to undead. It is not made out of real acid and will not corrode anything. The caster can banish it anytime and may not use it together with any item larger than a dagger. Using the lash is easy and grants the caster a +3 THACO bonus.

Acid Skin
Spell Level: W2
Range: Caster
Duration: One round per level

The caster's skin becomes highly acidic. Anyone touching or being touched by the caster suffers 2d6 points of damage. A saving throw is permitted for half damage.

Adhesion
Spell Level: M1
Range: Touch
Duration: One turn per level

This spell causes two solid objects to adhere after the caster touched the junction between them. To separate the objects ahead of time, a force of one ton plus a hundred kilogrammes per caster level is needed.

Adrenaline Surge
Spell Level: D3
Range: 10 metres
Duration: One round per level

This spell grants and allied summoned creature a +4 bonus to strength.

Aerial Acceleration
Spell Level: M2
Range: 10 metres
Duration: One turn plus one per level

This spell increases the speed of a flyer by half his regular speed, but makes manoeuvring slightly harder.

Aerial Servant
Spell Level: C7
Duration: Until completion or insanity

A powerful creature from the Plane of Air is summoned, ready to fetch one object or creature in sight for the caster. Any creature trying to free itself from the aerial servant's grasp has to make a strength check with a -12 malus. The aerial servant can carry up to 250 kilograms. It is hast and has HD, AC and THACO bonus equal to the caster's level. If the aerial servant does not manage to fulfil its task, it goes insane an attacks the summoner.

Afterclap
Spell Level: M8
Range: Three metre per level

This spell doubles the damage a single creature took in the previous round. Damage rolls, saving throws and ability checks are copied from the previous round.

Age Animal
Spell Level: M6
Range: Three metres
Duration: Permanent

This spell ages an animal or giant sized animal by a number of years chosen by the caster and up to one year per level of the caster. If the caster fails a saving throw while the spell is cast, the caster ages by a number of months equal to the animal's additional years.

Age to Destruction
Spell Level: S3
Range: One metre per level
Duration: Permanent

This spell lets an object up to the size of a treasure chest age a century. Depending on the material, the object will crumble to dust the next time it is picked up. Magical items are permitted a saving throw according to their owner.

Agitate Wounds
Spell Level: N4
Range: 20 metres

This spells reopens wounds causes by a piercing weapon and causes 2d6 points of damage. If the victim does not make a successful saving throw, it suffers further 1d3 points of damage per round until the wound is dressed and bound. Creatures without blood are immune to this spell.

Agony
Spell Level: W2
Range: 15 metres plus one per level
Duration: One round per level

This spell causes severe physical pain in the target. The victim is stunned for the durations of the spell and loses every dexterity-based bonus.

Aiming at the Target
Spell Level: I5
Range: Caster
Duration: Up to two turns

This spell allows the caster to move, take damage or make a successful saving throw while he is already casting another

spell. This spell can be cast while concentrating to maintain another spell.

Air Bolt
Spell Level: M3
Range: 10 metres

This spell creates an invisible bolt of air dealing 1d3 points if damage per caster level up to a maximum of 10d3. The target is permitted a saving throw for half damage. Underwater, this spell does double damage and the range is tripled.

Air Breathing
Spell Level: D3, M3
Range: 10 metres
Duration: Two hours

This spell allows a water-breathing creature to breath air for the spell's duration.

Air Sphere
Spell Level: D2, M3
Range: Caster
Duration: Permanent

This spell creates an air bubble with a radius of five metres around the caster. It can be mentally moved by the caster during the first three turns of its existence at the caster's speed. The air created will always be the optimal air for the caster.

Air Spiral
Spell Level: M8
Range: 20 metres
Duration: One round per level

This spell creates a helix-shaped staircase made of solid air. The staircase is thirty metres high and eight metres in diameter. The caster may choose where he wants to be on the staircase. The staircase moves as fast as the caster and is under the control of the caster. Any creature can climb it and it can penetrate any kind of magic barrier. If used underwater, is allows creatures to breath and makes them immune to attacks based on heat, cold and lighting. The staircase can be used to banish one creature back to its plane and automatically destroys all creatures from the Elemental Plane of Air.

Air Walk
Spell Level: C4
Range: Touch
Duration: One turn per level

This spell allows the target to tread on air as if it was solid. The target moves with half speed while using this ability.

Airball
Spell Level: J8, M8
Range: 40 metres
Duration: Until the ball is broken

This spell creates a boulder-sized ball of compressed air. If the ball falls more than ten metres of is damaged, it bursts into eight separate blasts, each acting as *Gust of Wind*. It will also whirl up dust (or water) an limited all sight in the area to three metres for 2d6 rounds.

Airship
Spell Level: M7
Range: 10 metres
Duration: One hour per level

This spell allows a single ship to fly. The ship has a maximum length of three metre per caster level and still has to rely on wind to fly. When the spell's duration ends, the ship gently floats to the ground.

Alarm
Spell Level: M1
Range: Five metres
Duration: Four hours plus one for every two levels

This spell protects an area with a radius of eight metres. Anyone who enters the area larger than a rat and not having a password defined by the wizard will trigger a loud ringing noise lasting for one round.

All-Seeing Eye
Spell Level: W3
Range: Touch
Duration: One hour

This spell grants the recipient a 360° view. Spotting traps or creatures will be a lot easier for the spell's duration.

Alter Beast
Spell Level: M9, N8
Range: Touch
Duration: Permanent

This spell allows the caster to manipulate a part of a creature's body, like the addition of additional limbs. The effect is permanent, but the target has to make a successful system shock check to survive the procedure. For most creatures, the chances are four to one for survival. The process is painful and takes about a week.

Alter Dream
Spell Level: I7
Range: 30 metres
Duration: One turn per level

This spell allows the caster to enter the target's dream and manipulate it. The dream can be controlled like phantasm. If the caster makes illogical or radical changes, the dreamer is permitted a saving throw to realise there is an intruder.

Alter Instrument
Spell Level: J1
Range: Touch
Duration: One turn per level

This spell temporarily turns one musical instrument into another. The value and quality of the instrument will remain the same.

Alter Self
Spell Level: I1, S1, W2
Range: Caster
Duration: 1d6+10 turns plus one per caster level

The caster creates an illusion that makes him appear as a different kind of creature. The creature has to have the approximate size and shape as the caster. It is difficult to appear as one specific individual of a species using this spell.

Alternate Reality
Spell Level: I3
Range: 30 metres

This spell alters a small aspect of reality and allows the caster or target to re-roll a roll made during the last round. The spell can only affect events that began and ended in that round. If the target is friendly, it may choose between the old and the new roll. A hostile target is forced to take the new roll.

Altruism
Spell Level: C2
Range: Touch
Duration: Permanent

This spell allows the caster to transfer a specific amount of hit points to a willing, living being. The caster has to keep at least one hit point while transferring life energy.

Amnesia
Spell Level: M2
Range: 10 metres
Duration: One day

This spell erases the target's memories. The time erases is equal to one round plus one round per three level of the caster. The spell affects 1d4 creatures. A saving throw is permitted.

Amplify
Spell Level: J1
Range: Touch
Duration: One hour per level

This spell creates a magical disc with a diameter of half a meter. It cannot be moved. Whenever a sound enters one side of the disc, it will leave at the other side modified as the caster wishes it. The sound can be one fifth to five times as loud.

Analgesia
Spell Level: W1
Range: Touch
Duration: One turn per level

This spell renders the recipient immune to all physical pain. It also dumbs pain as a warning signal, though.

Analyse Device
Spell Level: M3
Range: One metre per level
Duration: One round per level

This spell allows the caster to analyse a mechanical device. For every round the spell lasts, one random detail is revealed. The caster does not necessarily comprehend the mechanism presented. If the device is magical, it might be revealed, though the spell will not indicate what kind of magic it is.

Analyse Magic
Spell Level: M8
Range: One metre per level
Duration: One round per two levels

This spell works like *Analyse Device*, but can be used on magical objects or creatures. For every round the spell lasts, one enchantment will be revealed to the caster. Ancient magic might be incomprehensible to the caster.

Animal Curse
Spell Level: W5
Range: 10 metres plus two per level
Duration: Permanent

This spell transforms a creature into an animal with commonly no more than one hit dice. The creature is granted a saving throw vs. magic to avoid the effect and cannot be transformed into a creature living in a completely different environment. If the creature fails a second saving throw vs. paralysis, it loses all its special abilities too. If will always retain its intelligence, hit dice and hit points, though.

Animal Growth
Spell Level: D5, M5, W4
Range: 30 metres
Duration: Two hours

This spell causes 1d6 animals to grow to giant size. The animals gain all benefits and drawbacks of a giant animal.

Animal Link
Spell Level: D2
Range: 20 metres
Duration: One hour

This spell allows the caster to gain sensory information through an animal or a giant-sized animal. The creature is not aware of the effect. The caster has no control over it.

Animal Magnetism
Spell Level: M4
Range: Touch
Duration: One breeding season

This spell is used by wizards carrying out breeding experiments. Is raises the chance of successful mating by 5% per caster level up to a maximum of 95%. It does not make sterile animal fertile. The spell cannot be used on creatures without specific mating seasons.

Animal Sight
Spell Level: D4
Range: Touch

This spell gives the caster an image and the approximate direction of either an animal that has attacked another creature or someone who attacked an animal.

Animal Trance
Spell Level: D2
Range: 15 metres
Duration: Until concentration ends

As long as the caster concentrates, he can fascinate 2d6 hit dice of animals.

Animate Dead
Spell Level: N5, W5
Range: 10 metres
Duration: Permanent

This spell animates skeletons or zombies from dead bodies of humanoids or animals. 1d6 undead are animated per level of the caster above eighth level. The undead remain animated until they are destroyed. Commands up to a length of twelve words can be given to the undead.

Animate Dead Monster
Spell Level: N6
Range: 10 metres
Duration: Permanent

This spell allows the caster to animate one humanoid or semi-humanoid skeleton or corpse. The creature has to have at least three hit dice and has to be taller than a human. Telepathic commands up to a length of twelve words can be given to the undead. An animated skeleton will have hit dice equal to the monster it is formed from. A zombie will have one additional hit dice plus one more for every four hit dice the monster has. The animated monster has no special attributes other than those of skeletons and zombies. The monster is turned with a difficulty equal to its hit dice.

Animate Object
Spell Level: C6, I7, W6, Wr6
Range: 10 metres
Duration: One hour

The caster animates an inanimate object like a piece of furniture or a statue. The object can be commanded to attack as well; the combat attributes are defined by the game master.

Animate Rock
Spell Level: D7
Range: 10 metres
Duration: One hour

This spell animates about half a cubic metre of rock per level of the druid. The rock can be ordered to attack or perform tasks. If the druid fails a saving throw vs. magic, the rock is out of control.

Animate Skeletons
Spell Level: N2
Range: 10 metres plus one per caster level
Duration: One round per level

This spell animates corpses as skeleton. For each level of the caster, one skeleton can be created. The spell can only be used on humanoid bodies. The skeletons are under the caster's control until they are destroyed or the spell's duration ends.

Animate Zombies
Spell Level: N3
Range: 10 metres plus one per caster level
Duration: One round per level

This spell works like *Animate Skeletons*, but creates zombies instead.

Annoying Poke
Spell Level: J3
Range: Caster
Duration: One turn plus one round per level

This spell summons a long sewing needle. The needle does one point of damage to a creature. From that point on, the creature takes another point of damage each time the caster makes a thrusting motion. If the creatures reaches naught hit points, if faints and awaken ds after 1d4 rounds. After three pokes, a creature with less than twelve points of intelligence has to make a saving throw. If it fails, the creature has an equal chance of panicking, which means taking the path of least resistance for one round, or becoming enraged, which leads to the creature attacking the caster at all costs and fighting to the death.

Antilife Shell
Spell Level: D6
Range: Caster
Duration: One turn per level

This spell creates a magical shell with a radius of three metres around the caster. The shell prevents any creature other than undead, outsiders, elementals and constructs from entering. The shell can be left at will. It cannot be used offensively, as it collapses if rammed into a creature that cannot enter it.

Antimagic Shell
Spell Level: M6, W6
Range: Caster
Duration: One hour

An invisible bubble with a radius of three metres appears around the caster. No spells or magical effects can enter or leave the sphere.

Anyspell
Spell Level: C4
Range: Caster
Duration: Until the spell cast

This spell allows the caster to read an arcane spell scroll and cast the spell later. Spells between level one and four can be cast.

Apparition
Spell Level: I1
Range: Caster
Duration: One round per level

The caster becomes translucent and blurry. Hard to focus on, he gets a +1 bonus to armour class. Furthermore, the caster appears as a ghostly and opponents might react accordingly.

Arcane Eye
Spell Level: M4, W4
Range: 10 metres
Duration: One hour

The caster conjures an invisible magical eyeball that widens his field of view. The eye moves with a speed of Five metres per minute up to a distance of forty metres away from the caster.

Asphyxiate
Spell Level: N6
Range: 30 metres
Duration: One round per level

Any humanoids chosen by the caster who fail a saving throw vs. death have to make a constitution check every round or suffer as 1d6 damage. Three failed checks in a row make a victim fall unconscious.

Astral Projection
Spell Level: I8, M9, W8, Wr7
Range: 100 kilometres
Duration: Two hours

The caster projects his astral image into a different plane. The astral body is invisible to everyone but other travellers on the Astral Plane. If the caster is more than 100 kilometres away from his original body, the link breaks and the caster's soul. The caster's astral image travels at 100 kilometres per hour.

Atonement
Spell Level: C5
Range: Touch
Duration: Permanent

This spell proselytises a sentient creature and brings it close to the ideals of the deity of the caster. For this spell to work, the subject must either be willing to change or have a significantly weaker will than the caster.

Auditory Illusion
Spell Level: I1, S1
Range: 20 metres plus two per level
Duration: Three rounds per level

This spell creates the illusion of sounds being present. The spell imitates the voices of four different people at maximum. The listeners are permitted a saving throw only if they are already suspicious.

Augment Undead
Spell Level: N1
Range: Touch
Duration: One round per level

This spell allows skeletons and zombies to move as fast as normal humans. Additionally, they gain a +1 AC bonus.

Augury
Spell Level: C2, W2
Duration: One prediction three minutes in the future

This spell allows the caster to see whether an action will have a good or bad result in the immediate future. It does not predict any long-term results. The base chance of the spell revealing the true result is a roll under fourteen with a d20. Every four levels, a +1 bonus to the roll is gained.

Aura of Decay
Spell Level: W7
Range: Caster
Duration: One round per level

This spell summons negative energies. All living creatures within a radius of five metres around the caster suffer 2d6 points of damage per round.

Awake the Beast
Spell Level: N5
Range: 10 metres plus two per level
Duration: One night

This spell has no immediate effect on the victim. The next it sleeps, though, it will immediately reawaken as a bloodthirsty psychopath. It will react to everyone and everything even slightly irritating with rage and violence. When the victim is exhausted and falls asleep again, it will wake up later with no memories of the night. The target is permitted a saving throw.

Awakening
Spell Level: C4
Range: Caster

This spell spreads bright light within a radius of fifteen metres around the caster. The light awakens sleeping creature, including those put to sleep by magic, released magically held or charmed creatures and spring traps.

Bad Luck
Spell Level: W1
Range: 50 metres
Duration: One day

This spell gives a -2 malus on all roles a creature has to make. Initially, a saving throw is permitted to avoid the effect.

Balance
Spell Level: J1
Range: Touch
Duration: Two rounds per level

This spell grants the target enhanced balance. It can work on a rope and perform other feats requiring a good sense of balance.

Band of Ice
Spell Level: N4
Range: 10 metres per level
Duration: Up to two turns

This spell traps a creature in thick bands of ice. It traps creatures up to one metre of height per three levels of the caster. If the target makes a successful saving throw, it can break free after one round. If the saving throw is not made, the creature is trapped for one turn and is allowed one strength check per round after that to try break free. After two turns, the ice melts, though it might last longer – or shorter – in a cold environment.

Bane
Spell Level: C1
Range: Caster
Duration: One round per level

All enemies within a radius of fifteen metres around the caster suffer a -1 THACO penalty and a -1 malus to saving throws vs. fear.

Bark Skin
Spell Level: D2
Range: Touch
Duration: Three rounds plus one per level

This spell makes the recipient's skin hard as tree bark and raises his armour class by one. He also gains a +1 bonus to all saving throws except saving throws vs. magic.

Barrier of Retention
Spell Level: C5
Range: Caster
Duration: One turn per level

This spell affects an area of one cubic metre per caster level. The caster can shape the barrier into any rectangular shape. Any creature can enter the barrier, but not leave it if it fails a saving throw. Objects can be carrier, but not hurled through the barrier.

Barrier Reaver
Spell Level: M6
Range: 10 metres per level
Duration: One round

This spell forces an opening into a magical barrier or conjured physical barrier. The opening has a diameter and length of one metre for every three levels of the caster. It opens at the end of the round the spell was cast and stays open for one round. If it closes and someone is directly in the opening, the creature takes 6d6 points of damage and is expelled at one of the sides.

Basilisk Glare
Spell Level: M7
Range: Caster
Duration: Four rounds

This spell makes the caster's eyes glow with red radiance. Once per round, the caster can look at a creature. The creature does not have to look at the caster. If that creature fails a saving throw vs. paralysis, it suffers 1d4 points of damage and is petrified for the duration of the spell plus 1d3 rounds. Equipment is also petrified, but not harmed. If the saving throw fails, the target additionally has to make a system shock survival check or be reduced to 2d4 hit points. While employing the glare, the caster cannot use any other magic and is immune to the stare of a real basilisk and the reflection of his own glare.

Battering Ram
Spell Level: M4
Range: 20 metres
Duration: One round per level

This spell creates a shimmering violet force shaped like a battering ram with a clenched fist as the ram's head. The ram destroys every normal door with one hit, a reinforced door with three hits, a stone door with five hits and has a 50% chance of destroying a metal door. The caster has to remain within twenty metres of the ram. It does not affect creatures. Magically protected doors are permitted a saving throw identical to the one of the mage who casted the protection.

Beam of Mutilation
Spell Level: W7
Range: Five metres plus one per level
Duration:

This spell forms a two metre-wide beam from the caster's hand. The beam twists and tears everything in its way causing 12d6 points of damage. All targets are granted a saving throw for half damage. Outsiders, undead, constructs and similar creatures are not affected.

Beast Mask
Spell Level: D1
Range: Touch
Duration: Twelve hours

This spell transforms the recipient into an animal known to him. The animal size is at one quarter of the recipient's original size at minimum and twice his size at maximum. The recipient cannot communicate with animals, but gets their advantages and weaknesses while retaining his intelligence. Real animals will recognise the recipient as one of their own.

Beast Spite
Spell Level: D2
Range: 20 metres
Duration: One hour per caster level

This spell causes one person to be regarded as hostile by one species of animals. Predators will attack the target, less aggressive animals will avoid it. This spell causes animals loyal to the target to become stressed but they will not turn hostile.

Befuddling Pun
Spell Level: J1
Range: 10 metres
Duration: 1d4 rounds plus one per caster level

The caster utters a clever pun. If the target fails a saving throw, it will stand inert as it contemplates the esoteric pun.

Belly Aching
Spell Level: J4
Range: 20 metres
Duration: 1d6 rounds plus one per caster level

This spell causes the target to laugh uncontrollable. Victims with at less than four hit dice are permitted a saving throw, which halves the duration of the spell's effect. If victims with at least make a saving throw, they are not affected.

Bind Undead
Spell Level: N5
Range: 10 metres
Duration: Two rounds per level

All corporeal undead with six or less hit dice are curl into a ball which can be rolled around until the spell duration ends or the caster ends the spell early. All incorporeal undead around the caster are slowed down to half speed. Undead with more than six hit dice which fail a saving throw are slowed to half speed as well.

Binding Curse
Spell Level: N9, W9
Range: Touch
Duration: Permanent

This spell puts a curse or curse-like effect on a victim. The curse has to be the effect of another spell the caster knows. The curse is permanent and cannot be lifted by *Dispel Magic* or *Remove Curse*, but only by complicated rituals or intervention of higher powers. To cast the spell, caster and victim have to be on the same plane and the caster needs to touch a hair, fingernail or something similar of the victim.

Bird Charm
Spell Level: J1
Range: 200 metres
Duration: One day

This spell summons up to three small birds per level of the caster, usually parrots or hummingbirds. The bird can understand rudimentary command of the caster and can repeat three-word messages. The spells works only if there are actually birds around.

Black Fire
Spell Level: W1
Range: Touch
Duration: One hour plus one round per level

This spell creates a black fire the size of a camp fire. It radiates heat within a three-metre radius, but does not emit any light and cannot be used to ignite anything.

Black Bolt
Spell Level: S3
Range: 30 metres plus three per level

This spell creates a black bolt dealing 4d6 points of cold damage. The target is permitted a saving throw for half damage. Every four levels, an additional bolt can be cast. If the bolts are fired at different targets, they have to be no more than ten metres away from each other.

Black Regeneration
Spell Level: N7
Range: 20 metres
Duration: One round per level

This spells makes 2d8 hit dice of undead creatures indestructible for the duration of the spell. If they are slain, they rise again with 2d8 hit points. Powers like *Turn Undead* or *Disintegrate* will permanently destroy the undead.

Black Steed
Spell Level: N6, W6
Range: 10 metres
Duration: One night

This spell summons a black steed equal to a war horse into the caster's service. The steed will serve the caster – and only the caster – for one night.

Blacksphere
Spell Level: N4
Range: 10 metres plus two per caster level
Duration: 2d4 rounds plus one round per level

This spell creates a force burst with a radius of three metres. Every creature within the radius takes 1d4 points of damage plus one per caster level. Creatures failing a saving throw are additionally trapped in a sphere with a radius of three metres identical to a *Wall of Force*. Creatures making a successful saving throw are expelled from the sphere, but still take damage.

Blackthorns
Spell Level: N1
Range: Caster
Duration: Six rounds

This spell summons a thick hedge around the caster. It is as high as his chest. Small creatures cannot move through the hedge, human-sized ones move at half speed. For every round in the hedge, a creature takes 1d8 points of damage. The hedge temporarily grants the caster a +2 armour class bonus against physical attacks.

Blade Barrier

Spell Level: C6, Wr6
Range: 20 metres
Duration: 12 rounds

A swarm of blades with a radius of three metres appears around the recipient of this spell. The blades inflict 7d10 points of damage to anybody trying to pass through.

Blade Dance

Spell Level: W5
Range: 20 metres plus two per level
Duration: One round per level

This spell lets the caster throw a knife at a target area. The knife will spin around the target covering an area with a radius up to ten metres. Anyone trying to pass through the area takes 1d6 points of damage per level of the caster. The knife can harm creatures only vulnerable to magical weapons.

Bladethirst

Spell Level: M2
Range: Touch
Duration: Two rounds

This spell grants an edged weapon a +3 THACO bonus. For the duration for this spell, the weapon glows blue and is treated as a magical weapon with an additional +3 enchantment. If an opponent is successfully struck with the weapon, the spell ends.

Blasphemous Obscenities

Spell Level: J3
Range: 20 metres
Duration: 1d6 rounds

This spell renders clerics and other divine spellcasters ineffective for 1d6 rounds. To other creatures, it acts like *Giggle*.

Blastbones

Spell Level: N2
Range: 15 metres
Duration: Until triggered

This spell allows the caster to shatter any bones not part of a living creature in a violent explosion. The bones of creatures with more than four hit dice are immune to this spell. The spell can be triggered immediately or with a command identical to *Magic Mouth*. The bones will explode in a blast with a radius of three metres. The spell deals 2d4 points of damage from bone shards. A saving throw is permitted for half damage. If the spell is cast on a creature not allied to the caster, it is permitted a saving throw.

Bless

Spell Level: C1
Range: Caster
Duration: One round per level

This spell affects all allies within a radius of fifteen metres around the caster. They are granted a +1 bonus to THACO and saving throws vs. fear.

Blind

Spell Level: I8, M8, W7, Wr7
Range: 40 metres
Duration: 1d4 or 2d4 days

This spell blinds a creature with less than 40 hit points for 2d4 days. If it has between 41 and 80 hit points, it is blinded for 1d4 days. Creatures with more than 80 hit points are not affected. Targets are not permitted a saving throw.

Blind Eye

Spell Level: W2
Range: 20 metres plus two per caster level
Duration: One turn per level or until attacking

The caster is removed from the target's perception. While not being invisible, the target will not see the caster unless the caster engages the target.

Blink

Spell Level: I2, M3
Range: Touch
Duration: One round per level

This spell causes the caster to blink from one point to another at the beginning of every round. Roll 1d8 to determine a random direction the caster moves to. The caster will not move into solid objects or pits. For the duration of the spell, he takes only half physical damage, as he is only half present on his current plane.

Blood Lightning

Spell Level: N4
Range: Touch
Duration: One day or until unleashed

This spell comes into effect within a turn after the creature it has been cast on starts bleeding. Once the creature bleeds and does not lash out the lightning, it will regenerate 1d4+1 hit points. If the spell is released, it manifests itself as a web of red lightning dealing 6d6 points of damage to all creatures within a radius of fifteen metres. A saving throw is permitted for half damage.

Blood Rain
Spell Level: N6
Range: 30 metres
Duration: One round per level

This spell lets blood rain on an area with a radius of two metres per caster level. Every creature in the area but the caster suffers 6d4+6 points of damage per turn. A saving throw for half damage is permitted.

Blood Sacrifice
Spell Level: N6
Range: Touch
Duration: Permanent

This spell works like *Raise Dead*, but requires the caster to sacrifice living beings with hit dice equal to the ones of the dead.

Bloodglass
Spell Level: M2
Range: Five metres per level
Duration: Three rounds plus one round per level

The target of this spell has to make a saving throw at a -2 penalty. If the saving throw is successful, a ghostly hourglass will start to float around the target. In case of a fully healthy target, the upper half of the hourglass will be filled with blood while the lower half will be empty. The more damaged the target is, the more blood will drip down to the lower half. The hourglass only shows the relative remaining amount of health, not absolute hit points.

Bloodletting
Spell Level: W5
Range: 30 metres plus three per level
Duration:

This spell deals 6d8 points of damage to a single target capable of bleeding. An additional two points of damage are dealt for every level of the caster up to a maximum of twenty. If the target fails a saving throw vs. paralysis, it is additionally stunned for 1d4 rounds.

Blur
Spell Level: I2
Range: Caster
Duration: Three rounds plus one per level

The caster appears blurry to other creatures. All attackers with melee and missile weapons suffer a -2 THACO malus.

Body of the Sun
Spell Level: D3
Range: Caster
Duration: One round per level

This spell causes bright sunlight to radiate from the caster's body. The light has a range of two metres and will damage anyone but the caster for 1d4+1 points of fire damage. A saving throw is permitted for half damage.

Body Outside Body
Spell Level: I7
Range: Caster
Duration: One round per two levels

This spell allows the caster to create one or more duplicates of himself. Each duplicate will have the ability scores, personality and equipment of the caster, but no magical weapons or abilities. They all possess one quarter of the hit points of the caster. The doubles are obedient to the caster and cooperate, as they share the same mind. Each time a duplicate is created, the caster suffers ten points of damage. When the spell's duration ends or a double is slain, it disappears immediately.

Bombardment
Spell Level: M8
Range: 10 metres per level
Duration: One round per four levels

This spell affects a single creature in spell range. Each round, giants stones appear and bombard the target. A saving throw is permitted for half damage. The stones inflict 10d6 points of damage per round. If the target has magic resistance, the resistance is checked every round.

Bone Dance
Spell Level: N3
Range: 10 metres per level
Duration: Three turns per level

This spell animates a humanoid corpse as a skeleton or zombie. The caster can control the creature like a puppeteer. However, it is incapable of carrying any independent actions. The spell requires a lot of caster's attention. Otherwise, the undead is treated like a common one, though it cannot be turned. *Dispel Magic* can break the spell and destroy the skeleton.

Bone Seize
Spell Level: N4
Range: 60 metres
Duration: 1d10 rounds

This spell allows the caster to take control of the target's bones. It does not matter whether the target is dead or alive.

The control is awkward at best. The victim can be forced to walk, lay or sit down, but not to fight. The control can be avoided with a successful saving throw.

Bone to Steel
Spell Level: N6
Range: Touch
Duration: Permanent

This spell turns the bones of a skeleton under the caster's command into steel. The skeleton gains a +6 bonus to AC. All physical attacks do half damage.

Boon of Fortune
Spell Level: C3
Range: Touch
Duration: One round per level of the caster

This spell allows the target to wield an object it could normally not use. Any penalty, like casters not being able to cast while wearing armour, still applies.

Box of Spells
Spell Level: I9, M9, N9
Range: Caster
Duration: One day per level

This spell allows the caster to store up to six other spells to be cast later. Casting *Box of Spells* takes about an hour. The caster temporarily loses 1d4 hit points for each spell which cannot be healed until the last stored spell was cast. The caster can release the spells anytime at a maximum rate of two spells per round.

Brainkill
Spell Level: N4
Range: Touch
Duration: Permanent

This spell can burn the memory of a creature of a certain place, person or time period of up to one year. The spell works on any intelligent creature and can be avoided by a saving throw. If the saving throw is made, the creature only suffers a headache for 1d4 hours. If it fails, the creature loses some brain tissue, suffers 1d6 points of damage and loses the memory chosen by the caster.

Breach Defences
Spell Level: M6
Range: 20 metres per level
Duration: One round per level

This spell makes creature that can normally only be damaged by magical weapons, silver weapons or certain weapon types vulnerable to all kinds of weapons. Magic or elemental resistance are not affected.

Break Enchantment
Spell Level: W5
Range: Five metres
Duration: Permanent

This spells removes all curses, negative enchantments or transmutations from one creature. If the magic can usually not be removed by *Dispel Magic*, it works only for effects caused by spell up to 5th level. The spell will not remove curses from cursed items, but will free the creatures from the curse.

Breath of Life
Spell Level: W7
Range: Caster
Duration:

This spell fills an area with a radius of five metres around the caster with positive energy. The effect works like *Heal* on all living creatures and like *Harm* on all undead. The spell restores all unintelligent plants as well.

Brutal Comment
Spell Level: J5
Range: 15 metres plus one per caster level
Duration: 1d6 rounds

For the duration of this spell, the target suffers a -4 malus to saving throws.

Bubble Breath
Spell Level: I4
Range: 30 metres plus 10 per level
Duration: 1d6 rounds plus one per level

The caster casting this spell breathes forth 1d6+1 bubbles in the direction of one or more foes. An attack roll has to be made for each bubble. A target successfully hit is instantly coated with a filmy goo. The goo halves the target's movement rate and puts a -2 penalty on all combat-related dice rolls. The effect can be avoided with a successfully saving throw.

Burning Blood
Spell Level: N4
Range: 10 metres per level
Duration: Three rounds

This spell causes the blood on an open wound to burst into flame causing 3d4 points of damage. This will happen thrice in three consecutive rounds. Each time, the target is permitted a saving throw at a -3 penalty.

Burning Gaze
Spell Level: W2
Range: Caster
Duration: One round per level

This spell makes the caster's eyes glow like hot coals. Every creature and object up to ten metres away that the caster looks at for a round has to make a saving throw vs. paralysis or will suffer 1d6 points of fire damage and start burning. Every following round, ignited creatures or objects have to make another saving throw or will suffer 1d6 points of damage again.

Burning Hands
Spell Level: M1, W1
Range: Caster
Duration: One round

A three metre-long cone of fire shoots from the caster's hands in a 120° arc. All creatures in the area affected take one point of damage per round. A saving throw is not permitted.

Call Lighting
Spell Level: D3
Range: One kilometre
Duration: One hour

The caster calls a thunderstorm. A lighting blast will strike every ten minutes for 8d6 +1 per caster level points of damage. This spell can only be used outdoors when the sky is cloudy.

Call of the Crypt
Spell Level: N5
Range: Caster

The caster is teleported without error back to his sanctuary, which must be a crypt, mausoleum or similar place the caster has prepared for this purpose.

Call of the Forest
Spell Level: D4
Range: 10 metres
Duration: Game master's decision

This spells call creatures of the forest to assist the caster. Roll 1d10 to determine what creatures show up. The creatures might refuse to do what the caster asks them for depending on the nature of the request. The spell only works outside if a forest is near. The creatures need two rounds to arrive.

Table 77: Call of the Forest

Die Roll	Forest Creatures Summoned
1	1d8 Pixies
2	1d8 Fire Beetles
3	1d6 Nixies
4	1d6 Oil Beetles
5	1d4 Dryads
6	12d Owlbears
7	1 Spotted Owlbear
8	1d2 Unicorns
9	1d4 Centaurs
10	1 Treant

Call the Restless Soul
Spell Level: W7
Range: 10 metres
Duration: Permanent

This spell calls restless sprits from another world. The spirits will not harm the caster, but attack anybody else blindly. Roll 1d6 to determine which spirits appear.

Table 78: Call the Restless Soul

Die Roll	Forest Creatures Summoned
1-2	1d8 Shadows
3-4	1d6 Wraith
5	1d4 Spectres
6	1d2 Ghosts

Call the Wild Hunt
Spell Level: W9
Range: 20 metres
Duration: One night

This spell summons a pack of 4d6+2 black dire wolves what can be ordered by the caster to hunt one target in sight. The wolves will hunt and kill the target. The spell can only be used at night. Upon having killed and eaten the target or upon sunrise, the black wolves will disappear. The caster has no control over the wolves after defining the victim. If no target is determined, the wolves will attack the caster.

Call Upon Faith
Spell Level: C1
Range: Caster
Duration: One action

This spell can be cast before the caster performs a certain task. For this one task, the caster is granted a +3 die roll bonus.

Calm
Spell Level: C2, W2
Range: 20 metres
Duration: One day

This spell calms a creature. The creature is no way under the control of the caster and is permitted a saving throw.

Calm Animal
Spell Level: D1
Range: 10 metres
Duration: One round per level

This spell clams 2d4 plus one per level hit dice of animals. The animals do not necessarily become friendly to the caster. The spell will not work on animals under direct attack or in similar situations.

Calm Weather
Spell Level: W5
Range: Caster
Duration: Permanent or for one hour

This spell ends all magical effects changing the weather within a radius of two kilometres around the caster. If the effect originates from a magical object, the effect is supressed for one hour.

Castle in the Air
Spell Level: I8
Range: 10 metres
Duration: One hour per caster level

This spell creates a door to a semi-real pocket dimension. It can be entered by anyone invited by the caster. Creatures being dragged into the dimension unwillingly are permitted a saving throw. The dimension is a featureless building, which slowly gains shape according to the personality of the caster. Within the pocket dimension, illusionary spells are permanent. After the duration of the spell ends, everyone but creatures native to the pocket dimension will re-appear at the place where they entered the dimension. The dimension can be re-entered by casting the spell once more.

Cat Fall
Spell Level: W1
Range: Caster
Duration: Until the ground is touched

This spell lets the caster fall from heights without taking damage. It also protects objects the caster carries. The maximum height this spell protects the caster from is five metres plus one per level. If the caster jumps from a greater height, the spell still protects her for a part of the fall.

Cat's Grace
Spell Level: M2
Range: Touch
Duration: One hour per level

This spell grants the recipient a bonus to dexterity. Thief-like creatures temporarily gain 1d8 points of dexterity, fighter-like creatures 1d6 points and spellcasters as well as monstrous creatures and common people 1d4 points.

Cause Blindness
Spell Level: C3, Wr3
Range: Touch
Duration: Permanent

This spell blinds a victim upon touch. The eyes of the victim remain physical intact, though.

Cause Disease
Spell Level: C3, W3, Wr4
Range: Touch
Duration: Until the disease is cured

This spell magically inflicts one common disease upon one victim.

Cause Insanity
Spell Level: J4, N4, W5
Range: Touch
Duration: Permanent

The touch of the caster drives the victim permanently insane if it fails a saving throw vs. paralysis. Roll 1d20 to determine to the type of insanity. It is up to the game master to add a modifier to the saving throw.

Table 79: Cause Insanity

Die Roll	Type of Insanity
1	Agoraphobia
2	Alcoholism
3	Amnesia
4	Anorexia
5	Arachnophobia
6	Catatonia
7	Claustrophobia
8	Delusion
9	Dementia
10	Furiousness
11	Hallucinations
12	Homicidal Mania
13	Kleptomania
14	Manic-Depressive
15	Megalomania
16	Melancholy
17	Paranoia
18	Pathological Liar
19	Schizophrenia
20	Suicidal Mania

Cause Critical Wounds.
Spell Level: C5, Wr5
Range: Touch

This spell causes 3d8+3 hit points of damage.

Cause Light Wounds.
Spell Level: C1, Wr1
Range: Touch

This spell causes 1d6+1 hit points of damage.

Cause Serious Wounds.
Spell Level: C4, Wr4
Range: Touch

This spell causes 2d6+2 hit points of damage.

Chain Lightning
Spell Level: M6
Range: 40 metres plus five per level

The chain lightning initially inflicts 1d6 points of damage per level of the caster up to a maximum of 12d6 points of damage. After that, the lightning arcs to the nearest creature or object. Each jump reduces the damage by 1d6. A saving throw is always permitted for half damage. The chain lightning strikes as many times as the caster has levels or until an object is hit that grounds it. No arc can be greater than the spell's range. Creature immune to electricity will take no damage, but still transmit the lightning.

Chameleon
Spell Level: I1, S1
Range: Touch
Duration: Two rounds per level

This spell makes the recipient blend with the background. He gains a +4 bonus to armour class against missile attacks and is hard to spot from distance. If abruptly changing from one background to another, the spell's effect needs one round to adjust.

Chaos
Spell Level: I5
Range: 40 metres
Duration: Until concentration ends

This spell affects an area with a five-metre radius and confuses all creatures within. The effect works like *Confusion* to any creature failing a saving throw. The effect ends if the area is left.

Charm Animal
Spell Level: D2, J2, W1
Range: 20 metres
Duration: One day

This spell works like *Charm Person*, but affects animals instead. It also works on intelligent animals, but not on magical creatures.

Charm Crowd
Spell Level: J7
Range: Two metres per level
Duration: Until dispelled

This spell works like *Charm Person*, but may affect up to twenty hit dice of people. A saving throw is not permitted.

Charm Monster
Spell Level: C4, J4, M4, W4
Range: 20 metres
Duration: Until the monster breaks free

This spell works like *Charm Person*, but works on any living creature. For monsters with three hit dice or less, 3d6 may be affected by the spell. The monsters have one chance per week to break free from the spell.

Table 80: Charm Monster

Hit Dice	Weekly Chance to Break Free (d20)
0 – 1	20
2 – 4	19
5 – 7	18
8 – 10	12
11+	4

Charm Person
Spell Level: J1, M1
Range: 20 metres
Duration: One day or until dispelled

This spell affects humanoids or smaller-sized creatures. If the creature fails a saving throw, it becomes friendly to the caster.

Charm Plants
Spell Level: D6, W7
Range: 30 metres
Duration: One day or until dispelled

This spells brings a tree, six man-sized plants or twelve smaller plants under the caster's control. The plant may make a saving throw to avoid being charmed.

Charm Undead
Spell Level: N4
Range: 30 metres
Duration: Until the undead breaks free

This spell works like *Charm Monster*, but works exclusively on undead.

Chill Metal
Spell Level: D2
Range: Touch
Duration: Seven rounds

This spell cools down ten kilograms of metal per level of the caster to room temperature.

Chill Touch
Spell Level: W1, Wr1
Range: Caster
Duration: One touch per level

The caster's touch causes 1d6 points of damage. If the victim fails a saving throw vs. paralysis, it panics for one round and will not attack. Undead are immune to this effect, but still take damage.

Choke
Spell Level: N2
Range: 30 metres
Duration: One round per level during concentration

A pair of spectral hands chokes the target, which suffers 1d4 points of damage per round and gets a -2 THACO malus if it fails a saving throw.

Choking Shadows
Spell Level: S4
Range: 10 metres plus one per level
Duration: One round per level

This spell creates a cloud of frigid darkness with a radius of eight metres. The cloud covers all sight and is unnaturally cold and kills creatures with less than three hit dice instantaneously. Creatures up to five hit die are permitted a saving throw vs. death or will suffer 1d10 points of damage. The cloud moves with a speed of three metres per round.

Chromatic Orb
Spell Level: I2
Range: Caster
Duration: Two rounds or until thrown

This spell summons a colourful sphere that can be hurled at an opponent over a distance of up to ten metres. If the target makes a saving throw, the orb has no effect. The caster can chose what colour and effect the orb has, provided he has reached the minimum level for said effect. Death and petrification are permanent.

Table 81: Chromatic Orb

Level	Colour	Damage	Special Effect
1	White	1d4	-2 THACO penalty, 1d4 rounds
2	Red	1d6	-1 point of STR and DEX
3	Orange	1d8	Ignites material around target
4	Yellow	1d10	Blindness, 1d8 rounds
5	Green	1d12	Slowed to half speed, 1d6+1
6	Turquoise	2d4	Magnetised for 1d6 rounds
7	Blue	2d8	Paralysed, 2d8+4 rounds
11	Violet	-	Petrification
12	Black	-	Death

Circle of Blindness
Spell Level: J8
Range: 240 metres
Duration: Three turns plus one round per level

This spell creates an invisible magical circle with a radius of one metre per caster level. Within the circle, detection spell and spells like *Magic Eye* will not function. Normal and magical vision are neutralised together with hearing. The circle is immobile and a victim may leave it and no longer be affected.

Circle of Respite
Spell Level: W3
Range: Touch
Duration: Half a day

This spell creates an invisible circle with a radius of five metres. Animals will not enter the area. Creatures with at least four hit dice are not affected, while creatures will less hit dice have to make a successful saving throw to enter the circle. Everyone sleeping in the area will recover as having rested for an entire day.

Clenched Fist
Spell Level: M8, N8
Range: Five metres
Duration: One round per level

This spell summons a huge disembodied hand. Each round, the fist may attack an opponent the caster selects. The fist moves as fast as the caster, has AC 10 and as many hit points as the caster. Anybody can attack it. If it attacks, roll 1d20 to determine the effect.

Table 82: Clenched Fist

Die Roll	Damage
1	4d6, stunned for 3 rounds
2 – 4	3d6, stunned for 1 round
5 – 8	2d6
9 – 20	1d6

Cloak of Protection
Spell Level: M4
Range: Caster
Duration: Two rounds per level

This spell affects an area with a radius of fifteen metres around the caster and can protect It protects a number of allies equal to the caster's level plus one creature. All creatures protected save vs. magic as the caster, unless their saving throw value is better anyway. Once per round, the caster can split up the damage anyone protected takes among the other creatures affected. Anyone leaving the area is no longer protected, even when re-entering.

Cloak Undead
Spell Level: N3
Range: One metre per level
Duration: Three rounds per level

This spell makes undead creatures invisible and immune to *Detect Undead* as long as their stay in a range of three metres per level of the spot where the spell was cast. The undead also cannot be turned until they are detected by the cleric attempting to do so.

Clone
Spell Level: N8
Duration: Permanent

The caster creates a clone from a piece of flesh taken from a living creature. He may need a laboratory or additional equipment. If the donor creature is still alive, the clone will seek to kill it. Not being able to do so will drive the clone insane.

Cloud Boat
Spell Level: D7
Range: One kilometre
Duration: One hour per level

This spell can only be used under a cloudy sky. The spell causes a cloud to descend towards the caster, where it forms a dragon boat. The boat can carry one person for every level of the caster. It moves three times as fast as the caster and can be moves into any direct via the caster's telepathic commands. The caster can do anything but casting another spell while controlling the boat.

Cold Light
Spell Level: W3
Range: Caster

This spell lets the caster's hand glow in blue light until she touches another creature. The touch causes 1d6 points of damage per caster level. If the target fails a saving throw vs. paralysis, it is slowed down to half speed for one round per two levels of the caster.

Colour
Spell Level: J1
Range: Touch
Duration: Permanent

This spell allows the caster to permanently change the colour of a piece of cloth, leather of a similar substance.

Colour Blindness
Spell Level: J2, N1
Range: One metre per level
Duration: Three turn plus two rounds per caster level

This spell changes the target's vision to black and white. It is not permitted a saving throw.

Colour Spray
Spell Level: I1
Range: 20 metres

This spell summons a colourful cone which is ten metres long, one metre wide at the origin and ten metres wide at its end. It affects creatures with hit dice equal to the number of hit dice of the caster. Depending on the hit dice of the target, the cone has different effects. Creatures with six hit dice or more hit dice than the caster are permitted a saving throw. Sightless creatures are immune to this spell.

Table 83: Colour Spray

Hit Dice	Effect
Fewer than the caster	Unconscious for 1d4 rounds
Equal to the caster	Unconscious for 2d4 rounds
Up to one more than the caster	Blinded for 1d4 rounds
Two more than the caster	Blinded for 1d6 rounds
Three more than the caster	Stunned for one round

Command
Spell Level: C1, W2, Wr1
Range: Five metres
Duration: One round

The caster gives a one-word command to a creature. The creature will obey to the best of its ability for one round. If it is impossible for the creature to carry out the order, it will remain idle. Creatures with more than five hit dice or very intelligent or smarter creatures are permitted a saving throw.

Command Undead
Spell Level: N1
Range: 20 metres
Duration: 1d4 hours

This spell works like *Turn Undead*, but allows the caster to take control over the undead.

Commune
Spell Level: C5, Wr5
Duration: Three questions

Higher powers grant the caster the answers to three questions. The answers can be cryptic. Higher powers do not like to be asked often, so the use of this spell is limited.

Commune with Nature
Spell Level: D5
Duration: Three questions

The powers of nature grant the caster answers to three questions. The spell cannot be used in buildings or underground. The power of nature can only answer the questions to the best of their ability and do not like to be asked too often.

Conceal Aura
Spell Level: I1
Range: Touch
Duration: One day per level

This spell covers the aura of a magical item and lets it appear as a common once. People holding the item are permitted a saving throw to detect the item as magical anyway. The use of spells able to detect magic or illusions grants a +4 bonus to the saving throw.

Cone of Cold
Spell Level: M5
Range: Caster

This spell cools down a cone-shaped area extending two metres per caster level from the caster's hands. It deals 1d4+1 points of damage per caster level.

Cone of Force
Spell Level: M5
Range: Caster

This spell affects a cone-shaped area extending two metres per caster level from the caster's hands. It deals 1d4 points of damage per caster level. Anyone hit and failing a saving throw will be knocked off the feet and will need one round to get up again.

Confusion
Spell Level: D7, I4, J4, M4, W4, Wr4
Range: 30 metres
Duration: Two hours

This spells confuses people and monsters. Roll 2d6 to determine the exact effect. The effect may shift every couple of rounds. The spell affects 2d8 creatures plus an additional creature of every level above the 8th. Creatures with less than three hit dice automatically get affected. Creatures with at least four hit dice are permitted a saving throw. Creatures with eight hit dice are immune to this spell.

Table 84: Confusion

Die Roll	Reaction
2	Attack caster
3 – 5	Attack caster and allies
6 – 8	Remain idle
9 – 11	Attack each other
12	Try to run away

Conjure Animals
Spell Level: C6
Range: 10 metres
Duration: One hour

This spell summons animals into the caster's service. It will be one animal larger than a man, three animals the size of a man or six animals smaller than a man. Depending on the environment, the game master decides what animals appear.

Conjure Demon
Spell Level: M7, Wr7
Range: Three metres
Duration: Special

This spells summons a demon, devil or similar creature from another plane. The spell does not bring the creature under the caster's control, so negations or threating the demon is necessary.

Conjure Elemental

Spell Level: D6, M5
Range: 30 metres
Duration: Until dispelled or slain

This spells summons sixteen hit dice of elementals into the caster's service. Roll 1d12 to determine what kind of elementals are summoned. The caster has to concentrate to keep the elementals under his control.

Table 85: Conjure Elemental

Die Roll	Druid	Mage
1	Air Elementals	Air Elementals
2	Air Elementals	Air Elementals
3	Earth Elementals	Air Elementals
4	Earth Elementals	Earth Elementals
5	Earth Elementals	Earth Elementals
6	Earth Elementals	Earth Elementals
7	Earth Elementals	Fire Elementals
8	Fire Elementals	Fire Elementals
9	Water Elementals	Fire Elementals
10	Water Elementals	Air Elementals
11	Water Elementals	Air Elementals
12	Water Elementals	Air Elementals

Consecrate

Spell Level: C2
Range: Caster
Duration: Two hours per level

This spell takes one turn to cast and fills an area around the caster with divine energy. All clerics and members of related classes gain a +3 bonus to turning undead. Undead suffer a -1 malus to THACO, damage rolls and saving throws, unless allied with the caster.

Contact Other Plane

Spell Level: M5
Duration: Number of questions

The caster makes mental contact with another plane to gain the answer to questions which can be answered with 'Yes' or 'No'. The depth of the plane is chosen by the caster an affects the number of answers that can be asked, the chance that the information needed is on the plane, the probability of getting a correct answer and the chance to get temporarily insane. Roll 1d20 to determine the each probability.

Table 86: Contact Other Plane

	Number of Questions	Answer Available	Correct Result	Avoid Insanity
3rd	3	15	14	19
4th	4	14	12	18
5th	5	12	10	16
6th	6	10	8	14
7th	7	8	7	12
8th	8	6	6	10
9th	9	5	5	9
10th	10	4	4	7
11th	11	3	3	5
12th	12	2	2	3

Contagious Fog

Spell Level: I7
Range: 30 metres plus three metres per level
Duration: One round per level

This spell works like *Creeping Fog*, but will infect anyone touching it and failing a saving throw with a disease. The disease will cause 1d8 points of dexterity damage to the target if it fails a saving throw. This has to be repeated every day until the disease is cured.

Continual Darkness

Spell Level: M2, C3, Wr3
Range: 20 metres
Duration: Until dispelled

The targeted person radiates darkness in a radius of twenty metres. If not cast on a creature, nobody can see through the darkness with normal or darkvision.

Continual Light

Spell Level: M2, C3, Wr3
Range: 20 metres
Duration: Until dispelled

The targeted person radiates bright light in a radius of twenty metres.

Contortion

Spell Level: J1
Range: Caster
Duration: One turn

This spell allows the caster to magically contort his body. He gains a +8 bonus to armour class.

Control Fluids

Spell Level: W3
Range: Three metres per level
Duration: One round per level

This spell allows the caster to move ten cubic metres of fluids at a rate of twenty metres per turn. Fluid-based creatures are permitted a saving throw to avoid the effect.

Control Temperature

Spell Level: D4
Range: Caster
Duration: Three turns plus one per level

The caster can rise or lower the temperature within a three-metre radius around him by up to twenty degrees.

Control Vapour
Spell Level: W1
Range: Three metres per level
Duration: One round per level

This spell allows the caster to move ten cubic metres of gases at a rate of twenty metres per turn. Gas-based creatures are permitted a saving throw to avoid the effect.

Control Weather
Spell Level: C7, D7, M6, W6, Wr7
Range: Game master's discretion
Duration: Game master's discretion

The caster can disperse clouds, summon rainfall, raise or lower the temperatures or cause similar effects.

Control Winds
Spell Level: D5
Range: Caster
Duration: Six turns plus one per level

Within a radius of sixty metres, the caster controls the winds. This spells can be used to disperse toxic fumes.

Cook
Spell Level: M4
Range: Five metres
Duration: Permanent

This spell turns raw ingredients into a delicious meal. The spell affects food for 3d4 people. It cannot be used against living creatures.

Corpse Feast
Spell Level: N4
Range: Two metres per level

This spell sucks the last remaining life force out of every fresh corpse of a sentient being around the caster, healing 1d4 hit points per corpse for the caster and any undead allies.

Corpse Flesh
Spell Level: N1
Range: 10 metres
Duration: One round per level

This spell deals 1d4 points of damage to a living target and turns its skin into dead flesh. After the spell's duration, the skin will turn back to normal in 1d12 hours.

Corpse Flicker
Spell Level: N1
Range: 10 metres
Duration: One turn per level

This spell causes one undead or dead body to glow. The light can be as bright as a torch or weaker and has a colour chosen by the caster. The spell affects one giant-sized body or several smaller bodies.

Corpse Link
Spell Level: N1
Range: 10 metres
Duration: One hour

Once cast on a non-animated corpse, the casters gains sensory information through the corpse using all five senses.

Corpse Storm
Spell Level: N7
Range: 100 metres plus five per level
Duration: One round per level

This spell affects and area with a radius of thirty metres. All targets in the area will be bombarded by a rain of four corpses per caster level carried by a black swirl of negative energy. Creatures in the area suffer 3d6 points of bludgeoning damage. If they fail a saving throw, they will panic and only be able to take passive actions for the duration of the spell. When the spell ends, all corpses will shatter into broken pieces.

Corpse Visage
Spell Level: N1
Range: Touch
Duration: One hour

The caster assumes the face of a fresh corpse. The caster's face looks like the very state of the corpse. The spell cannot be ended ahead of time.

Corpse Whisper
Spell Level: N4
Range: 30 metres initially
Duration: Up to one day

This spell allows the caster to transfer a number of messages equal to half his level to an undead. Initially, the undead has to be no more the thirty metres away from the caster. After that, the messages can be delivered over any distance over the course of one day. Undead are not obliged to follow any orders transmitted unless they are under the caster's control anyway.

Corruption
Spell Level: N3
Range: Thirty metres
Duration: Two rounds

This spell temporarily corrupts a creature's mind. If the target fails a saving throw, it succumbs to the temptations of dark powers and will be lost among delusions of grandeur. For the duration of the spell, the target is unable to take any actions. After the spell expires, the target has to make another saving throw. Should this saving throw fail, the target will hesitate to attack the caster, his allies and minions for another round.

Counterspell
Spell Level: I4, M4
Range: Touch
Duration: 1d6 rounds plus one per level after activation

One round after being cast, this spell makes the target immune to one specific spell choses by the caster at the time of the casting. The spell's duration is one day if the recipient is not targeted by the specific spell or 1d6 rounds in case an enemy caster casts the specific spell on him. Additionally, there is a percentile chance equal to the caster's level that the spell is reflected back to the enemy caster. If a spell is cast on several targets or and area, only the recipient is protected.

Create Water
Spell Level: C4, D2, W3
Range: Close
Duration: Permanent

This spells creates a one-day supply of drinking water for 3d8 men. From 9th level on, it creates water for 6d8 people.

Create Food
Spell Level: C5, D4, W3, Wr4
Range: Close
Duration: Permanent

This spells creates a one-day supply of food for 3d8 men. From 9th level on, it creates food for 6d8 people.

Creeping Doom
Spell Level: D7
Range: 20 metres
Duration:

This spell calls insects, worms and other vermin from the ground. The animals will form a swarm within 1d3 rounds. The swarm can be ordered to attack any target within a radius of thirty metres Its consist of 1d10x100 creatures, each of which will inflict one point of damage and then dies. The swarm will always attack any target on its way.

Creeping Fog
Spell Level: I2
Range: 30 metres
Duration: One hour

This spell creates a fogbank with a radius of three metres. It moves directly forward with a speed of two metres per minute. The fog is so thick that no one can see through it.

Creeping Shadows
Spell Level: S2
Range: 15 metres
Duration: One hour per level

This spell inconspicuously darkens a medium-sized room over the course of five rounds up the point where it is as dark as possible without raising suspicion. All creatures in the room are permitted a saving throw at a +4 bonus to notice the change. Noticing it will not disrupt the spell. After the spell has taken full effect, the caster gains a +1 bonus for every two levels of experience for hiding ins shadows.

Crimson Scourge
Spell Level: M5, N5
Range: Touch
Duration: Until cured

This spell infects the target with a terrible curse and can only be used on humans. Other humanoids and creatures are not affected. It can be avoided with a successful saving throw at a -2 penalty. If the saving throw is not successful, the victim suffers 1d2 points of damage per round from severe bleeding. If the victim touches another human and said human also fails a saving throw at a -2 penalty, it will also be cursed. The wounds causes by the curse can only be cured by *Cure Serious Wounds* or a stronger healing spell. To fully heal the victim, *Remove Curse* followed by *Heal* is required.

Cripple
Spell Level: N3
Range: 20 metres
Duration: One to four rounds

This spell gives an opponent a -4 armour class bonus for four rounds. If the target makes a saving throw, it cannot attack during the next round instead. It still can defend and perform supportive actions.

Crucify
Spell Level: N6
Range: 15 metres plus one per level
Duration: One round per level

This spell lets a bunch of skeleton hands erupt from the ground. If the target fails a saving throw, the hands form a crucifix and grab the target tightly. It suffers 1d2 points of

constitution damage per round for the spell's duration. After that, it will fall to the ground, exhausted.

Cruel Comment
Spell Level: J3
Range: 20 metres
Duration: 1d4 rounds

For the duration of this spell, the target suffers a -2 malus to saving throws.

Crushing Hand
Spell Level: M9
Range: 10 metres
Duration: One round per level

This spell conjures a huge disembodied hand that can grab and squeeze creatures at the caster's command. The hand moves as fast as the caster, has AC 10 and as many hit points as the caster. It always hits. The target suffers 1d10 points of damage per round grasped up to a maximum of 4d10. Anybody can attack the hand.

Crypt Servant
Spell Level: M7, N7
Range: Touch
Duration: Permanent

This spell animates a corpse as a crypt servant. It will only work on corpses in good condition and if cast in the master's tome. The crypt servant has to have died prior to master.

Cure Blindness
Spell Level: M3
Range: Touch
Duration: Permanent

This spell cures blindness. The blindness can be magical or physical.

Cure Disease
Spell Level: C3, D3
Range: Touch
Duration: Permanent

This spell cures one disease, including magical ones.

Cure Insanity
Spell Level: C4
Range: Touch

This spell cures a mental disease. The mental patient has to make a saving throw vs. magic or the process will not be successful. It is up to the game master to add a modifier to the saving throw.

Cure Critical Wounds.
Spell Level: C5, D6
Range: Touch

This spell cures 3d8+3 hit points of damage.

Cure Light Wounds.
Spell Level: C1, D2
Range: Touch

This spell cures 1d6+1 hit points of damage.

Cure Serious Wounds.
Spell Level: C4, D4
Range: Touch

This spell cures 2d6+2 hit points of damage.

Cursed Earth
Spell Level: W9
Range: Touch
Duration: Permanent

This spell affects and area with a radius of two kilometres centred around a spot on the ground the caster touches. All plants in the area produce only half as much food as usual. Creatures of medium size with one hit die or lees will get sick. Every creature of medium size that dies in the area will rise as an uncontrollable rampaging zombie one day later.

Damnation
Spell Level: C2, Wr2
Range: Touch
Duration: One round per level

This spell gives one living target a -2 malus to THACO, damage rolls and saving throws. The target is permitted a saving throw.

Damning Stare
Spell Level: W8
Range: Caster
Duration: One round per level

This spell affects any creature the caster looks at up to fifteen metres plus one metre per level away. Creatures with less than six hit dice are destroyed immediately. Creatures with up to nine hit dice are granted a saving throw vs. death. Living creatures which make their saving throw or have at least ten hit dice loos 1d6 ability points from a random ability score.

Dampen Fire
Spell Level: D4
Range: 15 metres
Duration: One round

This spell extinguishes all non-magical fire in an area with a radius of three metres. Magical fire is damped a bit for the duration of the spell. Fire-based creatures take 1d6 points of damage and are permitted not saving throw.

Dampen Magic
Spell Level: M3
Range: 10 metres
Duration: One round per level

This spell dampens the effect of a magical item. The item does minimum damage or its effect has the shortest possible duration. Saving throws against it are made at a +4 bonus. Ancient artefacts and similar items might be immune to this spell.

Dancing Lights
Spell Level: I1, M1
Range: 30 metres
Duration: Two rounds per level

This spell creates up to four dancing globes of light or one light with a vaguely humanoid form. The caster can control the lights like a puppeteer, but has to keep them closely together.

Dancing Shadows
Spell Level: I3
Range: 30 metres
Duration: Two rounds per level

This spell creates a pattern of flickering lights and shadows within an area with a radius of fifteen metres. Every creature, unless a saving throw vs. magic is made, will be disoriented while within the area and for two rounds after leaving it. Disoriented creatures receive a -3 malus to saving throws and attack rolls. Missile weapons fired into the area receive this penalty as well. Thief-like creatures in the area receive a +5 bonus if trying to hide in shadows.

Danse Macabre
Spell Level: W3
Range: 30 metres plus five per level
Duration: As long as the dance lasts

This spell works like *Hold Person*, but affects all people looking at the witch. The targets get a saving throw every round to break free; otherwise, the effect lasts as long as the witch dances. If a freed target does look at the witch again, it will also be affected again.

Dark Touch
Spell Level: W6
Range: 20 metres
Duration: Permanent

This spell affects a number of creatures with a total hit dice no greater than the caster. One creature has to be five metres away from the next at maximum. Every creature which fails a saving throw vs. death is cursed cannot touch another living creature without feeling unbearable pain. Undead are not affected by this spell.

Darkening Bolt
Spell Level: M4
Range: 50 metres

This spell creates a bolt so black that anyone but the caster seeing it has to make a saving throw is will go blind for 1d4 rounds. The bolt extends twenty metres from the point where it originates from and does 1d6 points of damage per caster level up to a maximum of 10d6 points of damage. A saving throw is permitted for half damage. If the bolt hits a solid surface, it bounces back into the direction of the caster until it has reached its maximum length of twenty metres.

Darkness Globe
Spell Level: I2, M2
Range: Three metres per level
Duration: One round plus one per level

This spell creates a ball of darkness with a radius of five metres. Spells creating light can counter the magical darkness.

Darkvision
Spell Level: M3
Range: 10 metres
Duration: One day

The recipient of the spell can see through total darkness.

Daylight
Spell Level: C3
Range: Touch
Duration: One turn per level

This spell lets a small to medium-sized object shine in light as bright as daylight within a radius of twenty metres. All creatures sensitive to daylight suffer respective penalties. However, the light will not deal damage. It will counter supernatural darkness, though.

Dead Man's Eyes
Spell Level: N6
Range: Caster
Duration: One round per level

This spell causes the caster's eyes to turn black. For the spell duration, the caster can target one creature in sight no more than ten metres away per round with his deadly view. This is done in addition to other actions the caster can do. Creatures with two hit dice or fewer die outright without a saving throw. Creatures with up to five hit dice are permitted a saving throw vs. death at a -2 penalty. If the throw is made, they suffer 2d6 points of damage. If the throw is not made, they die. Creatures with more than five hit dice suffer 2d6 points of damage unless a saving throw vs. death is made. If the caster's view is reflected, the caster has to make a saving throw vs. death or will suffer 2d10 points of damage.

Dead's Rest
Spell Level: C1
Range: Touch
Duration: Permanent

This spell prevents a corpse to be return as an undead. The spell does not affect already revived undead. The target can be brought back to life later.

Deaf
Spell Level: I2
Range: 25 metres
Duration: 2d8 rounds

This spell makes the target completely deaf if it fails a saving throw.

Death Blade
Spell Level: W6
Range: Caster
Duration: One round per level after the first attack

This spell summons a long black dagger. On its first successful attack, the dagger causes 1d8 points of damage, breaks off and remains in the victim. Victims with magic resistance are permitted a die roll to avoid this. The blade causes 1d6 points of damage per round unless the victim makes a saving throw vs. death, which expels the blade permanently. The saving throw gets cumulative -1 malus every round. The blade disappears at the end of the spell's duration or after the victim dies.

Death Candle
Spell Level: W5
Range: Touch
Duration: Permanent or until the candle is burned down

This spell enchants a candle. If the candle burns down while in the possession of a certain person, said person will die. While the candle burns down, the victim temporarily loses constitution points according to the candle's length.

Death Fog
Spell Level: I6, Wr7
Range: 30 metres plus three per level
Duration: One round per level

This spell works like *Solid Fog*, but additionally deals 2d6 points of acid damage per round.

Death Geas
Spell Level: N7
Range: 10 metres
Duration: Until the task is completed

This spell works like the *Quest* spell. Should the victim die while performing the quest, it will rise as an undead and fall to rest once the quest is complete.

Death Mark
Spell Level: S2
Range: 30 metres
Duration: Permanent

This spell is cast on up to a dozen targets. If the caster slays one or more of the targets, a personal mark will be appeara on the corpse. The design of the mark is determined the first time the spell is cast and often reflects the caster's character.

Death Recall
Spell Level: N2
Range: Touch
Duration: 10 minutes

Upon touching a fresh corpse, the caster lives through the last ten minutes of the dead's life.

Death Shroud
Spell Level: N8
Range: Caster
Duration: Successful attacks equal to caster level

The caster summons a dark aura around him. Anybody touching or attacking it must make a saving throw vs. death at a -4 malus or will suffer 2d12 points of damage.

Death Ward
Spell Level: N9, W9
Range: Touch
Duration: Permanent

The caster protects a door or small portal. Anybody stepping throw it must make a saving throw vs. death at a -4 malus or is slain. The ward can kill up to two hit dice of creatures per caster level.

Deathwatch
Spell Level: C1
Range: 10 metres
Duration: One turn per level

This spell lets the caster know exactly how much damage a living target can still endure before facing death.

Death Smoke
Spell Level: N5
Range: 30 metres
Duration: 1d4+1 rounds

This spell creates smoke in a sphere with a radius of eight metres. It cannot be burned or blow away. Creatures that need to breathe take 6d4 point of damage per round in the smoke. Everyone in the smoke cloud fights in total darkness. Natural abilities like darkvision or echo-based location do not help. The smoke is heavier than air and seeks the lowest levels. It cannot be affected by natural or magical wind, but will be stopped by physical objects.

Death Link
Spell Level: N8
Range: 240 metres
Duration: One turn per level

This spell puts the caster and the target in a two-way sympathetic link. Whenever one of the two takes damage, the other one takes the same amount of damage as well. Should the caster die, the target will die as well. However, if the target dies, the caster survives unless the target took enough damage to kill the caster anyway. Healing works accordingly. The spell cannot be ended prematurely unless one of the two leaves the plane both caster and target are on.

Death's Lingering Shadow
Spell Level: N6
Range: 30 metres plus three per level
Duration: One hour per level

This spell summons a dark cloud of negative energy that will linger above the target's head and follow it everywhere. Everyone within a radius of one metre per level of the caster around the target suffers one point of painful constitution damage for every minute he spends in the target's proximity. Additionally, all damage to people affected and the target will be doubled. Once the spell ends, the target suffers constitution damage for half the caster's level and is exhausted. A successful saving throw halves the duration of the spell. The spell has no effect on undead. The spell can be countered by *Remove Curse* or a stronger spell.

Decay Flesh
Spell Level: N1
Range: Touch

Upon touching a living corporal being, this spell inflicts 1d6+1 hit points of damage.

Deflector
Spell Level: M2
Range: Touch
Duration: Two rounds per level

This spell prevents non-magical missiles from hitting the recipient. If the shooter does not make a successful saving throw, the missile flies back to him.

Delay Image
Spell Level: I1, J1, M1
Range: Touch
Duration: Five rounds plus one per level

The visible image of the target of this spell will always be one second behind it. This grants the target a +2 armour class bonus and a +1 saving throw bonus to saving throws against direct magical attacks as long as it moves.

Delay Poison
Spell Level: C2, W2, Wr2
Range: Touch
Duration: One turn per level

This spell grants temporary immunity against poisons. It does not cure the poisoning, so the effect continues once the spell's duration is over.

Demishadow Evocation
Spell Level: I7
Range: Depends on spell

This spell works similar to *Shadow Evocation* and can mimic *Chain Lightning*, *Freezing Sphere* and *Wall of Roses*. If the intelligence check is made, the spell still does half damage.

Demon Wings
Spell Level: Wr3
Range: Caster
Duration: Four rounds plus one per level

Massive bat wings grow out of the caster's back. They allow him to fly, though the caster has to land every round.

Demoncall
Spell Level: Wr2
Range: Caster

This spell grants the caster access to forbidden knowledge of the demons. He can judge whether or not an action will have an immediate positive or negative outcome.

Demonflesh
Spell Level: Wr1
Range: Caster
Duration: One round per level

The caster gains the thick hide of demon. For every five level starting with the first, he gains a +1 bonus to natural armour class.

Detect Charm
Spell Level: C2
Range: 10 metres
Duration: One turn

This spell reveals if a creature is under the effect of a charm. It does not necessarily indicate who the controller is.

Detect Evil
Spell Level: C1
Range: Caster
Duration: One hour

The caster can detect any evil people, spirits, enchantments or items within a twenty-metre radius. The aura of evil can be vague if the target is not inherently evil or just hostile.

Detect Illusion
Spell Level: I1, S1, W1
Range: 10 metres

This spell allows the caster to sense if an object or creature is real or an illusion.

Detect Invisibility
Spell Level: I2, J2, M2
Range: Three metres per caster level
Duration: One hour

The recipient can see invisible objects and creatures, even if they are hidden on the Astral or Ethereal Plane.

Detect Lies
Spell Level: C3, W4, Wr4
Range: 10 metres
Duration: One turn plus one per caster level

This spell allows the caster to detect whether an individual is lying or not. It does not reveal the truth or detects if someone holds back information.

Detect Magic
Spell Level: C1, D1, I1, J1, M1, N1, W1, Wr1
Range: 20 metres
Duration: Two turns

The recipient of this spell can sense a magical presence on people, objects or places. The signal can be indifferent, if several people or objects are in close proximity.

Detect Phase
Spell Level: M1
Range: Caster
Duration: Two rounds per level

This spell allows the caster to detect creatures and objects in phase – at the edge of the Ethereal Plane – within a radius of three metres per level around him.

Detect Poison
Spell Level: C1, W1, Wr1
Range: Touch

This spell detects poison or a disease in a creature or an object.

Detect Psionics
Spell Level: I1, M1
Range: 15 metres
Duration: One turn

This spell allows the caster to determine whether a creature is a psion or an item has a psionic aura.

Detect the Living
Spell Level: S3
Range: Caster
Duration: Three turns

This spell allows the caster to sense all living creatures with at least half a hit die within a radius of ten metres plus one per level around him.

Detect Therianthrope
Spell Level: W5
Range: Caster

This spell detects all therianthropes within a radius of twenty metres plus three per caster level around the caster. The caster will also know whether the therianthropes are currently in humanoids or beast form. Very strong or very weak therianthropes may give an according signal.

Detect Thoughts
Spell Level: M2, W2
Range: Caster
Duration: One hour

The caster can hear other people's thoughts up to a distance of twenty metres. He still needs to understand the target's language and cannot dig into their memories; only current thoughts are detectable. Using this spell on highly intelligent or alien creatures can be dangerous.

Detect Undead
Spell Level: N1
Range: Caster
Duration: Three turns

This spell allows the caster to sense all undead, corporal and incorporeal, within a radius of twenty metres plus three per level around him.

Devastate
Spell Level: M8
Range: Caster
Duration: One round per level

This spell makes all of the caster's spells more devastating. All targets suffer a -5 penalty to saving throws against the caster's spells and all damage die do an additional two points of damage, though they cannot exceed the maximum possible damage of a spell.

Devil's Ego
Spell Level: Wr3
Range: Caster
Duration: One round per level

The caster temporarily gains 1d4+1 points of charisma. Furthermore, he is treated like an outsider for the duration of the spell.

Devil's Eye
Spell Level: Wr2
Range: Touch
Duration: One round per level

This spell grants the target the ability to see thirty metres in darkness, even magical one.

Devil's Tail
Spell Level: Wr1
Range: Caster
Duration: One round per level

The caster grows a tail of one metre length. The tail ends with a spike and deals 1d4 points of damage. If the caster uses both a melee weapon and the tail in one round, he gets a -2 THACO penalty.

Dictum
Spell Level: C7
Range: 20 metres plus one per level
Duration: 2d4 rounds

This spell affects all hostile creatures in an area with a radius of twenty metres. Creatures will as many or more hit dice as the caster are deafened. Creatures with at least one hit die less are additionally slowed to half speed. Creatures with five hit dice less are additionally paralysed. Creatures with ten hit dice less suffer all effects and are slain.

Digit of Disruption
Spell Level: C7
Range: One metre per caster level

This spell hits one creature with a beam of divine energy. Undead are destroyed immediately. If a saving throw is made, they suffer 2d8 points of damage. Malignant outsiders like fallen angels and devils suffer 6d8 points of damage. A saving throw is permitted for half damage. If cast by a dark cleric, the spell affects angels and other benign outsiders instead.

Disguise Undead
Spell Level: N5
Range: Caster
Duration: One turn per level

This spell affects an area of ten square metres and one undead per level of the caster. The undead affected will be disguised and look like healthy individuals. Spells like *Detect Undead* will still identify them as such. Abilities based on outward appearance will not work while this spell in effect.

Dimension Door
Spell Level: I4, J4, M4
Range: Five metres

The caster teleports himself, an object or someone else to a certain place in sight. The place cannot be more than 100 metres away.

Dimension Lock
Spell Level: W6
Range: 10 metres
Duration: One round per level

This spell prevents the target from leaving the plane it is currently on. Leaving the plane is also not possible for the soul or any part of the target. Dead creatures under the influence of this spell cannot be resurrected or raised in any way.

Dimension Warp
Spell Level: I7, M7
Range: Caster
Duration: Three rounds plus one per level

This spell bends the dimensions the caster exists in and removes the dimension of depth. The caster becomes invisible and immune to damage if being seen or attacked sideways. He takes triple damage from other attacks or area attacks. This form also allows the caster to slit through narrow spaces.

Dimensional Anchor
Spell Level: C4
Range: 10 metres
Duration: One round per level

This spell lets the target glow with green light. If it fails a saving throw, it will not be able to perform any form of dimensional travel for the duration of the spell.

Diminish Plants
Spell Level: D3
Range: 50 metres
Duration: Permanent

This spell causes normal plants in an area with a radius of thirty metres to shrink by two thirds and makes them less entangled and bushy.

Dire Hunger
Spell Level: D5
Range: 10 metres plus one per level
Duration: One round per level

This spell causes the target to be consumed by unbearable hunger. It grows fangs and will attack the nearest living creature and try to eat it after killing it. If the creature does not already have fangs, its natural attack damage is doubled. The target will attack regardless of its relationship to the nearest creature. If no creature is near, it will search for one.

Disarm
Spell Level: J1, M1
Range: 30 metres

This spell makes the target drop its weapon or any other object it is carrying. The victim will need one round to pick it up again. If the target is holding the item with both hands, it is permitted a saving throw.

Discern Location
Spell Level: W8
Range: Unlimited
Duration:

This spell locates a creature anywhere. The caster has to know the creature or have an item that once belonged to it. Only *Mind Blank* or the intervention of high powers can block this spell.

Discord
Spell Level: W5
Range: 30 metres plus three per level
Duration: One round per level

This spell causes targets in an area with a radius of ten metres to turn on their allies. Roll 1d6 for every target at the beginning of each round. On a roll of one to three, the nearest ally will be attacked instead of an enemy. The victims of this spell will not kill fallen opponets.

Disintegrate
Spell Level: M6
Range: 20 metres
Duration: Permanent

This spells turns one target about the size of a human into dust. Magical materials are immune; living and undead creatures are permitted a saving throw.

Dismissal
Spell Level: M5
Range: 10 metres

This spell sends a creature back to its home plane. If the creature is unwilling, it has to make a saving throw to avoid being banished. The saving throw is made at a bonus or penalty depending on the difference between the caster's and the creatures hit dice. There is a 30% chance that the creature is send to a different plane than its home plane instead. The chance is lowered by one per cent per caster level.

Dispel Evil
Spell Level: C5
Range: 10 metres
Duration: 10 minutes

This spells allows the caster to dispel evil magic. It destroys evil spells and keeps evil entities in check. The chance of success is the caster's hit dice divided by the hit dice of the enemy.

Dispel Good
Spell Level: C5
Range: 10 metres
Duration: 10 minutes

This spell works like *Dispel Evil*, but affects only good spells and benign entities.

Dispel Magic
Spell Level: D4, I3, J3, M3, N3, W3, Wr3
Range: 10 metres plus one per caster level

This spells allows the caster to dispel magic. It destroys spells and temporarily disables enchantments. The chance of success is the caster's hit dice divided by the hit dice of the enemy caster. A variety of creatures may be immune to this spell.

Dispel Phantasm
Spell Level: I3
Range: Three metres per level

This spell works like *Dispel Magic*, but affects only illusions. Additionally, illusions created by non-illusionists are destroyed immediately.

Displace Self
Spell Level: I3
Range: Caster
Duration: Three rounds plus one per level

This spell causes the caster to appear half a metre away from his actual position. Attackers receive a -3 THACO penalty after the initial hit missed. Furthermore, the caster gains a +2 saving throw bonus against spells directly targeted at him.

Dissipate Vapour
Spell Level: W3
Range: 20 metres

This spell disperses gas in a ten-metre radius. Gas-based creatures are permitted a saving throw or will be destroyed. Some magical creatures might be immune to this spell.

Dither
Spell Level: W3
Range: 30 metres plus five per level
Duration: One turn per level

The victim of this spell hesitates before all actions. It receives a -2 TAHCO malus for missile attacks and loses all dexterity-based advantages.

Divination
Spell Level: C4
Range: 100 metres

This spell provides the caster with general information on the area, like the number of people in it or the size of a cave. The base chance for the prediction is to roll under a twelve with a d20. Every five levels, a +1 bonus on the roll is gained.

Divine Aura
Spell Level: C3
Range: Caster
Duration: Following melee round

This spells affects and area with an eight-metre radius around the caster. All targets inside get a -1 malus to all saving throws with an additional -1 malus for every ten caster levels.

Dominate Animal
Spell Level: D3
Range: 15 metres
Duration: One round per level

This spell allows the caster to take full control over an animal, but not a magical beast. The animal will follow all the caster's mental commands as long as the caster is conscious or until the spell's duration ends.

Dominate Plants
Spell Level: D7
Range: 15 metres plus one per caster level
Duration: One round per level

This spell allows the caster to take control of two hit dice of plant creatures per caster level. The plants will follow all the caster's mental commands as long as the caster is conscious or until the spell's duration ends.

Dominate
Spell Level: M5
Range: 10 metres per level
Duration: One day or more

This spell allows the caster to control the actions of one other person if said person fails a saving throw at a -2 penalty. The control has no range limit other than the plane caster and target are currently on. If the victim is forced to perform an action against its nature, it is permitted a saving throw with a bonus up to +4 depending on the task. Self-destructive tasks are never carried out. Every day, the victim is allowed a saving throw to try to break free. Each point of intelligence over fifteen is granted as a saving throe bonus.

Doom
Spell Level: M9, N9
Range: 40 metres

This spell kills any creature with less than 50 hit points without a saving throw. Creatures with more than 50 hit points are not affected.

Doom Ward
Spell Level: D5
Range: Touch
Duration: One turn per level

This spell protects the target from spells and supernatural effects that cause instant death. All secondary effects still take place.

Dozy
Spell Level: W1
Range: 10 metres plus one per level
Duration: One turn per level

This spell causes the target to become tired, but will not automatically put it to sleep. The target gets a -1 malus to THACO, a -3 malus to dexterity and will have trouble concentrating.

Drag from Death's Door
Spell Level: N3
Range: Touch

This spell is a last-ditch attempt to rescue a single target reduced to or below nil hit points. The target has to make system shock check to survive with a -1 penalty for every hit point below nil. If the saving throw is not made, the target returns as a thinking zombie.

Dramatic Death
Spell Level: I7, J7
Range: Caster
Duration: Three rounds per level

This spell creates an illusion of the caster dying a death of his choice. Meanwhile, the true caster is cloaked by *Greater Invisibility*. For the spell's duration, the corpse of the caster will remain on the ground as an incorporeal illusion.

Draw Forth the Soul
Spell Level: W6
Range: 15 metres plus one per level
Duration: One round per level

This spell gives the target a 1d8 penalty to intelligence, wisdom and charisma. The target is permitted a saving throw.

Dread Armour
Spell Level: N3
Range: Five metres
Duration: Two rounds per level

This spell summons bones from the ground that from an armour around the target by fusing directly to the target's bones. The armour provides the target with an armour class bonus equal to half the caster's level. Once the spell ends, the target suffers one point of damage per round spend in the armour. For the duration of the spell, the target is treated as an undead.

Dread Face
Spell Level: N2
Range: Touch
Duration: One round per level

This spell transforms the target's face into a horrible visage. Unwilling recipients are permitted a saving throw. Anyone looking at the face has a +1 increased chance to be surprised. Creatures with one hit die or less have to make a saving throw or will flee in fright for 1d3 rounds. Both opponents and allies are affected by the face.

Dread Word
Spell Level: Wr7
Range: Caster

The caster utters a dreadful word. All creatures in a radius of twelve metres with less than five hit dice immediately perish. Creatures with less than nine hit dice are paralysed for 2d10 turns. Creatures with less than thirteen hit dice are blinded for 1d4 turns. Stronger creatures are not affected, but will no doubt notice the divine presence of the caster. Trying to speak the dreadful word without assistance of this spell means instant death before the speaker can finish the word.

Dreadful Desiccation
Spell Level: M8
Range: 50 metres
Duration:

This spell sucks all moisture out of all living creatures within a radius of twenty metres per level. All creatures suffer 1d8 points of damage per caster level up to a maximum of 16d8 point of damage. A saving throw for half damage is permitted. Water-based creatures suffer a -2 penalty.

Dream Candle
Spell Level: W1
Range: Unlimited on one plane

This spells allows the caster to send a message to another creature known to the caster on the same plane by concentrating on a candle. The message has the form of a dream or daydream and may be vague.

Dream Gate
Spell Level: I9
Range: 30 metres
Duration: One hour per caster level

This spell opens a gate to the world of dreams. If cast near someone currently dreaming, it allows the caster and his allies to enter that creatures' dream. If cast without focus one someone specific, it leads to a random place in the world of dreams. If the gate is opened, dream creatures may appear through it.

Dream Words
Spell Level: W5
Range: Unlimited
Duration: One dream

This spell allows the caster to appear in a dream of a creature she knows and deliver a message. The message can be as long as the dream the dreamer currently dreams. The recipient cannot communicate verbally with caster during the dream.

Drought
Spell Level: W4
Range: Caster
Duration:

This spell causes all plants and crops one an area with a radius of one hundred metres to rot away. Plant-based creatures are granted a saving throw or otherwise suffer 2d10 points of damage.

Druid's Spellstaff
Spell Level: D6
Range: Touch
Duration: Until discharged

This spell allows the caster to store another prepared spell in a wooden quarterstaff. Only one spellstaff can be used by a caster at any time. The spell can be released by the caster anytime like a normal spell, but does not add to his daily spell limit.

Eagle Eye
Spell Level: D1
Range: Caster
Duration: One round

This spell allows the caster to see twice as far for every level he has. The side effect of this spell is that everything close will appear blurry.

Earth Blight
Spell Level: D6, Wr6
Range: Caster
Duration: 2d4 years plus one decade

This spell causes the soil in a radius of twenty metres per caster level to become barren within 1d4 days. No new plants will grow there for the duration of the spell. Plant-based creatures entering the area suffer 1d4 points of damage per round. *Remove Curse* may end the effect.

Earth Maw
Spell Level: D4
Range: 20 metres
Duration: One round

This spell creates a maw with a diameter of three metres in the ground. The maw can attack one giant creature, two the size of a man or four small creatures. The maw has a THACO equal to the caster. Every victim suffers 1d4 points of damage per caster level. A critical hit means the victim has been swallowed and has to be dug up in four rounds, otherwise it will suffocate.

Earthen Grasp
Spell Level: M2
Range: 10 metres per level
Duration: Three rounds plus one per level

This spell conjures an arm out of the ground trying to grasp the target. If the target does not make a successful saving throw, it cannot move and receives a -2 malus to armour class and THACO.

Earthquake
Spell Level: C7
Range: Game master's decision
Duration: Game master's decision

The caster causes an earthquake in an area of twenty times twenty metres with a depth of five metres. All creatures in the area have a one-in-six chance of falling into a fissure and being crushed.

Elemental Armour
Spell Level: W4
Range: Touch
Duration: One round per level

This spell forms a suit of armour around the recipient. The armour does not prevent the caster from casting further spells and grants a +4 AC bonus against an element of the caster's choice.

Embalm
Spell Level: N2
Range: Touch
Duration: One week

This spell preserves a corpse for a week in the condition is was when the spell was cast. If reanimated later, the undead gains two hot points per hit die.

Emotions
Spell Level: I4, J4, W4
Range: 60 metres
Duration: 1d6 rounds

This spell causes strong emotions in everybody in an area with a five-metre radius. Roll 1d6 to determine what emotions are caused. The targets are permitted a saving throw. Certain creatures might be immune to this spell if they have no emotions naturally.

Table 87: Emotion

Die Roll	Emotion
1	Bloodlust: +2 THACO and damage bonus
2	Deprivation: Will desert
3	Enemy hate: Hates all enemies
4	General hate: Hates everybody
5	Depression: Becomes suicidal
6	Bravado: Immune to fear or morale loss

Enchant Club
Spell Level: D1
Range: Touch
Duration: One round per level

The caster's club or staff becomes a magical weapon and deals 2d4 points of damage. This effect only applies if the weapon is wielded by the caster.

Enchant Item
Spell Level: I6, N6, M6, W6
Range: Touch
Duration: Permanent

This spells permanently adds an enchantment to an object or creature. Additional research or ingredients are often required for a permanent enchantment.

Enchant Weapon
Spell Level: C3
Range: 10 metres
Duration: One turn

This spell causes a weapon to do an additional 1d6 points of damage. It also increases the enchantment level of the weapon by one.

Energy Blade
Spell Level: M7
Range: Caster
Duration: One round per level

The caster summons a sword. The sword hits for 6d4 points of damage and counts as a +3 magical weapon. It always hits on a nineteen or higher and can hit creatures in the ethereal plane or out of phase. If anyone else than the caster uses the sword, it deals only half damage.

Energy Drain
Spell Level: C8
Range: Touch
Duration: One day plus one hour per caster level

This spell drains 2d4 points of an ability score of the caster's choice from an enemy. The target is permitted a saving throw.

Entangle
Spell Level: D1
Range: 30 metres
Duration: One turn

Vines and other plants shoot out of the ground in an area with a radius of ten metres. Everybody in that area is entangled and unable to move. A saving throw is permitted to be able to move at half speed.

Entropic Shield
Spell Level: C1
Range: Caster
Duration: One round per level

Protected by this spell, ranged attacks will miss the caster in one out of five cases.

Eruption
Spell Level: D7
Range: 30 metres plus three per level
Duration: One round per level

This spells opens a small fissure in the ground. Ash, lava and noxious gases will come out. The ash cloud halves everyone's vision. Anyone within a radius of ten metres will suffer 1d10 points of poison damage per round unless the saving throw is made every round. Initially, the eruption also deals 10d6 points of fire damage to everyone in the proximity. A saving throw for half damage is permitted.

Eternal Charm Monster
Spell Level: W7
Range: 50 metres
Duration: Permanent or until dispelled

This spells works like *Charm* Monster, but the effect is permanent. The target still gets the initial saving throw, though.

Eternal Charm Person
Spell Level: W5
Range: 50 metres
Duration: Permanent or until dispelled

This spells works like *Charm Person*, but the effect is permanent. The target still gets the initial saving throw, though.

Eternal Fire
Spell Level: W1
Range: Touch
Duration: Permanent or until dispelled

This spell causes a candle to burn forever without getting any shorter.

Eternal Slumber
Spell Level: W5
Range: 20 metres
Duration: Permanent

This spell works like *Sleep*, but the effect is permanent and the victim can only be awakened by dispelling the spell. During this coma-like sleep, the body functions of the target slow down. It will not need food or water and age only very, very slowly. The caster may additionally define a condition that awakens the target.

Ethereal Ban
Spell Level: W6
Range: Touch
Duration: Permanent

This spell banns the target to the Ethereal Plane. It cannot be heard and seen on the Material Plane and cannot touch anything, though it sees and hears everything going on there. The victim will remain on the ethereal plain until the curse is broken.

Ethereal Projection
Spell Level: W4
Range: Caster
Duration: One turn per level

This spell sends the caster's body to the Ethereal Plane. Her body will stay behind in a comatose state. The caster takes everything she carries with her in form of ethereal copies. The caster's body suffers all damage she takes on the Ethereal Plane, just as her ethereal self suffers all damage the body takes. If one is destroyed, the caster's soul is lost.

Evaporate Fluids
Spell Level: W6
Range: 50 metres
Duration:

This spell spontaneously evaporates all liquids in a radius of twenty metres plus one per level. All living targets suffer 1d4 points of damage per caster level unless their metabolism does not use water at all. Water-based creatures suffer and additional point of damage per caster level. All fluids

Evil Eye
Spell Level: W2
Range: Sight
Duration: Half a day plus one hour per level

This spell makes every action of the target difficult. If it fails a saving throw, it will suffer a ±1 penalty on all rolls. Even simple actions demand an ability check while the effect of the spell lasts.

Eye of Power
Spell Level: I9
Range: Three metres per level
Duration: One round per level

This spell creates an eye akin to a *Magic Eye*, though it can appear anywhere within spell range. It is visible and flying and spells up to seventh level can be cast through it. The eye is treated like the caster's hands if a spell is cast through it. I cannot be destroyed, only dispelled.

Exhaustion
Spell Level: W5
Range: 20 metres

This spell renders all creatures but the caster's allies in an area with a radius of fifteen metres fatigued. Fatigued creatures cannot run and suffer a -2 malus to strength and dexterity checks. They require one night of rest for the exhaustion to end.

Exorcise
Spell Level: C4
Range: One metre

This spell removes a foreign spirit from a body. The chance for the caster to drive out the spirit is the caster's hit dice divided by the spirit's hit dice. Some entities might be immune to this spell.

Explosive Runes
Spell Level: M3
Range: Touch
Duration: Permanent

The caster writes down the rune on a piece of paper or similar item. If anyone but the caster tries to read the rune, it explodes and deals 4d6 points of damage to everyone in close proximity. The parchment with the rune turns into dust. Experienced casters can sense runes.

Extended Joke
Spell Level: J4
Range: Caster
Duration: 50% longer than the original spell

This spell extends the duration of one of the caster's spells by 50%. Only spells from first to third level are affected.

Extension I
Spell Level: M4
Range: Caster
Duration: 50% longer than the original spell

This spell lengthens the duration of another spell by 50%. Only first to third level spells are affected.

Extension II
Spell Level: M5
Range: Caster
Duration: 50% longer than the original spell

This spell lengthens the duration of another spell by 50%. Only first to fourth level spells are affected.

Extension III
Spell Level: M6
Range: Caster
Duration: 50% longer than the original spell

This spell lengthens the duration of another spell by 50%. Only first to fifth level spells are affected.

Exterminate
Spell Level: N1
Range: Three metres

This spells instantaneously ends the live of all insects, small rodents and other vermin around the caster. After reaching the 8th level, the caster exterminates all normal animals up to the size of a cat.

Fabulous Fireball
Spell Level: M5
Range: 50 metres plus 10 per level

This spell works like *Fireball*, but allows the caster to choose an explosion radius between one and eight metres the moment the spell is cast. Additionally, the ball can make a number of 45° turns equal to the caster's level. Once it touches something, it explodes. Anyone in the spell's way is permitted a saving throw to avoid touching it. A second saving throw is permitted for half damage.

Fade
Spell Level: I1, S1
Range: Caster
Duration: One day or until the caster moves

This spell makes the caster invisible to normal sight. If the caster moves, the effect ends.

Faerie Fire
Spell Level: D1, W1
Range: 20 metres
Duration: One Hour

This spell makes an object shine in a strange, fey glow. The spell can affect an object up to the size of a horse wagon.

False Aura
Spell Level: I1, M1
Range: Touch
Duration: One day per level

This spell grants an object a magical aura, even if the object is not magical at all. Anyone touching the object and making a saving throw will realise that the aura is fake.

False Face
Spell Level: N4
Range: Caster
Duration: One hour

The caster copies the face and voice of another person. The copy is not illusionary, but can be dispelled.

False Memory
Spell Level: W6
Range: Touch
Duration: Permanent

This spell implants false memories into the target overriding real memories. One minute of casting is required per hour of memories to be manipulated. The maximum number of hours that can be changed is equal to the caster level. The target is allowed an intelligence check to notice something is amiss. The intelligence check gets a penalty or bonus depending on how familiar with the true memories the caster is.

False Tracks
Spell Level: S1
Range: Touch
Duration: One turn per level

The recipient of this spell leaves tracks of a common animal instead of his real tracks. The false tracks can be dispelled. If this happens, all tracks reveal themselves immediately. After the duration of the spell ends, all tracks revert back to normal.

False Vision
Spell Level: W5
Range: Touch
Duration: One hour per level

This spell feeds someone looking for information on an area via magic false visions. As long as the caster concentrates, she can manipulate the visions.

Fang Dagger
Spell Level: N2
Range: Touch
Duration: Two rounds

This spell allows the caster to fire a piercing weapon no longer than the forearm in a straight line to a target up to twenty metres away. The weapon makes one attack per round and returns to the caster's hand at the beginning of the next round. The dagger hits with a +1 bonus to damage and a +2 bonus to THACO. It counts as a +1 magical weapon. The dagger can be grabbed with a successful dexterity check.

Farseer
Spell Level: S1
Range: Caster
Duration: Four rounds plus one per level

This spell allows the caster to everything in sight as if it were close.

Fascination
Spell Level: M1
Range: Caster
Duration: One round per level

All intelligent creatures around the caster have to make a saving throw. Everyone who fails will consider his charisma score to be 2d4 points higher and be impressed by the caster or feel sympathy for him. Everyone who succeeds will consider the charisma score to be 1d4 points lower. People who know the caster well are immune to this spell.

Fast Escape
Spell Level: S2
Range: Caster
Duration: One minute per level

This spell doubles the caster's speed. Checks to avoid obstacles are only half as difficult as usual. The effect of the spell ends if an enemy is attacked by the caster.

Fear
Spell Level: I3, M4, Wr3
Range: 30 metres

This spell spreads in the shape of a cone and makes every creature in its path flee in terror unless they make a saving throw. About one in two creatures will drop its equipment while fleeing.

Fear Aura
Spell Level: N5
Range: Caster
Duration: Two rounds per level

This spell causes creatures of two or less hit dice flee I terror at the mere sight of the caster. Creatures with at least two hit dice are permitted a saving throw at a -2 penalty. If they fail, they will be immobilised, receive a -1 armour class penalty and can only defend themselves, but not attack or move. Each turn, they are permitted a saving throw to break free. Creatures with as many or more hit dice as the caster are not affected.

Fear Ward
Spell Level: I8
Range: Caster
Duration: One round per level

This spell creates a mobile aura with a radius of two metres around the caster. Everyone within the radius is protected from mundane and magical fear. Additionally, the aura protects from special attacks of undead creatures unless they are delivered by touch.

Feather Fall
Spell Level: M1, S1
Range: Three metres per level
Duration: One round

This spells slows down the falling speed of an object or creature to that of a feather. If the creature lands while the spell is active, it takes no falling damage. The spell affects one hundred kilogrammes per level of the caster.

Feather Float
Spell Level: M2
Range: Three metres per level
Duration: Three round plus one per level

This spells lets one hundred kilogrammes per level of the caster float on water. Unwilling targets are permitted a saving throw.

Featherfoot
Spell Level: S2
Range: Touch
Duration: Half an hour

This spell grants the recipient to walk weightlessly at normal speed without leaving any footprints or making noise. If he starts running, the spell's duration ends. The recipient also gains a +6 bonus to moving silently.

Feeblemind
Spell Level: D6, J5, M5, W5
Range: 40 metres
Duration: One day

This spell affects only other casters. If the target fails a saving throw against magic at a -4 penalty, the target becomes mentally exhausted and will not be able to think straight.

Feeling Fingers
Spell Level: M1
Range: Caster
Duration: One hour plus one turn per level

This spell summons a disembodied hand. It cannot carry or manipulate matter in any way, but has an amazing sense of touch and can be used as an extended sensory organ by the caster. The hand will be destroyed if it receives more than four points of magical damage. It can move away from the caster ten metres plus one metre per level and will not trigger traps.

Feign Death
Spell Level: N3, Wr3
Range: Touch
Duration: One turn plus one round per level

This spell puts a creature into a death-like state. The creature must be willing for this spell to work and may have as many hit dice as the caster at maximum. Even upon close examination, it is it is very difficult to recognise the creature as still living. During the spell's duration, the creature feels not pain.

Feral Spirit
Spell Level: W3
Range: Caster
Duration: One hour per level

This spell grants the witch a physical attack causing 1d6 points of damage per attack. Whether the attack is piercing, slashing or bludgeoning usually depends on the caster's familiar.

Fertility
Spell Level: W3
Range: Touch
Duration: Up to one month

This spell ensures that the next time the recipient has sex, she will get pregnant. It does not matter whether one of the partners is sterile or infertile, as long as a pregnancy would theoretically be possible. The spell does not work directly on males.

Fever
Spell Level: W2
Range: 30 metres
Duration: One round per level

The target of this spell becomes sensitive to heat and suffers two additional points of damage from heat-based attacks. This spell affects targets up to the maximum number of hit dice of the caster.

Fey Sight
Spell Level: D1
Range: Touch
Duration: One hour

The recipient of this spell sees twice as far in star- or moonlight. Colour and shapes can be distinguished clearly. If the recipient already has darkvision, the range of the darkvision doubles.

Fiendish Clarity
Spell Level: Wr6
Range: Touch
Duration: One turn per level

This spell allows the caster to see in darkness, including magical darkness, gain darkvision up to twenty metres, see invisible creatures and objects as well judge if a creature is benign or not.

Fiery Eyes
Spell Level: Wr1
Range: Caster
Duration: Three rounds per level

This spell causes the caster's eyes to glow with unnatural fire. The eyes radiate light with a length of two metres. Anyone looking at the caster has to make a saving throw or will be fascinated and hesitate for one round. If looking at combustible material for more three rounds, the caster can ignite it if desired.

Filter
Spell Level: M2
Range: Touch
Duration: One turn per level

This spell creates an invisible sphere around the caster. It will filter out all noxious elements from gas. The caster only takes damage or other negative effects from spells of fifth level or higher as well as creatures with more than seven hit dice.

Final Joke
Spell Level: J9
Range: Caster
Duration: One day

If the caster is killed, all hostile creatures within a radius of ten metres plus one per caster level will be killed as well.

Find Direction
Spell Level: S1
Range: Caster

This spell gives the caster his current position relative to the four cardinal directions.

Find the Gap
Spell Level: S3
Range: Caster
Duration: One round per level

This spell allows the caster to ignore a target's armour, including any magical bonus, one per round. Armour class improvements due to dexterity still apply.

Find the Path
Spell Level: C6, S6, W6
Range: Caster
Duration: One hour plus ten minutes per level

The caster intuitively finds the shortest way out a building or cave. The shortest way is not necessarily the safest way. This spell will not work in a non-Euclidean maze.

Find Trap
Spell Level: C2, Wr2
Range: 10 metres

This spell allows the caster to find, but not disarm, one trap.

Finger of Death
Spell Level: C5, D6, Wr6
Range: 30 metres

The caster points his finger at a target. If the victim fails a saving throw vs. death, it will perish instantaneously.

Fire Chariot
Spell Level: D7
Range: Five metres
Duration: Five turns plus one per level

This spells summons a fire chariot pulled by two ghostly flaming horses. The chariot can carry the caster and up to seven more people. To be immune to the chariot's fire, the people have to have touched the caster while he was casting the spell. The chariot can drive and fly. Any stranger touching it receives 1d6 fire damage. The horses have AC 18 and thirty hit points. They can only be damaged by magical weapons and large amounts of water. If they reach naught hit points, they shift back to the plane they originate from.

Fire Path
Spell Level: C6
Range: Two kilometres per level

This spell allows the caster to step into a fire and appear in another fire within range. If no other fire is in spell range, nothing happens. If no other fire known to the caster is in range, he will land in a random fire. The spell inflicts 1d 6 points of damage on the caster, independently from fire resistance.

Fire Seeds
Spell Level: D6
Range: Touch
Duration: One turn per level or until used

This spell turns 1d8 acorn or similar fruit into acorn grenades. The acorn grenades deal a total of 1d6 points of fire damage per level of the caster up to a maximum of 20d6 points of damage and ignite material in a radius of three metres.

Fireskull Servant
Spell Level: N2
Range: Touch
Duration: One hour per level

This spells animates a single floating skull for small tasks. The blue fire of the skull provides light, but does not ignite things. The skull has one quarter of the caster's total hit points, AC 13 and attacks for 1d2 damage. It retains parts of its original personality. Only one skull may be animated at the same time.

Firestorm
Spell Level: D7
Range: 60 metres
Duration: One turn

The caster summons a magical firestorm filling at least a volume of ten times ten times ten metres. The size can be one metre larger for every level of the caster. Creatures cannot see through the fire. Everybody who tries to pass through suffers 1d6 points of damage for every three metres. Undead suffer double damage. Creatures with three hit dice or less die right away.

Fireball
Spell Level: M3
Range: 50 metres

The caster shoots a small ball of fire to the target area, where is immediately explodes. All creatures in an eight-metre radius that fail a saving throw suffer 1d6 points of damage per caster level.

Fist of Stone
Spell Level: M1
Range: Caster
Duration: One round per level

This spell turns one of the caster's hands into stone. For the duration of spell, punching with the stone fist deals 1d4+2 damage. The hand also becomes as hard and sturdy as stone.

Flame Arrow
Spell Level: M3, Wr3
Range: Touch
Duration: One round per caster level

This spell transforms one arrow or crossbow bolt per level of the caster into a burning projectile. Each projectile deals one additional point of fire damage. After the spell's duration, the projectile is burned down.

Flame Strike
Spell Level: C5. Wr5
Range: 20 metres

This spell produces a vertical column of divine fire. The fire column is ten metres high and three metres in diameter and deals 6d8 points of damage to the target. A saving throw for half damage is permitted.

Flame Touch
Spell Level: D2
Range: Touch
Duration: One round per level

The target's touch becomes flaming. It deals 1d8 plus one points of damage per two levels of the caster and will ignite objects touched for at least one round.

Flash
Spell Level: I2
Range: 25 metres
Duration: 1d8 rounds

This spell blinds one victim for 1d8 rounds if it fails a saving throw. The flash is invisible to anyone but the caster and the victim.

Flash Fire
Spell Level: D4
Range: 15 metres
Duration: One round

This spell causes an area with a three-metre radius to suddenly erupt in flames. All flammable materials may catch fire. Creatures suffer 1d4 points of damage.

Flesh Curse
Spell Level: N5
Range: 30 metres
Duration: Permanent

This spell causes one creature to become a cannibal. From now on, it can only gain substance by eating members of its own species or a similar species.

Flesh to Ectoplasm
Spell Level: N3
Range: Touch
Duration: One minute per level

This spells turns a living and willing sentient being translucent and immaterial. The creature cannot attack, but is resistant to non-magical attacks. It can move through five centimetres of material per caster level and gets thieving skill modifiers the game master deems appropriate.

Flesh to Salt
Spell Level: D5
Range: 30 metres plus one per level

This spell deals 1d4 points of damage per caster level to a living target up to a maximum of 10d4 points of damage. Should the spell damage the target for more than half of its current hit points, the target will fully crystallise.

Flesh to Stone
Spell Level: M6, Wr6
Range: 40 metres
Duration: Permanent

This spell turns a living creature into stone if it fails a saving throw vs. paralysis. Certain creatures are immune to this effect. If the creature is turned back later and has not been damaged in the meantime, it will be unharmed but without memories of the petrification.

Floating Disk
Spell Level: M1
Range: Five metres
Duration: One round per level

This spell creates a disk with a radius of one metre. It can hold up to 250 kilogrammes and always stays about one metre above ground. It floats within a five-metre radius and follows the caster with his speed.

Flourish
Spell Level: W1
Range: Touch
Duration: One week

This spell enhances the growth of a garden. This includes natural gardens. The garden will grow one fifth faster and also provide one fifth more fruit. The spell affects five square metres per caster level.

Fly
Spell Level: M3
Range: Touch
Duration: 1d6 rounds plus one round per two levels

The recipient of the spell is able to fly at his normal speed. The game master secretly rolls 1d6 to determine when exactly the spell effect ends.

Fog Cloud
Spell Level: I2
Range: 30 metres plus three per level
Duration: One turn per level

This spell creates fog in an area with a radius of eight metres. The fog reduces the sight of every creature by two thirds. It can be dispersed by moderate wind in four rounds.

Fool's Gold
Spell Level: I3, J3
Range: Touch
Duration: Six rounds per level

This spell transforms up to a hundred kilogrammes of copper, brass or bronze into gold. Creatures that encounter the false gold have to make an intelligence check to detect the fraud. The check gets a +1 penalty per level of the caster. Certain creatures will never be fooled by this spell. The gold transforms back upon touching iron.

Force Armour
Spell Level: S5
Range: Caster
Duration: One hour per level

This spell creates armour made of force around the caster. The armour grants a +6 bonus to armour class and cannot be bypassed by incorporeal creatures.

Force Field
Spell Level: W2
Range: Caster
Duration: One hour per level or until destroyed

This spell creates an invisible force field around the caster that will absorb ten points of damage independently from the source of the damage.

Forceful Hand
Spell Level: M6
Range: 10 metres
Duration: One round per level

This spell works like *Interposing Hand*, but the hand tries to push the enemy back. Creatures that weigh less than 1,000 kilogrammes will always be pushed back. Heavier creatures are slowed down to half speed. Creatures heavier than 5,000 kilogrammes are not slowed down, but still have to shove the hand aside.

Forget
Spell Level: S1
Range: 10 metres plus one per level
Duration: Permanent

The target of this spell loses all memories of the past minute if it fails a saving throw.

Fossilise
Spell Level: N3
Range: Touch
Duration: One hour

This spell turns the bones of a skeleton under the caster's command into stone. The skeleton gains a +4 bonus to AC and a +2 bonus to damage. After the duration of the spell, the skeleton crumbles to dust.

Foresight
Spell Level: W7
Range: Touch
Duration: Half a day

This spell grants the recipient to foresee events endangering him. The recipient senses hazards ahead of time and is granted a +2 armour class and saving throw bonus against them.

Fortifying Stew
Spell Level: D2
Range: Touch
Duration: One hour

This spell enchants stew for one person per caster level. Someone consuming the stew gets nourishment for one day and 1d4+1 temporary hit points. The temporary hit points will always be the first lost by damage.

Freedom
Spell Level: M8, W9
Range: 30 metres

This spell releases someone from a prison dimension. It has to be cast in the area where the victim was originally imprisoned.

Freedom of Movement
Spell Level: D4, M4
Range: Touch
Duration: One turn per level

This spell allows a creature to move freely despite hindrances like paralysis or entangling obstacles, even if these are of magical nature.

Freezing Hands
Spell Level: M5, N6
Range: Caster

This spell lets a beam of ice shoot out of the caster's hands. The beam is two metres long per level of the caster. The beam deals 1d4 points of damage plus one more per level of the caster.

Freezing Sphere
Spell Level: M6
Range: Caster
Duration: One round per level until explosion

This spell conjures a sphere of coldness in the caster hands. If throw or at the end of the spell's duration, the sphere explodes with a radius of three metres and deals 4d6 points of cold damage to everyone in the area. The sphere will freeze liquids and is generally cold enough to make frozen water surfaces thick enough to walk over them.

Fresh Air
Spell Level: W3
Range: 10 metres

This spell affects an area with a radius of three metres plus one metre per level of the caster. The area is filled with fresh air and cleansed from spores or toxic gases. All air-based creatures have to make a saving throw or are expelled from the zone and suffer 1d8 points of damage.

Full Moon Aura
Spell Level: W7
Range: 30 metres
Duration: Two rounds per level

This spell causes all therianthropes within a radius of ten metres to transform in their beast from. The targets are permitted a saving throw with a -1 malus for every two levels of the witch. If cast on a willing target, the spell automatically works.

Fumble
Spell Level: J4, M4
Range: Three metres
Duration: One round per level

This spell makes the target terribly clumsy if it fails a saving throw. It will let his equipment fall down or stumble if running. Picking up anything takes one round. If the target makes the saving throw, it still has to concentrate and will move with half speed.

Fundamental Breakdown
Spell Level: M3
Range: Touch

This spell reveals the single components an objects is made of. After casting the spell, the caster has to make an intelligence check. If the check is successful, the caster will comprehend the composition of the object and keep the ingredients in mind.

Garble
Spell Level: C4
Range: Caster
Duration: One round

This spell makes all communication within a radius of fifteen metres around the caster incomprehensible.

Gaseous From
Spell Level: N5
Range: Caster
Duration: One hour

This spell transforms the caster and his equipment into a cloud of mist. The caster cannot attack and only be harmed by magic. He may pass through cracks or holes.

Gate
Spell Level: M9
Range: Five metres
Duration: One turn until the gate closes

This spell opens a portal to another plane of existence and summons a powerful creature. The caster has to know the creatures name to summon it, otherwise, nothing specific will come through the gate. The creature is not necessarily friendly. If it has a true name and caster knows it, the creature will follow the caster's orders.

Gather Corpses
Spell Level: N2
Range: 30 metres plus three per caster level
Duration: One minute per level

This spell causes one corpse per caster level to move towards the caster at half the caster's speed. The corpses may not be more than ten metres away from each other. When the spell's duration ends or a corpse is less than three metres away from the caster, it falls to the ground. Animated corpses are not affected.

Geas
Spell Level: J6, M6, W6
Range: 10 metres
Duration: Until the task is completed

This spells forces a creature to complete a task for the caster if it fails a saving throw. If the victim does not work on the task, he will suffer physically and mentally and will die in the long run.

Ghost Arrow
Spell Level: N1, W1
Range: 50 metres

This spells conjures a ghostly arrow that always hits its target and causes 1d6+1 points of damage. A saving throw is permitted for half damage. The arrow causes 1d6 additional points of damage if the target is incorporeal or ethereal. One additional missile is cast for every three levels of experience of the caster.

Ghost Blade
Spell Level: W2
Range: 10 metres
Duration: Two rounds per level

This spell enchants one weapon. The weapon counts as a slicing weapon for the duration of the spell, even if it has not blade.

Ghost Grail
Spell Level: M6
Range: Touch
Duration: One round per level

This spell makes the recipient temporarily immune against special attacks from undead creatures, like the banshee's scream or the paralysing effect of the lich's touch. The attacks still deal physical damage. Spells cast by undead have normal effect. Additionally, the recipient can harm all undead with mundane weapons.

Ghost Sight
Spell Level: S2
Range: Caster
Duration: One round per level

This spell allows the caster to see incorporeal and ethereal creatures just as he sees normal creatures.

Ghost Split
Spell Level: N5
Range: 30 metres
Duration: One round per level

This spell separates the target into a living, corporeal body and an incorporeal ghost. For the spell's duration, the target will be taunted by the spirit and temporarily lose 2d4 points of wisdom. A saving throw for half wisdom loss is permitted.

Ghost Strike
Spell Level: S3
Range: Touch
Duration: One hour

This spell allows the recipient to hit incorporeal or ethereal creatures like normal targets. If this spell is cast on a specific weapon instead of a creature, the weapon can hit and be wielded by incorporeal creatures.

Ghost Ward
Spell Level: W3
Range: Touch
Duration: Until the ward is broken

This spell seals up a medium-sized room against all kinds of astral, ethereal, gaseous or other incorporeal entities. The effect lasts until the door is opened or the room is otherwise breached.

Ghosts of the Past
Spell Level: I8
Range: 20 metres
Duration: Up to one hour

If this spell is cast at a place of a specific historical event known to the caster, he and up to seven others can envision the past and live through the events.

Ghoul Servant
Spell Level: N3
Range: 10 metres
Duration: One week or until destroyed

This spells summons a ghoul. The ghoul will obey simple commands until it is destroyed. After the spell's duration ends, the ghoul will quickly rot away.

Ghoulish Hands
Spell Level: N2
Range: Touch
Duration: One round per level

The hands of a living creature turn into the claws of a ghoul, enabling two claw attacks for 1d4 points of damage. Targets with natural claws gain a +2 bonus to damage. If a creature struck by the claws fails a saving throw vs. paralysis, it is paralysed for 2d4 rounds.

Gift of Speech
Spell Level: D2
Range: 20 metres
Duration: One turn per caster level

This spell allows an animal to speak one of the languages of the caster. It does not increase the animal's intelligence or affect its reaction.

Giggle
Spell Level: J1
Range: Caster
Duration: 1d4 rounds

This spell affects all creatures with less than three hit dice within a radius of seven metres around the caster. Creatures which fail a saving throw giggle uncontrollable for 1d4 rounds and receives a -2 THACO penalty.

Glyph of Warding
Spell Level: C3, Wr3
Range: Touch
Duration: Until triggered

This spell wards an object against creatures trying to touch it. Anyone touching the glyph and not authorised by the caster suffers 1d8 points of damage per two levels of the caster. The spell will not work on property of other creatures not allied to the caster.

Goodberry
Spell Level: D2
Range: Touch
Duration: One day per level

This spell turns 2d4 berries into goodberries, which heal one hit point if eaten. The spell works on poisonous berries as well.

Graft
Spell Level: N4
Range: Touch
Duration: Permanent or 1d6 weeks

The caster magically attaches a lost (not additional) body part, also from a different person, to the target. If the target fails a system shock check, the new body part falls off after 1d6 weeks.

Grasping Hand
Spell Level: M7
Range: Five metres
Duration: One round per level

The caster creates a huge disembodies hand. The hand moves as fast as he does, has AC 10 and as many hit points as the caster. The hand can grab and hold down a target no heavier than 500 kilogrammes can push objects up to 2000 kilogrammes.

Greater Arcane Eye
Spell Level: W7
Range: 30 metres
Duration: One quarter of an hour per level

This spell works like *Arcane Eye*, but has unlimited range and can move to other planes via portals or spells. The eye itself cannot do this inherently.

Greater Bless
Spell Level: C2
Range: Touch, creature not in combat
Duration: One hour

This spell grants a +2 THACO bonus. The recipient has to concentrate to receive the blessing and must not be already engaged in combat.

Greater Command
Spell Level: W5
Range: 30 metres
Duration: One round per level

This spell works like Command, but may affect one creature per level of the caster with no creature being more than five

metres apart. Every creature gets the same command and is granted a saving throw at the beginning of each turn to try and break the spell.

Greater Demishadow Evocation
Spell Level: I8
Range: Depends on spell

This spell is an improved version of *Demishadow Evocation* and can mimic *Hellfire Storm*, *Lurking Fireball* and *Ooze Rain*.

Greater Distraction
Spell Level: S3
Range: Three metre per level
Duration: One round per level

This spell creates a sensation of the caster's choice for the target. If the target fails a saving throw, the sensation will not stop distracting it until the target checks it out or deals with it. If the target makes the saving throw, it will feel the sensation for a moment.

Greater Ethereal Projection
Spell Level: W5
Range: Caster
Duration: Permanent

This spell works like *Ethereal Projection*, but the effect lasts as long as the caster choses. If the caster's body is destroyed while the spell is in effect, the caster turns into an ethereal creature.

Greater Invisibility
Spell Level: I4
Range: Touch
Duration: One hour

This spell works like *Invisibility*. The recipient can attack without breaking the spell, however.

Greater Magic Fang
Spell Level: D3
Range: 10 metres
Duration: One turn per level

This spell grants a creature a +1 bonus per three levels of the caster to THACO and damage if it attacks with its natural weapon.

Greater Magic Missile
Spell Level: M4
Range: 50 metres plus 10 per level
Duration: One round per level

This spell works like *Magic Missile* and inflicts 1d6 points of damage per three levels of the caster. Additionally, the target has to make a saving throw at a -2 penalty every round for the duration of the spell. Whenever a save is not made, the target takes an additional 1d6 points of damage. Two such missiles have no cumulative effect.

Greater Mislead
Spell Level: W8
Range: Caster
Duration: Until concentration ends plus one round per level

This spell works like *Mislead*, but creates a number of doubles equal to the caster's intelligence score.

Greater Organ Transfer
Spell Level: N8
Range: Touch
Duration: Permanent

This spell works like *Lesser Organ Transfer*, but an also transfer the brain. If a different organ is transferred, no system shock check is needed.

Greater Phantasmal Force
Spell Level: I2
Range: 60 metres
Duration: Until concentration ends plus two rounds

This spell works like *Phantasmal Force*. The caster can move slowly while concentrating, though, and may add noises to the illusion. The illusion lasts two more rounds after the concentration ends and may cause 3d6 points of damage.

Greater Protection from Evil
Spell Level: C4, M3, Wr4
Range: Caster
Duration: One hour

This spell works like *Protection from Evil*, but affects an area with a radius of three metres around the caster.

Greater Protection from Good
Spell Level: C4, M3, Wr4
Range: Caster
Duration: One hour

This spell works like *Protection from Good*, but affects an area with a radius of three metres around the caster.

Greater Shadow Evocation
Spell Level: I6
Range: Depends on spell

This spell works like *Shadow Evocation*, but can mimic *Toxic Cloud*, *Wall of Fire* and *Wall of Ice*. If the target makes the intelligence check, it still takes 1d4 points of damage.

Greater Spell Protection
Spell Level: M6
Range: Touch
Duration: One round per level

This spell protects the recipient from spell up to the 4th level. It can be countered with *Dispel Magic*.

Grim Reaper's Curse
Spell Level: N6
Range: 10 metres
Duration: Permanent

If the victim fails a saving throw vs. magic, it is cursed and will rise as an undead of the game master's choice after its death.

Grievous Insult
Spell Level: J5
Range: 30 metres
Duration: 2d6 rounds plus one per level

Half of the time, this spell will cause the target to flee in embarrassment. In the other half of the cases, the victim will be enraged and attack the caster.

Gust of Wind
Spell Level: M3
Range: Caster
Duration: One round

This spell creates a strong blast of wind. If affects an area three metres long and wide. The area is three metres longer for every level of the caster. The wind blows away small flyer and extinguishes small fire, slows down large flyers and immobilises human-sized creatures.

Gut Busting Joke
Spell Level: J5
Range: 20 metres
Duration: 1d4 plus one round per level

This spell works like *Belly Aching*, but additionally inflicts 1d4 points of damage per round.

Hallow
Spell Level: C5, D5
Range: Touch
Duration: Permanent

This spell takes one day and one night to be cast. It requires herbs, oils and incense worth 1,000 gp. Once the spell is cast, an area with a radius of fifteen metres around the caster has been turned into a sacred place. The place is protected from all kinds of evil (or good) the caster stands for. If the caster is a druid or a cleric with a deity opposing undead, undead cannot be created in the place. Existing undead are 1d6 difficulty levels easer to turn. Additionally, the caster may choose a single enhancing or encumbering spell. This spell will be permanently in effect at the holy site.

Hallucinatory Forest
Spell Level: D4
Range: 20 metres
Duration: Until dispelled

The caster creates an imaginary forest. The size is ten square metres per level of the caster. The illusionary forest remains until it is dispelled. Creatures of the forest like treants or other druids will not be fooled by this spell, though

Hallucinatory Terrain
Spell Level: I3, W3
Range: 20 metres
Duration: Until dispelled or toughed by non-allies

The caster makes a piece of land resemble a certain type of terrain. If the illusion is touched, it disappears.

Harlequin's Mask
Spell Level: J2
Range: Caster
Duration: One round per level

This spell puts painting on the caster's face and protects him from being charmed. If the painting is washed off, the spell ends prematurely.

Harm
Spell Level: C6, Wr6
Range: Touch

This spell removes all but 1d4 hit points from the victim.

Haste
Spell Level: M3
Range: 50 metres
Duration: Three turns

All creatures within a twenty-metre radius move twice as fast as usual and are granted a +2 bonus to their initiative roll. The spell can affect 4d6 creatures at maximum.

Haunting
Spell Level: N1
Range: 20 metres
Duration: One hour per level

The place enchanted will exhibit signs of being haunted by restless spirits.

Haze
Spell Level: I3
Range: Caster
Duration: Two turn per level

This spell allows the caster to remain undetected by magic or magical items. Magical items the caster himself carries are protected as well.

Headless Horseman
Spell Level: N7
Range: 10 metres
Duration: Until completion

Using the skull of a slain warrior, the caster summons a headless horseman to accomplish one task. The level of the headless horseman equals the one of the warrior but is never higher than that of the caster. The caster needs the skull to control the headless horseman. If it is lost, the horseman gets a free will.

Heal
Spell Level: C6
Range: Touch

This spell heals all points of damage but 1d4. It also removes negative effects like poison or blindness.

Hear Heartbeat
Spell Level: N2
Range: Caster
Duration: One minute per level

For the duration of the spell, the caster becomes deaf to all sounds but the heartbeat of the creatures around him. This way, he may gain information on the creatures' size or type.

Heartseeker
Spell Level: C6
Range: Touch
Duration: One hour per caster level until used

This spell enchants one piercing weapon or an arrow. If the weapon hits a target, divine energy will search for and stop the target's internal organs and kill it. If the target successfully makes a saving throw, it survives, but takes an additional 1d8 points of damage. The spell has no effect on undead and creatures without internal organs.

Heat Metal
Spell Level: D2, Wr2
Range: 10 metres
Duration: Seven rounds

This spells heats up ten kilogrammes of metal that is not magically protected over the course of seven rounds. Anyone who touches the metal in the second or sixth round suffers 1d4 points of damage. In the next three rounds, the damage is 1d4+1. If the head is touched, the victim falls unconscious for 1d8 rounds. In the first and seventh round, the metal is hot, but can be touched. The victim may suffer long-term burns as well.

Hedge Maze
Spell Level: I6, J7
Range: 50 metres
Duration: Four rounds per level

This spell creates a hedge maze out of the natural vegetation or artificial gardens. The maze has a size of a hundred square metres plus twenty square metres per caster level. A high caster level makes the maze more complex and harder to get through. The caster himself and minotaurs will intuitively know the fastest way through the maze. The maze cannot be dispelled and the time a creature need to get out depends on its intelligence.

Hellfire
Spell Level: Wr4
Range: 15 metres plus one metre per level

This spell spreads fire within a radius of three metres. Every creature in the area receives 3d6 points of damage. The fire is diabolic and cannot be countered by mere water or magic protecting from fire.

Hellfire Storm
Spell Level: Wr7
Range: 30 metres plus two per level

This spell works like *Hellfire*, but covers an area with a radius of a radius of ten metres and deals 5d6 points of damage.

Helping Hand
Spell Level: C3
Range: Six kilometres
Duration: One hour per level

This spell can be cast on any creature the caster knows. A ghostly hand will appear near the target and lead it to the caster, if the target is willing to follow it.

Hex
Spell Level: W2
Range: 15 metres
Duration: One hour

This spell gives the target a -2 THACO malus. When the spell is cast, the victim notices a chilly sensation.

Hold Animal
Spell Level: D3, W3
Range: 30 metres
Duration: One hour plus ten minutes per level

This spells immobilises up to four animals with hit dice no higher than the caster's. The animals are granted a saving throw. If only one animal is targeted, it gets a -2 penalty.

Hold Golem
Spell Level: M7
Range: 10 metres per level
Duration: One round per level

This spell immobilises a single golem. The golem is not permitted a saving throw to avoid the effect. The spell cannot be ended prematurely and also freezes any attacks made by the golem during the moment it was cast.

Hold Metal
Spell Level: C4
Range: 30 metres
Duration: One round per level

This spell affects an area with a radius of one metre per level of the caster. All ferrous metal within the area remain immobile for the duration of the spell.

Hold Monster
Spell Level: J5, M5, W5
Range: 30 metres
Duration: One hour plus ten minutes per level

This spells immobilises 1d4 creatures with hit dice no higher than the caster's. The creatures are granted a saving throw. If only one creature is targeted, it gets a -2 penalty.

Hold Plant
Spell Level: D5
Range: 30 metres
Duration: One hour plus ten minutes per level

This spells immobilises 1d4 plants with hit dice no higher than the caster's. Monstrous plants are granted a saving throw. If only one plant is targeted, it gets a -2 penalty.

Hold Person
Spell Level: J3, M3, Wr2
Range: 30 metres
Duration: One hour plus ten minutes per level

This spells immobilises 1d4 humanoids with hit dice no higher than the caster's. The people are granted a saving throw. If only one creature is targeted, it gets a -2 penalty. This spell works only on human-sized or smaller targets.

Hold Portal
Spell Level: M1
Range: 30 metres
Duration: 2d6 turns

This spells holds a door closed. The effect can easily be neutralised by creatures resistant to magic and does not prevent anyone capable of passing through matter from doing so.

Hold Undead
Spell Level: C2, N3
Range: 30 metres
Duration: One hour plus ten minutes per level

This spells immobilises 1d3 undead with hit dice no higher than the caster's. The undead are granted a saving throw. If only one undead is targeted, it gets a -2 penalty.

Hold Wind
Spell Level: D1
Range: Touch
Duration: One turn per level

This spell protects the recipient from wind and particles or gas blown at the target. The wind will flow around the recipient, but not touch it.

Holy Aura
Spell Level: C3
Range: Caster
Duration: One round per level

All allies in a twenty-metre radius around the caster gain a +1 bonus to saving throws, THACO and damage. Likewise, all enemies get a -1 malus.

Holy Chant
Spell Level: C2
Range: Caster
Duration: Until the caster moves

All of the caster allies within a radius of fifteen metres gain a +1 bonus to saving throws, THACO and damage. All enemies gain a -1 malus. The effect lasts as long as the caster remains immobile and chants.

Holy Word
Spell Level: C7
Range: Caster

The caster utters a holy word. All creatures in a radius of twelve metres with less than five hit dice immediately perish. Creatures with less than nine hit dice are stunned for 2d10 turns. Creatures with less than thirteen hit dice are deafened for 1d6 turns. Stronger creatures are not affected, but will no doubt notice the divine presence of the caster. Trying to speak the holy word without assistance of this spell slays the speaker before he can finish the word.

Hovering Road
Spell Level: C7
Range: Caster
Duration: One turn per level

This spell creates a magical road in front of the caster. It is three metres wide and ten metres long. The road remains for the duration of the spell and will always extend ten metres in front of the caster as long as he moves. The road is half a metre thick, will hover in the air and must originate from a solid surface. The road has AC 0 and is destroyed if it takes a hundred points of damage.

Hunger
Spell Level: C4, Wr4
Range: 10 metres
Duration: One day per level

The target of this spell no longer gains any sustenance from food and starves slowly. The victim gets a -2 malus on all ability score checks and survives a number of days equal to its constitution score plus three. The spell can be broken by *Remove Curse* or eating a certain kind of food defined by the caster.

Hypnotic Pattern
Spell Level: I2, J2
Range: 40 metres
Duration: 1d6 turns plus one per caster level

This spell conjures a hypnotic pattern that makes all victims who fail a saving throw remain motionless. It affects 4d6 hit dice of creatures. If a victim is touched, the charm is broken.

Hypnotise
Spell Level: I1
Range: 10 metres
Duration: Until dispelled

This spell affects bipedal creatures the size of a human or smaller. The caster has to look into the target's eyes for this spell to work. If the victim fails a saving throw with a -2 malus, it becomes friendly to the caster.

Ice Storm
Spell Level: N5
Range: 40 metres
Duration: One round

A massive hailstorm with a radius of ten metres hits the target area. All targets in the area suffer 2d10 points of damage. No saving throw applies.

Icicle
Spell Level: M1, N1
Range: 10 metres per level

An icicle appears out of thin air and flies at its target. It never misses and inflicts 1d4 points of damage. Fire-based creatures receive double damage. One square metres of ice appears where the icicle hits. Unless the target makes a saving throw, it will be blinded for 1d4 rounds.

Illusion of Calm
Spell Level: S1
Range: Touch
Duration: One round per level

As long as the recipient of this spell does not make a step, it appears that he stands still, even though he can use his weapon, cast spells or make minor movements. Someone being attacked by the recipient gets a -1 malus to armour class.

Illusory Script
Spell Level: I3
Range: Touch
Duration: Permanent

This spell disguises a text as one written in a foreign or magical language. Only the caster and people designated by him at the time of the casting may read the true text. Anybody else who tries to read the text has to make a saving throw or will have *Confusion* cast on him. Other illusionist will recognise the text as magically encrypted. *Dispel Magic* and *Read Magic* will reveal the true message.

Illusory Strength
Spell Level: I4
Range: Five metres
Duration: Three turns per level

This spell can make up to four human-sized creatures feel healthier than they are. The creatures seem to have healed half of their maximum hit points if they have taken any damage so far. However, at the end of the spell's duration, the illusory hit points are lost in addition to any new damage sustained.

Immunity
Spell Level: W5
Range: Touch
Duration: One turn per level

This spell grants temporary immunity to all diseases and poisons.

Implosion
Spell Level: C7, Wr7
Range: 15 metres plus one per caster level
Duration: Until concentration ends

This spells allows the caster to slay one corporeal creature per round as long as he concentrates. Each creature is permitted a saving throw to avoid the effect. Incorporeal and gaseous creatures are not affected.

Imprisonment
Spell Level: M9, W9
Range: Touch
Duration: Permanent

This spell banishes the target to a small prison dimension. The victim can only be liberated by *Freedom*.

Improved Blink
Spell Level: M5
Range: Caster
Duration: One round per level

This spell works like Blink, but lets the caster chose time point, the direction he is facing and the spot where he reappears. At the beginning of a round, the caster has to decide whether to blink before or after an action.

Improved Featherfoot
Spell Level: S4
Range: Touch
Duration: One turn per level

This spell works like *Featherfoot*, but additionally allows the recipient to walk over water at least as clam as a slowly moving river.

Improved Haste
Spell Level: M6
Range: Touch
Duration: One round per level

This spell lets one creature move twice as fast and attack twice per round. It gets two separate initiative rolls for both attacks, with the first one being rolled with a +4 bonus.

Improved Magic Mantle
Spell Level: M7
Range: Touch
Duration: One turn

This spell protects the recipient with a shimmering mantle. The mantle makes the wearer immune to physical weapons of +1 enchantment or less and to spells of level four or lower. It also grants a +2 bonus to saving throws. If two mantles come in contact, they implode and both wearers suffer 4d10 points of damage.

Improved Mirror Image
Spell Level: S4
Range: Caster
Duration: Three rounds per level

This spell works similar to *Mirror Image*. The spell creates 1d4 images plus one for every three level of the caster. The images can move up to ten metres away from the caster and may perform slightly different actions than he does. If an image is struck down, it will remain on the ground until the start of the next round before it disappears.

Incendiary Cloud
Spell Level: M8
Range: 10 metres
Duration: Four rounds plus 1d6 rounds

This spell creates a hot smoke cloud with a radius of eight metres. It obscures all sight and begins to burn victims after round three dealing points of damage as high as half the caster's level in rounds three and five. In round four, it deals full damage. All targets a permitted a saving throw for half damage.

Insatiable Thirst
Spell Level: M2
Range: 30 metres
Duration: One round per level

The target of this spell is overcome by an uncontrollable desire to drink. If it fails a saving throw, it will drink all drinkable liquids available for the duration of the spell. The target will not drink liquids he knows to be poisonous.

Insect Plague
Spell Level: C5, D4, W4, Wr5
Range: 150 metres
Duration: One day

One an area of ten times ten metres, a swarm of insects, spiders and other vermin gathers. All creatures with less than two hit dice flee in terror. No saving throw applies.

Insect Swarm
Spell Level: D3, Wr3
Range: 15 metres
Duration: One round per level

This spell summons a swarm of insects – either flyers or crawling insects – that does two hit points of damage per round. Some engulfed in the swarm may perform no other action than trying to get rid of it. The insects can be commanded to move from one target to another and need one round to do so. They move at twice the speed of normal humanoid.

Interposing Hand
Spell Level: M5
Range: 10 metres
Duration: One round per level

This spells summons a huge disembodied hand. It floats between the caster and one opponent and prevents both from reaching the other one. The hand is twice as fast as the caster, has AC 10 and as many hit points as the caster. A creature has to weigh at least 1,000 kilogrammes or is slowed down to half speed while trying to push the hand aside.

Inversion
Spell Level: W7
Range: 15 metres
Duration: Half as long as the original effect

This spell inverts the effect of one other spell, an action or a small event. The targeted spell will have no or its opposite effect. Healing spells can be turned into harming spells. Transformations to undeath or resurrection of a creature ill not be reversed with this spell. A non-permanent reversed spell will last half as long as the original spell.

Invisibility
Spell Level: I2, M2, W2. Wr2
Range: 50 metres
Duration: One hour or until an attack is made

The object or creature this spell is cast on becomes invisible to normal sight for a hour. Creatures will become visible if they attack, objects if they are shaken. To attack an invisible creature, the attacker roughly has to know where the target is and gets a -4 THACO malus.

Invisible Stalker
Spell Level: M6, Wr6
Range: Five metres
Duration: Until the task is completed

This spell creates an invisible stalker who will serve the caster. The caster can give it one task and the stalker will not rest until the task is completed, no matter what it is. Destroying the stalker is the only way to stop it.

Iron Skin
Spell Level: C5
Range: Touch
Duration: 1d6 physical attacks plus one per caster level

The target of this spell will take no damage from 1d6 physical attacks plus one per level of the caster. Magical attacks inflict damage and reduce the number of remaining blockable attacks as well.

Iron Will
Spell Level: W2
Range: 10 metres
Duration: One hour per level

The recipient of this spell gets a strong will and receives a +4 saving throw bonus against mind-affecting attacks.

Ironguard
Spell Level: C6
Range: 15 metres
Duration: One round per level

This spell protects the caster and 1d12 other creatures from metal. Metal objects, including weapons, will pass through anyone affected if no effect. Pure metal objects can be passed as if illusions.

Ironwood
Spell Level: D6
Range: Touch
Duration: One day per level

This spell transforms two kilograms per caster level of normal wood into ironwood. Ironwood is a heavy and durable as iron, but will not be affected by magic affecting metal.

Irresistible Dance
Spell Level: I8
Range: Touch
Duration: 1d4+1 rounds

The victim of this spell feels an urge to start dancing and will do so for the duration of the spell. It cannot attack, use its shield or make saving throws. It also gets a -4 malus to armour class.

Ivy Sprawl
Spell Level: D3
Range: 10 metres
Duration: One hour

This spell lets ivy grow up a building up to one metre per level. The ivy is thick enough to be used for climbing the building. After the spell's duration, the ivy immediately withers.

Jarring Hand
Spell Level: M1
Range: Five metres

This spell summons a hand to push an object or opponent. The hand can push one kilogramme per level of the caster and push it half a metre in any direction per level of the caster. Opponents failing a saving throw cannot attack during that round.

Jump
Spell Level: J1, S1
Range: Touch
Duration: One round

This spell allows the recipient to jump one metre further for every caster level in addition to the distance he can jump without the spell.

Kaleidoscopic Strike
Spell Level: I8
Range: Five metres per level

This spell allows the caster to target another caster with a beam of shimmering, kaleidoscopic light shots. The beam drains spells equal to the caster's level minus 1d20. The spells are drained randomly, but always start with firs spells of the first level and then work their way up. The spell has no effect on non-spellcasters or creatures with inherited magical abilities.

Knock
Spell Level: J2, M2, S1, Wr2
Range: Touch

This spell unlocks all normal locks und unbars gates or portals. Magical locks have to be dispelled first or may be protected against this spell.

Know Direction
Spell Level: D1
Range: Caster

This spell allows the caster to discern north, provided he is in a place where cardinal directions are relevant.

Knurl
Spell Level: D4
Range: Three metres per caster level
Duration: One turn per caster level

This spell turns one arm of the victim into a tree branch without elbow or hand. The arm has all advantages and penalties of a real tree branch.

Lame
Spell Level: W3
Range: 30 metres plus five per level
Duration: One day or until magical healing is received

This spell renders one limb per five level of the caster useless for the duration of the spell. The spell works only on creatures which actually have real limbs.

Last Resort
Spell Level: W4
Range: Caster
Duration: One day

When this spell is cast, the witch may wail once. If the caster dies within one day after the wail, everybody who heard it but the caster's allies will die.

Last Trick
Spell Level: J6
Range: Caster
Duration: One week

If the caster is knocked unconscious or is killed, one spell he chose while casting this spell will come into effect.

Lasting Breath
Spell Level: M1
Range: Touch

This spell allows the caster and up to seven creatures touching the caster while he casts the spell to hold their breath thrice as long as usually possible.

Laughing Death
Spell Level: J6
Range: 80 metres

This spell affects all creatures within a radius of twenty metres which can hear the joke. The deadly magical joke causes up to 4d8 creatures with less than nine hit dice to die laughing. A saving throw is allowed to entirely avoid the effect.

Laughing Doom
Spell Level: J8
Range: 80 metres

This spell works like *Laughing Death*, but affects 2d10 creatures with any number of hit dice. Creatures with less than nine hit dice that make a successful saving throw still suffer half damage.

Lesser Distraction
Spell Level: S1
Range: Three metres per level
Duration:

This spell makes the target hear an indefinable noise or see something indistinct in the corner of its eyes. The target is permitted a saving throw with a +4 bonus. The caster can chose the direction of the distraction, but not the exact distance.

Lesser Organ Transfer
Spell Level: N6
Range: Touch
Duration: Permanent

This spells transfers an organ from one living creature to another. Both must be alive of the same or similar species and survive a system shock check. The brain cannot be transferred this way. The caster still has to cut both creatures open.

Lesser Spell Protection
Spell Level: M4
Range: Touch
Duration: One round per level

The recipient of this spell is protected from all spells of 3rd level or lower. It can be countered with *Dispel Magic*.

Levitate
Spell Level: M2
Range: Touch
Duration: One turn per level

This spell moves the caster vertically with a speed of twenty metres per turn. The caster cannot move more than five metres per level. The spell does not provide any assistance to horizontal movement.

Lich Touch
Spell Level: N6, Wr7
Range: Caster
Duration: One round per level

The caster's touch inflicts 1d10 points of cold damage and causes permanent paralysis if the victim fails a saving throw vs. paralysis. The paralysis an only be healed magically.

Life Drain
Spell Level: N3
Range: Touch

The caster can transfer 1d8 hit points plus one per level of the caster from a living creature to another. The process fails if the victim makes a saving throw vs. death.

Life Field
Spell Level: M5
Range: Caster
Duration: One round per three levels

This spell can only be used by living creatures and surrounds the caster with a blue aura. Any melee attacks made against undead inflict double damage and one point of damage per

level of the caster. Undead touching the caster suffer damage equal to the caster's level unless a saving throw is made.

Life Force Exchange
Spell Level: N9
Range: Touch
Duration: Permanent

The caster permanently exchanges the physical abilities of two similar creatures unless one of them makes a saving throw vs. magic at a -6 penalty.

Light
Spell Level: C1, I1, M1, W1, Wr1
Range: 20 metres
Duration: One hour plus ten minutes per level

The recipient or object this spell is cast on radiates light as bright as a torch with a radius of eight metres.

Lightning Bolt
Spell Level: I3, M3
Range: 50 metres
Duration: Until the bolt has extended 20 metres

A lightning bolt appears, three metres wide and extends twenty metres, damaging everything for 1d6 points of damage. If something fully blocks its path, the bolt is reflected and continues until it reaches the twenty-metre mark.

Lightning Storm
Spell Level: I8
Range: 40 metres plus 10 per level
Duration: One round

This spell affects a sphere with a diameter of twenty-five metres. The sphere is filled with electrical discharges and inflicts 6d12 points of damage to everyone in the area. A saving throw is permitted for half damage. The caster is always unaffected by this spell.

Living Link
Spell Level: N2
Range: 10 metres plus 10 metres per level
Duration: One round per level

The caster gains access to all senses of one living creature, overriding his own senses. The spell can be ended early without a risk to the caster.

Locate Animal
Spell Level: D1
Range: Caster
Duration: One round per level

The caster can locate all members of one animal species within a radius of twenty metres plus five metres per level.

Locate Remains
Spell Level: N1
Range: Caster
Duration: One hour

The caster immediately senses the presence of any corpse or corporal undead within a radius of ten metres plus one metre per level.

Locate Object
Spell Level: C3
Range: Caster
Duration: One round per level

Within a radius of thirty metres around himself, the caster can sense the direction of a certain object. He either has to have seen the object before or look for a category of objects in general.

Locate Plants
Spell Level: D2
Range: Caster
Duration: One round per level

The caster can locate all members of one plant species within a radius of twenty metres plus five metres per level.

Locate Thief
Spell Level: W3
Range: Touch
Duration: Six hours or until the thief is found

This spells allows the witch to enchant a coin while visualising a stolen item. The coin will grow warmer or colder while moving towards or away from the thief. The spell does not actually locate the stolen objects, just the thief.

Loving Heart I
Spell Level: W1
Range: 30 metres
Duration: One round per level

This spell causes the recipient to fall in love with the caster and makes him do everything to protect her. The victim has to be no larger than a human has to have generally fitting sexual preferences, but can be of a different race. The victim is not under the caster's control, but will step in the way of

anyone trying to harm the caster. The target is permitted a saving throw and granted a +2 bonus if in combat while the spell is cast.

Loving Heart II
Spell Level: W2
Range: 30 metres
Duration: One round per level

This spell works like *Loving Heart I*, but also affects creatures up to the size of an ogre.

Loving Heart III
Spell Level: W3
Range: 30 metres
Duration: One round per level

This spell works like *Loving Heart I*, but also affects creatures up to the size of a giant.

Lower Resistance
Spell Level: M5
Range: 60 metres
Duration: One turn plus one round per level

This spell lowers the magic resistance of an opponent. The magic resistance of the target works against this spell, but only at half its usual value. No saving throw is permitted. If the spell successfully breaches the opponent's resistance, it reduces it by 16% plus one per cent per caster level.

Lower Water
Spell Level: M6
Range: 60 metres
Duration: Two hours

This spells lowers the depth of water level of rivers, lakes or sewers to half their normal depth.

Lucky Charm
Spell Level: W1
Range: Touch
Duration: One day per caster level

This spell enchants one ordinary stone and turns it into a lucky charm. If used before an action, it gives a +1 bonus to any die roll. The lucky charm can only be used once and the caster may not possess more than one stone at the same time. If a gem is used instead of an ordinary stone, a +2 bonus is granted.

Lurking Fireball
Spell Level: M7
Range: 40 metres

This spell works like *Fireball* and makes all creatures in an eight-metre radius that fail a saving throw suffer 1d6 points of damage per caster level. However, the caster can delay the explosion by up to ten minutes. If someone steps into the centre of the cast spell, the explosion is triggered automatically.

Mage's Spellstaff
Spell Level: M3
Range: Caster
Duration: Three round per level

This spell creates a magical quarterstaff made of electricity in the caster's hands. The staff functions like a common one and deals 1d6 points of damage. For every five levels of the caster, it gains a cumulative +1 bonus to THACO and damage. The staff deals double damage to water-based creatures, no matter how they are normally affected. The spell cannot be passed to someone else and disappears if the caster falls unconscious. If used by a sorcerer, the spell is referred to as the *Sorcerer's Spelltaff*, consist of fire instead and deal double damage to flying creatures.

Maggot Spray
Spell Level: N2
Range: Three metres
Duration: One round per level

The caster spits a stream of maggots. Any target failing a saving throw suffer a -2 malus to THACO and 1d4 damage per round for 2d6 rounds. The targets may use one round to shack off all maggots.

Magic Ear
Spell Level: I3, M3, W3, Wr3
Range: 10 metres
Duration: Two hours

The caster can hear any sounds within a radius of twenty metres, even if obstacles are in the way. The effect is blocked my metal.

Magic Eye
Spell Level: I3, M3, W3, Wr3
Range: 10 metres
Duration: Two hours

The caster can see through any objects within a radius of twenty metres. Metal will still block the view of the caster.

Magic Fang
Spell Level: D1
Range: Touch
Duration: One round per level

This spell grants the target a +1 bonus to THACO and damage if it attacks with a natural weapon.

Magic Jar
Spell Level: M5, W5, Wr5
Range: Touch
Duration: Permanent

The caster puts his soul, life force and spirit into an object, the jar, leaving his body behind in a comatose state. The soul can now possess a body within a range of sixty metres around the jar. If such a body is destroyed, the soul returns to the jar. If the jar destroyed with the soul inside, the soul is lost. If the caster's original body is destroyed, the jar becomes the soul's new home. It can still possess other bodies.

Magic Mace
Spell Level: M2
Range: Caster
Duration: Three rounds

This spell creates a magical mace in the caster's hands. It deals 1d8+2 points of damage and counts as a +1 magical weapon. Anyone hit by the mace has to make a saving throw vs. magic or will fall unconscious for one round. The mace cannot be passed to someone else.

Magic Mantle
Spell Level: M4
Range: Touch
Duration: Six rounds

This spell protects the recipient with a shimmering mantle. The mantle makes the wearer immune to non-magical physical weapons and to spells of level two or lower. It also grants a +1 bonus to saving throws. If two mantles come in contact, they implode and both wearers suffer 2d10 points of damage.

Magic Missile
Spell Level: M1, Wr1
Range: 50 metres

This spells conjures a magic missile that always hits its target and causes 1d4+1 points of damage. Two additional missiles are cast for every five levels of experience of the caster.

Magic Mouth
Spell Level: I2, M2
Range: Touch
Duration: Permanent

If cast on object, the magic mouth triggers one certain conditions defined by the caster are met. Once triggered, the magic mouth opens and speaks a message up to thirty words long.

Magic Wings
Spell Level: M1
Range: 10 metres
Duration: One round

The recipient of this spell receives a pair of translucent wings allowing him to glide four metres horizontally for every metre of elevation. This is severely reduced if the recipient tries to carry someone else or

Magical Conception
Spell Level: W7
Range: Touch
Duration: Permanent

This spell allows the caster to make a woman pregnant. Casting the spell takes one day and special components might be needed. If the spell is cast on a woman with a true love, the child will inherit genes from both the mother and her love. Otherwise, it will simply be very similar to the mother. The caster can use this spell on herself.

Major Creation
Spell Level: I5
Range: Touch
Duration: Two rounds per level

This spell works like *Minor Creation*, but has a longer duration. Furthermore, up to fifty cubic centimetres of material can be created per caster level.

Malefic Meld
Spell Level: N5
Range: Touch
Duration: One day per level

This spell allows the caster to meld together up to three corpses. No corpse may be more than twice as large as another one used or have more than five hit dice. The resulting undead abomination inherits armour class, hit dice, attacks and movement rate from the original creatures. Additionally, it inherits one special ability of each of the original creatures chosen by the caster. Magical or psionic abilities are not kept. However, for one magical or psionic creature used, the monster receives resistance to mundane weapons, an additional 10% magic resistance for two and also

immunity to weapons with an enchantment lower than +2 for three.

Manifest Illusion
Spell Level: I9
Range: 30 metres
Duration: Permanent

This spell causes an illusion or phantasm to become real. If the caster had control over the illusion before, he still has it after casting this spell. Creatures or objects can be transformed by this spell.

Manipulate Fire
Spell Level: M1
Range: Three metre per level
Duration: One round per level

This spell allows the caster to manipulate fire up to a radius of three metres. The fire will be brighter if enlarged, but the heat is radiates will always be that of the original fire.

Manyjaws
Spell Level: M3
Range: Caster
Duration: Six rounds

This spells summons one pair of disembodied jaws per level of the caster up to a maximum of ten pairs. The jaws move with a speed of fifteen, are mentally controlled by the caster and do 1d4 points of damage per round. A saving throw is permitted for half damage. Magical armour reduces the damage by one point per enchantment level. The jaws cannot move more than two metres per caster level away from the caster.

Masque
Spell Level: W1
Range: Caster
Duration: Two turns per level

This spell makes the caster appear either more attractive and friendly or malicious and ugly. The effect is a general one and not specific for the environment the caster is in.

Mass Agony
Spell Level: W6
Range: 30 metres
Duration: One round per level

This spell works like *Agony*, but can affect put to one victim per caster level.

Mass Charm
Spell Level: M8
Range: 40 metres
Duration: Until dispelled

This spells works like Charm Person. It can affect up to thirty hit dice of creatures, though, and all saving throws are made at a -2 malus.

Mass Crucify
Spell Level: N9
Range: 30 metres
Duration: One round per level

This spell works like *Crucify*, but may affect up to one target per level of the caster. No target may be more than ten metres away from the others.

Mass Cure Critical Wounds
Spell Level: C7
Range: Caster

This spell works likes *Cure Critical Wounds*, but affects up to one creature per level of the caster. All creatures have to be in a radius of fifteen metres around the caster.

Mass Cure Serious Wounds
Spell Level: C6
Range: Caster

This spell works likes *Cure Serious Wounds*, but affects up to one creature per level of the caster. All creatures have to be in a radius of fifteen metres around the caster.

Mass Ethereal Projection
Spell Level: W6
Range: Touch
Duration: One turn per level

This spell works like *Ethereal Projection*, but may affect up to seven other creatures as well. Unwilling creatures will not be affected.

Mass Feign Death
Spell Level: N6
Range: 15 metres plus one per level
Duration: One turn plus one round per level

This spell works like *Feign Death*, but may affect a number of creatures equal to the caster's level. No creature may be more than ten metres away from all other creatures.

Mass Invisibility
Spell Level: I6
Range: 50 metres
Duration: One day or until an attack is made

This spell works like *Invisibility*, but affects 6d20 human-sized creatures.

Mass Morph
Spell Level: I4, W7
Range: 50 metres
Duration: One day or until dispelled

One hundred human-sized creatures are changed to appear like trees or plants. Forest creatures like dryads will not be fooled by this spell.

Mass Raise Dead
Spell Level: C7
Range: Caster

This spell works like *Raise Dead*, but will raise up to 1d6+1 creatures within a radius of fifteen metres around the caster.

Mass Suggestion
Spell Level: I6, J6, W6
Range: 20 metres
Duration: Six turns plus six per level

This spell works like *Suggestion*, but can affect one creature per caster level. If used on a single target, that target suffers a -2 malus to its saving throw. The caster may not use this spell more than once at the same time.

Mass Teleport
Spell Level: M7
Range: Touch

This spell works like *Teleport*, but can transport the caster as well as up to elven of his companions.

Martyr's Death
Spell Level: S5
Range: Caster

This spell slays the caster and destroys his body. Every creature within a radius of twenty metres has to make a saving throw vs. death or will be killed. Every creature that makes the throw still suffers 1d12 points of damage per level of the caster.

Maze
Spell Level: I6, M8
Range: 20 metres
Duration: Depends on target intelligence

The target is tossed into a maze dimension without a saving throw. Depending on how intelligent the creature is, it will need a different number of rounds to escape.

Table 88: Maze

Intelligence	Rounds Needed to Escape the Maze
None to Low	4d6
Average to Highly	2d4
Highly to Genius	1d4
Supra-Genius	1d2
Godlike	1

Meld into Stone
Spell Level: D3
Range: Touch
Duration: One turn per level

This spell allows the caster to meld into stone with at least his volume. After the spell's duration end or if he decides to end it prematurely, the caster is expelled from the stone.

Melt Resistance
Spell Level: C2
Range: 10 metres around the caster
Duration: One hour or until turning attempt

All undead around the caster gain a -1 malus to resist being turned.

Mending
Spell Level: D1, M1
Range: Touch
Duration: Permanent

This spell repairs small objects up to the size of a coat. Any damage will become invisible. The spell does not affect any magical items or creatures.

Merge into Art
Spell Level: S3
Range: Touch
Duration: One round per level

This spell allows the caster to step into a painting, mosaic or fresco. The caster will look like a part of the artwork and can only be spotted by a keen observer.

Message
Spell Level: M2
Range: 20 metres plus three per level
Duration: One round

The caster can whisper a message to a creature I sight with no obstacles in the way. The recipient may answer the message within the spell's duration. The recipient still has to understand the caster's language.

Metal to Wood
Spell Level: D7
Range: 40 metres
Duration: Permanent

This spell transforms metal into wood in an area of three times three metres. Each piece of metal is permitted a saving throw.

Meteor Swarm
Spell Level: M9
Range: 80 metres

This spell summons small meteors that explode where desired. If one creature is targeted, it suffers 10d6 points of damage. If an area with a three-metre radius is targeted, everything in if suffers 5d6 points of damage. All targets may make a saving throw for half damage.

Mind Blank
Spell Level: J9, M8, W8
Range: Caster
Duration: One day

A ten-metre radius around the caster is protected from all kind of magic spying, including crystal balls or spying attempts by minor deities.

Mind Fog
Spell Level: I5
Range: 80 metres
Duration: One hour

This spell creates a physical block of fog on an area with a radius of one metre per caster level. The fog is not very dense, but all creatures in it suffer a -2 penalty to saving throws against illusions. The effects lasts for 2d6 more rounds after a creature has left the fog.

Minor Creation
Spell Level: I4
Range: Touch
Duration: Six turns per level

This spell creates an object of non-living organic matter. The volume creates cannot exceed thirty cubic centimetres per caster level. The caster needs a tiny bit of the material to use this spell.

Mirror Image
Spell Level: I2, J2, S2, W3
Range: Caster
Duration: One hour or until all images are hit

This spells creates 1d4 images of the caster around him. The mirror images move exactly like the caster and attackers cannot distinguish between the images and the caster. If an image is hit by an attack, it disappears.

Mirror Link
Spell Level: W4
Range: One plane
Duration: One turn per level

This spell allows the caster to create a link between a silver mirror and another mirror on the same plane. For the duration of the spell, visual and verbal information can be transmitted between the two mirrors. No spell can be cast through the mirror.

Mirror Walk
Spell Level: W6
Range: Caster

This spell works like *Teleport*, but allows the caster to jump only from one mirror to another one. The first mirror has to be in the caster's possession, whereas the second one has to have been studied thoroughly by the caster. If this has been done, no errors will happen during the teleportation. The caster does not need to know where the second mirror is.

Misdirection
Spell Level: I2
Range: 10 metres
Duration: Half a day

This spell causes a detection spell to malfunction. The spell will point at the wrong object, area or creature. The caster using the detection spell is permitted a saving throw.

Mislead

Spell Level: W6
Range: Caster
Duration: Until concentration ends plus one round per level

This spell works as *Invisible*, but additionally creates a double of the caster. As long as the caster concentrates, she will remain invisible and the double will persist. The spell will last one round per level independently from the concentration. The double appears the very moment the caster turns invisible, so it will usually not be noticed. The double will disappear once touch physically.

Monster Summoning I

Spell Level: M3
Range: Five metres
Duration: Six rounds

The caster summons a bunch of monsters in one turn. The monsters will serve the caster until they are slain or the spell's duration ends.

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Table 89: Monster Summoning I

Die Roll	Monsters Summoned
1	1d6 Giant Rats
2	1d3 Goblins
3	1d3 Hobgoblins
4	1d6 Kobolds
5	1d3 Orcs
6	1d3 Skeletons

Monster Summoning II

Spell Level: M4
Range: Five metres
Duration: Six rounds

The caster summons a bunch of monsters in one turn. The monsters will serve the caster until they are slain or the spell's duration ends.

Table 90: Monster Summoning II

Die Roll	Monsters Summoned
1	1d2 Hobgoblins
2	1d2 Zombies
3	1d2 Gnolls
4	1d2 Bugears
5	1d6 Orcs
6	1d6 Skeletons

Monster Summoning III

Spell Level: M5
Range: Five metres
Duration: Six rounds

The caster summons a bunch of monsters in one turn. The monsters will serve the caster until they are slain or the spell's duration ends.

Table 91: Monster Summoning III

Die Roll	Monsters Summoned
1	1d4 Bugbears
2	1d2 Harpies
3	1d2 Ochre Jellies
4	1d2 Wererats
5	1d2 Wights
6	1d2 Boar

Monster Summoning IV

Spell Level: M6
Range: Five metres
Duration: Six rounds

The caster summons a bunch of monsters in one turn. The monsters will serve the caster until they are slain or the spell's duration ends.

Table 92: Monster Summoning IV

Die Roll	Monsters Summoned
1	1 Gargoyle
2	1 Ogre
3	1 Owlbear
4	1 Shadow
5	1 Werewolf
6	1 Wraith

Monster Summoning V

Spell Level: M7
Range: Five metres
Duration: Six rounds

The caster summons a bunch of monsters in one turn. The monsters will serve the caster until they are slain or the spell's duration ends.

Table 93: Monster Summoning V

Die Roll	Monsters Summoned
1	1 Cockatrice
2	1 Manticore
3	1 Minotaur
4	1 Oni
5	1 Salamander
6	1 Troll

Monster Summoning VI

Spell Level: M8
Range: Five metres
Duration: Six rounds

The caster summons a bunch of monsters in one turn. The monsters will serve the caster until they are slain or the spell's duration ends.

Table 94: Monster Summoning VI

Die Roll	Monsters Summoned
1	1 Chimera
2	1 Ifrit
3	1d2 Mountain Giants
4	1 Flesh Golem
5	1 Frost Giant
6	1d2 Hill Giants
7	1 Seven-headed Hydra
8	1 Mummy
9	1d2 Oni
10	1 Vampire

Monster Summoning VII

Spell Level: M9
Range: Five metres
Duration: Six rounds

The caster summons a bunch of monsters in one turn. The monsters will serve the caster until they are slain or the spell's duration ends.

Table 95: Monster Summoning VII

Die Roll	Monsters Summoned
1	1d2 Chimerae
2	1 Fire Giant
3	1 Nine-headed Hydra
4	1 Iron Golem
5	1 Lich
6	1 Purple Worm
7	1d2 Frost Giants
8	1 Stone Golem
9	1 Storm Giant
10	1 Titan

Moon Bow

Spell Level: W6
Range: Caster
Duration: Until the quiver is empty or the sun rises

This spell summons a translucent silver composite bow and a quiver. The quiver contains as many arrows as the caster has levels. The bow fires three arrows per round and can automatically and only be used by the caster. The arrows deals 1d8 points of damage each and do double damage against therianthropes. The spell is only effective in moonlight. After being cast, the bow can be carried anywhere until the night is over.

Moon Sense

Spell Level: W1
Range: Caster
Duration: One hour per level

This spells allows the caster to sense the direction and current phase of the moon. On planets with several moons, the largest or most influential one is chosen. If a therianthrope is near, the caster will sense it.

Move Earth

Spell Level: M6
Range: 50 metres
Duration: Permanent

This spells moves hills, huge rocks or other non-flat land at the speed of two metres per minute. The spells affects a radius of fifty metres and cannot be used underground.

Mud to Rock

Spell Level: D5, M5
Range: 40 metres
Duration: 3d6 days

This spells transforms mud into solid ground one can walk on. About a hundred times a hundred metres are affected.

Mummify

Spell Level: N5
Range: Touch
Duration: Permanent

Using the components needed for a ceremonial embalmment, the caster calls one mummy back to serve him. The caster may control as many hit dice of mummies as he has experience levels.

Music Box

Spell Level: M5
Range: 10 metres
Duration: Permanent

This spell allows the caster to enchant one object. The object can record music or other sound up to a length of one turn and play it once certain conditions within a radius of thirty metres defined by the caster are met. The cues for the trigger must be visible or audible in nature. Recorded spells or similar sounds with not actually lead to the spell being cast.

Narcolepsy
Spell Level: W4
Range: 15 metres
Duration: One hour per level

The target of this spell has to make a saving throw with a cumulative -1 malus every round. If it fails, it falls asleep for one round per level of the caster. It can only be awakened through pain or massive noise. One round after waking up, the process starts again until the spell's duration ends.

Necromancer's Spellstaff
Spell Level: N3
Range: Caster
Duration: Three rounds per level

This spell works like *Mage's Spellstaff*, but the staff will be made of ice instead and deal double damage to any fire-based creature, no matter how it is usually affected by ice.

Necromancer's Touch
Spell Level: N7
Range: Touch
Duration: One minute per two levels

This spell grants the target to *Animated Dead* by touching corpses or skeletons. The maximum number of undead that can be animated is equal to the caster's level. After the spell's duration ends, the skeletons and zombies fall under the caster's control. The undead will crumble to dust after one day.

Needlestorm
Spell Level: D4
Range: 30 metres

This spell causes one needle-bearing plant to unleash a barrage of needles. The needlestrom has a radius of half the plant's size and inflicts 1d12 point of damage for every three levels of the caster. A saving throw for half damage is permitted.

Neutralise Poison
Spell Level: C4, D3, W3, Wr4
Range: Touch
Duration: Permanent

This spell neutralises poison. It cannot be used to bring back victims of poisoning, however.

New Moon Aura
Spell Level: W8
Range: 30 metres
Duration: One round per level

This spell forces 1d6 therianthropes, none more than five metres away from the other, back to their non-beast from. The spell works even during full moon. The therianthropes are permitted a saving throw with a -1 malus for every two levels of the caster.

Nightmare
Spell Level: W5
Range: 30 metres
Duration: One night

This spell sends nightmares to haunt the victim during its sleep. The nightmares deal 1d10 damage, but leave the victim with at least one hit point. The target will be exhausted the next morning. Spellcaster will not be able to regain spells within the next twenty-four hours. The victim is granted a saving throw.

Nightmare Killer
Spell Level: I9
Range: Caster
Duration: One round per level

This spell works like *Phantasmal Killer*, but affects all hostile creatures within a radius of thirty metres around the caster. Furthermore, the nightmares are not turned on the caster but simply disappear if a target makes a successful intelligence check.

Nondetection
Spell Level: I3
Range: Caster
Duration: One turn per level

The caster and everyone within a two-metre radius become impossible to detect with detection spells or crystal balls.

Obscure
Spell Level: I2
Range: 40 metres
Duration: One hour

This spell affects one creature or object. In that area, all spell to detect invisibility, magic or other things will malfunction. The caster of the detect spell or ability is allowed a saving throw.

Obscuring Mist
Spell Level: D2
Range: 10 metres
Duration: One turn per level

Magical mist appears at the casting point and covers an area with a radius of ten metres plus three more per caster level.

Ooze Rain
Spell Level: N7
Range: 20 metres
Duration: One round per level

This spell lets corrosive ooze rain on an area with a radius of seven metres. The ooze deals 1d4 points of damage per round for the first three rounds, 1d6 points thereafter and 1d8 points of damage from round seven on. An initial saving throw is permitted for half damage. The ooze can only be removed vinegar or wine. It remains for one additional round after the spell's duration ends. Slimes, oozes and similar creatures are immune to this spell.

Overlook
Spell Level: W5
Range: Touch
Duration: One hour per level

The recipient of this spell will be overlooked by everybody else, even people bumping into him. Creatures specifically looking for the recipient are granted a saving throw. Actions like an attack or failed attempt to steal something will end the duration of the spell.

Paradox
Spell Level: I9
Range: Caster
Duration: Permanent

This spell allows the caster to change one event of his past no longer than one year ago. This can be used to the caster's advantage, but might also have unforeseeable side effects like the loss of equipment.

Paralyse
Spell Level: I3
Range: 40 metres
Duration: 1d6 rounds

This spell paralyses a number of creatures equal to twice the caster's hit dice. The targets are permitted a saving throw vs. paralysis.

Part Crowd
Spell Level: S2
Range: 30 metres plus three per level
Duration: One round per level

This spell parts a crowd of up to fifty small to medium-sized creatures for the caster. He can take one creature and another one every three level with him. The crowd will immediately close ranks after the caster passed through. The caster can pass the crowd at full running speed.

Part Water
Spell Level: C7
Range: 50 metres
Duration: Two hours

This spell parts water up to a depth of twenty metres. For every caster level after the 18th, the water is parted an additional ten metres and the effect lasts one hour longer.

Pass Animals
Spell Level: D1
Range: Touch
Duration: One round plus one per level

The recipient of this spell becomes completely invisible to animals. Very intelligent animals or magical beasts are not affected by this spell.

Pass Plants
Spell Level: D4
Range: Caster
Duration: Three turns plus one per level

This spells opens a passage through any undergrowth or trees. The passage is up to thirty metres long and can only be accessed by the caster.

Pass Undead
Spell Level: N2
Range: Touch
Duration: One turn per level

The target becomes undetectable to undead as long it is not hostile to them. Undead with at least five hit dice can make a saving throw to avoid the effect. Undead with more than eight hit dice are immune to this spell.

Pass Wall
Spell Level: M5
Range: Touch
Duration: Half an hour

This spells creates a hole in a wall, large enough for tall humanoid to pass through. The hole closes without a trace after the spell's duration.

Path of Virtue
Spell Level: D7
Range: 10 metres
Duration: Permanent

This spell makes any sentient creature which does not live in balance with nature completely change its world view. People with strong personalities are difficult to convert; others may be driven insane by this sudden change of their personality.

Pattern
Spell Level: I1
Range: Caster
Duration: One round

This spell allows the caster to see a pattern in chaos like broken glass or overlapping footprints.

Penumbral Face
Spell Level: I2
Range: 10 metres
Duration: Two hours

This spell slightly alters the recipient's face and makes it unremarkable. Others will not pay attention to the recipient. Creatures explicitly looking for the recipient are permitted a saving throw.

Permanency
Spell Level: I9, M8, N9, W8
Range: Touch
Duration: Permanent until dispelled

This spell makes the effect of another spell permanent. That spell can be dispelled only by another caster of twice the level of the original caster. It is difficult to use this spell more than once on objects or creatures. Additional component may be required.

Permanent Illusion
Spell Level: I6
Range: 80 metres
Duration: Permanent

This spell works like *Spectral Force*, but the illusion does not cease to exist of the caster's concentration ends.

Persona
Spell Level: W4
Range: 20 metres
Duration: One turn per level

This spell disguises the caster as somebody the target knows. The spell may affect a number of victims equal to twice the caster's level. A saving throw is permitted. Undead are not affected by this spell.

Pest
Spell Level: N5
Range: Touch
Duration: One victim per level

Upon being touched by the caster, the victim is now cursed and carries a contagious disease. Anybody touching the carrier has to make a saving throw vs. death or will become infected and die within 1d6 days. The infection disappears once the carrier is burned or the disease gas claimed one victim per caster level.

Phantasmal Door
Spell Level: I5
Range: Three metres
Duration: One round per level

This spell creates a mysterious door. If the caster steps through, he becomes invisible and stands next to the door, though it looks like he entered another dimension. Anyone else stepping though the door will believe they enter a small featureless room.

Phantasmal Force
Spell Level: I1, M2
Range: 50 metres
Duration: Until concentration ends

This spell creates an illusion the size of a human. If it is touched, it disappears, but if the viewer believes that it is real, it can cause up to 2d6 points of damage. Viewers of the illusion are permitted a saving throw.

Phantasmal Killer
Spell Level: I4
Range: Three metres per level
Duration: One round per level

The caster chooses one target. This spell creates an illusion only visible to target and caster looking like the target's deepest fear. The killer attacks the victim at half the caster's level. The target has to make an intelligence check. If it fails, the target dies of fear. If it succeeds, the killer is turned on the caster.

Phantom Armour
Spell Level: I2
Range: Caster
Duration: Until destroyed or dispelled

This spell creates a black suit of plate mail covering the caster. The suit absorbs one point of damage per level of the caster. Upon absorbing the last point of damage, the suit disappears and all remaining damage is taken. Creatures actively disbelieving in the armour are permitted a saving throw for their attacks to have cause full damage.

Phantom Dagger
Spell Level: W4
Range: Touch
Duration: One round per level

This spell creates an invisible dagger with AC 17 and hit points equal to half the caster's maximum. The dagger is commanded by the caster and moves at twice her speed. It may not move away more than ten metres from the caster and deals 1d8+1 points of magical damage.

Phantom Hound
Spell Level: I5
Range: Three metres
Duration: Two rounds per level

This spell summons a phantom hound. The hound guards the area where it was summoned and starts barking if someone else than the caster and his allies approach it. If an intruder turns his back on the dog, it attacks. The caster has to stay within a fifteen-metre radius of the guarded area or else the hound disappears.

Phantom Light
Spell Level: W3
Range: 10 metres
Duration: One hour

This spells lets up to three metres per level of the caster of outline of objects glow in blue, green or purple light. The caster may not move more than forty metres away from the light.

Phase Door
Spell Level: I6, J6, M7, S6
Range: Caster
Duration: Sevens uses

This spell creates a phase door. The door is only accessible to the caster. The caster can step though it and cover a distance of up to five metres. The door can only be dispelled by a caster of twice the level of the original caster.

Pit
Spell Level: W8
Range: 30 metres plus three per level
Duration: Permanent

This spell creates a hole with a radius of ten metres under the target. The target falls three metres per caster level, takes falling damage and is dazed for 1d6 rounds. If it makes a successful saving throw, it can catch the edge of the pit.

Plane Shift
Spell Level: C5, Wr5
Range: Touch
Duration: Permanent

This spell allows the caster to transport himself or someone else to a different plane or alternate dimension. Up to eight creatures touching each other can be affected by this spell. A saving throw is permitted to any unwilling creature. The group will land on a random place somewhere on the plane. If the caster fails a wisdom check, the group may also appear on another plane close to the one targeted.

Plant Door
Spell Level: D5
Range: Touch
Duration: One hour per level or until exit

This spell allows the caster to step into a large tree and step out of another tree of the same kind. The caster can cover a distance of up to three kilometres using this spell. Old and large trees allow travelling over a long distance.

Plant Growth
Spell Level: D3, M4
Range: 60 metres
Duration: Permanent until dispelled

The caster creates a thick layer of thorns and vines in an area of up to 100 square metres. The area can be shaped by the caster.

Pocket Building
Spell Level: I9
Range: 50 metres
Duration: Permanent

This spell allows the caster to transform a now full-sized miniature building back to miniature from. All objects will be shrunken too. Creatures in the building at the time of the casting appear on the ground. The miniature building may be re-used to create another full-sized building.

Poison Blade
Spell Level: S4
Range: Touch
Duration: One hour per level or until delivered

This spell poisons a blade by touching it. If the weapon successfully hits a target, its deals 1d10 points of temporary constitution damage and 1d10 more points one round later. The constitution is recovered at a rate of one point per day. The target is permitted a saving throw vs. death each time.

Poison Food
Spell Level: N5, W5, S6
Range: Close
Duration: One day

This spells poisons a one-day supply of food for 3d8 men. From 9th level on, it poisons food for 6d8 people.

Poison Water
Spell Level: N4, W4, Wr3
Range: Close
Duration: One day

This spells poisons a one-day supply of drinking water for 3d8 men. From ninth level on, it poisons water for 6d8 people.

Polar Midnight
Spell Level: W9
Range: 15 metres plus five per level
Duration: One round per level

This spell creates a polar night in an area with a radius of fifteen metres. Illumination drops. All creatures in the area take 5d6 point of damage per round. Every creature not moving for one round will freeze to the ground. All non-undead corpses in the area can be raised, but will not be able to move until the temperature rises again.

Poltergeist
Spell Level: N1
Range: One metre per level
Duration: One hour per level

This spells turns a minor spirit in the area into a poltergeist. The poltergeist has a strength of three and can perform minor task like opening doors. The poltergeist is very light and may no trigger all traps it steps on.

Polymorph Object
Spell Level: M8, W8
Range: 60 metres
Duration: Game master's decision

This spell turns one object into another. The duration of the spell depends on the size of the object and how similar the old and new objects are.

Polymorph Other
Spell Level: M4
Range: 60 metres
Duration: Permanent until dispelled

This spell allows the caster to turn one creature into a different one. The creature can gain new abilities, but retains its personality, intelligence and hit points. Changing the size of creatures this way is difficult.

Polymorph Self
Spell Level: M4, Wr4
Range: Caster
Duration: One hour

This spells allows the caster to turn himself into a different creature. The caster may gain additional abilities, but retains his hit points.

Predict Weather
Spell Level: D1, W2
Range: Caster

The caster can predict the weather in the surrounding area for the next twelve hours. There is a certain chance that the prediction may be incorrect.

Primal Fury
Spell Level: N5
Range: 20 metres
Duration: One round per level

This spell lets a creature enter a stage of berserker rage. If the target is unwilling, it is allowed a saving throw to avoid the effect. A creature under the effect of *Primal Fury* is immune to all forms of fear and mind control. It gains a +2 bonus to THACO and damage and does a second attack every other round. If all its opponents have been slain, the recipient attacks the closest creature until the spell ends, is dispelled or everyone is dead. Spellcasters or other creatures primarily using non-melee attacks will still use those while under the influence of this spell.

Prismatic Beam

Spell Level: I8
Range: Caster
Duration: One round per level

This spell causes a beam of colourful light to emerge from the hand of the caster and hit a target up to thirty metre away. The victim suffers 1d6 point of damage per level of the caster and is knocked back sixty metres.

Prismatic Sphere

Spell Level: I9, M9
Range: Caster
Duration: One turn per level

A sphere shining in all colours of the visible spectrum appears around the caster. Any creature who wants to reach the caster has to move through the sphere and suffers the effect of every layer of colours. Saving throws are permitted. The outer colour is always red.

Table 96: Prismatic Sphere

Layer	Blocks	Effect
Red	Non-magical missiles	1d12 fire damage
Orange	Any missiles	1d12 damage
Yellow	Poison and petrification	2d20 damage
Green	Dragon breath	1d12 damage, poison
Blue	Divine and mental attacks	Petrification
Indigo	Spells	Insanity
Purple	Outsiders	Imprisonment

Prismatic Spray

Spell Level: I7
Range: Caster

This spell causes a rainbow-coloured beam to spread from the caster's hands. The beam is twenty-five metres long, two metres wide at the origin and five metres wide at the terminal end. Creatures with less than eight hit dice exposed to the beam are automatically blinded for 2d4 rounds. Each creature affected is randomly struck by one colour. Roll 1d8 for every creature to determine the colour.

Table 97: Prismatic Spray

Die Roll	Colour	Effect
1	Red	1d12 fire damage
2	Orange	1d12 damage
3	Yellow	2d20 damage
4	Green	1d12 damage, poison
5	Blue	Petrification
6	Indigo	Insanity
7	Purple	Imprisonment
8	-	Re-roll twice, ignore all further 8s

Prismatic Wall

Spell Level: I7
Range: Five metres
Duration: One turn per level

This spell works like *Prismatic Sphere*, except that it creates a wall rather than a sphere. The wall is one metre wide and half a metre high per caster level.

Produce Fire

Spell Level: D4
Range: 10 metres
Duration: One turn

This spell creates fire on an area of up to three times three metres. The magical fire will burn no longer than three rounds, but will ignite any burnable material in the meantime.

Produce Flame

Spell Level: D2
Range: Caster
Duration: Two turn per level

A flame appears in the caster's hand. It does not harm the caster, but it as hot as real fire. It can be throw over a distance of up to ten metres and ignites flammable material.

Programmed Illusion

Spell Level: I6
Range: 80 metres
Duration: One round per level after being triggered

This spell functions like *Spectral Force*, but the illusion triggers only if under circumstances defined by the caster or on his command.

Project Image

Spell Level: I5, M6, W6
Range: 60 metres
Duration: One hour

The caster summons an image of himself. The image mimics the caster sound and gestures. Any spell cast while the image exists will appear to originate from the image.

Proliferation

Spell Level: W5
Range: Caster
Duration: Permanent

This spell makes the ground in an area with a radius of ten metres per level of the witch fertile. Infertile creatures in the area gain a higher chance of being able to have offspring one more.

Prophecy
Spell Level: W8
Range: Caster
Duration: Game master's choice

The caster catches a glimpse of the future. The exact things she sees are determined by the game master.

Protection from Animals
Spell Level: D6
Range: Caster
Duration: Two hours

This spell creates a barrier with a radius of three metres against all kinds of animals (but not magical beats) around the caster. The barrier evaporates if someone inside cast a spell or makes a physical attack.

Protection from Elements
Spell Level: W1
Range: Touch
Duration: One day

The recipient of this spell and his equipment are protected from temperatures between -20 °C and 60 °C. The spell does not reduce damage from fire- or cold-based attacks.

Protection from Evil
Spell Level: C1, I1, M1, Wr1
Range: Caster
Duration: One hour

The caster gains a +1 saving throw bonus to attack from malignant creatures. All attackers suffer a -1 THACO malus.

Protection from Fire
Spell Level: D3
Range: Touch
Duration: Three turns plus one per level

If used on the caster, this spells grants immunity to fire, halves damage from fire weapons and protects against one instance of magical fire. Cast on someone else, it lacks the latter effect, but has the two others.

Protection from Good
Spell Level: C1, I1, M1, Wr1
Range: Caster
Duration: One hour

The caster gains a +1 saving throw bonus to attack from creatures of good. All attackers suffer a -1 THACO malus.

Protection from Ice
Spell Level: N4
Range: Touch
Duration: Six turns plus one per level

This spell grants immunity to cold and halves damage of ice weapons. If the caster should be hit directly by magical cold, the spell's duration ends.

Protection from Lightning
Spell Level: D4, I4
Range: Touch
Duration: Six turns plus one per level

This spell grants immunity to lightning and halves damage of lightning weapons. If the caster should be hit directly by a lightning, the spell's duration ends.

Protection from Magical Weapons
Spell Level: M6
Range: Caster
Duration: One round per level

This spell affects the caster and everyone within a radius of three metres around him. For the duration of the spell, the recipients are protected from damage from mundane and magical weapons by a magical barrier. The barrier can be breached by magical creatures, special attacks and spells, though. The barrier can be countered with *Dispel Magic*.

Protection from Missiles
Spell Level: M3
Range: Caster
Duration: One hour

The caster becomes invulnerable to non-magical missiles. Very large missiles like boulders will override the spell's effect.

Protection from Mundane Weapons
Spell Level: M5
Range: Caster
Duration: One round per level

This spell works like *Protection from Magical Weapons*, though the barrier can be breached by magical weapons.

Protection from Paralysis
Spell Level: M2
Range: Touch
Duration: two turn per level

This spell protects the target from being paralysed, held or slowed down.

Protections from Plants
Spell Level: D5
Range: Caster
Duration: Two hours

This spell creates a barrier with a radius of three metres against all kinds of plants, also magical ones, around the caster. The barrier evaporates if someone inside cast a spell or makes a physical attack.

Puck
Spell Level: W3
Range: 10 metres
Duration: Permanent

This spell summons a puck to protect the home of a family. The puck can only be summoned if the family has lived in the house for at least a year. It may not leave the house and will do anything to protect it. If the puck is slain, it will return after 1d12 moths provided the family still lives in the house.

Puffball
Spell Level: D1
Range: Touch
Duration: Two rounds per level

This spell transforms a normal fungus into a magical puffball. The puffball can be thrown up to ten metres and will burst into a cloud of spores with a radius of three metres. All creatures which fail a saving throw inhale spores and may not attack. The effect ends after 1d4 rounds when the spores settle or after the victim escapes the spore cloud.

Purge
Spell Level: W4
Range: Caster
Duration: One hour

This spell expels all spirits, undead and outsiders in a radius of twelve metres around the caster. Creatures with less than five hit dice automatically leave the area. Creatures with more hit dice or currently possessing someone get a saving throw. Very powerful creatures may be immune to this spell.

Purify Food and Drink
Spell Level: C1, W2, Wr1
Range: Touch
Duration: Permanent

This spells purifies food and drink for 3d6 people, removing rot and weaker poisons.

Purity Water
Spell Level: D1
Range: Touch
Duration: Permanent

This spell purifies twenty-five litres of water. All organism and weaker poisons are removed.

Pyrotechnics
Spell Level: D3, J3, M2
Range: 60 metres
Duration: One hour

This spell creates a firework or dense smoke from an already existing fire. The exact effect is up to the game master.

Quenching Candle
Spell Level: W5
Range: Touch
Duration: One hour or until the candle is extinguished

This spell lightens up a candle. All spells or spell-like effects within a three-metre radius around the candle end unless the caster makes a successful saving throw. For new spells to be cast, the caster has to make a saving throw likewise.

Quest
Spell Level: C5
Range: 10 metres
Duration: Until the quest is completed

If the target of the spell fails a saving throw, the caster may set a task for it. If the victim does not work in completing the task, it will suffer mental pain. If it tries to abandon the quest, it will be cursed as defined by the caster.

Quicken Healing
Spell Level: W2
Range: Touch
Duration: One day per level; up to a week

The recipient of this spell regenerates twice the amount of hit points per day. The spell also stabilises a dying creature. It has no beneficial or

Rain of Blood
Spell Level: N2
Range: Caster
Duration: One round per level

This spell lets blood rain in an area with a radius of two metres. All hostile and non-undead creatures have to make a saving throw vs. death or suffer a -2 malus to saving throws.

Raise Dead
Spell Level: C5
Range: Touch

This spells bring a fresh corpse, usually not older than a week, back as a living being. The victim has to survive a system shock check or will immediately die once more. The spell may not work on every race and depend on how the victim died.

Ray of Enfeeblement
Spell Level: N3
Range: Three metres plus one per level
Duration: One round per level

This spell weakens the target physically and reduces all melee and missile damage by one quarter. The target is permitted a saving throw.

Ray of Pain
Spell Level: N2
Range: Five metre per level

The victim suffers 1d6 +1 per level of the caster points of damage and suffers agony until the end of the next round. If the victim makes a saving throw, it only suffers 1d4 points of damage.

Read Language
Spell Level: I1, M1, N1, W2
Range: Touch
Duration: One or two reading

This spell allows the caster to read texts, instructions or formulae in a language unknown to him.

Read Magic
Spell Level: I1, J1, M1, N1, W2, Wr1
Range: Touch
Duration: One or two reading

This spell enables the caster to read magically cyphered or ancient, enchanted texts. It is usually not necessary to cast the spell a second time to re-read the same text.

Rebirth
Spell Level: D5
Range: Touch

This spells calls a dead person's soul back to the world of the living. The person must have died no longer than a week ago and will be reborn as an awakened animal (unless the species is already sentient). The person largely retains its personality, but it may be influenced by the animal body over time. Roll 1d10 and 1d6 to determine the animal species.

Table 98: Rebirth

Die Roll (d10)	Die Roll (d6)		
	1-2	3-4	5-6
1	Nightmare	Owlbear	Unicorn
2	Polar Bear	Grizzly Bear	Black Bear
3	Panther	Winged Bonobo	Faerie Cat
4	Baboon	Lion	Tiger
5	Roc	Monstrous Rat	Giant Slug
6	Dire Raven	Great Eagle	Talking Owl
7	Dire Swan	Gorilla	Giant Badger
8	Giant Crab	Giant Cobra	Giant Spider
9	Boar	Crocodile	Wild Horse
10	Albino Penguin	Wolf	Worg

Reflection
Spell Level: I1, W1
Range: 10 metres
Duration: One round per caster level

This spell reflects the gaze of creatures like the medusa. Such creatures are usually immune to their own gaze.

Refuge
Spell Level: C6
Range: Touch
Duration: Permanent

This spell allows the caster to enchant and object belonging to a creature. If the creature is willing, it and its belongings can be transported to the caster holding the object once over any distance, provided caster and target are on the same plane.

Reincarnation
Spell Level: D7
Range: Touch

This spells calls a dead person's soul back to the world of the living. The person must have died no longer than a week ago. While its soul remains the same, roll 1d20 and 1d6 to determine the race it reincarnates as. The new body may influence the personality of the person.

Table 99: Reincarnation

Die Roll (d20)	Die Roll (d6)		
	1-2	3-4	5-6
1	Goblin	Bugbear	Hobgoblin
2	Talking Owl	Kobold	Great Eagle
3	Cyclops	Azer	Ettin
4	Griffin	Leprechaun	Hippogriff
5	Myconid	Gorilla	Treant
6	Satyr	Hill Giant	Pixie
7	Manrat	Manwolf	Mantiger
8	Wererat	Werewolf	Weretiger
9	Imitator	Gnoll	Gremlin
10	Dwarf	Dark Elf	Gnome
11	Human	Half-Elf	Elf
12	Mul	Boggard	Halfling
13	Quickling	Buckawn	Brownie
14	Half-Nixie	Dryad	Nixie
15	Minotaur	Owlbear	Centaur
16	Dragonborn	Troll	Yeti
17	Mantis-kin	Wyvern	Harpy
18	Doppelgänger	Oni	Shriekling
19	Ogrillon	Ogre	Orog
20	Lizard-kin	Orc	Troglodyte

Reinstate Soul
Spell Level: N9
Range: Five metres
Duration: Permanent

The soul of a being known to the caster is reinstated into a corpse of the caster's choice. It comes back as an equivalent of a wight and has the personality and all knowledge it possessed before and after its death. The creature can be hostile to the caster.

Rejuvenation
Spell Level: M2
Range: Touch

This spell revives an exhausted creature. The target will feel like it had a good night's rest and can go on for another sixteen hours. The spell does not heal hit points, counter hunger and thirst or let the recipient memorise spells. If the target stays awake for more than forty-eight hours, it loses one hit point per additional hour it spends awake.

Remove Curse
Spell Level: C3, M4, W3
Range: Very close
Duration: Permanent

This spell removes a curse from a creature or object.

Remove Fear
Spell Level: C1
Range: Touch
Duration:

This spell gives courage will remove magically induced fear from a victim. To get rid of the fear, the victim is entitled a saving throw with a +1 bonus per level of the caster.

Remove Paralysis
Spell Level: C2
Range: Touch

This spell allows the target to move freely again if it was paralysed before.

Remove Stench
Spell Level: N1
Range: 10 metres
Duration: One round per level

This spells removes scent from one creature or corpse. Ghouls or ghasts may roll a saving throw to avoid the effect.

Repel Vermin
Spell Level: D4
Range: Caster
Duration: One turn per level

This spell prevents all small insects, spiders and other vermin from entering an area with a radius of three metres around the caster.

Repel Wood
Spell Level: D6
Range: Eight metres per level
Duration: One turn per level

This spells creates and invisible wall with a length of forty metres and a movement rate of two metres per round. The wall will press all wood aside can only be stopped by the caster.

Repulsion
Spell Level: M6, W6
Range: Caster
Duration: One hour

Any target closer than ten metres trying to move towards the caster is forces to move away instead.

Resist Cold
Spell Level: C1, Wr1
Range: 10 metres
Duration: Six turns

This spell protects the recipient from non-magical cold. It also grants a +2 bonus against cold-based attacks and reduces their damage by one point.

Resist Energy
Spell Level: C2
Range: Touch
Duration: Six turns

This spell allows the target to absorb 1d12 points of damage from either fire, lighting, acid or cold.

Resist Fire
Spell Level: C2, Wr2
Range: 10 metres
Duration: Six turns

This spell protects the recipient from non-magical fire. It also grants a +2 bonus against heat-based attacks and reduces their damage by one point.

Resist Lightning
Spell Level: I3
Range: 10 metres
Duration: Six turns

This spell protects the recipient from non-magical lightning. It also grants a +2 bonus against electricity-based attacks and reduces their damage by one point.

Resist Magic
Spell Level: M7
Range: Touch
Duration: Two rounds per level

This spell raises the recipient's magic resistance by 50% against spells up to second level and to 25% against all other spells. If the spell is used on the caster himself, the respective values are 65% and 40%.

Resist Turning
Spell Level: N2
Range: 10 metres around the caster
Duration: One hour or until turning attempt

All undead around the caster gain a +1 bonus to resist being turned by a cleric.

Resistance
Spell Level: D1
Range: Touch
Duration: One round

This spell grants the target a +1 bonus to saving throws of all kinds.

Restoration
Spell Level: C5
Range: Touch

This spell reverses the effect of the energy drain ability of some undead creatures.

Restore Youth
Spell Level: W6
Range: Caster
Duration: Permanent

This spell rejuvenates the caster by 1d4 years. For the effect to be permanent, the caster has to make a successful system shock check. The spell never makes the witch younger than physical maturity and only removes physical penalties, not psychological ones. The caster also retains all experience she gathered so far. If this spell is used too often in too little time, it may drive the caster insane.

Resurrection
Spell Level: C7
Range: Touch

This spell works like *Raise Dead*, but does not require the target to make a system shock test.

Retaliation
Spell Level: W4
Range: 30 metres plus three per level
Duration: One round per level

For the duration of this spell, the target of this spell suffers all damage it causes itself as well. The damage type is also the same.

Reverse Gravity
Spell Level: M7
Range: 30 metres
Duration: One round

This spell reverses gravity in an area of about ten times ten square metres. Everything within the area will fall upwards for the spell duration.

Ring of Invisibility
Spell Level: I4
Range: 50 metres
Duration: One hour or until an attack is made

This spell works like *Invisibility*. Additionally, everything within a radius of three metres around the caster becomes invisible as well.

Rock to Magma
Spell Level: C6
Range: 30 metres
Duration: 1d4 days

This spell transforms rock, sand and similar materials into magma. It affects three cubic metres per level of the caster. Everything on or close to the magma has to make a saving throw or will suffer 3d6 points of damage.

Rock to Mud
Spell Level: D5, M5
Range: 40 metres
Duration: 3d6 days

This spells transforms rock, sand and other forms of earth into mud. About a hundred times a hundred metres are affected.

Rope Trick
Spell Level: I3, J4, M4
Range: Touch
Duration: One hour plus one turn per level

This spell allows the caster to throw a rope in the air. The caster and up to three more people can climb up the rope, which hangs in the air magically, and enter a pocket dimension. The rope can be left outside or be pulled in. Everyone will fall out of the pocket dimension should the rope be dispelled.

Rot Flesh
Spell Level: N4
Range: Touch

Upon touching a living corporal being, this spell inflicts 2d6+1 hit points per caster level of damage.

Sanctuary
Spell Level: C1
Range: Caster
Duration: Two round plus on per level

This spell protects the caster from any direct attacks. Every attacker has to make a saving throw in order to be able to harm the caster. Area effects still affect the caster. The sanctuary does not allow any offensive action. The caster may still cast supportive spells, though.

Scare
Spell Level: N2
Range: Three metres
Duration: 3d4 rounds

This spell puts fear into the target. The creature will not initiate combat, but retaliate with a -1 THACO malus if attacked. It also gets a -1 malus to all saving throws. Creatures that make a saving throw or have more than six hit dice are not affected by this spell.

Scream
Spell Level: W1
Range: Caster
Duration:

This spell causes 2d4 points of damage to any creature within a radius of three metres plus one per level that have a sense of hearing. Furthermore, all creatures failing a saving throw are deafened for 1d6 rounds.

Scuffle
Spell Level: W2
Range: 30 metres
Duration: One hour

This spell brings all negative emotions and prejudices to light. If this spell is cast on a group of creatures, they will almost certainly start to argue and only someone with a strong personality can keep them in check. The spell does not necessarily lead to violence, though.

Seek
Spell Level: W9
Range: Unlimited

This spell forces a creature with less hit dice than the witch to Seek her out. The caster must know the creature or have an item that once belonged to it. The creature will approach the caster, but is not forced to take suicidal routes to do so. Once the creature is ten metres away from the caster, the spell is lifted.

Sense Treason
Spell Level: S6
Range: Caster
Duration:

This spell allows the caster to determine that his clan or group has been deliberately betrayed. This usually happens if a member of the clan or group takes an action benefitting himself and being against the interests of the other members.

Shadow Blade
Spell Level: S4
Range: Touch
Duration: One round per level

This spell enchants one weapon. For the duration of the spell, the weapon will pass straight through all armour, including natural armour like hide, and directly hit the target. This only works if the caster is using the weapon.

Shadow Door
Spell Level: I4
Range: Touch
Duration: One round per caster level

This spell allows the caster to create a door in a wall or a free-standing door. If someone steps through the door, he will end up in a small featureless room. Anyone in the room is automatically ejected at the end of the spell's duration.

Shadow Evocation
Spell Level: I5
Range: Depends on spell

This spell creates an illusionary, quasi-real version of a mage spell. The possible spells include *Cone of Cold*, *Fireball*, *Lightning Bolt* and *Greater Magic Missile*. These spell have normal effect unless the target makes a successful intelligence check. In that case, the spell deals only one point of damage per caster level.

Shadow Eye
Spell Level: I3, S3
Range: Caster
Duration: One round per level

This spell elongates the caster's shadow up to ten metres per level. The caster can hear, see and speak through the shadow. The shadow has the same armour class as the caster and is immune to mundane weapons. All damage the shadow suffers is suffered by the caster. Light at least as bright as a candle is needed for this spell.

Shadow Face
Spell Level: S1
Range: Caster
Duration: One hour

While this spell is in effect, everybody looking at the caster's face will immediately forget it after having seen it. People on the look for the caster are permitted a saving throw.

Shadow Form
Spell Level: S5
Range: Caster
Duration: One hour or until struck

This spell creates an exact copy of the caster. For the duration of the spell, the caster has full control over the copy and sees through both his eyes and the eyes of the copy. If the copy takes damage or is dispelled, it disappears and leaves nothing but a handful of leaves behind.

Shadow Hands
Spell Level: S2
Range: Caster

This spell causes a three metre-long wave of shadows to leap from the caster's hands. Any creature caught suffers 1d6 points of damage per caster level up to a maximum of 5d6 points of damage. A saving throw for half damage is permitted.

Shadow Monsters I
Spell Level: I4
Range: 10 metres
Duration: One round per level

This summons semi-real monsters chosen by the caster. The total monster hit die equal those of the caster. The monsters have AC 10 and one fifth of the original monster's hit points. They can attack, but have no special abilities unless someone believes they do. The shadow monsters are not undead, but take double damage from silver weapons.

Shadow Monsters II
Spell Level: I5
Range: 10 metres
Duration: One round per level

This spell works like *Shadow Monster I*. However, the monsters have AC 12, two fifth of the original monster's hit points and their combined hit dice may be one and a half times the caster's hit dice.

Shadow Monsters III
Spell Level: I6
Range: 10 metres
Duration: One round per level

This spell works like *Shadow Monster I*. However, the monsters have AC 14, three fifth of the original monster's hit points and their combined hit dice may be twice the caster's hit dice.

Shadow Stich
Spell Level: S2
Range: Touch
Duration: One round per level

This spell enchants a piercing weapon. If the caster makes a successful attack against a creature's shadow, the creature receives a -2 malus to THACO, a -4 malus to dexterity and cannot move from the spot. The effect ends if the spell's duration is over or the weapon is pulled from the target's shadow. If the target itself wants to pull out the weapon, it has to make a saving throw and suffers the weapon's normal damage if the saving throw is successful. The damage will never be lethal.

Shape Change
Spell Level: M9
Range: Caster
Duration: 1d6+10 turns plus one turn per level

The caster can turn into any creature not excessively larger than the caster himself. For the duration of the spell, he will gain all abilities of the creature.

Shape Clouds
Spell Level: W2, D5
Range: Line of sight of the caster
Duration: One round per level

This spell allows the caster to form the clouds in the sky above. This works only if clouds are already present. The spell does not affect any gas-based creatures.

Shape Stone
Spell Level: D3
Range: Touch
Duration: Permanent

This spell allows the caster to from stone into any crude form. Five kilogrammes of stone can be processed per level.

Shape Wood
Spell Level: D3
Range: Touch
Duration: Permanent

This spell allows the caster to from wood into any form. Five kilogrammes of stone can be processed per level. If the amount of wood is small, the shaping can be very fine.

Shatter
Spell Level: M2
Range: Caster

All objects like glass or ceramics in a radius of twenty metres shatter into pieces. Magical objects and objects heavier than five kilogrammes are not affected. Other objects are permitted a saving throw.

Shield
Spell Level: M1
Range: Caster
Duration: Two turns

This spell creates an invisible shield around the caster. It improves his natural armour class against physical attacks by five.

Shield of Faith
Spell Level: C1
Range: Touch
Duration: One round per level

This spell grants the target a +2 armour class bonus. For every six levels of the caster, it receives another +1 bonus.

Shocking Grasp
Spell Level: I1
Range: Touch

This spell deals 1d8 points of electricity damage plus one per level of the caster. The caster has to touch the target for this spell to be effective, not the target the caster.

Shriek
Spell Level: W5
Range: Caster
Duration:

This spell works like *Fear*, but affects all creatures in a radius of fifteen metres plus one per level around the caster. Creatures with at least five hit dice are granted a saving throw. Creatures with at least ten hit dice and deaf creatures are not affected.

Shrivel
Spell Level: D6
Range: 25 metres

This spell affects and area with a radius of ten metres and deals 1d6 points of damage per caster level to sentient plants. The plants are permitted a saving throw for half damage.

Shunt
Spell Level: S2
Range: 10 metres plus one per caster level
Duration: One round

This spell forces the target into the Ethereal Plane for one round. It becomes invisible, cannot be damaged by normal means and will returns after one round. If this spell is cast on the Ethereal Plane, the spell forces a creatures to the Material Plane.

Silence
Spell Level: C2, Wr2
Range: 30 metres
Duration: Twelve turns

An eerie silence dominates a five-metre radius around the caster. Nothing inside the radius can be heard from the outside.

Silencing Hand
Spell Level: M2
Range: 15 metres
Duration: Two rounds per level

This spell summons a hand that flies to its target in one round and clamp tightly over the creature's mouth unless the target makes a successful saving throw. The hand silences the target and cannot be pulled away. It can be dispelled or destroyed by taking six points of magical damage.

Silver Tongue
Spell Level: W1
Range: Caster
Duration: One sentence per three levels

This spell allows the witch to lie convincingly. The lie must not be too blatant. Certain creatures like demons are immune to this spell.

Simulacrum
Spell Level: M6
Range: Touch
Duration: Permanent

This spell awakens snow, ice, wax or similar substances with a piece of hair, nail or the like of a person. The mass will turn into a pseudo-duplicate of the original creature with half its hit points and about one third of its memories. The creature remains under the caster's command and will melt once reduced to naught hit points. If the caster should die, the simulacrum will try to kill the person it was fashioned after.

Skeletal Army
Spell Level: N8
Range: 40 metres
Duration: One day or until the caster is distracted

This spell causes up to 1d6 hit dice of skeletons per level of the caster to crawls out of the ground. The caster can command them for one day or until he is severely distracted.

Skeletal Servant
Spell Level: N1
Range: 10 metres
Duration: One round plus one turn per level

This spells animates one human-sized or smaller skeleton from a dead body. The skeleton will obey simple commands until it is destroyed. After the duration of the spell, the skeleton crumbles to dust. One skeleton per level of experience can be animated.

Skull Trap
Spell Level: N3
Range: Touch
Duration: Permanent

The caster turns one skull (also of an undead) into a trap. If the skull is touched or damaged, it explodes and causes 2d4 plus 1d4 points of damage per caster level.

Slasher
Spell Level: W4
Range: 30 metres plus three per level
Duration:

This spell deals 5d4 points of damage to a single target capable of bleeding. An additional two points of damage are dealt for every level of the caster up to a maximum of twenty.

Slay the Living
Spell Level: C5, Wr5
Range: Touch

This spell slays one living creature. If the creature makes a successful saving throw, the spell still inflicts 3d6 points of damage plus one per level of the caster.

Sleep
Spell Level: J1, M1, W1
Range: 40 metres
Duration: One hour

This spell puts a creature to deep sleep. Depending on their hit dice, one or more creatures can be affected.

Table 100: Sleep

Hit Dice of Victims	Number Affected
Up to 1	4d4
Up to 2	2d6
Up to 3	1d6
More than 3	1

Sleeping Village
Spell Level: W8
Range: Half a kilometre
Duration: One hour per level

This spell puts creatures with less than four hit dice to sleep. The area affected by the spell has the size of a small village. The sleepers can be woken up by shaking or loud noise in 1d4 rounds and will by drowsy for 1d4 rounds after waking up. Taking damage wakes up a creature immediately.

Slow
Spell Level: J4, M3, W4
Range: 40 metres
Duration: Three turns

In an area with a radius of twenty metres, every creature failing a saving throw will move and attack at half speed. This spell affects 3d8 creatures.

Smoke Form
Spell Level: S3
Range: Caster
Duration: One round per level

This spell turns the caster into dense black smoke. He receives immunity to fire. All damage done to him is reduced by five points. Material armour does no longer offer protection, but the caster can fly at his normal speed and fit through small openings.

Snake Body
Spell Level: W2
Range: Caster
Duration: One round per level

The caster becomes agile as a snake and has an easy time escaping bonds or fitting through small openings.

Snake Charm
Spell Level: C2, S1, W2
Range: 20 metres
Duration: 1d4+2 turns

One hit dice of snakes are charmed by this spell and obey the caster's commands.

Snare
Spell Level: D3
Range: Touch
Duration: Until triggered

This spell allows the caster to enchant a simple trap made from a rope, a vine or similar material. The trap is hard to detect without magic. If a creature triggers the trap, it deals 1d6 damage and entangles it for twenty-four hours. To escape, a strength of nineteen is needed. Every four hours, the strength score requires drops by two points, as the trap loses strength over time.

Solid Fog
Spell Level: I4
Range: 30 metres plus three per level
Duration: One round per level

This spell is similar to *Fog Cloud* and creates fog in an area with a radius of eight metres. The fog is solid and halves the movement rate of any creature in it. Physical attacks are made at a -2 THACO malus. Ranged weapons are slowed down and their damage is reduced by two thirds. The fog can only be dispersed by strong wind, which takes four rounds.

Soul Trap
Spell Level: M8, W8
Range: Five metres
Duration: Permanent

This spell forces a creature's life force, essence and body into a gem. The creature can only be freed by breaking the gem. For every hit die of the creature, the gem has to be worth at least 1,000 gold pieces. The effect of the spell can be triggered by casting the spell while the creature is present, which enables it to avoid the effect by making a saving throw. An alternative method is to trick the creature into touching the gem after the spell has been cast on it.

Speak with Animals
Spell Level: C2, D2
Range: Caster
Duration: Six turns

This spell allows the caster to speak with animals. Animals are often helpful towards people who can speak to them. Communicating with animals is not easy, though.

Speak with Monsters
Spell Level: C6
Range: 10 metres
Duration: 3d4 minutes

The caster can speak with any kind of monster. The monster is not forced to answer.

Speak with Plants
Spell Level: C4, D4
Range: 10 metres
Duration: Six turns

The caster can communicate with plants. Smaller plants will often move aside at the caster's request. Communicating with plants can be difficult.

Speak with Spirits
Spell Level: N4
Range: 10 metres
Duration: One minute per level

The caster summons the spirit of a dead person to answer his questions. The caster has to speak the spirit's language.

Speak with the Dead
Spell Level: C3, N3, W4, Wr3
Range: Touch
Duration: One minute per level

The caster can ask questions to a corpse. The answers might be cryptic or unclear. The level of the caster determines the age of the corpse he can speak to. The corpse has to be preserved well in any case.

Table 101: Speak with the Dead

Caster Level	Maximum Age of the Corpse
1 – 6	1d4 days
7 – 12	1d4 month
12 – 15	1d4 years
Higher than 15	No age limit

Spectral
Spell Level: N8
Range: 30 metres
Duration: Permanent

This spell slays a humanoid arcane spellcaster. The target is permitted a saving throw vs. death to avoid the effect. Once slain, the target will return as a spectral after 1d12 hours. It will lose 1d4 levels in the process, but not drop below the fourth level.

Spectral Force
Spell Level: I3
Range: 80 metres

This spell works like *Greater Phantasmal Force*. The illusions last for four rounds after the caster stops concentrating, though. The illusions are realistic, including all senses.

Spectral Sense
Spell Level: N1
Range: 30 metres
Duration: One hour

The caster gains access to the senses of an animated undead and can see through its eyes, hear through its ears or use any other sense.

Spectral Symbiosis
Spell Level: N6
Range: Touch
Duration: One minute per level

The target appears as a horrid spirit-like version of itself, though it does not become incorporeal. It is granted a +2 bonus to three ability scores of its choice. Anyone not allied to the target has to make a saving throw vs. death if coming closer to the target than ten metres or suffer the effect of *Fear*.

Spectral Voice
Spell Level: N1
Range: Five metres per level
Duration: One turn per level

The caster can speak through a corpse or undead. While doing so, he cannot cast other spells. Free-willed undead as strong or stronger as a mummy may make a saving throw.

Spell Copy
Spell Level: M9
Range: 30 metres plus three per level

This spell copies the effect of a spell that the wizard has seen, even if he is not aware what spell it actually was. If the caster has a higher level of the experience than the original caster, the spell will be more efficient accordingly. The caster has to remember the spell cast in detail, so spell seen a long time ago are difficult to copy.

Spell Potion
Spell Level: M4
Range: Touch
Duration: One hour per level

This spell allows the caster to put the function of an instantaneous spell into a vial of clear water. Later on, the vial can be drunken and thus the spell comes into effect. The casting of this spell requires the other spell to be cast immediately afterwards. Only spell affecting the caster can be stored this way.

Spell Resistance
Spell Level: M8
Range: Touch
Duration: Four turns per level for one recipient

The recipient of this spell is protected against mind-affecting spells and gains a +8 bonus for saving throws against them. For powerful spells like *Geas*, the bonus is reduced as the gam master sees it fit. If cast on more than one target, the duration of the spell is divided equally among the targets.

Spell Missile
Spell Level: W2
Range: Touch
Duration: One round per level or until fired

This spell allows the caster to put another spell into an arrow or a similar missile. Once the missile hits a target, the effect of the spell is triggered. Only one

Spellsteal
Spell Level: M7
Range: 10 metre per level
Duration: Up to one day

This spell is stopped by no barrier weaker than the one created by *Antimagic Shell*. Any arcane spellcaster targeted by it is permitted a saving throw at a -1 penalty. If the saving throw fails, a random spell is transferred to the original caster. Said spell can now be cast anytime within the next twenty-four hours. Spell currently cast cannot be stolen. The caster does not necessarily understand what kind of spell he has just stolen.

Spider Climb
Spell Level: M2, N1, S2, Wr2
Range: Touch
Duration: One round plus one per level

This spell allows the recipient to climb walls and ceilings if he uses all feet and legs. No spells can be cast while using this ability.

Spider Stich
Spell Level: S3
Range: Touch

This spell injects the target with weakening poison. If loses 1d6 points of strength right away and 1d4 points of strength one minute later. A saving throw is permitted both times.

Spirit Weapon
Spell Level: C2, Wr2
Range: Caster
Duration: One round per level

A weapon forms out of thin air in the hands of the caster. It causes 1d6 points of damage plus one point for every three level of the caster starting with level three. It cannot be used by anyone but the caster and does not count as a magical weapon.

Spirit Wrack
Spell Level: N3
Range: 1o metres

This spells deals 1d8 damage to a single or 1d4 damage to all incorporeal undead around the caster. All creatures may make a saving throw for half damage.

Squaring the Circle
Spell Level: M3
Range: Caster
Duration: One round per level

After this spell has been cast, the caster can reshape the area of effect of other spells cast by him afterwards at will. The total area and volume of the spell effect cannot be changed.

Stasis Clone
Spell Level: J9
Range: Touch
Duration: Permanent

This spell creates a duplicate of the caster that rests in stasis. It is identical to the original, but has one less point of constitution. The clone des not age or require anything to survive. If the caster touches the resting clone later, all memories and experience gathered in the meantime are copied to the clone. If the caster is slain, the clone awakens as a form of reincarnation of the caster.

Steal Enchantment
Spell Level: M7
Range: Touch
Duration: Permanent

This spell allows the caster to transfer an enchantment of a magical item to another one of the same type. The base chance of the spell not functioning is 100% with 5% subtracted per caster level. The spell's casting time is one hour. Truly powerful items might be immune to this spell.

Steal Identity
Spell Level: S4
Range: Touch
Duration: One hour per level

The spell allows the caster to copy the target's looks and mannerisms, but not its thoughts and memories. If the target fails a saving throw, it will fall into a coma-like state for the duration of the spell. The creature has to have a size close to that of the caster.

Steal Youth
Spell Level: W4
Range: Touch
Duration: Permanent

This spell works like *Restore Youth*, but additionally ages another creature. The creature has to be of a species similar to the one of the caster. The victim can restore the lost years by killing the witch. The spell does not work on creatures that do not age anyway.

Steam Blast
Spell Level: I3
Range: Caster
Duration: One round per two levels

This spell creates a cloud of hot vapour twelve metres long and three metres wide at the terminus. It inflicts 1d6 points of damage per level of the caster up to a maximum of 10d6 points of damage. A saving throw is permitted for half damage. Creatures based on vapour are unaffected by the spell in general. Elemental creatures based on air or water take only half damage. Anyone who fails and additional saving throw passes out for 3d4 rounds and takes one additional point of damage per round until removed from the steam. Everyone else is blinded while in the steam and for 1d2+1 additional rounds after leaving it. Underwater, the steam has not effect but its initial damage.

Stench of Death
Spell Level: N3
Range: 10 metres
Duration: One hour

This spell affects an area with a radius of fifteen metres. The area is filled with a foul smell. Every creature caught within that fails a saving throw vs. paralysation rolls over and will not be able to fight of cast spells. The creature can still move, though. Once outside the affected area, one round of fresh air is needed to be able to be combat-ready again. The effect is magical and the stench cannot be cleared by wind.

Stench of Decay
Spell Level: N1
Range: Caster
Duration: One turn per level

The caster starts to smell like a rotting corpse. Victims within a ten-metre radius must make a saving throw vs. death or will suffer a -2 malus to THACO for 2d6 rounds.

Sticks to Snakes
Spell Level: C4, D5
Range: Touch
Duration: One hour

This spell turns up to 2d8 normal sticks into snakes under the caster's command. One in two snakes will be venomous. The snakes turn back into stick if slain or after the spell's duration.

Stone Tell
Spell Level: D6
Range: Caster
Duration: One round per level

This spell allows the caster to communicate with worked or natural stone. Communicating with stone is difficult and requires the caster to concentrate.

Stone to Flesh
Spell Level: M6
Range: 40 metres
Duration: Permanent

This spell can be used to turn petrified creatures back into their living selves. It can also turn regular stones into an amorphous mass of flesh.

Stoneflight
Spell Level: M1
Range: Thirty metres
Duration: Three turns per level

This spell affects three slingers per level of the caster up to a maximum of thirty creatures. The slingers can cast their missiles twice as far and inflict one additional point of damage.

Stop Heart
Spell Level: S5
Range: Touch

This spell causes a heart attack and drops a living target to 1d6 negative hit points if it fails a saving throw vs. death.

Strength
Spell Level: M2
Range: Touch
Duration: 1d8 hours

This spell temporally adds 1d8 additional points of strength to a creature. Medium-sized creatures cannot gain an ability score greater than 18 this way. The effect might be limited for small or weak creatures.

Strengthen Stone
Spell Level: D5
Range: 30 metres
Duration: One day

This spell gives a stone structure a +4 saving throw bonus against physical damage. Stone-based creatures gain a +1 armour class and saving throw bonus.

Stumble
Spell Level: D2
Range: Touch
Duration: One turn per level or until triggered

This spell allows the caster to enchant a small object like a stick, a short rope or something else made of organic material. If anyone, the caster included, steps on the objects, a saving throw is required. A +4 bonus is granted if the target is aware of the trap. If the target fails and is running, it takes 1d6 points of damage and is stunned for 1d4+1 rounds if falling hard. If falling soft or not running, it is just stunned for one round.

Stun
Spell Level: M7
Range: 40 metres
Duration: 1d6 or 2d6 turns

This spell stuns a creature with less than 35 hit points for 2d4 days. If it has between 36 and 70 hit points, it is blinded for 1d4 days. Creatures with more than 80 hit points are not affected. Targets are not permitted a saving throw.

Stunning Screech
Spell Level: Wr2
Range: Caster
Duration: One round

The caster emits the piercing shriek of a vrock. Every creature within a radius of fifteen metres that fail a saving throw will be stunned for one round.

Stupor
Spell Level: S3
Range: Touch
Duration: One hour per level

This spell puts a creature that is already stunned, paralysed or otherwise helpless in a state where is cannot think clearly or take actions. It can be dragged along by other people, but not will not move on its own. The target is permitted a saving throw.

Sudden Death
Spell Level: M6, N7
Range: 40 metres

This spell kills up to 2d8 creatures with less than seven hit dice within a radius of twenty metres.

Suggestion
Spell Level: I3, J4, M3, W4
Range: 20 metres
Duration: One week

The caster makes a magical suggestion to the victim. If it fails a saving throw, it will follow the suggestion, though not necessarily immediately. It is more difficult to suggest things the creature would not do normally.

Summon Animals I
Spell Level: D4
Range: 10 metres
Duration: One hour

This spells summons a number of animals into the caster's service. It will be one animal larger than a man, three animals the size of a man or six animals smaller than a man.

Depending on the environment, the game master decides what animals appear.

Summon Animals II

Spell Level: D5
Range: 10 metres
Duration: Two hours

This spells summons a number of animals into the druid's service. It will be two animals larger than a man, six animals the size of a man or twelve animals smaller than a man. Depending on the environment, the game master decides what animals appear.

Summon Animals III

Spell Level: D6
Range: 10 metres
Duration: Three hours

This spells summons a number of animals into the druid's service. It will be four animals larger than a man, twelve animals the size of a man or twenty-four animals smaller than a man. Depending on the environment, the game master decides what animals appear.

Summon Shadow

Spell Level: I5, Wr5
Range: Five metres
Duration: One round plus one per level

This spell summons one shadow per three caster levels. The shadows are under the caster's full command and remain until slain or until the spell's duration ends.

Summon Undead I

Spell Level: N3
Range: 10 metres
Duration: Six rounds

This spells summons undead into the caster's service. Roll 1d4 to determine what kind of undead appear. They need one turn to arrive and remain for the spell's duration or until slain.

Table 102: Summon Undead I

Die Roll	Undead Summoned
1	1d2 Zombies
2	1 Zombie, 1 Skeleton
3	1d2 Skeletons
4	1 Ghoul

Summon Undead II

Spell Level: N4
Range: 10 metres
Duration: Six rounds

This spells summons undead into the caster's service. Roll 1d4 to determine what kind of undead appear. They need one turn to arrive and remain for the spell's duration or until slain.

Table 103: Summon Undead II

Die Roll	Undead Summoned
1	1d4 Zombies
2	1d2 Ghouls
3	1d4 Skeletons
4	1 Shadow

Summon Undead III

Spell Level: N5
Range: 10 metres
Duration: Six rounds

This spells summons undead into the caster's service. Roll 1d4 to determine what kind of undead appear. They need one turn to arrive and remain for the spell's duration or until slain.

Table 104: Summon Undead III

Die Roll	Undead Summoned
1	1d8 Skeletons
2	1d4 Ghouls
3	1d2 Shadows
4	1 Wight

Summon Undead IV

Spell Level: N6
Range: 10 metres
Duration: Six rounds

This spells summons undead into the caster's service. Roll 1d4 to determine what kind of undead appear. They need one turn to arrive and remain for the spell's duration or until slain.

Table 105: Summon Undead IV

Die Roll	Undead Summoned
1	1d8 Ghouls
2	1d4 Shadows
3	1d2 Wights
4	1 Wraith

Summon Undead V

Spell Level: N7
Range: 10 metres
Duration: Six rounds

This spells summons undead into the caster's service. Roll 1d6 to determine what kind of undead appear. They need one turn to arrive and remain for the spell's duration or until slain.

Table 106: Summon Undead V

Die Roll	Undead Summoned
1	1d6 Shadows
2	2d12 Skeletons
3	1d4 Wights
4	1d2 Mummies
5	1d2 Wraith
6	1 Spectre

Summon Undead VI

Spell Level: N8
Range: 10 metres
Duration: Six rounds

This spells summons undead into the caster's service. Roll 1d6 to determine what kind of undead appear. They need one turn to arrive and remain for the spell's duration or until slain.

Table 107: Summon Undead VI

Die Roll	Undead Summoned
1	1d6 Wights
2	2d12 Ghouls
3	1d2 Spectres
4	1d4 Mummies
5	1d4 Wraith
6	1 Greater Mummy

Summon Undead VII

Spell Level: N9
Range: 10 metres
Duration: Six rounds

This spells summons undead into the caster's service. Roll 1d6 to determine what kind of undead appear. They need one turn to arrive and remain for the spell's duration or until slain.

Table 108: Summon Undead VII

Die Roll	Undead Summoned
1	1d6 Wraith
2	2d6 Wights
3	1d4 Mummies
4	1d2 Spectres
5	1d2 Greater Mummies
6	1d2 Vampires

Sun Blessing

Spell Level: W1
Range: Touch
Duration: One round for every two level

This spell heals 1d4 hit points of damage every round as long as the recipient is directly in sunlight. It does not affect undead.

Sunburst

Spell Level: C5, W7
Range: 20 metres

This spell creates a ball of light which burst in a radius of twenty-five metres. All creatures in the area are blinded unless they make a saving throw vs. paralysis and take 6d6 points of damage unless they make a saving throw vs. magic. The burst deals double damage to undead. Undead sensitive to light failing their saving throw vs. magic are destroyed.

Surelife

Spell Level: J8
Range: Caster
Duration: 3d4 rounds

This spell protects the caster from one specific cause of death specified while the spell is cast, even if that effect would otherwise definitely kill the caster.

Sustain Fire

Spell Level: M1
Range: Five metres per level
Duration:

This spell allows any non-magical fire within a radius of two metres to consume its fuel at one-tenth of the normal rate. The fire still burns as bright and warm as usual.

Swift Mount

Spell Level: M2
Range: Touch
Duration: Two hour plus three turn per level

This spell allows a mount to run, fly or swim at double speed. After the spell's duration ends, the mount will be exhausted and refuse to move on four twenty-four hours.

Swim

Spell Level: M1
Range: Touch
Duration: Three rounds per level

This spell allows a creature to swim at half its land speed. Creatures who already know how to swim will swim at their land speed unless their swimming speed is already better.

Sword of the Stars
Spell Level: M7
Range: Touch
Duration: One round per level

This spell enchants an ordinary sword and turns it into a translucent one. The sword will attack a target of the caster's choice and follow it everywhere. The sword has a THACO of eight, armour class eighteen and twenty-two hit points. If can be destroyed or dispelled. If can attack creatures immune to weapons up to an enchantment of +4. The sword moves at twice the caster's speed.

Swordfire
Spell Level: M4
Range: Touch
Duration: One round per level

This spell causes a metal blade to erupt in flames. The weapon is considered a +2 magical weapon, though the wielder gets no direct damage or THACO bonus. The flames inflict an additional 2d6 points of fire damage. Undead suffer an additional 1d12 points of damage on top of the flame damage. The caster can end this spell prematurely at will.

Symbol
Spell Level: C7, M8, Wr7
Range: Touch
Duration: Until triggered

The magic symbol is a rune written by the caster which acts like a trap. A variety of effects can be triggered if someone touches the rune or passes it.

Table 109: Magic Symbol

Symbol	Effect
Death	Deals eighty points of damage
Discord	A group of creatures starts arguing and fighting
Fear	The *Fear* spell is cast
Insanity	Up to 100 hit dice of creatures are driven insane
Sleep	The *Sleep* spell is cast at twice the effect
Stun	The *Stun* spell is cast on up to 150 hit dice of creatures

Taunt
Spell Level: J3
Range: 50 metres
Duration: 1d6 rounds plus one per level

The caster taunts the target. If the target fails a saving throw, it has to attack the caster and will ignore all other treats. Other creatures will be attack if they try to stop the target.

Telekinesis
Spell Level: M5, W5
Range: Caster
Duration: One hour

This spell grants the caster the ability to move objects without touching them. The mass of the object can be up to ten kilogrammes per level of the caster.

Teleport
Spell Level: M5, W5
Range: Touch

This spell teleports the caster or another person to a location on the same plane known to the caster. If the caster has never been to the location or has not studied it carefully, there is a certain chance that he will die during and his soul is lost. Unwilling targets cannot be teleported.

Teleport Block
Spell Level: J8
Range: 15 metres plus three per level
Duration: Eight hours plus one per level

This spell affects an area with a radius of twenty metres. *Teleport* and *Teleport*-like effects will not work in that area for the spell's duration, including *Pass Wall* and similar spells.

Teleport Undead
Spell Level: N6
Range: Five metres

This spell works like *Teleport*, but lets the caster transport 1d4 undead creatures.

Temporal Stasis
Spell Level: M9
Range: Five metres
Duration: Permanent

The caster has to make an attack roll for this spell to be successful. If the roll is made, the target is frozen in time. It will not move, age or have any memories of the time passed by once the effect is broken. *Dispel Magic* or similar means to remove the magic are needed to save the victim. A saving throw is not permitted,

Tentacle Grip
Spell Level: N5
Range: Caster
Duration: One round plus one per level

This spell causes two black, rubbery tentacles spread from the caster's hands to two different targets up to thirty metres away. The victims are attacked normally by the caster with a

+3 THACO bonus. If a tentacle misses, it comes back to the caster and can be used again two rounds later. If it hits, it does 1d4 points of damage plus one per level of the caster. If the target additionally fails a saving throw, it takes double damage and another 2d4 points of damage from constriction until the spell's duration ends of the tentacles fades away. There is a 50% chance per round of the tentacle fading away. If the saving throw is made, the tentacle inflicts an additional 1d4 points of damage the next round and then fades away.

Tentacle Walls
Spell Level: N8
Range: Touch
Duration: Until all tentacles are destroyed

This spell allows the caster to enchant a medium-sized room. If anyone not authorised by the caster enters it, six black tentacles emerge from the walls and attack the intruders. Each tentacle has a 50% chance of hitting a target each round and inflicting 1d6 points of damage. The tentacles have AC 0 and twenty-fife hit points. If reduced to naught hit points, the fall of and disappear in a puff of black smoke.

Thornwrack
Spell Level: D5
Range: Touch
Duration: One thorn per level

This spell causes one thorn per turn to painfully pierce the target's flesh from within. Each thorn causes 1d3 points of damage. Victims with more thorns than hit dice become paralysed. After the last thorn appeared, the thorn will disappear with a rate of one thorn per turn. *Heal* eliminates all existing throns.

Throbbing Bones
Spell Level: N5
Range: 10 metres
Duration: One round per level

This spell causes the bones of the affected creature to throb and pulsate in its body. Only creatures that actually have bones are affected. The creature receives a -2 armour class and THACO penalty, its movement rate is halved and it suffers 1d4 points of damage per round. A single saving throw is permitted for half damage.

Tiger Eye
Spell Level: M1
Range: Touch
Duration: One round per level

This spell grants a creature twilight vision. Creatures that already have twilight vision gain darkvision. Creatures that already have darkvision can see twice as far.

Time Stop
Spell Level: M9
Range: Caster
Duration: 1d4+1 rounds

This spell stops the time in a five-metre radius around the caster. Everything else in the area is frozen, but the caster can act freely.

Toad Curse
Spell Level: W3
Range: 20 metres plus two per level
Duration: Two rounds per level

This spell affects 1d4 humanoids with a maximum of three hit dice per caster level. The targets will think they are toads and behave accordingly. While they will usually not attack, they might try to tackle or eat someone attacking them.

Tongues
Spell Level: C4, Wr4
Range: Caster
Duration: One round

This spell grants the caster the ability to communicate with any intelligent creature in a fifteen metre radius around him.

Toxic Cloud
Spell Level: M5, Wr5
Range: 30 metres
Duration: One hour

This spell creates a cloud of poisonous gas with a radius of five metres. It moves directly forward with a speed of two metres per round. Anyone touching the cloud has to make a saving throw vs. death or is immediately killed.

Transform Liquids
Spell Level: M1
Range: Touch
Duration: Permanent

This spell transforms one kind of liquid into another. The caster can transform up to three litres per level and has to swallow a small cup of the liquid the wants to have before the casts the spell.

Transvection
Spell Level: W3
Range: Caster
Duration: 1d8 turns plus two turns per level

The caster is able to fly at her normal speed. She intuitively knows when the spell's duration will end. If additionally using

a broom, the caster can fly at twice the normal speed and has a higher manoeuvrability.

Trap Possessor
Spell Level: C4, Wr4
Range: Five metres
Duration: Permanent

This spell traps a creature that possesses other creatures or can move its mind out of its body in the body it currently has possessed unless it makes a successful saving throw.

Tree Shape
Spell Level: D3
Range: Caster
Duration: Six turns plus one per level

The caster transforms into a small tree. While in tree form, the caster can observe the area surrounding him. If he moves, is attacked or attacks himself, the transformation ends. The tree species the caster transforms into will always fit the environment.

Tree Spirit
Spell Level: D7
Range: Touch
Duration: Permanent

This spell links the caster to a tree. The caster will age at one tenth of the usual speed. The caster suffers any damage done to the tree as well, but the tree does not suffer damage done to the caster. When the caster dies with the tree intact, he can only be resurrected near the tree. Otherwise, the caster will reincarnate as a treant 2d10 weeks after his death.

Trick
Spell Level: I7, J7
Range: 80 metres plus 10 per level
Duration: One turn per level

This powerful illusion enables the caster to exchange his appearance and position with any target within range. The target is not permitted saving throw. Caster and target are teleported unnoticed to each other's positions.

True Seeing
Spell Level: C5, I6, M5, W5, Wr5
Range: Touch
Duration: One round per level

The recipient of this spell sees the world as it really is. He can see through normal and magical darkness and see invisible creatures and objects. Transformed creatures appear in their true form. Some creatures might be immune to this spell.

Uncanny Contortion
Spell Level: J2
Range: Caster
Duration: One turn

This spell works like *Contortion*, but grants a +10 armour class bonus.

Understand Device
Spell Level: C7
Range: 10 metres

This spell allows the caster to understand how a device, mechanical or magical, is constructed and how it functions. To use it, practice may still be necessary.

Undying Fire
Spell Level: W3
Range: Five metres
Duration: Permanent

This spell lets a flame burn forever without consuming any combustible material. The fire cannot be extinguished by magic and will burn without air or underwater. It does radiate heat and can ignite burnable materials.

Unnerving Gaze
Spell Level: Wr1
Range: 15 metres plus two per level
Duration: One round per level

This spell allows the caster to assume the face of the departed lover or mortal enemy of a specific creature within range.

Unseen Limb
Spell Level: M4, N4
Range: Touch
Duration: One hour per level

This spell creates and invisible limb. It can replace a missing limb or create and extra one. It functions as a normal limb, but can also become immaterial at will of the recipient of the spell. It bestows not extra senses than touch.

Unseen Servant
Spell Level: M1
Range: Three metres
Duration: Six turns plus one per level

This spells creates an unseen servant, an invisible, mindless force that serves its creator. The unseen servant has the strength of a child and can fetch things, open doors or perform similar tasks. The unseen servant never attack and cannot be slain by normal means, as it is a magical force, not a true being.

Unwilling Wood
Spell Level: D7, W9
Range: Five metres per level
Duration: Permanent

This spell transforms creatures with total hit dice equal to the caster into trees. The targets are permitted a saving throw and can only be transformed while standing on the ground. After being transformed over the course of three rounds, the victims are trees, but retain their intelligence and memories.

Utterdark
Spell Level: Wr6
Range: Caster
Duration: One hour per level

Unnatural darkness spreads from the caster with a radius of thirty metres plus ten per caster level. The darkness cannot be countered by magical light. The caster and his allies can see normally in the darkness. Evil creatures have their vision reduced to twenty metres. Everyone else cannot see.

Veil
Spell Level: I6
Range: Three metres per level
Duration: Two turns per level

This spell alters the appearance of an area of twenty square metres, including the creatures on it. The illusion is perfect to the normal eye, even if touched. All altered creatures resume their true appearance if slain.

Veneration
Spell Level: W7
Range: 10 metres
Duration: Permanent

This spell permanently changes the attitude of a person towards the caster. The target will always view the caster in the best light. It is not under the caster's command, though, and will be confused if the caster suggests things that are against the target's character.

Venom Touch
Spell Level: W6
Range: Touch
Duration: One round per level

This spell renders the recipient immune to all kinds of poisons, but does not neutralise poisons taken beforehand. Furthermore, the recipient can pass the effect of the poison on to any other victim he touches. The victim is permitted a saving throw vs. death to avoid getting poisoned.

Vertigo
Spell Level: W1
Range: 10 metres
Duration: One round per level

This spell causes the target to have a feeling of vertigo. Unless the target stands still, it suffers a -4 malus to THACO. Creatures like natural flyers are immune to this spell.

Vision
Spell Level: W4
Range: One week into the future

This spell works like *Augury*, but may predict the consequences of an event up to one week into the future. The spell does not consider massive changes of circumstances, so the outcome of an event may be changed after the prediction.

Virtue
Spell Level: D1
Range: Touch
Duration: One round

This spell grants the target one temporary hit point. It does not work on creatures with negative hit points or undead.

Void Armour
Spell Level: S6
Range: Caster
Duration: One round per level

This spell creates black armour around the caster. The armour grants a +8 bonus to armour class. It does not hinder the caster, but all spell cast while the spell lasts fail in one of two cases. All creatures touching the armour and failing a saving throw will take 1d10 points of cold damage.

Wail of the Banshee
Spell Level: W8
Range: Caster

This spell kills every creature in a radius of ten metres plus one per level around the caster. Allies of the caster and deaf

creatures are not affected. Targets with more than four hit dice are granted a saving throw vs. death to avoid being killed. If the save is made, the target is still deaf for 1d6 rounds.

Wall of Bones
Spell Level: N4
Range: Three metres per level
Duration: One round per level

An immobile wall of writhing interlocking bones rises from the earth. It is one third of a metre per caster level thick and covers up to an area of 3x3 metres. The wall attacks any hostile target in proximity for 2d4 points of damage.

Wall of Fire
Spell Level: D5, M4, Wr4
Range: 20 metres
Duration: Until the concentration is broken

The caster summons a wall of fire, which can either be twenty metres long and eight metres high or have a radius of five metres and also be eight metres high. Any creature with less than four hit dice perishes if it tries to pass the wall. Any other creature which passes through the wall suffers 1d6 points of damage. Undead suffer double damage.

Wall of Fog
Spell Level: I1
Range: 20 metres
Duration: Until the concentration ends

The caster creates an immobile wall of fog with a radius of five metres and a height eight metres or similar dimensions. The fog is immobile and remains as long as the caster concentrates.

Wall of Force
Spell Level: M5
Range: 20 metres
Duration: One round plus one per level

This spell creates an invisible wall made of force immune to all kinds of damage. The wall is half a metre thick and twenty metres long. The wall can be destroyed by *Disintegration*.

Wall of Ice
Spell Level: M4, N4, Wr4
Range: 20 metres
Duration: Until the concentration is broken

The caster summons a wall of ice, which can either be twenty metres long and eight metres high or have a radius of five metres and also be eight metres high. It is difficult to see anything through the ice. Any creature with less than four hit dice perishes if it tries to pass the wall. Any other creature which passes through the wall suffers 1d6 points of damage. Fire-based creatures suffer double damage.

Wall of Iron
Spell Level: M5
Range: 20 metres
Duration: Two hours

The caster summons a wall of iron. It is one metre thick and fifteen metres long and high.

Wall of Gloom
Spell Level: N5
Range: 20 metres
Duration: Six rounds plus one per level

This spells creates a barrier of pure darkness. It is two metres thick, six metres high and six metres long per level of the caster. Anyone touching the wall who fails a saving throw vs. magic runs away in terror. Anyone who succeeds and tries to pass though the wall must make another saving throw to avoid being paralysed. The caster and undead creatures can pass through the wall without being harmed.

Wall of Roses
Spell Level: W6
Range: 15 metres per level
Duration: One week plus one day per level

This spell summons a thick wall of roses. The caster can create three metres of roses per level. The roses have a colour of the caster's choice and are immune to non-magical fire. The wall if moving constantly, so any creature trying to hack its way through will suffer 2d10 points of damage plus one point per caster level. It takes 1d3+1 rounds to hack through the hedge. When the wall forms, it will move around creatures and not trap them.

Wall of Thorns
Spell Level: D6
Range: 20 metres
Duration: One turn per level

This spell creates a wall made of thick and nasty thorns. The caster can create three square metres of thorns per level. Every creatures trying to move through the thorns suffers 2d8 points of damage per three metres. An edged weapon can destroy three metres of thorns in four turns. Magical fire only needs two turns.

Wall of Wind
Spell Level: C3
Range: 15 metres
Duration: One round per level

This spell creates a wind barrier It is one metre wide and half a metre long per level of the caster and always half a metre thick. Very small creatures cannot pass it, though larger creatures and incorporeal ones can. Missile weapon will be deflected by the wall in one out of three cases. Gas cannot pass the wall.

Wandbane
Spell Level: M1
Range: 30 metres
Duration: 1d8 rounds

This spell prevents a creature from using wands, staffs or rods. Any items in possession of the target at the time of the casting and handed to someone else will still not work for the duration of the spell.

Warmth
Spell Level: M1
Range: Touch
Duration: Six turns per level

This spell protects the target from dangerous cold and reduces the damage from cold-based attacks by one point of damage per damage die.

Warp Wood
Spell Level: D2
Range: 20 metres
Duration: Permanent

This spell warps, twists and bends wood. It affects about one kilogramme of wood per level of the caster.

Water Breathing
Spell Level: C3, D3, M3
Range: 10 metres
Duration: Two hours

The recipient of this spell can breathe underwater for its duration.

Water Walk
Spell Level: C3
Range: Touch
Duration: One turn per level

This spell allows one creature per level of the caster to walk on water as if it was solid ground. If a target is engulfed by a wave or any other form of moving water, it will still go under.

Web
Spell Level: J2, M2
Range: 10 metres
Duration: 1d10 hours

Sticky spider webs fill an area with a radius of three metres. If using a sword, torch or similar help, someone will still need a turn to get through. Without any help, it takes at least thrice as long.

Whirlwind
Spell Level: J3, W3
Range: Touch
Duration: Two rounds per level

This spell causes strong wind to blow around the recipient. All creatures trying to use a missile attack against the recipient get a -3 THACO malus.

Whispering Ward
Spell Level: D1
Range: Touch
Duration: Until triggered or dispelled

This spell allows the caster to enchant an organic object. If someone touches the objects, a breeze of wind alerts the caster provided he stays within a one-kilometre radius from the object.

White Beam
Spell Level: D5
Range: Caster

This spell lets a beam of white light burst from the caster's hands. The beam has a range of fifteen metres plus one per caster level and deals 1d4 points of damage per caster level to undead, constructs and other forms of unnatural life.

Wind Walk
Spell Level: C7
Range: Touch
Duration: One day

The caster and one other person touching him turn into magical mist and are able to pass through walls. They also travel at four times their normal speed.

Witch Barrier
Spell Level: W8
Range: Caster
Duration: One round per level

This spell protects the caster from damage. The damage absorbed by the barrier is three points of damage per caster

level. The barrier also grants a +5 bonus to saving throws vs. magic.

Witch Bile
Spell Level: W5
Range: Caster

This spell makes a cone-shaped stream of acerbic bile extend two metres per caster level from the caster's hands. It deals 1d4+1 points of damage per caster level to every creature in the area.

Witch Curse
Spell Level: W3
Range: 10 metres
Duration: Permanent

This spell puts a curse on the victim. The curse can only be removed by Remove Curse or special circumstances defined by the game master. Roll 1d10 to determine the effect.

Table 110: Witch Curse

Die Roll	Type of Curse
1	The victims feet swell to twice their original size
2	The target starts stuttering
3	-5 malus to every non-combat roll
4	The target always says the truth
5	-5 malus to a random ability score
6	All food starts to taste terrible
7	-3 malus to THACO, saving throws and checks
8	The victim forgets hoe to use type of weapon
9	One of the target's limbs turns into an animal limb
10	The target falls in love with someone new every day

Witch Fog
Spell Level: W4
Range: 50 metres
Duration: One turn plus one per level

This spell summons eerie green fog accompanied by screams and laughter from the ground in an area with a radius of 30 metres. Every creature engulfed in the fog has its sight reduced to three metres and gets a -5 malus to THACO. Additionally, all creatures have to make a successful saving throw or will be scared by the fog. Scared creatures do not necessarily flee, but get -2 malus to armour class and saving throws.

Witch Power
Spell Level: W4
Range: Caster
Duration: One round per level

This spell grants the caster a +1 bonus to TAHCO and damage per level. She also gains one temporary hit points for every level.

Witch Sense
Spell Level: W1
Range: Caster
Duration: one per level

This spell allows the witch to sense things like water, plants or minerals in a radius of thirty metres plus ten metres per level around her. The spell does not locate specific creatures or objects.

Wither
Spell Level: W2
Range: Caster
Duration:

This spell instantaneously destroys all minor vegetation in a radius of five metres plus one per caster level around the caster. Larger plant-based creatures suffer 1d6 points of damage per caster level up to maximum of 6d6.

Withering Touch
Spell Level: W4
Range: Touch
Duration: One hour

This spell temporarily drains 2d8 ability points of the target's strength score. The target will deal less damage and can carry less weight accordingly.

Wizard Lock
Spell Level: M2
Range: Touch
Duration: Permanent until dispelled

This spell works like *Hold Portal*, but is permanent until dispelled. Creatures resistant to magic can still pass the door without a problem. *Knock* will open the door once, but not permanently destroy the spell.

Wood to Metal
Spell Level: D7
Range: 40 metres
Duration: Permanent

This spell transforms wood in an area of three times three metres into random kinds of metal. Each piece of wood is permitted a saving throw.

Word of Recall
Spell Level: C6, Wr6
Range: Caster

The caster is teleported without error back to a prepared sanctuary.

Words of Fire
Spell Level: I2
Range: Caster
Duration: One hour

This spell allows the caster to write fiery letters into the air or on inorganic surfaces other than water. The caster can write up to ten letters per level. The fire is illusionary and cannot ignite anything. Water will not extinguish it. It is not possible to write magical symbols using this spell.

Wound Conferral
Spell Level: N7
Range: Touch

Caster can transfer up to three points of damage per level from one creature to the other. The creatures must either be willing, asleep or unconscious.

Zombie Servant
Spell Level: N2
Range: 10 metres
Duration: One turn plus one turn per level

This spells animates one human-sized or smaller zombie. The zombie will obey simple commands until it is destroyed. After the duration of the spell, the zombie crumbles to dust. One zombie per two levels of experience can be animated.

Zone of Death
Spell Level: N9
Range: 20 metres
Duration: Permanent

This spell curses the area around the caster. Any living creature who enters the zone suffers 1d4 damage per round.

Zone of Dread
Spell Level: N5
Range: 20 metres
Duration: Permanent

This spells enchants the area around the caster. Anyone remaining in the area more than half a minute must make a saving throw or is overcome with terror and will leave the area.

Zone of Sinister Silence
Spell Level: N3
Range: 20 metres
Duration: Permanent

This spells creates an area of eerie silence around the caster. Any creature entering the zone will get the feeling that it would be unwise to make any noise and gets a -2 malus to all saving throws.

Zone of Truth
Spell Level: C2
Range: Caster
Duration: One round per level

This spell affects an area of eight metres around the caster. Creatures within this zone cannot lie, though they may remain silent or hide a part of the truth.

MONSTERS

THE MONSTER DESCRIPTIONS

Each monster is defined by a stats bock and a short description of its behaviour and special abilities. The values are just the ones for an average individual of the monster's race and may differ between individuals. In general, the game master is encouraged to create new monsters and modify existing ones to surprise the players. The stats block contains the following information:

Hit Dice is the number of hit dice the monster has. To determine the monster's hit points, 1d8 per hit dice is rolled. If there is a plus or minus next to the number hit dice, the monster gains or loses additional hit points. Some monsters do not have a full hit die, but just a number of hit points. Other than that, they are treated like a creature with one hit die. Monsters gain their number of hit dice as a bonus to THACO. Additionally, monster with eight or more hit dice can damage creatures usually immune to non-magical weapons.

Armour Class determines how hard it is to hit the monster in combat. Armour class rules are explained in the rules for combat.

Attacks are the number of base attacks a monster has and how much damage those attacks do. Special attacks or special effects of base attacks are not included here. A monster hits and opponent if the monster's attack roll combined with its number of hit dice is equal or greater than the target's armour class.

Saving Throw is the value defining how good the monster is at avoiding hazards. If the result of a d20 rolled is equal to or lower than the saving throw value, the monster has made its saving throw.

Magic Resistance indicates how resistant a monster is against the use of magic on them. If someone casts a spell on the monster, 1d100 is rolled. If the number is equal to or lower than the resistance, the spell fails. Magic resistance can be suppressed for helpful spells unless mentioned otherwise.

Turned is a value mostly for undead creatures. It shows how difficult it is for a cleric to turn or destroy the undead monster. The turning of undead is explained in the rules for combat.

Movement is the monster's movement rate. If more than one value is shown here, the first one usually refers to land speed, whereas the second value is the speed for swimming, flying or other types of movement.

Intelligence is a value showing how smart an average member of the monster's race is. Monsters with a low intelligence will have trouble understanding abstract concepts, but can nevertheless cunning and hard to trick.

Alignment gives the game master an idea how a monster generally behaves. The alignment shown is the most common one for the monster's race. Alignment is explained in detail in the character creation section.

Challenge Level is a guideline to divide the monsters into categories. It makes it a bit easier to find monsters that are an adequate challenge for the players. Note that challenge level is just an orientation. Depending on the composition of the party, some monster can become a lot more threatening – or be a pushover. A monster will roughly deplete one fifth of the resources of a party of four characters of the same level.

Experience Points are the points awarded for defeating the monster and one way for players to level up their characters. A monster does not necessarily have to be killed to gain the XP. Tricking monsters or making a deal with them should be rewarded as well.



Aarakocra
Hit Dice: 1+2
Armour Class:
Attacks: Claws (2x1d3) or weapon (1d6)
Saving Throw: 16
Movement: 6/36
Intelligence: Average
Alignment: Neutral Good
CL/XP: 2/30

Aarakocra are bird-kin living high up in the mountains. They enjoy peace and solitude and have good relations with most of their neighbours. They look like an anthropomorphic hybrid between eagle and parrot. Aarakocra speak their own language and the language of giant eagles. Due to their fragile bones, they avoid ground combat. An aarakocra shaman can summon an air elemental by chanting and performing a scared aerial dance.

Aasiamar
Hit Dice: 3+3
Armour Class: 14
Attacks: Weapon (1d8)
Saving Throw: 16
Movement: 12
Intelligence: Average
Alignment: Any Good or Neutral
CL/XP: 4/120

The aasimar are humanoids who have an angel or other divine being somewhere in their bloodline. They look mostly like a normal member of their race, but are charismatic and radiate and aura of good. Aasimar have a +2 saving throw bonus against mind control and similar effects and take only half damage from fire and cold.

Dark Aasimar
Hit Dice: 3+3
Armour Class: 14
Attacks: Weapon (1d6), bite (1d4)
Saving Throw: 11
Movement: 12
Intelligence: Average
Alignment: Any Neutral or Evil
CL/XP: 4/120

Like aasimar, dark aasimar have relations to divine beings. However, their case, it are fallen angels, followers of evil deities and other condemned servants of the gods. Dark aasimar have darkvision and take only half damage from acid and lightning.

Aballin
Hit Dice: 3
Armour Class: 15
Attacks: None
Saving Throw: 14
Movement: 6/15
Intelligence: Average
Alignment: Chaotic Neutral
CL/XP: 4/240

In its resting form, the aballin, also called living water, looks like normal water devoid of any creatures or plants. When it attacks, it changes into a gelatinous form and becomes susceptible to blunt weapon, but not other weapons. It is immune to fire, cold, electricity, poison and paralysis. After a successful attack, the aballin starts drowning and later dissolving its victim. A normal humanoid will last 1d6 rounds under such an attack.

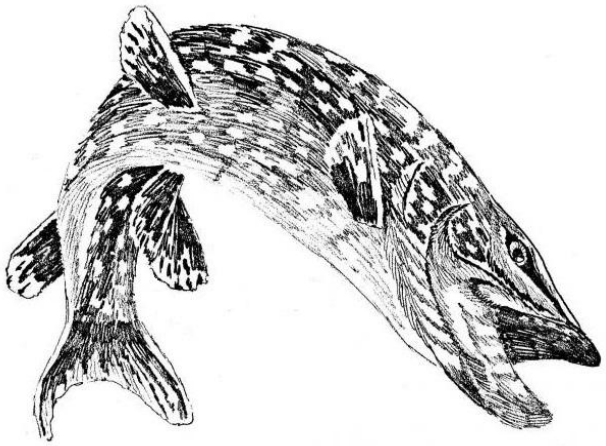
Aboleth
Hit Dice: 9
Armour Class: 16
Attacks: Tentacles (4x1d6)
Saving Throw: 6
Movement: 9/12
Intelligence: Highly
Alignment: Lawful Evil
CL/XP: 12/2,000

The aboleth are amphibian abominations the size of a small whale. They one ruled a vast empire which collapsed centuries ago. The aboleth plan to rebuild their empire in the long, but are not in a hurry, as they live very long and are convinced that their time will come again. The tentacles of an aboleth are slimy and may transmit diseases. An aboleth can use *Charm Monster* and *Phantasmal Force* thrice a day. Boots of aboleth leader allow the wearer to move through slime without being slowed down.

Adherer
Hit Dice: 4
Armour Class: 16
Attacks: Strike (1d3)
Saving Throw: 13
Movement: 9
Intelligence: Semi
Alignment: Lawful Evil
CL/XP: 4/120

The adherer looks a bit like a mummy with a skull-like head, with folded white skin resembling bandages. It is not undead, however, and secrets an adhesive, sour-smelling substance. It imposes a -4 penalty on its opponents' surprise rolls. The adhesive substance is flammable. If attacked by fire, the adherer has to make a saving throw or will suffer double damage. It suffers on half damage from edged or blunt weapons, as these stick to its body. Piercing weapons do full damage, but require on round to be pulled free. In combat, an adherer will attach itself to a victim, use it as a living shield

and automatically hits it. Two people making a successful strength check are required to pull a victim free. Adherers are territorial and live packs. They sometimes cooperate with large spiders.



Afanc

Hit Dice: 15
Armour Class: 15
Attacks: Bite (5d4), flipper (3d4)
Saving Throw: 3
Movement: 15
Intelligence: Low
Alignment: Neutral
CL/XP: 16/3,200

The afanc is a monstrous fish feared for its ability to create whirlwinds. It has blue and white scales, a sleek and elegant body and is often confused for a whale due to its size. The afanc is intelligent and rumour says some specimen have learned to speak or sing. In water, an afanc has a +2 armour class bonus against missile attacks. Within 1d4+1 rounds, the afanc can create a whirlpool by swimming in a circle. Every round, its armour class vs. missile attacks improves by +1. The afanc will sink a ship in a number of rounds equal to one round per three metres of ship length.

Air Gust

Hit Dice: 3
Armour Class: 15
Attacks: Wind blast (1d6+1)
Saving Throw: 14
Movement: 12
Intelligence: Semi
Alignment: Neutral
CL/XP: 4/120

The air gust is a minor elemental from the Elemental Plane of Air. Anyone attacked by the air gust, which looks like a tiny tornado, will be lifted off his feet and knocked down in one out of three cases. The unsteady form of the air gust grants it a +2 armour class bonus against ranged weapons.

Air Swirl

Hit Dice: 1d4 hp
Armour Class: 12
Attacks: Debris (1d2)
Saving Throw: 18
Movement: 15
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 1/15

The air swirl, a minor air elemental, manifests as a small zephyr-like breeze. It attacks by whirling up debris and is capable of blowing out torches and scattering small items. Being hit by the air swirl directly will knock a human-sized creature to the ground. A saving throw is permitted. Smothering an air swirl with a human-sized blanket will damage it for 1d3 points of damage. It is immune to regular weapons.

Aka-Name

Hit Dice: 1+1
Armour Class: 13
Attacks: Tongue lash (1d6)
Saving Throw: 18
Movement: 12
Intelligence: Semi
Alignment: neutral
CL/XP: 2/30

These long-tongued creatures live near wherever humanoid waste might be found, for that is their sustenance. Aka-name travel in nocturnal packs and are remarkably territorial. In combat aka-name fight like a mob using ferocious animalistic cunning. They prefer to concentrate on one foe at a time using their long tongues as whips to slash, disarm or trip their enemy. The tongue of an aka-name does an extra point of damage against targets who are not wearing at least three points of worth of armour. The filthy lifestyle of aka-Name makes them the perfect disease carrier; anyone wounded by a Aka-name must make a saving throw vs. death after the battle or contract a disease. The major symptom is a fever that puts the character out of action for a number of days equal to the hit points lost fighting the creatures.

Akikage

Hit Dice: 6+3
Armour Class: 18
Attacks: Knives (4x1d6)
Saving Throw: 11
Turned: 7
Movement: 12
Intelligence: Highly
Alignment: Neutral Evil
CL/XP: 8/800

The akikage, also called shadow ninja, is the spirit of an assassin that died on a mission to kill a certain target. It cannot rest until the target has been eliminated. The akikage never talks, but can understand other creatures. It is

incorporeal and cannot manipulate solid matter, but become invisible at will and pass through walls. An akikage can also use a deadly strike to kill a target with one blow. If it uses this attack, it has to become visible and forfeit all other attacks in this round. The death blow deals 3d6 points of damage to the target. If the victim fails a saving throw vs. death, it will be slain immediately. Akikages can only be damaged by +2 magical weapons and are immune to cold-based attacks.

Alaghi

	Young	Mature	Elder
Hit Dice:	3	6	9
Armour Class:	15	15	15
Attacks: Strike	2d4+1	2d6	2d8
Saving Throw:	14	9	5
Movement:	12	12	12
Intelligence:	Low	Low	Low
Alignment:	Neutral	Neutral	Neutral
CL/XP:	4/120	6/400	9/1,100

The alaghi are a race of forest-dwelling, fur-covered humanoids. They have small horns and look more savage than they actually are. Despite their bulky size, alaghi are good are hiding and sneaking in their natural environment.

Algoid

Hit Dice: 5
Armour Class: 14
Attacks: Fists (2x1d10)
Saving Throw: 12
Movement: 6
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 5/240

The algoid looks like a primitive humanoid, but is actually a semi-sentient colony of algae. If the algoid rolls a nineteen or twenty on an attack, it does full damage and stuns its target for 1d4 rounds. If a weapon is edged, it will only damage the algoid if it is magical. Specific water-affecting spells deal 1d6 points of damage per level of the caster to an algoid. Algoid need to live near water and relies on photosynthesis. Dead algoids are black. Algoids living in artic climates are purple.

Algol Soultaker

Hit Dice: 7
Armour Class: 18
Attacks: Claws (2x2d4)
Saving Throw: 9
Turned: 9
Movement: 18
Intelligence: Highly
Alignment: Lawful Evil
CL/XP: 9/1,100

The algol are undead jann. In their true form, algol look horrid and rotten, but they usually cover this by polymorphing into attractive humans. Algol lust for power and entertainment and always want to establish control over others. Instead of attacking with its claws, the soultaker can also make an attack at a -3 THACO penalty. If the attack is successful and the target fails a saving throw at a -2 penalty, the soultaker kisses the victim and it will fall under the soultaker's control. The control can be broken with *Dispel Evil*, which will also deal 3d8 points of damage, or *Remove Curse*. The soultaker can only be damaged by wooden weapons.

Algol Witherer

Hit Dice: 9
Armour Class: 19
Attacks: Claws (2x2d6), touch (1d10)
Saving Throw: 6
Turned: 11
Movement: 18
Intelligence: Exceptional
Alignment: Neutral Evil
CL/XP: 10/1,400

The algol witherers are slightly taller than their relatives, the soultakers, and, while no less egoistic, less vicious. A number witherers lives as hermits and avoids contact with other races. The withering touch of an algol witherer temporarily adds the damage dealt to the witherer's hit points. It also drains one point of strength from the victim and ages it by one year. The strength is recovered at a rate of one point per turn, but the ageing has to be treated magically.

Alguduir

Hit Dice: 4+4
Armour Class: 13
Attacks: Bill (1d6), front claws (2x1d4+1), rear claws (2x2d2)
Saving Throw: 13
Magic Resistance: 40%
Movement: 6/21/12
Intelligence: Average
Alignment: Chaotic Neutral
CL/XP: 6/400

The alugduir is a humanoid reptile. It is covered with oil-glistering scales and has bird-like talons as well as cunning yellow eyes. Additionally, the alguduir has two oily feathered wings. It swims twice as fast as it walks. Algudirs are mostly solitary and inhabit fresh- or saltwater marshes. They are natural fighters and can fight underwater as well as in the air and on land. A spell cast at an aluguduir is reflected back at the caster half of the times. If the caster is fully protected against the spell's effect, a random target will be hit. Even the alguduir's carcass retains this ability for 4d4 turns.

Alicorn

Hit Dice: 4+2
Armour Class: 15
Attacks: Weapon (1d6+1)
Saving Throw: 10
Movement: 15
Intelligence: Very
Alignment: Neutral Good
CL/XP: 5/240

The alicorn is the very rare offspring of an elf and a unicorn. Alicorns often fight for right and justice and are very charismatic. An alicorn can cast *Cure Light Wounds* one per day and *Detect Evil* at will.

Dark Alicorn

Hit Dice: 4+2
Armour Class: 15
Attacks: Weapon (1d8)
Saving Throw: 11
Movement: 15
Intelligence: Very
Alignment: Neutral Evil
CL/XP: 5/240

The dark alicorn is the exceptionally rare child of a dark elf and a black unicorn. Dark alicorns are malicious creatures that can see in total darkness and can use *Cause Light Wounds* once per day. Dark alicorns take only half damage from cold-based attacks.

Allip

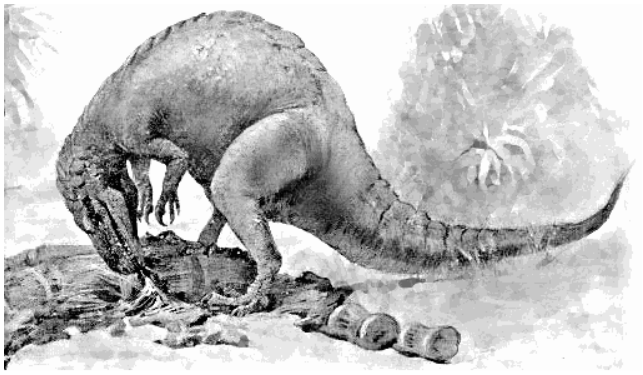
Hit Dice: 4
Armour Class: 14
Attacks: None
Saving Throw: 13
Turned: 5
Movement: 6
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 7/600

The shadowy, incorporeal allip is the soul of someone who died of insanity. Its voice works like *Suggestion*, though the suggestions are usually senseless and malicious. The touch of an allip temporarily drains 1d4 points of wisdom. Any intelligent creature that dies due to wisdom drain returns as an allip.

Allosaurus

Hit Dice: 15
Armour Class: 14
Attacks: Claws (2x1d4), bite (5d6)
Saving Throw: 3
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 15/2,900

The allosaurus is a vicious predator an almost as large as the tyrannosaurus. It eats all smaller creatures as well as carrion. Few other animals are foolish enough to challenge an allosaurus.



Al-Miraj

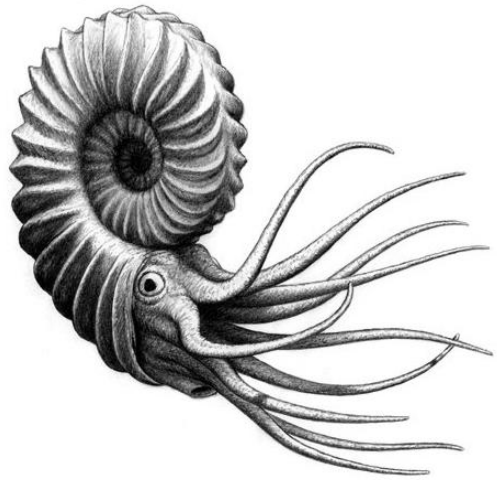
Hit Dice: 1
Armour Class: 13
Attacks: Bite (1d4)
Saving Throw: 18
Magic Resistance: 25%
Movement: 18
Intelligence: Animal
Alignment: Neutral
CL/XP: 2/35

The al-miraj resembles a large rabbit with long, soft fur and a single black horn on its forehead. Al-miraj are often nervous. If threatened, they become aggressive and vicious. Al-miraj can teleport over a short distance, much like blink dogs. They are immune to all forms of poison. During summer season, al-miraj males use their horns to joust for females. If few predators are present, al-miraj can quickly become a plague in agricultural areas.

Golden **A**mmonite

Hit Dice: 8+3
Armour Class: 13
Attacks: tentacles (10x1d4)
Saving Throw: 8
Magic Resistance: 90%
Movement: 1
Intelligence: Semi
Alignment: Neutral
CL/XP: 10/1,400

The golden ammonite lives deep in the ocean in places without light. It feeds on debris and minerals on the ocean floor. All consumed gold particles are integrated into its shell and let it shine with an eerie beauty. Golden ammonites have eyes to detect light, but rely mainly on their sonar sense. They can shoot a light ball over a distance of ten metres from each eye once per turn. Anyone hit by the light ball suffers a -4 THACO penalty. It is reduced to -2 after ten turns but has to be treated with *Cure Blindness* or *Cure Disease* to be removed permanently. With its many tentacles, a golden ammonite can attack up to ten opponents at once. Any target hit suffers 1d4 points of damage plus damage equal to twenty minus its armour class without dexterity bonus every subsequent round. A strength check is required to break free from a tentacles grasp. Due to its elastic body, the golden ammonite takes half damage from edged weapons. A golden ammonite shell is worth up to 15,000 gp. Because of the alien nature of its mind, the ammonite cannot be mind-controlled in any way.



Anchisaurus

Hit Dice: 2
Armour Class: 12
Attacks: Bite (1d4)
Saving Throw: 16
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 2/30

The anchisaurus is a bipedal herbivore and also walks on all four. It will defend itself with a bite, but not start a fight.

Angels

Angels are a race of immortal extraplanar creatures native to the Divine Sphere. They are the servants of the gods, though it is not known whether they were created for this very purpose or were once an independent race. Angels are powerful, but not indestructible. They are guardians, messengers, soldiers and watchers. Almost every god, may he be begin, malicious or indifferent, employ angels. Many of their powers dependent on the support of their deity. Angles can only be hit by magical weapons and are immune to mind control. Their ability scores cannot be drained. They take half damage from electricity and are not affected by gas, poison or death magic. When on a mission outside the Divine Sphere, angels generally assume a less prominent form than their natural one. Angels can speak almost all languages telepathically. Angels can be exiled by their master or abandon the gods and become fallen angels. Some of these even turn into devils. Angels that have not fallen from grace and serve an evil god are usually referred to as dark angels.

Angel, Agathinon

Hit Dice: 8
Armour Class: 19
Attacks: Weapon (1d12+2)
Saving Throw: 7
Magic Resistance: 20%
Movement: 15
Intelligence: Average
Alignment: Any Lawful
CL/XP: 10/1,400

Agathions are angelic warriors. They have many different forms and appearances, but generally appear as tall humanoids with shining eyes and a strong aura. When on the Material Plane, agathions usually take the shape of a common humanoid. Once per day, an agathion can use *Heal* or *Harm* as well as *Bless* or *Bane*. Sometimes, an agathion assumes the form a magical item. This item will grant the wielder the ability to cast a number of divine spells of the first level equal to his hypothetical cleric class level. Clerics will double their number of spells this way. Agathions are stern and unyielding. They will serve their god with all the energy they have, even if that means their destruction in combat.



Angel, Deva, Astral

Hit Dice: 12
Armour Class: 24
Attacks: Swords (2x3d6)
Saving Throw: 3
Magic Resistance: 70%
Movement: 24/48
Intelligence: Exceptional
Alignment: Any Lawful
CL/XP: 15/2,900

Devas appear as tall, beautiful humanoids with large feathered wings. They are not affected by cold, electricity, mundane fire, paralysis or *Magic Missile*. Astral devas are the powerful and trusted vanguard of the Divine Sphere. They have golden hair and tanned skin. Good astral devas will have amber eyes, neutral ones green eyes and evil ones red eyes, though only in their natural from. Astral devas are never surprised and can *Detect Invisibility* and *Detect Lies* at will. Once pay day, they can use *Blade Barrier*. If a creature is hit by an astral deva, it has to make a saving throw or will lose an enchantment, if it has one.

Angel, Deva, Monadic

Hit Dice: 10
Armour Class: 22
Attacks: Maces (2x3d4+8)
Saving Throw: 5
Magic Resistance: 60%
Movement: 15/36
Intelligence: Highly
Alignment: Any Lawful
CL/XP: 13/2,300

Monadic devas have brown skin, jet black hair and stunningly green eyes. They are less elegant, but more bulky and muscular than other angels. A monadic deva's mace deals an additional 1d8 points of damage against creatures with an alignment other than its own. Thrice per day, monadic devas can use *Hold Monster* and *Mirror Image*.

Angel, Deva, Movanic

Hit Dice: 8
Armour Class: 21
Attacks: Sword (2x3d6)
Saving Throw: 7
Magic Resistance: 40%
Movement: 12/30
Intelligence: Very
Alignment: Any Lawful
CL/XP: 11/1,700

Movanic devas have white skin, silver hair and black eyes. They are slender and agile. Twice per round, movanic devas attack with a burning two-handed sword. The second attack is always made at the end of the combat round. Once per round, the movanic deva can parry an attack, even if it is magical. Once per fight, a movanic deva can use *Antimagic Shell*. It regenerates one hit point per round. Movanic devas are privileged angels and are often send to the Material Plane to directly aid mortal followers of their god.



Angel, Planetar

Hit Dice: 14
Armour Class: 26
Attacks: Sword or spear (3x1d0+10)
Saving Throw: 3
Magic Resistance: 75%
Movement: 15/48
Intelligence: Genius
Alignment: Any Lawful
CL/XP: 17/3,500

Planetars appear as hairless humanoids with emerald skin. Their eyes are a penetrating blue and they have two pairs of whit-feathered wings. A planetar will always see through illusions and automatically detect lies unless they are spoken by a being of equal power. Planetars take half damage from magical fire, regenerate four hit points per round and cannot be surprised. Once per round, they can use either *Bane*, *Bless*, *Control Weather*, *Dispel Evil*, *Dispel Good*, *Earthquake*, *Heal* or *Raise Dead*. Planetars wield divine swords or spear only they can use.

Angel, Solar

Hit Dice: 18
Armour Class: 30
Attacks: Sword (4x2d10+12)
Saving Throw: 2
Magic Resistance: 85%
Movement: 18/48
Intelligence: Supra-Genius
Alignment: Any Lawful
CL/XP: 20/4,400

Solars are the most powerful divine servants. They are mostly employed by good-aligned gods, though dark solars exist as well. Solars appear as tall, muscular, handsome humans with metallic skin and a bright aura. Apart from their supernatural sword, solars also carry a magical bow. At will, they can shoot arrow from it. Every creature hit has to make a saving throw vs. death or will be slain immediately. Creatures with less than six hit dice die right away. Good solars can use all cleric spells up to level four at will and higher spells once per day. Dark solars use warlock spells instead. Neutral solars have access to both spell lists.

Common Animator

Hit Dice: 7
Armour Class: 17
Attacks: Strike (1d10)
Saving Throw: 9
Movement: 12
Intelligence: Highly
Alignment: Chaotic Evil
CL/XP: 7/600

The common animator can enter larger objects like a piano, a stove or a horse wagon and bring them to life. It is more deadly than the minor animator and can deliver messages by scratching them on a surface. Common animators can employ a spell-like power based on the object they possess; like breathing fire from the stove. The power will always be destructive.

Greater Animator

Hit Dice: 13
Armour Class: 19
Attacks: Strike (2d12)
Saving Throw: 3
Movement: 0
Intelligence: Exceptional
Alignment: Chaotic Evil
CL/XP: 14/2,600

The greater animator is the strongest of its kind. It can inhabit entire buildings or ships. One per day, a greater animator can communicate, usually in a shocking manner. Twice per day, it can use *Animate Dead*, *Control Winds*, *Hypnotic Pattern* and *Insect Plague*. Once per week, it can employ *Control Weather*. Animators are immune to mind-control and all forms of poison. The greater animator tends to be more cunning and manipulate and less erratic than other animator subtypes.

Minor Animator

Hit Dice: 2
Armour Class: 14
Attacks: Strike (1d4)
Saving Throw: 16
Movement: 9
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 3/60

Animators are evil spirits that possess objects and manipulate them. They cannot infest magical objects. Animators like on strong negative emotions and always try to be near a creature that emits such emotions, their so-called ward. An animator will protect its ward. The true form of animators is unknown, as they are invisible outside an object. The harder the object id that an animator has taken over, the better its armour class will be. Minor animators can possess objects up to the size of a dagger. They are volatile and unpredictable.

Ankheg	Young	Mature	Old
Hit Dice:	4	6	8
Armour Class:	16	16	16
Attacks: Bite	3d6	3d6	3d6
Saving Throw:	13	11	8
Movement:	12	12	12
Intelligence:	Animal	Animal	Animal
Alignment:	Neutral	Neutral	Neutral
CL/XP:	5/240	7/600	9/1,100

Ankhegs are large insects and grow up to a size of six metres. They burrow through the ground at half speed using their mandibles and are valued by farmers, as they improve the fertility of agricultural land. Once per day, an ankheg can spit digestive acid for 5d6 point of damage. A saving throw for half damage is permitted. This attack is used only in self-defence. The shell of an ankheg can be turned into very light plate mail, but it requires a master blacksmith to do so.

Ankylosaurus

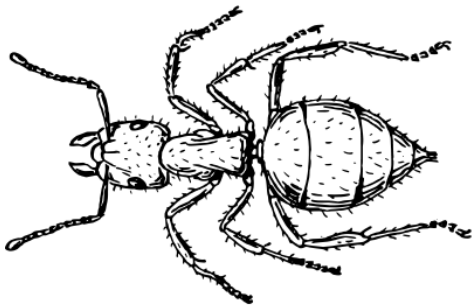
Hit Dice: 9
Armour Class: 19
Attacks: Tail (3d6)
Saving Throw: 6
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 9/1,100

The ankylosaurus is an armadillo-like herbivore and is heavily armoured. In combat, it attacks with its knobbed tail.

Giant Queen **A**nt

Hit Dice: 10
Armour Class: 16
Attacks: Bite (1d6)
Saving Throw: 5
Movement: 3
Intelligence: None
Alignment: Neutral
CL/XP: 8/8000

The queen of the giant ants is almost immobile, but tougher than the average ant. If the queen is attacked, all ants will rush to her defence. If she is killed, the hive will be in chaos.



Giant Warrior **A**nt

Hit Dice: 2
Armour Class: 16
Attacks: Bite (1d6, poisonous)
Saving Throw: 14
Movement: 18
Intelligence: None
Alignment: Neutral
CL/XP: 2/30

About one in five ants is warrior ant designated to protecting the hive. Anyone bitten by a warrior ant suffers 2d6 points of damage. A saving throw is permitted for only 1d4 points of damage.

Giant Worker **A**nt

Hit Dice: 2
Armour Class: 16
Attacks: Bite (1d6)
Saving Throw: 16
Movement: 18
Intelligence: None
Alignment: Neutral
CL/XP: 2/30

Giant ants live in subterranean hives in almost every climate zone. They can even dig through stone. The ants are absolutely loyal to their queen and will fight to the death to protect her.

Giant **A**nt Lion

Hit Dice: 8
Armour Class: 17
Attacks: Bite (5d4)
Saving Throw: 8
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 8/800

Giant ant lions inhabit wastelands and the border regions of deserts. They are large enough to a threat to humanoids and larger animals. An ant lion pit is about twenty metres in diameter and often looks like a cave entrance. It is possible to encounter an ant lion while disposing of the remains of its last meal outside its pit. Once it has grabbed an opponent, the ant lion automatically hits until it is killed.

Ao-Nyobo

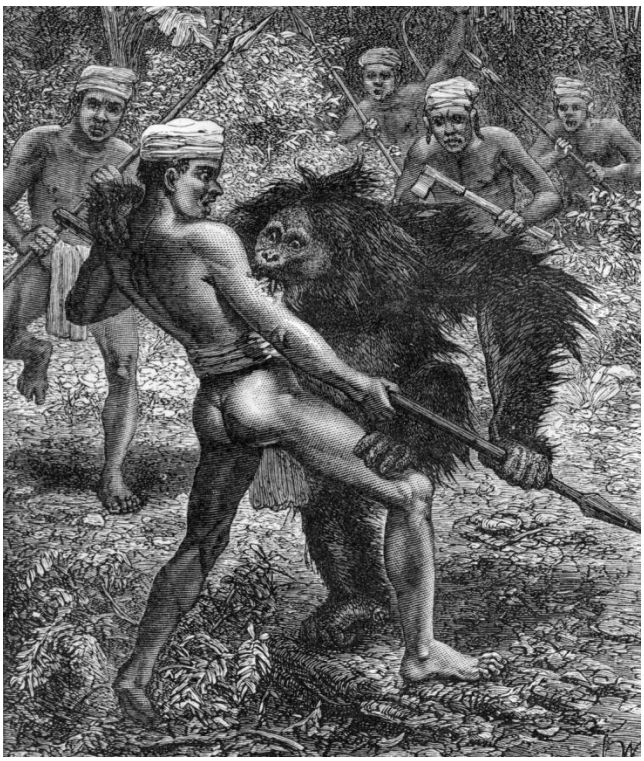
Hit Dice: 5
Armour Class: 15
Attacks: Claw (1d6)
Saving Throw: 16
Turned: 5
Movement: 14/9
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 6/400

This female ghoul-like creature can be found lurking in the ruins of old castles. She resembles an old courtly lady with blue skin, blackened teeth, and no eyebrows. As with ghouls and ghasts, a hit from the ao-nyobo causes paralysis if the victim fails a saving throw. The ao-nyobo is capable of flight and prefers to ambush victims from above - often hiding in the rafters of half-ruined buildings to swoop down upon the unsuspecting. In the outdoors, an ao-nyobo will often chase down any escaped prey in a relentless, airborne hunt.

Devil **A**pe

Hit Dice: 1
Armour Class: 13
Attacks: Bite (1d4)
Saving Throw: 16
Movement: 12
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 1/15

The devil apes are not true apes, but a degenerated inbred race that was once human. Devil apes are only half as tall as humans, but as strong and very hairy. They live underground and come out in the night to hunt.



White Ape

Hit Dice: 1+1
Armour Class: 14
Attacks: Weapon (1d6)
Saving Throw: 17
Movement: 12
Intelligence: Average
Alignment: Lawful neutral
CL/XP: 1/15

Centuries ago, white apes had a highly developed civilisation in the jungles of the South. Now, their civilisation has crumbled and the white apes live in small bands scattered over the jungle and savannah, sometimes living the ruins of their fallen empire. White apes have blond hair, very pale skin and are smarter than their appearance and way of life suggests.

Apparition

Hit Dice: 8
Armour Class: 19
Attacks: None
Saving Throw: 8
Turned: 8
Movement: 24
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 9/1,100

Apparitions are undead from the Ethereal Plane. Twice per day, the can move between the Ethereal Plane and the Material Plane in one round. Apparitions like to use this ability to pop up in front of their opponents. They can also sense intelligent creatures within a radius of thirty metres. An apparition cannot directly harm others. It uses a limited suggestive ability to give a target the impression it is being strangled. If the victim successfully makes an intelligence check at a -4 penalty, it will be immune to further attacks of this particular apparition. If the check is not made, a constitution check is necessary. Success means the victims flees in terror for 1d4 rounds. Failure means it is scared to death and will die unless *Remove Fear* is cast on it within 1d4 rounds. In the meantime, it cannot act. After 3d8 hours, it will rise as an apparition. Apparition killed on the Material plane will return after 1d4+4 days and seek out its killer. Only killing an apparition on its home plane will permanently destroy it.

Aranea

Hit Dice: 4
Armour Class: 13
Attacks: Bite (1d6)
Saving Throw: 13
Movement: 12
Intelligence: Low
Alignment: Neutral
CL/XP: 7/600

An aranea is an intelligent, shapechanging spider with sorcerous powers. In its natural form, an aranea resembles a big spider, with a humpbacked body a little bigger than a human torso. It has fanged mandibles like a normal spider. Two small arms, each about half a metre long, lie below the mandibles. Each arm has a hand with four many-jointed fingers and a double-jointed thumb. A hump on its back houses its brain. Aranea can cast webs at a single opponent at a range up to fifteen metres. A saving throw is permitted. The victim is entangled, but can break free within 1d6 rounds. These horrid creatures are spellcasters, able to cast one second-level and two first-level mage spells. Araneas favour *Charm Person*, *Invisibility* and *Mirror Image*.



Arayashka

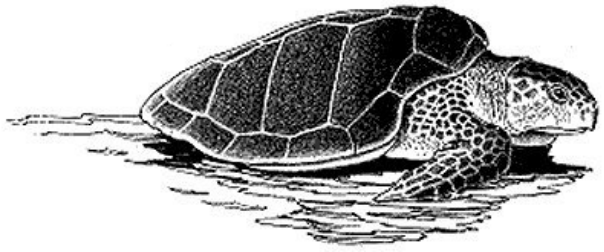
Hit Dice: 5
Armour Class: 16
Attacks: Touch (1d6+1)
Saving Throw: 12
Turned: 6
Movement: 9
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 5/240

The arayashka, also called snow wraith, is the spirit of a traveller that died in the cold. It appears as a grey, misty shadow humanoid shadow, often during severe snowfall. The arayashka's icy touch is not only damaging, but also drains one point of strength. The strength is recovered at a rate of one point per hour after the arayashka has been destroyed or driven off. An arayashka can only be hit with magical weapons or fire. It cannot be damaged by cold. It can drain heat over a distance of ten metres. This requires 1d4 rounds can take out a camp fire. If the arayashka decides to drain a living creature's heat, the creature loses one hit point per round. Real damage is only taken once a victim has lost more than half its total hit points. Until then, the damage can be recovered by absorbing warmth.

Archelon

Hit Dice: 7
Armour Class: 16
Attacks: Bite (3d4)
Saving Throw: 9
Movement: 3715
Intelligence: Animal
Alignment: Neutral
CL/XP: 7/600

The archelon is an ancient marine turtle with a shell like that of a leatherback turtle. It rarely ventures on land and prefers to stay in water, where it has the advantage thanks to its powerful flippers.



Arcane

Hit Dice: 8
Armour Class: 15
Attacks: Weapon (1d8)
Saving Throw: 8
Magic Resistance: 40%
Movement: 12
Intelligence: Genius
Alignment: Lawful Neutral
CL/XP: 8/800

The arcane are a race of blue giants with elongated faces and fingers. They are a trader race and are specialised in interstellar trade of magical and rare items. They can use *Invisibility* and *Dimension Door* thrice per day. The arcane' origins are unknown. They seem to be exclusively male. Arcane can communicate via telepathy and employ all kind of other races as henchmen.

Archons

Archons are reborn souls in the Divine Sphere. They look like humanoids with animal traits and the primary inhabitants of the realm of the gods. Their appearance is often frightening, but archons are not necessarily evil. Different archons fulfil different roles. They all start as lantern archons, but can gain prestige and gain power by assisting their respective gods other deities allied to their god. In comparison to angels, archons are not born into servitude and often less powerful. Some archons fled the Divine Realms and made another plane their home. Archons can use *Continual Light* and *Darkness Globe* once per round. They are immune to electricity and petrification and have darkvision. All archons are immune to mundane weapons.

Hound Archon

Hit Dice: 6
Armour Class: 18
Attacks: Fists (2x1d4), bite (1d6) or weapon
Saving Throw: 11
Magic Resistance: 10%
Movement: 12
Intelligence: Average
Alignment: Lawful neutral
CL/XP: 6/400

The hound archon looks like a bulky humanoid with a dog's head. They often work as guards and can change into any type of canine creature once per turn. Hound archons have a symbiotic link to lantern archons and will assist them – or call in lantern archons for help.

Lantern Archon

Hit Dice: 1d4 hp
Armour Class: 14
Attacks: Ray of Light (2x1d6)
Saving Throw: 18
Magic Resistance: 5%
Movement: 24
Intelligence: Low
Alignment: Any Lawful
CL/XP: 3/60

The lantern archon is not even a humanoid yet, but instead appears as a floating sphere of light. Depending on the lantern archon's origin, the light can have any colour and can shine warm and bright or cold and eerie. Twice per round, a lantern archon can fire a ray of light over a distance of fifteen metres.

Sword Archon

Hit Dice: 10
Armour Class: 22
Attacks: Wings (4x2d8)
Saving Throw: 5
Magic Resistance: 30%
Movement: 12/18
Intelligence: Highly
Alignment: Any Lawful
CL/XP: 12/2,000

The sword archon appears as a large feathered humanoid with wings instead of arms. If it is at least thirty metres above its target, it can perform a dive attack which inflicts 2d10 points of damage. While diving, the sword archon gains a +3 armour class bonus. Sword archons are guards and messengers and often entrusted with delicate tasks. They can use *Detect Lies*, *Hold Metal*, *Hold Undead* and *Wall of Wind* at will.

Tome Archon

Hit Dice: 12
Armour Class: 23
Attacks: Ray of Light (2x1d10)
Saving Throw: 3
Magic Resistance: 40%
Movement: 12/18
Intelligence: Exceptional
Alignment: Any Lawful
CL/XP: 14/2,600

Tome archons have a hawk-like head and huge feathered wings. In combat, they use rays of light or lightning that shoot from their hands. Such a ray never misses its target. Any target within thirty metres can be hit. A tome archon cannot be lied to. Every other round, they can cast a priest spell up to the fifth level at will, but no spell more than twice per day. They usually use *Charm Monster*, *Dispel Evil*, *Dispel Good*, *Holy Aura* and *Slay the Living*. Tome archons can only be hit by +2 magic weapons. Tome archons are fantastic creatures with incredible knowledge and the rarest of all archons.

Warden Archon

Hit Dice: 8
Armour Class: 20
Attacks: Fists (2x1d8), bite (2d6)
Saving Throw: 8
Magic Resistance: 20%
Movement: 12
Intelligence: Highly
Alignment: Any Lawful
CL/XP: 9/1,100

The warden archon looks like a huge humanoid bear. If it hits a target with both claws in one round, it grabs the victim and hugs it for 1d10 points of damage per round. Additionally, its bite is made with a +4 THACO bonus. A strength check is required to break free. Warden archons serve as watches and observes. They observe travellers as well as other archons in their sphere.

Argos

Hit Dice: 7
Armour Class: 19
Attacks: Strike (3x1d4)
Saving Throw: 9
Magic Resistance: 25%
Movement: 9
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 9/1,100

The argos is an amoeba-like being with more than a hundred eyes. If it scores a critical hit, it swallows a victim. The victim takes 2d8 points of damage per round and has to inflict eight points of damage before it will be spit out again. Ten of the eyes have special powers and function like *Blindness*, *Charm Monster*, *Confusion*, *Dispel Magic*, *Flesh to Stone*, *Fumble*, *Heat Metal*, *Hold Monster*, *Suggestion* and *Tongues*. One eye can be used per round.

Ascallion

Hit Dice: 6+6
Armour Class: 14
Attacks: Bite (6d6)
Saving Throw: 11
Movement: 18
Intelligence: Average
Alignment: Neutral
CL/XP: 8/800

The shark-like ascallion is a fearsome predator living in the ocean. It attacks with its powerful jaw and regards all other forms of aquatic live as potential prey. The ascallion's nervous system is decentralised and poorly developed. As a result, the ascallion is forced to hunt by sight and smell, but is also immune to all forms of mind control and paralysis.

Ascomoid
Hit Dice: 6+6
Armour Class: 16
Attacks: None
Saving Throw: 11
Movement: 12
Intelligence: None
Alignment: Neutral
CL/XP: 7/600

Ascomoids are huge puffball-like fungi with leathery skin. They move by rolling and can keep on doing so for hours, but need some time to gain momentum. An ascomoid can release a cloud of spores with a diameter of 5d4 metres. The cloud inflicts one point of damage per diameter per round and will blind anyone who fails a saving throw. Everyone exposed will initially cough for 1d4 rounds and will be unable to attack.

Ashcloud
Hit Dice: 8
Armour Class: 15
Attacks: Touch (2d6)
Saving Throw: 7
Turned: 8
Movement: 15
Intelligence: Average
Alignment: Neutral Evil
CL/XP:

The ashcloud is a rare undead. It is already reduced to ash and moves like a swarm of malevolent black insects. Ashclouds can only be harmed by magical weapons and is immune to fire. Unlike other undead, it takes full damage from cold-based attacks. After being touched by an ashcloud, the target has to move back or will be engulfed and automatically takes another 2d8 points of damage the next round. If an ashcloud is slain, it explodes and everyone near it takes 1d8 points of damage. A saving throw is permitted for half damage. Ashclouds are deaf, but can sense living creatures. They are thought to be the spirits of people burned alive.

Asperii
Hit Dice: 4
Armour Class: 15
Attacks: Hooves (2x1d8), bite (1d4)
Saving Throw: 12
Movement: 21/42
Intelligence: Very
Alignment: Neutral Good
CL/XP: 4/120

The asperii, also known as wind steed, is a magic flying l horse with white or grey hide and silver hair. Unlike the Pegasus, it does not have wings, but flies using inherited magical abilities. An asperii can see invisible and disguised creatures and is also able to see into the Astral and Ethereal Planes. Asperii fly smoothly enough to allow the rider to cast spells. While an asperii is engaged in combat, its rider cannot participate. It can cast *Feather Fall* four times a day. Asperii are the mortal enemies of griffins and hippogriffs.

Noble Asperii
Hit Dice: 6
Armour Class: 15
Attacks: Hooves (2d1d10), bite (1d8)
Saving Throw: 10
Magic Resistance: 25%
Movement: 24/48
Intelligence: Highly
Alignment: Neutral Good
CL/XP: 7/600

The rare noble asperii have a shiny hide and read minds. Any creature with less than ten hit dice seeing one has to make a saving throw or will be stunned by the noble asperii's charisma for 1d4 rounds. The noble asperii has all the abilities of a common asperii and can additionally cast *Heal* twice and *Reincarnation* once per day.

Giant Assassin Bug
Hit Dice: 6
Armour Class: 12
Attacks: Sting (2d8)
Saving Throw: 11
Movement: 9
Intelligence: None
Alignment: Neutral
CL/XP: 7/600

The giant assassin bug is a giant insect that preys on large mammals. Usually, its carapace is translucent, making the bug hard to spot and imposing a -2 penalty on its opponents' surprise rolls. As the assassin bugs feasts on the blood of its victims, the blood colours its body. A target bitten by an assassin bug has to make a saving throw vs. paralysis at a +2 bonus or will be paralysed for 2d6 rounds. The bug automatically drains 1d4 points of constitution per round from paralysed victims, but does not deal additional damage. If successfully attacked, the assassin bug detaches itself.

Astrophil
Hit Dice: 45
Armour Class: 19
Attacks: Crush (3x5d10)
Saving Throw: 2
Movement: 12
Intelligence: Highly
Alignment: Neutral Evil
CL/XP: 40/10,400

Astrophils are gargantuan beings that live in space. They are living asteroids with their own air envelope and gravity. Most of them are at least a hundred kilometres long. The astrophil's sensory organs are hidden in crates spread over its surface. Thrice per day, an astrophil can use *Earthquake*,

Hallucinatory Terrain and *Shape Stone*. It senses creatures from far away and lets its surface appear as an adequate place to rest before striking with *Earthquake*. After that, it open up to three mouths and starts attack its prey. Astrophils have no territory and wander through space on search for food. They are probably immortal.

Arak Shee

Hit Dice: 3
Armour Class: 16
Attacks: Bite (1d3) or crossbow (1d6)
Saving Throw: 13
Movement: 6/15
Intelligence: Very
Alignment: Neutral
CL/XP: 3/60

Slender and artistic, arak shee have an elegant appearance even for a fairy creature. An arak shee can turn into a bird once per day, but never assumes the form of a bird of prey. The kiss of one has the effect of *Charm Person*. Once per day, an arak shee can re-roll a failed saving throw.

Athatch

Hit Dice: 11
Armour Class: 16
Attacks: Weapon (2x2d6), bite (1d6+1)
Saving Throw: 6
Movement: 15
Intelligence: Very
Alignment: Chaotic Evil
CL/XP: 15/4,300

The offspring of a demon and a giant, an athatch is a large monster with 1d3 eyes, 1d3 arms, and 1d3 legs. An odd-numbered eye is located in its forehead, an odd-numbered arm is located in the middle of its chest, and an odd-numbered leg is located behind its haunch. If it has two or more arms, it is ambidextrous and can wield a weapon in any or all of its hands. Athatchs use massive weapons, usually great clubs. An athatch cannot normally bite opponents man-sized or smaller in melee, but may toy with its victims by grasping and lifting an opponent with a free hand, which requires an attack roll, and then biting on the following round. The poisonous spit of the athatch requires a saving throw at a -2 penalty or the victim becomes helplessly nauseated for 1d3 turns; the athatch also can spit this poison up to three metres. Because of their demonic heritage, athatch have darkvision and use *Darkness Orb*, *Levitate*, and *Phantasmal Force* once per hour. Once per day an athatch can polymorph self into the form of another giant. They subtract one point of damage per damage die from cold, fire, gas, and lightning attacks against them.

Atomie

Hit Dice: 1d4 hp
Armour Class: 16
Attacks: Weapon (1d2)
Saving Throw: 14
Magic Resistance: 20%
Movement: 12/24
Intelligence: Average
Alignment: Chaotic Neutral
CL/XP: 1/15

Atomies are among the lightest and quickest of all fey. They are even less serious, but also more narrow-minded than most other fey. Once per day, they can use *Blink*, *Insect Swarm* and *Pass Plants*. Once per round, they can use *Invisibility*. Atomies communicate freely with plants and animals, are never surprised and attack with a +3 THACO bonus.

Aurumvorax

Hit Dice: 12
Armour Class: 20
Attacks: Claws (4x2d4)
Saving Throw: 3
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 2,000

The aurumvorax is an eight-legged rodent with red-gold fur. It has the size of a large badger, but is incredible dense. The aurumvorax eats gold and other precious metals. It takes only half damage from blunt weapons and fire and is immune to all kinds of gases. An aurumvorax pelt in good shape can be worth up to 10,000 gp. If a dead aurumvorax is burned – which will take about a week – it will leave about a hundred kilogrammes of gold and other valuable metals behind.

Axebeak

Hit Dice: 3
Armour Class: 14
Attacks: Kick (2x1d3), bite (2d4)
Saving Throw: 15
Movement: 18
Intelligence: Animal
Alignment: Neutral
CL/XP: 4/120

The axebeak is a tall, flightless bird, not unlike and ostrich. It has a loud, honking voice and can run for long distances without tiring. Anyone hit by two of the axebeak's kicks in succession will be knocked over and needs one round to get up again.

Azer
Hit Dice: 2
Armour Class: 17
Attacks: Weapon (1d6+1)
Saving Throw: 16
Movement: 12
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: 2/30

Azers are dwarf-like beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper, and bear broad-headed spears or well-crafted hammers in combat and have flaming red hair. Their attacks deal additional damage due to their intense heat. They are immune to fire damage.

Azmyth
Hit Dice: 2
Armour Class: 17
Attacks: Bite (1d2)
Saving Throw: 16
Magic Resistance: 40%
Movement: 3/24
Intelligence: Highly
Alignment: Neutral
CL/XP: 2/30

The bat-like azmyth has a crested chest, white pupilless eyes and mauve, emerald or grey skin. It lives on plants and insects and is a solitary wanderer. Sometimes, an azymth becomes the companion of a humanoid. It cannot be influenced like a spellcaster's familiar, though. Three times per day, an azmyth can *Detect Lies*. Twice per day, it can shock an enemy electrically for 1d8+4 points of damage and become *Invisible*.

Azuki-Arai
Hit Dice: 4+1
Armour Class: 14
Attacks: Touch (1d4)
Saving Throw: 12
Movement: 12/12
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 6/400

The azuki-arai are a race of diminutive cannibalistic ghosts, who feed on azuki beans when there is no human flesh to be found. They can sometimes be heard by riversides in the forest, washing their beans and singing eerie songs. They appear as tiny old men with yellow eyes, carrying buckets of azuki beans, and they attack to paralyse. Victims are then eaten alive. A saving throw is permitted. Azuki-arai are immune to mundane weapons.

Baboon
Hit Dice: 1
Armour Class: 12
Attacks: Bite (1d4)
Saving Throw: 17
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 1/15

Baboons are vicious pack hunters, usually led by an alpha male stronger than the others. They might be susceptible to the influence of ancient and evil powers.



Dire Baboon
Hit Dice: 3
Armour Class: 12
Attacks: Bite (1d8)
Saving Throw: 14
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

Giant baboons stand two and a half metres tall on two legs, about twice the size of a normal baboon. They are carnivorous and, as with normal baboons, susceptible to the influence of ancient and evil powers.

Badger
Hit Dice: 1+2
Armour Class: 14
Attacks: Claws (2x1d2), bite (1d3)
Saving Throw: 17
Movement: 6
Intelligence: Animal
Alignment: Neutral
CL/XP: 1/15

Badgers are short-legged omnivores. They are nocturnal and usually not aggressive unless provoked.



Giant **B**adger
Hit Dice: 3
Armour Class: 15
Attacks: Claws (2x1d3), bite (1d6)
Saving Throw: 14
Movement: 6
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/120

Giant badgers can grow up to the size of a human and defend their territory aggressively, under- as well as above ground.

Bag of Teeth
Hit Dice: 1
Armour Class: 10
Attacks: Bite (1d6)
Saving Throw: 17
Movement: 0
Intelligence: None
Alignment: Neutral
CL/XP: 1/15

A bag of teeth is a deceptive-looking little critter. At first glance, the creature looks like a pouch of coins. Its insides, seen when one opens the pouch, resemble coins of gold. As one inserts his hand within the creature to retrieve the gold within, the critter's razor-sharp teeth spring open around the pouches opening, and clamp down on the victim's wrist. The bite causes 1d6 points of damage, with one hit point being lost for every subsequent round due to continuous damage until the creature is killed.

Bakemono-Toro
Hit Dice: 3
Armour Class: 15
Attacks: Katana (1d6+1) or claws (1d6)
Saving Throw: 11
Magic Resistance: 10%
Movement: 12
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 4/120

Bakemono-toro are slow-witted goblinoids with warty skin. They have the power to take on the appearance of a single large object made of stone, usually a stone lantern. When in stone-form they are indistinguishable from the real item without the use of magic. The transformation from stone to bakemono-toro takes less than a second, so the bakemono-toro can often make their first attack with complete surprise. When killed they revert back to their stone item form – along with all their equipment – and it will show the damage caused by the killing blow. Bakemono-toro are immune to all spells and powers who would change their shape, as well as all forms of petrification.

Bakhna Rakhna
Hit Dice: 1
Armour Class: 12
Attacks: Dagger (1d4) or bow (1d3)
Saving Throw: 18
Movement: 6
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 2/30

The bakhna rakhna looks not unlike a hunchbacked albino goblin. Bakhna rakhna are curious but lazy and survive by stealing food from nearby farms and settlements. Some of them carry small bow and have 1d6 poisoned arrows. A creature hit by one of these arrows has to make a saving throw vs. paralysis with a +3 bonus or will be paralysed for 1d4 rounds. Bakhna rakhna often spare unconscious victims as they fear retaliation, but never leave dead or injured comrades behind. *Light* will paralyse a bakhna rakhna for 1d4 turns unless it makes a saving throw. Some settlements bribe local bakhna rakhna tribes with food.

Baluchitherium

Hit Dice: 14
Armour Class: 14
Attacks: Trample (2x5d4)
Saving Throw: 3
Movement: 12
Intelligence: Semi
Alignment: Neutral
CL/XP: 14/2,600

The baluchitherium belongs to an ancient species distantly related to the rhinoceros. It is an herbivore, but will nevertheless not hesitate to charge and trample any other creature it considers a threat.

Bramble

Hit Dice: 1d4 hp
Armour Class: 17
Attacks: Spikes (1d6)
Saving Throw: 15
Magic Resistance: 5%
Movement: 3
Intelligence: Very
Alignment: Neutral Evil
CL/XP: 2/30

The bramble is a small fairy. It has long wild hair, pointy ears and spikes all over its back. Anyone attacking a bramble with bare hands suffers 1d4 points of damage. The bramble uses the spikes to attack and simply hurls itself at an enemy. Some bramble leaders have poisoned spikes. Anyone hit by one of these has to make a saving throw vs. death or suffers a -2 THACO penalty for the duration of the fight. The effect is cumulative. Brambles do not have wings, but wear armour. They do not make this armour themselves, but let other races do this. Sometimes, brambles charm small mammals and use them as mounts. They travel the countryside in bands and do not fear larger races.

Banshee

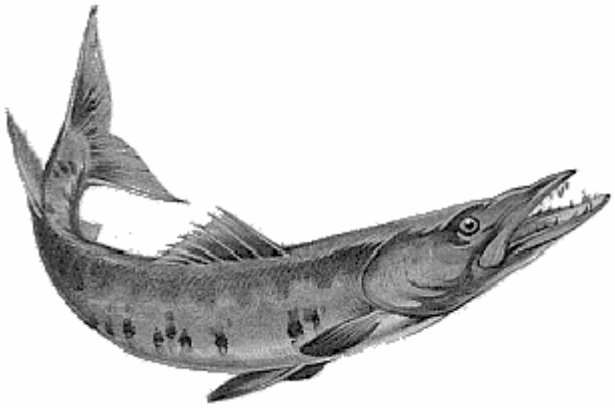
Hit Dice: 7
Armour Class: 19
Attacks: Claw (1d8)
Saving Throw: 9
Magic Resistance: 50%
Turned: 9
Movement: 6
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 11/1,700

Banshees look like scraggy witted humans with glowing eyes and long claws. They live in desolate places and will not tolerate any intruders. The banshee can travel over water and any other terrain, but if she travels over running water, she loses her magic resistance for 3d6 hours. The banshee can use the wail of the banshee once per day. Everyone who hears the shriek has to make a saving throw vs. death or die within 2d6 rounds. Only magic or silver weapons can harm a banshee.

Baobhan

Hit Dice: 1
Armour Class: 13
Attacks: Weapon (1d4)
Saving Throw: 16
Magic Resistance: 25%
Movement: 6/12
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 2/30

The baobhan are a clan of pixies that was cursed centuries ago. They have become cruel and vicious and take joy from the suffering of the weak and the helpless. A baobhan is relatively large for a fey and has the wings of a cicada. It can sue *Alter Self* and *Charm Animal* at will. Baobhan have a twisted, infectious laughter and works like *Giggle* on anyone within a radius of five metres that does not make a saving throw. Baobhan elect their leader, but within a clan or subclan will be a constant struggle for power. Only the most powerful and cruel will maintain control for a longer period of time.



Barracuda

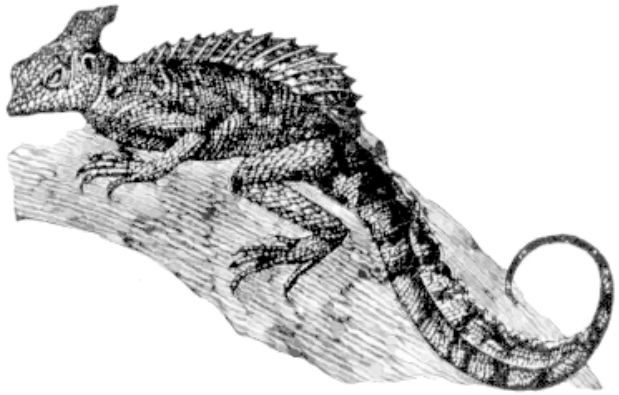
Hit Dice: 1
Armour Class: 13
Attacks: Bite (1d8)
Saving Throw: 17
Movement: 24
Intelligence: Animal
Alignment: neutral
CL/XP: 1/15

Barracudas are fast, shark-like fish. They are smaller than most sharks, but hunt in groups and are dangerous in large numbers.

Basilisk

Hit Dice: 6
Armour Class: 15
Attacks: Bite (2d6)
Saving Throw: 11
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 8/800

Basilisks are huge lizards whose gaze turns living being into stone unless they make saving throw vs. paralysis every time their look into the basilisk's eye. Blind creatures are not affected. Blind-fighting the basilisk leads to a -4 penalty to THACO. Basilisks can stone and rumour says their blood reverses petrification. If the basilisk's gaze is reflected back to it, it has to make a saving throw or elsewise is turned into stone in one out of ten cases. Basilisk hide armour will protect the wearer from petrification.



Crimson **B**asilisk

Hit Dice: 8
Armour Class: 15
Attacks: Acidic bite (2d10)
Saving Throw: 10
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 10/1,400

This subterranean basilisk has crimson scales and a stare that causes a creature to lose 1d4 constitution points for the duration of the battle due to massive bleeding. Creatures without blood are not affected. Its bite is acidic and can corrode equipment. If fresh blood is spilled within fifteen metres of the crimson basilisk, it goes into a blood frenzy, fights to the death and gains a +2 bonus to THACO and a -2 malus to armour class. Crimson basilisk leather armour protects the wearer from the crimson basilisk's gaze.

Desert **B**asilisk

Hit Dice: 4+4
Armour Class: 16
Attacks: Bite (1d4), spit (1d12)
Saving Throw: 13
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 6/400

Desert basilisks appear to be fat cobras, about eight metres long and with four skinny legs that help propel it along the ground, and horns all around the top of its head. These basilisks are extremely poisonous – so much so that even their gaze inflicts 1d6 points of damage unless those meeting its eye make a successful saving throw. In addition, a desert basilisk can spit its poison up to six metres for 1d12 points of poison damage. The desert basilisk's bite inflicts 1d4 points of physical damage and the poison inflicts an additional 1d12 points of damage. A saving throw negates the basilisk's poison, but anyone who purposely comes into physical contact with a basilisk's hide automatically takes 1d6 points of poison damage. Any weapon that strikes a desert basilisk becomes envenomed and does and additional 1d12 points of poison damage to the next target it hits. Desert basilisks are solitary monsters, indigenous to desert regions, but are sometimes transported elsewhere by wizards looking for exotic guardians.

Bastellus

Hit Dice: 4
Armour Class: 19
Attacks: None
Saving Throw: 13
Turned: 6
Movement: 15
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 7/600

The bastellus is an undead creature that feeds on the dreams of its sleeping victims. It supposedly looks like a hulking humanoid shadow with no feature other than a malicious grin in its face. It can only be damaged by +2 magical weapons, and even those inflict only half damage. Weapon with a stronger enchantment inflict full damage. The bastellus is immune to fire, cold and lightning. If *Dispel Evil* is cast at a bastellus and it fails a saving throw, it will be destroyed immediately. *Protection from Evil* prevents it from draining a victim's dreams. Once per day, a bastellus can use *Sleep* with a -2 saving throw penalty for its victims. It can also use *Darkness* at will. If a bastellus eats a creature's dreams, the creature will have terrible nightmares and not recover any hit points. Additionally, it will lose one point of each ability score which can only be recovered by destroying the bastellus.

Giant **B**at

Hit Dice: 4
Armour Class: 12
Attacks: Bite (1d10)
Saving Throw: 13
Movement: 18
Intelligence: Animal
Alignment: Neutral
CL/XP: 5/240

Carnivorous giant bats do not suck blood, but are still dangerous opponents with a bite deadly for common humanoids.



Monstrous **B**at

Hit Dice: 8
Armour Class: 13
Attacks: Bite (2d8), claws (1d6)
Saving Throw: 8
Movement: 18
Intelligence: Animal to Semi
Alignment: Neutral or Chaotic Neutral
CL/XP: 9,/1,100

This type of bat is twice the size of a human and attacks with its claws and bite. It is feared by peasants and swoops down on its victims to carry them away.

Sentinel **B**at

Hit Dice: 1
Armour Class: 13
Attacks: Bite (1d4)
Saving Throw: 18
Movement: 3/18
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 1/15

The sentinel bat is a bat that is drawn to powerful undead and serves them. It looks mostly like a common bat, but is often marked by its master in a certain way. If the bat's master sees through its eyes, they will glow red. The sentinel bat can only be damaged by silver or magical weapons. Once per turn, the bat's master can use a power through the bat.

Sinister **B**at

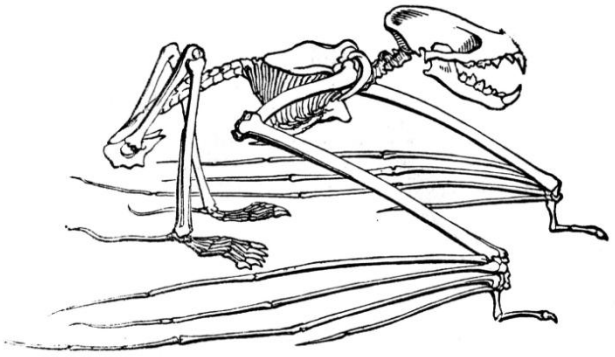
Hit Dice: 4+4
Armour Class: 16
Attacks: Bite (1d4+1)
Saving Throw: 13
Magic Resistance: 70%
Movement: 2/21
Intelligence: Very
Alignment: Neutral Evil
CL/XP: 6/400

The mysterious jet-black sinister bat is very smart and highly resistant against magic. It can fly on a spot for some time and use *Hold Monster* once per day. Every third round, a sinister bat can use *Blacksphere*.

Skeletal **B**at

Hit Dice: 1d5 hp
Armour Class: 14
Attacks: Claw (1d3)
Saving Throw: 18
Turned: 1
Movement: 1/15
Intelligence: None
Alignment: Chaotic Evil
CL/XP: B/10

The skeletal bat is a bat animated by necromancy. Despite lacking wing membranes, it can still fly. This ability makes it a popular henchman among necromancers and sentient undead.



Vampire **B**at

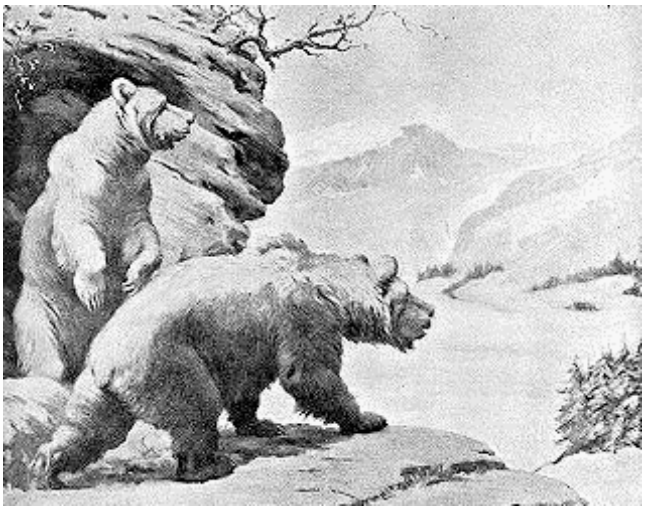
Hit Dice: 1
Armour Class: 11
Attacks: Bite (1d6)
Saving Throw: 17
Movement: 18
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

This bird-sized bat is feared for sucking blood and transmitting diseases. It regenerates one hit point with each bite.

Black **B**ear

Hit Dice: 4+1
Armour Class: 12
Attacks: Claws (2x1d3), bite (1d6)
Saving Throw: 13
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 4/120

Bears are strong predators, but usually not aggressive unless threatened or hungry. If a bear hits and opponent with both claws, it hugs it for an additional 1d8 points of damage. Bear pelt does not grant much protection against weapons, but keeps the wearer warm.



Cave **B**ear

Hit Dice: 7
Armour Class: 15
Attacks: Claws (2x1d6), bite (1d8)
Saving Throw: 11
Movement: 9
Intelligence: Animal
Alignment: Neural
CL/XP: 7/600

The cave bear belongs to an ancient breed of bears. More than twice the size of a normal bear, it hugs its opponents for 1d12 points of damage after a successful attack with both claws.

Ghost **B**ear

Hit Dice: 5+5
Armour Class: 19
Attacks: Claws (2x1d3), bite (1d6)
Saving Throw: 12
Turned: 5
Movement: 12
Intelligence: Semi
Alignment: Chaotic Evil
CL/XP: 7/600

The ghost bear is the spirit of a bear that died while in an emotionally charged state. It hates all life. Ghost bears can only be hit magic or silver weapons. Being hit by a ghost bear reduces a random ability score by one.

Grizzly **B**ear

Hit Dice: 6
Armour Class: 13
Attacks: Claws (2x1d6), bite (1d10)
Saving Throw: 11
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 6/400

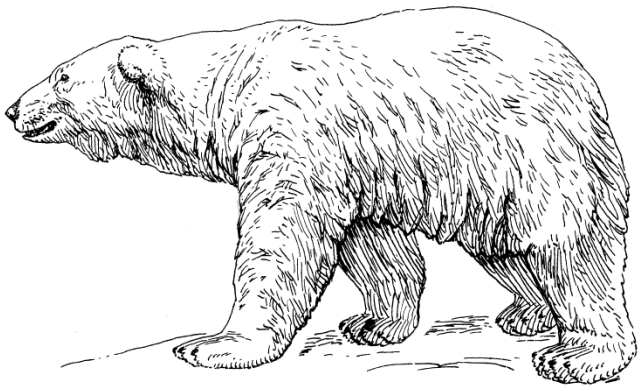
Very large brown bears, grizzlies hug for an additional 2d6 points of damage if hitting with both claw attacks and can automatically maintain the hold, crushing the victim and continuing attempts to bite as well.

Ice **B**ear

Hit Dice: 8+4
Armour Class: 15
Attacks: Claws (2x1d8), bite (2d8+2)
Saving Throw:
Movement: 12/6
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 9/1,100

The ice bear looks like a giant polar bear, but seems to be closer related to the cave bear. It is a good swimmer,

aggressive and often foul-tempered. Ice bears are always the most powerful apex predators in their territories – or die while trying to beat an even stronger intruder. If an ice beat attacks an opponent with an attack roll three higher than necessary, it additionally hugs its opponent for 2d6 points of damage. It continues to fight for 1d4 rounds after being reduced to naught hit points. If reduced to nine negative hit points, the ice beat dies straight away.



Polar **B**ear

Hit Dice: 6
Armour Class: 14
Attacks: Claws (2x1d6), bite (1d10+1)
Saving Throw: 12/3
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 5/240

In cold and snowy areas, the polar bear is camouflaged well. His hug attack, usable after it attacked an opponent with both claws, does 1d10 points of damage. The polar bear is an excellent swimmer and his pelt protects well against low temperatures. Both the bear and anyone who wears it pelt suffer one point of damage less from cold-based attacks.

Beastling

Hit Dice: 2
Armour Class: 11
Attacks: Melee weapon (1d8) or blowgun (1d2)
Saving Throw: 15
Magic Resistance: 80%
Movement: 15
Intelligence: Average
Alignment: Neutral
CL/XP: 3/60

Beastlings looks like short, slender humanoids covered with green fur. The fur has a strange pattern granting the beastling excellent camouflage. A beastling has a +3 bonus to surprise and initiative rolls. Beastlings are smart, but very primitive. They shun civilisation and live in tribal communities in the wilderness. Some beastlings use blowguns. Anyone hit has to make a saving throw vs. death at a +4 bonus or will die within 2d4 turns. Beastlings are highly resistant against magic, but cannot supress this resistance voluntarily to receive helpful spells.

Giant **B**eaver

Hit Dice: 4
Armour Class: 13
Attacks: Bite (4d4)
Saving Throw: 13
Movement: 6/12
Intelligence: Animal
Alignment: Neutral
CL/XP: 4/120

The giant beaver live deep in the wilderness. It moves rather slow on land, but is a good swimmer. Giant beavers build giant dams and are willing to fight over them with humanoids settlers.

Giant **B**ee

Hit Dice: 1d4 hp
Armour Class: 12
Attacks: Sting (1d3)
Saving Throw: 18
Movement: 7
Intelligence: None
Alignment: Neutral
CL/XP: 1/15

Giant bee act mostly as normal bees, but are a lot more dangerous due to their size. Near their hives, which are often underground, giant bees will attack almost anyone. Anyone stung by a bee has to make a saving throw vs. death or suffer an additional 1d8 points of damage. If a bee successfully stings an opponent, it will die the next round from the trauma.



Giant Queen **B**ee

Hit Dice: 1+1
Armour Class: 12
Attacks: Sting (1d4)
Saving Throw: 16
Movement: 7
Intelligence: None
Alignment: Neutral
CL/XP: 2/30

The queen of giant bees is always the toughest member of her colony. The poison of her sting inflicts 1d10 points of damage. She will not lose her sting after using it.

Arcane **B**eetle

Hit Dice: 5
Armour Class: 16
Attacks: Pincers (2d6)
Saving Throw: 12
Movement: 12
Intelligence: Animal
Alignment: neutral
CL/XP: 7/600

A gargantuan beetle with a carapace of mirror-like silver, arcane beetles are ideally suited as mounts for warring against mages and other arcane spellcasters due to their innate antimagical abilities. Any spell cast upon an arcane beetle, be it from spells cast or magic items, is immediately cast back at the wizard.

Bombardier **B**eetle

Hit Dice: 2
Armour Class: 16
Attacks: Bite (1d6)
Saving Throw: 16
Movement: 9
Intelligence: None
Alignment: Neutral
CL/XP: 3/30

The red-black giant bombardier beetle can spray a cone of hot and noxious gases at its opponents. The cone is three metres long and three metres wide at the end. It deals 2d6 points of damage. A saving throw is permitted for half damage. The spray attack can be used up to five times per day, but only once every three rounds. The bombardier beetle can use both its bite and the spray attack in one round and suffers no penalty if attacked from behind.

Boring **B**eetle

Hit Dice: 5
Armour Class: 16
Attacks: Mandibles (5d4)
Saving Throw: 12
Movement: 6
Intelligence: Animal
Alignment: Neutral
CL/XP: 6/400

The boring beetle lives on rotting wood and other dead organic matter. They can be found inside large trees or in underground tunnel complexes and have strong mandibles.

Deathwatch **B**eetle

Hit Dice: 6
Armour Class: 16
Attacks: Bite (3d4)
Saving Throw: 11
Movement: 12/6
Intelligence: Animal
Alignment: Neutral
CL/XP: 8/800

The dreaded deathwatch beetle is a large beetle with a black carapace and a white skull-like pattern on it. It can fly, but not very fast and with little manoeuvrability. The deathwatch beetle is not only very stealthy, but can also emit a terrible sound that outrights slays every creature within a radius of fifteen metres that does not make a saving throw vs. death. This ability can be used every 1d4+1 hours. Everyone who makes the saving throw stills suffers 5d4 points of damage.

Dragon **B**eetle

Hit Dice: 1
Armour Class: 13
Attacks: Bite (1d4)
Saving Throw: 15
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 2/30

The dragon beetle is a large flightless crimson beetle. It lives in arid climates and hunts in groups. Dragon beetles are not very dangerous to most species, but their poison is highly effective against dragons and related creatures like dragon-kin. Against such a creature, the poison deals 2d12 points of damage and leaves a red scar. The target is permitted a saving throw for half damage. One dead dragon beetle can be used to poison 1d4 weapons for a single use. The weapons will deal double damage against dragons in their first successful hit.

Fire **B**eetle

Hit Dice: 1+3
Armour Class: 15
Attacks: Bite (1d4+2)
Saving Throw: 18
Movement: 12
Intelligence: None
Alignment: Neutral
CL/XP: 1/15

The fire beetle's light glands glow in a red light. If removed, they will continue to glow for 1d6 days in a radius of three metres.

Giant **B**eetle

Hit Dice: 3
Armour Class: 16
Attacks: Bite (3d6)
Saving Throw: 14
Movement: 9
Intelligence: None
Alignment: Neutral
CL/XP: 4/120

Giant beetles react slowly and are usually not threat, but may accidentally try to eat resting humanoids or fall under the control of dark powers.

Huhu **B**eetle

Hit Dice: 1+3
Armour Class: 15
Attacks: Bite (2d6)
Saving Throw: 17
Movement: 9/18
Intelligence: None
Alignment: Neutral
CL/XP: 2/30

This large winged beetle has a brown and yellow-striped carapace, horny black antennae and powerful jaws. Its barbed legs hook relentlessly into the victim's hair, fur or clothing. It is attracted to light sources. The pale yellow huhu grubs are extremely nutritious and taste like peanuts.

Oil **B**eetle

Hit Dice: 2
Armour Class: 15
Attacks: Bite (1d6+1)
Saving Throw: 17
Movement: 12
Intelligence: None
Alignment: Neutral
CL/XP: 2/30

The oil beetle can squirt oil on an attacker once per battle resulting in a -2 THACO penalty. The penalty lasts for one day or until the oil is removed by one hour of cleaning. The beetle's oil can be used as lubrication grease.

Rhinoceros **B**eetle

Hit Dice: 12
Armour Class: 17
Attacks: Mandibles (3d6), horn (2d8)
Saving Throw: 3
Movement: 6
Intelligence: None
Alignment: Neutral
CL/XP: 12/2,000

This uncommon gigantic beetle lives in subtropical areas and is highly dangerous. It attacks not only with its mandibles, but also with its horn.

Slicer **B**eetle

Hit Dice: 4+2
Armour Class: 16
Attacks: Slice (2d8)
Saving Throw: 14
Movement: 6
Intelligence: None
Alignment: Neutral
CL/XP: 5/240

Slicer beetles are brown or dark grey, wingless beetles. On a successful natural attack roll of nineteen or twenty, they cut off a random limb from their opponent. After that, the slicer beetle usually tries to run off to its lair with the limb.



Stag **B**eetle

Hit Dice: 7
Armour Class: 16
Attacks: Bite (4d4), horns (2x1d10)
Saving Throw: 9
Movement: 6
Intelligence: None
Alignment: Neutral
CL/XP: 8/800

The stag beetle is a forest-dwelling beetle, but is also very fond of crops and sometimes becomes a nuisance in rural areas. It will only fight if attacked or if it finds organic material it identifies as food.

Tiger **B**eetle

Hit Dice: 4+2
Armour Class: 17
Attacks: Bite (2d8)
Saving Throw: 12
Movement: 18
Intelligence: Animal
Alignment: Neutral
CL/XP: 5/120

The tiger beetle is a large predator and viciously fast. It preys on everything the size of a human or smaller. Their carapaces are usually of a dark brown with lighter stripes or spots.

Beguiler

Hit Dice: 2
Armour Class: 10
Attacks: Claws (4x1d2), bite (1d4), weapon (1d4)
Saving Throw: 16
Movement: 14
Intelligence: Average
Alignment: Neutral
CL/XP: 2/30

The beguiler is a mouse-like creature the size of a small dog. It has dark fur that is silky to the touch. The fur colour can be changed to fit its surroundings. In combat, the beguiler can use its hairless tail to use a weapon up to the size of a short sword at a -2 THACO penalty. The beguiler lives the warm steppe between East and West. It always sees the world through *True Sight*, can see invisible creatures and ignores illusions. A cap from beguiler fur gives the wearer grants the wearer *True Sight*, a cap grants *Chameleon*.

Behemoth

Hit Dice: 12+2
Armour Class: 17
Attacks: Bite (3d6), claws (2x1d10)
Saving Throw: 3
Movement: 12
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 12/2,000

The behemoth is a large canine-like creature with two bull horns. It is quadrupedal and has blue or purple skin. Behemoths have enormous physical strength and live in remote mountain areas or in caves. They are usually carnivorous and never tolerate other creatures of equal strength in their territory. The behemoth does not directly use magic of any kind, but if it is attacked by magic, it will retaliate with *Fireball*. The attack does 6d6 points of damage and does not prevent the behemoth from use its base attacks in that round.

Behemoth King

Hit Dice: 16+4
Armour Class: 19
Attacks: Bite (5d6), claws (2x1d12)
Saving Throw: 3
Magic Resistance: 25%
Movement: 15
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 16/3,200

It is not entirely clear whether the gargantuan red-skinned behemoth kings are particularly ancient behemoths or an entirely different breed. In any case, their power exceeds even that of a common behemoth. If attacked by magic it, will retaliate with an attack equal to a *Fireball* going 8d6 points of damage. Once killed, a behemoth king explodes, dealing 6d6 points of damage to anyone within a radius of five metres. Targets up to fifteen metres away still take half damage.

Behir

Hit Dice: 12
Armour Class: 15
Attacks: Bite (1d8)
Saving Throw: 3
Movement: 15
Intelligence: Low
Alignment: Chaotic Neutral
CL/XP: 13/2,300

The behir is a serpentine monster that can slither like a snake or use its dozen legs to move with considerable speed. A behir is about a dozen metres long and weighs about two tons. Most are a deep blue colour. Behirs attack by biting, and will swallow prey whole on a natural roll of twenty. They also lash their bodies around prey, and on the first round following this attack they can bring six claws into play, each dealing 1d6 points of damage. Behirs also have a breath weapon – they can spit a bolt of lightning once every ten rounds, inflicting two points of damage per hit die. A successful saving throw indicates half damage.

Being of Ib

Hit Dice: 3
Armour Class: 14
Attacks: Weapon (1d6+1)
Saving Throw: 16
Movement: 12/18
Intelligence: Highly
Alignment: Lawful neutral
CL/XP: 3/60

The Beings of Ib are named after the City of Ib their used to call their home before it was destroyed. The Beings of Ib are very intelligent, good swimmers and live above as well as underwater, mostly near freshwater lakes. All members of their community are equal. They look fish-like with skin folds and large eyes.

Belabra
Hit Dice: 4+4
Armour Class: 21
Attacks: Ram (2d4)
Saving Throw: 13
Movement: 3/6
Intelligence: Semi
Alignment: Neutral
CL/XP: 6/400

The belabra is a large hemispherical shell with a dozen rubbery tentacles on the underside and four eye stalks at the top. The belabra walks slowly, but can kick itself into the air with its tentacles and glide up to twenty metres this way. Apart from ramming a target, the belabra can also entangle it at an attack made at a -4 THACO penalty. If a target is entangled, it loses all dexterity boni and receives a -4 armour class malus. Once per turn, a strength check is permitted to try to escape. Whether or not the roll is successful, the victim suffers 1d4+1 points of damage from the barbs on the tentacles. A tentacle can be severed with one hit of an edged weapon at a -6 armour class malus for the belabra. Whenever a tentacle is cut of, everyone in the proximity has to make a saving throw to avoid getting hit by the spray of white blood. Everyone hit suffers a -2 armour class and THACO malus for 2d4 rounds. Belbras live mainly in temperate forests. If they are hunting, they draw themselves in their shell and remain motionless until prey is near.

Berbalang
Hit Dice: 4+1
Armour Class: 13
Attacks: Claws (2x1d4), bite (1d6)
Saving Throw: 13
Movement: 6/24
Intelligence: Very
Alignment: Chaotic Evil
CL/XP: 5/240

The demon-like berbalang is an evil creature that spends most of its time in a comatose state while its spirit wanders the Astral Plane. It returns to the Material Plane during nights of the full moon to feed on the flesh of humans. A berbalang's projection is immune to sleep spells and cannot be charmed or magically held. If its body is discovered while the projection is on the Astral Plane, it will return in 2d10 rounds. Even if on the Material Plane, the berbalang can send out its projection. If the projects, which fights just like the true berbalang, is damaged, it will flee back to the body. If it is destroyed, the berbalang will die from the shock in three out of four cases.

Bhaergala
Hit Dice: 4+4
Armour Class: 13
Attacks: Claws (2x1d6), bite (1d8)
Saving Throw: 13
Movement: 15
Intelligence: Low
Alignment: Neutral
CL/XP: 4/120

The hideous bhaergala looks like crossbreed of hyena and lion with a long horse-like face. The fur of a bhaergala gives of a characteristic odour similar to the one of fresh bread. Bhaergalas can imitate the speech and songs of humans and elves with great skill. They use this ability to lure prey into a trap, preferably attacking from great height. During the first round of combat, a bhaergala will only attack with its claws, but inflict full damage. Four times per day, a bhaergala can reflect a spell back to the caster who casted it. This ability requires the bhaergala's full attention.

Bhyakee
Hit Dice: 6
Armour Class: 14
Attacks: Claws (2x1d8) or bite (1d10)
Saving Throw: 10
Movement: 6/24
Intelligence: Semi
Alignment: Chaotic Evil
CL/XP: 8/800

The bhyakee are a tall alien race with traits of reptile and insect as well as bat wings. Are immune to cold, do not need to breathe and can travel through the cold vacuum of space. They are sometimes used as mounts by space travellers. If the bhyakee successfully bites an opponent, it will start to suck blood and cause 1d6 point of damage in every subsequent round.

Bi-Nou
Hit Dice: 5+5
Armour Class: 16
Attacks: Strike (2x1d8)
Saving Throw: 11
Magic Resistance: 15%
Movement: 6
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 6/400

The bi-nou are a subterranean race of malicious stalagmite like beings. If standing still, their dark eyes and small hands are barely visible and they are hard to distinguish from real stalagmites. Some types of bi-nou are known to be able to walk on the ceiling of caverns. While bi-nou have eyes, their other senses are extraordinary and they are not affected to any effects related to light or darkness. *Pass Wall* stuns a bi-nou for 1d4 rounds. *Rock to Mud* destroy it instantaneously,

Stone to Flesh reduces its armour class to ten for 1d6+2 rounds.

Bird Maiden

Hit Dice: 6
Armour Class: 12
Attacks: Wings (2x1d6) or weapon (2d6+1)
Saving Throw: 11
Movement: 12/36
Intelligence: Genius
Alignment: Neutral
CL/XP: 7/600

Bird maidens are females able to transform into birds. Unlike swanmay, they do not require a token and unlike therianthropes, their ability is not a curse. Most bird maidens transform into falcons or eagles. Rumour says that there is a secret place in the mountains called the Crown of All Feathers where all bird maidens meet once per year to celebrate. Most bird maidens can use three cleric spells of the first three levels.

Talking **B**ird

Hit Dice: 4+1
Armour Class: 13
Attacks: Beak (1d8)
Saving Throw: 8
Movement: 6/18
Intelligence: Genius
Alignment: True Neutral
CL/XP: 3/60

The talking bird resembles a mix between a toucan and parrot. It gets very old, speaks a lot of languages and sometimes has a hint for a group of adventures passing by. Singing birds have a beautiful singing voice. Any sentient creature having a minimal sense for art will be stunned by the talking bird's singing voice. Sometimes, a talking bird forms a choir with a singing tree or a swarm of singing birds.

Birhaakamen

Hit Dice: 1+3
Armour Class: 13
Attacks: Claws (1d2), beak (1d3)
Saving Throw: 17
Movement: 12
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: 2/30

Birhaakmen are bird-kin, entirely feathered, with beaks and clawed hands at their wing joints. They live in tribal aeries and are generally not civilized. They carry javelins, and some of the more civilized aeries arm their warriors with spears and shields. These more advanced bird-kin may wear scraps of armour, increasing their armour class to fifteen.

Blade Grass

Hit Dice: 4
Armour Class: 12
Attacks: Boring (5d4)
Saving Throw: 13
Movement: 0
Intelligence: None
Alignment: Neutral
CL/XP: 6/400

Blade grass has twisted blade-like leaves that aggressively attack anyone stepping on it. The blade dig though anything softer than metal. After the first round, anyone not having his feet protected by metal or something stronger will be attacked via his natural armour class. Anyone hit additionally has to make a saving throw vs. paralysis or will move at half his usual movement rate for 1d4 days. The blade grass takes full damage only from fire and half damage from everything else.

Blinkling

Hit Dice: 2
Armour Class: 16
Attacks: Bite (1d4) or weapon
Saving Throw: 16
Movement: 15
Intelligence: Average
Alignment: Lawful Good
CL/XP: 3/60

Blinklings are the offspring of blink dogs and halflings. They look mostly humanoids, but also have canine traits. Blinklings can use *Blink* every second round in combat. They live together with halflings as well as blink dog packs.

Blood Rose

Hit Dice: 3
Armour Class: 13
Attacks: Canes (3x1d6)
Saving Throw: 15
Movement: 1
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 4/120

Blood roses appear as normal rose bushes, but are actually semi-sentient bloodsucking plants with beautiful crimson blossoms. Anyone within a radius of ten metres around a blood rose has to make a saving throw vs. death to resist the rose's fragrance. Any creature that fails will drop everything and approach the flower. The saving throw has to be made every round. Each blood rose plant will have up to three whip-like canes studded with thorns with which it can attack. When a cane hits, it wraps around the victim and begins to drain blood, doing 1d6 damage per round. A blood rose which has recently eaten this way will have flowers ranging from pink to deep wine red in colour, which will fade slowly back to white or yellow as the plant digests the blood it has consumed.



Blupe
Hit Dice: 1
Armour Class: 11
Attacks: None
Saving Throw: 17
Movement: 9/3
Intelligence: Semi
Alignment: Neutral
CL/XP: B/10

The blupe is a small semi-transparent blue entity. It can float and swim and smells like fresh rain. In the dark, it emits dim blue light. Blupes take half damage from fire and can extinguish fire. They can only harm creatures dependent on fire. They are immune to poison, sleep, paralysis and do not need to breathe.



Boar
Hit Dice: 3+3
Armour Class: 12
Attacks: Gore (3d4)
Saving Throw: 14
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 4/120

Boar can get aggressive and dangerous if their offspring is endangered. If the boar is reduced two naught hit points, it continues to attack for two rounds before it drops dead.

Ghost Boar
Hit Dice: 3+3
Armour Class: 19
Attacks: Gore (3d4)
Saving Throw: 13
Movement: 15
Intelligence: Semi
Alignment: Chaotic Evil
CL/XP: 5/240

The aggressive and malignant ghost boar is the spirit of a boar slain by a hunter. Now, it seeks revenge and will attack all living beings it finds. The ghost boar can only be damaged by magic and silver weapons. A creature hit by a ghost boar will lose a point of strength, constitution or dexterity.

Boggle
Hit Dice: 4+3
Armour Class: 13
Attacks: Bite (1d4), claws (2x1d4)
Saving Throw: 14
Movement: 9
Intelligence: Low
Alignment: Neutral
CL/XP: 5/240

Boggles are greasy, slightly deformed and disproportionate humanoids. They are clever thieves and scavengers. Their sense of smell is exceptional and allows them to track invisible creatures, an ability which is sometimes use by other races which keep boggles as pets and guards. Boggles can use *Spider Climb* at will. Their skin is covered by dark oil that protects them from fire. Boggles take only quarter damage from fire-based attacks, even magical ones. Boggle oil from one dead boggle put on a coat will half fire damage for the wearer for 1d4 days.

Boneless
Hit Dice: 3
Armour Class: 12
Attacks: Slap (2x1d4)
Saving Throw: 14
Turned: 3
Movement: 6
Intelligence: None
Alignment: Chaotic Evil
CL/XP: 3/60

Boneless are reanimated corpses from which the bones have been stripped. They appear as lanky humanoids with withered limbs and a shrunken head. Boneless are slow, but move with double speed while crawling on all fours. If a boneless successfully strikes at an opponent with both hands in one round, the victim has been grappled and automatically takes 2d4 points of damage in the following rounds. A strength check is required to break free. Anyone who attacks a boneless that has grabbed someone will hit the victim has the time. Blunt weapons do only half damage against boneless. Due to their bonelessness, boneless can work their way through very narrow gaps. Boneless are popular among necromancers, as the bones and the rest of the body can be reanimated as two servants.

Bonesnapper
Hit Dice: 4
Armour Class: 15
Attacks: Bite (1d8), tail slap (1d4)
Saving Throw: 13
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 4/120

The bonesnapper is a bipedal lizard the size of a human. It is most likely related to dinosaurs and has a powerful jaw. In combat, the bonesnapper likes to target an opponent – just to change its direction in the last second and attack someone else. Bonesnappers are solitary and will always fight to the death. Newt-kin like the tough flesh of the bonesnapper and like to hunt and eat it.

Bonobo
Hit Dice: 3
Armour Class: 15
Attacks: Bite (1d4), fists (2x1d2)
Saving Throw: 15
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

Bonobos are apes mostly known for their active sex life. They live mainly in jungles, though some communities have settled in the savannah as well.

Winged Bonobo
Hit Dice: 5
Armour Class: 13
Attacks: Bite (1d6), fists (2x1d4)
Saving Throw: 12
Movement: 9/18
Intelligence: Animal
Alignment: Neutral
CL/XP: 6/400

Winged bonobos are larger and more muscular than regular bonobos. Most of them have bat wings, though ones with feathered wings are known as well. If a winged bonobo strikes an opponent with both hands, it can lift him up and drop or abduct him.

Boobrie
Hit Dice: 9
Armour Class: 14
Attacks: Claws (2x1d6), beak (2d8)
Saving Throw: 6
Movement: 15/15
Intelligence: Animal
Alignment: Neutral
CL/XP: 9/1,100

The boobrie is a giant bird related to the stork. It is twice as tall as a human and stand on tall, slender legs. They are rather weak in combat, but allow the boobrie to run fast. The boobrie lives on large wetlands organisms and has developed an immunity to all toxins.

Booka
Hit Dice: 1d4 hp
Armour Class: 12
Attacks: None
Saving Throw: 16
Magic Resistance: 10%
Movement: 12/18
Intelligence: Very
Alignment: Chaotic Good
CL/XP: B/10

The booka is a small fey with a devilish face and colourful butterfly wings. It is very small and closely related to sprites and pixies. Bookas are peaceful, but will defend themselves if necessary. Their bite is quite painful, but does no significant damage to larger creatures. Bookas can become invisible at will. They often use this inherited ability to set traps, their favourite method of retaliation. Bookas live wherever humans live and like to make themselves comfortable in their homes. As payment for the shelter, bookas often dust the house and help their host family against outside threats. A lock of a booka, freely given by one, allows the user to use *Invisibility* once.

Boowray
Hit Dice: 4
Armour Class: 17
Attacks: Bite (1d4)
Saving Throw: 13
Movement: 12/24
Intelligence: Very
Alignment: Neutral Evil
CL/XP: 4/120

The boowray is a malevolent spirit that takes delight from corrupting the innocent and inspiring good people to evil actions. Usually incorporeal and invisible, the boowray can appear as a tiny translucent humanoid with greenish skin and mint leaves instead of hair. It can only be harmed by magical weapons and tries to avoid direct combat by flying away. Once pay day, the boowray can use *Suggestion*. Every time its victim does an act of evil, it is permitted a saving throw to break free from its charm. *Dispel Evil* will also break it. A boowray usually appears a guardian spirit and sometimes genuinely helps someone – at the cost of others, though.

Giant Botfly
Hit Dice: 1
Armour Class: 13
Attacks: Bite (1d2)
Saving Throw: 17
Movement: 3/15
Intelligence: None
Alignment: Neutral
CL/XP: 1/15

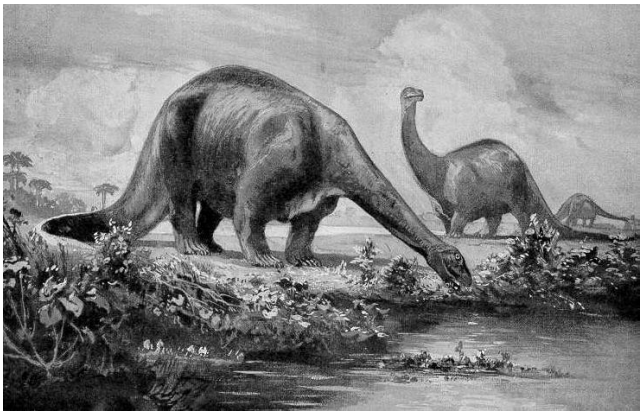
Giant botflies feed on carrion and refuse. On a successful attack, they infect larvae into their opponent in one out of two cases. The larvae will hatch after 1d4+1 days and burst out of the victim's skin, doing one point of damage per hatchling in the process. The immature botflies cannot attack for one week. *Cure Disease* can destroy the larvae. If magical fire damages the botfly, its wings burn off and its gets a -3 malus to armour class.

Borsin
Hit Dice: 4
Armour Class: 13
Attacks: Claws (1d4), bite (1d3)
Saving Throw: 13
Movement: 15
Intelligence: Semi
Alignment: Lawful Neutral
CL/XP: 4/120

The borsin is a creature with the head, arms, and upper body of an ape joined to the body and legs of a hound. A borsin has a savage cunning, and is capable of problem-solving and setting crude traps. They do not use weapons or tools, or carry treasure, although pack leaders will drape themselves in the skins and furs of creatures they have killed – including humanoids. Borsin form packs led by the strongest member. They attack with two claws and a bite, and use pack tactics to drive opponents and prey into traps, kill zones, or natural hazards such as cliffs and ravines. If both its claws hit the same opponent, a borsin can hug and rend for an additional 2d6 points of damage. Borsin packs stake out their territory by making small cairns topped with the skulls of their kills, and patrol their borders regularly. Borsin are omnivorous and hardy, capable of surviving on plant matter, yet enjoying a fresh kill.

Bowlyn
Hit Dice: 4+3
Armour Class: 10
Attacks: Strike (1d6)
Saving Throw: 14
Turned: 5
Movement: 18
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 5/240

The bowlyn is a restless spirit that haunts oceangoing vessels. It is usually invisible, but can become visible in form of a half-skeletal, rotting sailor. Bowlyns constantly howl and moan in agony. A creature touched by a bowlyn has to make a saving throw vs. paralysis or suffers a -4 penalty to THACO and saving throws. A healing spell or potion, even a minor one, will cure this condition. A bowlyn is incorporeal and can only be damaged by magic or silver weapons. If the ship the bowlyn haunts is destroyed, the bowlyn will be destroyed as well.



Brachiosaurus
Hit Dice: 36
Armour Class: 14
Attacks: Tail (5d4)
Saving Throw: 3
Movement: 6
Intelligence: Animal
Alignment: Neutral
CL/XP: 40/10,400

The gargantuan brachiosaurus is not only one of the largest dinosaurs, but also one of the largest creatures in general. If it accidentally steps on a smaller organism, it deals 8d10 points

of damage. The brachiosaurus likes to dwell in warm swamps and near lakes.

Broken One

Hit Dice: 3
Armour Class: 13
Attacks: Strike (1d6) or weapon (1d8)
Saving Throw: 14
Movement: 9
Intelligence: Low
Alignment: Neutral
CL/XP: 4/120

Broken ones are unnatural combinations of animals and humanoids. They have twisted bodies, broken souls and are usually the result of a magical experiment gone wrong. Broken ones are tragic creatures and look horrific to others. Some can speak with the animals of the species they partly belong to and almost all inherited some useful abilities. Broken ones heal one hit point per round.

Greater **B**roken One

Hit Dice: 5
Armour Class: 15
Attacks: Strike (1d8) or weapon (1d10+2)
Saving Throw: 12
Movement: 9
Intelligence: Highly
Alignment: Chaotic Neutral
CL/XP: 6/400

Some broken ones are physically superior to their original race, even though their souls are still torn apart. These greater broken ones usually have more than one animal ability and regenerate two hit points per round. They are solitary creatures that do not tolerate authorities of any kind.

Brontosaurus

Hit Dice: 30
Armour Class: 14
Attacks: Bite (3d6), tail (1d6)
Saving Throw: 3
Movement: 6
Intelligence: Animal
Alignment: Neutral
CL/XP: 30/8,400

The giant brontosaurus spends most of its time in shallow water. If it steps on a smaller creature, it deals 4d10 points of damage. Relative to its size, it has a small head. In combat, the brontosaurus bites and uses its tail as a weapon.

Brownie

Hit Dice: 1d4 hp
Armour Class: 17
Attacks: Weapon (1d2)
Saving Throw: 16
Movement: 12
Intelligence: Highly
Alignment: Lawful Good
CL/XP: 1/15

Brownies are small, benign fey who looks a bit like tiny elves. They are peaceful and avoid fighting unless they are attacked. In combat, they sometimes use powers like *Dancing Lights*, *Dimension Door* or *Mirror Image*.



Bruja

Hit Dice: 8
Armour Class: 19
Attacks: Claws (2x1d6+6)
Saving Throw: 8
Magic Resistance: 25%
Movement: 15
Intelligence: Very
Alignment: Chaotic Good
CL/XP: 9/1,100

The bruja looks like crone and is – despite her frightful appearance – a benevolent creature. Despite looking frail and having milky, dull eyes, the bruja has extraordinary strength and moves swiftly. She can communicate with wild animals around her home. The reason for the bruja's melancholy is that she is cursed to know the time and manner of her own death. Because of this burden, she is helpful and assists others who fight the darkness. Brujas can cast *Alter Self*, *Bless*, *Detect Good*, *Invisibility*, *False Tracks* and *Pass Undead* at will. Once per day, they can use *Dispel Evil*, *Greater Protection from Evil*, *Heal* and *Remove Curse*. While generally benevolent, brujas also have the ravenous appetite hags have and enjoy eating raw meat. Sometime they feast on the flesh of intelligent creatures that have done them wrong.



Buckawn

Hit Dice: 1d6 hp
Armour Class: 16
Attacks: Weapon (1d6)
Saving Throw: 18
Movement: 12
Intelligence: Very
Alignment: Neutral
CL/XP: 1/15

Buckawns are close relatives of brownies, but are trickier and less friendly. They distrust other races and avoid contact with them. Buckawns have darker skin and very light hair. They are excellent at hiding and at detect hidden opponents. Once per round, a buckawn can use *Alter Self*, *Auditory Illusion* or *Invisibility*. One daily, it can use *Entangle* or *Insect Swarm*.



Buffalo

Hit Dice: 5
Armour Class: 12
Attacks: Strike (2x1d6)
Saving Throw: 12
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 5/240

Buffalos are dangerous herd animals. If a buffalo charges at a target, it will do 3d4 points of damage.

Bugbear

Hit Dice: 3+1
Armour Class: 14
Attacks: Bite (2d4), mace (1d6+2)
Saving Throw: 14
Movement: 12
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: 3/120

Bugbears are large and hairy relatives of goblins and hobgoblins. Despite his size, the common bugbear is stealthy and surprises its opponents on a roll of one to three on a d6. Bugbears favour the mace, but also fight with many other weapons.

Bulette

Hit Dice: 7
Armour Class: 21
Attacks: Bite (4d12), claws (2x3d6)
Saving Throw: 9
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 9/1,100

Almost twelve metres long and armoured like an armadillo, the bulette is a formidable foe. It digs burrows, but hunts on the surface. Bulettes eat practically everything and like to jump at their prey, allowing them to attack with all four claws at once. The bulette's underbelly has AC 13, but is usually only exposed once the bulette has already been wounded. Bulette armour used to make armour is as good as plate mail, but has only half the weight.

Greater **B**ulette

Hit Dice: 9
Armour Class: 21
Attacks: Bite (4d12), claws (2x3d6)
Saving Throw: 6
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 11/1,700

The greater bulette is even larger than the regular bulette and is infamous for eating entire fields of crops or villages. In comparison to smaller bulettes, the greater bulette has a well-armoured underbelly.

Bullywug

Hit Dice: 1+1
Armour Class: 13
Attacks: Weapon (1d6)
Saving Throw: 17
Movement: 12/6
Intelligence: Low
Alignment: Lawful Neutral
CL/XP: 2/30

Bullywugs are anthropomorphic frogs. They are good swimmers and live anywhere where fresh water is found. Bullywugs can perform a hop attack over a distance of ten metres and thus gain a +1 THACO bonus. If they use an impaling weapon at the same time, their chance to score a critical rises to an attack roll of sixteen or higher.

Buopoth

Hit Dice: 3
Armour Class: 14
Attacks: Ram (1d4)
Saving Throw: 15
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 2/30

The buopoth is a herd animal native to the Dream World. It has purple for, a trunk, humanoid ears and is generally benign. Buopoth are herbivores and rather shy. They prefer to knock down enemies, which happens after every successful attack unless the target makes a dexterity check, and flee.

Glass **B**utterfly

Hit Dice: 1d4 hp
Armour Class: 10
Attacks: None
Saving Throw: 18
Movement: 12/21
Intelligence: None
Alignment: Neutral
CL/XP: A/5

Glass butterflies are tiny, wizard-made entities, made of coloured glass and resembling butterflies the size of a bird or cat. They were once made as decoration for the noble houses of antiquity, and are usually found in large numbers flitting aimlessly about. Glass butterflies will usually ignore any creature that comes near them, and simply fly a few feet away if attacked. They are constantly in motion, creating a pleasant play of light and colour if there is a light source present, and only touch the ground when destroyed. Being mindless, they are unaffected by spells such as sleep, charm, and hold. They are otherwise extremely susceptible to damage, and can be easily destroyed. However, the magic that animates a glass butterfly is too powerful to be contained in such a frail and simple vessel. When slain, there is a burst of energy with a radius of one metre. This does not cause damage, but has a cumulative chance of causing a random spell effect, equal to 5% per glass butterfly destroyed in the past turn. If caught in an area effect, one glass butterfly is destroyed per dice of damage, and one damage die is rolled to determine how many additional glass butterflies are destroyed. Any Light spell cast upon a glass butterfly is increased by 50% in both duration and area of effect.

Vampiric **C**actus

Hit Dice: 3+1
Armour Class: 13
Attacks: Needles (12x1d2)
Saving Throw: 14
Movement: 1
Intelligence: None
Alignment: Neutral
CL/XP: 3/60

The vampire cactus is a desert plant that usually feeds on the blood of small mammals and reptiles. It looks like a century plant with twelve fleshy leaves and twelve needles attacked to the plant via thread. These needles are used to attack prey over a distance of up to three metres and suck out their body fluids. Once a needle has attached itself to a target, it automatically does damage until the plant is killed or the thread destroyed. Each thread has eight hit points independently from the plant's core. The vampiric cactus takes double damage from fire attacks, but is immune to electrical attacks.

Giant Caecilia

Hit Dice: 6
Armour Class: 14
Attacks: Bite (1d8)
Saving Throw: 12
Movement: 6
Intelligence: Animal
Alignment: Neutral
CL/XP: 6/400

Caecilia are carnivorous, legless amphibians; they strongly resemble earthworms, but they have bony skeletons and sharp teeth. Caecilia live entirely underground. The giant variety grows up to ten metres long and frequently is found in caverns or dungeons. They are nearly blind, but caecilian are very sensitive to sound and vibrations, and are able to find their prey regardless of light or the absence thereof. A caecilia can swallow a single small humanoid whole. On a natural attack roll of nineteen or twenty, such a victim has been swallowed, assuming that roll does actually hit the victim. A swallowed victim suffers 1d8 points of damage per round, and may only attack from the inside with a small cutting or stabbing weapon such as a dagger. While the inside of the caecilian is easier for the victim to hit, fighting while swallowed is more difficult, so no modifiers to the attack roll are applied. Once a caecilia has swallowed an opponent, it will generally attempt to disengage from combat, going to its lair to rest and digest its meal.

Cadaver

Hit Dice: 2
Armour Class: 9
Attacks: Strike (1d8)
Saving Throw: 18
Movement: 6
Intelligence: None
Alignment: Neutral
CL/XP: 2/30

The cadaver is a dead body under control of a zombie fog. It is very similar to a zombie, but no undead and merely a puppet of the zombie fog. The fog has access to the cadavers remaining senses. If the fog is killed, all cadavers fall to the ground and turn into regular corpses. Cadavers struck down while the fog is alive rise after one round with full hit points unless they are completely dismembered.

Cadaver Crawler

Hit Dice: 2+4
Armour Class: 12
Attacks: Bite (1d2), tentacles
Saving Throw: 14
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 4/120

The carrion critter is a huge worm-like creature living underground and eating cadavers. If hungry, the carrion critter is not above eating live food. Anyone attacked by its tentacles has to make a saving throw vs. paralysis or will not be able to move for 2d6 turns. Cadaver crawler tentacles can be used to anaesthetise small to medium wounds.

Camarasaurus

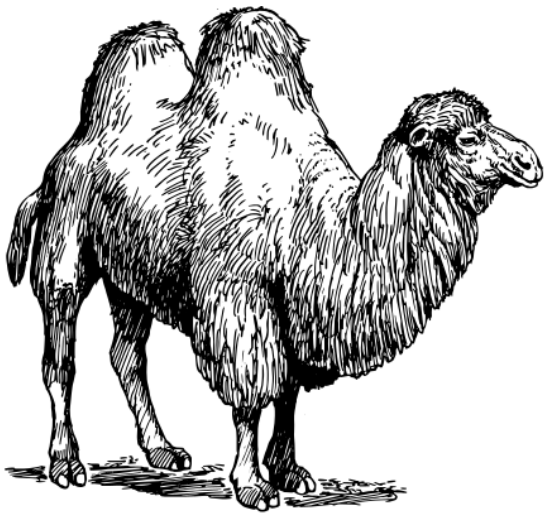
Hit Dice: 20
Armour Class: 13
Attacks: Strike (3d4), trample (3d10)
Saving Throw: 3
Movement: 6
Intelligence: Animal
Alignment: Neutral
CL/XP: 20/4,400

The camarasaurus is a sauropod that dwells in swamps. It lives in herds and sometimes swallows rocks to help its digestion. Sometimes, valuable items are found in the stomach of a camarasaurus.

Camel

Hit Dice: 2
Armour Class: 12
Attacks: Bite (1d2)
Saving Throw: 16
Movement: 18
Intelligence: Animal
Alignment: Neutral
CL/XP: 2/30

Camels are quadrupeds that can carry up to three hundred kilogrammes of mass. They often have bad dispositions and like to spit at people.



Pearl **C**amel

Hit Dice: 5+2
Armour Class: 14
Attacks: Bite (1d8), trample (2d6)
Saving Throw: 11
Magic Resistance: 10%
Movement: 24
Intelligence: Highly
Alignment: Lawful Good
CL/XP: 7/600

Pearl camels are gigantic camels that are guardians of good and righteousness. They have white fur, pearly eyes and are – according to legend – indeed made out of a single great pearl. Pearl camels can *Curse Disease* and *Neutralise Poison* by licking over a creature's face and use *Purify Food and Drink* thrice per day. Being successfully attacked by a trample attack forces the target to remain prone and grant the camel a +4 THACO bonus to further attacks. Pearl camels can use divine magic up to level five. They favour *Command*, *Detect Evil*, *Entropic Shield*, *Finger of Death*, *Hold Metal*, Silence, *Wall of Wind* and *Zone of Truth*.

Portal **C**amel

Hit Dice: 2+4
Armour Class: 12
Attacks: Bite (1d2), kick (1d4)
Saving Throw: 16
Movement: 15
Intelligence: Average
Alignment: Neutral
CL/XP: 4/120

The portal camel is an intelligent and magical creature. It resembles a normal camel, except that it has three humps and two heads. Though not as ill-tempered as actual camels, it does have a high opinion of itself – which it will loudly voice, being capable of speech. While a portal camel can be used as a pack or riding animal, it will demand a higher level of care and pay than any prospective hirelings might seek. As with its normal kin, a portal camel is herbivorous and capable of storing water for extended periods. They can carry two hundred kilogrammes without discomfort.
The left head of a portal camel can cast *Protection from Evil* and *Mirror Image* each twice per day. The right head of a portal camel can cast *Dispel Magic*, *Haste* and *Slow* each once per day. Three portal camels acting together can cast *Dimension Door*, although they may bicker and argue about which one will get to use it. The necks of a portal camel are snake-like in their flexibility, allowing it to turn one head back to face a rider – perhaps to nip him on the knee. Portal camels collect stories and legends of the lands and dimensions through which they travel, and often become sages on obscure topics. Their lips are almost as dextrous as human fingers, allowing them to manipulate simple objects. They may be convinced to join an adventuring party or merchant caravan if someone offers to act as guide and interpreter.

Campestri

Hit Dice: 1
Armour Class: 12
Attacks: Strike (1d2)
Saving Throw: 18
Movement: 12
Intelligence: Semi
Alignment: Lawful Neutral
CL/XP: 1/15

The campestri are a race of semi-sentient fungi with purple caps. They have a joyful attitude, are always in a good mood and love to sing. Once per day, a campestri can release a cloud of spores acting like *Slow* for 1d4+4 rounds. While acting as a group of at least three, the collective intelligence of the campestri rises to low intelligence.

Camptosaurus

Hit Dice: 2
Armour Class: 12
Attacks: Ram (1d2)
Saving Throw: 16
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 2/30

The camptosaurus is slow and exceptionally dumb. It is easy prey and a camptosaurus herd will usually not react until one of their number is directly attacked. In a stampede, they will run at double speed. A creature caught in such a stampede has to make a saving throw vs. death or will be crushed to death.

Cantobele

Hit Dice: 3
Armour Class: 12
Attacks: Claws (4x1d4), bite (3d4), tails (1d6)
Saving Throw: 14
Movement: 12
Intelligence: Very
Alignment: Neutral Evil
CL/XP: 5/240

The cantobele is a sinister creature that is sleek in the way of a great cat. It has a long broad tail and is covered by double-coated fur. The cantobele has a deep, soft voice it uses together with its innate abilities *Detect Thoughts* and *Tongues*. In combat, the cantobele strikes with four of its six claws, bites and attacks with its tails. Instead of attacking with its tails, it can also attempt to knock and enemy off its feet. To resist, the opponent has to make a dexterity check at a -4 penalty. The cantobele attacks opponents on the ground with a +4 THACO bonus. It is immune to cold and can cast *Ice Storm* once per day. Cantobele never slip and have darkvision. They live in swamps, jungles and wasteland.

Carrion Doll

Hit Dice: 2
Armour Class: 13
Attacks: Weapon (1d2)
Saving Throw: 16
Movement: 6
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 3/60

The carrion doll looks like a normal doll, but is actually a sentient, sinister creature. It has a hollow, shrill voice and can speak the language of its creator and the one of the image of the race it has been created in. A carrion doll carries a quiver with 2d10 silver needles. A needle has a range of five metres and will paralyse a limb unless a saving throw vs. paralysation is made by the target. If a needle is injected into a humanoid's neck, the doll's essence will be transferred into the humanoid's body and vice versa. After 1d4 rounds, the doll possessing the new body will wake up. The humanoid in the doll's body will be unconscious for 1d4 hours. The only way to revoke the transfer is to sting another silver needle in the body's neck and have the doll touch it.

Carrion Stalker

Hit Dice: 4
Armour Class: 17
Attacks: tentacles (1d4+5x1d6)
Saving Throw: 13
Movement: 9
Intelligence: None
Alignment: Neutral
CL/XP: 6/400

The carrion stalker looks like a horseshoe crab with the tentacles of a jellyfish. It lurks within a decaying dead body and imposes a -2 penalty to its victim's surprise and initiative rolls. A target struck by one of the carrion stalkers tentacles has to make a saving throw vs. paralysis or will become entangled. Each tentacle imposes a -1 penalty to THACO and the strength check required to break free. The other tentacles will attack the victim with a +1 THACO penalty. Tentacles that grappled a victim will not strike fully, but nevertheless automatically inflict one point of damage per round. After killing a victim, a carrion stalker will use the corpse as a nest for its larvae.

Cat Lord

Hit Dice: 17
Armour Class: 16
Attacks: Claws (2x1d6+6), bite (1d8+8)
Saving Throw: 3
Magic Resistance: 50%
Movement: 21
Intelligence: Genius
Alignment: Neutral
CL/XP: 18/3,800

The cat lord appears as a charismatic, dextrous human with golden eyes, but can also turn into a large feline. Twice per day, the cat lord can use *Dimension Door*, *Hypnotise* and *Teleport*. He is never surprised. If his stare meets a cat – including therianthropes – the creature has to make a saving throw or will fall under the cat lord's control. Creatures with more than eight hit dice are immune to this power. Once per fight, a cat lord can summon 3d8 hit dice of cat creatures. Sages are not sure where cat lords come from and how their true form looks like. They are solitary creatures that mostly shun everyone but felines.

Change Cat

Hit Dice: 4
Armour Class: 12
Attacks: Claws (1d3), bite (2d6)
Saving Throw: 13
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 4/120

The change cat is the result of magical experiments gone awry. In its most common form, it resembles a domestic cat and is like one in all regards. In its true form, however, it looks like a large cheetah-like plains cat. Every third round, the change cat can sprint and double its movement speed. Change cats like humans, elves and half-elves, distrust gnomes and halflings and dislike goblinoids and orcs. Some change cats are still found in the homes of spellcasters or nobles.

Crypt Cat

Hit Dice: 1d4 hp
Armour Class: 11
Attacks: Claws (1d2)
Saving Throw: 18
Movement: 12
Intelligence: Animal
Alignment: Neutral Evil
CL/XP: B/10

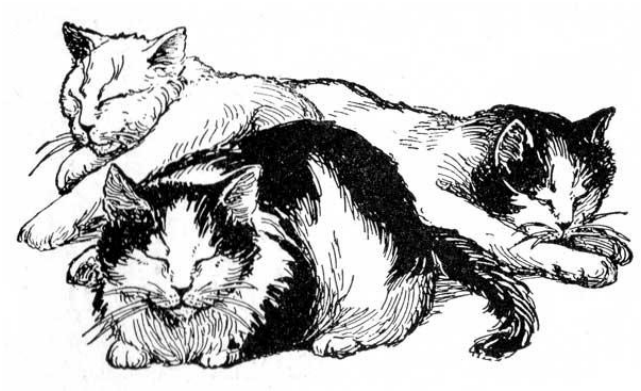
Undead crypt cats look like they were created by necromantic magic, but they are actually things quite unlike normal animated undead such as skeletons or zombies. These undead cats are possessed of an animal cunning akin to that of ghouls – although with less intelligence – and they are not slow moving as zombies are. Like ghouls, they tend to form into

packs. If a person is scratched more than three times by crypt cats (not necessarily the same one), he must make a saving throw or be paralysed for 1d6 turns. After the first set of three scratches, every subsequent scratch requires a saving throw.

Elf **C**at

Hit Dice: 3+6
Armour Class: 16
Attacks: Bite (1d3), claws (2x1d2)
Saving Throw: 14
Magic Resistance: 20%
Movement: 18
Intelligence: Low
Alignment: Neutral
CL/XP: 4/120

Elf cats are cats domesticated by elves. Over the centuries, they became quite different from wild cats. Elf cat are very stealthy. Their opponents get a -5 penalty to surprise rolls. They speak their own language and the one of elves. Some elf cats live together with sylvan creatures. Twice per day, an elf cat can use *Animal Growth* on itself.



Faerie **C**at

Hit Dice: 4+3
Armour Class: 15
Attacks: Bite (1d8), claw (2x1d6)
Saving Throw: 11
Magic Resistance: 10%
Movement: 15
Intelligence: Low
Alignment: Chaotic Neutral
CL/XP: 6/400

The faerie cat is a large feline with orange eyes and greenish-grey fur. Faerie cats are solitary creatures that hunt they prey by teleporting behind it over a short distance. Faerie cats do not attack sentient creatures unless threatened or very hungry. If their young are attacked, they go into a frenzy and gain a +4 THACO bonus. Faerie cats are said to be either cursed elves or creatures send to protect the elven realms. Even if either is true, the faerie cats have no memories of their past or do not share them.

Midnight **C**at

Hit Dice: 3+6
Armour Class: 15
Attacks: Claws (2x1d2)
Saving Throw: 14
Magic Resistance: 25%
Movement: 18
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 4/120

The midnight cat is a malicious cat that is sometimes found in the company of an evil wizard. Rumour says midnight cats can remove as well as bestow curses. Midnight cat can see in total darkness and even magical darkness. Their natural stealth imposes a -3 penalty on the surprise roll of their opponents. If both of the cat's claws strike an opponent in the same round, it will automatically rake with its rear claws for another 1d4 points of damage. Midnights cats survive by devouring the spirits of living beings. They do so by deeply inhaling near the victim's mouth. If the victim fails a saving throw, it will be unable to use any magic or inherited abilities, and cannot heal damage or diseases. These symptoms persist until the victim dies or the midnight cat is killed.



Moon **C**at

Hit Dice: 1d4 hp
Armour Class: 12
Attacks: Claws (2x1d2) or bite (1d2)
Saving Throw: 16
Movement: 12
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: 1/15

The moon cat is a cat native to the Dream World. Moon cats are very stealthy and have the ability to travel to the moon once per night, usually together with other cats. Moon cats have their own society, understand Common and appear in many colours.

Pech **C**at

Hit Dice: 4
Armour Class: 12
Attacks: Claw (1d4)
Saving Throw: 13
Movement: 15
Intelligence: Low
Alignment: Chaotic Neutral
CL/XP: 4/120

The pech cat looks like a domestic cat with golden or black fur. Anyone coming close to the pech cat has a -5 penalty to surprise rolls. If engaged, the cat begins to purr softly. Anyone within a radius of ten metres has to make a saving throw with a -2 penalty every round. If a creature fails, it wants to protect the pech cat and take it along. The pech cat will permit it for 1d4+1 hours. The presence of the pech cat imposes a -2 penalty to saving throws, THACO and ability checks, as the pech cat seems to feed on luck. If the pech cat is not fed with common food within half an hour, it alters its purr. Everyone failing a saving throw will attack the next creature encountered. After another half hour without food, the cat alters the purr once more. This time, everyone will attack the nearest creature, may it be friend or foe, but not the pech cat. The fighting will last for ten rounds. The pech cat will slip away during the fight or after 1d4+1 hours. It generally avoids combat and fights only if cornered with no way to escape.

Phase **C**at

Hit Dice: 6
Armour Class: 15
Attacks: Tentacles (2x2d4)
Saving Throw: 12
Movement: 15
Intelligence: Semi
Alignment: Neutral
CL/XP: 7/600

The phase cat is not truly a cat, but is fairly intelligent and resembles a six-legged cat with a long, scaly reptilian spiked whip on each shoulder. All opponents of a phase cat receive a -2 THACO penalty, due to the magical ability of the phase cat to seem to be in a position that is one metre away from where it actually stands. Blink dogs are hated enemies of phase cats, and a phase cat will seek to kill any blink dogs encountered.

Sand **C**at

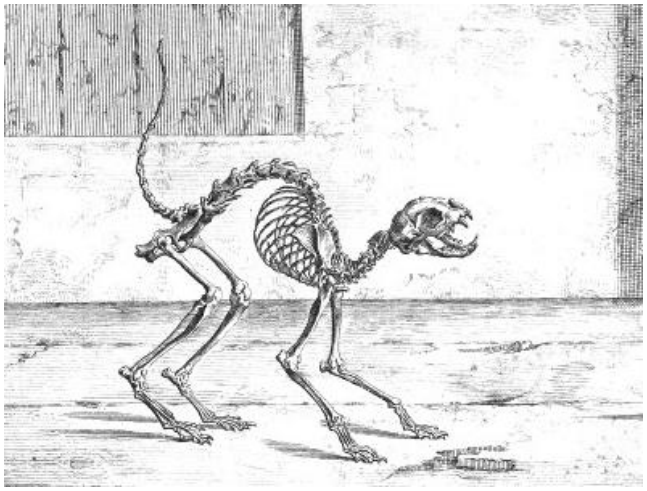
Hit Dice: 1+1
Armour Class: 11
Attacks: Claws (1d3), bite (1d4)
Saving Throw: 17
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 1/15

The sand is a desert-dwelling feline slightly smaller than a house cat. It has sandy brown fur and long, pointy ears. It is stealthy and gains a +1 bonus to surprise rolls. Once per round, the sand cat can leap at double speed. If attacked from the rear, it additionally uses its rear claws for a total of 1d2 points of damage. Sand cat are usually peaceful and live in small family units.

Skeleton **C**at

Hit Dice: 1
Armour Class: 13
Attacks: Claws (2x1d2)
Saving Throw: 18
Turned: 1
Movement: 18
Intelligence: None
Alignment: Chaotic Evil
CL/XP: 1/15

The skeleton cat is either a cat skeleton animated by necromancer or a vengeful undead cat that has been treated poorly by its master in live. Skelton cats impose a -3 penalty on their opponents' surprise roll. They are immune to fire and blunt weapons. If they successfully attack an opponent with both claws in one round, they automatically hit with their rear claws for another 1d4 points of damage.



Caterwaul
Hit Dice: 3+4
Armour Class: 13
Attacks: Claws (2x1d3), bite (1d6)
Saving Throw: 13
Movement: 18
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 5/240

Caterwauls are malignant feline predators with dark blue fur and a long, furry tail. They have pointy ears and almond-shaped eyes. When moving on all fours, a caterwaul gains a +6 speed bonus. Once per turn, the caterwaul can emit a high-pinched sound that deals 1d8 to everyone within a radius of twenty metres that does not make a saving throw. Also once per turn, a caterwaul can double its speed for 2d4 rounds, gaining a +4 armour class bonus and attacking twice per round. The caterwaul is almost always solitary, lives in low mountains and likes shiny objects. It has no natural enemies.

Giant Catfish
Hit Dice: 8+3
Armour Class: 15
Attacks: Bite (2d8), feelers (4x1d4)
Saving Throw: 8
Movement: 1/9
Intelligence: Animal
Alignment: Neutral
CL/XP: 8/800

These scaleless, ash-coloured fish are both predators and scavengers. They can attack with their whisker-like feelers and a bite.

Catoblepas
Hit Dice: 6
Armour Class: 12
Attacks: Bite (1d6)
Saving Throw: 11
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 8/800

These beats resemble giant warthogs, but they are so hideous that their appearance can cause death unless the target makes a saving throw. If the first glance does not kill, each additional round of looking at the beast can still stun the viewer into immobility for 1d3 turns.

Cave Fisher
Hit Dice: 3
Armour Class: 15
Attacks: Pincers (2x2d4)
Saving Throw: 14
Movement: 3
Intelligence: Semi
Alignment: Neutral
CL/XP: 3/60

The cave fisher is an underground insectoid that looks like a mix between lobster and spider. It can easily move along walls and the ceiling and has two powerful pincers. Furthermore, the cave fisher has a long snout it can use to spit an adhesive liquid that acts like *Slow*. When in its lair, the cave fisher gains a +3 THACO bonus.

Centaur
Hit Dice: 4
Armour Class: 15
Attacks: Kick (2x1d6), spear (1d8+1) or bow (1d6)
Saving Throw: 13
Movement: 18
Intelligence: Average
Alignment: Neutral Good
CL/XP: 5/240

Centaurs are half man, half horse and usually live in plains or in the forest. They are fierce fighters and will not tolerate intruders in their territory, but have good relations with over sylvan races.



Centaur Knight

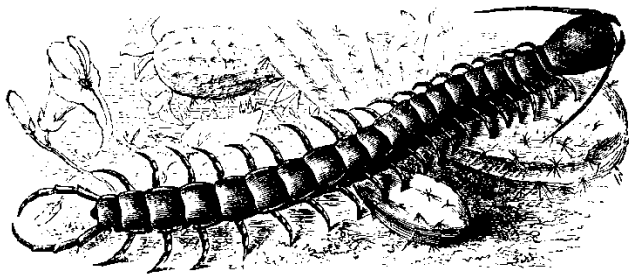
Hit Dice: 6
Armour Class: 17
Attacks: Kick (2x1d6), lance (1d12+2)
Saving Throw: 11
Movement: 15
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: 7/600

Some more civilised centaurs have mastered arts like architecture and blacksmithing. Their warriors wear armour can wield lances. During its initial attack, a centaur knight can charge at its enemies and will deal an additional 1d6 points of damage.

Giant **C**entipede

Hit Dice: 2
Armour Class: 14
Attacks: Bite (1d8)
Saving Throw: 16
Movement: 15
Intelligence: None
Alignment: Neutral
CL/XP: 4/240

The giant centipede is a big as a human and roams the sewers of large cities. Its poison is lethal, but grants the target a saving throw vs. death at a +6 bonus.



Huge **C**entipede

Hit Dice: 1d2 hp
Armour Class: 10
Attacks: Bite (1d2)
Saving Throw: 18
Movement: 13
Intelligence: None
Alignment: Neutral
CL/XP: 1/15

The huge centipede is a venomous arthropod living in forests, but also in larger cities. Anyone who is bitten by a giant centipede and fails a saving throw vs. death with a +4 bonus has to endure 1d4 rounds of agony and will not be able to perform any actions. Furthermore, the limb bitten will be almost useless for one day.

Monstrous **C**entipede

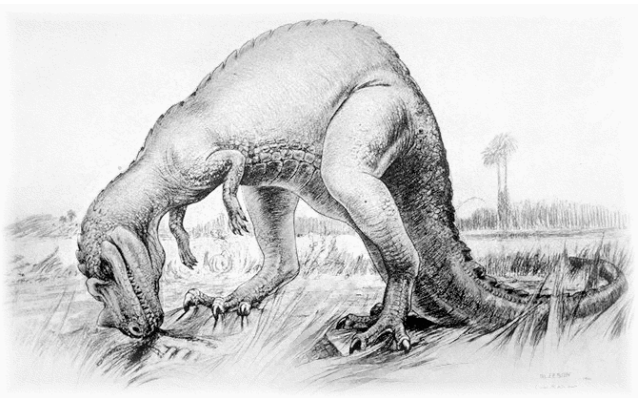
Hit Dice: 4
Armour Class: 20
Attacks: Bite (3d8)
Saving Throw: 13
Movement: 18
Intelligence: None
Alignment: Neutral
CL/XP: 6/400

The monstrous centipede is surprisingly quick and hunts down even medium-sized mammals. Anyone bitten by this ten metre-long nightmare has to make a saving throw vs. death with a +4 bonus or will be killed by the centipede's venom.

Ceratosaurus

Hit Dice: 8
Armour Class: 14
Attacks: Horns (2x1d6), bite (4d4)
Saving Throw: 8
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 8/800

The ceratoaurus is a horned dinosaur. It is related to allosaurus and tyrannosaurus, but smaller. In combat, it uses two of its three horns – the third one, which only males have, cannot be used – and bites. The ceratosaurus hunts in packs and has a number of characteristic bony plates on its back.



Cerement

Hit Dice: 2
Armour Class: 11
Attacks: None
Saving Throw: 16
Turned: 2
Movement: 9
Intelligence: None
Alignment: Chaotic Evil
CL/XP: 2/30

This undead is formed by cursed grave wrappings is a roughly humanoid shape. Its touch drains 1d3 points of wisdom from the target. Targets dropping below three points of wisdom go

insane. The cerement can be turned or destroyed by a cleric, but never be controlled.



Chalkeion

	Hoplite	Sergeant	Captain
Hit Dice:	5	7	11
Armour Class:	17	17	17
Attacks: Weapon	2x1d6	2x1d6	2x1d6
Saving Throw:	12	9	4
Movement:	12	12	12
Intelligence:	Very	Very	Highly
Alignment:	Neutral	Neutral	Neutral
CL/XP:	5/240	7/600	11/1,700

The proud chalkeion, also called Men of Bronze, are legendary for their martial prowess and ferocity. They appear as normal men, albeit unusually handsome and well-proportioned, with a bronze skin tone. The chalkeions are the last remnants of a former age, and those few who remain make their living as mercenaries, for they crave battle above all things. Their flesh is not literally bronze, but it is exceptionally tough, giving them a natural armour class of fourteen. In battle, they usually wear leather armour and shields which improve their armour class by three, carry spears and javelins, and do not typically ride horses. In melee, chalkeions function as berserkers, gaining two attacks per round. Because of their fearlessness and strict discipline, Men of Bronze are highly sought after as mercenaries, but it is also well known thaty place loyalty to their brethren and self-preservation above their employers' interests and will not obey orders which they perceive as foolish or suicidal.

Giant Chameleon

Hit Dice: 5
Armour Class: 18
Attacks: Bite (2d8)
Saving Throw: 12
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 6/400

The giant chameleon can grow up to a length of four metres. Emotions will change its colour, though this variant can also do this on purpose to blend into its surroundings. This grants the giant chameleon a +2 bonus to surprise rolls. It can sue its tongue over a distance of six metres. Anyone grabbed is drawn to the chameleon and takes automatic damage from ist bite every round thereafter.

Changeling

Hit Dice: 1+1
Armour Class: 14
Attacks: Claw (1d4)
Saving Throw: 16
Movement: 12
Intelligence: Very
Alignment: Neutral
CL/XP: 1/15

Changelings are the offspring of a doppelgänger and another humanoid, usually a human or elf. They are genderless and look androgynous. Changelings can assume the form of another humanoid once per day, but the charade is not as convincing as the transformation of a full-blooded doppelgänger.

Chimera

Hit Dice: 9
Armour Class: 13 (Goat), 14 (Lion), 17 (Dragon)
Attacks: Claws (2x1d3), horns (2x1d4), bites (1d4, 3d4)
Saving Throw: 6
Movement: 9/18
Intelligence: Semi
Alignment: Chaotic Neutral or Chaotic Evil
CL/XP: 11/1,700

The chimera has the body of a lion, wings like a dragon and the heads of a goat, a lion and a dragon. The dragon heads can breathe fire thrice a day for 3d8 points of damage. The fire breath has a range of fifteen metres. A saving throw is permitted for half damage. As long as the chimera has one head, the others will regrow. A potion from all three chimera brains cures schizophrenia.

Chitine

Hit Dice: 2+1
Armour Class: 13
Attacks: Strike (3x1d6)
Saving Throw: 16
Movement: 12
Intelligence: Very
Alignment: Lawful Evil
CL/XP: 4/240

The chitines are small humanoids who build with webbing like other races use wood or stone. They are very thin, have multifaceted white eyes and four arms. They skin secrets special oil that protects from the stickiness of their own webbings. They like to ambush travellers in their territory, usually with web-based traps. Chitines wear light armour

made of hardened webbing. Without chitine oil, the armour will break in a few weeks and become highly flammable.

Chthonian

Hit Dice: 12
Armour Class: 4
Attacks: Tentacles (4x1d12)
Saving Throw: 5
Movement: 9
Intelligence: Very
Alignment: Neural Evil
CL/XP: 14/2,600

The chthonian resembles are giant squid with a mass of tentacles at one end, though it is land-based. It can, sometimes together with other members of its species, manipulate the crust of the planet in a fashion not understood. The chthonian avoids water, but is completely immune to any form of heat and can even resist lava. Once per day, a chthonian use *Earthquake*. It is immune to mundane weapons.

Cildabrin

Hit Dice: 11
Armour Class: 14
Attacks: Pincer (2x1d12), stinger (1d6)
Saving Throw: 4
Magic Resistance: 20%
Movement: 15
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 12/2,000

Cildabrins looks like huge, hairy spiders with pincers and stinger of a scorpion. They are solitary creatures that understand many languages, but are unable to speak with any other species due to the anatomical structure of their mouth. If a target it hit with a pincer, it has to make a successful strength check. Unless the check is successful, the victim automatically takes 1d6+6 points of crushing damage the next round until it escapes. A cildabrin can cast *Darkness Globe* and *Zone of Sinister Silence* once per day and *Web* thrice per day. It can walk on walls at will and will itself not be affected by any webs.

Crawling Claw

Hit Dice: 1d4+1 hp
Armour Class: 12
Attacks: Strike (1d4)
Saving Throw: 18
Movement: 9
Intelligence: None
Alignment: Neutral
CL/XP: B/10

The crawling claw – a disembodied animated hand – is a creature often employed by mages and clerics who know the secret of its creation. If it detects an enemy, the claw can leap over a distance of up to five metres. Against unarmoured opponents, the claw deals an additional point of damage. Crawling claws are not undead, but are immune to mind-controlling and similar spell like undead are. Common people are often scared by crawling claws.

Cliessid

Hit Dice: 1d4 hp
Armour Class: 13
Attacks: Pincers (1d2)
Saving Throw: 18
Movement: 9/9
Intelligence: Semi
Alignment: Neutral
CL/XP: A/5

The amphibious cliessid are small, shelled humanoids with pincers in place of hands, three thick toes on each leg and a mass of writhing tentacles in place of a head. They stand no taller than a man's knee. cliessids live in sluggish rivers, shallow streams, stagnant ponds, and sewer systems, and can move as fast in, or under, the water as on land. Some cities have imported and domesticated these creatures for use in sewer maintenance, but with mixed results, for cliessids are viciously hostile to any who invade their territory.

Cloaker

Hit Dice: 6
Armour Class: 17
Attacks: Claws (2x1d6)
Saving Throw: 11
Movement: 18
Intelligence: Highly
Alignment: Chaotic Neutral
CL/XP: 8/800

The cloaker is an alien creature that dwells deep beneath the surface. It looks like a black cloak with a face on the underside and claws. The cloaker will usually kill anyone entering its lair. It can float and move with blinding speed. A cloaker can try to engulf a victim. If it does so with a successful attack, it does not need to roll to do future attacks. Additionally, every attack inflicts additional damage equal to twenty minus the victim's armour class. Attacks inflict half damage on the cloaker and half damage on the victim. A cloaker can use *Dancing Shadows*, *Shadow Door* and *Shadow Monsters I* thrice per day.

Dread **C**loaker

Hit Dice: 6
Armour Class: 16
Attacks: Claws (2x1d6)
Saving Throw: 11
Turned: 6
Movement: 4/15
Intelligence: Highly
Alignment: Chaotic Evil
CL/XP: 8/800

The undead dread cloaker appears as a large decaying cloak. The dread cloaker engulfs a target like the common cloaker, but drains two points of constitution from the new host or anyone touched by the host. A fully drained host dies and rises as a zombie after 1d4 days. If the cloaker is removed with a successfully strength check at a -2 penalty, it dies and drains 1d4 points of constitution beforehand. *Raise Dead* will slay a dread cloaker unless it makes a saving throw. Sometimes, a dread cloaker attaches itself to a zombie and uses it to drain energy from other creatures.

Shadow **C**loaker

Hit Dice: 6
Armour Class: 12
Attacks: Claws (2x1d6)
Saving Throw: 11
Movement: 12/15
Intelligence: Highly
Alignment: Chaotic Neutral
CL/XP: 9/1,100

The shadow cloaker appears as a black void in the shape of a great cape. It is mostly identical to the common cloaker, but can fly silently. With a successful attack roll, it attaches itself to a host's shadow. Once attached to a victim, it drains one point of constitution per day until the victim dies. Dead victims will rise as a undead shadow. A shadow cloaker can only be damaged by magical weapons. If detected, it will engulf its host like a common cloaker. *Continual Light* will force a shadow cloaker to leave its victim.

Resplendent **C**loaker

Hit Dice: 6
Armour Class: 15
Attacks: None
Saving Throw: 11
Movement: 12/15
Intelligence: Highly
Alignment: Chaotic Neutral
CL/XP: 6/400

The rare resplendent cloaker is a mournful creature that has to alleviate the suffering of others to survive. It attaches itself it a host and heals it wounds. The resplendent cloaker has a white, glowing underside and is – a downside for its host – highly visible. First, the cloaker surprises a potential host with *Colour Spray*. It can use this ability three times a day. Then it attaches itself to the dazzled victim, which regenerates one hit point per round. It can also engulf a victim. If it does so with a successful attack, the victim is hit by *Colour Spray* round. If damaged, the cloaker drains hit points from its host. It absorbs two hit points from its host to regenerate one of its own. If forcibly removed, the host has to make a system shock check and the cloaker a saving throw to survive. It is not known how exactly the resplendent cloaker derives nourishment from healing others.

Clockwork Cavalier

Hit Dice: 5
Armour Class: 16
Attacks: Sword (1d8)
Saving Throw: 13
Movement: 12
Intelligence: None
Alignment: Neutral
CL/XP: 5/240

A clockwork cavalier is a metallic humanoid, usually plated with tarnished bronze and elaborately forged to resemble a handsome moustached gentleman, with a winding mechanism in its back between the shoulder blades, and armed with a sword extending from its right forearm. Once it has been wound up, the cavalier will wait in place until it can perceive a male humanoid armed with a sword, whom it will challenge to fight a duel to the death. If the opponent declines, the cavalier will accuse him with cowardice, and attack the following round. During combat, the cavalier will mock its opponent with a selection of insults and taunts. Any other combatants striking the cavalier will also become targets. A cavalier never flees from a fight.
The cavalier grows slower as it winds down. Each successive round it is in combat it gains a -1 penalty to THACO and to its movement rate. Eventually it comes to a complete halt and is thereafter totally unable to move or fight, although the insults continue for a further 1d4 rounds. Clockwork cavaliers are immune to *Sleep* and to all non-magical piercing weapons. Any two-handed sword or axe that hits has a one-in-six chance of beheading the cavalier - which causes it to halt and then explode within the next round. The burst has a radius of six metres and causes 1d6 points of damage. A saving throw is permitted for half damage.

Clurichaun

Hit Dice: 1+1
Armour Class: 11
Attacks: Weapon (1d6)
Saving Throw: 15
Magic Resistance: 10%
Movement: 18
Intelligence: Average
Alignment: Chaotic Neutral
CL/XP: 5/240

Clurichauns are fey creatures, usually portrayed as irrational and possibly quite malevolent – although they have the common fey characteristic of being bound by bargains they make. They are somewhat magic resistant and are extremely

elusive. Clurichauns can become invisible and use *Dimension Door* at will. They can also cast *Phantasmal Force* once per day.



Bronze **C**obra

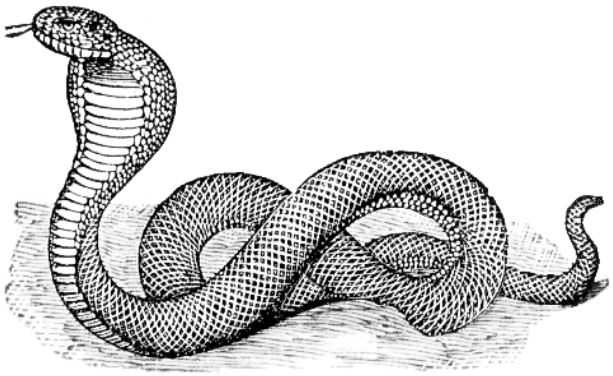
Hit Dice: 2
Armour Class: 16
Attacks: Bite (1d2)
Saving Throw: 16
Movement: 12
Intelligence: None
Alignment: Neutral
CL/XP: 3/60

Bronze cobras are magical robots and similar to iron cobras, built in ancient days by powerful spell casters as mechanical servants using powerful magic. These jointed snakes are the size of a normal cobra, and follow commands given to them or programmed into them by their creators. Bronze cobras are not as lethal as iron cobras, being made of softer metal and having a five-dose supply of paralysis poison – lasting 3d6 turns – rather than a three-dose supply of lethal poison. They are, however, faster than the similar mechanism created from iron.

Giant **C**obra

Hit Dice: 3
Armour Class: 12
Attacks: Bite (1d8)
Saving Throw: 14
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 5/240

Giant cobras are cunning snakes, often with strange patters on their hood. A creature being bitten by a cobra will die in 3d4 rounds. If a saving throw vs. death is made, the victim only suffers an additional 1d10 points of damage instead.



Iron **C**obra

Hit Dice: 4+2
Armour Class: 18
Attacks: Bite (1d4)
Saving Throw: 11
Movement: 9
Intelligence: None
Alignment: Neutral
CL/XP: 6/400

Iron cobras are a type of eldritch mechanism, created by wizards long ago. They are jointed constructions of iron, the size of a normal cobra, that slither and attack as commanded (perhaps eons in the past) by their makers. The iron cobra contains a reservoir with three doses of lethal venom.

Spitting **C**obra

Hit Dice: 1
Armour Class: 12
Attacks: Bite (1d3)
Saving Throw: 18
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/30

Like most snakes, the spitting cobra avoids conflict. However, if it is threatened it will rear up and emit poisonous spittle. A victim is entitled to a saving throw vs. death, and failure indicates the opponent is blinded. *Cure Blindness* will reverse the effects. The bite of the cobra is venomous. A victim must succeed in a saving throw vs. death or suffer an additional 2d6 points of damage.

Cockatrice

Hit Dice: 5
Armour Class: 13
Attacks: Bite (1d3)
Saving Throw: 12
Movement: 6/18
Intelligence: Animal
Alignment: Neutral
CL/XP: 7/600

The cockatrice is a rooster with bat wings and s serpentine tail. Anyone bitten by the cockatrice who fails a saving throw vs. paralysis is turned into stone. It is said that the cockatrice is the result of a snake egg incubated by a chicken. The boiled blood of a cockatrice can rescue one human-sized creature from petrification.



Coffer Corpse

Hit Dice: 2
Armour Class: 11
Attacks: Weapon (1d6+1) or choke (1d6)
Saving Throw: 16
Turned: 4
Movement: 12
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 3/60

A coffer corpse is an undead that was not properly buried and whose death ritual remains incomplete. It lurks around its burial place and seeks to destroy all living creatures coming close to it. If right at its burial place, it cannot be turned. A coffer corpse will attacks with a weapon if it was buried with one. Otherwise, it will jump at an opponent and try to choke it for. After a successful attack, the choking automatically does 1d6 points of damage per round. To escape the coffer corpse's iron grip, a strength check at a -4 penalty is required. If a coffer corpse receives more than six points of damage from mundane weapons, it will collapse, but rise in the next round with full hit points. It can only be damaged by magical weapon and takes half damage from all weapons but blunt weapons.

Colour out of Space

Hit Dice: 5
Armour Class: 16
Attacks: None
Saving Throw: 9
Movement: 18
Intelligence: Very
Alignment: Chaotic Neutral
CL/XP: 7/600

The colour out of space is being consisting of nothing but colour and draining the energy of its environment. It reaches other planets via meteoroids and while it is intelligent, it thinks in multiple dimensions and has an alien mindset. The colour out of space can cast *Disintegrate* at will, but it rarely does, as it costs a lot of valuable energy. Directly touching one will reduce a random ability score by one point. This loss can only be restored by powerful magic or alchemy. Anyone spending a few hour in the proximity of a colour out of space will temporarily lose two points if two random ability scores. The vegetation around a colour out of space will always slowly wither, as the colour is always hungry for energy. It avoids daylight and any sources of bright light.

Comsognathus

Hit Dice: 1d5 hp
Armour Class: 14
Attacks: Bite (1d3)
Saving Throw: 18
Movement: 10
Intelligence: Animal
Alignment: Neutral
CL/XP: B/10

The comsognathus is a small bird-like dinosaur that hunts in groups. If alone, it usually eats small lizards and insects. In packs, they are brave enough to attack larger creatures.



Condor
Hit Dice: 3
Armour Class: 12
Attacks: Beak (1d4+1)
Saving Throw: 14
Movement: 3/24
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

Condors are large birds with a wing span of up to six metres. They are often the strongest aerial predators in the area. Condor wing feathers are worth up to one silver piece apiece.

Contemplator
Hit Dice: 13+3
Armour Class: 19
Attacks: Fists (2x2d8)
Saving Throw: 4
Magic Resistance: 50%
Movement: 24
Intelligence: Godlike
Alignment: Neutral
CL/XP: 16/3,200

Contemplators live in far-off places, sometimes on barren asteroids, thinking about the questions of the universe. They are grey humanoids, twice as tall as human with large brains and most likely immortal. A contemplator can summon up to three arms with twenty-five hit points each from the ground to capture intelligent creatures. Once one creature is captured, the contemplator puts it into a stasis and drains its intelligence at a rate of once point per day. If he is interrupted, he cannot drain that day's intelligence point. A contemplator can absorb arcane spells. The will sense any intruder within a radius of two hundred metres and is sometimes willing to let a capture being go in exchange for information.

Coral Clamper
Hit Dice: 6
Armour Class: 17
Attacks: Tentacles (4x1d6)
Saving Throw: 11
Movement: 1
Intelligence: Animal
Alignment: Neutral
CL/XP: 8/800

This mollusc resembles a growth of rock or coral covered with several large, but still normal-looking clams. When a swimmer nears it, however, the clamper lashes out with long, flexible arms of muscle for which the clams are the tips. These appendages encircle and crush prey, with the clam-like tip serving as a viciously biting mouth. A coral clamper normally has four appendages, and these grow to a length of seven metres. The clamper's body is protected by its hard, coral-like shell. If one of the appendages scores a hit, the victim must make a saving throw or be held helpless by the tentacle-like grasp. The clam mouth at the end of the tentacle can attack while a victim is held, but cannot generally reach a victim other than the one held in the tentacle.

Corpse Candle
Hit Dice: 6
Armour Class: 15
Attacks: Manipulate fire (1d6)
Saving Throw: 11
Turned: 6
Movement: 12/24
Intelligence: Average
Alignment: Chaotic Neutral
CL/XP: 6/400

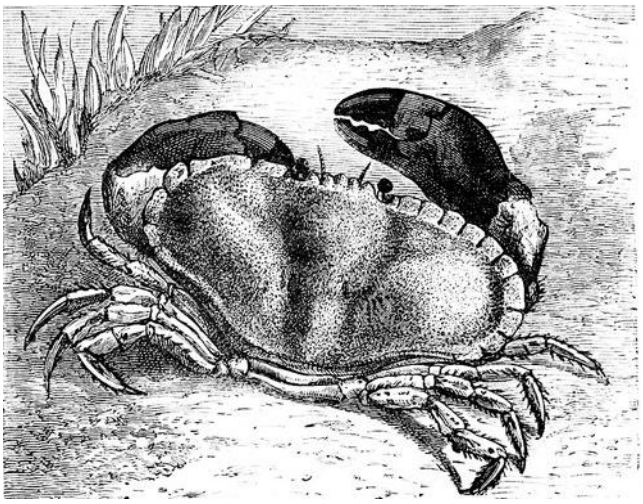
A corpse candle is and undead spirit named after the flickering light it appears as in the light of it slain body. The corpse candle has been murdered and waits for a champion to avenge it. It appears as a misty flame and is both ethereal and invisible. The corpse candle can send weak mental suggestion to its chose champion and project images of its murderer into flames or smoke. If a chosen champion ignores the candle's suggestion for 1d4 days, it will manipulate fire to force the champion into taking action. *True Seeing* reveals the corpse candle as a ghostly image of the killed person on the champion's shoulder. It can be directly attacked with magical weapons and will retaliate with *Burning Hands*.

Couatl
Hit Dice: 8
Armour Class: 15
Attacks: Bite (2d6)
Saving Throw: 8
Movement: 12/24
Intelligence: Low
Alignment: Chaotic Neutral
CL/XP: 11/1,700

Intelligent serpents with feathered wings, couatls can be five metre long or more. Couatls live only in tropics. Some considers them servitor of the gods They can polymorph themselves, constrict victims for 1d6 hit points, and cast spells up to the third spell level.. They like spell like *Magic Missile*, *Darkness Globe*, *Web* or *Hold Person*.

Giant Crab
Hit Dice: 3
Armour Class: 16
Attacks: Pincers (1d6+2)
Saving Throw: 14
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

Giant crabs are popular for their tasty meat. However, hunters often underestimate their speed.



Crab-kin
Hit Dice: 2
Armour Class: 15
Attacks: Claws (1d4)
Saving Throw: 14
Movement: 9/15
Intelligence: Low
Alignment: Lawful Neutral
CL/XP: 3/60

Crab-kin 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. They are not generally hostile, but mistrust strangers on purpose. Crab-kin are good swimmers and sometimes tame large carbs.

Crablegger
Hit Dice: 4
Armour Class: 15
Attacks: Claws (4x1d4)
Saving Throw: 13
Movement: 6/12
Intelligence: Animal
Alignment: Neutral
CL/XP: 5/240

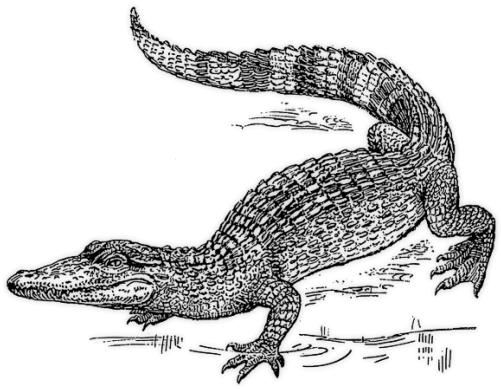
Crableggers are horrible sea creatures resembling man-sized centipedes with four pincers. They hunt on sea floors and lake bottoms, and can crawl out from the water for hours, if the hunting seems better on land. The crablegger's bite is mildly poisonous, causing paralysis for 1d6 turns unless the target makes a successful save vs. paralysis.

Crayfish
Hit Dice: 4+4
Armour Class: 15
Attacks: Strike (2x2d6)
Saving Throw: 13
Movement: 6/12
Intelligence: None
Alignment: Neutral
CL/XP: 5/240

The strange crayfish lives only in freshwater. It moves slowly, but is a good swimmer and can move with double speed for 1d4+1 rounds if necessary.

Crocodile
Hit Dice: 3
Armour Class: 15
Attacks: Bite (1d6)
Saving Throw: 14
Movement: 9/12
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

Crocodiles are patient predators which lay motionless and well-concealed until their prey is in reach. On land, they are surprising fast, but have trouble changing their direction quickly. Crocodile leather is a valuable product.



Albino Crocodile
Hit Dice: 4
Armour Class: 15
Attacks: Bite (1d8)
Saving Throw: 13
Magic Resistance: 10%
Movement: 12/12
Intelligence: Animal
Alignment: Neutral
CL/XP: 4/120

Albino crocodiles live in the sewers of large cities and are said to be descendants of escaped pets of a wizard or alchemist. They are a bit smaller than coloured crocodiles, but nevertheless dangerous. Albino crocodiles can only be harmed by spells with effects that are not themselves maintained by magic.

Giant **C**rocodile

Hit Dice: 6
Armour Class: 16
Attacks: Bite (3d6) or tail slap (1d4)
Saving Throw: 11
Movement: 9/12
Intelligence: Animal
Alignment: Neutral
CL/XP: 6/400

Giant crocodiles can be up to eight metres long. Opponents slapped by their tail will be knocked back and need one round to get up and going again. The giant crocodile will make a critical hit on a nineteen and a twenty.



Bleak **C**row

Hit Dice: 3
Armour Class: 14
Attacks: Beak (1d4)
Saving Throw: 14
Movement: 3/18
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 3/60

The bleak crow looks like a large, white-feathered crow with a cold, unnerving stare. It is an unnatural creature and has the unique ability to collect souls for its master, usually a powerful devil or demon. The crow can collect the soul of one dead individual within a radius of ten metres that died no less than an hour ago. If the crow does so, it will start to glow and become semi-translucent for a few minutes. It can only carry one soul at a time. If it does so, the body of the dead creature will raise as a zombie with a number of bonus hit points equal to the creature's number of hit dice. The zombie will be under the bleak crow's control. The crow is physically weak and will try to avoid direct combat. It prefers to stalk people in the wilderness and wait for a good opportunity to steal a soul. Once the soul has been stolen, it has to be recovered before the respective individual can be resurrected.

Crowling

Hit Dice: 3
Armour Class: 10
Attacks: Claws (2x1d4), beak (1d3)
Saving Throw: 14
Movement: 12
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: 3/60

Crowlings are wingless humanoid crows with beaks and clawed hands, who shroud themselves in tattered cowled robes. They tend to be nomadic, often travelling in small group in covered wagons. Crowlings are fond of carousing and many have alcohol problems, quickly becoming morose and violent. These creatures are inherently magical and have the power to use *Detect Magic* and *Dispel Magic* thrice per day. The regurgitated food of a crowling often possesses healing properties when applied as a paste over open wounds and will cure 1d4 hit points over a day. Crowlings have gained notoriety as slavers, gamblers, thieves and wastrels.

Crumbler

Hit Dice: 1
Armour Class: 15
Attacks: Throw rock (1d4)
Saving Throw: 17
Movement: 1
Intelligence: Semi
Alignment: Neutral
CL/XP: 2/30

Crumblers are mountain- and cavern-dwelling rock-like humanoids who serve as guardians for important things. They are immune to fire, electricity and direct magical attacks. Cutting weapons inflict half damage. There is a two-in-six chance of non-magical weapons breaking against them. Hammers and maces do normal damage. Crumblers usually attack in groups, rising up out of the rubble surrounding boulder-laden areas. They cannot pursue, being rooted to the earth

Crypt Servant

Hit Dice: 6
Armour Class: 15
Attacks: Strike (1d4), weapon (1d4)
Saving Throw: 12
Turned: 5
Movement: 12
Intelligence: Low
Alignment: Neutral
CL/XP: 6/480

The crypt servant is an undead created by the spell of the same name to protect his master's tomb. It looks a bit like a zombie, but in much better condition and very rawboned. A crypt servant can be put to final rest with *Dispel Magic* if it additionally fails a saving throw vs. death. This will not

destroy the dried-out corpse, though. While their master's corpse is not destroyed, crypt servants cannot be turned.

Crypt Thing

Hit Dice: 6
Armour Class: 17
Attacks: Strike (1d8)
Saving Throw: 11
Turned: 7
Movement: 12
Intelligence: Very
Alignment: Neutral
CL/XP: 7/600

The crypt thing is an undead looking like a skeleton. Crypt things usually wear clothes, though, are sentient and more powerful than a common undead skeleton. Crypt things sometimes rise in old tombs to protect the remains of their relatives resting there. They can only be damaged by magical weapons and like to open combat with *Teleport*. The intruders failing a saving throw are teleported outside the crypt and several hundred metres into a random direction. They will not reappear in solid matter, but possibly above ground level. Within its crypt, a crypt thing cannot be turned.

Crystalline

Hit Dice: 3
Armour Class: 16
Attacks: Weapon (1d6)
Saving Throw: 14
Movement: 12
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: 5/240

The crystallines resemble humanoids whose entire bodies are composed of crystal. When a crystalline reaches naught hit points its body shatters in an explosion of crystal shards. All within a radius of three metres suffer 2d6 points of damage. A successful save halves the damage. Crystallines have learned to use their faceted crystal-like bodies in conjunction with light to temporarily blind their foes. On a failed save the victim is considered blinded and suffers a -4 penalty to hit for the next 1d4 rounds. This ability counts as an action as the crystalline must position it body to capture the light and direct it effectively against a foe.

Gelatinous Cube

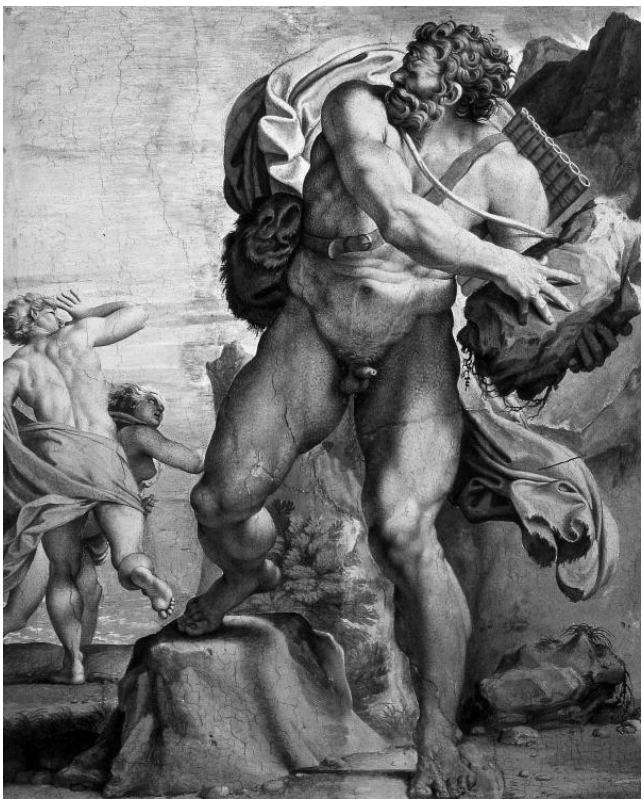
Hit Dice: 4
Armour Class: 11
Attacks: Acidic strike (2d4)
Saving Throw: 13
Movement: 6
Intelligence: None
Alignment: Neutral
CL/XP: 5/240

The gelatinous cube is a transduced cube of ooze moving through dungeons and the underground, soaking up debris and organic material on the way. Anyone touching the cube has to make saving throw vs. paralysis or will be paralysed for 1d8 turns. The cube is immune to lightning and cold. It often contains skeletons and objects from its former victims. The substance of the gelatinous cube can be boiled and turned into a tincture protecting against cold.

Cyclops

Hit Dice: 13
Armour Class: 15
Attacks: Club (3d10)
Saving Throw: 4
Movement: 9
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 13/2,300

The cyclops is a close relative of the giants. It has only one and thus suffers a -2 THACO penalty. It can hurl a boulder over a distance of sixty metres for 3d6 points of damage. Cyclopes are solitary and rarely live in groups. Some keep cattle or grow fruit.



Dacentrurus

Hit Dice: 10
Armour Class: 15
Attacks: Spiked tail (2d8)
Saving Throw: 5
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 10/1,400

The dacentrurus is a relative of the stegosaurus, but has sharp spikes instead of plates on its back and tail. Anyoen doing a melee attack against a dacentrurus will suffer 1d8 points of damage.

Dark Young

Hit Dice: 8
Armour Class: 14
Attacks: Tentacles (4x1d8)
Saving Throw: 7
Movement: 12
Intelligence: Very
Alignment: Neutral Evil
CL/XP: 11/1,700

Dark young are the descendants of an ancient evil entity that once roamed the world. They are mostly solitary and feed on the body fluids and internal organs of other creatures. They have three feet, tentacles on their heads, many mouths and are as tall as a tree. If a dark young hits a target with a roll of five or better, it grabs it and does an extra 1d10 point of damage by biting. The victim can continue to attack while the dark one is gnawing on it. The dark young can also trample on creatures as large as humans or smaller, which grants a +4 THACO bonus and does 3d6 points of damage.

Darakel

Hit Dice: 10
Armour Class: 13
Attacks: Bite (3d6)
Saving Throw: 5
Movement: 12/12
Intelligence: Animal
Alignment: neutral
CL/XP: 11/1,700

The darakel is a gigantic horse-headed eel, twelve metres long and highly aggressive. It can attack with a nasty fanged bite and tail slap, and three times per day may exhale a cloud of poison from its nostrils within a radius of five metres. It does 5d6 points of damage in addition to normal attacks, A saving throw is permitted for half damage.. The darakel can slither about on land at its normal movement rate, and enjoys preying upon farmers and livestock. It is immune to poison.

Darkcreeper

Hit Dice: 1+1
Armour Class: 17
Attacks: Strike (1d4) or weapon
Saving Throw: 17
Movement: 9
Intelligence: Average
Alignment: Neutral
CL/XP: 2/30

The darkcreeper looks mostly like an ugly, unwashed human. Rumour say that darkcreepers never remove clothing, but simply add new layers as the old ones rot away. They are mostly solitary and rarely live in communities. Most darkcreepers are thieves. They can move silently and use *Darkness* three times per day. In darkness, creepers suffer no penalties, though they have a -6 armour class penalty in normal illumination. A darkcreeper is always on the lookout for magical items to steal. It can detect them with its innate *Detect Magic* ability. Darkcreepers speak an incomprehensible language and cloak their well-hidden villages – provided they even live in one – in permanent darkness. These villages are ruled by darkstalkers.

Darkmantle
Hit Dice: 1+2
Armour Class: 16
Attacks: Grab (1d4)
Saving Throw: 17
Movement: 3/3
Intelligence: Animal
Alignment: Neutral
CL/XP: 2/30

Darkmantles are flying, octopus-like creatures with skin textured and coloured to resemble limestone. They ambush prey by sticking to cavern ceilings, and dropping to the attack, as they are clumsy fliers. If a darkmantle hits, it attempts to suffocate its prey by folding its tentacles and the webbing between said tentacles around the victim's head. If a darkmantle misses its attack, it will flap heavily into the air to make another attempt. When a darkmantle hits, the victim makes a saving throw to avoid having his head enfolded in the darkmantle's octopoid clutches. If the saving throw succeeds, no damage is inflicted. If the saving throw fails, the darkmantle has attached and inflicts 1d4 points of damage, continuing to constrict for an automatic 1d4 points each round thereafter. Darkmantles have the ability to use *Darkness Globe* once per day.

Darkstalker
Hit Dice: 2+1
Armour Class: 17
Attacks: Strike (1d6) or weapon
Saving Throw: 15
Movement: 9
Intelligence: Average
Alignment: Chaotic Neutral
CL/XP: 3/60

Darkstalkers are the leaders of darkcreepers. They stand tall and are dressed in dark robes with hoods. A darkstalker often uses a short sword dripped in dark liquid to prevent any glint of reflected light. Some of these weapons are poisoned and will inflict an additional 1d4 points of damage unless a saving throw vs. death is made. They have the ability to create *Darkness* as darkcreepers do and suffer a -6 armour class penalty in sunlight as well. Additionally, they can use *Wall of Fog* twice per day. Upon death, darkstalkers explode and cause 2d6 points of damage to anyone within a radius of ten metres. A saving throw is permitted for half damage. Darkcreepers fear and obey darkstalkes. No female darkstalker has ever been seen.

Darter
Hit Dice: 1
Armour Class: 11
Attacks: Fang (1d2)
Saving Throw: 18
Movement: 3
Intelligence: Animal
Alignment: Neutral
CL/XP: 2/30

The darter is a small lizard with a tubular snout it can use to shoot fangs over a distance of three metres. Anyone hit has to make a saving throw vs. death or will be paralysed for 4d4 rounds. A darter can shoot up to six per day, as its fangs regrow rapidly. Once a target has been paralysed, the darter will start to suck blood from it. Despite its name, the darter is an incredibly lazy reptile. Newt-kin often make use of the darter's fangs and use them as projectiles for blowpipes.

Dazzle
Hit Dice: 5
Armour Class: 12
Attacks: Strike (2x1d6)
Saving Throw: 9
Movement: 12/12
Intelligence: Very
Alignment: Neutral Evil
CL/XP: 5/240

The dazzle is an evil entity hiding among humanoids in large cities and feeding upon their emotions. It usually appears as an attractive human or elven female. The dazzle likes to absorb anger, greed or hatred. If no such emotions are present, it tries to generate them. The dazzle avoids combat, but tries to have others fight for her. She can fly and usually has a set of disguises and personalities.

Deasic
Hit Dice: 9
Armour Class: 16
Attacks: Smother (2d6) or ice daggers (3x1d4)
Saving Throw: 6
Movement: 6
Intelligence: Semi
Alignment: Neutral Evil
CL/XP: 10/1,400

The deasic, or ice creeper, is a creature of living ice, resembling a long, branching, crystal-like structure. The deasic attacks by stealth, creeping up to living creatures in their sleep, smothering their air passages and draining their life heat. Anyone slain in this manner becomes frozen solid, as the warmth of life is sucked out of them. If discovered before it can complete its attack, the deasic will defend itself with dagger-like shafts of ice. It is immune to fire and cold based attacks, and can cause a burst of icy shards to erupt from its body, three times per day, causing 6d6 points of damage to all targets within a radius of five metres. Deasic apparently have a rudimentary intelligence and society, as

they have occasionally been observed gathering in large numbers to form gigantic snowflake-shaped structures under the aurora of polar skies in winter.

Death Horror

Hit Dice: 5+5
Armour Class: 15
Attacks: Claws (2x1d4), bite (3d4)
Saving Throw: 12
Movement: 3/18
Intelligence: Semi
Alignment: Neutral Evil
CL/XP: 6/400

The death horror resembles a small wyvern with black, reptilian hide, fangs, claws, leathery wings and dimly glowing eyes. When exposed to bright light, it suffers a -1 THACO penalty. Death horrors are animals magically transformed and forced under the control of an evil wizard. While under his control, the death horror is absolutely loyal and fearless. If the death horror's original owner – in case there is one – gives it a simple command, it can resist following it with a saving throw vs. magic. Only animal with two hit dice or less are transformed. All death horrors are carnivorous, independently form their true nature. Full daylight and death will transform a death horror back to its original form.

Death Spirit

Hit Dice: 5
Armour Class: 19
Attacks: Scythe (1d4)
Saving Throw: 12
Movement: 9
Intelligence: Highly
Alignment: True Neutral
CL/XP: 8/800

The grim reaper, also called death spirit, is an entity from the Negative Energy Plane. It sometime appears when a creature is on the verge of death and seems to feed upon its essence. Despite its appearance, the death spirit is not undead. Most of the time, it appears as a skeleton in robes wielding a scythe, but actual from of the grim reaper also depends on the cultural background of the person who sees it. It is not known what the reaper's true form looks like. A death spirit will fight only if prevent from feeding on the life essence of a body. It is immune to all elemental attacks and cannot be mind-control in any way. A death spirit can only be harmed by +2 or better magical weapons. In the first round of combat, the grim reaper will attack with its ethereal scythe. If hit, the target has to make a saving throw vs. death or will be slain. In the second round, it gazes at one attacker. The target has to make a saving throw or will run in fear for 1d6 rounds. In the third round, the death spirit attacks with the shaft of its scythe, inflicting 1d4 points of damage. Additionally, the target is affected by *Feign Death*. The effect will wear off once the death spirit has been defeated. Then the cycle of these three attacks will start again. If the death spirit reaches and touches the original victim, the victim dies permanently and the spirit departs. If the grim reaper is driven off, the victim becomes conscious again and regains 10% of its hit points. If the victim is healed, the reaper is also driven off. Reaper can probably not be killed permanently.



Deep One

Hit Dice: 2+1
Armour Class: 13
Attacks: Claws (2x1d4)
Saving Throw: 15
Movement: 9/18
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 3/60

Deep ones are humanoids resembling a cross between frog and fish. They live at the bottom of the ocean and worship ancient dark gods. Sometimes, deep ones come to the surface to trade. Communities trading with deep ones have often made a pact with dark powers and have deep one hybrids among them.

Deep One Hybrid

Hit Dice: 1+2
Armour Class: 12
Attacks: Weapon (1d6)
Saving Throw: 16
Movement: 12/15
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 2/30

If communities where deep ones mate with humans from time to time, deep one hybrids appear. They appearance is slightly fish-like, with large eyes and mouths. Over time, such hybrids slowly transform into deep ones over the course of

their life and will join them eventually. Due to their heritage, the hybrids are natural swimmers.

Deepspawn

Hit Dice: 14
Armour Class: 14
Attacks: Bite (3x3d4), slap (3x1d4+1)
Saving Throw: 3
Magic Resistance: 75%
Movement: 6/12
Intelligence: Genius
Alignment: Chaotic Evil
CL/XP: 2,600

The deepspawn is an abomination that looks like a rubbery grey sphere. It has three tentacles with eyes, three arms ending in mouths with sharp teeth and three tentacle-like arms. The deepspawn can use *Hold Person* every three rounds and *Heal* once a day. It also regenerates one hit points per turn. Deepspawns live in deep caverns and like to keep pet monsters around. If a deepspawn eats a creature, it can create a spawn of itself with some traits of this creature. Deepspawns may wield a weapon with each of their three tentacle arms.

Deinonychus

Hit Dice: 4+1
Armour Class: 15
Attacks: Talon (2x1d2), bite (2d4)
Saving Throw: 13
Movement: 21
Intelligence: Animal
Alignment: Neutral
CL/XP: 4/120

This fast carnivorous dinosaur uses its speed, sharp teeth and dangerous talons to rip its prey into pieces. If it jumps, the deinonychus gains a +2 speed and THACO bonus. For its size, this dinosaur has a relatively large brain.

Demons and Devils

Demons and devils are malicious creatures from Abyss. Most of them strife for power, pleasure or both. They are occasionally encountered outside of their native plane, sometimes because they were summoned by a mortal. Some have even established permanent communities on the Material Plane. There is no clear distinction between demons and devils, but there are countless variants of both and a lot of other creatures with demonic traits. Many have immunities and few can be subdued by simple magic.

Demon, Achaierai

Hit Dice: 6
Armour Class: 16
Attacks: Claws (2x1d6), bite (2d6)
Saving Throw: 11
Magic Resistance: 25%
Movement: 12
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 8/800

Achaierai resemble hellish birds standing five metres tall on four stilt-like legs with cruel talons. Three times per day an achaierai can breathe a black cloud of gas, inflicting 1d6 points of damage and requiring a saving throw to prevent being affected as if by *Confusion*. Achaierai are immune to fire.

Demon, Awabi

Hit Dice: 2+1
Armour Class: 13
Attacks: Claw (1d6)
Saving Throw: 15
Movement: 12/18
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 2/30

Awabi are sea demons that live in salt water and prey on fishermen. They are evil and live in underground sea caves guarded by sharks. They gather large sea shells which are used to house their precious jewels. Awabi appear as fish-like humanoids with webbed feet and hands that end in terrible claws.

Demon, Balor

Hit Dice: 9
Armour Class: 17
Attacks: Sword (1d12+2)
Saving Throw: 6
Magic Resistance: 75%
Movement: 6/15
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 10/1,400

Balors are a powerful breed of demons. They resemble huge anthropomorphic bulls with fiery wings. In combat, the balor uses its swords as well as a whip. Anyone caught by the whip is drawn to the balor and suffers 3d6 point of damage from its burning aura. Balors cannot be harmed by spellcaster lower than sixth level. At an immense risk, a balor can be forced into the service of a mage or cleric. Body parts of a balor or other demon can be used for all kinds of magical and alchemical experiments.



Demon, Dretch
Hit Dice: 4
Armour Class: 17
Attacks: Claws (2x1d4), bite (1d6)
Saving Throw: 13
Movement: 9
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 6/400

The dretch is weaker than most other demons, but still dangerous to common creatures. It looks fat and swollen, with spindly arms and tiny dark eyes. A dretch can use *Toxic Cloud*, *Darkness Globe* as well as *Teleport* once per day.

Demon, Fury
Hit Dice: 6
Armour Class: 17
Attacks: Bronze sword (1d6)
Saving Throw: 11
Magic Resistance: 25%
Movement: 12/24
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 9/1,100

Furies are flying female demons with a terrible appearance. Anyone who sees them has to make a saving throw or will be struck by fear. The fury can entangle victims with her whip or paralyse them with a hit of her bronze sword. A saving throw is permitted to avoid both effects. Furies can see invisible creatures and are immune to fire- and cold-based attacks.

Demon, Glabrezu
Hit Dice: 10
Armour Class: 22
Attacks: Pincers (2x1d6), claws (2x1d3), bite (1d4+1)
Saving Throw: 5
Magic Resistance: 60%
Movement: 9
Intelligence: Very
Alignment: Chaotic Evil
CL/XP: 11/1,700

The glabrezu stands four metres tall, has goat horns and a massive body, but no wings. It has four arms, the larger ones with pincers, the smaller ones with claws. A glabrezu can cause fear at will, levitate and polymorph itself. It and is immune to fire.

Demon, Hezrou
Hit Dice: 9
Armour Class: 19
Attacks: Claws (2x1d3), bite (2d8)
Saving Throw: 6
Magic Resistance: 50%
Movement: 9/14
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 11/1,700

The hezrou looks like a toad with bat wings. It has immunity to fire, can see invisible creatures and use *Darkness Globe* twice per day.

Demon, Lemur
Hit Dice: 3
Armour Class: 12
Attacks: Claw (1d3)
Saving Throw: 14
Movement: 3
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 4/120

Lemures are fleshly manifestations of lost souls. Their amorphous body is a vaguely humanoid mass of flesh and bones. A lemur regenerates one hit point per round. To completely destroy it, it has to be sprinkled with holy water.



Demon, Mane

Hit Dice: 1
Armour Class: 14
Attacks: Claws (1d2), bite (1d4)
Saving Throw: 18
Movement: 5
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 2/30

Dammed souls reincarnated as minor demons full of hate, manes look like grey-skinned humanoids with empty eyes. They take only half damage from mundane weapons.



Demon, Marilith

Hit Dice: 8
Armour Class: 22
Attacks: Weapons (1d8), tail (1d8)
Saving Throw: 8
Magic Resistance: 80%
Movement: 12
Intelligence: Exceptional
Alignment: Lawful Evil
CL/XP: 13/2,300

The marilith appears as a female and is cruel as she is beautiful. Her lower body is that of a constrictor snake. She has six arms and can attack with all of her weapons at once. If her tails hits a target, it constricts for automatic damage after the initial hit. Mariliths can use *Charm Person*, *Levitate* and *Polymorph Self* at will. They are immune to fire.

Demon, Nalfeshnee

Hit Dice: 11
Armour Class: 20
Attacks: Claws (2x1d4), bite (1d6+2)
Saving Throw: 4
Magic Resistance: 80%
Movement: 9/14
Intelligence: Highly
Alignment: Chaotic Evil
CL/XP: 12/2,300

The nalfeshnee is an enormous demon with the hairy body of an ape, a boar's head and cloven hooves. While it looks brutish, it is a lot smarter than generally assumed. Its physical power grants the nalfeshnee a +2 THACO bonus. It is immune to fire and can use *Fear*, *Polymorph Self* and *Dispel Magic* at will. Nalfshnees are immune to mundane weapons.

Demon, Quasit

Hit Dice: 3
Armour Class: 17
Attacks: Claws (2x1d2), bite (1d3)
Saving Throw: 14
Magic Resistance: 25%
Movement: 14
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 7/600

The quasit is similar to the imp, but has no wings and is less humanoid. Quasites like to polymorph into animals and can become invisible at will. They can use *Fear* once per day. Anyone being hit by the quasit's claws and failing a saving throw vs. death will lose one point of dexterity for 2d6 rounds. A quasit regenerates one hit point per round.

Demon, Shadow Fiend

Hit Dice: 7+3
Armour Class: 15
Attacks: Claws (2x1d6), bite (1d8)
Saving Throw: 9
Movement: 12
Intelligence: Very
Alignment: Chaotic Evil
CL/XP: 9/1,100

The shadow fiend is an evil creature from the depth of the underworld. It is composed wholly of darkness and looks like a slender humanoid with bat-like wings. Shadow fiends apparently do not communicate with mortals. In dimly lighted areas, shadow fiends are almost invisible. In brightly lit areas, they suffer a -4 armour class malus. In darkness, they gain a +2 armour class and THACO bonus instead. A shadow fiend cannot be harmed by fire, cold or electricity. *Light* cast on it will cause 1d6 points of damage per caster level. If is surprises its enemies, a shadow fiend can jump over a distance of ten metres and automatically hits with both claws, but cannot bite. Once per day, a shadow fiend can use *Darkness Globe* and *Fear*. Shadow fiends enjoy destruction, bot avoid to act in the open.

Demon, Succubus

Hit Dice: 6
Armour Class: 10
Attacks: Claws (2x1d3)
Saving Throw: 11
Magic Resistance: 70%
Movement: 12/18
Intelligence: Very
Alignment: Neutral Evil
CL/XP: 9/1,100

The succubus is a supernaturally beautiful demon resembling a human woman. She can change her appearance at will, but will always look like a human and cannot cover her horns and demonic wings. The succubus can charm males at will, read minds and use *Suggestion*. She is immune to non-magical weapons. The male succubus is the incubus, an unearthly handsome male demon.



Demon, Vrock

Hit Dice: 7
Armour Class: 16
Attacks: Beak (1d6), front claws (2x1d4), rear claws (2x1d6)
Saving Throw: 8
Magic Resistance: 50%
Movement: 12/18
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 8/800

The vrock is a vulture-like demon with dark feathers and huge wings. In combat, the vrock goes all-out and tries to shred its opponents into pieces. It is immune to fire and can use *Darkness Globe* at will.

Denzelian

Hit Dice: 6
Armour Class: 19
Attacks: Strike (5d4)
Saving Throw: 11
Movement: 3
Intelligence: Semi
Alignment: Neutral
CL/XP: 8/800

The denzelian is a large, featureless, flat creature that seems to be made of smooth stone, but is actually flexible and can squeeze through tight places. Denzelians eat rocks and are not aggressive. They will fight only if threatened. To attack, the denzelian moves towards an opponent at double speed and makes it fall on it. The denzelian constantly secrets acid that allows it to dig through stone and fight off attackers. A saving throw is permitted for half damage. Denzelians can also burrow through rock at double speed and drop on opponents. A target hit this ways suffers 4d6 points of damage. While defending their young, denzelians always fight to the death.

Dergenue

Hit Dice: 2
Armour Class: 15
Attacks: Strike (1d6)
Saving Throw: 16
Movement: 12
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 3/60

When dungeons and dark temples have bas-reliefs of half-naked women carved into their walls, travellers should be aware that some of these provocative decorations may be dergenue, a race of intelligent, 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 trespassers. Their blows cause 1d6 points of damage, and they may drag their victims into the wall to swiftly suffocate and die if the attack roll succeeds by four or more. Earth-based magic may cause 1d8 damage per spell level to a

dergenue, or slay her outright, depending upon the spell. A dergenue takes normal damage from fire, cold, and weapons, but is otherwise immune to almost all other attack forms. If she steps out of a wall, a dergenue must remain in contact with earth or stone or lose one hit point per turn, and they cannot cross a barrier of fire or water.

Dertesha

Hit Dice: 6
Armour Class: 13
Attacks: Strike (1d4)
Saving Throw: 11
Movement: 12/12
Intelligence: Exceptional
Alignment: Lawful Neutral
CL/XP: 9/1,100

The dertesha are a race of aquatic humanoids dwelling in rivers and lakes. They appear tall, thin, and human-like, but with long tentacles in place of legs. Some are a mottled greenish-blue in colour, and others are reddish-brown; a few have been reported yellowish-white. Dertesha are able to travel above water – on land and through the air – by magical watery spheres, oily and roiling in appearance. The dertesha are slightly translucent, and their bones are sometimes visible. Dertesha disdain physical conflict, being haughty and convinced of their moral and intellectual superiority over the land-dwelling races. They can cause large tentacles to erupt from any surface within, one per round, which restrain any target they strike. A saving throw is permitted to avoid being hit. They may also cast *Magic Missile* at will. If pressed into close combat, their touch acts as a paralytic poison that can have hallucinatory aftereffects. They may also simply drag air-breathing opponents under the water and hold them there to drown. Dertesha have a sophisticated culture unseen by land-dwelling races, and they communicate frequently with creatures of elemental air and water.

Dehzik

Hit Dice: 4
Armour Class: 12
Attacks: Bite (1d6)
Saving Throw: 13
Movement: 12
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 5/240

Dheziks look rather like dwarves with green skin and yellow eyes. However, they are feral, naked savages who paint swirls on their bodies with the blood of their foes. Their long white hair, eyebrows and moustaches are prehensile, enabling the dhezik to entangle an opponent in close combat unless a saving throw is made, then bite the beard-entwined opponents with their prominent canine fangs. After a fresh kill there is a 15% chance their bloodlust may cause them to attack each other. Dheziks are completely resistant to arcane magic directed at them, due to strange glyphs branded on their shoulders. They are of low intelligence, are infertile, have a pack mentality, and will viciously attack dwarves with a +1 THACO bonus.

Dhole

Hit Dice: 30
Armour Class: 20
Attacks: Bite (3d12)
Saving Throw: 3
Movement: 24
Intelligence: Animal
Alignment: Neutral
CL/XP: 30/8,400

The dhole is a gargantuan slimy worm-like being of more than two hundred metres of length. His maw is so large that it can swallow anyone within a radius of eight metres unless a successful saving throw is made. The dhole can also spit goo in a radius of ten metres with a range of one kilometre Everyone hit by the goo has to make a strength check to get out and takes 1d4 points of damage while engulfed.

Dilophosaurus

Hit Dice: 8+2
Armour Class: 14
Attacks: Talons (2x2d6), bite (1d6)
Saving Throw: 8
Movement: 18
Intelligence: Animal
Alignment: Neutral
CL/XP: 8/800

The dilophossaurus likes to jump at its prey, inflict damage with its talons and uses its snaky neck to deliver painful bites. It lives in jungles and other areas with dense vegetation. A male dilophosaurus has two colourful pairs of head crests.

Dimetrodon

Hit Dice: 5
Armour Class: 13
Attacks: Bite (3d4+3)
Saving Throw: 12
Movement: 12/6
Intelligence: Animal
Alignment: Neutral
CL/XP: 5/240

The sail-backed dimetrodon is a carnivorous dinosaur. Its fin works like solar heater that allows it to store energy and hunt at night. It can swam and deliver a powerful bite.

Dinichthys

Hit Dice: 10
Armour Class:
Attacks: Bite (5d4)
Saving Throw: 5
Movement: 21
Intelligence: Animal
Alignment: Neutral
CL/XP: 10/1,400

The dinichthys is a primitive but fearsome fish and roams the oceans since ancient times. On a critical hit, it swallows a victim whole. A swallowed target suffers 4d4 points of damage and can only attack with sharp weapons the size of a dagger or smaller.

Diplodocus

Hit Dice: 24
Armour Class: 13
Attacks: Bite (3d6)
Saving Throw: 3
Movement: 6
Intelligence: Animal
Alignment: Neutral
CL/XP: 24/5,600

The diplodocus is a large but comparably light sauropod. It lives one water plants and causes 3d10 points of damage if it steps on a smaller creature.

Dobie

Hit Dice: 1d4 hp
Armour Class: 12
Attacks: Weapon (1d3)
Saving Throw:
Movement: 9
Intelligence: Average
Alignment: Lawful Good
CL/XP: 1/15

The dobie is a small fey and relative of the brownie. It lives in rural areas together with a humanoid family it protects. Dobies are peaceful, but will defend their property and their adoptive family if necessary. For combat, most dobies have one or two spell prepared, often *Auditory Illusion*, *Hypnotise*, *Fog Cloud* or *Ray of Enfeeblement*.

Blink **D**og

Hit Dice: 4
Armour Class: 15
Attacks: Bite (1d6)
Saving Throw: 13
Movement: 12
Intelligence: Average
Alignment: Righteous
CL/XP: 4/240

The blink dog is an intelligent dog who lives and hunts in packs. Blink dogs are usually friendly to neutral to non-hostile sentient species. During combat, they like to teleport over a short distance to attack their prey from behind via the Ethereal Plane. A coat made of blink dog fur enables the user to use *Blink* once per day.

Death **D**og

Hit Dice: 2+1
Armour Class: 13
Attacks: Bite (2x1d8)
Saving Throw: 15
Movement: 12
Intelligence: Semi
Alignment: Neutral
CL/XP: 3/60

Death dogs are large two-headed dogs. They are encountered solitary as well as in large packs, sometimes lead by a three-headed death dog. Anyone bitten by a death dog twice has to make a saving throw vs. death for will catch a disease that is lethal within 4d6 days. On an attack roll of nineteen or twenty, a death dogs knocks its opponent down, who then attacks at a -4 THACO penalty.

Moon **D**og

Hit Dice: 9+3
Armour Class: 18
Attacks: Bite (3d4)
Saving Throw: 4
Magic Resistance: 25%
Movement: 28
Intelligence: Exceptional
Alignment: Neutral Good
CL/XP: 11/1,700

Moon dogs are large dogs with red eyes and human hands. They look scary, but are actually good-aligned creatures associated with the gods. They hunt evil creatures relentlessly. Some moon dogs are very zealous and will not tolerate even minor sins. Moon dogs are immune to mundane weapons and their howl will dispel evil. They can use arcane and divine magic and favour spells like *Air Bolt*, *Detect Evil*, *Obscuring Fog*, *True Seeing*, *Wall of Iron* and *Zone of Truth*.

Silver **D**og

Hit Dice: 10
Armour Class: 26
Attacks: Bite (2d12)
Saving Throw: 2
Magic Resistance: 90%
Movement: 18
Intelligence: Genius
Alignment: True Neutral
CL/XP: 12/2,000

The silver dog is a beautiful nocturnal canine. Silver dogs radiate no heat and are probably from the Dream World. They are said to live on nothing but moonlight and water. Silver dogs are shy and usually flee from combat. Any character that sees a silver dog has to make saving throw. If the save is not made, the character is overwhelmed by the dog's grace and will chase it for 1d10+4 rounds to capture, but not harm, it. A captured dog will grant the capturer one wish and will teleport away afterwards. Silver dogs are highly resistant to magic and cannot be harmed by magic that does direct damage.

Skeleton **D**og

Hit Dice: 1d5 hp
Armour Class: 11
Attacks: Bite (1d4)
Saving Throw: 18
Turned: 1
Movement: 6
Intelligence: None
Alignment: Chaotic Evil
CL/XP: B/10

The skeleton dog is the skeleton of a deceased dog brought back to unlife by necromantic energies. While not able to communicate in any way, it can still bark and howl. Edged and piercing weapon inflict only half damage on skeleton dogs.



War **D**og

Hit Dice: 2+2
Armour Class: 14
Attacks: Bite (2d4)
Saving Throw: 16
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 2/30

War dogs are specially trained and have keen senses. They are used for guard duty and tracking. War dogs usually do not attack without cause.

Wild **D**og

Hit Dice: 1+1
Armour Class: 13
Attacks: Bite (1d4)
Saving Throw: 18
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 1/15

Wild dogs can be found almost anywhere. They hunt in packs and avoid attacking humanoids unless drive by hunger. Wild dogs can be tamed if separated from their pack.

Dolphin
Hit Dice: 2
Armour Class: 13
Attacks: Bite (1d6)
Saving Throw: 16
Movement: 24
Intelligence: Semi
Alignment: Neutral
CL/XP: 2/30

Most humanoids have a positive attitude towards dolphins and sailors consider seeing a group of them as a sign of luck. Dolphins can be more vicious than it is generally assumed, though.

Donkey
Hit Dice: 1+3
Armour Class: 12
Attacks: Kick (1d4)
Saving Throw: 18
Movement: 12
Intelligence: Animals
Alignment: Neutral
CL/XP: 1/15

The donkey is a popular animal of burden and kept by all kinds of surface races.

Doom Guard
Hit Dice: 5
Armour Class: 17
Attacks: Weapon (1d10)
Saving Throw: 12
Movement: 9
Intelligence: Semi
Alignment: Neutral
CL/XP: 5/240

The doom guard is a magically animated suit of armour. A doom guard never speaks and is limited to simple commands. Doom guard have a rudimentary intelligence, but are not very creative. In combat, they simply charge at their opponents and strike with their weapon. Doom guards are not undead and take only half damage from cold and fire. *Metal to Wood* will immediately destroy a doom guard.

Doppelgänger
Hit Dice: 4
Armour Class: 14
Attacks: Claw (1d12)
Saving Throw: 13
Movement: 9
Intelligence: Very
Alignment: Chaotic Neutral
CL/XP: 5/240

The doppelgänger is a mysterious entity than can assume the form of other humanoids, including clothes and gear. Doppelgänger, also called mirror-kin, are immune to charm, sleep and are granted a +8 bonus to saving throws vs. magic. They can communicate via telepathy, but not with other species. In its true form, the doppelgänger is a pale, hairless and androgynous humanoid. Half a litre of doppelgänger blood will double the duration of any transformation spell.

Greater Doppelgänger
Hit Dice: 7
Armour Class: 13
Attacks: Claws (2x2d10)
Saving Throw: 9
Movement: 9
Intelligence: Genius
Alignment: Neutral
CL/XP: 9/1,100

The greater doppelgänger does not only copy the outward appearance of another person. By consuming a brain, it can imitate said person's personality and gains its memories. This ability allows greater doppelgänger to replace merchants, nobles and military leaders in high positions. Some greater doppelgänger impersonate multiple people at once or control a group of other doppelgänger to take over entire ruler councils or guilds. Eating the brain of a greater doppelgänger gives the consumer access to information on all people the doppelgänger ever copied, but can easily drive him insane.

Doppelgänger Plant
Hit Dice: 15
Armour Class: 13
Attacks: None
Saving Throw: 3
Movement: 0
Intelligence: Exceptional
Alignment: Chaotic Evil
CL/XP: 15/2,900

The doppelgänger plant looks similar to a melon-bearing crop. It spreads out in a tangle of vines and glossy leaves. The plant has a number of pods equal to its hit dice. The plant itself will not fight physically and depends on its victims. The doppelgänger plant takes only half damage from fire and lightning. Attacks against its leaves inflict one point of damage; attacks against the pods inflict normal damage. Once per round, the plant can attempt to take control over a sleeping or unconscious creature. The target is permitted a saving throw to avoid the effect. Only one creature can actually be taken over per twenty-four hours. The doppelgänger plant can target anyone in a radius of kilometre per hot die. The plant feeds on its slaves and always tries to gather new ones. The slaves will act normally and are not easily identified as what they are. Once transformed in one of the plant's pods, a slave serves as the plant's source of nourishment and scout. A transformed slave is very light and will neither breathe, have a heartbeat nor have any other normal body function truly living creatures would need. A transformed slave can use all its special abilities. It will be drained by the plant until its body finally disintegrates.

Dragons

A dragon is about two metres long per age category up to its adult size of ten metres. The dragon's age defines how many hit points it has and how strong its fire breath is. A dragon hatchling, youngest of the eight dragon age categories, has one hit point per hit die and its fire breath inflicts one point of damage. For every category, another point is added to both values. The cone-shaped dragon breath usually covers an area half as wide as the dragon's hit dice and five times as long, both in metres. A saving throw halves the damage dealt by the breath. For every three hit dice, a dragon gains a spellcaster level and can cast 1d4 spell of that level. Unless stated otherwise, all dragons are flyers and love to hoard treasures. Dragon scales are an excellent material to be turned into armour and usually offer the same protection the dragon enjoys. Sometimes mighty dragons assume humanoid form and create offspring with other races.

Black **D**ragon

Hit Dice: 7
Armour Class: 17
Attacks: Claws (2x1d4), bite (3d6)
Saving Throw: 9
Movement: 9/24
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 9/1,100

Black dragons live in swamps and are immune to acid. Their black fire is corrosive and may corrode metal strong enough not to melt. Black dragons are vile-tempered and hard to reason with.

Blue **D**ragon

Hit Dice: 9
Armour Class: 17
Attacks: Claws (2x1d6), bite (3d6)
Saving Throw: 6
Movement: 9/24
Intelligence: Very
Alignment: Neutral Evil
CL/XP: 11/1,700

The rare blue dragons often dwell in deserts and are immune to electricity. Their blue fire deals double damage to water-based creatures or other creatures weak to lighting.

Celestial **D**ragon

Hit Dice: 15
Armour Class: 22
Attacks: Claws (2x1d8), bite (4d10), tail (1d10)
Saving Throw: 3
Movement: 9/36
Intelligence: Exceptional
Alignment: Lawful Neutral
CL/XP: 18/3,800

Even for a dragon, the mighty celestial dragon is exceptionally rare. It has red to gold scales, a multi-hued mane, colourful whiskers and can fly without wings. Anyone hit by a celestial dragon's tails has to make a saving throw vs. paralysis or will be stunned for 1d4+1 rounds. Celestial dragons breathe golden fire and live on castles in the clouds. They like to eat opals and pearls and favour mortal who give them such delicacies. The celestial dragon can use *Pyrotechnics* and *Suggestion* three times and *Firestorm* once per day. Most celestial dragon are not spellcasters.

Cloud **D**ragon

Hit Dice: 11
Armour Class: 16
Attacks: Claws (2x2d4), bite (1d12+4)
Saving Throw: 3
Movement: 6/32
Intelligence: Supra-Genius
Alignment: Neutral
CL/XP: 12/2,000

Cloud dragons have silver, orange and red scales. They live in the mountains of the East and flightless in their natural form. However, they can turn into a cloud. In cloud form, cloud dragons are vulnerable only spells affecting air. They are immune to cold and like solitude. Cloud dragons breathe cold blue fire.

Deep **D**ragon

Hit Dice: 14
Armour Class: 19
Attacks: Claws (3d4), bite (3d8)
Saving Throw: 5
Movement: 12/18
Intelligence: Exceptional
Alignment: Chaotic Evil
CL/XP: 16/3,200

The purple-scaled deep dragon is little known on the surface world. It crawls through the underground, always looking for prey and treasure. Deep dragons can still fly, but do so slower than surface dragons and can see in complete darkness. Sometimes, they assume humanoid form. Deep dragons breathe cold, blue fire and like to use their magic to burry opponents under rocks or make sure that they get lost in the endless tunnels of the underground. A deep dragon can use *Rock to Mud*, *Shape Stone* and *Stone Tell* twice per day.

Faerie **D**ragon

Hit Dice: 3
Armour Class: 15
Attacks: Strike (1d8)
Saving Throw: 14
Magic Resistance: 30%
Movement: 6/24
Intelligence: Exceptional
Alignment: Chaotic Good
CL/XP: 5/240

Most dragons are large and impressive, even young ones. The faerie dragon, however, is smaller than a halfling. It has butterfly wings and orange or pink scales. Faerie dragons are peaceful and more similar to sylvan creatures than their larger relatives. The can become invisible at will and like to attack with spells. Faerie dragons breathe bright fire, but the flames will never set plants ablaze.

Gold **D**ragon

Hit Dice: 11
Armour Class: 17
Attacks: Claws (2x1d8), bite (2d10)
Saving Throw: 4
Movement: 9/24
Intelligence: Exceptional
Alignment: Lawful Good
CL/XP: 13/2,300

Gold dragons are noble and intelligent, but no less fascinated by treasure than other dragons. They breathe red fire that does double damage to malicious creatures.

Green **D**ragon

Hit Dice: 8
Armour Class: 17
Attacks: Claws (2x1d6), bite (2d10)
Saving Throw: 7
Movement: 9/24
Intelligence: Highly
Alignment: Lawful Evil
CL/XP: 11/1,400

Green dragons are immune to all kinds of poisons. They live in forests and breathe emerald fire. Green dragons are schemers and enjoy secretly manipulating local politicians.

Jade **D**ragon

Hit Dice: 8
Armour Class: 16
Attacks: Claws (2x1d6), bite (2d8)
Saving Throw: 7
Movement: 9/24
Intelligence: Highly
Alignment: Chaotic Neutral
CL/XP: 10/1,400

The jade dragon lives in the East and has scales shimmering in various shades of green. Jade dragons like to talk in riddles and breathe yellow fire. Their roar is so loud that anyone hearing it will be deafened for 1d4 rounds.

Mercury **D**ragon

Hit Dice: 7
Armour Class: 17
Attacks: Claws (2x1d4), bite (2d8)
Saving Throw: 8
Movement: 18/32
Intelligence: Very
Alignment: Neutral
CL/XP: 9/1,100

The mercury dragon is devilishly fast on land was well as in the air. It breathes white fire so bright that everyone looking at it will be blinded for 1d4 rounds.

Mist **D**ragon

Hit Dice: 7
Armour Class: 17
Attacks: Claws (2x1d4+2), bite (2d6+4)
Saving Throw: 7
Movement: 9/28
Intelligence: Exceptional
Alignment: Neutral
CL/XP: 9/1,100

Mist dragons are philosophers. They like to sit quiet and think for hours. If not in deep thought, mist dragons enjoy conversations with other intelligent beings. Everything set ablaze by mist dragon fire will smoke intensively.



Red **D**ragon
Hit Dice: 10
Armour Class: 17
Attacks: Claws (2x1d8), bite (3d10)
Saving Throw: 5
Movement: 9/24
Intelligence: Very
Alignment: Chaotic Evil
CL/XP: 12/2,000

Red dragons are feared by the local population. They breathe fire are immune to heat, especially greedy and never tolerate any other being remotely as powerful as they are in their territory.

Silver **D**ragon
Hit Dice: 10
Armour Class: 17
Attacks: Claws (2x1d6), bite (2d12)
Saving Throw: 3
Movement: 9/24
Intelligence: Genius
Alignment: Lawful Neutral
CL/XP: 12/2,000

Silver dragons are very rare. They sometimes live underground and often near settlements, where they secretly watch over the people. Silver dragons can *Polymorph* at will and breathe silver fire.

White **D**ragon
Hit Dice: 6
Armour Class: 17
Attacks: Claws (2x1d4), bite (2d8)
Saving Throw: 11
Movement: 9/24
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 8/800

The white dragon is one of the smallest and least intelligent dragons. It lives in cold regions, where its white scales camouflage it well. The white dragon is immune to cold and breathes light blue fire which does not radiate any heat.

Dragon Turtle
Hit Dice: 11
Armour Class: 17
Attacks: Claws (2x1d8), bite (3d10)
Saving Throw: 4
Movement: 3/9
Intelligence: Average
Alignment: Neutral or Chaotic Neutral
CL/XP: 13/2,300

The dragon turtle is a close relative of the dragon, though it does not breathe fire, but a thirty metre-long cone of steam, which is ten metres wide and causes 6d10 point of damage. Some dragon turtles can talk or use low-level magic. They like to attack ships by rising underneath them, which makes about one in two ships capsize. If processed correctly, their shell can be used to build an almost unsinkable boat.

Dragonborn
Hit Dice: 3+2
Armour Class: 15
Attacks: Weapon (1d8), dragon breath (2d4)
Saving Throw: 13
Movement: 12
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: 4/120

The dragonborn are a humanoid race related to dragons. In comparison to dragon-kin, they have no wings or hair. Dragonborn once ruled a mighty empire, but have been scattered all over the world long ago. They have dragon breath, which is either fiery or acidic and take only half damage from their respective element.

Dragonfish
Hit Dice: 2
Armour Class: 15
Attacks: Bite (1d6)
Saving Throw: 15
Movement: 6
Intelligence: None
Alignment: Neutral
CL/XP: 2/30

The dragonfish is a mindless, flat fish with dragon-like scales. It is covered with spines. The dragonfsh is almost invisible when dormant and waiting for prey. Anyone stepping on it suffers 1d6 points of damage. Unless a saving throw vs. death is made, the victim is also poisoned. For the next 2d12 hours, it will receive an cumulative hourly -1 malus to all rolls. Dragonfish is very tasty, but its liver and gall bladder are highly toxic and kill any creature up to the size of a hill giant straight away.

Giant **D**ragonfly

Hit Dice: 7
Armour Class: 16
Attacks: Sting (4d4)
Saving Throw: 9
Movement: 3/36
Intelligence: Animal
Alignment: Neutral
CL/XP: 7/600

Giant dragonflies are swift and deadly aerial hunters. They will attack any creature their size or smaller. A giant dragonfly has a +3 initiative bonus. If it has the initiative, it can attack and zip out of melee range without giving the enemy a chance to retaliate. It also has a +2 armour class bonus against missiles.

Dragon-kin

Hit Dice: 7
Armour Class: 15
Attacks: Weapon (2x1d6)
Saving Throw: 7
Movement: 9/15
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 8/800

Dragon-kin are a race of dragon-race humanoids. They face and large wings are draconic, but they also have shaggy manes. Dragon-kin are obsessed by magical items and will always try to gather more of them. Mundane gold and jewels rarely catch their interest and are only collected by tribes trading with other races. Dragon-kin will almost always attack groups with magical items and can use *Detect Magic* at will.

Dragonling

Hit Dice: 2
Armour Class: 17
Attacks: Bite (1d4)
Saving Throw: 14
Magic Resistance: 35%
Movement: 6/24
Intelligence: Average
Alignment: Neutral
CL/XP: 3/60

Dragonlings are a race of flying lizards. They are closely related to dragons, but are significantly smaller and do not breathe fire. They are playful and have magical powers. Dragonlings have very long tails and communicate via a limited form of telepathy. They can strike very decisively and attack with a +4 THACO bonus, have darkvision and a chameleon-like skin. Once per day, a dragonling can use an inherited magical power that equals a mage spell.



Dragonne

Hit Dice: 9
Armour Class: 17
Attacks: Claws (2x1d8), bite (3d6)
Saving Throw: 6
Movement: 15/9
Intelligence: Low
Alignment: Chaotic Neutral
CL/XP: 10/1,400

The dragonne possess some of the most dangerous qualities of a lion and a dragon. From distance, the dragonne looks mostly like a lion with bronze-coloured reptile wings. A closer looks reveals draconic features. Dragonnes like to fly, but are not the best flyer. While in the air, they gain a +2 THACO bonus, but also a -4 armour class penalty.

Dragonnel

Hit Dice: 6+6
Armour Class: 16
Attacks: Bite (2d4) or kick (1d8+2)
Saving Throw: 10
Movement: 18/24
Intelligence: Low
Alignment: Neutral
CL/XP: 8/800

The dragonnel is a graceful quadrupedal dragon-like creature. It has horns and hooves, but dragon scales and wings. Though, simpleminded, dragonnels have high moral standards and sometimes serve paladins as mounts. Once per day, dragonnels can scream. All enemies within a radius of ten metres must make a saving throw or will suffer a -3 THACO malus for 1d6 rounds.



Fire **D**rake

Hit Dice: 4
Armour Class: 14
Attacks: Bite (2d4)
Saving Throw: 13
Movement: 6/18
Intelligence: Semi
Alignment: Neutral
CL/XP: 5/240

The fire drake is often mistaken for a young red dragon, but is neither as powerful nor as intelligent as a true dragon. Five times per day, a fire drake can use its breath weapon. It has a range of twenty metres, is three metres wide at the end and deals 2d8 points of damage. A saving throw is permitted for half damage. Fire drakes always radiate heat and have phosphorous blood that will burn if in contact with air. Creatures successfully attacking a fire drake with a slashing or piercing weapon have to make a saving throw or will suffers 1d2 points of damage. Fire drakes are very familiar. Usually, a mated pair and half a dozen young drakes share a cave.

Draug

Hit Dice: 3+3
Armour Class: 12
Attacks: Weapon (1d8+2)
Saving Throw: 14
Movement: 12
Intelligence: Average
Alignment: Neutral
CL/XP: 3/60

The draug are a race of tall, bear-like humanoids with wolf-like heads and tails. They are brave warriors and strong drinkers, and their shield-lined longhouses resound to boasting and merriment. The draug fight with spear, axe, dagger, or broad sword, and gain +2 THACO bonus and damage due to their great strength. Any treasure will be in the form of hack-silver jewellery, weapons and shields of fine craftsmanship and exquisite decoration, and kegs of mead.

Dreamling

Hit Dice: 1
Armour Class: 12
Attacks: Weapon (1d6+1)
Saving Throw: 17
Movement: 12
Intelligence: Very
Alignment: Neutral
CL/XP: 1/15

Dreamlings are inhabitants of dream world. They look mostly human and have not entered the dream world through a portal. Instead, they originate from a dream bubble. Dreamlings can communicate via telepathy, though they prefer to communicate verbally if possible. Dreamlings sleep, but never dream.

Drider

Hit Dice: 7
Armour Class: 16
Attacks: Weapon (1d8)
Saving Throw: 9
Movement: 18
Intelligence: Highly
Alignment: Neutral Evil
CL/XP: 9/1,100

Driders are spider-centaurs: the body is that of a massive spider, but the torso is that of a delicate humanoid. Driders can use *Dancing Lights*, *Darkness Globe*, *Detect Magic* and *Levitat* once per day. In addition, driders are spellcasters. Males are usually mages, whereas females are clerics. Rumours say that driders are dark elves cursed by a dark god, though is yet to be confirmed.



Dryad
Hit Dice: 2
Armour Class: 9
Attacks: Wooden dagger (1d4)
Saving Throw: 16
Magic Resistance: 10%
Movement: 12
Intelligence: Average
Alignment: True Neutral
CL/XP: 3/60

The dryad is a beautiful female tree spirit bound to a tree. If the tree is damaged, the dryad is damaged as well, but if the dryad is killed with tree being alive, she will be reborn after a month. The dryad can use *Charm Person* as an inherited ability. Targets have to make a saving throw with a -2 malus or will fall under the dryad's control. A potion made of dryad hair will prolong the drinker's life, but also make him visibly tainted in the eyes of other sylvan creatures.

Fungus **D**ryad
Hit Dice: 3+1
Armour Class: 11
Attacks: Strike (1d6)
Saving Throw: 14
Magic Resistance: 15%
Movement: 12
Intelligence: Average
Alignment: True Neutral
CL/XP: 4/120

The fungus dryad lives underground. She is as beautiful as surface dryads and has a large mushroom on her head instead of hair. The fungus dryad is associated with a fungus colony like other dryads are associated with a tree and can use *Charm Person* like they do. Additionally, a fungus dryad can use *Dimension Door* once per turn and call 2d4 myconids once per battle.

Dryad, Hamadryad
Hit Dice: 5
Armour Class: 14
Attacks: Kick (1d8)
Saving Throw: 12
Magic Resistance: 50%
Movement: 12
Intelligence: Very
Alignment: True Neutral
CL/XP: 6/400

The hamadryad is not linked to a tree, but is a tree in humanoid form herself. Hamadryads looks mostly like other dryads, but have bronze skin and always light hair. Like all dryads, the hamadryade can sue *Charm Person* as an inherited ability. If reduced to half her hit points, the hamadryade will transform into a walking tree, gaining a +3 armour class bonus and doing 1d8+4 points of damage.

Dune Stalker
Hit Dice: 6
Armour Class: 16
Attacks: Sonic beam (2d6)
Saving Throw: 11
Movement: 12
Intelligence: Highly
Alignment: Chaotic Evil
CL/XP: 8/800

The dune stalker is a hairless, gaunt humanoid. It has long claws, an ovoid head and a long nose. Its reddish skin is extremely dry. The dune stalker's primary attack is a cone-shaped sonic beam with a range of twenty metres and three metres wide at the end. Anyone caught within suffers 2d6 points of damage and is deafened for 1d10 rounds. At close range, the dune stalker can deliver its so-called kiss of death. It presses its lips onto the victim's bare skin and sucks out all humidity. If the target fails a saving throw vs. death, it is slain. If the save is successful, the victim is unconscious for one round. Creatures without bodily fluids are immune to this attack. The dune stalker, while seemingly a desert creature, is an alien being that is not from the Material Plane. It can track any trail no older than a day. If not on their home plane, dune stalkers are desperately unhappy and vicious. However, little to nothing is known about their home and their society there.

Dwarf
Hit Dice: 1
Armour Class: 15
Attacks: Weapon (1d4+1)
Saving Throw: 17
Movement: 9
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: 1/15

Dwarves are short but strong and known for their craftsmanship and knowledge of stone and mining. Even dwarves that are not trained as soldiers often carry a hammer and know who to use it as a weapon. Mountain dwarves are the most common dwarves subrace.

Crypt **D**warf
Hit Dice: 3+12
Armour Class: 14
Attacks: Strike (3d4)
Saving Throw: 15
Turned: 5
Magic Resistance: 25%
Movement: 9
Intelligence:
Alignment: Neutral
CL/XP: 6/400

The crypt dwarf is a dwarf that died with the feeling that his final resting place would be disturbed. As a result, he turned into an undead and lies in his coffin, expecting intruders any time. If someone approaches the coffin, the crypt dwarf uses *Phase Door* to leave has coffin and face the offender. Crypt dwarves can only be damaged by magical weapons. They will tolerate religious ceremonies near their grave. After killing the intruder, having been killed finally or if turned, the crypt dwarf returns to its coffin via *Phase Door*.

Dark **D**warf
Hit Dice: 1+2
Armour Class: 15
Attacks: Weapons (2x1d6+1)
Saving Throw: 15
Movement: 9
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 3/60

Dark dwarves are a malevolent breed of dwarves that live deep in the underground, but not as deep as deep dwarves. They have grey skin and sometimes use weapon poison. Dark dwarves are stealthy and impose a -2 malus on their opponent's surprise roll. Their saving throw vs. magic is made at a +4 bonus. In daylight, dark dwarves suffer a -2 malus to THACO and saving throws. All dark dwarves have *Invisibility* as an inherited ability and also have the ability to enlarge themselves and their equipment once per day for an hour. Some dark dwarves ride giant spiders. While dark dwarves are xenophobic, take slaves and are hostile to many other races, their community spirit is strong and dark dwarf strongholds are hard to infiltrate.

Deep **D**warf
Hit Dice: 4+1
Armour Class: 16
Attacks: Weapon (1d6)
Saving Throw: 14
Movement: 12
Intelligence: Very
Alignment: Lawful Neutral
CL/XP: 5/240

Deep dwarves have lived in the deepest corners of the underground for millennia. As a result, they have white skin, are blind and live in complete darkness. Deep dwarves are far from helpless, though. Their hearing and other senses are exceptionally sharp and allows them to fight as competent as a seeing creature. Few deep dwarves have ever seen the upper levels of the underground, let alone the surface world. Deep dwarves are smart, but many things and concepts normal to any other race are completely alien to them.

Ironbeard **D**warf
Hit Dice: 3
Armour Class: 16
Attacks: Weapon (1d6+1)
Saving Throw: 15
Movement: 9
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 4/120

Ironbeard dwarves have lived near active volcanoes for centuries. They know how to work volcanic rock and are highly resistant against heat. Some of their clans have formed alliances with devils they met underground. Ironbeard dwarves only take half damage from fire. If used by them, their weapons will ignite an opponent in one out of three cases and cause an additional 1d4 points of damage unless the target spends one round to take out the flames.

Dwelver
Hit Dice: 4+2
Armour Class: 16
Attacks: Weapon (1d8)
Saving Throw: 13
Movement: 6
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 5/240

Dwelvers were once a race of dwarves that followed their greed to the elemental plane of earth to mine it for its riches. Throughout the millennia they slowly began to change into the very substances they sought. While still resembling dwarves in form, they are made of stone, ores and gems. Dwelvers are malevolent and greedy and will defend their

claims against all comers. They now exist only to mine worlds of their mineral resources, which they use to create more of their race. Groups of dwelvers are able to summon earth elementals, which will serve them faithfully. At least eight dwelvers are needed to summon a young earth elemental, twelve for a mature and sixteen to summon an elder one. It is also likely dwelvers are able to employ other earthen magic.

Eagle

Hit Dice: 1+3
Armour Class: 14
Attacks: Beak (1d2), claws (2x1d2)
Saving Throw: 17
Movement: 1/32
Intelligence: Animal
Alignment: Neutral
CL/XP: 2/30

Eagles are majestic birds of prey. Their size and wing span is quite impressive. Many cultures respect eagles or even consider them sacred animals. During a dive attack and eagle gains a +2 THACO bonus.



Giant Eagle

Hit Dice: 4
Armour Class: 13
Attacks: Beak (2d6), claws (2x1d6)
Saving Throw: 12
Movement: 3/48
Intelligence: Average
Alignment: Neutral
CL/XP: 4/120

Giant eagles are huge birds; tall enough to carry a humanoid. While diving, a giant eagle gains a +4 THACO bonus and inflicts double damage with its claws. Giant eagles have their own language and also communicate with a form of limited telepathy. They can never be surprised unless asleep or severely distracted. Giant eagles live high up in the mountains and are social animals. Some befriend members of humanoid races.

Earth Snapper

Hit Dice: 1d6 hp
Armour Class: 14
Attacks: None
Saving Throw: 18
Movement: 12
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 1/15

The earth snapper is a minor elemental sitting I stone or dirt. Anyone stepping on will get stuck unless a successful saving throw is made. In stone, the earth trapper can only be damaged by blunt weapons. In earth, only edged weapons using to dig it up will harm it.

Eblis

Hit Dice: 4+4
Armour Class: 16
Attacks: Beak (1d6)
Saving Throw: 13
Movement: 12/12
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 5/240

Eblis are intelligent avians known for their cruel nature and evil ways. Their stork-like bodies have grey feathers. Eblis have a black, needle-like beak and are taller than a human. Some eblis can cast *Haunting*, *Hypnotise* and *Wall of Fog* once per day. Eblis like shiny objects, especially jewels. Due to its oily feathers, the eblis has a +1 saving throw bonus against fire-related hazards and takes one point of damage per damage die less from fire-based attacks. Eblis – especially the ones leading a flock – are vicious and take delight in hunting and killing.

Cave Eel

Hit Dice: 2
Armour Class: 11
Attacks: Bite (1d6)
Saving Throw: 16
Movement: 1
Intelligence: Animal
Alignment: Neutral
CL/XP: 2/30

Cave eels burrow through stone with sharp teeth, but otherwise look like large eels. They usually attack by reaching from their burrows in cave walls to bite. In general, these creatures congregate in groups.

Giant Electric **E**el

Hit Dice: 2
Armour Class: 11
Attacks: Bite (1d3)
Saving Throw: 16
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 4/120

The giant electric eel can generate an electric shock that causes 3d6 points of damage to anything in the proximity. It is immune against lightning can causes 1d2 points of damage if touched with bare skin or metal.

Giant Moray **E**el

Hit Dice: 4
Armour Class: 12
Attacks: Bite (2d6)
Saving Throw: 13
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 4/120

Moray eels like to lurk between rocks. Once prey is near, they dart out and try to kill it with one bite.

Weed **E**el

Hit Dice: 1
Armour Class: 11
Attacks: Bite (1d2)
Saving Throw: 17
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 1/15

Weed eels live in colonies and are master of camouflage. They are almost indistinguishable from sea weed to the untrained eye and always attack in large groups, automatically surprising their prey.

Effex

Hit Dice: 18
Armour Class: 22
Attacks: Claws (2x1d8), beak (2d12)
Saving Throw: 3
Magic Resistance: 25%
Movement: 6/39
Intelligence: Genius
Alignment: Chaotic Evil
CL/XP: 20/4,400

The effex is a sinister bird and opposed to the phoenix. It has black and red feathers and cold, white eyes. The effex represents a dark interpretation of personal freedom at any cost. It is immune to fire, cold and takes only half damage from lightning. It can use *Band of Ice*, *Cone of Cold*, *Detect Good*, *Detect Magic*, *Dispel Good*, *Ice Storm* and *Wall of Ice* at will. The effex can stare at inflammable material for one round and let it burst into black flames this way. Like the phoenix, the effex is hard to kill permanently.

Elasmosaurus

Hit Dice: 15
Armour Class: 12
Attacks: Bite (4d6)
Saving Throw: 3
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 15/2,900

The aquatic elasmosaurus is known for its long neck. It is carnivorous and highly aggressive. This reptile hunts by keeping its head below and its neck above water before striking quickly.

Elder One

Hit Dice: 8
Armour Class: 16
Attacks: Claws (2x1d4) or weapon (1d8)
Saving Throw: 7
Movement: 15
Intelligence: Highly
Alignment: Neutral
CL/XP: 8/800

The elder ones are an ancient race from outer space that travelled to Galaria millions of years ago. Their once mighty civilisation has collapsed and the elder ones have moved underground or to the bottom of the ocean. Elder ones are twice as tall as a human, have conical bodies, tentacles and leathery wings. They are very intelligent and communicate via telepathy in both directions. It is said that elder ones can switch their bodies or even move into the bodies of a member of a different species.

Elementals

Elementals are entities native to the Elemental Planes of Air, Earth, Fire and Water. The most common elementals are barely sentient, but nevertheless ferocious fighters. All elementals are immune to their respective element and do in fact heal three points of damage per round if completely surrounded by it. Powerful magic can summon elementals and force into the service of a spellcaster. This procedure is very risky, though, and renegade elementals are likely to wreak havoc of not under full control. Apart from the elementals from the four planes, there is also a number of other elemental beings from different sources.

Air **E**lemental

	Young	Adult	Elder
Hit Dice:	8	12	16
Armour Class:	16	16	16
Attacks: Strike	2d8	2d10	2d12
Saving Throw:	8	5	3
Movement:	36	36	36
Intelligence:	Semi	Semi	Low
Alignment:	Neutral	Neutral	Neutral
CL/XP:	9/1,100	13/2,300	17/3,400

Air elementals have the ability to turn into a whirlwind with a radius of five metres. All creatures with one hit die or less will be blown away and most likely killed. The substance of an air elemental can be used to breath underwater for prolonged times.

Blood **E**lemental

Hit Dice: 8
Armour Class: 19
Attacks: Strike (3d6)
Saving Throw: 8
Movement: 12
Intelligence: Low
Alignment: Chaotic Neutral
CL/XP: 9/1,100

The blood elemental can be called only from large quantities of blood or water from the lungs of drowned creatures. It has a vaguely humanoid shape and two tentacle-like arms. A blood elemental will always leave a trail of blood behind. If a blood elemental strikes with its tentacles, it will drain blood from the victim and recover 3d6 hit points. Damage rolls against bloodless creatures suffer a -2 penalty per damage die down to a minimum of one point of damage per die. A saving throw is permitted to avoid the blood drain, though the damage is still taken. Additionally, a blood elemental can smother an opponent with a successful attack. A smothered opponent that fails a saving throw vs. death takes 1d8 points of drowning damage per round until the elemental is separated from him. Blood elementals cannot cross open water and will suffer 1d10 points of damage if forced into it.

Earth **E**lemental

	Young	Adult	Elder
Hit Dice:	8	12	16
Armour Class:	18	18	18
Attacks: Strike	3d6	2d12	3d8
Saving Throw:	8	5	3
Movement:	6	6	6
Intelligence:	Semi	Semi	Low
Alignment:	Neutral	Neutral	Neutral
CL/XP:	9/1,100	13/2,300	17/3,400

Earth elementals have a vaguely humanoid shape and can move through earth and rock freely. They easily rip walls and buildings apart, but when attacking an opponent not standing on earth or rock, the damage of their attack is halved. The remains of an earth elemental will make about a hundred square metres of earth fertile.

Fire **E**lemental

	Young	Adult	Elder
Hit Dice:	8	12	16
Armour Class:	17	17	17
Attacks: Strike	2d6	2d8	2d12
Saving Throw:	8	5	3
Movement:	12	12	12
Intelligence:	Semi	Semi	Low
Alignment:	Neutral	Neutral	Neutral
CL/XP:	9/1,100	13/2,300	17/3,400

Fire elementals look like living flames. They have a tendency to ignite anything they touch. If caught in a bottle quickly enough, the remains of a fire elemental will radiate warmth for one day.

Grave **E**lemental

Hit Dice: 10
Armour Class: 19
Attacks: Fists (3d8)
Saving Throw: 5
Movement: 6
Intelligence: Semi
Alignment: Neutral
CL/XP: 11/1,700

The eerie grave elemental is a variant of the earth elemental. It has a humanoid shape and is made of cemetery earth with bone fragments and coffin parts. It can move through earth and stone freely and likes to ambush victims from below. Once per hour, the grave elemental can force a victim into the ground magically, provided it stands on earth on stone. To do so, the grave elemental has to make a successful attack against the target. If the target fails a saving throw, it will sink into the ground over the course of one round. Once entombed, the victim remains in stasis until freed.

Mist **E**lemental

Hit Dice: 9
Armour Class: 19
Attacks: Touch (2d10)
Saving Throw: 6
Movement: 36
Intelligence: Low
Alignment: Chaotic Neutral
CL/XP: 10/1,400

The mist elemental is related to the air elemental, but is also influenced by the Plane of Water. It looks like a cloud of fog and is treated like an invisible creature if surrounded by actual fog. The mist elemental attacks with a chilling touch or can alternatively attempt to move through an opponent. If the mist elemental makes a successful attack and the target fails a saving throw vs. magic, it will be charmed and not attack the elemental.

Nature Elemental

Hit Dice: 16
Armour Class: 20
Attacks: Fists (2x4d10)
Saving Throw: 3
Movement: 12
Intelligence: Average
Alignment: True Neutral
CL/XP: 30/8,400

The nature elemental is a gargantuan being composed of the four elements as well another force not identified. It looks like a humanoid composed of the natural materials of the area it was summoned in. Nature elementals can be summoned, but the knowledge for the ritual to do was lost long ago. Whenever they appear, they will start to cleanse the landscape from everything unnatural, which often includes members of sentient races and their property. The nature elemental cannot be stopped by any protective spells and is absolutely fearless. After rampaging one day or after being destroyed, the elemental simply becomes one with the environment. The nature elemental regenerates 16d8 hit points per round unless in vacuum or completely artificial environment.

Pyre Elemental

Hit Dice: 8
Armour Class: 19
Attacks: Strike (3d8)
Saving Throw: 8
Movement: 12
Intelligence: Low
Alignment: Chaotic Neutral
CL/XP: 9/1,100

The wild, dancing pyre elemental is drawn from a funeral pyre or another large burning associated with a funeral. It appears as a slender column of fire similar to a fire elemental. It enjoys destroying and causing havoc. In combat, it uses a whip made of fire. Whenever it hits an opponent, the target needs to make a successful saving throw or its armour will lose one point of armour class.

Water Elemental

	Young	Adult	Elder
Hit Dice:	8	12	16
Armour Class:	17	17	17
Attacks: Strike	3d6	2d12	3d8
Saving Throw:	8	5	3
Movement:	6/18	6/18	6/18
Intelligence:	Semi	Semi	Low
Alignment:	Neutral	Neutral	Neutral
CL/XP:	9/1,100	13/2,300	17/3,400

Water elementals are dependent on moisture and will dry up if moving too far away from a source of water. The damage a water elemental deals is halved if their opponent is not standing in water. Water elementals are hard to spot in water and can easily turn over smaller boats. Ships will be overturned in 1d4+4 rounds. The remains of a water elemental will provide someone with enough water for 1d4 days.

Elephant

Hit Dice: 9
Armour Class: 15
Attacks: Tusks (2x2d4), trample (4d8)
Saving Throw: 9
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 9/1,100

Elephants are huge herbivorous mammals. They are peaceful and sometimes used as mounts or beast of burden. They are granted a +4 THACO bonus then trying to trample on an enemy smaller than a human.

Elf

Hit Dice: 1+1
Armour Class: 14
Attacks: Sword (1d8) or bow (1d6)
Saving Throw: 17
Movement: 12
Intelligence: Average
Alignment: Neutral
CL/XP: 1/15

Eves are similar to humans, but gracious and long-living, more conservative and less tough. Elves favour magic and the use of bows. Other races consider elven societies to be sophisticated, but also a bit sterile. Sylvan elves are the most common elven subraces, even if not all sylvan elves are forest-dwellers anymore.

Aquatic Elf

Hit Dice: 2+1
Armour Class: 14
Attacks: Trident (1d8+1)
Saving Throw: 16
Movement: 9/15
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: 2/30

The aquatic elves are an elven subrace that lives underwater. They live mostly in the sea, but tolerate fresh water very well and have also founded communities in lakes. Aquatic elves have webbed fingers and favour the trident in combat.

Dark **E**lf

Hit Dice: 2+1
Armour Class: 14
Attacks: Sword (1d8)
Saving Throw: 14
Magic Resistance: 5%
Movement: 12
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 2/30

Dark elves have black skin and silver hair. They live underground organised in small empires, though some dark elves sometimes go to the surface for raids. In sunlight, dark elves suffer a -1 THACO penalty. Dark elves have little tolerance for weakness of any kind and are often associated with spiders. Dark elves get 5% magic resistance and a +1 bonus to saving throws vs. magic per hit die.

Feral **E**lf

Hit Dice: 6
Armour Class: 16
Attacks: Weapon (1d10+1)
Saving Throw: 13
Movement: 15
Intelligence: Very
Alignment: Chaotic Neutral
CL/XP: 7/600

Feral elves are savage and erratic. They are organised loosely in small communities and live in the wilderness. Feral elves show none of the physical weakness of other elven subraces. There is a number of spellcasters among them, but most of them are wild, aggressive and hardly scholars. Feral elves sometime hunt travellers in their territory for fun. Some people claim that the feral elves openly show what other elven subraces hide behind politeness and elegance.

Silvereye **E**lf

Hit Dice: 3+1
Armour Class: 15
Attacks: Weapon (1d8+2)
Saving Throw: 14
Movement: 12
Intelligence: Very
Alignment: Lawful Neutral
CL/XP: 3/60

Silvereye elves have moved away from nature and have built great cities hidden my magic. Though they do not match other races in many fields, they compensate that by their knowledge of the arcane. Silvereye elves are often spellcasters or carry magic items.

Sky **E**lf

Hit Dice: 3+2
Armour Class: 14
Attacks: Weapon (1d6+2)
Saving Throw: 12
Movement: 9/15
Intelligence: Very
Alignment: Lawful Neutral
CL/XP: 4/120

Sky elves are a race of winged elves living in floating cities in the sky or in remote mountainous villages. It is not clear at which point they acquired their enormous wings. Sky elves usually avoid contact with the surface world, but are polite to friendly travellers visiting their cities.

Ettercap

Hit Dice: 5
Armour Class: 14
Attacks: Claws (1d3), bite (1d8)
Saving Throw: 12
Movement: 12
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 6/400

Ettercaps are ugly, hairy humanoids that are associated with spiders. They are cruel and like to catch – and kill – other creature with traps. Ettercaps are tall, have thin legs and hunched shoulders. If bitten by an ettercap, a creature has to make a saving throw vs. death or will die in 1d4 turns. Ettercaps live deep in forests and are usually accompanied only by spiders, not by other ettercaps.



Ettin
Hit Dice: 10
Armour Class: 16
Attacks: Club (2d8), club (3d6)
Saving Throw: 3
Movement: 9
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 11/1,400

The ettinsFwax are a race of monstrous humanoids related to giants and orcs. They have two heads and can use a weapon with each hand simultaneously with ease. Ettins are less civilised than other humanoid races and destructive to their environment and other creatures. Ettins are only surprised on a roll of one on a d6, as one heads usually keeps watch.

Euparkeria
Hit Dice: 1+1
Armour Class: 14
Attacks: Bite (1d4+1)
Saving Throw: 18
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 1/15

The euparkeria is a small dinosaur that hunts in groups. If sufficiently hungry, it will even attack large creatures, especially if they already bleed.

Eye Dropper
Hit Dice: 1+1
Armour Class: 11
Attacks: Bite (1d6)
Saving Throw: 17
Movement: 3
Intelligence: Animal
Alignment: Neutral
CL/XP: 1/15

The dropper is an amorphous mass of gelatinous protoplasm. Over times, it adds the teeth and eyes of the creatures it consumes as new body parts. The eye dropper likes to climb walls and drops on targets from above.

Eyewing
Hit Dice: 3
Armour Class: 15
Attacks: Claws (2x1d6), sting (1d4)
Saving Throw: 15
Movement: 24
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 4/120

Eyewings looks like a large eyeballs with bat wings, black fur and a scorpion-like tail. They are immune against cold-based attacks. An eyewing can drop a blue tear on a target, dealing 2d6 points of damage. If uses for splash damage, the tear attack is made at a -2 penalty and does 2d4 points of damage to up to four targets in close proximity. A saving throw for half damage is permitted both times. After 2d6 hours, an eyewing tear will harden.

Fachan

Hit Dice: 4+2
Armour Class: 14
Attacks: Bite (1d4) or weapon (1d8)
Saving Throw: 13
Movement: 9/15
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 5/240

The fachan is mostly humanoid, but has only one leg, arm and a single eye. It has dark skin and blue-black hair. Surprisingly, fachans can swim. Due to its exceptional hearing, a fachan is only surprised in one out of six cases. Anyone bitten by a fachan has to make a saving throw vs. paralysis at a +2 bonus or will be paralysed for 1d4 rounds. Due to their surreal appearance and maliciousness, fachans are shunned by most civilised races. They have a tribal society and live mostly in swamps. Two fachan feet can be turned into a pair of boots that allows the wearer to jump twice as far as usual.

Faux Faerie

Hit Dice: 4
Armour Class: 15
Attacks:
Saving Throw: 11
Magic Resistance: 100%
Movement: 18
Intelligence: Average
Alignment: Chaotic Neutral
CL/XP: 6/400

The faux faerie is a notorious liar and enjoys misdirecting others. It can appear as almost any form of fey creature, but is actually a magical, featureless humanoid. Faux faeries especially like to direct travellers into areas with natural dangers such as quicksand and rockslides. If confronted by perceptive creatures, the faux faerie sticks to partial truths and half-truths. Faux faeries are completely immune to all kinds of magic. If a spell is cast at it, it will be absorbed by the faerie's aura in form of a cloud of colourful lights. A faux faerie can hold up to 3d8 spells. If more spells are directed at it, a random spell will be released at the caster of the last spell. If a faux faerie is burned, all spells will be released at once. Some wizards have managed to enslave faux faeries and use them as storage batteries for a number of spells.

Seelie Faerie

Hit Dice: 1d3 hp
Armour Class: 15
Attacks: Sword (1d2) or bow (1)
Saving Throw: 16
Magic Resistance: 25%
Movement: 6/18
Intelligence: Average
Alignment: Chaotic Neutral
CL/XP: 2/30

Seelie faeries are fey that look like tiny humanoids with butterfly wings. Many look like graceful humans or elves, some are more like imps or have animal body parts. Seelie faeries can turn invisible at will and are mischievous and annoying. Each seelie faerie can cast one spell per day. These spells are usually more annoying than truly harmful and include *Dancing Lights*, *Irresistible Dance*, *Sleep* and *Slow*. Anyone hit by a seelie faerie weapon has to make a saving throw or will fall asleep for 2d4 hours.

Unseelie Faerie

Hit Dice: 1d3 hp
Armour Class: 15
Attacks: Sword (1d2), bow (1d2) or lance (1d4)
Saving Throw: 16
Magic Resistance: 25%
Movement: 6/18
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 3/30

Unseelie faeries are the malicious relatives of the seelie faeries. They have twisted faces, long noses and insect wings. Their weapons have the same sleep-inducing effect as those of the seelie faeries and unseelie faeries may also use one specific spell once a day. These spells include *Lightning Bold*, Maggot Spray, *Magic Missile* and *Toxic Cloud*. Unseelie faeries like to murder and torture people. They live in dark forests and have palaces on small pocket dimensions.



Faerie Fiddler

Hit Dice: 1
Armour Class: 19
Attacks: Strike (1d2)
Saving Throw: 14
Magic Resistance: 25%
Movement: 12
Intelligence: Average
Alignment: Neutral Good
CL/XP: 3/60

The faerie fiddler looks like a tiny old human with archaic clothes and a miniature fiddle. There is only one in each fey community. He usually plays to entertain his fey friends, but will also assist in the defence of the fey community if necessary. One of his special tunes allows combatants to fight without tiring. A second tune works like *Irresistible Dance* and can be used one per round. It will last only five rounds, though, and can be avoided with a saving throw vs. magic. The fiddler's third power allows him to force an outside in a fey circle to dance during the night of the full moon. For every hour spend dancing, one year will pass in the outside world. The fey usually use this ability on creatures hostile to them.

Fire Falcon

Hit Dice: 1
Armour Class: 15
Attacks: Talons (2x1d3), beak (1d2), wings (2x1d2)
Saving Throw: 17
Movement: 3/36
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

The fire falcon is a small russet-coloured raptor only found in remote areas. When fighting large targets, the fire falcon releases two fire lances from the tips of its wings with a range of fifteen metres that deal 1d6 points of damage to everything in a radius of three metres. A saving throw is not needed for this attack. This attack can be used four times a day. If the fire falcon uses its wings to attack, a target on a mount has to make a dexterity check at a -4 penalty or will fall off. The fire falcon is immune to all forms of fire and *Magic Missile*. Fire falcons build their nest well-hidden in the mountains or high tundra grass.

Fardarring

Hit Dice: 1+1
Armour Class: 14
Attacks: Strike (1d4)
Saving Throw: 14
Movement: 15
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 1/15

The fardarring is malicious fey related to the leprechaun. It has red skin and lives on graveyards. The fardarring can telekinetically move corpses within a distance of fifteen metres, one at a time. The corpses fight as cadavers, although they may appear to be zombies.

Fearweed

Hit Dice: 1
Armour Class: 10
Attacks: None
Saving Throw: 18
Movement: 0
Intelligence: None
Alignment: Neutral
CL/XP: 1/15

The fearweed is a rare plant that defends itself with its fear-inducing pollen. It is almost indistinguishable from a milkweed plant. If a larger creature comes eight metres or closer to the fearweed, it releases pollen within a radius of eight metres. Anyone within the radius has to make a saving throw vs. death at a -2 penalty. If the save is not made, the victim will be overcome with paranoid fear. Also, whenever a character becomes unconscious or dies, all companions are permitted a second saving throw. If the saving throw is successful, the target realised what happened but is also hit by *Confusion*. Milkweeds have occasionally been known to turn into fearweeds.

Felikaur

Hit Dice: 6
Armour Class: 16
Attacks: Claws (1d6), bite (2d6)
Saving Throw: 11
Movement: 15/18
Intelligence: Low
Alignment: Neutral
CL/XP: 9/1,100

Felikaur were magically bred from tigers in ancient times, as a battle-beast of the feuding noble houses. Some escaped into the wild and flourished. The felikaur looks like a massive tiger, but with overlapping horn plates instead of fur. They have large bat-like wings sprouting from the shoulders, and a spiky tail. These creatures are intelligent enough to prepare ambushes and use their surroundings to tactical advantage; in the wild, they leap from cover to cover while attacking. In a gladiatorial arena, they are able to take advantage of pit traps, spikes, barriers, or other such tactical obstacles. A felikaur's tail spikes deal little damage, but secrete a paralysing toxin. They can also pick up a humanoid or smaller foe, carry it into the air for a few rounds, and drop it from a height of up to twenty metre. Lastly, the felikaur can spit a glob of corrosive acid to a distance of six metres for 2d6 points of damage. This acid will eat through and ruin clothing, non-magical armour, backpack straps and other items in one round. The means by which the ancients controlled and tamed these beasts is unknown – they cannot be trained.

Ferec

Hit Dice: 6+3
Armour Class: 12
Attacks: Weapons (2x1d6), bite (1d4)
Saving Throw: 11
Movement: 18
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: 6/400

Orange-furred and bushy-tailed with large ears and multiple limbs, the ferec is a mutated fox. It has a long body, with four pairs of legs, and a centaur-like humanoid torso with two pairs of arms. Despite its creative intelligence and expansive vocabulary, the ferec is excitable, superstitious, and easily distracted. It excels in various forms of craftsmanship, and enjoys puzzling out the workings of traps, puzzle boxes, unusual weapons, or other such contraptions. The heightened senses of a ferec, including superior night vision and heightened hearing, ensure it will never be surprised. They are sensitive to sunlight, and prefer a nocturnal lifestyle.

Dire Ferret

Hit Dice: 1+1
Armour Class: 15
Attacks: Bite (1d8)
Saving Throw: 17
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 1/15

Dire ferrets are much like their smaller kin, but up to a metre long. They are often trained to hunt giant vermin, but their temperamental personalities make them dangerous, as they occasionally turn on their masters.

Feyr

Hit Dice: 4
Armour Class: 17
Attacks: Bite (1d4)
Saving Throw: 13
Magic Resistance: 10%
Movement: 12
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 5/240

Feyrs appear as large brain-like creatures with a number of eyes, mouths and tentacles. They are created from nightmares and the emotions from many people. A successful attack by a feyr will act as *Fear* unless a saving throw vs. magic is made. The feyr itself is absolutely fearless, but will be destroyed by direct sunlight. Feyr often roam the streets of cities at night and rest in the sewers at night.

Figurines

Figurines are artificial creatures similar to golems. They usually have the form of a small animal. Figurines are less powerful than golems, but can be deadly nevertheless. Their abilities reflect the animals they resemble and the material they are made of. Figurines can only be damaged by magical weapons. As nonliving creatures, they cannot be harmed by poisons, cannot be paralysed, charmed or affected by similar effects. If *Dispel Magic* is cast on a figurine by a caster whose level is higher than that of the figurine's creator, the figurine has to make a saving throw vs. death or will destroyed. If the caster level is merely equal, the figurine will reform after 1d12 turns. Figurines have a natural hatred for all living things. Should they escape their master's control, they will try to kill him and become free-willed creatures.

Ceramic Figurine

Hit Dice: 4
Armour Class: 14
Attacks: Strike (1d4)
Saving Throw: 13
Movement: 12
Intelligence: Low
Alignment: Neutral
CL/XP: 5/240

The ceramic figurine often resembles a crocodile, dinosaur or other reptile and is brightly coloured. It is filled with liquid and can spray it an enemy twice per turn. The liquid is often acid that inflicts 1d10 points of damage, but other liquids are possible as well. If it is destroyed by a melee attack, the liquid inside will splash out and harm anyone in the proximity that does not make a saving throw. The ceramic figurine cannot be harmed by fire, cold or electricity, but casting *Shatter* on it requires it to make a saving throw vs. magic or it will be destroyed.

Crystal Figurine

Hit Dice: 6
Armour Class: 15
Attacks: Bite (1d8)
Saving Throw: 11
Movement: 9
Intelligence: Low
Alignment: Neutral
CL/XP: 7/600

The crystal figure is usually shaped like a spider or an insect and employed as a guard or assassin. It can have a number colour and is stylised and beautiful. *Shatter* will destroy a crystal figurine unless it makes a successful saving throw vs. death. Due to the vibrational properties of crystal, crystal figurines will reflect all light-based spells back on the caster. They can use *Chromatic Orb*, *Dancing Lights* and *Hypnotic Pattern* once per day.

Diamond **F**igurine

Hit Dice: 6+6
Armour Class: 18
Attacks: Bite (1d10)
Saving Throw: 11
Magic Resistance: 25%
Movement: 9
Intelligence: Low
Alignment: Neutral
CL/XP: 9/1,100

The diamond figurine is incredibly expensive and has all the traits of the crystal figurine. If it is hit by a mundane weapon, the weapon will shatter. It cannot be damaged by edged weapons, not even magic ones.

Ivory **F**igurine

Hit Dice: 4
Armour Class: 12
Attacks: Strike (1d4)
Saving Throw: 13
Movement: 9
Intelligence: None
Alignment: Neutral
CL/XP: 5/240

Ivory figurines are almost exclusively shaped as elephants, with a few hippopotami and mastodons existing as well. Three times per day, an ivory figurine can increase its size to twice the size of a human for one turn. In this form, it does 2d8 points of damage and an additional 2d6 points of trample damage on a critical hit. Once while being enlarged, the ivory figurine can – provide it is an elephant – trumpet, which will deafen everyone in a radius of ten metres and deal 2d6 points of damage. A successful saving throw negates the deafness and halves the damage. Cold and lightning will not damage and ivory figurine.

Obsidian **F**igurine

Hit Dice: 4
Armour Class: 18
Attacks: Strike (1d8)
Saving Throw: 13
Movement: 9
Intelligence: Low
Alignment: Neutral
CL/XP: 4/120

In many regards, the obsidian figurine – usually shaped like an ape or monkey – is the weakest of the figurines, but nevertheless dangerous if its opponent does not know what to expect. It has many sharp edges and is sometimes dipped into poison by its master. In this case, anyone hit by the figurine has to make a saving throw vs. death or the melee damage will be doubled. There is enough poison to enhance three melee attacks. Attacking an obsidian figurine with a melee weapon will release a shower of shrapnel within a radius of three metres. Anyone nearby has to make a saving throw or will suffer 1d2 points of damage.

Porcelain **F**igurine

Hit Dice: 6
Armour Class: 18
Attacks: Claws (2x1d4+1), bite (1d10)
Saving Throw: 11
Movement: 12
Intelligence: Low
Alignment: Neutral
CL/XP: 8/800

The porcelain figurine, always shaped like a great cat, is probably the rarest of all animated figurines. In combat, it will grow to the size of an actual tiger. If it should not do so, it will only bite for 1d4 points of damage and employ no other attacks. Porcelain figurines can only be damaged by +2 magic weapons and are immune to all forms of fire. Three times per day, they can use *Air Bolt*. Porcelain figurines are employed as guards sometimes gifted to someone who is supposed to be assassinated. Once in the target's house, the figurine comes to life can kills the target.

Eyeless **F**ilcher

Hit Dice: 9
Armour Class: 16
Attacks: Claws (2x1d6)
Saving Throw: 6
Turned: 7
Movement: 12
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 12/1,700

An eyeless filcher is the undead body of a criminal maimed or tortured to death in brutal punishment for its crimes; usually these criminals were guilty of particularly heinous crimes during life. These creatures are animated by an extremely powerful undead force, which causes fear and horror in any onlooker: at the sight of an eyeless filcher, anyone failing a saving throw will either flee in terror for 1d12 rounds or be paralysed until the undead is out of sight. As there is precious little flesh left on its bones, the eyeless filcher suffers half damage from edged and pointed weapons. It may be distracted by the sight of symbols of law and justice, such as the insignia of the city watch or the holy symbol of a deity of law, and will break off attacking to focus its rage on this image. An eyeless filcher retains any criminal knowledge and thieving skills it had in life, and will use these to its advantage. In combat, if both of its claw attacks hit, it latches on with inhuman strength, strangling for automatic damage per round thereafter; its deadly grip can only be broken by distracting symbols as above, the death of its victim, or a sincere apology from anyone involved in its own capture, trial, and punishment. If the eyeless filcher manages to kill an officer of the law, whether guard or magistrate or scribe of the court, the unfortunate victim rises from the dead the next day as a zombie with twice the strength of a common one under its control. The eyeless filcher attacks and steals, deliberately causing as much chaos and fear as it can. If a law officer renounces his profession in the creature's presence it will sink to the ground, destroyed, with a mocking laugh.

Firbolg
Hit Dice: 6+3
Armour Class: 18
Attacks: Weapon (1d10+4)
Saving Throw: 13
Magic Resistance: 10%
Movement: 15
Intelligence: Very
Alignment: Lawful Neutral
CL/XP: 7/600

The firbolg are a race of humanoids closely related to giants. They looks mostly like humans, but are significantly taller. Most firbolg have red or blond hair and like to wear it long. They avoid other civilised races, but are on good terms with giants. Firbolg are organised in clans and value family bonds.

Fire Orb
Hit Dice: 1d4 hp
Armour Class: 13
Attacks: None
Saving Throw: 18
Movement: 12
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 1/15

The fire orb is a minor fire elemental and appears as small ball of yellow fire. If under control by someone, it can be ordered to hide inside a torch. The fire orb attacks opponents by ramming them. The victim is ignited and takes 1d2 points of damage per round unless it takes one round to put out the fire. Smothering the fire orb with a cloak or similar object will damage it for 1d4 points of damage. Otherwise, it can only be damaged by cold-based magic.

Firebird
Hit Dice: 5
Armour Class: 16
Attacks: Beak (2d6), claws (2x1d8)
Saving Throw: 12
Movement: 2/24
Intelligence: Low
Alignment: Chaotic Neutral
CL/XP: 6/480

Firebirds look similar to giant eagles, but are enveloped by flames. A diving attack grants a firebird a +5 THACO bonus and inflicts and additional 8d6 points of fire damage. The fire envelope burns away mundane small missiles. Firebirds can only be attacked by magical weapons. They live on some planets, but mostly in asteroid fields. Large firebird feathers can be used for brewing potions. A feather can be worth up to 1,000 gp.

Firenewt
Hit Dice: 2+2
Armour Class: 14
Attacks: Weapon (1d8), fire breath (1d6)
Saving Throw: 16
Movement: 9
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 3/60

The red-scaled firenewts are distant relatives of newt-in. They are cruel marauders and live in hot regions. Firenewt clerics can use *Charm Animal*, *Faerie Fire*, *Heat Metal*, *Predict Weather* and *Pyrotechnics* once per day. A firenewt can breathe fire once per round over a distance of two metres. A saving throw is permitted for half damage. Firenewts make all saving throw vs. fire-based hazards at a +3 bonus. They take one point of damage per damage die less from fire attacks and one more from cold attacks. Many firenewts on the surface ride striders. Firenewts are distrustful creatures that are hostile to everyone, including other firenewt tribes. They will only ally with very powerful evil beings.

Firestar
Hit Dice: 2+2
Armour Class: 17
Attacks: None
Saving Throw: 16
Movement: 15
Intelligence: Average
Alignment: Neutral
CL/XP: 3/60

Firestars are glowing beings that roam the countryside. They can control their intensity and even become totally dark. Five times per day, a firestar can send out a lightning bolt over a distance of ten metres that inflicts 2d6 points of damage. It can also absorb energy from common and magical fire. The potential damage is added to the firestar's hit points. A firestar can gain hit points equal to four times its original amount. A firestar absorbs 2d6 hit points from a camp fire or 1d6 hit points from a torch. Small sparks will always be absorbed and may betray the position a blacked-out firestar. Firestar cannot be harmed by fire or electricity. They are immune to most spells, but are affected by *Magic Missile* and similar spells, cold-based magic and magical communication. A firestar's true body is egg-shaped and covered by a black web of nerves. Firestars spend their time dancing together and are attracted by artificial light and magic. They are peaceful and will only fight if attacked first.

Greater **F**iretail

Hit Dice: 9+9
Armour Class: 17
Attacks: Strike (4x1d12)
Saving Throw: 6
Magic Resistance: 90%
Movement: 21
Intelligence: Genius
Alignment: Chaotic Neutral
CL/XP: 12/2,000

The greater firetail looks mostly like the lesser one, but has superior flight capabilities. Additionally, it is immune to mundane weapons, fire- and cold-based attacks and can use *Feeblemind*, *Heal*, *Maze* and *Remove Curse* once per day as well as *Fabulous Fireball* once per turn.

Lesser **F**iretail

Hit Dice: 4+4
Armour Class: 13
Attacks: Strike (2x1d6)
Saving Throw: 13
Magic Resistance: 40%
Movement: 15
Intelligence: Average
Alignment: Chaotic Neutral
CL/XP: 6/400

The firetail is a fey creature of living flame. It is column-shaped and sometimes shows a vague humanoid face. Firetails like to fight and usually take sides in a conflict. They are immune to fire, but take an additional three points of damage per damage die from cold-based attacks. Once every three rounds, a firetail can intensify its heat and inflict 1d12 points of damage to everyone within a radius of three metres. Firetails are solitary creatures. They never allow a friend to be harmed and never forget an enemy.

Flawder

Hit Dice: 2
Armour Class: 12
Attacks: Stone dagger (1d3) or bite (1d2)
Saving Throw: 16
Movement: 3/3
Intelligence: Average
Alignment: Neutral Good
CL/XP: 2/30

The flawder are aquatic, peaceful, nomads. They look like upright snails, with each tribe having a distinctive colourful shell. While using their bite, a flawder suffers a -1 THACO penalty. Flawder shells are exceptionally though. If attacked from any other side than the front, flawders gain a +8 armour class bonus. They cannot breathe air. Flawders can swim, but prefer to move along the ground of their lake. Flawder chiefs sometimes have a familiar, usually a fish or lobster. Flawders are nervous around other sapient races.

Flind

Hit Dice: 2+3
Armour Class: 14
Attacks: Club (1d6), flindbar (1d4)
Saving Throw: 15
Movement: 12
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 3/60

The flind is closely related to the gnoll, but shorter and broader. Flinds are very strong and receive a +1 THACO bonus. If a target is hit by a flindbar – two chain-linked bars – and fails a saving throw, it loses its weapons and will need one round to pick it up again. Flind are rarely found alone and are usually leaders of gnoll packs.

Flumph

Hit Dice: 2
Armour Class: 19
Attacks: Tentacle (1d8)
Saving Throw: 16
Movement: 6
Intelligence: Average
Alignment: Neutral Good
CL/XP: 3/60

The flumph resembles a white floating jellyfish with eyestalks. Flumphs are peaceful beings that live underground. If attacked from the underside, flumphs receive a -8 armour class penalty. They have a sign language. If a flumph successfully attacks an opponent, the target has to make a saving throw vs. death. If it fails, the target automatically takes another 1d4 points of damage for the next 2d4 rounds. The effect is not cumulative. Furthermore, flumphs can eject a stream of foul-smelling liquid; usually against one or two targets and over a distance of five metres. If a target fails a saving throw, it will be nauseated for 1d4+1 rounds and cannot attack. The flumph uses this time to slip away.

Flumph Monk

Hit Dice: 3+1
Armour Class: 19
Attacks: Tentacle (1d6)
Saving Throw: 14
Movement: 6
Intelligence: Highly
Alignment: Lawful Good
CL/XP: 4/120

A few flumph are organised in monastic orders. Have all the abilities of a common flumph, including the -8 armour class penalty if attacked from below. Additionally, they regenerate one hit point per round and can cast two first and second-level cleric spells. Flumph monks favour *Cure Light Wounds*, *Command*, *Damnation*, *Entropic Shield* and *Silence.*

Carrion **F**ly

Hit Dice: 4
Armour Class: 12
Attacks: Spit (2d4)
Saving Throw: 13
Movement: 3/18
Intelligence: Animal
Alignment: neutral
CL/XP: 7/600

A carrion fly is more than one metre long and resembles a large, white grub with wings and no legs. Its head has large black eyes and a small mouth ringed with four long tentacles. It attacks with its tentacles, attempting to paralyse its prey. The target is permitted a saving throw vs. paralysis to avoid being paralysed. Once its victim is paralysed, it will land and begin vomiting digestive acids to melt the victim into a suitable meal of goo. It can also spit these digestive acids at its target from a distance.

Dire **F**ly

Hit Dice: 2
Armour Class: 13
Attacks: Bite (1d8)
Saving Throw: 17
Movement: 9/18
Intelligence: None
Alignment: Neutral
CL/XP: 3/60

The dreaded carnivorous dire fly is one metre long. They have markings that make them appear similar to giant killer bees. The fly preys upon these bees, and is immune to their poisonous sting. However, they also prey upon animals and humanoids. These giant flies skulk in shadows, waiting for victims, gaining a +2 bonus to surprise rolls. They sometimes jump to a distance of ten metres to strike and attack by biting victims with their formidable mandibles.



Fomorian

Hit Dice: 11
Armour Class: 18
Attacks: Weapons (2x1d4+8)
Saving Throw: 5
Movement: 9
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 11/1,700

The fomorians are a race of hideous giant-like creatures. They are always deformed and live in underground dwellings or in the mountains. Creatures with less than two hit dice will flee in terror if seeing a fomorian. Whenever a fomorian consumes a creature, he gains one of its advantages or abilities for one hour.

Formian Myrmarch

Hit Dice: 6+6
Armour Class: 19
Attacks: Bite (3d12), stinger (2d4)
Saving Throw: 6
Movement: 15
Intelligence: Exceptional
Alignment: Lawful Neutral
CL/XP: 8/800

The myrmarch has dextrous mandibles for fine manipulation. It is twice as large as a normal formian and its paralysing

poison lasts 1d10 rounds. A myrmarch can become the formian queen's companion.

Formian Queen
Hit Dice: 10
Armour Class: 13
Attacks: Bite (1d4)
Saving Throw: 3
Movement: 1
Intelligence: Supra-Genius
Alignment: Lawful Neutral
CL/XP: 10/1,400

The queen of the formians rules her colony unquestioned. If she is attacked, all other formians will rush to protect her immediately. The queen senses the thoughts of formians within a kilometre around her, but the formians do not have a hive mind.

Formian Warrior
Hit Dice: 3+3
Armour Class: 17
Attacks: Bite (2x2d6), stinger (1d4)
Saving Throw: 13
Movement: 15
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: 5/240

The formian warrior is responsible for the defence of its colony. Anyone stung by a warrior has to make a saving throw vs. death for will suffer a -2 THACP penalty for 1d6 rounds due to the warrior's paralysing poison.

Formian Worker
Hit Dice: 1+1
Armour Class: 16
Attacks: Bite (1d4)
Saving Throw: 18
Movement: 18
Intelligence: Low
Alignment: Lawful Neutral
CL/XP: 1/15

The formians are a race of ant-like beings. They have six hind legs, but also two forearms not used for walking. Formians do not originally come from the Material Plane. Almost all formians are females either workers or warriors. Formian workers fight only if absolutely necessary, and prefer to flee and alert the other formians.

Furious Fountain
Hit Dice: 15
Armour Class: 14
Attacks: Fist (3d8)
Saving Throw: 3
Movement: 6
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 18/3,800

A furious fountain resembles a large anthropomorphic stone fountain, usually spraying a jet of water from its mouth. These creatures are similar to golems, but the animating spirit within is an imprisoned water elemental. When standing still, a furious fountain is indistinguishable from any ordinary fountain. A furious fountain may attack with its stony fist, or with a jet of water. The animate fountain can spew out a violent stream of water at a range of sixty metres, three times per day. The target suffers 3d10 points of damage, and is pushed back the full remaining distance of the jet's range. A successful saving throw halves both the damage and the distance pushed back. A second saving throw allows the victim to remain standing and avoid dropping any items held in hand. Like golems, furious fountains are unaffected by non-magical weapons. These magical creatures can only be affected by spells that specifically target water or stone, with appropriate results to be determined by the referee. As a guideline, the fountain will lose, at most, 4d10 hit points from such spells..

Fox Monk
Hit Dice: 2+3
Armour Class: 12
Attacks: Strike (1d3) or bite (1d4)
Saving Throw: 14
Movement: 15
Intelligence: Average
Alignment: Chaotic Neutral
CL/XP: 3/60

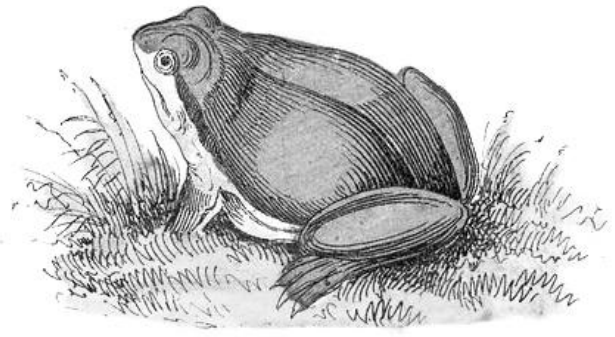
The fox monk is a short fox-like humanoid, garbed in a shabby, quilted robe and bearing only a begging bowl and walking stick. Fox monks have taken vows of poverty and transience; they rely upon charity for food and somewhere to sleep, never staying in one area for more than a few days. They may defend themselves with a bite or in unarmed combat. A fox monk's strike causes the target's nervous system to spasm, causing him to drop any items held and move at half normal speed for 1d4 rounds. The target is permitted a saving throw. Fox monks may also forego all attacks to perform dodging leaps, causing enemies to attack at a -3 THACO penalty. Lastly, a fox monk can cast *Protection from Evil* and *Purify Food and Drink* once per day. Despite their vows, these pious beggars are considered troublemakers by most civilized folk.

Fremlin
Hit Dice: 3+6
Armour Class: 14
Attacks: Strike (1d4)
Saving Throw: 13
Magic Resistance: 5%
Movement: 6/12
Intelligence: Average
Alignment: Chaotic Neutral
CL/XP: 5/240

Fremlins are relatives of gremlins. They are similar in appearance, but plumper and less vicious. Occasionally, they will help people, but they are generally lazy and cowardly. Fremlins can only be hit by magical weapon and can become invisible at will.

Dire Frog
Hit Dice: 1+4
Armour Class: 12
Attacks: Claws (1d2), Bite (1d4+1)
Saving Throw: 14
Movement: 3
Intelligence: Animal
Alignment: Neutral
CL/XP: 2/30

About one metre long, giant killer frogs are the product of mad breeding experiments. They have claws and teeth, and attack relentlessly. They can hop over a distance of forty metres.



Giant Frog
Hit Dice: 1
Armour Class: 12
Attacks: Bite (1d3)
Saving Throw: 17
Movement: 3
Intelligence: Animal
Alignment: neutral
CL/XP: 1/15

Giant frogs are encountered anywhere where fresh water is near. They are slow, but can hop over a distance of thirty metres. Giant frogs can use their tongues to grab prey and haul them to the frog's mouth; anyone grabbed in this way takes no damage until the frog begins bites it in the following round, hitting automatically and inflicting maximum damage on that one attack.

Frost
Hit Dice: 1d4 hp
Armour Class: 15
Attacks: Dagger (1d2)
Saving Throw: 18
Movement: 6/24
Intelligence: Highly
Alignment: Neutral
CL/XP: 3/60

The frost, also called snow fairy, inhabits cold to artic climates. It is a white-skinned fey with elven features and bee-like wings. Frosts like to play pranks on travellers and can control the temperature within a radius of three metres around them. They are immune to cold and can turn invisible at will. A frost can cast *Cone of Cold* and *Freezing Hands* three times per day. Frost are nomadic and can be bribed with gems.

Fungus Creeper
Hit Dice: 3
Armour Class: 12
Attacks: None
Saving Throw: 14
Movement: 1
Intelligence: None
Alignment: neutral
CL/XP: 4/120

The fungus creeper is a patch of fungi growing upon a boulder or wall, which often appears weathered and strangely corroded. The name comes from its ability to creep along the wall, moving about to follow living creatures. Fungus creepers draw sustenance from minerals found in rock and stone, but supplement their diets with fresh blood. The fungal creeper can sense the warmth of life within a range of twenty metres and reacts by moving closer. It attacks by sinking tiny root-like appendages into exposed flesh, latching on to cause continuous 1d4 points of damage per turn if the attack roll is a nineteen or twenty. It may be distracted by fresh meat, whether in the form of rations no more than one day old or the body of an unconscious combatant. They are scavengers, and will move to feed off carrion as soon as it is detected.

Fungus Corpse

Hit Dice: 2
Armour Class: 12
Attacks: Strike (1d8)
Saving Throw: 15
Movement: 7
Intelligence: None
Alignment: Neutral
CL/XP: 2/30

A fungus corpse is a corpse animated by the spores of a myconid king. It looks like a zombie overgrown with fungi, but is not undead. The fungus corpse will obey the telepathic commands of the myconid king and will go rogue if the king is slain.

Crystal Fungus

Hit Dice: 5
Armour Class: 15
Attacks: Blood drain (1d8)
Saving Throw: 12
Movement: 9
Intelligence: None
Alignment: Neutral
CL/XP: 5/240

A strange fungus grown from mineral deposits, the crystal fungus appears to be a large, multi-faceted, crystalline lump. It may be mistaken for a massive piece of quartz, as it is usually the size of a human head. The crystal fungus feeds upon minerals found in the bloodstream of humans, warm-blooded humanoids, and other intelligent mammals. Despite lacking any discernible sense organs, the crystal fungus can somehow sense life within a radius of thirty, and anyone touching the crystal fungus will suffer an immediate attack. The crystal fungus moves by rolling on its facets, and can bounce off walls, rock faces, and other hard objects to leap a few feet into the air. When it comes into contact with bare flesh, it drains blood at the rate of 1d8 hit points per round. Due to its partly mineral structure, it is heavy and can knock creatures off their feet by rolling and leaping at them. Some crystal fungi learn the tactic of dropping from above onto the head and shoulders of targets. As the target may be knocked senseless by this tactic, the crystal fungus is usually able to get in a few rounds of blood drain before being interrupted by other crystal fungus seeking a free meal. A battle over food between crystal fungi is a strange sight, with combatants rolling and battering against each other.
Reptilian and avian creatures lack the minerals the crystal fungi feed upon, thus crystal fungus ignore them. Canny reptilians, such as subterranean lizards and cave-dwelling lizard men, have learned to crack open a crystals fungus and lick out its salty, milk-like juices. The juice of one crystal fungus is sufficient nourishment for one man-sized creature for half a day, or a full day if it contains blood.

Saucer Fungus

Hit Dice: 1
Armour Class: 11
Attacks: Saucer (1d4)
Saving Throw: 17
Movement: 0
Intelligence: None
Alignment: Neutral
CL/XP: 1/15

The saucer fungus is up to one and a half metres tall and can detach and send its saucer cap at intruders. The saucer cap moves at speed twelve and has 1+1 hit dice. The saucer's edge is sharp enough to cut leather or flesh. If it misses its target or takes damage, it returns to the fungus stalk and need to recover for one round before it can move again. If the stalk is destroyed, the saucer drops to the ground.

Jiki-Ketsu-Gaki

Hit Dice: 8
Armour Class: 18
Attacks: Claw (1d8), bite (1d6)
Saving Throw: 5
Movement: 12
Intelligence: Very
Alignment: Chaotic Evil
CL/XP: 15/2,900

Gaki are the undead spirits of the wicked dead turned into horrible monsters for their horrid sins. The precise nature of the crimes committed by the gaki in life determines their type. Three kinds are commonly known but they may be more. These creatures are always hungry and thirsty and their needs compel them to commit evil acts. Despite being spirits, gaki have a material form. However, they can only be harmed by magical weapons. All forms of gaki have the powers to turn invisible and walk across walls which can be used up to three times every per day.
Always found alone, this gaunt humanoid with sharp fangs and clawed hands is the most feared variety of gaki: A vampire-like creature driven to consume the blood of human victims. If a bite is successful the jiki-ketsu-gaki remains gripped to the victim automatically draining one point of constitution per round not letting go until the victim is slain or it is destroyed. Jiki-ketsu-gaki regenerate one hit point per round and are immune to fire, cold and mundane weapons. They can turn invisible at will.

Jiki-Niku-**G**aki

Hit Dice: 3
Armour Class:14
Attacks: Claw (1d6) or bite (1d6)
Saving Throw: 14
Movement: 12
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 6/400

These beings appear identical to jiki-ketsu-gaki but are found in groups and lack some of the powers of that variety. They eat human flesh rather than drink blood and seek to slay and carry their victims away to consume at their leisure. Graveyards and lonely roads or trails are associated with these creatures.

Shikki-**G**aki

Hit Dice: 5
Armour Class: 16
Attacks: Claw (1d6)
Saving Throw: 9
Movement: 12
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 10/1,400

These gaki are pockmarked by disease and decay. Any creature struck by one must make a saving throw vs. death or contract a deadly fever. The fever manifests in 2d6 turns with delirium and intense chills. The affected person can stumble about but is unable to fight or casts spells.
The disease lasts 1d4+1 days during which the person does not heal naturally and loses one hit point per hour. Healing spells will not work and *Cure Disease* only in half the cases, no matter how many castings are attempted. *Remove Curse* stops the hourly hit point loss, but the fever will still last the normal number of days.

Galeb Duhr

Hit Dice: 9
Armour Class: 21
Attacks: Punch (2d8), headbutt (4d6)
Saving Throw: 9
Magic Resistance: 20%
Movement: 6
Intelligence: Very
Alignment: Neutral
CL/XP: 11/1,700

The galeb dur is a curious creature that looks like a boulder with face, hands and feet. They are very large and slow-moving. Galeb dur live in family units and collect gems. Several of them can form a choir with deep voices, which are said to cause or prevent earthquakes. Once per day, a galeb dur can use *Pass Wall*, *Shape Stone* and *Wall of Stone*.

Galltrit

Hit Dice: 1d4+1 hp
Armour Class: 18
Attacks: Bite (1d2)
Saving Throw: 16
Movement: 6/18
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 1/15

The tiny galltrit is related to the gremlin. Galltrits are scavengers and can often be found where people dispose of their waste. The bite of a galltrit will heal one point of damage for the galltrit and is often not felt by the victim. It drains blood and causes one point of constitution damage. Anyone suffering the loss of three or more constitution points this way will falls unconscious for two turns.

Giant **G**ar

Hit Dice: 8
Armour Class: 16
Attacks: Bite (5d4)
Saving Throw: 8
Movement: 30
Intelligence: Animal
Alignment: Neutral
CL/XP: 8/800

Unlike smaller gar, giant gar are aggressive hunters. They live only in deep lakes and large rivers. Giant gar swim devilishly fast and will swallow a human-sized opponent whole on a critical hit. A swallowed creature has to inflict damage equal to one quarter of the gar's total hit points to break free. Only edged and piercing weapon will significantly damage the gar's stomach.

Gaund

Hit Dice: 4+4
Armour Class: 13
Attacks: Claws (2x1d2), bite (1d6), tail (1d8)
Saving Throw: 13
Movement: 15
Intelligence: Average
Alignment: Neutral
CL/XP: 5/240

The gaunds are grey subterranean reptiles with glowing red eyes. They can move on their hind legs, but prefer to use all four legs. Gaunds have an excellent sense for vibration and are surprised only in one out of six cases. They are fearless and often fight to the death. If pinned down or attacked from the rear, they will use their hind claws to inflict 3d4 points of damage. These are the only circumstances where they will use this attack. Gaunds live in hot and dry caves and are immune to fire-based attacks. Pulverised gaund egg shells can be used to protect an item from heat and neutralised many acids. Gaunds live a simplistic life and are often mistaken for dangerous, unintelligent predators.

Gazers

Gazers are large floating eyeballs with appendices attached to their thick hide and a mouth full of sharp teeth. They live mostly underground, solitary as well as in hives. Gazers are very intelligent, but have a tendency to become insane and extremely violent. Their eye radiates an antimagical beam, whereas their appendices have spell-like abilities. Gazers have a high mutation rate and many different variants exist. If a gazer with appendices is successfully attacked, an appendix will be destroyed in one out of ten cases. The appendices regrow within a week.

Gazer in the Dark

Hit Dice: 7+4
Armour Class: 17
Attacks: Bite (2d8)
Saving Throw: 4
Movement: 12
Intelligence: Exceptional
Alignment: Lawful Evil
CL/XP: 11/1,700

This is the most common gazer and probably the gazer as it appeared when it originally entered the Material Plane. Gazers attack by biting and can shoot an antimagical ray from their eye. The ray has a range of ten metres and covers a ninety-degree arc in front of the gazer. No magic, including that of the appendices, will function in this area. The gazer's appendices can cast *Charm Monster*, *Sleep*, *Telekinesis*, *Flesh to Stone*, *Fear*, *Disintegrate*, *Slow* and *Cause Serious Wounds*. The gazer can only direct 1d6 appendices at targets every round.

Gazer, Asteroid Eater

Hit Dice: 8
Armour Class: 19
Attacks: Bite (2d4)
Saving Throw: 11
Movement: 6
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 9/1,100

Generally spoken, gazers are very intelligent. The space-dwelling asteroid eater is an exception. It looks like a large gazer, but has tough rock-like skin and no appendices. If its eye and mouth are closed, it can easily be mistaken for an asteroid. If the asteroid eater attacks with a THACO five points higher than it would have needed to hit its target, the target is swallowed whole and suffers 1d6 points of damage from stomach acids per round. The victim can attack the stomach and will be expelled after inflicting twelve points of damage.

Gazer, Crimson Eye

Hit Dice: 11
Armour Class: 15
Attacks: Tentacles (10x1d8)
Saving Throw: 4
Movement: 9
Intelligence: Very
Alignment: Neutral Evil
CL/XP: 14/2,600

The crimson eye looks like a red mouthless beholder with ten tentacles instead of appendices. The central eye allows the crimson eye to see in total darkness, but it does not have any magical powers. Half of the attack against it will hit a tentacle, paralysing it for 1d4 rounds.

Gazer, Director

Hit Dice: 12
Armour Class: 18
Attacks: Bite (2x1d4), strike (2x1d4)
Saving Throw: 4
Movement: 15
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 12/2,000

The director is a gazer with insectoid traits. Its eye is multi-facetted and it has several limbs. The director fulfils tasks a normal gazer cannot do due to its lack of arms but that are too delicate to be performed by a slave. The director's eye deflects attack, halving all damage from frontal attacks and giving all frontal attacks a -2 THACO penalty.

Gazer, Death Watcher

Hit Dice: 12
Armour Class: 17
Attacks: Bite (2d4)
Saving Throw: 3
Turned: 12
Movement: 6
Intelligence: Highly
Alignment: Lawful Evil
CL/XP: 13/2,300

The death watcher is an undead gazer. Most death watchers are under the control of another creator, but some are independent. Usually half of the appendices of a death watcher are still functional and work like those of a common gazer.

Gazer, Eye of the Deep

Hit Dice: 9
Armour Class: 15
Attacks: Bite (1d6), pincers (2x2d4)
Saving Throw: 3
Movement: 6
Intelligence: Very
Alignment: Neutral Evil
CL/XP: 10/1,400

The ocean eye is an aquatic gazer. It has two pincers as well as two appendices which can cast *Hold Person* and *Hold Monster*. The central eye emits a bright light that stuns any creature failing a saving throw vs. paralysis for 2d4 rounds. The beam of light has a range of ten metres. The eye of the deep is a silent predator and usually solitary.

Gazer, Panopticon

Hit Dice: 16
Armour Class: 20
Attacks: Bite (5x1d4)
Saving Throw: 3
Movement: 6
Intelligence: Genius
Alignment: Lawful Evil
CL/XP: 19/4,100

Some gazers live in hives. Each such hive is dominated by a gazer called the panopticon. The panopticon is twice as large a normal gazer and will swallow any creature smaller than a hill giant on an unmodified die roll of twenty. The victim suffers 5d4 points of damage per round, but can escape with a successful attack roll. The panopticon's appendices and central eye have the same powers than those of a regular gazer. They are protected by hard skin and cannot be served. A panopticon is always accompanied by a number of smaller gazers.

Gazer, Spectator

Hit Dice: 4+4
Armour Class: 13
Attacks: Bite (1d4+1)
Saving Throw: 12
Magic Resistance: 5%
Movement: 9
Intelligence: Very
Alignment: Lawful Neutral
CL/XP: 6/400

The spectator is a guardian and capable of limited planar travel. If employed, it will serve as a guard for one century. It is very watchful and gains a +2 bonus to surprise rolls. The central eye of the spectator emits no antimagical field, but can reflect one spell per round back at the caster if the spectator makes a successful saving throw. It has four appendices that can be used simultaneous at one target if desired and function like *Creature Food*, *Cause Serious Wounds*, *Message* and *Paralyse*.

Dire Gecko

Hit Dice: 3+1
Armour Class: 15
Attacks: Bite (1d8)
Saving Throw: 14
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

Dire geckos can grow up to a length of three metres. Despite their size, they can walk on walls and the ceiling at full speed to attack prey from above.

Geist

Hit Dice: 1
Armour Class: 20
Attacks: None
Saving Throw: 18
Movement: 12
Intelligence: Average
Alignment: Neutral
CL/XP: 1/15

The geist is a relatively harmless undead. It resembles a translucent image of a person at the moment of death. Geists can speak telepathically, but cannot manipulate matter in any way. A creature that sees a geist usually has to make a saving throw or will panic. Geists can become invisible at will. If they are destroyed by magical weapons – spells will not harm them – they will reform shortly afterwards. A geist exist usually because there is some deed left undone.



Greater **G**eist

Hit Dice: 2
Armour Class: 20
Attacks: None
Saving Throw: 16
Movement: 15
Intelligence: Average
Alignment: Neutral
CL/XP: 2/30

The greater geist is a geist with a very strong personality. It can appear as solid flesh, but will not be able to manipulate anything physically. A greater geist can cast illusions that include sound. However, these illusions always have a transparent quality to them and are commonly not mistaken for real.

Genie, Dao

Hit Dice: 8+3
Armour Class: 16
Attacks: Fist or weapon (2d6+2)
Saving Throw: 8
Movement: 9/15
Intelligence: Low to Very
Alignment: Lawful Evil to Neutral Evil
CL/XP: 9/1,100

The dao is a genie associated with the Elemental Plane of Earth. It can move though earth and stone and turn invisible. A dao can stomp on the ground. If it is standing on earth or rock, all creatures in a ten-metre radius have to make a saving throw or will fall down.

Genie, Djinni

Hit Dice: 7+3
Armour Class: 15
Attacks: Fist or weapon (1d10+1)
Saving Throw: 9
Movement: 9/24
Intelligence: Very
Alignment: Neutral Good to Neutral
CL/XP: 9/1,100

The djinni is a genie related to the Elemental Plane of Air. Like all genies, it can create food, water, metals (even money) and many more things. Djinns can also create stunningly realistic illusions, though they always disappear upon being touched. A djinni can turn itself into gas. In this from, it cannot attack or take damage. It also has the ability to turn invisible or into a whirlwind and blow away creatures of one hit die or less. Some very powerful genies can grant wishes to people who summon them. If a genie is killed, it simply dissolves.

Genie, Ifrit

Hit Dice: 9
Armour Class: 17
Attacks: Fist or weapon (3d8)
Saving Throw: 7
Movement: 9/15
Intelligence: Very
Alignment: Neutral to Lawful Evil
CL/XP: 10/1,400

The ifrit is a genie connected to the Elemental Plane of Fire. It can turn invisible and is immune to fire-based attacks. Touching an ifrit will burn the one touched for 1d10 point of damage unless the ifrit willingly supresses this ability. The ifrit can us *Wall of Fire* as an inherited ability. If threatened or provoked, the ifrit can be malicious and cruel.

Genie, Jann

Hit Dice: 5+2
Armour Class: 13
Attacks: Fist or weapon (1d8+1)
Saving Throw: 10
Movement: 9
Intelligence: Average
Alignment: Lawful Good
CL/XP: 7/600

Jann are genies associated with all four elements. Their live in tribes, often in deserts, and are generally benevolent beings. Jann can speak with animals and are granted a +5 bonus to saving throws vs. illusions.

Genie, Marid

Hit Dice: 11
Armour Class: 19
Attacks: Fist or weapons (4d8)
Saving Throw: 6
Movement: 9/15/15
Intelligence: Exceptional
Alignment: Any Neutral
CL/XP: 11/1,700

The marid, most powerful of the elemental genies, is connected to the Elemental Plane of Water. Marids can control water in a twenty-metre radius around them and are excellent swimmers. They can summon fog at will and breathe air as well as water.



Gargoyle
Hit Dice: 4+4
Armour Class: 14
Attacks: Claws (2x1d3), bite (1d4), horn (1d6)
Saving Throw: 13
Movement: 9/15
Intelligence: Low
Alignment: Neutral to Chaotic Evil
CL/XP: 6/400

Gargoyles are winged creatures carved from stone. Over time, gargoyles sometimes come to life and turn into vicious predators. Gargoyles prefer to dwell in old ruins and dungeons.

Gharg
Hit Dice: 3
Armour Class: 15
Attacks: Bite (1d6), Hooves (1d12)
Saving Throw: 17
Movement: 18
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 4/240

Ghargs are horrid creatures with scabrous skin and long hind legs they use to hop with while moving. They lack noses, but have a mouth full of sharp teeth. Ghargs are sometimes mistaken for undead. They are living creatures, but take 1d8 points of damage per round in direct sunlight. They take no damage from dim light or torches.

Undead
Undead are versatile creatures that are present on the Material Plane, but do not truly life. Instead, their existence is fuelled by dark powers from the Plane of Negative Energy. Some undead are mindless and destructive, like the zombies, whereas others are fully sentient and even retain some emotions, like the lich and the vampire. Almost all undead share some common traits: Immunity against charming and sleep spells, half damage from cold-based attacks, susceptibility to the cleric's ability to turn undead and immunity to effects that only affect living creatures.

Ghast
Hit Dice: 4
Armour Class: 15
Attacks: Claws (2x1d4), bite (1d8)
Saving Throw: 13
Turned: 5
Movement: 12
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 4/120

Ghasts are special breed of undead very similar to ghouls and found mostly together in packs with them. The stench of a ghoul is horrible. Everyone coming as close as three metres to one has to make a saving throw or will attack at a -2 THACO penalty for the rest of the fight. Ghasts have the same paralysing ability as ghouls, though their paralysis will last 4d6 rounds.

Ghoul
Hit Dice: 2
Armour Class: 13
Attacks: Claws (2x1d3), bite (1d4)
Saving Throw: 16
Turned: 3
Movement: 9
Intelligence: Semi
Alignment: Chaotic Evil
CL/XP: 3/60

Ghouls look a bit like zombies, but do not rot and have long teeth and fingernails. They hunt in pack and eat corpses. If none are available, fresh meat will do as well. Anyone hit by the ghoul's claws has to make a saving throw vs. paralysis or will be paralysed for 2d6 rounds.

Green **G**houl

Hit Dice: 1
Armour Class: 13
Attacks: Weapon (1d6) or bite (1d6)
Saving Throw: 17
Movement: 12
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 2/30

The green ghoul shares some similarities with the common ghoul, but is no undead. Green ghouls do like almost exclusively from corpses, though. They have green hide, sometimes more, sometimes less humanoid traits, canine features and hoof-like feet. Green ghouls are always hungry and can see in the dark. If a humanoid creature is bitten by a green ghoul, roll 1d20. On a one, the creature is infected. Unless cured, it will transform into a green ghoul over the course of 1d8+1 weeks.

Sheet **G**houl

Hit Dice: 4+2
Armour Class: 17
Attacks: Claws (1d3), bite (1d6)
Saving Throw:
Turned: 5
Movement: 9
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 5/240

The sheet ghoul looks mostly like a common ghoul, but appears to have a translucent, spider web-like sheet over its face. Instead of attacking directly, the sheet ghoul can also squirt a stream of acid out of its mouth. It has a range of three metre and deals 1d8+2 points of damage. As saving throw is permitted for half damage. The like the common ghoul, the sheet ghouls lives on corpses and has the common immunities and weaknesses of undead creatures. Common ghouls and ghasts do not like sheet ghouls.

Ghoul Lord

Hit Dice: 6
Armour Class: 15
Attacks: Claws (2x1d6), bite (1d10)
Saving Throw: 11
Turned: 7
Movement: 15
Intelligence: Highly
Alignment: Chaotic Evil
CL/XP: 9/1,100

The dreaded ghoul lord is a sentient undead that feasts on the flesh of living and dead creature alike. It looks like a common ghoul, but has grey skin, an overly long tongue as well as sharp nails and teeth. Ghoul lords usually control a band of lesser undead with whom they can communicate telepathically. A creature hit by the ghoul lord's claws has to make a saving throw vs. paralysis or will be stunned for 1d6+6 rounds. Only one saving throw per round is necessary. If bitten by the ghoul lord, a saving throw vs. death has to be made or otherwise the target will catch a terrible disease. It will lose 1d10 hit points per day as well as one point of charisma and constitution. If either of the scores drops to naught, the victim will become a ghoul under the control of the ghoul lord. Ghoul lords can only be harmed by magical weapon. Anyone near a ghoul lord has to make a saving throw vs. death due to its foul odour. Unless the save is made, the victim suffers a -2 THACO penalty for the fight with the ghoul lord. A ghoul lord's gang usually consists of 2d6 ghasts, each of which controls 2d6 ghouls.

Gibberling

Hit Dice: 1
Armour Class: 10
Attacks: Weapon (1d8)
Saving Throw: 17
Movement: 9
Intelligence: Low
Alignment: Neutral
CL/XP: 1/15

Gibberlings are naked hunchbacked with grey skin, black hair and canine ears. They live in unorganised hoards and always attack in mass frontal assaults. While in a mass, gibberlings gain a +1 THACO bonus. Gibberlings fear bright light and prefer to attack in the night. They social structure and language is poorly understood by scholars.

Cloud **G**iant

Hit Dice: 12+3
Armour Class: 17
Attacks: Weapon (6d6) or Boulder (6d6)
Saving Throw: 3
Movement: 15
Intelligence: Average
Alignment: Lawful Neutral to Neutral Evil
CL/XP: 13/2,300

Cloud giants belong to the strongest of all giants. They are immune to lightning and live in castles in the sky. Cloud giants like to hurl boulders at approaching enemies or send out lesser creatures of the sky to deal with them. The heart of a cloud giant will provide magical devices with energy.



Desert **G**iant

Hit Dice: 13
Armour Class:
Attacks: Fist (1d10) or spear (3d6+7)
Saving Throw: 3
Movement: 15
Intelligence: Average
Alignment: Neutral
CL/XP: 13/2,300

The desert were once numerous and ruled powerful empires. After being cursed by the gods, their civilisation crumbled and the desert giants started to turn slowly but inevitable into stone. A desert giant's eyes turning from blue to brown is considered a sure sign for his impending end. Desert giants can throw their spears over a distance of a hundred metres. Their shamans can temporarily turn 1d6 large rocks into desert giants once per wekk.

Fire **G**iant

Hit Dice: 11+3
Armour Class: 16
Attacks: Weapon (5d6) or boulder (5d6)
Saving Throw: 4
Movement: 12
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 12/2,000

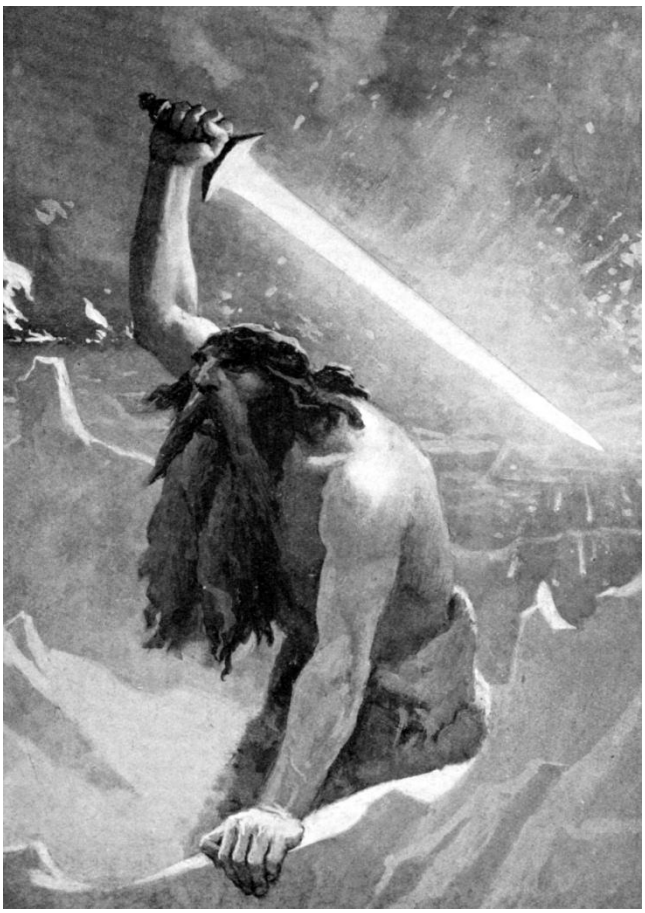
Fire giants enjoy living near active volcanoes. They are immune to fire-based attacks and excellent at blacksmithing. Fire giants have little respect for smaller creatures and prefer to rule by force. A bit fire giant hair mixed with straw makes it fireproof.

Fog **G**iant

Hit Dice: 10
Armour Class: 18
Attacks: Strike (1d10) or weapon (3d6+3)
Saving Throw: 5
Movement: 15
Intelligence: Average
Alignment: Neutral Good to Neutral Evil
CL/XP: 11/1,700

Fog giants are closely related to cloud giants and sometimes ally with them. They have long, white hair and white skin. Fog giants like to hunt and are very proud. They like silver jewellery and strong drinks. Fog giants can use *Creeping Fog*, *Solid Fog* and *Wall of Fog* once per day. Fog giant mages are mostly illusionists.





Frost **G**iant

Hit Dice: 10+3
Armour Class: 15
Attacks: Weapon (4d6) or boulder (4d6)
Saving Throw: 5
Movement: 12
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 11/1,700

Frost giants live in cold regions in castles partly made of ice. They are not harmed by cold and enjoy solitude. A drop of frost giant blood will instantaneously freeze a bottle full of liquid.

Hill **G**iant

Hit Dice: 7+3
Armour Class: 14
Attacks: Weapon (2d8) or boulder (2d8)
Saving Throw: 9
Movement: 12
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 8/800

Hill giants belong to the weakest types of giants. They are primitive and live in caves or old ruins. Hill giants are sometime hired by mercenary armies. They are strong, but also lack discipline.



Stone **G**iant

Hit Dice: 9+3
Armour Class: 20
Attacks: Club (3d6) or boulder (3d6)
Saving Throw: 6
Movement: 12
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 10/1,400

Stone giants lives in remote mountain villages. They have a high option of themselves, as they are usually the dominant species in the region. Boots made of stone giant skin will ease climbing for the wearer.

Storm **G**iant

Hit Dice: 15+3
Armour Class: 18
Attacks: Weapon (7d6) or boulder (7d6)
Saving Throw: 3
Movement: 15
Intelligence: Highly
Alignment: Lawful Neutral
CL/XP: 16/2,300

Storm giants, among the strongest of all giants, live in huge palaces in the mountains or on the bottom of the ocean. Storm giants can influence the weather, are often mages and usually have a following of powerful creatures. The eye of a storm giant can be used to either cause or settle a thunderstorm.



Giff

Hit Dice: 4
Armour Class: 16
Attacks: Weapon (1d6+6)
Saving Throw: 13
Magic Resistance: 10%
Movement: 9
Intelligence: Low
Alignment: Lawful Neutral
CL/XP: 5/240

The giff are a race of anthropomorphic hippopotamus mercenaries. The world they originate from is unknown. Nowadays, giff travel the universe in units called platoons and work for almost anyone who pay well. They are few old giff, as many of them die while trying to proof that they are still as good in combat as their younger relatives. Giff are not the brightest of races and are weapon enthusiasts. Giff do not willingly fight each other. They cannot willingly supress their magic resistance to allow helpful spells.

Gillmonkey

Hit Dice: 1d6 hp
Armour Class: 13
Attacks: Claws (1d2), bite (1d4)
Saving Throw: 18
Movement: 6/12
Intelligence: Animal
Alignment: Neutral
CL/XP: B/10

Gillmonkeys are nasty, monkey-like creatures that live in the sea. They have hairless, pinkish-brown skin and short tentacle-like growths on the top of the head. They attack in packs, sometimes swarming over a ship's rail.

Glitterskull

Hit Dice: 8
Armour Class: 17
Attacks: Ram (1d6)
Saving Throw: 8
Movement: 12
Intelligence: Exceptional
Alignment: Neutral
CL/XP: 13/2,300

The glitterskull is a gold-plated skull, with large red gems set into the eye sockets. It flies by magical levitation, and is surrounded by a reddish halo. This halo is of magical flame, and causes a roaring sound when the creature is flying about. It also sheds light in a radius of five metres, and at a distance may be mistaken for torchlight. The skull is that of a wizard, usually, but not always, human. A glitterskull can cast spells and does not require a spell book to regain its daily spells. Being a former wizard, the glitterskull prefers to attack by casting spells, but it may also fly at opponents, ramming into them for 1d6 points of damage. Its fiery halo does not cause extra damage, but may ignite flammable objects. Glitterskulls can only be harmed by magical weapons. They can catch a *Magic Missile* within their eyes, and hurl it back at the caster the following round or use the spell energy to heal themselves for a number of hit points equal to the potential damage. Glitterskulls are also immune to poison and gas attacks, and take only half damage from fire-based attacks. The glitterskull is capable of speech, and retains much of the intelligence of its former life. While it may parley with strong parties, the mind trapped inside a glitterskull has been warped by the millennia and most utter little more than mocking laughter and scornful commentary. The gems and gold plating of a glitterskull may be worth up to 1,200 gp, in addition to other treasure.

Gloomwing
Hit Dice: 5+1
Armour Class: 19
Attacks: Claws (2x1d3), bite (1d8)
Saving Throw: 14
Movement: 3/18
Intelligence: Animal
Alignment: Neutral
CL/XP: 7/600

The gloomwing is a huge moth from another dimension. Its wings show strange, ghostly patterns. Anyone looking directly at a glooomwing has to make a saving throw or will be affected by *Confusion* for 1d4+4 rounds. Every second round, a gloomwing can emit pheromones in a radius of six metres. Everyone who fails a saving throw vs. death will lose one point of strength each round while exposed to the pheromone. The strength is recovered at a rate of one point per turn 1d4 hours after exposure. The pheromone also attracts other gloomwings.

Glurm
Hit Dice: 3+2
Armour Class: 14
Attacks: Strike (2d4), weapon (1d10)
Saving Throw: 16
Movement: 18
Intelligence: Highly
Alignment: Neutral
CL/XP: 4/120

Intelligent frog-like humanoids, glurm can usually be found sitting in meditation or study amid scenes of natural beauty. They wear simple loincloths and will have a bamboo staff within arm's reach. Their dwellings are of woven reeds, and contain only a few simple items. If there are several glurm in the area, there will be a so-called place of harmony near a stream or river. This will be a cleared expanse of sand, dotted with boulders to sit upon; the glurm come here to discuss philosophy and practice their martial arts.
The spiritual studies of the glurm have given them mystical powers, and they practice martial arts, accounting for their armour class. Glurm are pacifists, and if threatened will attempt to drive off foes with an intimidating display of martial arts. All onlookers within ten metres must make a saving throw or back away for one round. If forced into combat, a glurm's unarmed strikes cause 1d4 damage; opponents of equal or smaller size can only act after the glurm in the following round if the glurm inflicts maximum damage. Armed with a bamboo staff, a glurm can focus its spiritual energy for a +2 bonus to damage; in addition, if the attack roll is four or more higher than required to hit, the glurm may disarm a foe, trip them up, or perform a similar manoeuvre. In an open area, the glurm may also use its staff to make a pole-vault kick against an opponent up to three metres away, possibly knocking them down. Lastly, the glurm can cast cleric spells up to level three. Glurms favour *Bane*, *Cure Light Wounds*, *Entropic Shield*, *Light* and *Shield of Faith*.
Any treasure possessed by the glurm will generally be in the form of scrolls discoursing on obscure philosophical topics, and finely crafted writing materials.

Gnasher
Hit Dice: 3+1
Armour Class: 14
Attacks: Bite (1d6)
Saving Throw: 16
Movement: 15/9
Intelligence: Semi
Alignment: Lawful Evil
CL/XP: 3/60

The gnasher resembles a dog, but is actually an entirely different species. Gnashers have razor-sharp teeth, dark fur and eyes burning with a desire to kill. They roam forests in packs and rarely let go of prey once they started to hunt it. Gnashers have thick membranes attached to their forelegs, similar to bat wings allowing them to glide. Gliding grants a gnasher a +2 TAHCO bonus, but also a -1 AC penalty.

Gnoll
Hit Dice: 2
Armour Class: 14
Attacks: Bite (2d4) or weapon (1d10)
Saving Throw: 16
Movement: 9
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 2/30

Gnolls are tall humanoids with head and pelt like a hyena. They live above as well as below ground and sometimes form communities. Gnolls have a demonic touch and are known to be cruel and ferocious.

Gnome
Hit Dice: 1
Armour Class: 14
Attacks: Weapon (1d6)
Saving Throw: 18
Movement: 9
Intelligence: Very
Alignment: Neutral
CL/XP: 1/15

Gnomes are a race as short as halflings and almost as burly as dwarves. They live mostly underground and have a positive worldview. Some gnomes are spellcaster, mostly illusionists.

Gnoph-keh

Hit Dice: 6
Armour Class: 14
Attacks: Horn (1d10), claws (2x1d8)
Saving Throw: 9
Movement: 12
Intelligence: Very
Alignment: Chaotic Evil
CL/XP: 7/640

At first glance, the gnoph-keh looks like a large polar bear. However, it does have six legs instead of four, glowing red eyes, crimson claws and a horn in the centre of is muzzle. Gnoph-keh are cruel creatures. They do not tolerate any intruders in their territory and attack everything on sight, unless they are sure the enemy is too strong for them. Gnoph-keh live in the North. They radiate cold and take no damage from cold-based attacks. Their first attack is made with a +4 THACO bonus.

Gnophkeh

Hit Dice: 1+1
Armour Class: 12
Attacks: Weapon (2d4)
Saving Throw: 18
Movement: 12
Intelligence: Low
Alignment: Lawful Neutral
CL/XP: 2/30

Gnophkeh are a forgotten tribe of degenerate beast-like humanoids living somewhere in the North. Gnophkeh are primitive and have no advanced in the last couple of thousand years. They are cannibals and eat the weak and old of their tribe. The Gnophkeh are named after the Nordic beast of the same name, which their worship. Gnoph-keh tolerate them as long as their receive gifts from them on a regular basis.

Giant Goat

Hit Dice: 3
Armour Class: 12
Attacks: Gore (2d6)
Saving Throw: 14
Movement: 18
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

Giant goats live in the mountains. They are almost as large a a pony and can be used as mounts.

Goblin

Hit Dice: 1d6 hp
Armour Class: 12
Attacks: Weapon (1d6)
Saving Throw: 18
Movement: 9
Intelligence: Low
Alignment: Lawful Evil
CL/XP: B/10

Goblins are slightly larger than kobolds, but smaller than most other goblinoids. They prefer swarming their enemies in masses instead of facing them in smaller numbers. Goblins live in dark woods, underground and suffer a -1 THACO malus in full sunlight.



Belfry Goblin

Hit Dice: 1
Armour Class: 13
Attacks: Claws (1d6) or weapon (1d6), bite (1d4)
Saving Throw: 17
Movement: 6/12
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 3/60

Belfry goblins appear to be related to the other goblinoid species, but they have wing membranes which run from their arms down their sides, quite similar to flying squirrels. These membranes grant the belfry goblin the ability to glide, and in no way inhibit the ability of their hands to manipulate objects. Hanging upside down on the ceiling in dark corners, belfry goblins are all but invisible, waiting for their prey to pass by and then attacking with a deadly swooping attack, a javelin in each hand, doing double damage on a successful hit with the swooping attack. If the swoop attack succeeds on a roll of eighteen or better, the belfry goblin strikes with its foot claws for an additional 1d6 points of damage. A belfry goblin has two attacks per round. The bite of a belfry goblin is dangerous in much the same way as a rat bite; ona critical hit, the victim will contract a disease. Diseased victims will sicken and die within 1d6+1 days, unless a saving throw is made.

Vampiric Belfry **G**oblin

Hit Dice: 1
Armour Class: 13
Attacks: Claws (1d6) or weapon (1d6), bite (1d4)
Saving Throw: 18
Movement: 6/12
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 4/120

These creatures are physically weaker and lighter in coloration than the standard belfry goblin, but they are able to gain strength from drinking the blood of their victims. On a successful bite attack, the vampiric belfry goblin sucks blood from its victim and causes 1d4 points of damage, wrapping its arms and legs around the victim and holding them fast. Each subsequent round, the victim must break the grip or the vampiric belfry goblin automatically drains more blood and deal an additional 1d4 hit points of damage. A successful strength check breaks the grap. Vampiric belfry goblins gain temporary bonus hit points from blood they drink, gaining two hit points for every successful attack, up to double its normal number of hit points. Once the vampiric belfry goblin exceeds its normal hit points, it gains a +1 bonus to THACO and damage.

Redcap **G**oblin

Hit Dice: 1d6 hp
Armour Class: 13
Attacks: Bite (1d6)
Saving Throw: 17
Movement: 9
Intelligence: Semi
Alignment: Lawful Evil
CL/XP: 1/15

Redcaps goblins – also called chaos goblins – are goblins driven mad by the insidious effects of raw chaos, reducing them to a bestial state. Utterly devoid of empathy with any living creature, including ordinary goblins, redcaps delight in inflicting pain. Indeed, redcaps derive a strange form of sustenance from doing so. Any successful attack a redcap achieves heals it for an amount equal to the amount of damage it deals to its target. Worse yet, a redcap can double its total hit points in this manner. Though thoroughly insane, redcaps work well with others of their kind, forming predatory packs that attack any creature they can find. Redcaps often take gruesome souvenirs of their victims, such as fingers, ears, and eyeballs, which they use to adorn themselves. Many also use the blood of their prey to dye their tattered clothing, including their hats, the practice of which gave these foul aberrations their common name.

Goblyn

Hit Dice: 4+4
Armour Class: 15
Attacks: Claws (2x1d6) or weapon (1d8)
Saving Throw: 13
Movement: 12
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 5/240

Goblyns are goblinoids with slightly bloated heads, pointy ears, glowing red eyes and a long mane of black hair. Goblyns are an unnatural race made from magically transformed humans. They obey their master and there is a certain chance that a goblin is under direct control of its master and telepathically linked to him. Goblyns are nimble and cause a -2 adjustment to their opponent's surprise roll. They sometime use weapons, but prefer to attack with their claws. If both claws strike an opponent in one round, the goblyn will cling to its opponent and will bite for 2d6 points of damage. Additionally, the target has to make a saving throw vs. death each round or will suffer and additional 1d4 points of suffocation damage. Having a goblyn at his throat imposes a -2 THACO penalty on the victim and grants other attackers a +2 THACO bonus. If not under the control of a master, goblyn live in tribes. They never sleep and tire only slowly. They feed exclusively on fresh meat and like to drink blood.

Golems

Golems are humanoid-shaped constructs animated with magic. They are usually constructed by mages or priests for a certain purpose. All with at least eight hit dice are immune to poison, missiles and piercing weapons and many to non-magical weapons in general. Golems cannot be charmed and their magic resistance cannot be lowered in any way. The construction of a golem is expensive and requires expert knowledge, so few people can afford them. Most golems have no intelligence and exist just to serve their master. They are usually immune to magic in general.

Amber **G**olem

Hit Dice: 10
Armour Class: 13
Attacks: Claws (2x2d6), bite (2d10)
Saving Throw: 5
Movement: 18
Intelligence: None
Alignment: Neutral
CL/XP: 12/2,000

Amber golems are often shaped into animal forms. They can detect invisible beings in a radius of twenty metres and are used for tracking creatures.

Beehive **G**olem

Hit Dice: 7
Armour Class: 16
Attacks: Fists (2x1d10+2)
Saving Throw: 9
Movement: 6
Intelligence: None
Alignment: Neutral
CL/XP: 10/1,400

The beehive golem is a large beehive formed into a humanoid shape with wood and beeswax, honeycombs. It contains several swarms of bees that repair and defend the golem. A piercing weapon will get stuck in the golem if it is successfully hit and the attacker does not make a saving throw. A strength check in the next round will set the weapon free. The beehive golem can set 1d4+3 bee swarm free. The swarms have 3d8 separate hit points and inflict 1d6 points of damage. Every 1d4+1 rounds, the golem can set another swarm free. The swarms heal three hit points per round, the golem one as long as at least one bee swarm is present. The golem is immune to all direct magic effects.

Bone **G**olem

Hit Dice: 6
Armour Class: 18
Attacks: Weapons (4x1d4)
Saving Throw: 7
Movement: 8
Intelligence: None
Alignment: Neutral
CL/XP: 6/400

Bones golems are made of a wild mix of different bones. They have four arms with sharp weapons attacked to each of them. The bone golem is immune to fire, cold, lightning and non-magical weapons. It can easily be mistaken for an undead at first sight. Once every three round, the bone golem can throw back its head and issue a hideous laughter. Anyone who hears it has to make a saving throw at a +3 bonus or will be paralysed for 1d6 rounds.

Bramble **G**olem

Hit Dice: 8
Armour Class: 19
Attacks: Slam (2d8+6)
Saving Throw: 8
Movement: 6
Intelligence: None
Alignment: Neutral
CL/XP: 10/1,400

The bramble golem looks like a patch of vines and foliage when not animated. When moving, it is vaguely humanoid in shape and imposes a -5 penalty to surprise rolls if in dense vegetation. Twice per turn, the bramble golem can use *Entangle* on all targets within a radius of eight metres provided vegetation is present. Bramble golems are not directly affected by magic.

Bread **G**olem

Hit Dice: 2
Armour Class: 11
Attacks: Fists (2x1d4)
Saving Throw: 16
Magic Resistance: 10%
Movement: 12
Intelligence: None
Alignment: Neutral
CL/XP: 2/30

The bread golem is comparably simple to make and relatively weak for a golem. It can be ordered to perform simple tasks and is immune to mind control. The bread golem is normally affected by most other magical spells.

Bronze **G**olem

Hit Dice: 13
Armour Class: 18
Attacks: Fists (3d10)
Saving Throw: 5
Movement: 24
Intelligence: None
Alignment: Neutral
CL/XP: 15/2,900

Bronze golems are giant humanoids made of bronze. They have molten metal inside. If they get successfully attacked with a piercing weapon, hot metal will gushes forth and deals 2d6 points of damage to the attack. A saving throw is allowed to avoid is damage entirely. Touching a bronze golem inflicts 1d10 points of damage due to intense heat.

Golem, Burning Man

Hit Dice: 14
Armour Class: 16
Attacks: Fists (2x2d8)
Saving Throw: 3
Movement: 12
Intelligence: Semi
Alignment: Chaotic Evil
CL/XP: 16/3,200

The burning golem is a semi-sentient golem made from a wicker man filled with pitch. It looks like a humanoid shaped from glowing red coals. The burning man attacks without strategy and is usually used as a weapon unleashed into the rows of an enemy army. Once per day, the burning man can scream and put *Fear* into anyone failing a saving throw. If the burning man successfully attacks, his opponent will be showered with cinder and takes one point of damage until the fire is doused. The burning man is immune to weapon with less than a +2 enchantment and cannot be damaged by fire of any kind or lightning. He regenerates one hit point per round and regenerates half of all fire damage taken as hit points. If reduced to naught hit points, the burning man collapses into ash. After 1d4 weeks, the golem comes back unless the ashes are mixed with holy water. Independent burning men are

savage creatures, usually on a rampage against all other beings.

Cadaver **G**olem

Hit Dice: 9
Armour Class: 13
Attacks: Fists (2x2d8)
Saving Throw: 5
Movement: 12
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 11/1,700

The malignant cadaver golem is a construct similar to the flesh golem. It is made from the collected body parts of various people. Anyone hit by the golem with both fists in one round will be strangulated and suffers 3d8 points of damage every round thereafter. At least two people are needed to break the cadaver golem's grip. The cadaver golem is only be affected by spells that do direct damage. It takes only half damage from cold and lightning and no damage at all if it makes a saving throw. Only magic weapons harm a cadaver golem. It heals one point of damage per hour. Only fire or acid will permanently kill a cadaver golem. Cadaver golems are feral, but also cunning and patient if necessary.

Clay **G**olem

Hit Dice: 12
Armour Class: 12
Attacks: Fist (3d10)
Saving Throw: 5
Movement: 8
Intelligence: None
Alignment: Neutral
CL/XP: 14/2,600

Clay golems are often created by clerics and used as guards or to perform monotonous work. They are immune to all magic but earth-related spells, whose effect is halved. *Earthquake* immediately destroys a clay golem. For each round in combat, the golem's master rolls a d20. On a one, the golem will go berserk and attacking random targets.

Coral **G**olem

Hit Dice: 11
Armour Class: 17
Attacks: Strike (2d8+10)
Saving Throw: 4
Movement: 15
Intelligence: None
Alignment: Neutral
CL/XP: 12/2,000

The coral looks like a statue of a sea creature, often a dolphin or shark, but is actually made of living corals. When a coral golem hits an opponent, shards of coral will remain in wound and lead to a loss of one hit point per round. The effect of multiple wounds is cumulative. Tending a wound for one round will stop the bleeding. If immersed in water, coral golem regenerate two hit points per round. Like many golems, they are immune to most magical effects.

Doll **G**olem

Hit Dice: 10
Armour Class: 15
Attacks: Bite (3d6)
Saving Throw: 5
Movement: 15
Intelligence: None
Alignment: Neutral
CL/XP: 11/1,700

The doll golem looks like a children's toy. Inactive, it has a cheerful appearance, but once it attacks, its features become twisted and horrid. A doll golem is immune against most magical spell. Fire-based magic inflicts only half damage. *Warp Wood* will slow a doll golem to half speed and *Mending* will restore it to full hit points. Anyone bitten by the doll golem has to make a saving throw. If the save is not made, the victim starts to laugh uncontrollably and cannot perform any actions. The next round it suffers 1d4 points of damage due to muscle spasms. The damage will be double each round until the victim makes a successful saving throw allowed after taking damage. For the rest of the fight, the victim will still suffer a -1 penalty to THACO and saving throws for each round it laughed.

Doppelgänger **G**olem

Hit Dice: 8
Armour Class: 15
Attacks: Strike (2d6) or weapon (1d8+4)
Saving Throw: 8
Movement: 12
Intelligence: Average
Alignment: Neutral
CL/XP: 10/1,400

The doppelgänger golem is made of wax and a true masterpiece which exactly resembles a living – even specific – person. It is not generally used for combat, but more so for infiltration and espionage. The doppelgänger golem's most important ability is its memory drain. It is always aware of the location of its model. If the golem successfully strikes the model and the model fails a saving throw vs. death, the strike will do no damage. Instead, the victim falls into a coma and the golem gains all its memories and abilities. Every week, the victim has to make a saving throw vs. death or will become insane. If the target is killed, its spirit will break free and the wax golem will soften and melt. A doppelgänger golem cannot be harmed by cold or electricity, but magical fire will melt its features and chase it away. Rumour says that doppelgänger blood is needed to create this golem.

Dragon **G**olem

Hit Dice: 8
Armour Class: 17
Attacks: Claws (1d6), bite (2d10)
Saving Throw: 8
Movement: 12/24
Intelligence: None
Alignment: Neutral
CL/XP: 11/1,700

Dragon golems are golems fashioned in the shape of dragons. These powerful constructs are usually used to guard valuable artefacts or vast treasures. A dragon golem is unintelligent and is unaffected by charm spells, hold, sleep or other mind altering spells, as well as gases, cold, and fire. Dragon golems are also immune to all spells of up to fourth level, and to normal and silver weapons. Dragon golems are able to see the invisible and thrice times per day they may breathe a poisonous cloud over a distance of ten metres. The victim of the poisonous cloud must make a successful saving throw vs. death or will die.

Flesh **G**olem

Hit Dice: 12
Armour Class: 10
Attacks: Fists (2x2d8)
Saving Throw: 4
Movement: 8
Intelligence: Semi
Alignment: Neutral
CL/XP: 12/2,000

Flesh golems can be created from either body parts of dead creatures or from artificially created flesh. A magical weapon with a +1 enchantment is required to hit a flesh golem. Cold and fire slow it down; lightning heals hit points equal to the damage it would have caused normally. Other spells do not affect the flesh golem.

Glass **G**olem

Hit Dice: 7
Armour Class: 15
Attacks: Glass weapon (2d12)
Saving Throw: 9
Movement: 12
Intelligence: None
Alignment: Neutral
CL/XP: 7/600

The glass golem, often appearing as a warrior made from stained glass, is a work of art. It is often build into a glass window of the place it guards. Every three rounds, the glass golem can release *Prismatic Spray* into all directions. Made of glass, this golem is rather fragile and takes double damage from blunt weapons. However, it is also immune to weapon with less than a +2 enchantment.

Iron **G**olem

Hit Dice: 18
Armour Class: 16
Attacks: Fists (4d10) or weapon (4d10)
Saving Throw: 3
Movement: 6
Intelligence: None
Alignment: Neutral
CL/XP: 17/3,500

Iron golems belong to the most powerful golems, thanks to the material they are made of. An iron golem can breathe a *Toxic Cloud* and is immune to anything less than +2 magical weapons. Electricity slows an iron golem, fire heals it and other spells have no effect at all.

Lightning **G**olem

Hit Dice: 9
Armour Class: 19
Attacks: Strike (4d8)
Saving Throw: 6
Movement: 15
Intelligence: Semi
Alignment: Neutral
CL/XP: 11/1,700

The lightning golem is an automaton being given artificial life by infusion with of an elemental spirit. They look like a golden framework with humanoid shape and can have many forms. Lightning golems cannot speak, obey simple commands and are capable of a minimum of creative thinking when it comes to fulfilling a task. Due to its agility, the lightning golem gains a +2 bonus to initiative rolls. Anyone hit by a lightning golem is permitted a saving throw for half damage. Creatures immune to electricity take only half damage automatically. Once per turn, the lightning golem can use *Chain Lightning*. It is not only immune to electrical damage, but regenerates any potential damage as hit points.

Magic **G**olem

Hit Dice: 8
Armour Class: 17
Attacks: Magic blast (3d10)
Saving Throw: 7
Movement: 18
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 10/1,400

The magic golem is a humanoid creature entirely made of magic. Any spell within a radius of eight metres around the magic golem will be absorbed by it. An *Antimagic Shell* will be absorbed within six rounds. The golem can only be harmed by mundane weapons and itself attacks with a magical blast. The blast passes through armour, but can be stopped by magic resistance or other means that also protect from spells. Magic golems regenerate hit point equal to the spell's spell level if a their aura absorbs a spell.

Mechanical **G**olem

Hit Dice: 13
Armour Class: 21
Attacks: Strike (4d10)
Saving Throw: 3
Movement: 12
Intelligence: None
Alignment: Neutral
CL/XP: 15/2,900

The mechanical golem is a combination of magic and technology. It is usually humanoid in shape and has a weapon of kind attached to its body. On a critical hit, the golem delivers an electrical shock that inflicts and additional 6d6 points of damage. A saving throw is permitted for half damage. A saving throw vs. paralysis has to be made or the victim will be paralysed for 2d4 rounds. Anyone who attacks the golem with a metal weapon and scores a critical hit suffers the same 6d6 points of damage and might get paralysed. Every other round, the mechanical golem can use its lightning aura that inflicts 3d6 points of damage to everyone within a radius of six metres. A saving throw is permitted for half damage.

Mist **G**olem

Hit Dice: 18
Armour Class: 21
Attacks: fists (2x3d6)
Saving Throw: 3
Movement: 9
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 19/4,100

No mist golem is built on purpose; all of them are the result of an accident made by clerics or mages that did not know what they are doing. A mist golem looks like a vaporous human twice as tall as a real human. Mist golems often resemble their creator. They are invisible in fog, but can become visible if they wish to be. A mist golem cannot truly speak, but utter a dreadful howling that forces everyone within a radius of twenty-five metres to make a saving throw or ill run in panic for 1d4+1 rounds. On a critical hit, the mist golem infused some it its ethereal essence into its target. The target has to make a saving throw vs. death or will be transformed into a mist horror. Ten times per day, the mist golem can employ a magical power equal to *Blindness*, *Contagious Fog*, *Death Fog*, *Hold Person*, *Irresistible Dance*, *Lich Touch*, *Slow*, *Solid Fog*, *Toxic Cloud* or *Wall of Fog*. No power can be cast twice. Due to its vaporous nature, the mist golem can fit through almost any gaps and can only be harmed by +3 magical weapons. Spells doing direct damage will not harm it. In fact, it will regenerate half the damage as hit points. The mist golem has not true purpose and hungers for destruction and death.

Snow **G**olem

Hit Dice: 12
Armour Class: 18
Attacks: Fists (2x2d12)
Saving Throw: 3
Movement: 9
Intelligence: Semi
Alignment: Neutral
CL/XP: 13/2,300

The snow golem is indeed made of snow, but hardened beyond the consistency of normal snow and appears as a statue made of marble, often in the shape of a frightful warrior or feral animal. A snow golem can only be harmed by +2 magical weapons. It is immune to cold- and water-based attacks and recovers one hit point per damage die from such attacks. Every five turns, a snow golem can breathe a *Cone of Cold*. Due to the extreme cold of the snow golem's body, any mundane metal weapon will shatter if used against the snow golem. Magical weapon will shatter in one out of ten cases. Magical fire will harm a snow golem, but also result in a cloud of steam with a radius of sic metres. Anyone in the cloud receives half as much damage as the snow golem. A saving throw negates all damage.

Stone **G**olem

Hit Dice: 15
Armour Class: 14
Attacks: Fist (3d8)
Saving Throw: 3
Movement: 6
Intelligence: None
Alignment: Neutral
CL/XP: 16/3,200

Stone golems are immune to magical weapons with less than a +2 enchantment. Fire slows them down and other spells have no effect. Exceptions are *Rock to Mud* and similar spells, which damage the stone golem for 1d12 point of damage. *Mud to Rock* heals the golem for the same amount of points.

Wasp Nest **G**olem

Hit Dice: 6+6
Armour Class: 15
Attacks: Fists (2x2d8+4)
Saving Throw: 11
Movement: 15
Intelligence: None
Alignment: Neutral
CL/XP: 9/1,100

The wasp nest golem is made of paper and mud. It is smaller and quicker than most other golems. A wasp nest golem is always surrounded by wasp and can easily be spotted. Expose to larger amount of water will damage the golem for one hit dice. The golem's wasps attack for 1d6 points of damage per round. Whenever the golem loses a hit dice, they go more berserk and inflict and additional point of damage. The effect is cumulative. The wasps also repair two hit points of damage

per round. The wasp nest golem is never directly affected by magic.

Wax **G**olem

Hit Dice: 4
Armour Class: 14
Attacks: Fists (1d8+3)
Saving Throw: 13
Magic Resistance: 25%
Movement: 6
Intelligence: None
Alignment: Neutral
CL/XP: 7/600

Wax golems are among the simplest types of golem to create. Their bodies are carved out of tallow or wax. Unlike their stronger kin, wax golems have no chance of going berserk, nor are they automatically immune to spells. They do possess some magic resistance and cannot be hit by non-magical weapons. Because of the pliable nature of their bodies, wax golems easily absorb the force delivered by blunt weapons and only take half damage from those sources. Slashing and piercing weapons inflict normal damage to wax golems. Fire and heat will inflict twice normal damage.

Wood **G**olem

Hit Dice: 2+2
Armour Class: 13
Attacks: Fists (1d8)
Saving Throw: 14
Movement: 9
Intelligence: None
Alignment: Neutral
CL/XP: 3/60

The wood golem is significantly weaker than most other golems, but also cheaper to produce. It takes double damage from fire, but only half damage from cold. Wood golems are popular among people scared by the uncanny presence of more powerful golems. They are normally affected by most magical spells other than mind control spells.

Zombie **G**olem

Hit Dice: 18
Armour Class: 17
Attacks: Fists (2x3d8)
Saving Throw: 3
Movement: 6
Intelligence: None
Alignment: Neutral
CL/XP: 18/3,800

The zombie golem looks a bit like the flesh golem, but emits the foul odour of death. Zombie golems do not truly speak, but roar when they enter combat. They are slow and always move last in combat. The stench of death imposes a -2 THACO penalty on all opponents of the golem that do not make a saving throw vs. death. *Raise Dead* will kill a zombie golem unless it makes a saving throw. *Animate Dead* will restore it to full hit points.

Goliath

Hit Dice: 6+2
Armour Class: 17
Attacks: Weapon (1d8+4)
Saving Throw: 9
Movement: 9
Intelligence: Average
Alignment: Neutral
CL/XP: 7/600

The goliaths are a race of tall humanoids related to dwarves and maybe also giants. They have a rock-like appearance and are closely associated with stone. Goliaths live in communities in the mountains. They are not generally hostile, but very pragmatic and not very merciful.

Slithering **G**oo

Hit Dice: 4
Armour Class: 14
Attacks: Nonw
Saving Throw: 14
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 6/400

Slithering goo resembles a transparent ooze. It is difficult to spot and will be overlooked in nine out of ten cases by normal people. Slithering goo avoids engaging moving targets and prefers to attack unconscious or sleeping creatures. If it attacks, the target has to make a saving throw vs. paralysis or will be paralyses and sucked dry within five turns. During each turn – one lasting ten minutes – the victim will lose one fifth of its hit points. The goo fits through narrow passages and small cracks. If caught and dried, it turns into hygroscopic power.

Gorbel

Hit Dice: 2
Armour Class: 16
Attacks: Claw (1d4)
Saving Throw: 14
Movement: 1/18
Intelligence: None
Alignment: Neutral
CL/XP: 3/60

The gorbel is a strange cyclopean creature. It has two legs, a spherical body with a maw and a single eye as well tentacles with eye-like ends. Gorbles seem to be made of translucent rubbery material. They attack and eat anything that moves. In combat, the gorble uses its flying ability – a poorly understood characteristic – to rapidly drift towards an opponent and cling to it with its claws. Once attached, the gorbel has to be killed to be removed. Additionally, it

automatically does 1d6 points of damage per round. If killed, a gorbel explodes and deals 1d4 points of damage to anyone in a radius of two metres. Magic projectiles will also cause a gorbel to explode, regardless of the actual damage caused. Other gorbels are not immune to this explosion. Entire herds can be destroyed by a single explosion.

Iron **G**orgon

Hit Dice: 8
Armour Class: 17
Attacks: Gore (2d6)
Saving Throw: 8
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 10/1,400

The gorgon is a herd animal similar to a bull. It has shimmering scales like a reptile and its breath turns opponents into stone. The breath has a range of fifteen metres and the target is permitted a saving throw vs. paralysis. If turned into leather armour, the scales of a gorgon will grant the wielder a +4 bonus for saving throws to avoid petrification.

Storm **G**orgon

Hit Dice: 5
Armour Class: 14
Attacks: Gore (1d8)
Saving Throw: 10
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 5/240

The storm gorgon is a smaller relative of the iron gorgon. Its breath has a range of ten metres and will electrify targets for 2d6 points of damage. A saving throw is permitted for half damage. Storm gorgon scales can be put on metal armour by a skilled smith and will reduce lightning damage by one point of damage.

Gorilla

Hit Dice: 4
Armour Class: 13
Attacks: Bite (1d6), fists (2x1d3)
Saving Throw: 13
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 4/120

Gorillas are huge apes living mainly in jungles. If a gorilla hits an opponent with both arms, it hugs him for an additional 1d6 points of damage.



Albino **G**orilla

Hit Dice: 5
Armour Class: 13
Attacks: Bite (1d12+2), fists (2x1d8)
Saving Throw: 12
Movement: 15
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 7/600

The rare albino gorilla is a solitary hunter and dangerous opponent. It does not tolerate intruders in its territory and will go berserk once having lost half of its hit points. While enraged, it gains a +2 THACO bonus.

Dire **G**orilla

Hit Dice: 6
Armour Class: 13
Attacks: Bite (1d8), fists (2x1d4)
Saving Throw: 11
Movement: 15
Intelligence: Semi
Alignment: Neutral
CL/XP: 6/400

The dire gorilla is a monstrous ape, towering well over the average human. It is carnivorous and often solitary. Its hug attack deals 1d10 points of damage.

Gorgosaurus

Hit Dice: 13
Armour Class: 14
Attacks: Claws (2x1d3), bite (7d4)
Saving Throw: 3
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 13/2,300

The horrid gorgosaurus is a vicious predator and relative of the tyrannosaurus. It is aggressive, moves swiftly and attacks with both its claws and its mighty jaw.



Gorse

Hit Dice: 1 hp
Armour Class: 17
Attacks: Sword (1) or bow (1)
Saving Throw: 15
Magic Resistance: 5%
Movement: 3/12
Intelligence: Very
Alignment: Neutral
CL/XP: 1/15

The gorse is one of the smallest fairy creatures. It is less than ten centimetres tall, has butterfly wings and looks like a miniscule human child. Gorse use tiny weapons and attack with a +2 THACO bonus. They live in thorny bushes and tend them. Once per day, they can use *Auditory Illusion* and *Entangle*.

Grandfather Plaque

Hit Dice: 6+2
Armour Class: 13
Attacks: None
Saving Throw: 11
Movement: 0
Intelligence: Low
Alignment: Neutral
CL/XP: 7/600

The grandfather plaque is an immobile guardian that is assigned to secure a particular door. The door is secured as by *Wizard Lock* and can be opened and closed by the grandfather plaque – usually a stone plaque with the face of an old man – at will. Unless specifically authorised, the plaque will only speak with its master. Once per round, the plaque can use *Magic Missile*. Once per turn, the grandfather plaque can also use *Wall of Ice*. Anyone who touches the door and fails a saving throw is affected by a *Ray of Enfeeblement*.

Gravebird

Hit Dice: 2
Armour Class: 14
Attacks: Claws (2x1d3) or peak (1d4)
Saving Throw: 16
Movement: 3/18
Intelligence: Highly
Alignment: Neutral Evil
CL/XP: 3/60

Gravebirds are highly intelligent undead birds – usually ravens or crows – that have been brought back to life through foul magic. Any creature wounded by a gravebird must make a successful saving throw or contract grave fever, a disease similar to mummy rot, which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. *Cure Disease* will remove the fever. Gravebirds can use *Speak with the Dead* three times per day.

Greenhair

Hit Dice: 2+4
Armour Class: 0
Attacks: None
Saving Throw: 16
Movement: 0
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 1/15

Greenhair is a sentient plant that grows in underground lakes or waters. It does not attack prey directly, but seeks to entangle and drown it. Each creature in the area of the greenhair has to make a saving throw at the start of each round. Creatures with heavy load get a penalty according to the size and mass of their baggage. If someone fails a saving throw, he cannot move. A second failure means the target is brought down to its knees. If the victim's head is taken underwater, it will suffer 1d6 points of drowning damage per round. Killing a chump of greenhair will free the victim.

Gremishka

Hit Dice: 1d4 hp
Armour Class: 15
Attacks: Bite (1d3)
Saving Throw: 14
Movement: 12
Intelligence: Highly
Alignment: Neutral Evil
CL/XP: 1/15

The gremishka is a diminutive humanoid related to the gremlin. It is wingless, has fur and an overall dog-like appearance. A gremishka has and oversized mouth and large yellow eyes. It never wears armour, but understands the

concept of it. Gremishkas are dextrous and commonly speak many languages. They live from stealing from others and avoid combat unless cornered. Against targets larger than a halfling, they attack with a +2 THACO bonus. In groups, gremishkas climb on their opponents with a successful attack. Each subsequent round, they automatically strike without and attack roll. Gremishkas enjoy playing vicious pranks on larger humanoids and eat almost anything.

Gremlin

Hit Dice: 4
Armour Class: 16
Attacks: Strike (1d4)
Saving Throw: 15
Magic Resistance: 25%
Movement: 6/18
Intelligence: Very
Alignment: Chaotic Evil
CL/XP: 4/120

Gremlins are small, winged humanoids and sometimes confused with imps. Most gremlins are chaotic and mischievous. They can only be hit by magical weapons, but are nevertheless weak fighters. Gremlins come from an unknown place and can interbreed with goblinoids, resulting in gremlins with different abilities.

Grick

Hit Dice: 2
Armour Class: 15
Attacks: Beak (1d2), tentacles (4x1d3)
Saving Throw: 16
Movement: 6
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 4/120

Gricks resemble massive, human-sized worms with 4 tentacles surrounding a beaked mouth. They rear up to attack, focusing on one opponent at a time. They do not immediately try to feed on dying prey, but if given the chance they will drag unconscious or dead bodies into their lairs to feed. Blunt weapons do not harm them, due to their thick hides and resilient flesh.



Griffin

Hit Dice: 7
Armour Class: 16
Attacks: Claws (2x1d4), bite (2d8)
Saving Throw: 9
Movement: 12/28
Intelligence: Semi
Alignment: Neutral
CL/XP: 8/800

The griffin has the body of a lion, but the head, foreclaws and wings of an eagle. Like eagles, griffins build their nests high in the mountains. Griffins can be tamed and used as mounts, especially if they are raised by humanoids from fledglinghood on. Griffin eggs can be sold for high prices and are popular among wizards and nobles.

Grig

Hit Dice: 1d4+1 hp
Armour Class: 18
Attacks: Darts (3x1d2)
Saving Throw: 16
Movement: 6/6
Intelligence: Average
Alignment: Neutral Good
CL/XP: 1/15

Grigs are tiny fey related to sprites that live in forests. They are mischievous, but always help others in true danger and traditionally warn them from an upcoming threat. Grigs have cricket wings, antennae and hind legs. They do not fear big people and roam the countryside in small bands.

Grimlock
Hit Dice: 2
Armour Class: 15
Attacks: Strike (1d6+1) or weapon (1d8+1)
Saving Throw: 15
Movement: 12
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 2/30

The grimlocks are race of powerful humanoids with long black hair, white eyes and grey skin. They are totally blind, but have excellent senses and can detect anything within a radius of ten metres as if they were able to see. Because of this, grimlocks prefer to live and attack in total darkness. Grimlocks are extremely xenophobic and prefer to eat human flesh.

Grippli
Hit Dice: 1+1
Armour Class: 11
Attacks: Weapon (1d4)
Saving Throw: 17
Movement: 15
Intelligence: Highly
Alignment: Lawful Neutral
CL/XP: 1/15

Grippli are small, intelligent, humanoids frogs. Their culture is primitive, but grippli are not aggressive. Camouflaged well, the grippli imposes a -3 penalty on its opponent's surprise roll. Grippli live in small villages in treetops. Due to their high intelligence, grippli adapt quickly and have no trouble using weapons they are not familiar with.

Groll
Hit Dice: 5
Armour Class: 15
Attacks: Tentacles (6x1d4+1)
Saving Throw: 11
Movement: 12
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 7/600

The groll are a malignant alien race. They look like huge floating brains with a beak, tentacles and no eyes. Groll skin is a lot more sturdy than it looks and extremely hard to penetrate. Some groll are organised in nations, whereas others are wild and roam the underground, always looking for food to devour. Whenever a creature is struck by groll tentacle, it has to make a saving throw at a +4 penalty or will be paralysed for 5d4 rounds. Civilised groll are also capable of using weapons.

Groll Philosopher
Hit Dice: 7+2
Armour Class: 13
Attacks: Tentacles (6x1d4+1)
Saving Throw: 7
Movement: 12
Intelligence: Exceptional
Alignment: Lawful Evil
CL/XP: 9/1,100

The groll philosophers are exceptionally intelligent groll. They are the leaders and thinker of groll society, although they often appear to be little more than dominating, especially ruthless groll to outsiders. Some philosophers wear rings that grant them a +2 armour class bonus. Groll philosophers can use three spells of levels one to three. Some of them are either mages or necromancers.

Grue
Hit Dice: 9
Armour Class: 17
Attacks: Bite (2d6)
Saving Throw: 6
Movement: 9
Intelligence: None
Alignment: Neutral
CL/XP: 10/1,100

A grue is a nasty, large being with dark grey or green skin and 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 scores a critical hit, it swallows the victim whole; which will satisfy the grue, and it will leave if it is permitted to do so. The swallowed victim will suffocate in 2d4 rounds and then be digested. Grue are non-intelligent, and are immune to blunt and piercing weapons. Swords, axes, and other cutting weapons inflict normal damage. Grues can magically extinguish one normal light source per round at a distance of thirty metres.

Grung
Hit Dice: 3+3
Armour Class: 14
Attacks: Bite (1d3), weapon (1d6)
Saving Throw: 14
Movement: 9/12
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 4/120

The grung are highly territorial toad-like humanoids that live in swamps or near lakes. Grungs are only metre tall, but are muscular and agile. A grung's skin secrets a dangerous poison which the grung use to for their weapons. Anyone damaged by a grung spear or arrow has to make a saving throw vs. death or suffers another 1d12 points of damage. The grung's salvia contains a weaker form the poison. If bitten, the saving

throw is done at a +2 bonus and the poisons only deals 1d6 additional points of damage if it is unsuccessful. Grung often fight border wars with other grung. As their immune to their own poison, those wars are often long and exhaustive.

Gug
Hit Dice: 8
Armour Class: 16
Attacks: Claws (2x2d6) or bite (2d8)
Saving Throw:
Movement: 12
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 10/1,400

The gug are a species of shaggy, carnivorous giants. Gug have black for, bulging pink eyes and a terrible mouth splitting the head into two. Gug are said to live in an underground walled kingdom-city.

Gump
Hit Dice: 4
Armour Class: 14
Attacks: Weapon (1d6+2)
Saving Throw: 13
Movement: 9
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 5/240

Gumps are large and blubbery humanoids with an overly broad jagged toothed grin and a pair of small, deep-set eyes in an otherwise featureless face. Gumps are motivated by hunger and the deep down joy they feel when murdering a helpless foe. Anyone meeting the gaze of a gump must make a saving throw vs paralysis at +2 or be held in place for 1d6 rounds. It is safe to view a gump's reflection in a mirror or other reflective surface. The gump is able to squint in an odd manner which keeps it from holding an ally.

Hags
Hags are large, horrid-looking crones. They appear as old and withered, but have supernatural power and can easily crush small creatures and common humanoids. Hags have magical powers, usually similar to those of a witch, and like to change their appearance. All hags are female. They can reproduce with many races, but if they do so with humanoids, the child will be a hag. A hag usually exchanges her child, which will look normal during childhood, with the child of a humanoid family. The real child is eaten. The young hag will begin show signs of violence and malevolence, until she runs away from home. Many young hags join hag covens, loose alliances of three hags. A coven always has greater power than the three hags combined.

Annis Hag
Hit Dice: 8
Armour Class: 18
Attacks: Bite (1d8), claws (2x1d8)
Saving Throw: 8
Movement: 12
Intelligence: Highly
Alignment: Neutral Evil
CL/XP: 10/1,400

The annis hag is the physically strongest of all hags. If she hits a victim with both claws, the victim is held and will automatically hit by all three attacks thereafter. The annis hag can use *Polymorph Self* at will and can summon as well as control fog. Annis hags sometimes control tribes of orcs or ogres. The heart of an annis hag can be dried and turned into powder. If sprinkled on a creature, the power will reveal the creature's true shape.

Green Hag
Hit Dice: 5
Armour Class: 15
Attacks: Bite (1d4), claws (2x1d4)
Saving Throw: 11
Magic Resistance: 20%
Movement: 9
Intelligence: Very
Alignment: Chaotic Evil
CL/XP: 7/600

This hag has sickly green skin and despises everything that is beautiful. Green hags live in forests or in rural areas and can use *Polymorph Self* at will. They like to transform into pretty females to lure males into their lair.



Night **H**ag

Hit Dice: 10
Armour Class: 18
Attacks: Bite (2d6), claws (2x1d12)
Saving Throw: 7
Movement: 12
Intelligence: Exceptional
Alignment: Neutral Evil
CL/XP: 12/2,000

The night hag has dark blue hair and dark skin. It can become ethereal at will and use *Sleep* twice per day. Night hags like to haunt people by entering their dreams. A being slain by the night hag in the Dream World will die on the Material Plane as well. If the brain of a night hag is burned and the smoke is inhaled, it allows up to four people to step into the Dream World.

Salt **H**ag

Hit Dice: 3
Armour Class: 13
Attacks: Bite (1d4)
Saving Throw: 14
Movement: 6/18
Intelligence: Very
Alignment: Chaotic Evil
CL/XP: 5/240

The salt hag lives near the sea or in salt marshes. She usually lacks the magical powers of other hags. Salt hags look horrific, even for hags, and force every creature looking at them to make a saving throw. If the saving throw is not made, the target's strength score is halved for 1d6 rounds. One a day, the salt hag can slay a victim by simply looking at it. The target is permitted a saving throw vs. death to avoid the effect. A drop a salt hag blood will turn up to a hundred litres of water into salt water.



Spectral **H**ag

Hit Dice: 7
Armour Class: 19
Attacks: Strike (1d8+3)
Saving Throw: 9
Magic Resistance: 35%
Turned: 9
Movement: 15
Intelligence: Highly
Alignment: Chaotic Evil
CL/XP: 9/1,100

The spectral hag is the undead spirit of a hag that died during an evil ceremony. Its ethereal state further fuels the hag's hatred and disrespect for other living beings and makes her every bit as dangerous as a living hag. Spectral hags can only be damaged by magic weapons and have all advantages and disadvantages of an undead state. They cannot be turned in while in their lair. In daylight, a spectral hag cannot use magical powers. *Raise Dead* will outright destroy a spectral hag unless she makes a saving throw vs. magic. Once per month during the time of the full moon, a spectral hag can sue her dark powers to transform a female humanoid into a hag.

Hainu
Hit Dice: 3
Armour Class: 14
Attacks: Bite (1d6)
Saving Throw: 14
Movement: 18/12
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

The hainu is a ferocious winged wolf-like creature that is known to attack people and livestock. It typically dwells in rugged mountainous terrain. They mate for life and live in family packs of 2d8 hainu, led by an alpha male with four hit dice.

Halfling
Hit Dice: 1d6 hp
Armour Class: 14
Attacks: Weapon (1d4+1)
Saving Throw: 15
Movement: 9
Intelligence: Average
Alignment: Lawful Good
CL/XP: B/10

Halflings look similar to humans and gnomes, but are even shorter. They live in communities close to nature as well as alongside many other races. Halflings usually tend to avoid violence and warfare, but know how to use their small size to their advantage if necessary. Hairfoot halflings are the most common subrace of halflings.

Blackshire Halfling
Hit Dice: 2+1
Armour Class: 13
Attacks: Weapon (1d6+1)
Saving Throw: 13
Movement: 9
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 2/30

Blackshire halflings are rare and live in isolated villages in the mountains or close to the wilderness. This halflings subrace is known to be xenophobic and is not above raiding villages and eating other sentient species.

Ghostwalker Halfling
Hit Dice: 4+3
Armour Class: 15
Attacks: Weapon (1d8+1)
Saving Throw: 8
Movement: 12
Intelligence: Very
Alignment: Lawful Neutral
CL/XP: 5/240

Ghostwalker halflings live in places where the barrier to the afterword is very thin. The presence of the souls of dead has granted these halflings abilities way beyond that of normal members of their species. Ghostwalker halflings can see and strike at invisible and ethereal creatures and switch bodies by touching another member of their subrace.

Harpy
Hit Dice: 3
Armour Class: 12
Attacks: Talons (1d3), weapon (1d6)
Saving Throw: 14
Movement: 6/18
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 4/120

The harpy has the upper body of human female, but the lower body and wings of a vulture. Anyone who hears her song has to make a saving throw of will be charmed. Harpies are a pest and the head of one is often worth a bounty.

Harrier
Hit Dice: 7+7
Armour Class:
Attacks: Claws (2x1d4+1), beak (2d6)
Saving Throw: 9
Movement: 3/12
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 8/800

The harrier is a humanoid with leathery skin, a long beak with sharp teeth and a thin membrane between arms and knees. These membranes are used to glide from treetop to treetop in the harrier's native terrain, the jungle. On one out of four cases, the harrier's beak will inject the victim with a poison that causes an additional 2d6 points of damage per round. Every round, a saving throw is permitted to avoid the damage. Harriers have no formal society and meet only to mate. They lay eggs that hatch into larvae. Harrier larvae can be raised and trained as guards.

Harrla
Hit Dice: 4+3
Armour Class: 19
Attacks: None
Saving Throw: 12
Movement: 15
Intelligence: Very
Alignment: Chaotic Evil
CL/XP: 5/240

The harrla is an enigmatic creature that is naturally and permanently invisible. Creatures that can see invisible things describe it as a vaguely humanoid figure. The harrla is immune to mundane weapons and does not fight physically. Instead, it can inject a sentient being with a strong emotion with a successful attack. These emotions are use hate, passion or fear. The harrla is naturally drawn to those who are emotionally unstable anyway. A saving throw is permitted to avoid the effect. Anyone making a successful save is immune to the harrla for twenty-four hours. If the saving throw fails, the false emotions will last for half an hour. Control by the harrla will also drain life energy and one charisma point from the victim. The point can only be restored by *Restoration* or stronger magic. The solitary harrla is poorly understood by sages and could be an artificial entity.

Hatori
Hit Dice: 4
Armour Class: 17
Attacks: Bite (3d6)
Saving Throw: 12
Movement: 15
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 4/120

The hatori, also called desert crocodile, is a reptile that has adapted to movement on sand. Its feet have evolved into flipper-like appendages that allow the hatori to swim in sand. On a critical hit, the hatori swallows halfling-sized or smaller target whole. The victim takes 1d12 point of damage and can only be freed if the hatori is killed.

Haun
Hit Dice: 1d4 hp
Armour Class: 13
Attacks: Bite (1d4)
Saving Throw: 18
Movement: 6
Intelligence: Exceptional
Alignment: Chaotic Neutral
CL/XP: 1/15

Hauns are worms living high up in the North that have psychic powers. A haun looks like a small maggot with purple warts and a grim face. It usually slithers, but can press forwards once per turn and move at triple speed. Once per day, a haun can use psychic powers equal to *Invisibility*, *Scare*, *Suggestion* and *Telekinesis*. A haun brood is telepathically linked, but cooperates only loosely.

Haundar
Hit Dice: 20
Armour Class: 17
Attacks: Bite (2d8)
Saving Throw: 3
Movement: 6/12
Intelligence: Animal
Alignment: Neutral
CL/XP: 20/4,400

The haundar is a gargantuan artic slug. Its body is partly covered by a thick, flexible, white shell. The haundar has to retractable eyestalks. It can use Levitate at will and has relatively weak bite. Every third turn, it spits acid over everything in a radius of three metres that causes 4d8 points of damage. A saving throw is permitted for half damage. Some haundar have lairs connected to the lairs of hauns that sue them as living fortresses. Armour made from a haundar shell is acid resistant.

Haunt
Hit Dice: 5
Armour Class: 20
Attacks: Ghostly touch
Saving Throw: 9
Turned: 7
Movement: 6
Intelligence: None
Alignment: Chaotic Neutral
CL/XP: 5/240

The haunt is an incorporeal undead similar to the ghost. Like the ghost, the haunt cannot rest until it has finished a certain task. To do so, it takes over the bodies of living creatures. A haunt has to stay in a domain in a radius of twenty metres around the place where it died. In its incorporeal form, the haunt looks similar to a ghost or spectre and is often mistaken for one. A haunt's ghostly touch drains 1d3 points of dexterity from a victim. Once the victim's dexterity reaches naught, the haunt takes over the body and will try to complete its task. When the task is completed, the haunt enters the afterworld and leaves the target with three points of dexterity. The dexterity is recovered at a rate of oen point per turn of complete rest.

Hawk

Hit Dice: 1d4 hp
Armour Class: 12
Attacks: Beak (1d2)
Saving Throw: 17
Movement: 1/28
Intelligence: Animal
Alignment: Neutral
CL/XP: A/5

Hawks can be encountered in the wilderness quite frequently, but have also been tamed in a number of cultures.

Blood **H**awk

Hit Dice: 1+1
Armour Class:
Attacks: Beak (1d4), claw (1d6)
Saving Throw: 15
Movement: 1/24
Intelligence: Animal
Alignment: neutral
CL/XP: 2/30

The blood hawk is considerably larger than the common hawk and even attacks humanoids. Blood hawks like to steal gems to impress females and never back down in a fight.

Dire **H**awk

Hit Dice: 4
Armour Class: 14
Attacks: Beak (1d8)
Saving Throw: 12
Movement: 1/24
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 4/120

Dire hawks lack the physical power others giant birds of prey have, but compensate that with cleverness. They like to pick up smaller targets and drop them from height.

Head Hunter

Hit Dice: 5+5
Armour Class: 16
Attacks: Bite (2d4)
Saving Throw: 12
Magic Resistance: 20%
Movement: 6
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 6/400

The head hunter is a horrid creature that looks like a human head with spider legs. It can spin a web the way a true spider can. Anyone who stumbles into such a web takes 1d10 points of damage, as the fibres are razor-sharp. A target bitten by a head hunter has to make a saving throw vs. death or will suffer an additional 1d8 points of damage every subsequent round for three rounds. The head hunter takes one additional point of damage per damage die from fire attacks. Head hunters despise humanoids in general and elves specifically. After a battle, the head hunter will collect the heads of its victims and transform them into head hunters of the course of 3d4 weeks.



Headless One

Hit Dice: 3+4
Armour Class: 11
Attacks: Weapon (1d6) or strike (1d4)
Saving Throw: 14
Turned: 4
Movement: 12
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 3/60

A headless one is the headless, undead body of someone who has been decapitated, usually by execution or dungeon trap. The body is animated with a vengeful spirit, and seeks to re-enter society by removing someone else's head and placing it atop its own neck. Although the headless one's body remains in a relatively preserved state, its stolen heads continue to decay, and the headless one seeks to replace them on a regular basis. Although the headless one can animate its substitute heads, the unnatural grafting of dead flesh to undead flesh is highly imperfect. The head does not attach by magic, so the headless one is required to use a measure such as rope or nails to affix the new head. Moreover, the headless one can only imprecisely animate a stolen head, and while it can cause speech to issue forth, the slurring and twitching will tend to raise suspicion. The headless one can be immediately destroyed by attaching the head it formerly possessed in life, if the head still exists. Any attack against the head stealer may dislodge the stolen head on a natural roll of nineteen or twenty, causing the headless one to receive a -1 THACO

penalty until it can reattach the head or a replacement. If deprived of a head, it may try to rip one from the torso of an attacker.

Hearth Fiend

Hit Dice: 5
Armour Class: 19
Attacks: Firebolt (3d4)
Saving Throw: 12
Movement: 0
Intelligence: Semi
Alignment: Chaotic Evil
CL/XP: 5/240

The hearth fiend is a demonic entity from the Elemental Plane of Fire that appears in fireplaces and other open fires. It is almost invisible and can only be seen as face-like pattern. A hearth fiend can grow larger by consuming more material. For each two additional hit dice, it deals and extra 1d4 points of damage with its firebolt. The firebolt has range of two meters per hit dice. A saving throw is permitted for half damage. Only magic weapons can directly harm a hearth fiend. Lightning and fire will not damage it. The hearth fiend can whisper and use *Charm Person* on a target in sight, but can only charm one creature at a time. Hearth fiends are cruel in nature and like to bring people up against each other.

Hebi-Josei

Hit Dice: 3+1
Armour Class: 12
Attacks: Weapon (1d6)
Saving Throw: 13
Movement: 12
Intelligence: Very
Alignment: Chaotic Neutral
CL/XP: 4/120

Hebi-josei are tall, beautiful females whose bodies are covered in intertwining snake tattoos. Rare and solitary, more than anything else they seek to mate with human males to breed and propagate their species. The child of hebi-josei will always be a hebi-josei herself. A hebi-josei can communicate and control all species of snakes. She can have up to twice her hit dice in ophidian servants and will never be met without a full allotment unless her pets have very recently been slain.
Hebi-josei are not warriors and rarely carry weapons, preferring to let their snakes do the fighting. But they do have two useful defences. A hebi-josei that exposes her body can animate her snake tattoos, which move in an hypnotic pattern that captures the mind of onlookers who fail a saving throw vs. magic and thus paralysis them. This entrancement is so potent that only the departure of the hebi-josei, magic or damaging the victim will make him return to reality. The second defensive ability is to cast-off her skin, like that of a snake, when grappled or captured. The captor is left hanging to sheet of human skin while the hebi-josei becomes invisible for 1d4 rounds and takes the opportunity to flee. This trick can only be used once every week. Hebi-josei are immune to all forms of poison and toxins and they also have the power to heal any form of snake venom poisoning.

Hebi-No-Onna

Hit Dice: 14
Armour Class: 19
Attacks: Bite (1d4), snakes (2x1d6)
Saving Throw: 3
Movement: 12
Intelligence: Genius
Alignment: Neutral Evil
CL/XP: 14/2,600

The hebi-no-onna, also called snake woman, is a supernatural creature that looks like a human female. In comparison to the hebi-josei, it is almost always vicious and selfish. The hebi-no-onna has snakes for arms she usually hides under her robes, can communicate with all reptiles and often establishes a cult with her has the high priest. Once per day, she can cast *Charm Person*, *Dancing Lights*, *Hold Person*, *Hold Monster*, *Lesser Spell Protection*, *Levitate*, *Protection from Good*, *Protection from Mundane Weapons* and *Protection from Missiles*. The hebi-no-onna tries to avoid physical combat and prefers to send her followers and minions, often giant snakes, to defend her. If bitten by a snake woman, the victim has to make a saving throw vs. death o will be unable to fight for 1d10+2 rounds due to hallucinations. She can use this bite three times within twenty-four hours. To reproduce, a hebi-no-onna has to mate with a humanoid, usually human, male. The offspring will always be a hebi-no-onna.

Hendar

Hit Dice: 6+6
Armour Class: 14
Attacks: Wings (2d4), bite (1d4)
Saving Throw: 11
Movement: 6/15/18
Intelligence: Average
Alignment: Chaotic Neutral
CL/XP: 7/600

The fearsome, black hendar resembles a large worm with bat wings, a grey mane and a horse-like head. It is a dangerous predator and prefers to live alone in desolate places. White fire burns in its eyes. A hendar can slither, fly and also swim at triple its walking speed. Hendar fear few other creatures and often try to solve conflicts by force. During winter, hendar sleep in their well-hidden lairs. In spring time, they wake up hungry and devour every creature they can find and hunt down.

Huecuva
Hit Dice: 2
Armour Class: 16
Attacks: Strike (1d6)
Saving Throw: 16
Turned: 4
Movement: 9
Intelligence: Semi
Alignment: Chaotic Evil
CL/XP: 3/60

The huecuva is an undead priest or monk that failed to hold its holy vow and was cursed to roam the Material Plane as an undead. Huecuvas can only be hit by magical or silver weapons. They usually live in abandoned monasteries or temples or walk the surface world on an endless pilgrimage with no goal. Up to three times a day, a huecuva can polymorph itself, an ability used to appear harmless. Huecuvas cannot speak.

Hinny
Hit Dice: 2
Armour Class: 13
Attacks: Kick (1d4)
Saving Throw: 17
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 2/15

The hinny, also called jennet, is a crossbreed with a male horse and a female donkey as parents. It is rarer than the mule and almost always sterile.

Hippocampus
Hit Dice: 4
Armour Class: 14
Attacks: Bite (1d4)
Saving Throw: 13
Movement: 24
Intelligence: Semi
Alignment: Neutral
CL/XP: 4/120

The hippocampus is a mythical seahorse, with the body, head, and forelegs of a horse, but with the rear part of the body tapering to a fish's tail. They are at least as intelligent as a normal land-horse. Some alpha hippocampi might be extremely intelligent indeed.

Hippogriff
Hit Dice: 3+3
Armour Class: 14
Attacks: Claws (2x1d6)
Saving Throw: 14
Movement: 18/24
Intelligence: Animal
Alignment: Neutral
CL/XP: 4/120

The hippogriff is similar to the griffin, but combines an eagle and a horse instead. Hippogriffs are better suited as mounts than griffins, but harder to tame, as hippogriffs do not lay eggs.

Hippopotamus
Hit Dice: 6+4
Armour Class: 15
Attacks: Bite (1d8) or ram (1d4)
Saving Throw: 12
Movement: 12/6
Intelligence: Animal
Alignment: Neutral
CL/XP: 6/400

Hippopotami are large, mostly herbivorous mammals. They look slow and dull, but can be very aggressive and ill-tempered. Anyone rammed by a hippopotamus have to make a saving throw or will be knocked down for 1d4 rounds and attacks with a -4 THACO malus.

Dire Hippopotamus
Hit Dice: 10+4
Armour Class: 16
Attacks: Bite (2d10), trample (1d12+2)
Saving Throw: 5
Movement: 12/9
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 10/1,400

The dire hippopotamus, sometimes also called behemoth, is a true monster. It has more than twice the size of a common hippopotamus and is avoided even by apex predators. Dire hippopotami eat plants, but also other animals foolish enough to come close to them. If it uses its trample attack against an opponent smaller than a human, it gains a +3 THACO bonus.

Hoard Scarab

Hit Dice: 1d4 hp
Armour Class: 21
Attacks: Bite (1d3)
Saving Throw: 16
Movement: 6
Intelligence: None
Alignment: Neutral
CL/XP: 1/15

The hoard scarab is an eyeless, beetle-like creature. Thanks to its size and golden or silver shell, it looks much like a coin while not moving. Hoard scarabs have a shell that is incredible tough to damage. They usually live in a treasure hoard of a dragon and keep its lair and scales free of vermin. In masses, hoard scarabs can be dangerous. If a hoard scarab successfully attacks, it can attempt to dig into the victims flesh in the next rounds. Another successful attack then causes 1d2 points of constitution damage unless the target has at least one free hand and makes a successful dexterity check.

Hobgoblin

Hit Dice: 1+1
Armour Class: 14
Attacks: Weapon (1d8)
Saving Throw: 17
Movement: 9
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 1/15

Hobgoblins are relatives of the goblins. They are larger and slightly smarter, which often makes them the leaders in mixed gangs of both species. Hobgoblins are better craftsmen than goblins a bit more civilised.

Hobgoblin Elite

Hit Dice: 1+4
Armour Class: 14
Attacks: Sword (1d8+1) or bow (1d6)
Saving Throw: 15
Movement: 12
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 2/30

These hobgoblins have been trained for combat by veterans and are not just the ones to reach adulthood without being crippled. They are more agile and a bit smarter than the average hobgoblin warrior.

Homunculus

Hit Dice: 2
Armour Class: 13
Attacks: Bite (1d3)
Saving Throw: 16
Movement: 6/21
Intelligence: None
Alignment: Neutral
CL/XP: 3/60

A homunculus is a living, human-like creature created by a powerful spellcaster as a servant. The precise abilities of a homunculus depend upon the spells and procedures used in its creation, although virtually all are created with wings of some kind. The most common homunculus has a sleep-inducing bite, but others might be created with a poison bite or might have unusual powers of perception instead. Falling asleep after a bite can be avoided by making a successful saving throw.

Hook Horror

Hit Dice: 5
Armour Class: 16
Attacks: Hooks (2x1d8), beak (2d6)
Saving Throw: 12
Movement: 9
Intelligence: Low
Alignment: Neutral
CL/XP: 5/240

The subterranean hook horror looks like a hybrid between an anthropomorphic vulture and an insect. Instead of hands, it has large hooks. Hook horrors cannot speak common languages, but have an excellent sense of hearing, and are rarely caught off guard. If a hook horror hit a target with both hooks in one round, it automatically hits with its beak in that and every round thereafter until at least one hook is dislodged. Hook horrors use echolocation.

Horgar

Hit Dice: 26
Armour Class: 28
Attacks: Acid (4d20)
Saving Throw: 3
Movement: 3
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 30/8,400

The horgar looks like a gigantic black slug while moving and like a lava formation while dormant. It spends its time eating its way through solid rock, forming passageways in its wake. Horgars are not aggressive, but usually fail to notice other smaller creatures. A horgar tunnel will be dangerously hot the first three hours after the horgar has passed, inflicting 2d10 points of damage per turn to everyone in it. The horgar is immune to acid, fire, lightning and mundane weapons. If challenged, the horgar will spit acid over a distance of ten metres. Some subterranean races worship horgars as gods,

other use them as work beats. Few have mastered this art, though.

Giant **H**ornet

Hit Dice: 5
Armour Class: 14
Attacks: Sting (1d4)
Saving Throw: 12
Movement: 6/24
Intelligence: Semi
Alignment: Neutral
CL/XP: 5/240

In comparison to common hornets, giant hornets are solitary creatures. A giant hornet's sting inflicts 1d4 points of damage and, if the target does not make a saving throw vs. death, an additional 5d6 points and paralyses the target for 2d12 rounds. A fire-based attack will incinerate the hornet's wings until they regrow after 2d6 weeks.

Helmed **H**orror

Hit Dice: 4+1
Armour Class: 17
Attacks: Strike (1d4) or weapon (1d6+1)
Saving Throw: 12
Movement: 12/12
Intelligence: Very
Alignment: Neutral
CL/XP: 6/400

The helmed horror is empty animated armour. Unless independent, it will obey its master, but is capable of thinking. Helmed horrors use all kinds of weapons. They can levitate at will, are absolutely fearless and are immune to all forms of mind control.

Stinging **H**orror

Hit Dice: 3+3
Armour Class: 14
Attacks: Sting (3d4+1)
Saving Throw: 12
Movement: 15
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 4/120

The stinging horror looks like a purple blub of leathery skin with a sting. It floats silently though the night, looking for blood to drink. Being stung by horror will poison the target and inflict 3d6 additional point of damage unless a saving throw vs. paralysis is made. After a successful saving throw, the target is immune against the poison of that specific stinging horror. Stinging horrors prefer to hunt in the night, in heavy fog or near the coast. Killing a stinging horror with fire will result in a fireball with a radius of eight metres causing 4d6 points of damage.

Horse

	Draught	War	Wild
Hit Dice:	2	3	3
Armour Class:	12	14	13
Attacks:	Kick 1d2	1d4	1d4
Saving Throw:	16	15	12
Movement:	18	21	21
Intelligence:	Animal	Animal	Animal
Alignment:	Neutral	Neutral	Neutral
CL/XP:	1/15	2/30	2/30

The horse has been domesticated by humanoids long ago and can be found in most cultures. Horses are generally benevolent animals, but their size can make them dangerous.

Sable **H**orse

Hit Dice: 4
Armour Class: 14
Attacks: Bite (1d4+1), kick (1d8)
Saving Throw: 12
Turned: 5
Movement: 18
Intelligence: Semi
Alignment: Lawful Evil
CL/XP: 5/240

The sable horse is an undead horse with pitch-black fur and dead, empty eyes. It is usually the mount of a headless horseman, though other evil creatures have sable horses as well. As long as someone rides it, the horse cannot be turned. It will never allow someone weaker than itself to ride it.

Skeleton **H**orse

Hit Dice: 3+1
Armour Class: 12
Attacks: Hooves (2x1d6), bite (1d4)
Saving Throw: 14
Turned: 3
Movement: 18
Intelligence: None
Alignment: Chaotic Evil
CL/XP: 3/60

The skeleton horse is an undead horse animated to serve a necromancer. It sometimes has cold flames flickering around its hooves. Arrows and similar projectile weapons do not damage to skeletal horses. They take only half damage from piercing weapons. Cold and fire will not damage a skeleton horse. If it serves as a mount to a creature stronger than itself, it cannot be turned. In comparison to a live horse, a skeletal horse will never tire.

Headless **H**orseman

Hit Dice: 6
Armour Class: 14
Attacks: Weapon (1d8)
Saving Throw: 10
Turned: 8
Movement: 12
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 8/800

The headless horseman is an undead usually summoned by a necromancer using the skull of a fallen warrior. The fact that he does not have a head does not hinder him in any way. The horseman looks like he did in life, but more dark and sinister. Upon seeing the horseman, all creatures with less than six hit dice have to make a saving throw or will flee in terror. The headless horseman can be summoned by the spell of the same name for a task. If the horseman fights the target he was ordered to eliminate, the target has to make a saving throw vs. paralysis after every successful attack or will be paralysed for 1d6 turns. The horseman can use *Darkness Sphere* twice per day.

Hound of Chronos

Hit Dice: 3
Armour Class: 12
Attacks: Claws (2x1d4)
Saving Throw: 14
Movement: 18
Intelligence: Very
Alignment: Lawful Neutral
CL/XP: 5/240

Hounds of Chronos, also known as temporal dogs, are canine creatures from the a place between past and future. They possess the innate ability to manipulate time in a limited manner. Temporal dogs hunt in packs that usually consist of two to eight hounds. A Hound of Chronos will always know where, temporally, the other members of his pack are. Hounds of Chronos possess the ability to move forward in time. Twice per day, a Hound of Chronos may jump forward in time. This allows the hound to disappear from the present and reappear 1d4 rounds later. The hounds use this ability in conjunction with surprise to get the drop on their prey. When they re-materialise one to four rounds into the future, their prey will be surprised half the time. Once per day, a Hound of Chronos may shift backward in time to when it was healthier, returning immediately with full hit points.

Bog **H**ound

Hit Dice: 2+2
Armour Class: 15
Attacks: Bite (3x1d4)
Saving Throw: 17
Movement: 15
Intelligence: Semi
Alignment: Neutral Evil
CL/XP: 4/120

Bog hounds are dog formed from straw and mud and animated by dark magic. They do either originate from a cursed bog or are minions of an evil mage. Bog dogs act mostly like normal dogs. They eat intruders, though they do not need and food. Bog hounds are led by a moor hound. If exposed to direct sunlight, they will be destroyed immediately, though their straw bodies remain.



Fen **H**ound

Hit Dice: 5
Armour Class: 15
Attacks: Bite (1d10)
Saving Throw: 12
Magic Resistance: 65%
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 6/400

A fen hound pack will only appear in the light of the full moon. A fen hound looks much like a large, muscular mastiff. It has an aura of pale, yellow light. Within their moor, fen hounds can track anyone flawlessly. If directly exposed to moon light, a fen hound can only be harmed by +2 magical weapons. They are immune to light-based spells. If a fen hound is slain, its body turns into shimmering vapour and quickly fades away. The person delivering the death blow will

be marked and haunted by a pack of fen hound every night of the full moon.

Headless **H**ound

Hit Dice: 6
Armour Class: 14
Attacks: Bite (2d6)
Saving Throw: 11
Movement: 18/6
Intelligence: Semi
Alignment: Lawful Evil
CL/XP: 7/600

A headless hound appears to be a large black dog, but with an eerie green glow where the head should be. The creature's flanks may be lined with scars or torn open, exposing faintly glowing bones and the absence of innards. The headless hound attacks with a ghostly bite that passes straight through clothing and armour to the flesh. Bitten flesh heals at half normal rate unless magic is used. If five or more headless hounds are present, their howling requires a single saving throw to avoid fleeing in fear. The headless hound takes half damage from normal weapons. Despite their spectral nature, headless hounds are not undead. However, they are immune to sleep, charm, and hold spells. They are more properly fey, and according to folklore will cease their haunting and join the wild hunt if it passes nearby. Anyone slain by a headless hound has a chance of returning from the grave as a shadow-like spirit, to be pursued nightly by the headless hound pack. The headless hound can float slowy.

Hell **H**ound

	Lesser	Greater	Elder
Hit Dice:	4	5	6
Armour Class:	15	15	15
Attacks: Bite	1d6	1d6	1d6
Saving Throw:	13	12	11
Movement:	12	12	12
Intelligence:	Animal	Animal	Animal
Alignment:	Neutral	Neutral	Neutral
CL/XP:	5/240	6/400	7/600

The hell hound is a demonic dog living in the Abyss or deep in the underground. It can breathe fire, which has a range of three metres and inflicts two points of damage per hit die. A saving throw for half damage is permitted. Hell hounds have very low intelligence and are not truly evil, but are savage and hunt their prey relentlessly.

Moor **H**ound

Hit Dice: 6+4
Armour Class: 18
Attacks: Bite (3x1d6+1)
Saving Throw: 8
Movement: 18
Intelligence: Very
Alignment: Neutral Evil
CL/XP: 8/800

The moor hound consists of black fog and has glowing red eyes. It always leads a pack of bog hounds and cannot be harmed by non-magical weapons. If the moor hound is damaged, but not destroyed in in one night, it will regenerate overnight.

Phantom **H**ound

Hit Dice: 10
Armour Class: 16
Attacks: Bite (3d6)
Saving Throw: 6
Movement: 15
Intelligence: Semi
Alignment: Neutral
CL/XP: 10/1,400

The phantom hound is a phantasmal being summoned by the spell of the same name. It will guard a certain area for its master, provided the summoner does not move too far away. A +3 magical weapon is needed to hit the phantom hound.

Hound of Tindalos

Hit Dice: 5+2
Armour Class: 15
Attacks: Bite (1d6), claws (2x1d8)
Saving Throw: 7
Movement: 15
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 7/600

The Hounds of Tindalos appear as vaguely canine, skeletal reptilian creatures surrounded by a green or blue shimmer. Their home is said to be Tindalos, a place of horror. Hounds of Tindalos are cruel and always hungry.

Human Bandit
Hit Dice: 1
Armour Class: 12
Attacks: Weapon (1d8)
Saving Throw: 17
Movement: 12
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 1/15

Bandits thieves acting outside and urban environment, usually in groups. Some bandits form even small armies under the command of robber barons or bandit lords.

Human Barbarian
Hit Dice: 1
Armour Class: 12
Attacks: Weapon (1d8)
Saving Throw: 17
Movement: 12
Intelligence: Average
Alignment: Neutral
CL/XP: 2/30

Barbarians are wild humans. They fight with astounding ferocity and gain a +2 THACO bonus. They never wear armour heavier than leather armour.

Human Sergeant-at-Arms
Hit Dice: 3
Armour Class: 14
Attacks: Weapon (1d8)
Saving Throw: 16
Movement: 12
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: 3/60

Human sergeants are normally found in command of 1d6+5 human soldiers. These are the leaders of city guard units and other small military groups.

Human Soldier
Hit Dice: 1
Armour Class: 13
Attacks: Weapon (1d8)
Saving Throw: 17
Movement: 12
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: 1/15

Human soldiers serve as city guardsmen, mercenaries, and men-at-arms. They are generally armed with leather armour and a mace, sword or spear.

Black Hunter
Hit Dice: 2
Armour Class: 12
Attacks: Dagger (1d4)
Saving Throw: 16
Movement: 12
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 3/60

Black hunters, also called darklings, are cannibalistic humanoids. They are jet black, hairless, and possess a wiry frame. Attacking a black hunter in dim light incurs a -3 THACO penalty. Doing so in total darkness sees the penalty increase to -5. Darklings, for their part, see perfectly in darkness. They may use *Darkness Globe* twice per day.

Cryohydra
Hit Dice: 7
Armour Class: 14
Attacks: Bites (7x1d6)
Saving Throw: 9
Movement: 9
Intelligence: Semi
Alignment: Neutral
CL/XP: 10/1,400

The cryohydra has blue to purple scales and live in temperate to artic climates. Each of its heads can breathe a stream of frost six metres long and three metres wide at the end twice per day. The stream inflicts eight points of damage. A saving throw is permitted for half damage.

Hydra

	Young	Adult	Queen
Hit Dice:	5	7	9
Armour Class:	14	14	12
Attacks: Bites	5x1d6	7x1d6	9x1d6
Saving Throw:	12	9	6
Movement:	9	9	9
Intelligence:	Animal	Semi	Semi
Alignment:	Neutral	Neutral	Neutral
CL/XP:	7/600	9/1,100	11/1,700

The hydra is a legendary multi-headed reptile that lives in the mountains or in swamps. Some can swim. The hydra has one head per hit die and each head has a hit die of its own. It can be killed by either cutting off al heads or destroying the body. A hydra can target a single opponent with up to four heads simultaneously.

Lernaean **H**ydra

Hit Dice: 7+8
Armour Class: 14
Attacks: Bites (7x1d6)
Saving Throw: 9
Movement: 9
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 10/1,400

The Lernaean hydra will lose a head every time it suffers eight points of damage, but will also regrow one every 1d4 rounds. A total of twelve heads can be regrown. The only way of preventing regrowth is to seal the stump with fire. The body of the Lernaean hydra is immune to all attacks.



Pyro**h**ydra

Hit Dice: 7
Armour Class: 14
Attacks: Bites (7x1d6)
Saving Throw: 9
Movement: 9
Intelligence: Semi
Alignment: Neutral
CL/XP: 10/1,400

The red scaled pyrohydra can breathe fire from each of its heads twice per day. The stream of fire has a range of six metres and is three metres wide at the end. It inflicts eight points of damage to everyone hit. A saving throw is permitted for half damage.

Hyena

Hit Dice: 1
Armour Class: 12
Attacks: Bite (1d3)
Saving Throw: 17
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 1/15

Hyenas are pack-hunters and scavengers, known for the eerie laughing sound they make. They are not normally much of a threat, although they may attack weak-looking foes if they have sufficient numbers.

Dire **H**yena

Hit Dice: 5
Armour Class: 13
Attacks: Bite (2d6)
Saving Throw: 12
Movement: 18
Intelligence: Animal
Alignment: Neutral
CL/XP: 5/240

Giant hyenas stand two metres tall at the shoulder, and are more aggressive than common hyenas. They serve as mounts for tribes of gnolls in some areas.

Giant **I**guana

Hit Dice: 6+2
Armour Class: 13
Attacks: Bite (2d8)
Saving Throw: 11
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 6/400

The giant iguana is a large omnivorous reptile that can be found in temperate and subtropical forests. It attacks larger prey only if cornered or very hungry. A giant iguana will swallow a target whole on a roll of nineteen or twenty. The victim will suffocate in a number of rounds equal to one third of its constitution score. Within the stomach, an armed victim can only inflict one point of damage per round.

Magma Iguana
Hit Dice: 4
Armour Class: 15
Attacks: Bite (1d6)
Saving Throw: 14
Movement: 6
Intelligence: Semi
Alignment: Neutral
CL/XP: 6/400

Magma iguanas are large lizards about two metres long, with reddish hide and glowing eyes. They may be of some sort of elemental origin, coupling attributes of fire and earth, for they crawl directly through solid rock without digging, leaving no tunnel behind to mark their passage. They breathe small but intense blasts of fire, in a cone extending eight metres to a width of five metres. Anyone within the cone takes 2d6 hit points of damage. A saving throw is permitted for half damage.

Iguanodon
Hit Dice: 6
Armour Class: 15
Attacks: Thumb spikes (2x1d3), tail (2d4)
Saving Throw: 11
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 6/400

The iguanodon is a primitive dinosaur that walks on all fours and likes to eat delicious plants. Iguanodons travel in groups and avoid combat. In if directly attacked, they defend themselves with their thumb spikes and claws.

Imitator
Hit Dice: 3
Armour Class: 11
Attacks: Claws (2x1d4)
Saving Throw: 13
Movement: 9
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 3/60

The imitator, a relative of the doppelgänger, is a humanoid with the ability to imitate other people. His disguise it not perfect, though, as he can only copy three major traits, like sex, statue, facial looks, voice or skin colour. All other traits will roughly resemble the imitated person, but not entirely convince someone who knows it. If the sexless imitator does not copy the sex of the target, it appears androgynous. The imitator can switch between traits, but it takes one round to do so. Imitator bone powder allows someone who eats it to copy one trait from another person for one hour.

Assassin Imp
Hit Dice: 3
Armour Class: 19
Attacks: Stinger (1d4)
Saving Throw: 9
Magic Resistance: 50%
Movement: 6/18
Intelligence: Very
Alignment: Lawful Evil
CL/XP: 6/400

The assassin imp is a malicious creature that serves the cause of darkness. It is tiny even for an imp, has two bat wings and is dark in colour. Assassin imps can see in darkness and have a scorpion stinger at the end of their tail. At will, the imp can use *Detect Invisibility*, *Detect Magic*, *Find Trap* and *Invisibility*. Three times per day, it can use either *Cause Light Wounds* or *Knock*. Once per day, it can use *Command*. An assassin imp's poison sends the victim into hibernation for 2d4 days. Anyone stung by the imp that fails a saving throw vs. death is affected by it. The hibernation is hard to detect and the victim might be thought dead. Assassin imps cannot be harmed by fire, cold or lightning. Sometimes when a wizard tries to find a familiar, an assassin imps appears.

Bog Imp
Hit Dice: 1d6
Armour Class: 13
Attacks: Claws (2x1d3)
Saving Throw: 17
Movement: 9
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 1/15

Bog imps are dark-skinned, malicious little humanoids. They live in marshes in very loosely organised bands that break apart very often. Bog imps are camouflaged well, resulting in a -4 penalty to surprise rolls for their opponents. They use poisoned darts and blowpipes. The poison drains one point of strength for 1d6+1 turns unless a saving throw vs. death is made. The effect is cumulative.

Garden Imp
Hit Dice: 1
Armour Class: 12
Attacks: Bite (1d3)
Saving Throw: 17
Movement: 9
Intelligence: Very
Alignment: Chaotic Neutral
CL/XP: 1/15

The garden imp is not quite as malicious as other types of imps, but can still be selfish and mean-spirited. They have green skin and elf-like ears. During spring time, flowers grow in a garden imp's hair. Garden imps live in abandoned or wild garden, which they consider their personal property. They have limited control over vermin in their proximity and can

use *Insect Swarm* once per round as well as *Insect Plague* once per day.



Wishing **I**mp

Hit Dice: 3
Armour Class: 19
Attacks: Stinger (1d2)
Saving Throw: 14
Magic Resistance: 95%
Movement: 6/18
Intelligence: Very
Alignment: Neutral Evil
CL/XP: 4/120

The sinister wishing imp appears as a small bat-winged demon. It usually assumes the form of a small statuette, but moves around freely if alone with its master. The wishing imp grants wishes to its owner, but they will always be twisted to evil in some way. In combat, the imp uses its barbed tails to attack. It can only be damaged by stone weapon and fully destroyed only by a blessed stone weapon. Otherwise, the imp will reform after twenty-four hours and return to its owner. The wishing imp can be sold or given away, but the new owner has to be informed that the wishes the imps grants come at a dire cost. The imp fulfils one wish per day.



Wood **I**mp

Hit Dice: 1d6 hp
Armour Class: 14
Attacks: Bite (1d3), bow (1d4)
Saving Throw: 17
Movement: 9
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 1/15

Wood imps are mischievous little humanoids. They have green skin and twigs and leaves tangled in their wild brown hair. Their mouth is filled with needle-like teeth. Gangs of wood imps rarely face opponents in direct combat and rely on traps and ambushes instead. Wood imps sometimes use large spiders as mounts and use their poison. Anyone hit by a poisoned arrow has to make a saving throw vs. death with a +2 bonus or will become sluggish for 2d4+1 rounds. Sluggish creatures move at half speed and get a -3 penalty on initiative rolls.

Impersonator

Hit Dice: 5+2
Armour Class: 12
Attacks: Strike (1d4)
Saving Throw: 12
Movement: 3
Intelligence: Semi
Alignment: Chaotic Evil
CL/XP: 6/400

The impersonator is a strange entity that lives in swamps and other remote places. It appears to be a pool of thick, stagnant water. The impersonator usually assumes a form that makes it welcome among others. It then lures them into a situation where they feel safe, reverts to its true form and attacks. While transformed, the impersonator does not gain any special abilities and will not inflict additional damage. It usually fights while in its true form, as it only then can use its

paralysing touch. Anyone touched by the impersonator has to make a saving throw vs. death with a +4 bonus or will be immobilised. The effect wears off 1d4 rounds after the impersonator has been destroyed. It can suck blood only from immobilised victims and always wants to avoid spilling it before. The impersonator can remain in a form other than its natural one for one turn only except for when it drained a victim before. In this case, it can assume the form one turn for every hit point it drained. The impersonator is barely sentient, but intuitively takes a form that will not offend intruders in its territory.

Inaed

Hit Dice: 3
Armour Class: 20
Attacks: None
Saving Throw: 13
Turned: 3
Movement: 18
Intelligence: Semi
Alignment: Neutral
CL/XP: 7/600

Inaed are invisible, intangible spirits that inhabit books, scrolls and any other object upon which words are written. They possess no ability to attack directly; however, they can *Sleep*, *Phantasmal Force*, and *Suggestion* twice per day. Inaed inhabiting a book or other object are entirely impervious to physical attacks, for an attack directed at the inaed only damages the object. If its host book is completely destroyed, the inaed will flee in search of a new book to haunt – including spell books. Though they are not undead, inaed may be cast out of the books they haunt with a successful turning attempt. Books that have been freed of any inaed, and books that have been blessed by a cleric of ninth level or higher, are immune to infestation. Turned or otherwise unbound iInaed immediately seek out the nearest book to inhabit. Entering a book takes 2d4 turns, and it is during this time that inaed are most vulnerable. The creatures are visible during this time – appearing as ghostly apparitions of adolescent human females – and can be physically damaged, although only by magical weapons.

Infester

Hit Dice: 3
Armour Class: 16
Attacks: None
Saving Throw: 14
Movement: 9
Intelligence: Highly
Alignment: Chaotic Evil
CL/XP: 5/240

A parasitic organism that lies dormant inside a human host, an infester can dimensionally shift itself outside of the host's body and return once per day. While outside it can levitate, but remains connected by a two metre-long psychic cord and cannot move further from the host than this. It resembles a smaller version of the host creature, but with a large head, feral features, and an almost vestigial body. The host creature is usually aware that it has an infester, but usually keeps it a dark secret. An infester has strong psionic abilities. It can read minds at will, use *Charm Person* twice per day and cause a psychic blast at will. It deals 2d6 points of damage to all within a cone of twenty metres length and a width of twenty metres at the end. A saving throw is permitted for half damage. Additionally, it can create a wall of mental force once per day. The wall will be three metres high and wide for every hit die the infester has. If the host creature is killed, the infester dies within 1d6 turns.

Ingundi

Hit Dice: 3+2
Armour Class: 13
Attacks: Claws (2x1d6), bite (2d6)
Saving Throw: 13
Movement: 6
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 4/120

The ingundi is an intelligent humanoid reptile. It rarely appears in its true form and prefers to fool other by using an inherited ability identical to *Alter Self* it can use twice a day. The disguise will last for 1d10+2 rounds. Twice per day, the ingundi can also use *Charm Person* or *Charm Monster*. It is a highly efficient predator and has no natural enemies. Some ingundi charm giant iguanas and use them as mounts.

Inquisitor

Hit Dice: 6+6
Armour Class: 15
Attacks: Whip (1d4), claws (1d6)
Saving Throw: 10
Turned: 8
Movement: 9
Intelligence: Highly
Alignment: Neutral Evil
CL/XP: 7/600

The inquisitors are undead abominations created centuries ago. An inquisitor looks like a zombie, but is thinner and more dried out. Its face is a horrid grimace. Originally, inquisitors were created to question and torture prisoners and gather information. Without a master, they drag random sentient creatures to their lair and ask them questions impossible to answer. Anyone meeting an inquisitor's gaze has to make a saving throw vs. paralysis or will be paralysed for 2d8 rounds. Within its lair, an inquisitor gains a +4 bonus to its turning difficulty level. Inquisitors share the common traits all undead have.

Ishidzukui-Shishi

Hit Dice: 5+2
Armour Class: 18
Attacks: Stone claw (1d8)
Saving Throw: 9
Movement: 9
Intelligence: None
Alignment: Neutral
CL/XP: 7/600

Flanking the entryways to temples and government buildings it is usual to find a pair of stylized lions in protective poses. These are known to become animate and fight to defend the building from intruders. Ishidzukui-shishi suffer only half damage from cutting weapons and none at all from piercing or wooden ones. A natural roll of a one or two on an attack roll using any of those means the weapon beaks as it strikes the stony hide of the ishidzukui-ahishi. These un-living statues are also immune to a host of things that could affect living being, like mind control or any attacks only effective against organic enemies.

Crawling Ivy

Hit Dice: 7
Armour Class: 13
Attacks: Strike (2x1d6)
Saving Throw: 9
Movement: 6
Intelligence: Semi
Alignment: Neutral
CL/XP: 7/600

Crawling ivy is a mobile, semi-sentient plant that was created in alchemical experiments. The ivy lives on blood and prefers to let its victims come close before it strikes, imposing a -3 penalty on its opponent's surprise rolls. If someone uses it to climb, it gains a +4 THACO bonus. If both strikes hit a victim in one round, it will get entangled and automatically hit every round thereafter. A strength check is required The crawling ivy is intelligent enough to serve a master in return for food.

Ixitxachitl

Hit Dice: 2+2
Armour Class: 13
Attacks: Tail (3d6)
Saving Throw: 16
Movement: 15
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 2/30

The ixitxachitl are a small race of intelligent evil manta ray with barbed tails. They like to hide in the sand and ambush their prey. Some ixitxachitl are cleric of dark gods. A larger group of them is always lead by a high priest.

Vampiric Ixitxachitl

Hit Dice: 3+3
Armour Class:
Attacks: Bite (1d4), tail (3d6)
Saving Throw: 13
Turned: 4
Movement: 15
Intelligence: Very
Alignment: Neutral Evil
CL/XP: 4/120

Vampiric ixitxachitl look identical to their living counterparts, but have red eyes and can see even in complete darkness. Their bite drain one point of a random ability score for one day. Unlike some surface vampires, vampiric ixitxachitl are not affected by holy symbols and do not need to rest in a certain place.



Jack Frost
Hit Dice: 5
Armour Class: 15
Attacks: Icy touch (2d4) or bite (1d6)
Saving Throw: 12
Movement: 12/18
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 5/240

A jack frost is a malignant ice spirit that lives in the cold. It sometimes travels in group and can appear as a male or female. Jack frosts can turn into beautiful snowflakes and fly, but appears as gauzy humanoids most of the time. In snowflake form, they have the effect of *Hypnotic Pattern*, are immune to mundane weapons and gain a +4 armour class bonus. A jack frost's bite will renders the bitten part numb.

Jack-in-the-Box
Hit Dice: 2
Armour Class: 14
Attacks: Dagger (1d4)
Saving Throw: 16
Movement: 6
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 2/30

At first glance, this critter appears as a brightly decorated box with a rotating handle at its side. With surprising quickness, a jester-like creature mounted on a spring springs from the box attacking and maiming. If concealed within its box, a jack-in-the-box has a 50% chance of surprising its foes. This chance increases to 70% if the Jack-in-the-Box is released from the box via the rotating handle. When enclosed within its box, the jack-in-the-box is granted a +2 armour class bonus. A jack-in-the-box may only move by hopping, carrying its cubic abode with him.

Jackal
Hit Dice: 1d4 hp
Armour Class: 12
Attacks: Bite (1d2)
Saving Throw: 18
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: A/15

Small, dog-like scavengers, jackals present no significant threat to a well-armed party of humans.

Tomb Jackal
Hit Dice: 4
Armour Class: 15
Attacks: Bite (1d6)
Saving Throw: 13
Turned: 6
Movement: 15
Intelligence: Semi
Alignment: Lawful Evil
CL/XP: 5/240

These creatures resemble jackals with black fur, limned with a black fire that sheds no light and burns black when the jackal emerges from the darkness. They haunt long-abandoned tombs, possibly being shackled to them as guardians by ancient magic. The relation of the jackals to their tomb-lairs is not known. They seem to be undead, in that they can be turned, but do not appear to rot, nor do they seem to be incorporeal in any way. The black fire around the jackal acts almost like an independent creature; when the jackal is in combat, the black fire streams forth and can envelop one opponent within fifteen metres of the jackal, causing one hit point of damage per round. The jackal can move the black fire where it wishes.

Jarbo
Hit Dice: 1d4 hp
Armour Class: 12
Attacks: Bite (1d2)
Saving Throw: 18
Movement: 24
Intelligence: Animal
Alignment: Neutral
CL/XP: A/5

The jarbo resembles a large kangaroo rat with long, thin hind legs and a long tail. It is mostly harmless and usually flees from larger creatures. Jarbos can sense water over large distances.

Mustard Jelly
Hit Dice: 9+14
Armour Class: 16
Attacks: Strike (5d4)
Saving Throw: 4
Magic Resistance: 10%
Movement: 9
Intelligence: Low
Alignment: Neutral
CL/XP: 12/2,000

The mustard jelly is the result of a failed magical experiment. Anyone near the jelly has to make a saving throw vs. death every round or will be slowed to half his movement rate for 1d2 rounds. The effect is cumulative. The mustard jelly is immune to non-magical weapons and electricity. It takes only half damage from cold and can eat wooden weapons. If hit by a *Magic Missile*, it takes no damage but gains the potential damage as hit points. The mustard jelly can split at will into

two smaller jellies that move at twice its movement rate, but have only half its hit points and do half damage.

Ochre **J**elly

Hit Dice: 6
Armour Class: 11
Attacks: Acidic strike (3d4)
Saving Throw: 11
Movement: 3
Intelligence: None
Alignment: Neutral
CL/XP: 6/400

Ochre jelly is amorphous ooze moving throw the underground. It dissolves everything in it way an absorbs it afterwards. A creature killed by an ochre jelly will be dissolved and cannot be resurrected by *Raise Dead*.

Symbiotic **J**elly

Hit Dice: 2
Armour Class: 11
Attacks: None
Saving Throw: 16
Movement: 1
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 2/30

The symbiotic jelly is a distant relative of the gelatinous cube and looks similar to a jellyfish. It is small and not easy to spot. A symbiotic jelly can use *Charm Monster* telepathically to try and take over a creature, usually a large carnivorous mammal. If the creature is successfully charmed, it will remain around the jelly and attack other creatures that approach it. The symbiotic jelly also creates the illusion that the monster is much weaker than it actually is. The jelly drains energy from its victim. If the charmed creature is killed in a fight, it tries to take over the victor. A jelly has 6d6 tendrils, each having one hit point. If one is destroyed, the chance of the jelly losing control over its host creature is the remaining number of tentacles divided by the maximum number.

Death's Head **J**ellyfish

Hit Dice: 6
Armour Class: 13
Attacks: Tentacle sting (24x1d4)
Saving Throw: 11
Magic Resistance: 10%
Movement: 3
Intelligence: None
Alignment: Neutral
CL/XP: 8/800

The death's head jellyfish is named after the skull-like pattern on its body and considered a bad omen by sailors. Its body is five metres in diameter and glow in a fluorescent green. Anyone stung by a death's head jellyfish has to make a saving throw vs. death or will stuff 2d10 points of damage instead of the usual 1d4. The jellyfish can engage up to four opponents at once and attack each with 1d6 tentacles.

Giant **J**ellyfish

Hit Dice: 4
Armour Class: 10
Attacks: Tentacle Sting (40x1d10)
Saving Throw: 13
Movement: 1
Intelligence: None
Alignment: Neutral
CL/XP: 6/400

The giant jellyfish has a diameter of three metres with tentacles up to a length of thirty metres. It is nearly transparent and hard to see in water and thus its opponents get a -5 penalty to surprise rolls. The giant jellyfish can only use 1d4 tentacles against a single opponent, but can engage up to ten opponents simultaneously. Anyone stung failing a saving throw vs. paralysis is paralysed for 1d10 rounds. During this time, he will be automatically damaged by 1d4 tentacles per round. A tentacle can be severed by a single hit of an edged weapon, but this will not damage the jellyfish main body.

Hypnotic **J**ellyfish

Hit Dice: 3
Armour Class: 11
Attacks: Sting (1d8)
Saving Throw: 14
Movement: 3
Intelligence: Animal
Alignment: Neutral
CL/XP: 5/240

The colours of a hypnotic jellyfish are so soothing that anyone viewing this undersea predator must make a saving throw or fall into a dreamlike trance for 1d6 turns. The jellyfish is very large, about the size of a man.



Marauder Jellyfish

Hit Dice: 5
Armour Class: 11
Attacks: Tentacle sting (16x1d4)
Saving Throw: 12
Movement: 12
Intelligence: None
Alignment: Neutral
CL/XP: 7/640

The marauder jellyfish is a fast swimmer and deadly surface combatant. It can target four opponents at once with four tentacles for each of them. The jellyfish can also shot a stream of poison over a distance of eight metres. Anyone hit has to make a successful saving throw vs. paralysis or will be stunned for 2d4 rounds. Paralysed opponents are automatically hit. On a critical hit, the marauder hits and opponent's eye. The target will be blinded for 3d4 rounds.

Jermlaine

Hit Dice: 1d4 hp
Armour Class: 13
Attacks: Melee weapon (1d4) or dart (1d2)
Saving Throw: 17
Movement: 15
Intelligence: Average
Alignment: Lawful Evil
CL/XP: B/10

The jermlaine are a diminutive subterranean race of humanoids. They are related to gnomes and gremlins, but are thinner and lack wings. Jermlaine are cowards and only attack in overwhelming numbers. In combat, they usually prefer to use their darts, which have a range of thirty metres unless they are forced into close combat. Jermlaine live in clans and like to eat live prey.

Jikininki

Hit Dice: 2
Armour Class: 13
Attacks: Bite (1d6)
Saving Throw: 16
Turned: 3
Movement: 9
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 3/60

Similar to the gaki in appearance, these undead originate from greedy, selfish or impious individuals who are cursed after death to seek out and eat human corpses. They do this at night, scavenging for newly dead bodies and food offerings left for the dead. Jikininki look like decomposing cadavers, with sharp claws and glowing eyes.
Unlike the gaki they are fully material beings affected by normal weapons, but they two powerful abilities. Any mortal witnessing their horrifying sight, finds himself frozen in fear for 2d6 rounds if he fails a saving throw. They can also to magically disguise themselves with an illusion to pass as normal human beings, some even lead normal lives, but this illusion only works during daytime and after nightfall a jinkininki has to way to conceal its true appearance.

Jinshin-Mushi

Hit Dice: 5+4
Armour Class: 17
Attacks: Bite (1d6)
Saving Throw: 9
Movement: 9/3
Intelligence: Animal
Alignment: Neutral
CL/XP: 7/600

This species of giant beetle prowls forests and fields looking for meat, which forms its main diet, and has been known to attack people and cattle. In combat, jinshin-mushi bite with their powerful mandibles. Their most feared trait however is the ability to generate small earthquakes. By striking their abdomen on the ground it can send tremors which grow to the effects of an *Earthquake* after 1d4+1 rounds. At that point the insect takes to the air to avoid the consequences of the trembling ground. Those attacking a jinshin-mushi in melee while it is causing tremors must make one saving throw per round or fall to the ground. Getting back on one's feet requires a dexterity check.

Jolly Rodger

Hit Dice: 6+2
Armour Class: 15
Attacks: Weapon (1d8)
Saving Throw: 11
Turned: 7
Movement: 9/12
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 7/600

The jolly roger is an undead pirate that died at sea. Jolly rogers haven often been captains in life and command a crew of pirate zombies in undeath. A jolly roger looks similar to a zombie, but is more agile, a good swimmer and has shiny eyes. Anyone hearing the jolly roger's nerve-grating chuckle has to make a saving throw or will laugh uncontrollably for 1d4+2 rounds. Once per turn, the jolly roger can touch a victim. If it fails a saving throw vs. death at a +3 bonus, it will start to laugh and die of muscle spasms after 1d4 rounds. In the meantime, it can be saved with *Dispel Evil*, *Dispel Magic* or *Remove Curse*. A saved victim still takes 1d6 points of damage. A jolly roger can only be hit by +2 magical weapons.

Jorogumo
Hit Dice: 4
Armour Class: 12
Attacks: Bite (1d6)
Saving Throw: 12
Movement: 9
Intelligence: Very
Alignment: Chaotic Neutral
CL/XP: 7/600

Jorogumo are large, ancient spiders than can take the shape of a beautiful woman. They typically make their homes in deep pools or near waterfalls, though they are not confined to water. In spider shape, these shapechangers use entangling webs to drag victims into their underwater lairs. In the form of a woman, the jorogumo can cast *Charm Person* twice a day. A jorogumo's web attacks are treated as missile weapons with a range of ten metres; anyone hit by a web must make a saving throw to avoid becoming stuck. Once a victim is entangled, the jorogumo drags it two metres per round. The victim can make a saving throw each round to break free. The web can be attacked as an object with AC 10 and foru hit points – but not by the entangled victim. The bit of a jorogumo is poisonous. Anyone bitten who fails a saving throw vs. death will suffer an additional 2d6 points of damage.

Jubokko
Hit Dice: 4
Armour Class: 13
Attacks: Branches (4x1d6)
Saving Throw: 11
Movement: 0
Intelligence: None
Alignment: Neutral
CL/XP: 6/400

The jubokko, also called vampire trees, grow on battlefields or other scenes of bloody carnage, where so much human blood may be shed on the ground that it is sucked up in great quantities by the roots of nearby trees. These trees grow up nourished by this blood, and knowing no other sustenance, they begin to thirst for the blood of human beings. They will wait motionless, appearing as a normal tree, until some unsuspecting person passing beneath is snatched up by its branches and murdered, the trees then feast upon their victims blood. If the jubokko hits with two of its branches against a single victim, that victim becomes immobilized and cannot fight or cast spells until freed by his companions. Such a victim is attacked with AC 10 for further attacks by the jubokko.

Kaeru-ningen
Hit Dice: 1
Armour Class: 13
Attacks: Weapon (1d6) or claws (1d4)
Saving Throw: 19
Movement: 3/18
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: 2/30

Kaeru-ningen are an amphibious frog-like race of humanoids. They dwell deep in the heart of dismal swamps and reed plains, making their homes in bamboo huts built atop platforms five metres above the water line. They use their powerful legs to leap into these huts without the need for a ladder or stairs. They typically keep giant toads as pets and guard animals. They are most often armed with spears and attack by leaping at their opponent, this attack gives a +1 THACO and damage bonus. If unarmed they will still attempt a leap attack using their claws

Kalin
Hit Dice: 7
Armour Class: 15
Attacks: Mandibles (2d6), slash (2x1d10)
Saving Throw: 8
Movement: 18
Intelligence: Semi
Alignment: Lawful Neutral
CL/XP: 7/600

The kalin resembles a mix between an ant and a spider. It lives underground and has large eyes glowing yellow. The kalin can walk and walls and is very stealthy. Its opponents get a -2 malus to surprise rolls. If it attacks an opponent successfully with the mandibles, the opponent is held and automatically attacked by all three attacks the following rounds. The kalin will not defend in the meantime unless sit loses more than half of its hit points.

Kech
Hit Dice: 5
Armour Class: 15
Attacks: Claws (2x1d4+1), bite (1d6)
Saving Throw: 12
Movement: 15
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 5/240

The kech is a forest fiend with a monkey-like appearance that preys on all kinds of creatures, including humanoids. Kechs are equally at home on the ground and in the trees and climb at half speed. Kechs can *Pass without Trace* and prefer to use traps and pitfalls before engaging in direct combat. They roam the countryside in bands and sometimes take over remote villages by taking out the villagers one by one.

Keeper of the Well

Hit Dice: 9
Armour Class: 17
Attacks: Fist (2d8)
Saving Throw: 6
Magic Resistance: 75%
Movement: 0
Intelligence: Semi
Alignment: Lawful Neutral
CL/XP: 11/1,700

Keepers of the well are semi-intelligent water spirits that enter the material world at the behest of a powerful cleric. These spirits willingly enter into a contract with the spiritual leader who brought them forth, agreeing to be bound to a particular well or spring and defend it from all creatures not part of the local village or temple. In return for its service, the keeper of the well is freed from the slave-like existence it would normally have on its home place or in the spirit world. A village's keeper of the well is often worshipped as a minor deity. A keeper of the well appears as a large, snake-like column of water rising out of the opening of the well that it defends. They cannot leave the well, though they can manifest themselves from any opening tied to the local water system, instantly appearing at the desired location. Keepers of the well are immune to fire. Spells that specifically affect water – such as *Part Water* – can be used to damage or affect a keeper of the well with results that may vary from the spell's normal operation.

Kenku

Hit Dice: 3
Armour Class: 15
Attacks: Claws (2x1d4), bite (1d6)
Saving Throw: 14
Magic Resistance: 30%
Movement: 6/18
Intelligence: Average
Alignment: Neutral
CL/XP: 4/120

The kenku are a race of anthropomorphic hawks capable of flight. They have a pair of wings as well humanoid arms and are rather tall. It is unclear where the kenku come from, whate agenda they have or whether thy all belong to one organisation or not. They are very secretive, can use *Invisibility* at will and *Fool's Gold* once per day. Kenku apparently communicate via telepathy. They are popular servants if raised from hatchlinghood on. However, whenever a kenku discovers an enslaved member of its race, it will do anything to free him and punish its owner.

Kentrosaurus

Hit Dice: 11
Armour Class: 17
Attacks: Spiked tail (4d4)
Saving Throw: 4
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 11/1,700

The kentrosaurus is related to stegosaurus and dacentrurus. It has bony plates on its back and dangerous spikes on its tail. If attacked from the rear, the kentrosaurus suffers a -3 armour class penalty, but deal 1d10 points of damage to a successful attacker.

Khargra

Hit Dice: 6
Armour Class: 22
Attacks: Bite (3d6)
Saving Throw: 11
Movement: 3/15
Intelligence: Semi
Alignment: Neutral
CL/XP: 8/800

The khargra is a creature from the Elemental Plane of Earth. It looks like a metallic cylinder with fins. Khargra live on metal and can move through rock at five times their usual speed. Sometimes, they use this to pop up right behind potential prey, imposing a -5 penalty on surprise rolls. On an attack roll of seventeen or better, the khargra bites off and opponent metal weapon, provided it's not magical. Fire and cold do not damage a khargra, though *Heat Metal* inflicts maximum damage. Khargra live in herds lead by a single dominant member.

Kheph

Hit Dice: 8
Armour Class: 16
Attacks: Scimitars (2x1d8)
Saving Throw: 8
Movement: 12
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 8/800

The kheph are jackal-headed humanoids with a sleek black covering of body fur. Below the neck, the form of a kheph's body is very much like that of a muscular and well-proportioned human being, although they are larger. The kheph are an ancient species, older than mankind, and they revere evil gods forgotten or never known by most living races. Their supernatural link to planes of existence beyond material reality is very strong, and kheph leaders are said to be able to shift between planes of existence with ease.

Killmoulis

Hit Dice: 1d4 hp
Armour Class: 14
Attacks: Weapon (1d2)
Saving Throw: 18
Magic Resistance: 10%
Movement: 15
Intelligence: Average
Alignment: Chaotic Good
CL/XP: B/10

The killmoulis are relatives of the brownies. They live in a symbiotic relationship with the owner of the houses they live in, usually humans, and help them with housekeeping.



Kingfisher

Hit Dice: 1
Armour Class: 14
Attacks: Beak (1d4)
Saving Throw: 17
Movement: 1/36
Intelligence: Animal
Alignment: Neutral
CL/XP: 1/15

The kingfisher is a large bird with a crested head, blue to grey feathers and a white chest. It lives in flocks and is usually found in subtropical and tropical areas. If one kingfisher is attacked, the entire swarm will retaliate.

Kirin

Hit Dice: 12
Armour Class: 23
Attacks: Hooves (2x2d4), horn (3d6)
Saving Throw: 3
Magic Resistance: 90%
Movement: 24/48
Intelligence: Genius
Alignment: Neutral Good
CL/XP: 13/2,300

The kirin is a noble creature that roams the skies to assist good and punish evil creatures. It looks like an aerial horse with golden scales, a red mane and a unicorn-like horn. Kirin can communicate with almost all creatures telepathically and cast four mage spells of levels one to seven.

Kizoku

Hit Dice: 10
Armour Class: 19
Attacks: Slam (1d10)
Saving Throw: 5
Magic Resistance: 20%
Movement: 12/18
Intelligence: Exceptional
Alignment: Neutral Evil
CL/XP: 12/1,700

The kizoku is an evil creature in form of an irresistibly handsome man. He courts beautiful woman, leading them into betraying and murdering their husbands. Eventually, the kizoku will devour the spirit of his victims. He always appears as cultivated, elegant and confident. The only part of its appearance that a kizoku cannot change is a mark in the shape of a black crescent somewhere on his body. Once per day, a kizoku can cast *Alter Self*, *Charm Person*, *Darkness Globe*, *Dimension Door*, *Greater Phantasmal Force*, *Hold Person*, *Hold Portal*, *Hypnotism*, *Shadow Door* and *Slow*. Only piercing the heart of a kizoku with a wooden stake will kill it beyond recovery. He can suck a woman's life force with a passionate kiss.

Knight of Chaos

Hit Dice: 10
Armour Class: 19
Attacks: Touch (1d6) or sword (1d8+8)
Saving Throw: 5
Movement: 12
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 14/2,600

The knight of chaos appears to be a faintly glowing, ghostly suit of animated armour. It seems insubstantial, but has a definite physical presence. There are no features to be discerned within its helm, save for a dim blue glow. Intense cold radiates from the knight; any fire within a radius of five metres will be dampened or doused, and liquids will cool and turn to ice. The mere touch of a knight of chaos is freezing cold, chilling those it touches to the bone. It wields a sword in melee, drawing upon otherworldly might to inflict extra damage. By concentrating for one round, the knight of chaos may pass through solid objects such as a wall, leaving an icy outline where it has done so. It can cast *Wall of Ice*, cause shafts of ice to erupt from the ground, and open a portal similar to a *Dimension Door*. All these powers can be used thrice a day. The portal remains open for up to ten rounds, and anyone looking at it will see a kaleidoscopic passage of jagged energy bolts and whirling, ever-changing elemental matter. Any being other than the knight of chaos that passes through the portal suffers ten points of damage per round. The knight of chaos may pass back and forth between the two end-points of the portal at will. It may also use *Telekinesis* once per day, and invoke a random spell effect twice per day. The knight of chaos is immune to mind-affecting magic, as well as attacks from non-magical weapons. Sacred weapons can damage the knight of chaos.

Dread **K**night
Hit Dice: 8+4
Armour Class: 20
Attacks: Sword (2d6+3)
Saving Throw: 3
Magic Resistance: 75%
Turned: -
Movement: 12
Intelligence: Exceptional
Alignment: Chaotic Evil
CL/XP: 11/1,700

The dread knight is a paladin or other defender of righteousness cursed by higher powers for betraying the code of honour it held in life. It appears as a skeleton in dark armour radiating and aura of evil with a voice that sends a chill down the spine of common creatures. The dread knight enjoys nothing more than destruction and has little concern for its own safety. It can use *Detect Invisibility*, *Detect Magic* and *Wall of Ice* at will and cast *Blind*, *Fireball*, *Harm* and *Stun* once per day like a spellcaster- For this purpose, the dread knight is considered to have sixteen hit dice. Dread knights have the common traits of all undead, but cannot be turned. They are often bound to their former stronghold. If challenged to a one-on-one duel, a death knight will always accept.

Silent **K**night
Hit Dice: 7
Armour Class: 17
Attacks: Weapon (1d8)
Saving Throw: 9
Movement: 9
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 8/800

The silent knight is an undead creature resembling a heavily armoured zombie armed with knightly weapons. These rather powerful creatures are quite intelligent in a malign, inhuman way. Their presence is in some way commanding to lesser forms of undead such as skeletons and zombies, and when encountered in tombs or other houses of the dead they are often accompanied by battalions of these creatures that have abandoned their original commands to mindlessly follow the silent knight. The most distinguishing feature of the silent knight, though, is that they radiate utter silence in a huge area, a radius of approximately sixty metres. The silence is blocked by stone, but creeps down open corridors, often providing warning of the silent knight's approach with his horde of undead minions. Within the area of the knight's silence, it is impossible to turn undead or to cast most spells due to the absence of sound.

Koalinth
Hit Dice: 3+1
Armour Class: 14
Attacks: Weapon (1d8+1)
Saving Throw: 16
Movement: 9/15
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 2/30

The koalinth are ocean-dwelling goblinoids. They are closely related to hobgoblins and share their militant society. Koalinth have green skin and gills. Sometimes, they raid coastal villages.

Kobold
Hit Dice: 1d4 hp
Armour Class: 13
Attacks: Weapon (1d6)
Saving Throw: 18
Movement: 9
Intelligence: Average
Alignment: Lawful Evil
CL/XP: A/5

Kobolds are small dog-like humanoids living underground. They are weaker than goblins and hobgoblins and are often bossed around by them. They suffer a -1 THACO malus while fighting in full sunlight.

Kobold Commando
Hit Dice: 1d4+1 hp
Armour Class: 14
Attacks: Short sword (1d6), bow (1d4)
Saving Throw: 17
Movement: 12
Intelligence: Average
Alignment: Lawful Evil
CL/XP: B/10

Kobold commandos are kobolds trained for special tasks. They are often hired by mercenary organisations and suffer no penalty in sunlight. If a target is hit by an arrow and fails a saving throw, it takes an additional 1d4 points of fire damage.

Kohaai
Hit Dice: 3
Armour Class: 14
Attacks: Bite (1d6) or tongue (1d4)
Saving Throw: 15
Movement: 6
Intelligence: Animal
Alignment: Neutral
CL/XP: 5/240

Kohaai are large, six-legged lizards covered in fine scales that coruscate with varying hues of blue. They are normally found in tropical climates where they are used as riding animals and

beasts of burden by the local populace. Kohaai possess long, powerful tongues that they can use to make a whip-like attack. In addition to suffering the damage done by the strike, the victim of this attack must make a saving throw at a -2 penalty or become entangled. Entangled characters are unable to use their arms to cast spells or wield weapons.
The bite of a kohaai is mildly poisonous, doing 1d3 points of damage on a failed saving throw. Additionally, saving throws against this poison are made at a +2 bonus. The skin of any creature who has sustained three or more kohaai bites within a week takes on a discernible bluish cast that lasts for 3d8 weeks. After six successful saves against kohaai poison the body develops a permanent immunity to the damaging effects of the bite. After twelve successful saves against kohaai poison the body begins to treat the poison as a mild amphetamine, providing a +1 to attack rolls and saving throws for 1d4+2 hours after being bitten.

Koi-kin

Hit Dice: 2+1
Armour Class: 12
Attacks: Slap (1d3)
Saving Throw: 17
Movement: 9/12
Intelligence: Low
Alignment: Lawful Good
CL/XP: 2/30

The Koi-kin are brightly coloured humanoid goldfish, peaceful and amphibious peasants of Eastern lands, and generally pleasant to be around, if somewhat dull company. They are simple-minded and easily led; often prey to bullies like the yurmp or haughty local nobility. Some monks will occasionally attempt to teach the koi-kin martial arts, and instil the drive to stand up for themselves, only to give up in frustration at these creatures' blank-faced placidity.

Komodo

Hit Dice: 2
Armour Class: 14
Attacks: Bite (1d6)
Saving Throw: 6
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 4/120

Komodo are very large lizards with a poisonous bite. Unless a saving throw vs. death is made after being bitten by one, the victim takes and additional 1d12 points of damage after 1d4 rounds.

Giant **K**omodo

Hit Dice: 5
Armour Class: 15
Attacks: Bite (2d6)
Saving Throw: 12
Movement: 9
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 7/600

Giant komodo look mostly like larger versions of the common komodo. Their bite is poisonous and deadly. Death from the poison takes place in 1d4 turns after the bite, but can be avoided with a saving throw vs. death.

Koro-pok-guru

Hit Dice: 1
Armour Class: 12
Attacks: Weapon (1d6)
Saving Throw: 18
Movement: 9
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: b/10

The koro-pok-guru are a human-like race short of stature, agile, and skilled at fishing. They live in pits with roofs made from butterbur leaves. They are typically armed with crude spears and hand axes.

Korred

Hit Dice: 6+1
Armour Class: 14
Attacks: Strike (1d2+4) or weapon (1d4+4)
Saving Throw: 9
Magic Resistance: 25%
Movement: 9
Intelligence: Very
Alignment: Chaotic Neutral
CL/XP: 6/400

The korred is a tiny fey. It has a humanoid torso, goat legs and long, black, shaggy hair. They love to dance and are on good terms with satyrs, centaurs and other creatures of the forest. Korred are way stronger than their size suggests and can hurl a boulder over a distance of thirty metres causing 2d8 points of damage. They can weave their hair into ropes with five hit points and a movement speed of three. Anyone attacked by such a rope has to make a saving throw or will be entangled and cannot move and only defend. Thrice a day, a korred can use magical laughter. Everyone within a radius of twenty metres has to make a charisma check or will be stunned for 1d4 rounds.

Kubi-no-nai-bushi

Hit Dice: 10
Armour Class: 20
Attacks: Black katana (1d8+1)
Saving Throw: 4
Magic Resistance: 50%
Turned: 11
Movement: 15
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 13/2,300

The kubi-no-nai-bushi, a headless warrior, is a particularly rare and powerful form of undead that is sometimes created when the spirit of a honourable samurai that was unlawfully or unjustly forced to commit sepukku returns from the grave in search of vengeance. Regardless of the samurai's previous station in life, kubi-no-nai-bushi always take the form of a suit of of ritual o-yori armour of the best quality, without a kabuto, and with a torch-sized bluish ball of flame burning where the head is supposed to be. They carry a large black katana of incredible sharpness, said to have been forged by the demons of the underworld; always eager to spread chaos in the lands of men

The kubi-no-nai-bushi appears near his grave every sunset and dissipates at dawn, where ever he may be. These undead have a general feel for the location of their quarry and will unwaveringly march in that direction, stopping only to cut the heads of any human they meet in the way, man, woman or child. This might mean whole communities can be wiped out before the vengeful undead finally gets to his target. Kubi-no-nai-bushi can be defeated in a fight but unless the spirit is laid to rest it will re-appear on the following nightfall. Only a powerful exorcism at the burial site or the demise of the culprits for the samurai's suicide will make the spirit go away permanently. Kubi-no-nai-bushi are immune to mundane weapons.

Kurok

Hit Dice: 3
Armour Class: 15
Attacks: Bite (1d4)
Saving Throw: 13
Turned: 4
Movement: 9
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 5/240

A kurok is a non-human spirit that manifests as a ghostly crocodile, limned with a transparent grey fire. Kuroks can only be damaged by silver weapons or magic. Anyone within melee attack range of the creature must make a saving throw vs. paralysis or be paralysed by the ghostly flames around the spirit's crocodile body. When the kurok bites an opponent, the bite causes the temporary loss of 1d4 constitution points if a victim's constitution drops to naught as the result of a kurok's bite, he dies and the spirit takes his soul to eat.

Kyojin

Hit Dice: 4+2
Armour Class: 16
Attacks: Club (1d6+1), fist (1d6)
Saving Throw: 12
Movement: 12
Intelligence: Low
Alignment: Neutral
CL/XP: 5/240

These hulking giants stand at over four metres tall. They have thick, craggy hide has a pebbly texture and a tawny grey complexion. Its heavily muscled arms end in fists like boulders, which drag on the ground. Kyojin are dim and slow, but monstrously strong and durable. Their hunting parties roam the hills and valleys searching for prey, in general, they do not kill wantonly, but when food is scarce or they feel threatened they will fight savagely. Kyojin eat large game like deer, but have been known to feed on cows and horses, bringing them into conflict with humans. The females of the species are physically larger and largely responsible for the hunt. Kyojin are able to let out a terrible roar which can be heard for miles. In combat this sound can stun opponents that fail a saving throw for one round. The kyojin's rocky hide is prized as an herbal medicine. It is believed, when mixed in tea, to be a cure for impotence. They save at a +2 bonus against all forms of poison and toxins.

Kyonshi

Hit Dice: 6
Armour Class: 16
Attacks: Claws (1d6), bite (1d6+1)
Saving Throw: 8
Turned: 7
Movement: 9
Intelligence: Very
Alignment: Chaotic Evil
CL/XP: 8/800

Kyonshi, also called hopping vampires, are one of the most fearsome forms of undead, such are the dread stories told about these creatures that everyone seeing one for the first time must make a saving throw or run to a place of hiding and safety. Sometimes when a body is buried improperly or in an inauspicious location, it reanimates with a hunger to kill mortals and consume their life force. The corpse retains the rigidity of death so the creature hops about rather than moving normally. The return from death gives the hopping vampires a greenish tint to their skin, fangs in their mouths, and razor-sharp fingernails that are virtual claws.

In combat a kyonshi uses both claws and fangs ravenously for a total of two attacks. They take only half damage from normal weapons; fire-based attacks inflict normal damage.

Kyonshi locate human prey by sensing their breath. By holding their breath and covering their nostrils, characters can become virtually invisible to a vampire. This is easier said than done however, particularly during a fight when the need to breath is prominent. On each round a character wishes to hold his breath roll 1d20 and add number of previous rounds he has been doing so; if the result is above the character's

constitution score he cannot hold his breath any longer and must breathe becoming visible to any kyonshi in the area.
Anyone who suffers damage from a kyonshi runs the risk of becoming a vampire in turn. Exactly how this occurs is a mystery, but most sages agree it is a form of curse. Those who succumb to the curse slowly turn into vampires themselves, growing fangs and long fingernails and becoming more and more bestial. The process a number of days equal to the victim's constitution score minus 1d6 and usually only becomes evident after a couple of days have passed. To stop the transformation, *Remove Curse* must be cast on the victim.
Upon becoming a vampire a victim cannot be changed back without the intercession of a major spirit or god. The fear of kyonshi is one of the reasons why cremation is the most popular form of funerary rite in areas were kyonshi appear.

Kzaddich

Hit Dice: 1+1
Armour Class: 27
Attacks: Weapons (2x2d8)
Saving Throw: 8
Movement: 12
Intelligence: Highly
Alignment: Neutral Good
CL/XP: 6/400

This weird but benevolent race exists outside of the normal concept of time. They may come from the distant future, but could just as easily hail from the distant past or from an alternate reality altogether. When encountered, they are generally working to defy the plans of their arch-enemies, the tsalakians, another trans-dimensional race of beings, and to organise resistance against them. The kzaddich always appear as human-sized figures, completely covered by cloaks. Their own speech sounds not unlike wind chimes. When dealing with sentient creatures, they use their native telepathy. Their true form defies immediate description; uncloaked, they appear as an amalgamation of shifting, softly glowing spheres in a rough approximation of a bipedal form. The kzaddich can slip in and out of the time stream at will, and as a result they are exceedingly difficult to harm. They can anticipate the future actions of their opponents, resulting in their uncanny ability to avoid strikes. Moreover, take half or no damage from damage-causing spells that allow saving throws, and are allowed a saving throw against spells that normally do not allow one – whether these spells cause damage or not. They are immune to all spell charming or holding creatures and cannot be affected by spells that affect time. Indeed, kzaddich can ignore the effects of these spells and even interrupt and share any beneficial effects of such magic. Kzaddich are loathe to engage in combat, but if forced, they have the innate ability to *Haste* themselves at will. If faced with certain capture or death, a kzaddich can, at will, simply slip into the far future or past to avoid the situation. Kzaddich have considerable mental powers. They can heal all damage they have suffered five times per day, levitate at will, communicate telepathically within thirty metres with any creature, and read psychic impressions left upon objects. The kzaddich do not perceive time the way others do; they can perceive the outlines of the future. Kzaddich can never be taken by surprise. Twice per day, a kzaddich have the ability use *Time Stop* with a duration of two rounds. A kzaddich can share the time stop with another creature with which it is in physical contact. Almost nothing is known of the kzaddich culture; they vie against the machinations of the tsalakians on a scale that mortal creatures cannot comprehend, in a vast war that spans time and dimensions.

Laerti

Hit Dice: 3+3
Armour Class: 14
Attacks: Bite (1d6) or weapon (1d8+1)
Saving Throw: 13
Movement: 18
Intelligence: Very
Alignment: Lawful Evil
CL/XP: 4/120

Laerti are desert-dwelling lizard people. They work as mercenaries or bandits and live in tribes. Laerti are very agile and never wear armour heavier than leather armour. They have no issue eating other sentient races and prefer to eat the internal organs. Laerti are stealthy and get a +2 bonus to surprise rolls as well as a +1 bonus to initiative rolls.

Lambeosaurus

Hit Dice: 12
Armour Class: 13
Attacks: Strike (2d6)
Saving Throw: 3
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 12/2,000

The lambeosaurus, also called the duckbilled dinosaur, is an odd-looking two-crested dinosaur. It is a herbivore and has exceptionally good senses of hearing and smelling.

Lamia

Hit Dice: 4
Armour Class: 14
Attacks: Weapon (1d6), tail (1d8)
Saving Throw: 12
Movement: 12
Intelligence: Exceptional
Alignment: Neutral Evil
CL/XP: 5/240

Lamias are a race of creatures with the torso of human and a serpent lower body. They have long black hair and can magically conceal their tail. Only creatures able to see invisibility will be able to see through their masquerade. Lamias can use their tail to entangle victims. After a successful attack, the target will not be able to attack for one round.

Lammasu
Hit Dice:7+7
Armour Class: 13
Attacks: Claws (2x1d6)
Saving Throw: 9
Magic Resistance: 30%
Movement: 12/24
Intelligence: Exceptional
Alignment: Lawful Good
CL/XP: 8/800

The lammasu is a benevolent winged feline with a human head, a long mane and often a long beard too. All lammasu seems to be male. Lammasu are kind and often assist other good creatures. They can use *Dimension Door* at will and radiate *Greater Protection from Evil*. Lammsu can use two cleric spells of the first four levels and will use those before going into melee combat. Settlers value the lammasu as they protect frontier settlements.

Lamp Eft
Hit Dice: 1d4 hp
Armour Class: 13
Attacks: None
Saving Throw: 18
Movement: 6
Intelligence: Semi
Alignment: Neutral
CL/XP: A/5

The lamp eft is a salamander-like creature that glows in the dark. It has flattened paws and tail, allowing it to float. Lamp efts are not affected by a vacuum live in the upper stratosphere, but may come down to the surface at night. If a spellcaster is touched by a lamp eft, he will lose a memorised spell.

Giant Lamprey
Hit Dice: 4
Armour Class: 16
Attacks: Bite (1d6)
Saving Throw: 13
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 5/240

Giant lampreys are slow-moving eels with a toothy, sphincter-like mouth. Once the monster scores a hit, it fastens to the victim and bites and drains blood automatically each round thereafter until the victim is dead.

Lightning Lamprey
Hit Dice: 1
Armour Class: 10
Attacks: Bite (1d2)
Saving Throw: 17
Movement: 6
Intelligence: Animal
Alignment: Neutral
CL/XP: 1/15

Lightning lampreys are floating creatures about one metre long that feed upon powerful electrical currents and lightning. Schools of them drift along in the wake of storm clouds. They are not normally encountered away from electrical storms, though some may sniff their way down from higher altitudes if lightning is actually striking the ground. However, they might be found in unusual magical environments where electrical discharges or lightning is plentiful. Their bite inflicts damage from the sharp teeth, but also delivers an electrical shock of doing 1d6 points of lightning damage. Their bodies are extremely good electrical conductors. The lamprey itself is fully immune to electricity.

Laraken
Hit Dice: 12
Armour Class: 18
Attacks: Strike (1d4+1)
Saving Throw: 4
Movement: 12
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 14/2,300

The laraken is a strange creature from an alternate Material Plane. It appears as a glowing yellow sphere with pseudopods. It can be found in the South; mostly in swamps near places radiating magic. A laraken lives on magic. If it hits a spellcaster, it will drain one spell. If it is hit by a magical weapon, it will reduce the weapons enchantment by one. For each drain, the laraken gains a +1 bonus to TAHCO and damage.

Lashweed
Hit Dice: 4
Armour Class: 12
Attacks: Tendrils (4x1d4)
Saving Throw: 13
Magic Resistance: 20%
Movement: 9
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 5/240

The lashweed is a walking plant. It looks like a collection of veiny stems coiled around a central stalk. The lashweed can move through the thickest vegetation without being slowed down. While hunting, it emits a drum-like pounding thought to function like echo-based localisation of potential prey. Once per fight, a lashweed can spit out a clone of black

poison three metres long and two metres wide at the end. Anyone hit by the poison has to make a saving throw or will be blinded for 1d4 days. Sometimes, lashweeds like in patches of up to two dozen plants.

Giant **L**eech

Hit Dice: 2
Armour Class: 11
Attacks: Bite (1d2)
Saving Throw: 16
Movement: 6
Intelligence: None
Alignment: Neutral
CL/XP: 5/240

The giant leech lurks in lakes and shallow rivers waiting for prey to drink or pass through. One it made a successful attack, it starts to suck blood and drains one point of constitution per round. The constitution is recovered with a rate of one point per day.

Sorcery **L**eech

Hit Dice: 1
Armour Class: 10
Attacks: None
Saving Throw: 18
Magic Resistance: 99%
Movement: 1
Intelligence: None
Alignment: Neutral
CL/XP: 1/15

Sorcery leeches are often used by mages to subtly deplete an arcane foe's magical arsenal. If a sorcery leech attaches itself to someone, it will slowly siphon off the spells pressed into the spellcaster's mind. For each round a sorcery leech remains attached to a spellcaster, it may deplete one level worth of memorized spell. To drain a spell higher than first level, the leech has to remain attached for a number of rounds at least equal to that spell's level. The damage inflicted by the leech's siphoning is so negligible that the spellcaster is usually unaware that something is amiss until he attempts to cast a siphoned spell. Sorcery leeches affect only arcane spellcasters.

Leopard

Hit Dice: 3
Armour Class: 13
Attacks: Claws (1d3), bite (1d6)
Saving Throw: 14
Movement: 18
Intelligence: Animal
Alignment: Neutral
CL/XP: 4/120

Leopards are small, roaring great cats, standing about half a metre tall at the shoulder. They are not quite as fast as the other great cats, but they are stealthy hunters.

Lephane

Hit Dice: 7
Armour Class: 13
Attacks: Trunk (2d4), bite (1d6)
Saving Throw: 9
Movement: 6
Intelligence: Animal
Alignment: Neutral
CL/XP: 8/800

The lephane is a semi-aquatic relative of the elephant, adapted for dwelling in rivers and lakes. The main body, resembling a boulder, is a shrivelled and shrunken mass, although it is still almost the size of a normal elephant's. The head is barely recognizable as an elephant's, as the ears are atrophied lumps; the trunk is much longer than that of a normal elephant. The lephane attacks by grabbing and constricting with its long, muscular trunk from underwater. Once it has struck, it can apply continuous damage per round and can drag victims underwater. If the lephane manages to drag its prey all the way to its mouth, it can also bite for 1d6 points of damage. In general, any creature attacking it while it is in the water will suffer a -2 THACO and damage penalty; except with spears or other good underwater weapons. Breaking free from the lephane's trunk can be managed with a successful strength check. The lephane is an accomplished swimmer, but lazy. It prefers to walk along a river bottom, poking the tip of its trunk above the water to breathe. Like its land-bound kin, it has ivory tusks that will fetch a fine reward: Up to 400 gp per tusk. Unlike its land-bound kin, the lephane is omnivorous; it can survive on roots and leaves, but it prefers fresh meat.

Leprechaun

Hit Dice: 2+2
Armour Class: 12
Attacks: Strike (1d6)
Saving Throw: 12
Magic Resistance: 80%
Movement: 15
Intelligence: Exceptional
Alignment: Neutral
CL/XP: 3/60

Leprechauns are tiny folk who are found in fair, green land. They enjoy working magic, smoking tobacco and causing harmless mischief. There seem to be way more male than female leprechauns. Leprechauns are peaceful by nature, can turn invisible at will, polymorph small to medium nonliving objects and cause all kinds of illusions. *Fool's Gold* is one of their favourite spells. Leprechauns have a +3 bonus to surprise rolls and like to hoard gold, even though they never use gold as currency among each other. They are fond of wine, which is one of their few weaknesses.

Leucrota
Hit Dice: 6
Armour Class: 15
Attacks: Bite (3d6)
Saving Throw: 11
Movement: 18
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 6/400

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. It is said to hate both humans and dogs.

Leviathan
Hit Dice: 30
Armour Class: 17
Attacks: Strike (4d10)
Saving Throw: 3
Movement: 18
Intelligence: Animal
Alignment: Neutral
CL/XP: 30/8,400

The leviathan is a gargantuan sea monster and a legend among sailors. It has incredible hard scales and can sink a small ship with one hit. On a roll four higher than needed to hit or on a critical hit, the leviathan will swallow its opponent. Anyone swallowed will die within two hours and be digested within a day. If leviathan scales are used to strengthen a ship's hull, the ship will become almost unsinkable.

Lhiannan Shee
Hit Dice: 5
Armour Class: 14
Attacks: Strike (1d4)
Saving Throw: 12
Turned: 7
Magic Resistance: 90%
Movement: 12
Intelligence: Very
Alignment: Chaotic Evil
CL/XP: 6/400

The lhiannan shee is a vampiric spirit that appears a beautiful woman. She is a seductress and especially fond of bards and other charismatic men. A lhiannan shee can become invisible at will. Bright light will make her less physically stable and less abel to affect physical objects, but also grant the lhiannan shee a +3 armour class bonus. Darkness has the opposite effect. If a male humanoid is touched by a lhiannan shee, he has to make a saving throw at a -6 penalty or will fall under her control. *Only Remove Curse* or the destruction of the lhianna shee will break the charm. Each night, the lhiannan shee permanently drains one hit point from her victim. The victim will not notice the loss, but becomes pale and fragile. The hit points can be restored by *Heal* at a rate of one hit points per spell. *Dispel Evil*, *Heal* and *Remove Curse* used together restore 2d6 hit points. A lhiannan shee is physically weak, but will be defended by her lover. She can only be hit my magic weapons and has the common undead traits. Interestingly, while under the lhiannan shee's influence, a bard will be twice as talented as usual.

Lich
Hit Dice: 12
Armour Class: 20
Attacks: Lich touch (1d10)
Saving Throw: 3
Turned: 13
Movement: 6
Intelligence: Genius
Alignment: Neutral Evil
CL/XP: 15/2,900

Some powerful spellcasters, often but not only necromancers, fear death and do everything to remain on the Material Plane. One way to do so is to perform an ancient ritual and transform into a lich. The lich has the same number of hit die as the original caster and all its magical powers. Lichs often command other undead. Creatures with less than five hit dice will be paralysed by the lich's fearsome presence. Anyone suffering the lich's cold touch is paralysed. A saving throw is not permitted. Lichs store a part of their essence in a magical object. Unless this object is destroyed alongside the lich, the lich will always reform if slain in battle.

Bonfire Lich
Hit Dice: 14
Armour Class: 20
Attacks: Ram (5d8)
Saving Throw: 4
Magic Resistance: 30%
Turned: 12
Movement: 15
Intelligence: Exceptional
Alignment: Chaotic Evil
CL/XP: 17/3,500

The bonfire lich is a wizard who prepared himself for lichdom and then died by fire. As a result, he was turned into a huge disembodied head and has to live through endless agony. Bonfire lichs are desperate and aggressive, trying to destroy everything in their path. They are healed by fire and suffer not additional damage from cold-based attacks. Bonfire lichs cannot cast spells.

Dread **L**ich

Hit Dice: 11
Armour Class: 19
Attacks: Lich touch (1d12)
Saving Throw: 4
Turned: 13
Movement: 6
Intelligence: Supra-Genius
Alignment: Chaotic Evil
CL/XP: 14/2,600

The dread lich is connected to strange elemental incarnations, namely the grave, blood, mist and pyre elementals. They have studied these elementals in life and like to surround themselves with these elementals in addition to undead servants. The dread lich's touch is not paralysing. Additionally it has four elemental attacks. The grave touch requires the victim to make a saving throw vs. death. If the save is made, it only takes 1d10 points of damage. If it is not made, its bones are shattered and *Heal* has to be applied within one turn or the victim will die. Pyre touch incinerates the target deals 1d10 points of damage per round until the fire is extinguished with *Dispel Magic* or a spell to control fire. Blood touch deals 1d10 points of damage and requires a saving throw vs. paralysis. If the save is not made, the victim starts to bleed and loses 1d4 hit points per round until the effect is dispelled. For every twelve points of damage, a random ability score will drop by one until magically restored. Mist touch will bring a victim directly under the lich's control unless a saving thro vs. death is made. *Remove Curse* will end the domination. A dread lich can only be harmed by magic weapons. It is immune to cold and lightning and has spellcasting abilities equal to a mage with its hit dice.

Dry **L**ich

Hit Dice: 13
Armour Class: 22
Attacks: Dehydrating touch (1d12)
Saving Throw: 3
Turned: 14
Movement: 9
Intelligence: Genius
Alignment: Chaotic Evil
CL/XP: 16/3,200

The dry lich lives in extremely dry places. Many dry lichs are clerics of a divine entity related to the desert. The dry lich's touch dehydrates the victim and drains 1d4 points of constitution. The constitution points can only be recovered by drinking lots of water. The touch is twice as effective against water-based creatures. The dry lich takes only half damage from fire, but any water used against it will function as holy water. It can polymorph at will.

Elemental **L**ich

Hit Dice: 15
Armour Class: 20
Attacks: Lich Touch (1d12)
Saving Throw: 3
Turned: 16
Movement: 6
Intelligence: Supra-Genius
Alignment: Lawful Evil
CL/XP: 18/3,800

The elemental lich was once a wizard specialised in the study of magic and its relations to the elements. As a result, the lich is immune against fire, lightning and cold. If it touches a creature, roll 1d4 to determine whether the attack will be based on fire, lightning, cold or poison. The victim will catch fire and suffer 1d6 points of damage per round, be stunned for 2d6 rounds, slowed down to half speed for 1d8 turns or suffer a -2 THACO and damage malus for due to poisoning. An elemental lich can only be hit my magical weapons, is immune to mind-affecting attacks, death magic and all spells below spell level three.

Master **L**ich

Hit Dice: 15
Armour Class: 21
Attacks: Lich Touch (2d8)
Saving Throw: 3
Magic Resistance: 20%
Turned: 14
Movement: 12
Intelligence: Supra-Genius
Alignment: Neutral Evil
CL/XP: 16/3,200

The master lich has no true body, but stores his essence in a host body. The host body gains a dried-out look, leathery skin and ages three times as fast. Taking over a body takes one turn and can be avoided with a saving throw vs. death at a -2 penalty if the target is conscious. Any creature with less than five hit dice looking at the lich has to make a saving throw vs. death or will die. If the save is made, the creature is still paralysed in terror for 1d4 rounds. Anyone touched by the lich has to make a saving throw vs. paralysis or will be paralysed for one day or until the effect dispelled. In any case, the touch inflicts 2d8 points of damage, ignoring any armour. A master lich can only be hit my magical weapons, is immune to mind-affecting attacks, death magic and all spell below level three.

Lilith
Hit Dice: 8
Armour Class: 15
Attacks: Claws (2x1d6+2)
Saving Throw: 8
Movement: 12/18
Intelligence: Genius
Alignment: Chaotic Evil
CL/XP: 9/1,100

The lilith are an artificially created race of aquatic, fish-like humanoids. They have bald heads, large hands and all seem to be female. It is said that the lilith were made by a renegade god, only to be later destroyed by other gods – not successfully, it seems. They can only be harmed by iron weapons or weapon containing large quantities of iron.

Lion
Hit Dice: 5+2
Armour Class: 13
Attacks: Claws (2x1d4), bite (1d8)
Saving Throw: 12
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 5/240

The lion is a feline predator. Lions generally have males with manes, though some types have less distinguishable genders. Old lion are often solitary, whereas younger ones may lead a pride.

Dire Lion
Hit Dice: 7+3
Armour Class: 13
Attacks: Claws (1d8), bite (1d12)
Saving Throw: 10
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 8/800

Uncannily fast and monstrously huge, the dire lion is a merciless hunter and not above hunting other predators. Its roar is unnatural and will scare away other animals with less than six hit dice or at least prevent them from engaging the dire lion for 1d6 rounds.

Ghost Lion
Hit Dice: 6
Armour Class: 19
Attacks: Claws (2x1d3), bite (1d6)
Saving Throw: 11
Movement: 12
Intelligence: Semi
Alignment: Chaotic Evil
CL/XP: 8/800

The ghost lion appears as a semi-translucent lion with white fur and empty eyes. It can only be damaged by magic or silver weapons. Being hit by the ghost lion will reduce one random ability score of the target by one.

Stone Lion
Hit Dice: 8+3
Armour Class: 17
Attacks: Claws (2x1d8), bite (1d10)
Saving Throw: 8
Movement: 21
Intelligence: Low
Alignment: Neutral Good
CL/XP: 9/1,100

The stone lion is an animated statue that serves as a protector and guardian. Once every three rounds, it can utter a roar that acts like *Scare*. The stone lion can remain completely motionless as long as it likes.

Lithonnite
Hit Dice: 5+2
Armour Class: 13
Attacks: Claws (2x1d4), bite (18)
Saving Throw: 12
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 9/1,100

Lithonnites are huge mollusc-like creatures, about one ton in weight, living in subterranean and surface environments. The front of a lithonnite's body is encased in a powerful shell, even to the rock-like eyelids. When the rest of the lithonnite's body is concealed in a grotto or under water, the shell appears like a boulder or other natural rock. It is not possible for the lithonnite to draw its soft body entirely into the shell. In combat, the lithonnite reaches around its shell with two slug-like tentacles to attack. The creature's frontal portion, protected by the shell, can be attacked by any sort of weapon; behind the shell, the soft body has AC 13, but cannot be affected by blunt weapons due to its boneless consistency.

Giant Gliding **L**izard

Hit Dice: 4+2
Armour Class: 15
Attacks: Bite (1d10)
Saving Throw: 12
Movement: 9/15
Intelligence: Animal
Alignment: neutral
CL/XP: 4/120

The giant gliding lizard has skin flaps it can use to glide over short distances. They can stay in the air for a maximum of three rounds in a row.

Fire **L**izard

Hit Dice: 10
Armour Class: 17
Attacks: Claws (2x1d8), bite (2d8)
Saving Throw: 5
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 10/1,400

The fire lizard does not look unlike a wingless red dragon. Both species probably have a common ancestor. In addition to its physical attacks, the fire lizard can breathe a cone of fire five metres long and three metres wide at the end which inflicts 2d6 points of damage to everyone hit. A saving throw is permitted for half damage. The fire lizard is immune to all forms of heat and does in fact regenerate 1d4 hit points per damage die of fire damage. Fire lizard eggs are worth more than 3,000 gp on the free market.

Giant **L**izard

Hit Dice: 3+1
Armour Class: 14
Attacks: Bite (1d8)
Saving Throw: 14
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

Giant lizards have many colours and live in all kinds of terrains. They look like common, albeit large, lizards. Giant lizards are sometimes domesticated by lizard-kin, who use them as mounts, beasts of burden and food.



Ice **L**izard

Hit Dice: 3+3
Armour Class: 18
Attacks: Claws (2x1d3), bite (1d6)
Saving Throw: 14
Magic Resistance: 80%
Movement: 9/15
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 6/400

The winged ice lizard is a relatively large lizard with white scales that can easily be mistaken for a very young white dragon. Three times per day every third round, it can breathe ice in a cone ten metres long and three metres wide at the end. It inflicts 2d8 points of damage. While the ice lizard has a high magic resistance, it is not very smart and also suffers a -2 penalty to saving throw vs. charming and immobilising spells. Ice lizards usually live in underground ice caverns by themselves. It collects treasures and will use its hoards to attract females.

Lightning **L**izard

Hit Dice: 5
Armour Class: 16
Attacks: Claws (1d4), bite (1d8)
Saving Throw: 12
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 7/600

Lightning lizards stand almost two metres in height and may reach a length of five metres. Their scales are a shimmering blue and sparks of lightning constantly crackle around their maw. Lightning lizards have sometimes been used as mounts for powerful orc chiefs or other tribal lords. A lightning lizard may spew a crackling *Lightning Bolt* to assault its foes twice per day. A successful save halves the damage. Lightning lizards are immune to electricity-based attacks.

Lizard-kin

Hit Dice: 2+1
Armour Class: 14
Attacks: Bite (1d2), weapon (1d6)
Saving Throw: 17
Movement: 12
Intelligence: Average
Alignment: Lawful neutral
CL/XP: 2/30

Lizard-kin are a race of humanoid lizards. They are quite intelligent, but technologically not very advanced. As they are no mammals, a lot of other sentient races and their behaviours seems alien to them. Lizard-kin live mostly in dry areas and form tribes.

Minotaur Lizard
Hit Dice: 8
Armour Class: 15
Attacks: Claws (2x2d6), bite (3d6)
Saving Throw: 8
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 9/1,100

The minotaur lizard is named after its minotaur-like horn. They are not used in combat, but thought to attract mates. On a critical hit, the minotaur lizard traps its target in its mouth and automatically does 3d6 points of damage every round thereafter.

Lizard Samurai
Hit Dice: 3
Armour Class: 16
Attacks: Katana (1d8) or bow (2x1d6)
Saving Throw: 9
Movement: 9
Intelligence: Very
Alignment: Lawful Neutral
CL/XP: 3/60

Lizard samurai come from some unknown race of bipedal lizards, possibly from the spirit world, possibly from another dimension, possibly from another planet. They are only encountered in elaborate armour, bearing sharp katanas and sometimes with longbows. Lizard samurai follow a strict code of combat, but consider humans of non-fighting social class to be animals virtually beneath their notice. When venturing into human lands, they are normally formed into well-organised military units, sometimes with members of some other race serving as auxiliary troops. These military units generally consist of at least twenty of the lizard samurai, and are always led by a captain with six hit dice.

Shocker Lizard
Hit Dice: 1d6 hp
Armour Class: 13
Attacks: Bite (1d3)
Saving Throw: 18
Movement: 6
Intelligence: Animal
Alignment: Neutral
CL/XP: 2/30

Shocker lizards are large lizards living in hot and temperate climates. They deliver an electrical shock by touch, and anyone hit by the shock must make a saving throw or be stunned for 1d3 rounds. If anyone is hit by two or more shocks in a single round, the second shock may kill the victim unless a saving throw vs. death is made.

Locathah
Hit Dice: 2+2
Armour Class: 14
Attacks: Weapon (1d8+1)
Saving Throw: 14
Movement: 3/12
Intelligence: Very
Alignment: Neutral
CL/XP: 3/60

The locatha are fish-like humanoids living in tropical waters. They are opportunists and cooperate with almost anyone if the alliance is advantageous. Locathah move very slowly on land and avoid leaving the water. Locatha are smart and good weapon manufacturers and architects.

Giant Cave Locust
Hit Dice: 2
Armour Class: 16
Attacks: Bite (1d2), bump (1d4)
Saving Throw: 16
Movement: 6/18
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

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-like structures on their legs to sense the environment around them. These creatures eat subterranean fungi 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 will shriek when disturbed, attracting wandering monsters. A giant cave locust can leap up to twenty metres horizontally, or up to ten metres up. If one of these creatures is not engaged at the beginning of the round, it will leap toward one of the opponent creatures. If the attack hits, the target creature takes 1d4 points of nonlethal damage from the impact. Finally, a giant cave locust can spray greenish-brown goo up to three metre. Each giant cave locust can perform this attack just once per encounter. This spit attack will usually be reserved until their situation becomes dire, in which case all remaining giant cave locusts will spit at their nearest opponent, and then all will attempt to flee in the next round. While spitting, an opponent's armour class boni from equipment is ignored. If the attack hits, the target must make a saving throw vs. death or be unable to do anything for 3d6 rounds due to the horrible smell.

Loxo
Hit Dice: 4+4
Armour Class: 14
Attacks: Strike (2d6), weapon (2d6)
Saving Throw: 11
Movement: 12
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: 6/400

The loxo are a race of anthropomorphic elephants with two trunks and blue to grey skin. They are seminomadic and travel the grasslands of their home region in small clans consisting of family units. If a clan becomes too large, it splits into two smaller clans. Loxo are honest and value family ties and traditions. Some loxo warriors can go into blood rage. They suffer a -2 penalty to THACO and armour class, but deal double damage. An enraged loxo can remain so for 4d4 rounds, after which he will fall unconscious.

Giant Lungfish
Hit Dice: 6
Armour Class: 13
Attacks: Bite (3d4)
Saving Throw: 11
Movement: 6/15
Intelligence: Animal
Alignment: Neutral
CL/XP: 6/400

Commonly mistaken for a lizard, the giant lungfish is actually related to the shark and similar species. On land, the lungfish is slow, but can defend itself well with its powerful bite. To defend itself, it can cast *Entangle* up to six times per day. Giant lungfish live in small schools, but only those on a hunt are commonly encountered. They breed whenever their swamp is flooded once during the year.

Ceiling Lurker
Hit Dice: 10
Armour Class: 13
Attacks: Crush (1d6)
Saving Throw: 5
Movement: 1/7
Intelligence: Animal
Alignment: Neutral
CL/XP: 10/1,400

The ceiling lurker resembles a floating manta ray. It has grey skin and is hard to detect when lurking under a ceiling of a cave or dungeon. With a successful attack, the lurker engulfs a victim. The victim takes 1d6 points of damage per round and will suffocate in 1d4 rounds unless the ceiling lurker is killed.

Giant Lynx
Hit Dice: 2+2
Armour Class: 13
Attacks: Claws (2x1d2), bite (1d6)
Saving Throw: 15
Movement: 12/9
Intelligence: Low
Alignment: Chaotic Neutral
CL/XP: 2/30

The giant lynx prefers to live in the forests of the north, but is sometimes also seen further south. It is a lot smarter than most animals and exceptionally cunning. The giant lynx speaks its own language, is a good swimmer and climbs at half speed. It gains a +3 bonus to surprise and initiative rolls.

Giant Macaw
Hit Dice: 5
Armour Class: 14
Attacks: Beak (1d10)
Saving Throw: 12
Movement: 6/21
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 5/240

Giant macaws are not predators, but they are highly territorial and very dangerous, being as large as a tall human. They have brilliant green, blue, or red plumage, and are generally found in tropical regions. The giant macaw attacks with a wickedly powerful beak. They are ordinarily found in mated pairs, and their feathers can usually be sold for a tidy sum.

Maedar
Hit Dice: 6
Armour Class: 14
Attacks: Fists (2x2d4)
Saving Throw: 10
Movement: 9
Intelligence: Very
Alignment: Lawful Evil
CL/XP: 6/400

The maedar is the rare male counterpart to the medusa. Maedar look like tall, muscular humanoids and often have many tattoos. They lack a medusa's petrifying gaze, but are immune to it, medusa poison as well as paralysis and petrification in general. Every three turns, a maedar can use *Stone to Flesh*. If a maedar's medusa bride is killed, he will not rest until the responsible ones have been killed.

Maelephant
Hit Dice: 8+2
Armour Class: 19
Attacks: Claws (2x1d6), trunk spike (2d6)
Saving Throw: 8
Movement: 12
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 9/1,100

The maelephant is a malignant bipedal beast with fur and a pachyderm's head. Its trunk ends in a vicious barb it uses in combat. If the maelephant hits a target with both claws in one round, the target suffers 1d3 points of crushing damage per round and the trunk spike automatically hit each round thereafter. While charging into combat, the maelephant's speed increase to eighteen and its gains a +2 THACO bonus. Three times per day, it can release a noxious cloud from its trunk ten metres long and three metres wide at the end. Unless a saving throw at a +2 bonus is made, the cloud causes complete memory loss. The loss can be cured with *Neutralise Poison*. Once per day, the maelephant can also use *Blade Barrier*. Maelephants come from the Abyss, but also appear on the Material Plane as guardians summoned by dark wizards. Whenever two maelephants see each other, they will fight to the death, not matter under whose control they are. The only exception are magically controlled maelephants.

Maggog
Hit Dice: 5+1
Armour Class: 15
Attacks: Claws (2x1d6), sting (1d8)
Saving Throw: 12
Movement: 12/18
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 7/600

Maggogs are bat-winged stone creatures closely related to gargoyles. They can utilize magic; usually four spells of first, two of second and one of third level. Typically they are found deep in the bowels of the earth. Maggogs are related to demons too, but aren't guardians of the underworld. Their terrible claws can inflict damage, along with a barbed tail, which is used as a stinger.

Malcarna
Hit Dice: 5
Armour Class: 16
Attacks: Tail (1d8), weapon (3x1d8)
Saving Throw: 12
Magic Resistance: 25%
Movement: 12
Intelligence: Very
Alignment: Chaotic Evil
CL/XP: 8/800

Malcarnae are female creatures with a four-armed human torso and the lower body of a great, writhing serpent, five metre long. These horrible creatures are one of the many possible hybrids that may result from human congress with demons. In some cases, they may also be hatched from clutches of eggs laid by marilith demons following events too hideous to contemplate. When they are born into any but the most depraved human societies they are usually killed at birth, so they are seldom found upon the material planes. Malcarnae generally arm themselves with a shield and three weapons, and can also attack with their lashing tails. Despite the horrible shape of these creatures, they are obscenely beautiful; creatures of fewer than four hit dice cannot attack them, and opponents with four or more hit dice must make a saving throw to succeed with any attempted physical attack. They are immune to normal weapons other than silver ones. The human parentage of the malcarnae prevents them from being turned by a cleric. Some malcarnae may have clerical spell casting ability.

Mamenchisaurus
Hit Dice: 18
Armour Class: 12
Attacks:
Saving Throw: 3
Movement: 6
Intelligence: Animal
Alignment: Neutral
CL/XP: 18/3,800

The mamenchisaurus is a long sauropod. With its long neck, it can reach the top of almost any tree. Sages claim that this dinosaur has the longest neck of all creatures. It will strike only in defence and causes 3d8 points of damage if it accidentally steps on a smaller creature.

Green Man
Hit Dice: 2
Armour Class: 12
Attacks: Claws (2x1d8)
Saving Throw: 16
Movement: 3
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 3/60

Green men, also called clawed ones, are tall, pale green humanoids. Their legs are short stumps and their hairless facial features carry a distinctive frog-like cast: Large, bulbous eyes and a wide mouth. The green man has absurdly long arms which end in long, viciously sharp claws. The arms themselves extend to one and a half metres, with the claws reaching one metre. With such a long range, the green man is not limited to attacking foes directly in front of it, but may also attack those up to two metres away. Although green men can inflict devastating damage on their foes by way of their vicious claws, they are slow critters, and are penalized with a -1 malus to initiative rolls. Without the digits required for fine manipulation, green men are unable to employ weapons of any kind.

Man of Leng
Hit Dice: 2+2
Armour Class: 14
Attacks: Weapon (1d8)
Saving Throw: 15
Movement: 12
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 3/60

The Men of Leng are a race of humanoids with horns, a wide mouth and brown fur. Superficially, they are not unlike satyrs. The Men of Leng are slavers sailors. They like to raid coastal towns, abduct their inhabitants and sell them as slaves. Men of Leng also keep cattle and grow crops, but are not very efficient at it.

Man of Wounds
Hit Dice: 2
Armour Class: 10
Attacks: Weapon (1d6)
Saving Throw: 16
Movement: 12
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 2/30

The man of wounds is a cursed humanoid with weapons sticking in his body. Each weapon makes him stronger, but also adds to his never-ending agony. A man of wounds usually has at least two weapons stuck in his body when encountered. Each additional weapon provides him one more hit die with hit points according to the damage the weapon does. If the man of wounds is successfully attack, the weapon will get stuck in his body and add to his hit die. A weapon can be pulled out with a bare-handed attack roll against AC 14. One all weapons are gone, the man of wounds will fall to the ground, bleeding to death.

Manni
Hit Dice: 3
Armour Class: 14
Attacks: Beak (1d6), weapon (1d6)
Saving Throw: 14
Movement: 9/18
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 3/60

The manni, also called black ones or crow folk, are a race of anthropomorphic crows that haunt the corners of steppe and wasteland. They do not have arms, but hand-like claws at the end of their wings, that allow them to use a weapon. Additionally, a manni can use its wings to buffet an enemy. This attack causes 1d2 points of damage and stuns the opponent for one round. However, it requires the manni to very close to its opponent and allows an attack of opportunity, so it is usually only used if the manni are in retreat. Manni live in flocks of up to thirty individuals and fear humans. A soon as a young manni can wield a weapon, it is treated as an adult.

Manscorpion
Hit Dice: 9
Armour Class: 14
Attacks: Claws (2x1d4+1), tail (1d4)
Saving Throw: 6
Magic Resistance: 20%
Movement: 12
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 10/1,400

The manscorpion has the upper torso of a bald red-skinned human and is a scorpion from the waist on. Anyone stung by their tail sting has to make a saving throw vs. death or will die in 2d4 turns. If the tail is not used to attack, it weavers behind the manscorpion and checks for opponents and obstacles. Manscorpions live in cities and are ruled by warrior-priests and sorcerers.

Mantari
Hit Dice: 1+1
Armour Class: 12
Attacks: Sting (1d4)
Saving Throw: 18
Movement: 1/18
Intelligence: Semi
Alignment: Neutral
CL/XP: 2/30

Mantari are a race of land-based flyers and look very similar to marine rays. They hunt small mammals and vermin by flying over their prey and lashing with their tail. Mantari live in packs and prefer dark, damp places. If hit by a mantari, the target has to make a saving throw or will lose one point of strength and dexterity. The loss recovers at a rate of one point per hour. If captures shortly after birth, mantari can be turned into loyal pets.

Manticore
Hit Dice: 6+4
Armour Class: 15
Attacks: Claws (2x1d3), bite (1d8), tail spikes (6x1d6)
Saving Throw: 11
Movement: 12/18
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 8/800

The manticore has the face of a human, the body of a lion and a scorpion's tail with twenty-four spikes. Some manticores also have bat wings. The manticore can fire up to six spikes per round with a range of sixty metres. Wielding a mantle made of manticore fur allows the owner to understand the language of manticores and sphinxes.

Giant Praying **M**antis

Hit Dice: 8
Armour Class: 16
Attacks: Grab (1d12)
Saving Throw: 8
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 9/1,100

The giant praying mantis is three metres long, with a bark-like exoskeleton which makes it blend well into forest terrain. The huge insect attacks with blinding speed, usually by surprise, reaching forth with its jointed, serrated front limbs to grab prey. If the mantis hits, and the victim fails a saving throw, the forearms not only do damage but pull the victim close to the mantis' mouth. The victim is held thereafter – not helpless, but unable to pull away – with the mantis doing automatic damage with the serrated forearms and also attacking with its bite for an additional 1d12 points of damage if the bite hits.

Mantis-kin

Hit Dice: 6+3
Armour Class: 15
Attacks: Strike (2x2d4), weapon (1d6+1)
Saving Throw: 11
Movement: 15
Intelligence: Very
Alignment: Neutral
CL/XP: 7/600

Mantis-kin are intelligent insectoid humanoids. Mantis-kin do not form nations and live for hunting and survival, their primary goals in life. They are often underestimated by other races.

Mantrap

Hit Dice: 6
Armour Class: 13
Attacks: None
Saving Throw:
Movement: 0
Intelligence: None
Alignment: Neutral
CL/XP: 6/400

The mantrap resembles a giant Venus flytrap. It attracts prey by scent and dissolves it with acid. During daytime, the mantrap continuously releases pollen in an area with a radius of twenty metres around it. Anyone entering the area has to make a saving throw vs. death or will enter one of the 1d4+1 leaf traps on the plant- To free the victim, the plant has to be destroyed. The entrapped creature takes damage per round equal to twenty minus its armour class without any dexterity adjustments and at least one point of damage per round. The effect of the mantrap's pollen is strong and needs twenty-four hours to wear off.

Mara

Hit Dice: 10
Armour Class: 15
Attacks: Fists (2x3d4), headbutt (1d6)
Saving Throw: 5
Magic Resistance: 25%
Movement: 6
Intelligence: Semi
Alignment: Chaotic Evil
CL/XP: 10/1,400

Mara are malicious spirits that inhabit gigantic bodies of stone. In these bodies, they haunt cold regions at night and kill everyone who crosses their path. During daytime, they hide. A mara has a broad body and a bird-like face with a beak. It can be used to emit cries. If it hits an opponent with both claws in one round, the headbutt will automatically hit and do double damage. If hit by direct sunlight, a mara's body will be immobilised and the mara itself will be exiled to its home plane. Though not undead, a mara has all immunities undead have. It is not clear how and why mara come to the Material Plane. The process is long and difficult, though, and a mara hit by sunlight or whose body was destroyed is rendered harmless for quite a while.

Marrshi

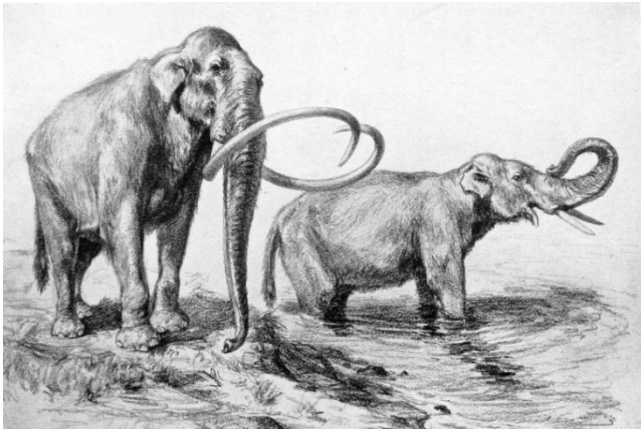
Hit Dice: 7
Armour Class: 14
Attacks: Claws (2x1d2), arrows (1d8+2 or 1d6+2)
Saving Throw: 9
Movement: 12/27
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 9/1,100

The marrashi are a race of evil spirits of pestilence. They have the wings of a vulture, a jackal's head, a humanoid body and parrot claws. A marrashi is always armed with bow and arrows. It is physically weak and prefers to use barbed arrow, which do 1d8+2 points of damage, or diseased arrows, which do 1d6+2 points of damage. Anyone hit by a diseased arrow has to make a saving throw vs. death or will catch a disease and die in 1d20+1 days. To increase their number, marrashi sometimes use a special diseased arrow. It works like the common ones, but does not kill the victim. Instead, the victim is transform into marrashi itself. *Cure Disease* and *Dispel Evil* are both needed to prevent this. Marrshi are not native to the Material Plane, but can be summoned with powerful magic.

Massospondylus

Hit Dice: 7
Armour Class: 14
Attacks: Bite (3d4)
Saving Throw: 9
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 7/600

The massospondylus is a seemingly peaceful dinosaur. If attacked, it bites with its long, sharp teeth and then runs off. Its claws look like weapons as well, but are only used to gather food.



Mastodon

Hit Dice: 15
Armour Class: 16
Attacks: Tusks (2x2d6), trample (4d8)
Saving Throw: 3
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 15/2,900

The mastodon is a relative of the elephant. It has long shaggy hair protecting it from temperatures in the cold climates it lives in. When attacking a target smaller than a human with its trample attack, the mastodon gains a +4 THACO bonus.

Maun-Ge

Hit Dice: 1
Armour Class: 10
Attacks: Dagger (1d4)
Saving Throw: 19
Movement: 12
Intelligence: Average
Alignment: Neutral
CL/XP: 3/60

The maun-ge are transparent-skinned humanoids. They live alone among humans in remote settlements, usually wearing lacquered wooden masks and an enveloping outer garment that cloaks the entire body. All maun-ge are female and will eventually mate with a human male to produce a sole maun-ge child. They are able to commune with the spirits of their ancestors who offer guidance, praise and censure to their descendant. With the ability to draw upon the knowledge and experience of their forebears, the maun-ge are revered as sages and storytellers. Those who interact with them at length come away feeling somewhat enlightened and are granted a +1 bonus to wisdom for 2d4 days. The maun-ge know the True Names of all men, which has the effect of *Geas*, using this knowledge to command humans to play a part in their schemes to increase and perpetuate their bloodline's influence, status and power.

Meazel

Hit Dice: 4
Armour Class: 11
Attacks: Claws (2x1d4)
Saving Throw: 13
Movement: 12
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 4/120

The meazel is a subterranean creature that preys on other dwellers of the underground. It is smaller than a human, has thick waxy hair, a leprous skin and partially webbed fingers and toes. Meazels can strangle a victim human-sized or smaller with a cord provided they make a successful sneak attack. The victim will die within two rounds unless it frees itself with a successful strength check made at a -2 penalty. Meazels are greedy and hate almost everyone else roaming the underground.

Medusa

Hit Dice: 6
Armour Class: 14
Attacks: Weapon (1d4)
Saving Throw: 11
Movement: 9
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 8/800

The medusa has a female's supper body, but hair of snakes and the lower body of a serpent. Anyone who looks into the medusa's eyes is turned into stone if he fails a saving throw vs. paralysis. If the medusa gets very close to a target, her snakes can bite it once per round. If the target fails a saving throw vs. poison, he will be injected with lethal poison.

Megaloceros

Hit Dice: 6
Armour Class: 14
Attacks: Gore (2d6)
Saving Throw: 5
Movement: 11
Intelligence: Animal
Alignment: Neutral
CL/XP: 6/400

The megaloceros is a giant ungulate related to the moose. It stands more than twice as tall as a human. The megaloceros is a peaceful herbivore, but will stand and fight if threatened.



Megalosaurus

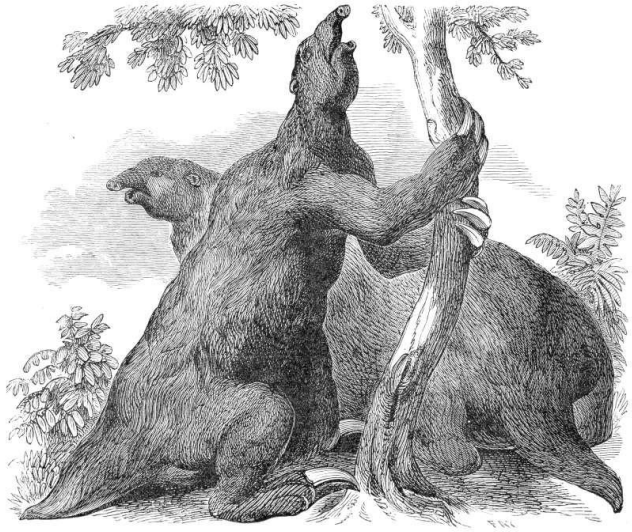
Hit Dice: 10
Armour Class: 14
Attacks: Claws (2x1d3), bite (3d6)
Saving Throw: 5
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 11/1,700

The megalosaurs is a carnosaur related to allosaurus and tyrannosaurus, but is smaller. It can travel on two feet, but usually prefers to move on all fours. Its claws do only incidental damage, while its jaw is rather dangerous.

Megatherium

Hit Dice: 11
Armour Class: 15
Attacks: Claws (2x2d6)
Saving Throw: 4
Movement: 6
Intelligence: Animal
Alignment: Neutral
CL/XP: 11/1,700

The megatherium is gigantic ground-dwelling sloth. It is more than six metres tall. While herbivorous, it also has three dangerous claws at each forepaw.



Melgara

Hit Dice: 3+2
Armour Class: 12
Attacks: Staff (2d4) or wand (1d4)
Saving Throw: 14
Movement: 12
Intelligence: Exceptional
Alignment: Neutral
CL/XP: 5/240

The melgara are a humanoid race from an alternate world. They appear to be tall, slender, blue-skinned women, dressed in silvery-grey robes and sandals, with long pale hair, and slit eyes. They have six digits per extremity, plus an extra thumb on the left hand, and live for up to three hundred years. All members of the melgara race are mystical and introspective by nature, given to meditating upon philosophy, cosmology, and emotional awareness. They consider most other races to be psychologically impaired, and will communicate with them as condescending parents or teachers to slow or stunted children. A melgara wand deal damage and additionally slows down the target to half speed or stuns it for 2d4 rounds. A saving throw is permitted to avoid the effect. Using their crystal staff, melgara can channel their mental energy thrice per day and use either *Charm Monster*, *Paralyse* or *Sleep*.

Melhukiskata

Hit Dice: 2
Armour Class: 12
Attacks: Bite (1d6-1)
Saving Throw: 16
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 4/120

The hunters of the northernmost forests share that terrain with many strange and dangerous beasts. One such predator is the melhukiskata. So stealthy is the melhukiskata that it is rare for one to be spotted on the move. Those who have seen them report that its body is three feet long, shaped like a weasel or badger, but can walk like a bear. It is covered with shaggy, grey-brown fur all over, down to the tip of its two-foot long tail. Its mouth is elongated and oddly eel-like, while its feet are wickedly taloned. The most unusual features of the beast, though, are its fingers – for instead of forepaws, the melhukiskata has fingered hands. Odder still, the fingers are long and stiff, and grow out like antlers. The sap on the hands holds fast anyone touched and also is a weakening contact poison. Anyone touched who fails a saving throw vs. death will lose 1d6 points of strength per round. The strength will not drop under two, but the target will fall unconcious. Anyone so held can be automatically bitten each round and will be held until the melhukiskata is killed, the adhesive is burned away, or is washed off with vinegar or alcohol. All lost points of strength will be regained in 1d6 hours.
Tracking the melhukiskata is difficult, for when it does travel it often walks backwards, dragging its huge fingers behind it as if to sweep away its trail. Perhaps because of this so many folktales describe the melhukiskata as a clever animal. More likely, such behaviour is instinctive. In no other regard does it appear to be smarter than a dog.

Mephits

Mephits are malicious humanoid creatures related to devils and demons. They look thin winged humanoid a bit smaller than humans with exaggerated facial features, like hooked noses, pointy ears and wide eyes. Mephits are associated with a certain material they are created from. Once per hour, a mephit can open a dimensional gate and call in another mephits. The type of mephit called in usually close to the mephit opening the gate. In the Abyss, mephits serve as messengers and henchmen. Each mephits has a breath weapon that is five metres long and half a metre wide. Anyone hit is permitted a saving throw for half damage. Mephits are immune to their respective element, but do not suffer additional damage from attack based on opposing elements.

Fire **M**ephit

Hit Dice: 3+1
Armour Class: 14
Attacks: Claws (2x1d3)
Saving Throw: 13
Movement: 12/24
Intelligence: Average
Alignment: Any Evil
CL/XP: 4/120

The fire mephits is mischievous and likes to play vicious pranks on other mephits. To other creatures, it is even crueller. Touching a fire mephit deals one point of damage. It can also breathe fire that deals 1d8+1 points of damage. Additionally, it can use *Magic Missile* and *Heat Metal* once per day.

Ice **M**ephit

Hit Dice: 3
Armour Class: 14
Attacks: Claws (2x1d2)
Saving Throw: 13
Movement: 12/24
Intelligence: Average
Alignment: Any Evil
CL/XP: 4/120

The ice mephit is slightly crystal-like and has translucent, ice-blue skin. Ice mephits are torturers and shun all other mephits but mist mephits. A successful attack by an ice mephits reduces that target's THACO by one. The effect lasts one turn and is cumulative. The ice mephits breathes sharp ice shards that deal 1d6 points of damage.



Lava **M**ephit

Hit Dice: 3
Armour Class: 13
Attacks: Claws (2x1d8)
Saving Throw: 13
Movement: 6/12
Intelligence: Low
Alignment: Any Evil
CL/XP: 4/120

The lava mephit is slow and not very smart, but physically strong. It can breathe heat for 1d6 points of damage. The lave mephit looks black with red cracks constantly shifting over its body. Exposure to large quantities of water will half a lava mephit's speed.

Mist **M**ephit

Hit Dice: 3+2
Armour Class: 12
Attacks: Claws (2x1d2)
Saving Throw: 13
Movement: 12/24
Intelligence: Average
Alignment: Any Evil
CL/XP: 4/120

Mist mephits are often used as spies and consider themselves of extraordinary importance. They are more serious than other mephits and just as merciless. Once per turn, the mist mephit can breathe green smoke that causes 1d4+1 points of damage and blinds of 1d4 rounds. Additionally, they can create a *Wall of Fog* once per day.

Smoke **M**ephit

Hit Dice: 3
Armour Class: 15
Attacks: Claws (2x1d2)
Saving Throw: 13
Movement: 12/24
Intelligence: Average
Alignment: Any Evil
CL/XP: 4/120

Smoke mephits are arrogant and lazy. They like to spend the day sitting around smoking pipe weed. Every other round, the smoke mephit can breathe a sooty ball that automatically hit a target within a range of ten metres. It causes 1d4 points of damage and blinds the target for 1d2 rounds. No saving throw is permitted. Once per day, a smoke mephit can use *Invisibility* and *Dancing Lights*. Upon death, a smoke mephit explodes into a flash of flame that deals one point of damage to everyone within a radius of three meters.

Steam **M**ephit

Hit Dice: 3+3
Armour Class: 12
Attacks: Claws (2x1d4+1)
Saving Throw: 13
Movement: 12/24
Intelligence: Average
Alignment: Any Evil
CL/XP: 4/120

Physically a bit stronger than other mephits, the steam mephits fancy themselves the overlords of all mephits. They leave a trail of near-boiling water wherever they walk. The breath weapon is a stream of boiling water that deals 1d3 points of damage and stuns a target that does not make a saving throw. If can be used every other round. Once per day, a steam mephit can rain down boiling water on an area with a radius of six metres. Everyone in the area takes 2d6 points of damage.

Merfolk
Hit Dice: 1+3
Armour Class: 12
Attacks: Weapon (1d6)
Saving Throw: 17
Movement: 3/15
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: 1/15

Merfolk have the upper body of a human and the lower body of a fish. They live in the ocean and are very curious, especially regarding land-based creatures.



Mi-Go
Hit Dice: 3
Armour Class: 14
Attacks: Weapon (1d8)
Saving Throw: 16
Movement: 12/12
Intelligence: Highly
Alignment: Neutral
CL/XP: 3/60

The mi-go are large fungoid, crustacean-like beings. They are immune to cold and not affected by vacuum. These traits allow them travel freely, even if exposed to the coldness of outer space. The mi-go are a race of scientist with vast knowledge about natural sciences and engineering. Some mi-go carry strange devices allowing them to create fog, shock their opponents with electricity or keep the brains of other creatures alive in a glass jar. Some are also mages or clerics of alien gods.

Mimic
Hit Dice: 7
Armour Class: 12
Attacks: Smash (2d6) or tentacle (3d4)
Saving Throw: 9
Movement: 3
Intelligence: Low
Alignment: Chaotic Neutral
CL/XP: 8/800

Mimics are formless creatures that imitate surrounding features they have seen. In subterranean settings, they might be disguised as an archway, treasure chest, door or something similar. When touched, they glue themselves to the victim with a strong adhesive, while striking with a suddenly-formed tentacle.

Greater Mimic
Hit Dice: 15
Armour Class: 15
Attacks: Slam (6d4)
Saving Throw: 3
Magic Resistance: 10%
Movement: 1
Intelligence: Very
Alignment: Chaotic Neutral
CL/XP: 15/2,900

The greater mimic is a mimic that survived for more than a century. It is large enough to occupy entire rooms for small buildings. Anyone encountering a greater mimic gets a -6 to surprise rolls. If attacked from the outside, the mimic receives a +3 armour class bonus. Once it has lured its prey inside, the mimic releases glue that reduces everyone's movement rate to one and attacks by slamming its pseudo-walls together. Once a day, a greater mimic can *Nondetection*, *Greater Phantasmal Force* and *Suggestion*. It can use *Auditory Illusion* and *False Aura* at will.

Killer Mimic
Hit Dice: 9
Armour Class: 13
Attacks: Bite (2d8) or tentacle (4d4)
Saving Throw: 6
Movement: 3
Intelligence: Semi
Alignment: Neutral Evil
CL/XP: 10/1,400

The killer mimic is similar to the common mimic, but only dimly self-aware and very aggressive. It will never let anyone close to it escape and uses the same tactics as the common mimic. Wizards who use killer mimics as guards have sometimes found them to be less enthusiastic about their job than originally expected.

Space **M**imic

Hit Dice: 11
Armour Class: 13
Attacks: Smash (3d4)
Saving Throw: 4
Movement: 18
Intelligence: Highly
Alignment: Neutral
CL/XP: 12/2,000

Space mimics are the result of magical experiments. They can change their shape at will and like to disguise themselves are valuable space debris. Space mimics have two eyes and can sense heat over a distance of a hundred metres. In its true form, the space mimic is pitch black. It speaks its own language and some other languages as well. Twice a day, a space mimic can use *Auditory Illusion*, *Greater Phantasmal Force*, *False Aura*, *Haunting, Hypnotic Pattern* and *Invisibility*.

Mind Eaters

Mind eaters are a deep-dwelling, chthonic race of ancient and very evil beings. They are sexless and have a tentacled, cephalopodic head upon a tall but human-like 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. Mind eaters are probably from another planet, if not another dimension. They are highly intelligent, but their numbers are comparably small and most mind eater communities are only loosely allied, if at all. A mind eater community is led by a cephaloid, a huge brain-like entity with alien mental powers.
Thanks to their own mental abilities, mind eaters gain a +1 bonus to saving throws against psionic attacks for every two hit dice they possess. They have a so-called mind blast. This power can be used once per day. If used on two or less creatures, the blast stuns for 3d6 turns on a failed and causes panic for 1d10 rounds on a successful saving throw. If used on three to four creatures, it causes panic for 3d6 turns on a failed and confusion for 1d10 on a successful saving throw. To more than four creatures, it inflicts confusion for 1d6 turns on a failed or 1d6 rounds on a successful saving throw. Failing a saving throw means death for creatures with less than one hit die. Panicked creatures will flee using the easiest route for the duration of the panic.

Mind Eater

Hit Dice: 8
Armour Class: 14
Attacks: Tentacles (4x1d4)
Saving Throw: 8
Magic Resistance: 80%
Movement: 12
Intelligence: Exceptional
Alignment: Lawful Evil
CL/XP: 12/2,000

Common mind eaters attack with their four face-tentacles. If even one of these hits, it worms its way toward the victim's brain, yanking it forth from the skull in 1d4 rounds. In addition, the mind eater uses a powerful mental blast; a cone with a length of twenty metres; one metre wide at the point of emanation and six metres wide at the end. Mind eaters can read the mind of one other creature if they concentrate and use *Levitate* and *Charm Monster* at will. They can also move small to medium objects with psychokinesis within a radius of five metres.

Greater **M**ind Eater

Hit Dice: 12+4
Armour Class: 16
Attacks: tentacles (6x1d6)
Saving Throw: 3
Magic Resistance: 95%
Movement: 12
Intelligence: Genius
Alignment: Lawful Evil
CL/XP: 15/2,900

Every once in a while, an exceptional mind eater is born. It will bear six tentacles instead of four and is completely immune to any psionic abilities of being with less than twice its hit dice. These greater mind eaters are the leader of their community and answer only to the cephaloid. They have darker skin than common mind eaters and all their abilities. Every saving throw against the mental blast of a greater mind eater is made at a -4 penalty.

Mind Eater Lich

Hit Dice: 15
Armour Class: 20
Attacks: Tentacles (4x1d8)
Saving Throw: 3
Magic Resistance: 90%
Turned: 16
Movement: 12
Intelligence: Supra-Genius
Alignment: Neutral Evil
CL/XP: 18/3,800

Despite their exceptional intellect, only a few mind eaters become spellcasters. Of those who do, many chose lichdom as their path to power. A mind eater lich looks mostly like a common mind eater, but is of darker colour and has dry instead of slimy skin. They retain all their magical abilities and can paralyse a victim for 2d6 turn with the cold touch of their tentacles. However, the victim is permitted a saving throw vs. paralysis.

Sundered **M**ind Eater

Hit Dice: 6+4
Armour Class: 14
Attacks: Tentacles (2x1d6+4)
Saving Throw: 13
Magic Resistance: 50%
Movement: 15
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 8/800

The sundered mind eaters are a degenerate subrace of the common mind eaters. They have lost many mental powers their race once possessed, but retained their powerful tentacles and mental blast. However, due to their weakened mind, sundered mind eaters can use the blast only intuitively. It will work about 40% of the time. Sundered mind eaters cannot read minds, but move small objects via psychokinesis. They looks mostly like common mind eaters, but have a chameleon-like skin that changes depending on environment and emotions.

Vampiric **M**ind Eater

Hit Dice: 10+4
Armour Class: 19
Attacks: Tentacles (4x1d4+2), strike (1d6+6)
Saving Throw: 6
Magic Resistance: 85%
Turned: 12
Movement: 15
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 15/2,900

It is not clear how mind eaters become vampires. The bite of a common vampire does not seem to affect a mind eater, so some sages suspect eating the brain of a vampire does. In any case, the vampiric mind eater needs both brains and blood to survive. It is a feral but cunning predator possessing little of the brilliance live mind eaters have. The vampiric mind eater can use the mental blast only at half range. Additionally, it drains blood with its tentacles. Each hit temporarily drains 1d4 points of constitution and restores 1d8 hit points for the mind eater. It will suck out brains only from dead victims. A vampiric mind eater has all common undead traits and is completely immune to any form of psionic manipulation.

Minotaur

Hit Dice: 6+4
Armour Class: 13
Attacks: Head butt (2d4), bite (1d3), weapon (1d8)
Saving Throw: 11
Movement: 12
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 6/400

Minotaurs are savage humanoid bulls. They physical strength is impressive. Minotaurs eat anything, including other humanoids. They never get lost in mazes and *Maze* has no effect on them. If pulverised and consumed, a minotaur's horn halves the time the consumer needs to get out of a maze.

Mirror Fiend

Hit Dice: 8
Armour Class: 16
Attacks: Mirror weapons (3d4)
Saving Throw: 8
Magic Resistance: 50%
Movement: 12
Intelligence: Very
Alignment: Neutral Evil
CL/XP: 12/1,400

Mirror fiends inhabit mirrors. They appear as emotionless humans staring out of the reflective surface to the world beyond. If a mirror fiend locks his gaze with someone looking into the mirror, the victim must make a successful saving throw or have his soul sucked into the mirror, while his body remains motionlessly staring at himself in the mirror. While within the mirror, the victim's actions are controlled by his immobilized self as the mirror fiend attacks the victim's mirror-self. The victim's mirror-self suffers -4 THACO penalty to his first attack due to being unfamiliar with the mirror image environment, but the penalty is reduced by one in each subsequent round. Should the immobilised victim's gaze be moved away from his mirror-self, he will no longer be able to control his movements within the mirror, and the mirror-self will become a motionless target for the mirror fiend. Slaying the mirror fiend will restore the victim's soul to his body, but shattering the mirror will forever trap the soul within the mirror. Mirror fiends are immune to attacks from normal weapons. Weapons used from outside will likely shatter the mirror, and spells used from the outside will reflect back upon the caster rather than enter the mirror-realm.

Crimson **M**ist

Hit Dice: 13
Armour Class: 20
Attacks: Strike (3d10)
Saving Throw: 3
Magic Resistance: 95%
Movement: 12
Intelligence: Exceptional
Alignment: Neutral Evil
CL/XP: 14/2,600

The crimson mist a malignant vaporous entity that feeds on the blood of its victims. It is hard to see if hungry but becomes slightly red and more visible after feeding. A fully fed crimson mist moves at half its moving speed and has a -4 armour class malus. The crimson mist attacks with vaporous tentacles and can be hit only by magical weapons. If killed, it immediately evaporates and the drained blood rains down in a shower.

Crystal **M**ist

Hit Dice: 10 (45 hp)
Armour Class: 12
Attacks: Beam of light (1d6)
Saving Throw: 5
Movement: 6
Intelligence: Semi
Alignment: Neutral
CL/XP: 10/1,700

The crystal mist is a hive entity. A solitary crystal mist looks like a snowflake drifting in the air and collecting sunlight. If threatened, crystal mists gather and form a sphere about half a metre in diameter. A crystal mist swarm attacks with a beam of light with a range of eight metres. If the attack roll is made with a number three higher than necessary, the beam is additionally reflected and hit another target. Another attack is roll is not needed to hit, but rolled to determine if the beam is reflected once more. Anyone wearing ignitable material will have it set on fire and suffers 1d4 points of damage per round until the fire is extinguished. While a magical light source is present – like a spell – the beam of light does double damage. The crystal mist is not affected by any mind-controlling spells or similar effects.

Vampiric **M**ist

Hit Dice: 3
Armour Class: 26
Attacks: Touch (1d8)
Saving Throw: 5
Movement: 12
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 4/120

The vampiric mist is a gaseous monster that preys on all living creatures. A saturated mist is crimson whereas a hungry one is paler. Vampiric mists can communicate via telepathy and can smell blood – even if not spilled - over a distance of thirty metres. Their touch causes 1d8 points of damage and lowers the target's constitution by one point unless a saving throw is made. For every successful hit, the mist regenerates 1d8 hit points until its hit dice are maximised. Unfed, it loses one hit point per hour. After being saturated, the vampiric mist becomes partly substantial. Its armour class is halved and it can be damaged mundane weapons for 1d6 turns. Otherwise, it can only be affected by magical weapon and magic affecting air.

Mist Ferryman

Hit Dice: 4
Armour Class: 16
Attacks: Claws (2x1d6), bite (1d8)
Saving Throw: 13
Turned: 4
Movement: 12
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 5/240

The mist ferryman is a frightful beats. It looks like a humanoid skeleton with sharp teeth and is sometimes confused with the death spirit. While in fog, the ferryman moves with double speed. It is carnivorous and prey on travellers. A target bitten by the mist ferryman has to make a saving throw vs. death or will catch a disease that drains one point of constitution per week. After the disease has been cured, the constitution is regained at a rate of one point per day. Usually solitary, mist ferrymen sometimes band together to hunt. Some say that a they serve a stronger, more sinister power.

Mist Horror

Hit Dice: 5
Armour Class: 17
Attacks: Strike (2x2d6)
Saving Throw: 12
Magic Resistance: 5%
Turned: 10
Movement: 15
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 6/400

The vaporous mist horror is a magical creature that is most likely artificial. It is often found in magical fog that conceals an area and is considered invisible while surrounded by very dense fog. The mist horror will always look vaguely like something the viewer is afraid of. It can appear differently to different observers at the same time and needs 1d4 rounds to assume a form. Only then, the mist horror can attack. Only magical weapon can harm the mist horror. Its magic resistance protects not only the mist horror itself, but also an area with a radius of six metres around it, which becomes antimagical in regard to spells and spell-like abilities. Magic items are not affected. Mist horrors contain the soul of a dead creature and can be turned, but are not comparable to other undead in many regards. They are not affected by spells

designed to for undead and are bound to a place and cannot move very far away from it.

Wandering **M**ist Horror

Hit Dice: 5
Armour Class: 19
Attacks: Strike (2x2d6)
Saving Throw: 11
Magic Resistance: 50%
Turned: 12
Movement: 15
Intelligence: Average
Alignment: Chaotic Evil
CL/XP:

The wandering mist horror is not bound to a certain place. They are locked into a single shape and appear as dark spectre, visible in fog if it attacks. A wandering horror's shape is based on an evil deed it did in life. Once per day, it can use *Suggestion* telepathically and use a horror blast with a range of twenty metres. Everyone within a radius of ten metres hit by the blast has to make a saving throw at a -2 penalty or will be affected by supernatural fear and run away in a random direction. The wandering horror likes to use this power to scatter a group of creatures it wants to attack. It has all the benefits of the common mist horror, including the antimagical aura.

Mite

Hit Dice: 1d5 hp
Armour Class: 11
Attacks: Dagger (1d3)
Saving Throw: 17
Movement: 3
Intelligence: Low
Alignment: Lawful Evil
CL/XP: A/5

Mites are tiny humanoids that waylay travellers and dungeon adventures for fun and profit. They have purple to grey warty skin, large bat-like ears and a long hooked nose. Before attacking with their favourite weapon, the dagger, they use pit traps that cause 1d6 points of damage or nets that require a saving throw vs. paralysis to avoid being caught. They also use trip wires. Anyone running over a trip wire has to make a dexterity check to avoid tripping over. Mites build extensive tunnel networks that are so large that anyone larger than a gnome fighting in them has a -4 armour class penalty. Mites hut vermin and other pests and, for some reasons, are abelt o eat iron.

Mogura-Jin

Hit Dice: 2
Armour Class: 12
Attacks: Claw (1d6)
Saving Throw: 16
Movement: 9
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 3/60

Mogura-jin are a race of subterranean humanoids descended from a group of villagers who resorted to cannibalism during a particularly fierce winter and were cursed by the gods. They are squat beings, slightly shorter than humans with pale skin, small beady red eyes, no body hair, and nails overgrown to claws. Like their animal namesake, the mole, they are proficient tunnelers and their preferred method of attacking their victims is to tunnel under them and emerge from the ground in a swarm attack to surprise them. Mogura-jin can see perfectly well even in total darkness; however their over-sensitive eyes are easily blinded by bright lights. In daylight, they fight at a -2 THACO penalty.

Mongrelfolk

Hit Dice: 3
Armour Class: 15
Attacks: Strike (1d8)
Saving Throw: 13
Movement: 9
Intelligence: Average
Alignment: Neutral
CL/XP: 3/60

Mongrelfolk combine features of many other races, including humans, dwarves, goblins, gnolls, orcs and bullywugs. No two mongrelfolk look alike, but they are always misshapen and ugly. They are rejected by most societies and often enslaved. It tolerated, they usually do not have equal rights. Mongrelfolk have infinite patience and an unswerving believe that justice will eventually come and their oppressors be punished. They have a tradition of bizarre and disturbing literature and music and are survivalists.

Spire **M**onkey

Hit Dice: 2
Armour Class: 12
Attacks: Claws (3x1d3)
Saving Throw: 16
Movement: 15
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 2/30

The spire monkey is a two-headed, six-armed monkey that lives on roofs (spires and minarets are preferred) and high in the treetops. In some tropical countries they are tolerated in cities as messengers of the gods, and roam temples with impunity. Omnivorous and foul-tempered, they race from rooftop to rooftop and steal food – and occasionally loose

coins or trinkets – from the streets below. Spire monkeys attack by clawing, as well as by throwing rocks or other small objects, such as roof tiles, and can divide their attacks between two opponents. They can climb as fast as they can run, and leap from tree to tree or building to building.

Monkey Spider

Hit Dice: 1 hp
Armour Class: 13
Attacks: Bite (1d2)
Saving Throw: 16
Movement: 18
Intelligence: Average
Alignment: Neutral
CL/XP: A/5

The monkey spiders are an ancient species. A monkey spider looks like an eight-legged monkey. They are actually rather intelligent, but often overlooked by other races due to their diminutive size. Monkey spiders are physically powerful for their size and also like to spit at opponents. A creature hit by monkey spider salvia has to rub its eyes for one round cannot attack. Monkey spiders live in large family units, are excellent climbers and are native to the jungles of the South. Some of them can be found in urban environments as well.

Monoclonius

Hit Dice: 8
Armour Class: 8
Attacks: Strike (2d8)
Saving Throw: 8
Movement: 6
Intelligence: Animal
Alignment: Neutral
CL/XP: 8/800

The single-horned monoclonius is a herbivorous dinosaur. Head and neck are protected by a bony shield. If threatened, a monoclonius herd will charge, with each dinosaur automatically inflicting 2d8 points of damage.

Moonbeast

Hit Dice: 2
Armour Class: 15
Attacks: Weapon (1d6+2)
Saving Throw: 16
Movement: 9
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 2/30

Moonbeasts resemble grey frog with a blunt, vague snout and a bunch of tentacles for a head. They have no skeletons and are thus very flexible. Moonbeast have an affinity for the sea and are sailors and pirates. Many moonbeast communities have enslaved Men of Leng and let them work for them.

Moor Man

Hit Dice: 4+2
Armour Class: 11
Attacks: Weapon (1d8)
Saving Throw: 13
Movement: 12
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 4/120

Moor men are a race of humanoid that lives only in the most dangerous fens. They are completely hairless, have oversized eyes and are usually tattooed. If they wear any clothing at all, it will be made from the skin of their victims. Moor men have heat vision, but also suffer a -4 THACO penalty in bright light. Because of this weakness, moor men tend to spend the day half-buried and hunt at night. A moor man tattoo is not just decoration, but has mystical powers. Most moor man tribes know six tattoos. The defence tattoo grants a +1 bonus to saving throws and armour class. The lucky tattoo allows a moor man to re-roll one die roll per encounter. The dark tattoo protects from the light of the sun. The shield tattoo lets the wearer absorb the first attack in a battle. The berserking tattoo doubles the number of attack and lets the moor man fight on for two more rounds after he reached naught hit points. The dazzling tattoo is a moving tattoo that renders anyone looking at it motionless if he fails a saving throw vs. magic. Another throw is permitted once per round. The effect also ends if the moor man is slain.



Mordling
Hit Dice: 4
Armour Class: 10
Attacks: Strike (1d4)
Saving Throw: 13
Movement: 15
Intelligence: Very
Alignment: Lawful Evil
CL/XP: 6/400

The mordlings are a race of evil humanoids that live hidden among humans and are often employed by dark powers. Mordlings look very attractive and are almost indistinguishable from humans. Mordlings are physically weak and prefer employ their death touch. With a successful attack, they touch an exposed bit of skin. If the victim fails a saving throw vs. death with a +4 bonus, it will die. If the save is made, it still suffers 1d4+6 points of damage. On a critical hit, the save has to be made without any bonus and the touch inflicts double damage. If a mordling kisses a victim on the mouth, the saving throw is rolled with a -4 penalty and the victims suffers 3d10 points of damage otherwise. While mordlings are powerful, they cannot touch living creatures without killing them and are denied physical pleasures. This drives many mordlinsg mad in the long run and raises the question how mordlings actually reproduce, as their deathly touch works against other members of their kind as well.

Morin
Hit Dice: 2
Armour Class: 12
Attacks: Claws (6x1d2)
Saving Throw: 16
Movement: 18
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

The morin is small ovoid creature that lives in the steppe. Its mouth and eyes are barely visible, so head and rear are hard to distinguish. The morn has six legs it uses in combat. Morins always appear in swarm, jump at potential prey and bring it down together. For every eight morins present, each individual gains a +2 THACO and a +1 damage bonus. Morins dig at half speed and prefer to stay in underground colonies during daytime.

Morkoth
Hit Dice: 7
Armour Class: 16
Attacks: Beak (1d10)
Saving Throw: 9
Movement: 3/18
Intelligence: Exceptional
Alignment: Chaotic Evil
CL/XP: 9/1,100

The aquatic morkoth has a kraken-like lower body, but a torso like a fish with inectoid arms. It lives in underground lakes and is matched by few other creatures in malice and cruelty. The morkoth attacks primarily with its octopus-like beak. Any spell targeted at the morkoth is reflected back at the caster. If a spell is cast together with *Dispel Magic*, it is reflected only with a 50% chance, though the morkoth is permitted a saving throw vs. magic to avoid the effect. A morkoth lives in a chamber with several interconnecting spiralling tunnels leading to it. The tunnels have a pattern that works like *Hypnotic Pattern* and require a saving throw every turn. The morkoth can use *Charm Monster* once per turn and will always open a fight by using it.

Morlock
Hit Dice: 1+1
Armour Class: 12
Attacks: Weapon (1d6+1)
Saving Throw: 18
Movement: 12
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 1/15

Morlocks are a degenerate race of subterranean humans. They are all albinos, and have developed a carnivorous diet that favours the meat of other humanoids. They only venture to the surface at night, and if caught in the daylight they suffer a THACO penalty of -2. Their subterranean existence has given them darkvision. These foul degenerate people wield any sort of weapon, but favour spears and swords. Morlocks lair deep within caverns or labyrinths, where a typical community will have a population of 5d10 individuals. In this community, there is usually a stronger individual in charge. Morlocks are enemies of dwarves, gnomes and other subterranean races, but they sometimes join groups of orcs and goblins. Like neanderthals, morlocks sometimes tame albino apes.

Mosasaurus
Hit Dice: 11
Armour Class: 12
Attacks: Bite (4d8)
Saving Throw: 4
Movement: 3/15
Intelligence: Animal
Alignment: Neutral
CL/XP: 11/1,700

The mosasaurus is a marine dinosaur, but has to surface to breathe. It travels slowly on land, but is a fast swimmer. It prey an all forms of marine animals and easily cracks bones and shell with its jaw.

Fire **M**oth

Hit Dice: 1
Armour Class: 12
Attacks: None
Saving Throw: 17
Movement: 6/18
Intelligence: None
Alignment: Neutral
CL/XP: 1/15

The fire moth is attracted by fire and light, but in comparison to other insects, it is completely immune to it. The fire moth is constantly emitting an oily, flammable substance. If it catches fire, the moth can ram a target for 1d6 points of damage or drip burning oil on a target for 1d3 points of damage. Fire moth oil can be used for a torch or oil lamp and will burn for one full day.

Brown **M**ould

Hit Dice: 2
Armour Class: 10
Attacks: None
Saving Throw: 17
Movement: 0
Intelligence: None
Alignment: Neutral
CL/XP: 4/120

Within three metres of a patch of brown mould, the mould drains body heat from living creatures other than creatures which use magical cold. The heat drain inflicts 2d8 points of damage. If fire comes in contact with the mould, the mould grows to cover an area twice its original size, boiling forth into new areas and beginning to suck heat from them in the following round. Growths of brown mould can only be killed by the use of magical cold.

Chromatic **M**ould

Hit Dice: 2
Armour Class: 10
Attacks: None
Saving Throw: 15
Movement: 0
Intelligence: None
Alignment: Neutral
CL/XP: 5/240

The many-coloured chromatic mould lives in warm, damp caverns. Everyone looking at its colourful patters has to make a saving throw vs. paralysis or will be affected by *Fascination*. Once near the mould, it releases a spore cloud causing *Confusion* on a victim no larger than a human if a saving throw vs. death is failed. Over the next 2d12 hours, the victim will be eaten by the spores. *Hold Plant* stops the process for 1d12 hours, *Cure Disease* eliminates the spores.

Death **M**ould

Hit Dice: 3+2
Armour Class: 11
Attacks: Creep (1d8)
Saving Throw: 15
Magic Resistance: 15%
Movement: 3
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 5/240

The death mould is semi-sentient creatures well camouflaged in caves and tunnels. It is feared by subterranean races. The death mould can breathe spores of a distance of twenty metres in a cone ten metres wide. The spore cloud can be used once per turn. Everyone in the spore cloud suffers 2d8 points of damage. If a saving throw is failed, a target falls unconscious for 1d4 rounds and will be attacked by the mould directly. The death mould can only be damaged by healing magic.

Deep **M**ould

Hit Dice: 1
Armour Class: 10
Attacks: None
Saving Throw: 16
Movement: 0
Intelligence: None
Alignment: Neutral
CL/XP: 3/60

The grey deep mould releases a cloud of spore with a radius of three metres if a creature steps on it. The spore cloud deals 1d10 points of damage per round and reduces the target's strength by 1d2 points for 1d10 turns. Both effects can be avoided by one successful saving throw vs. paralysis. The deep mould is stunned for 1d4 rounds by fire- and cold-based attacks, but suffers damage only from acid and alcohol.

Russet **M**ould

Hit Dice: 1
Armour Class: 10
Attacks: None
Saving Throw: 17
Movement: 0
Intelligence: None
Alignment: Neutral
CL/XP: 4/120

Russet mould has a red-brown colour and can be mistaken for rust from distance. If in contact with a living creature, the mould emits a cloud of spores within a radius of one metre. Everyone in the area suffers 5d4 points of damage per round in the cloud. Creatures failing a saving throw will be paralysed for 5d4 rounds. Creatures killed turn into mouldmen. The russet mould can only be killed with *Cure Disease*, *Continual Light* or stronger light-based spells.

Yellow **M**ould

Hit Dice: 1
Armour Class: 10
Attacks: None
Saving Throw: 17
Movement: 0
Intelligence: None
Alignment: Neutral
CL/XP: 3/60

The yellow mould is an underground fungus. It does not move or attack actively, but if poked or struck, half of the time it will release a cloud of poisonous spores with a radius of three metres. Anyone who fails a saving throw will suffer 2d8 points of damage. Creatures who do not breathe are not affected. Attacking the mould with fire or lighting will not trigger the spores.

Mouldman

Hit Dice: 3+1
Armour Class: 15
Attacks: Strike (1d6) or weapon
Saving Throw: 13
Movement: 12
Intelligence: Average
Alignment: Low
CL/XP: 3/60

Mouldmen are humanoid fungus creatures. They live in underground communities and often use shriekers to guard their lair. Mouldmen are immune to all forms of mould spores and plant-based poison. They can *Speak with Plants* thrice a day and sometimes cooperate with sentient plants or with myconids. A mouldmen leader can breathe a cloud of spores as a melee attack once per turn. Anyone hit failing a saving throw vs. death will be paralysed and die within 5d4 rounds unless cured by *Cure Disease*. Dead victims will rise as a mouldmen after 2d12 hours join the mouldman tribe.

Bone **M**ound

Hit Dice: 10
Armour Class: 16
Attacks: Claw (1d4), kick (1d4), bite (1d4)
Saving Throw: 5
Movement: 6
Intelligence: Average
Alignment: Chaotic Neutral
CL/XP: 12/2,000

When a shard of pure chaos ends up in the Material Plane, the result can be a bone mound, a jelly-like creature that exudes a sticky film from its pores. At first glance, a bone mound appears to be a massive heap of bones and broken skeletal remains, for it picks up osseous material that sticks to the monster's blob-like form, giving it the appearance of a pile of bones. This bone-collecting slime possesses a secondary ability that makes it a truly dangerous foe. In addition to the adhesive film it exudes, the piece of pure chaos at the bone mound's core gives it an innate ability to animate, partially, the bones that stick to it. The effects of this spell-like ability extend up to half a metre away from the creature's body. The bone mound can animate 1d6 of the bony remains that have adhered to it each round. Each of these animated body parts may attack once, inflicting 1d4 points of damage. A cleric may turn these newly living bits of skeletal remains as if they were skeletons. The bone mound may shift its animate dead power from one set of bones to another at any time. The chaos shard inside the mound, which looks like a bit of charcoal, is quite dangerous - it dissolves instantly into anyone who touches it, and the victim must make a saving throw at -2 or the shard will re-form inside his body and he will become a bone mound himself in 1d6 days.

Shambling **M**ound

Hit Dice: 7
Armour Class: 18
Attacks: Fists (2x2d8)
Saving Throw: 9
Movement: 6
Intelligence: None
Alignment: Neutral
CL/XP: 10/1,400

The shambling mound is a bipedal plant. It consists of slimy vegetation and is so wet that it is immune to fire. They take only half damage from cold and mundane weapons. Lightning damage adds one hit die to the shambling mound. If it hits an opponent with both fists, the target is enfolded into the mound and will suffer 2d4 points of damage until freed.

Monstrous **M**outh

Hit Dice: 6
Armour Class: 13
Attacks: Bite (4d6)
Saving Throw: 11
Movement: 6
Intelligence:
Alignment:
CL/XP: 8/800

A bulbous body four metres in diameter, resting atop tiny legs, a monstrous mouth is almost entirely a huge, gaping maw equipped with rows upon rows of sharp, pointed teeth. Atop the strange creature's body, two short eyestalks allow it to see its prey, even in total darkness. Each of these eye-stalks can discharge a sleep ray, causing potential prey to fall into a deep slumber. This requires a successful attack roll by the monstrous mouth, but no saving throw is permitted. The slumber is identical to *Sleep*, but affects creatures with any number of hit dice. Each eyestalk can use a sleep ray only once per day.
Another even stranger ability is the monstrous mouth's capacity to inhale with such force that a specific target up to ten metres away may be sucked into the creature's toothy maw. A successful attack roll by the monstrous mouth, followed by a failed saving throw on the part of the victim, will result in the victim being sucked into the creature's

mouth. Once the victim is sucked in, the monstrous mouth constricts its interior to pin the victim, suffocating him in 1d4+2 rounds. A successful saving throw is required to escape. Each round spent trapped within a monstrous mouth will inflict 1d6+3 points of damage. The damage is reduced by the target's body armour's enchantment bonus.

Gibbering **M**outher

Hit Dice: 4+3
Armour Class: 15
Attacks: Strike (6x1d2)
Saving Throw: 11
Movement: 3
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 5/240

The gibbering mouther is an amoeboid mass of flesh with a huge number of mouths and eyes. It is completely amoral and aims for eating everything it can digest. Whenever the gibbering mouther eats another creature, its eyes and moth are added to the mass. Every now and then, a gibbering mouther splits into two. The mouther has a strange ability named gibbering. If it uses said ability, every creature within a radius of twenty metres has to make a saving throw. Failure will cause a victim to be affected by *Confusion*. On a critical hit, a mouther will swallow a victim whole, which will kill it in 2d8 rounds.

Muckdweller

Hit Dice: 1d4 hp
Armour Class: 13
Attacks: Bite (1d2)
Saving Throw: 17
Movement: 6/12
Intelligence: Average
Alignment: Lawful Evil
CL/XP: B/10

Muckdwellers are race of intelligent bipedal amphibians with brown to orange scales and fins on their back. They ambush prey by squirting water at it over a distance of twelve metres. Anyone failing a saving throw is blinded for one round. Surprised victims are not permitted a save. Muckdwellers are tribal and have underwater lairs. Some muckdweller tribes serve a newt-kin tribe.

Mudman

Hit Dice: 2
Armour Class: 10
Attacks: None
Saving Throw: 15
Movement: 3
Intelligence: None
Alignment: Neutral
CL/XP: 2/30

Mudmen are unintelligent being that form where mud is exposed to large amount of magic. Mudmen have no goal beyond survival and protection of their mud pool. In combat, a mudman will throw mud at its opponent, slowing it down by one with each hit. Every creature is considered to have an armour class of ten for this purpose. A mudman can also throw itself at a victim. Success means death of the mudman and a slowdown of four. A immobilised target is covered by mud entirely and suffers 1d8 points of damage per round. *Mud to Rock* kills a mudman right away.

Mule

Hit Dice: 2+1
Armour Class: 14
Attacks: Kick (1d4)
Saving Throw: 16
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 2/30

The mule is a crossbreed of a female horse and a male donkey. They are usually sterile.

Mummy

Hit Dice: 6+4
Armour Class: 16
Attacks: Strike (1d12)
Saving Throw: 11
Turned: 7
Movement: 6
Intelligence: Semi
Alignment: Chaotic Evil
CL/XP: 7/600

Mummies are the persevered remains of long-deceased people. Some are natural mummies, others have been specially treated. Mummies can only be hit by magical weapons, and even those only deal half damage. Anyone who is touched by a mummy and fails a saving throw vs. death will be cursed. His healing rate is reduced by three-quarters. *Cure Disease* brings the healing rate to one-half normal and *Remove Curse* completely lifts the mummy's curse.



Greater **M**ummy
Hit Dice: 8+4
Armour Class: 18
Attacks: Strike (3d6)
Saving Throw: 8
Magic Resistance: 10%
Turned: 9
Movement: 9
Intelligence:
Alignment: Lawful Evil
CL/XP: 9/1,100

Greater mummies have been powerful individuals in life and are fearsome opponents in undeath. Most greater mummies are decorated with jewels and other grave goods. They can speak and have control over lesser mummies nearby. They radiate evil and everyone facing a greater mummy has to make a saving throw to avoid running away in terror. Greater mummies curse other creatures like other mummies and can use *Detect Lies*, *Hold Metal*, *Silence* and *Slay the Living* twice per day.

Myconid
Hit Dice: 4
Armour Class: 10
Attacks: Strike (4x1d4)
Saving Throw: 14
Movement: 9
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: 5/240

Myconids are a race of humanoid fungi. They live mostly underground and are no expansionists. If left alone, myconids are mostly harmless. Myconids are stronger than they thin bodies suggest. In case of an emergency, a myconid can release a cloud of spores which will immobilise one target if it fails a saving throw. The effect lasts 1d6 rounds. During that time, the target remains totally passive and only observes.

Myconid King
Hit Dice: 8
Armour Class: 12
Attacks: Strike (3d8+2)
Saving Throw: 6
Movement: 6
Intelligence: Very
Alignment: Lawful Neutral
CL/XP: 10/1,400

The myconid king is the ruler of a colony of myconids. He has twice the size of a normal myconid and is shaded blue rather than brown or orange. In additional to the paralysing spores, the myconid king can resurrect any dead humanoid or larger animal as a fungus corpse under his control.

Abyss **N**aga
Hit Dice: 11
Armour Class: 16
Attacks: Bite (1d6), strike (1d8)
Saving Throw: 4
Movement: 18
Intelligence: Very
Alignment: Neutral
CL/XP: 13/2,300

The abyss naga is a serpent creature which can be up to ten metres long. It has a human had and often a long mane of hair too. If they strike a target, they automatically coil and the target suffers 1d8 points of damage every round thereafter. They poisonous bite is lethal to anyone failing a saving throw vs. death. An abyss naga can cast *Hold Person* and *Ring of Silence* once per battle. They can heal 1d6 points of damage at will, but have to sacrifice an attack to do so. Worn all night, abyss naga skin allows the wielder to recover two additional hit points per night of sleep. If might draw small serpents, though.

Bone **N**aga
Hit Dice: 7
Armour Class: 15
Attacks: Bite (1d4), strike (3d4)
Saving Throw: 8
Turned: 9
Movement: 12
Intelligence: Exceptional
Alignment: Neutral Evil
CL/XP: 9/1,100

The bone naga is the skeleton of a naga animated by a necromancer. It appears like a skeletal worm with a human skull and glowing red eyes. Bone nages can cast one spell per round, often *Cause Blindness*, *Magic Missile* or *Lightning Bolt*. Bone nagas have the benefits and weaknesses of all undead.

Dark **N**aga

Hit Dice: 9
Armour Class: 14
Attacks: Bite (1d4), tail sting (2d8)
Saving Throw: 4
Magic Resistance: 15%
Movement: 13
Intelligence: Exceptional
Alignment: Lawful Evil
CL/XP: 11/1,700

The dark naga has a human face, but the body of a black mamba. They attack with a bite and their venomous sting. Anyone who is stung and fails a saving throw vs. death falls into a deep sleep for 2d4 rounds after one round and takes 1d2 points of damage while unconscious. A dark naga has four mage spells of the first and two of second and third level. Dark nagas are immune against acid and poison. Their mind cannot be read, but they constantly read the minds of everyone within a radius of five metres. Dark nagas are schemers and often cooperate with other evil races.

Hanu **N**aga

Hit Dice: 5
Armour Class: 14
Attacks: Bite (1d6), tail (1d6)
Saving Throw:
Movement: 12
Intelligence: Very
Alignment: Neutral Evil
CL/XP: 6/400

Hanu nagas are a predominantly tropical and subtropical form of naga, less magical than the human-headed variety. Rather than a human-headed giant snake, hanu nagas have a feral monkey head upon a great serpentine body. These nagas lair in jungles and rainforests, haunting forgotten temples and ancient ruins, where many are worshipped by tribes of wild monkeys or apes. The most intelligent of hanu nagas may have followings of tribesmen or cavemen. The stylised, writhing dance of a hanu naga allows it to exert a mystic control over apes and monkeys within a radius of one hundred metres. These controlled creatures will act at the naga's mental command. It is not necessary for the apes to actually see the naga's dance to fall under its control; indeed, when a hanu naga begins its dance, up to twenty simian creatures within one kilometre will immediately begin moving at top speed to the dancing naga's presence. The naga may dance and attack at the same time. The bite of a hanu-naga is poisonous and inflicts 1d12 additional points of damage unless the target makes a saving throw vs. death. If the naga hits with its constricting tail attack it will inflict automatic damage of 1d6 per round until the victim killed.

Spirit **N**aga

Hit Dice: 9
Armour Class: 13
Attacks: Bite (1d3)
Saving Throw: 6
Movement: 15
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 10/1,400

The spirit naga is a malicious scavenger that lives mostly underground. It has dark scales and its gaze has the effect of Charm Person. Spirit Naga can use Magic Missile, Silence and *Mirror Image* at will. While wielding a mantle made from spirit naga skin, the wielder will be able to cast spells even if silenced. The mantle will smell of death for some weeks.

Water **N**aga

Hit Dice: 7
Armour Class: 14
Attacks: Bite (1d4)
Saving Throw: 9
Movement: 12/20
Intelligence: Average
Alignment: Chaotic Neutral
CL/XP: 9/1,100

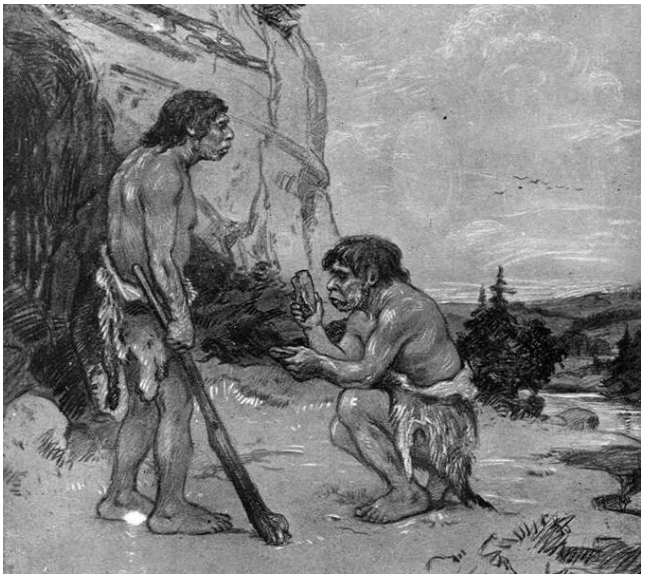
Water naga are solitary but curious naga. They live in water and need to water their skin once a day to survive. Their poison is no less lethal than that of the abyss naga. Water naga skin can be turned into leather armour. The armour is very light an offers only a +1 bonus to armour class, but protects the wielder from being charmed. It needs to be watered once a day.

Giant **N**autilus

Hit Dice: 14
Armour Class: 22
Attacks: Tentacles (20x1d8), bite (5d4)
Saving Throw: 3
Magic Resistance: 20%
Movement: 18
Intelligence: Genius
Alignment: True Neutral
CL/XP: 17/3,500

The giant nautilus is native to the Elemental Plane of Water, but is also encountered in oceans of other planes. It is a gargantuan creature maintaining the balance of nature in the underwater world. A giant nautilus can communicate with all creatures via telepathy. In combat, it uses it many tentacles. Up to three tentacles can be used against a single opponent simultaneously. A character hit by more than one tentacle is pinned down and can be bitten by the nautilus. The giant nautilus is immune to all form of mind control and can use *Charm Animal*, *Charm Person*, *Detect Evil*, *Detect Good*, *Part Water*, *Monster Summoning I*, *Monster Summoning II* or *Monster Summoning III* once per round. It is on good terms with most underwater races, including evil ones, and often fulfils the

role of a judge or negotiator. A nautilus shell can be transformed into a roomy submarine.



Neanderthal

Hit Dice: 2
Armour Class: 11
Attacks: Weapon (2d4)
Saving Throw: 17
Movement: 12
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: 2/30

These demihumans are cousins to humans. They often are assumed to be brutish, due to their large brow ridges, receding chins, and slightly shorter, denser bodies. However, though they live a primitive lifestyle, they are as intelligent as humans. Neanderthals typically attack with spears and weapons with stone blades. A neanderthal band usually consists of 1d4x10 individuals. Neanderthals are led by only the strongest of their kind. The lair will often have albino apes as trained pets and guardians. Neanderthals revere cave bears, and will hunt them for rites of passage and religious purposes. They despise kobolds, goblins, and morlocks, but enjoy the company of gnomes and dwarves.

Necrophidius

Hit Dice: 2
Armour Class: 17
Attacks: Bite (1d8)
Saving Throw: 16
Movement: 9
Intelligence: None
Alignment: Neutral
CL/XP: 3/60

The necrophidius, also known as the death worm, is a construct similar to a golem. It consists of the skeleton of a long snake with a humanoid skull and is created for a single purpose, like guarding a place or assassinating someone. Anyone bitten by a necrophidius has to make a saving throw vs. paralysis or will be paralysed for 1d4 rounds. The necrophidius can also perform a strange dance called the Dance of Death. It requires anyone looking to make a saving throw or be affected by *Hypnotic Pattern*.

Needleman

Hit Dice: 3+4
Armour Class: 13
Attacks: Slap (3d4), needles (1d6x1d2)
Saving Throw: 14
Movement: 9
Intelligence: Low
Alignment: Chaotic Neutral
CL/XP: 4/120

The needleman shares some similarities with a zombie, but is in fact a humanoid plant creature. Needlemen change colour depending on seasons. Physically, a needleman is not very strong, but due to the countless needles covering its body, its slap does considerable damage. It can also fire needles over a distance of six metres. Needlemen are very vulnerable to magic. They suffer triple damage from magical attacks, but are permitted a saving throw to avoid this and only take normal damage. Needleman rely on sun light as well as flesh and are especially fond of elven and horse meat.

Neogi

Hit Dice: 5
Armour Class: 16
Attacks: Strike (2x1d3), bite (1d6)
Saving Throw: 12
Movement: 6
Intelligence: Highly
Alignment: Lawful Evil
CL/XP: 5/240

The small neogi look like a mix between wolf spider and moray eel. They are a race of slavers and have mastered space travel. Neogi are xenophobic and universally hated Races that would otherwise never cooperate have forged alliances to protect themselves against neogi. Neogi are not very strong, but have armies of slaves. Every neogi can mind-control 1d6 creatures and has a couple of tunnel brute servants. The tunnel brutes have been raised to serve their "small masters" and are loyal to the end. Neogi have an extravagant lifestyle and are notorious gamblers. Anyone bitten by a neogi has to make a saving throw vs. death or will be affected by *Slow* for 1d8 rounds.

Neogi Old Master

Hit Dice: 18
Armour Class: 15
Attacks: None
Saving Throw: 3
Magic Resistance: 10%
Movement: 3
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 19/4,100

If a neogi becomes old, he will be affected by dementia and his slaves will become unruly. In this case, the other neogi of the community may choose to poison the old neogi all at once and thus transform him into an old master. The old master can barely move and only lives to eat. After three months, he will burst open and 2d10+20 young, barely sentient neogi will come out. They will start to fight and eat each other. Only 1d4+4 of them will survive. Anyone swallowed by an old master suffers 1d12 points of damage per round. If attacked by sharp weapons, an old master will release 2d4 young neogi to defend himself. Blunt weapon will not pierce the skin of an old master and not bring forth young.

Nereid

Hit Dice: 4+2
Armour Class: 10
Attacks: Kick (1d2)
Saving Throw: 13
Magic Resistance: 50%
Movement: 12/12
Intelligence: Very
Alignment: Any Chaotic
CL/XP: 6/400

The neireid appears as a human female, but is actually a creature from the Elemental Plane of Water. Nereids are good swimmers and are almost invisible in water, as they take human form only if in contact with air. If a male sees a neireid, he will be unable to harm her unless he makes a saving throw. A neried's kiss will also drown a male unless he makes a saving throw at a -2 penalty. They will sometimes be accompanied by water creatures and can *Water Walk* at will and *Poison Water* once per day.

Newt-kin

Hit Dice: 2+1
Armour Class: 14
Attacks: Claws (2x1d3), bite (1d6)
Saving Throw: 16
Movement: 9/12
Intelligence: Low
Alignment: Lawful Neutral
CL/XP: 2/30

Newt-kin are amphibious humanoids which usually live in tribal societies in swamps. They are excellent swimmers and can hold their breath long. Newt-kin are traditionalists and more proficient with magic than with technology.

Nezumi

Hit Dice: 1
Armour Class: 10
Attacks: Weapon (1d6), bite (1d4)
Saving Throw: 19
Movement: 12
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 2/30

Nezumi are short humanoid rats. Although not much of a threat individually, they attack in packs and can transmit diseases. Sometimes, they are accompanied by giants rats or swarms of common rtas.

Night Hunter

Hit Dice: 2+2
Armour Class: 13
Attacks: Claws (2x1d2), bite (1d4), tail (1d6)
Saving Throw: 16
Movement: 2/18
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 4/120

The night hunter is a bat-like predator that roams the underground in packs and is always active. At night, they will fly to the surface to search for creatures to feast on. Once per fight, a night hunter can swoop down on an opponent. In that case, its tail attack will do 3d4 points of damage.

Nightgaunt

Hit Dice: 2
Armour Class: 14
Attacks: Weapon (1d6) or tail (1d8)
Saving Throw: 16
Movement: 12/12
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 3/60

Nightgaunt are tall humanoids with greasy grey skin and bat-like wings. They have a spiked tail and paws dextrous enough to hold weapons. Their face is just flat, lacking nose, eyes or mouth. Nightgaunt roam the skies looking for children or elderly to abduct as food for their family.

Nightmare
Hit Dice: 6+2
Armour Class: 17
Attacks: Hooves (2x1d8), bite (1d8)
Saving Throw: 11
Movement: 24
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 6/400

The nightmare is a black horse with flames trailing from its nostrils and wreathing its hooves. It is a devilish creature and sometimes serves evil beings as a mount. The nightmare is immune against all form of mind control, takes no damage from fire and is fearless.

Nightshade
Hit Dice: 1+4
Armour Class: 13
Attacks: Strike (1d4+1) or weapon (1d6)
Saving Throw: 17
Movement: 9
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 2/30

Nightshades are elemental spirits associated with poisonous plants. They live in dark, unhallowed forests. They resemble dwarves, but are slightly smaller, always have silver hair and darker skin. Nightshades are immune to all poisons and can speak with plants. They use mostly wooden equipment, but sometimes also bronze. Nightshades use poison on their weapons. Unless a saving throw vs. death is made, it temporarily reduces dexterity by one. The poison becomes ineffectual after being exposed to air for ten rounds. They live on blood and bone marrow and value potions and items with direct practical use, but not gold or gems. Nightshades can use *Entangle* and *Warp Wood* once per day.

Niseag
Hit Dice: 15
Armour Class: 13
Attacks: Strike (2d12)
Saving Throw: 3
Movement: 1/20
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 17/3,500

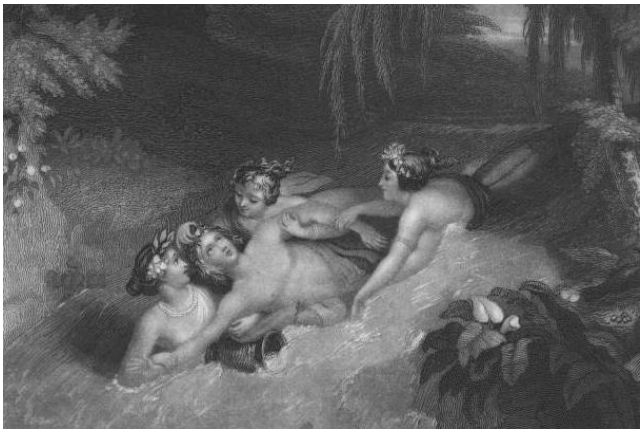
The niseag is a serpent-like monster living in lakes, though some have been sited at sea as well. Niseags can grow up to a length of twenty metres and will swallow medium-sized victims whole on a roll five higher than necessary to hit or on critical hits. Anyone swallowed will die within an hour and be digested within a day. It is not clear how niseags survive in lakes, as many reported as habitats of these monsters seem too small to sustain such a large organism. Spilled into water, niseag bile will attract fish and other water creatures.

Dread Niseag
Hit Dice: 13
Armour Class: 19
Attacks: Strike (3d8)
Saving Throw: 3
Turned: 16
Movement: 1/20
Intelligence: Very
Alignment: Chaotic Evil
CL/XP: 18/3,500

This undead niseag is a rare sight. It is not entirely clear how niseag become undead, as they seem to be independent and are usually not controlled by a necromancer. Dread niseags do not swallow their victims, but can lock their law around an opponent if their score more than ten points of damage. After that, they will attempt to drown the victim. The dread niseag is immune to non-magical weapons and can use *Toxic Cloud* thrice a day. Everyone who sees a dread niseag has to make a saving throw or will be stunned for one round.

Nixie
Hit Dice: 1d4 hp
Armour Class: 12
Attacks: Weapon (1d6)
Saving Throw: 18
Movement: 9/12
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: B/10

The nixie is a minor water spirit related to the dryad. One in five nixies can use *Charm Person*. If the victim fails a saving throw at a -2 malus, it will walk into the water and be the nixies' slave for one year. *Dispel Magic* works only in three out of four cases. The chance drops to one out of four cases if the victim is already underwater. Nixie hair glitters beautifully and is popular among the females of many cultures.



Ice Nixie

Hit Dice: 1
Armour Class: 13
Attacks: Ice dagger (1d4)
Saving Throw: 14
Movement: 9/15
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 1/15

The ice nixie is cruel and malicious. It originates from polar regions, but will move to temperate areas as well. Ice nixies can freeze up to one cubic metre of water per round and are immune to cold damage. They can throw ice darts with a range of ten metres for 1d3 points of damage. The ice nixie can charm other creatures. The target will react positively to the nixie, but become cold-hearted and egoistic. The nixies will or death are the only ways to free the victim. Drinking half a litre of nixie blood will prevent the consumer from freezing for half a day.

Norker

Hit Dice: 1+2
Armour Class: 16
Attacks: Weapon (1d6), bite (1d3)
Saving Throw: 17
Movement: 9
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 2/30

Norkers are aggressive and belligerent goblinoids. They skin is shaded from red to grey and completely hairless. Norkers have canine teeth and never wear armour, as their skin already very tough. In combat, they like to use swarming tactics and strike with bludgeoning weapons. A norker tribe is organised like a bunch of thugs. The strongest norker rules, but only as long as he can prove that he is still superior to everyone else. Norkers will negotiate with strong opponents, but will always looks for a way to double-cross them.

Nosferatu

Hit Dice: 8+3
Armour Class: 18
Attacks: Slam (1d6+4)
Saving Throw: 7
Turned: 11
Movement: 12/18
Intelligence: Exceptional
Alignment: Neutral Evil
CL/XP: 10/1,400

The nosferatu are a special breed of vampires. During the night hours, a nosferatu looks like a normal, if rather pale, member of its race. At sunrise, the nosferatu falls into a coma-like sleep. If it fed within the last hours, it will look slightly flushed. During this sleep, its skin will slowly turn grey. The nosferatu have all the strengths and weaknesses of the common vampire, but always drain points of constitution. A nosferatu will only drain weakened or charmed victims and usually drain one point of constitution per round. While draining, it can defend itself only with its gaze. A nosferatu's victim regains one point of constitution every two days. If killed by the drain, it will rise as a zombie under the nosferatu's control. If within a hundred metres, a nosferatu can charm a victim it once drained telepathically. *Remove Curse* will break this dark bond. Nosferatu sleep in coffins and usually maintain three or four hiding places. If a nosferatu does not drain at least three points of constitution, it will lose one hit die. If half its hit dice are lost, it ceases to decline further, but will go berserk if near a potential victim.

Nothosaurus

Hit Dice: 6
Armour Class: 13
Attacks: Bite (5d4), flippers (2x1d6)
Saving Throw: 11
Movement: 3/18
Intelligence: Animal
Alignment: Neutral
CL/XP: 6/400

The nothosaurus is a particularly aggressive marine dinosaur. It dwells in the seas of the South and likes to sun itself on rock between hunts. If reduced to half its maximum hit points, it will go into a frenzy and also strike with its flippers.

Nue

Hit Dice: 6
Armour Class: 14
Attacks: Bites (2x1d8)
Saving Throw: 7
Movement: 12
Intelligence: Average
Alignment: Chaotic Neutral
CL/XP: 9/1,100

A nue looks like a large tiger with simian features, large pupil-less eyes and a long snake for a tail. The snake's bite can strike any enemy on the sides or back of the nue's body.

Despite its large size and weight a nue is remarkably agile and fast, it can jump ten metres long or five metres high easily from a standing position. Since a nue has a pair of eyes on each end of its body it is nearly impossible to flank or surprise. A nue also has another ability: At nigh time, when lying perfectly still it can become a dark silhouette which is only noticed in one out of ten cases of the time. The invisibility is only dispelled if the creature is exposed to direct moon beams or injured. Naturally, nue prefer moonless or overcast nights to hunt. Some legends speak of a special kind of nue, the dai-nue, who can maintain their invisibility even while moving and are immune to normal weapons.

Nymph

Hit Dice: 3
Armour Class: 11
Attacks: Strike (1d4)
Saving Throw: 14
Magic Resistance: 50%
Movement: 12
Intelligence: Exceptional
Alignment: Neutral
CL/XP: 4/120

A nymph is a fey that appears as a strikingly beautiful female with a perfect body. Any living creature looking at a nude nymph has to make a saving or will die instantly. Once per day, nymphes can use *Call Lightning*, *Call of the Forest*, *Dimension Door* and *Obscuring Mist*. They despise anything ugly.



Grain Nymph

Hit Dice: 4
Armour Class: 13
Attacks: Strike (1d2)
Saving Throw: 13
Movement: 12
Intelligence: Very
Alignment: True Neutral
CL/XP: 5/240

The grain nymph is a nymph living in a cornfield. Grain nymphs usually have blond hair and fair skin. They care for the animals in their field and are mostly harmless if left alone. Cornfields with a grain nymph will produce more and better grain, so farmers have a very positive attitude to these nymphs. If a grain nymph's field is burned down, she will die. A grain nymph can use *Charm Animal* and *Speak with Animals* at will. She can also use *Dominate Animal* and *Summon Animals II* twice per day, but only once per turn.

Obliviax
Hit Dice: 1d2 hp
Armour Class: 10
Attacks: None
Saving Throw: 18
Movement: 0
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: B/10

Obliviax is malignant moss that causes memory loss. It can sense sentient creatures within a radius of twenty metres. If a caster is present, it will be attacked preferably. Every time the moss attacks, the target has to make a saving throw vs. magic to avoid the loss of all memories from the last twenty-four hours. The target will not necessarily know what is going on. Once the memories have been drained, the obliviax will defend itself by casting the stolen spells. To regain the memories, the target has to eat the moss and make a saving throw vs. death. If the save is successful, all memories are regained and additional ones of other creatures may be gained as well. If the save fails, the target becomes ill for 3d6 turns instead.

Gargantuan Octopus
Hit Dice: 8
Armour Class: 12
Attacks: Arms (8x1d4), beak (2d6)
Saving Throw: 8
Movement: 3/12
Intelligence: Semi
Alignment: Neutral Evil
CL/XP: 10/1,400

The cunning and malicious gargantuan octopus is a semi-sentient being that enjoys drowning shipwrecked sailors and picking people from the deck of their ship. The octopus usually uses six arms to attack and two at attach itself to the ship. Anyone hit by an arm automatically suffers damage until the octopus is killed or the arm severed. Targets close to the beak will also be attacked by that. Each arm has eight hit points independently from the octopus's hit dice. If more than half its arms have been cut off, the octopus is likely to retreat. The arms will regrow over the course of 1d4 weeks. To cover its retreat, the octopus can release an ink cloud with a radius of fifteen metres that lasts for 3d4 rounds.

Giant Octopus
Hit Dice: 4
Armour Class: 12
Attacks: Tentacles (8x1d3)
Saving Throw: 13
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 6/400

The giant octopus is a menace to all sailors crossing its territory. It does not have a very sturdy skin, but enough strength to drag small boats underwater. If the vessel is too large, the octopus sticks to picking sailors and drowning them. After the initial hit, a tentacle automatically does 1d6 points of damage each following round until the victims is freed. In emergency situations, the octopus can jet out water to triple its swimming speed or use an ink cloud to obscure its true position.

Ogre
Hit Dice: 4+1
Armour Class: 14
Attacks: Weapon (1d10+1)
Saving Throw: 13
Movement: 9
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 4/120

The ogre is a huge but rather dumb humanoid with some similarities to the orc. Its lack of imagination is compensated by determination and enormous physical power. Ogre form simple communities and sometimes ally with orcs or goblinoids.



Merrow Ogre
Hit Dice: 4+4
Armour Class: 15
Attacks: Claws (2x1d6), bite (2d4)
Saving Throw: 12
Movement: 9/15
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 5/240

The merrow ogre is an aquatic ogre that lives in fresh and salt water. Some merrow ogres have ivory horns. They are smarter than land-dwelling ogres, but ignorant and superstitious. They sometimes raid coastal villages and are on good terms with sea trolls.

Swamp **O**gre
Hit Dice: 6+1
Armour Class: 15
Attacks: Claws (2x1d6), bite (2d6)
Saving Throw: 11
Movement: 6/12
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 9/1,100

Swamp Ogres are larger, semi-aquatic cousins of common ogres. They range in colour from mouldy green to yellowish-brown, and they have huge heads that protrude forward from their enormous, hunched shoulders. Their great arms are able to rotate around completely, allowing them to easily reach anywhere on their backs and shoulders. Swamp ogres are often covered in moss, swamp grass, and mud, which facilitates their favourite mode of attack: Surprise. Swamp ogres sit or lie down in the muck so that just their great shoulder hump protrudes above the mire; when still, they need to breathe only once each hour. While in this position, a swamp ogre waits until someone or something sets foot upon its shoulders, whereupon its arms move with lightning speed to grab its victim and pull it down into the mire to be eaten. If the swamp ogre hits with both hands, it drags the opponent completely below the mire to drown in 1d4+2 rounds. If the swamp ogre hits with only one hand, it drags the opponent under on the following round, unless eight points of damage is dealt to its hand or it is otherwise forced it to loosen its grip. Once its opponent is underneath the mire, the swamp ogre uses its conventional claw and bite attacks on the unfortunate victim. If a swamp ogre scores a critical hit with its bite attack against a human-size or smaller opponent, it swallows that opponent whole. A swallowed opponent suffers 1d8 point of damage each round from stomach acid, cannot attack with anything larger than a dagger, and ultimately suffocates in 2d4 rounds.

Tusken **O**gre
Hit Dice: 6+4
Armour Class: 15
Attacks: Weapon (1d12)
Saving Throw: 12
Movement: 12
Intelligence: Average
Alignment:
CL/XP:

The tusken ogres have a pale bluish tint to their skin, and powerful tusks protruding from their mouths. They are somewhat more intelligent than normal ogres, and are often found in the service of an evil wizard. Tusken ogres that are not minions often inhabit crude but human-like residences. They dress in silk garments taken from victims or merchants, and usually fight with pole arms or outsized swords. They are inveterate slavers, and their lairs will often contain human prisoners, especially women. A tusken ogre has one magical ability, which is to create a single *Mirror Image* of itself at the beginning of a battle. The illusory double will disappear when it is hit.

Ogrillon
Hit Dice: 3+1
Armour Class: 14
Attacks: Weapon (1d8+2)
Saving Throw: 14
Movement: 12
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 3/60

The ogrillon is the result of a union of a female orc and a male ogre. Orgillon are fierce combatants and violent by nature. If they have not been in a fight for some time, they will become restless and nervous. Ogrillon are sterile, but nevertheless sometimes form gangs with other ogrillons instead of orcs or ogres. Most ogrillons are only slightly taller than orcs, so their strength is often misjudged.

Oliphant
Hit Dice: 10+5
Armour Class: 16
Attacks: Trample (4x3d6)
Saving Throw: 5
Movement: 15
Intelligence: Low
Alignment: Neutral
CL/XP: 11/1,700

The oliphant is a rather intelligent relative of the mastodon. It is very agile for its size and can attack up to four targets at once.

Omgoth
Hit Dice: 4
Armour Class: 13
Attacks: Claws (2x1d6)
Saving Throw: 13
Movement: 9
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 5/240

Omgoths were once holy men who, through betrayal of their faith, now suffer from a curse that has given them a rotting, ghoulish appearance. They look so much like a ghoul that they are often mistaken as one. Their bodies are in always in a continuous state of decay and they must regularly feed on the living to replenish their lost flesh or the curse with consume them. Omgoths exude an aura of corruption that causes healing magic employed in their presence to damage the intended recipient instead of healing; be they from spells, potions or magical items. Though they may be found in the company of undead, they are not themselves undead and cannot be turned.

Oni

Hit Dice: 5+4
Armour Class: 15
Attacks: Weapon (1d12)
Saving Throw: 10
Movement: 12
Intelligence: Highly
Alignment: Lawful Evil
CL/XP: 7/600

The oni is a distant relative of the ogre. Oni originate from the East, but can be found in many other places as well, as they like to travel a lot. Oni are very intelligent and often use magic. They can use *Darkness Globe*, *Charm Person* and *Sleep* once a day. Their magic blast has a range of ten metres and causes 8d6 points of damage to anyone caught within. A saving throw for no damage is permitted. Even outside the Eats, oni like to use the katana and other weapons from their home region. Some oni have blue skin, brown skin or ivory horns.

Crystal **O**oze

Hit Dice: 4
Armour Class: 13
Attacks: Strike (3d4)
Saving Throw: 113
Movement: 1/3
Intelligence: Animal
Alignment: Neutral
CL/XP: 4/120

The translucent and colourless crystal ooze has adapted to an aquatic lifestyle. It is almost invisible underwater and gains a +4 bonus to surprise rolls. The crystal ooze is immune to fire, cold, acid and poison. Anyone hit by a crystal ooze has to make a saving throw vs. paralysis or will be paralysed for 4d4 rounds. The crystal ooze's poison does not affect metal, but will slowly destroy wood and clothing.

Grey **O**oze

Hit Dice: 3+3
Armour Class: 12
Attacks: Strike (2d6)
Saving Throw: 14
Movement: 1
Intelligence: None
Alignment: Neutral
CL/XP: 5/240

Grey ooze is extremely slow, but also undistinguishable from wet rock. It dissolves carrion and prey with its acidic secretions. Grey ooze cannot be harmed by spells, cold or fire. All mundane metal weapons touching the ooze have to make a saving throw or will corrode quickly. Blunt weapons do only one third of their regular damage to grey ooze. If diluted one to ten with water, the acid of the grey ooze can be used to polish armour and weapons.

Grim **O**oze

Hit Dice: 11
Armour Class: 13
Attacks: Strike (5d4)
Saving Throw: 4
Magic Resistance: 15%
Turned: 10
Movement: 6
Intelligence: None
Alignment: Neutral
CL/XP: 11/1,700

The mysterious grim ooze is an undead ooze creature. It is unclear whether the grim ooze is a distinct species or just a reanimated dead ooze. Usually, oozes do not rise from the dead. The grim ooze will destroy any wood it touches immediately and leather or similar material in 1d4 rounds. It can be harmed only by silver or magic weapons.

Ooze Man

Hit Dice: 5
Armour Class: 18
Attacks: Strike (2x3d4)
Saving Throw: 9
Movement: 12
Intelligence: Highly
Alignment: Neutral Evil
CL/XP: 7/600

Ooze men are vicious, intelligent ooze creatures. They live mostly underground and serve enigmatic ancient entities. Sages are not sure if these old beings are of divine nature or not. An ooze man can take any shape, but prefers to appear as an attractive human. He can move on walls and on the ceiling as well. Anyone hit by an ooze man has to make a saving throw vs. paralysis at a +2 bonus or will be paralysed for 2d6 rounds. Ooze men take no damage from blunt weapons and are immune to poison. Thrice per day, they can use their gaze as *Charm Person*, though the victim has to look at them for this to be effective.

Ophidian

Hit Dice: 3
Armour Class: 15
Attacks: Bite (1x1d3), weapon (1d4)
Saving Throw: 14
Movement: 9/18
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: 3/60

Ophidians are snake-like humanoids. They can change their skin colour at will and brown or green in their natural form. Ophidians live in primitive tribes. If a humanoid is bitten by one and fails a saving throw vs. death, it will transform into an ophidian. The transformation will start after 1d4+1 days and takes two weeks. After that, the victim will have lost its memories and run off to join the next ophidian clan it finds. *Cure Disease* and *Remove Curse* halt the transformation for one

day, though *Heal* is required to reverse it. Ophidians sometimes worship a naga, dragon or other powerful reptile.

Aqueous **O**rb

Hit Dice: 3
Armour Class: 15
Attacks: Tail (1d4)
Saving Throw: 15
Movement: 3
Intelligence: None
Alignment: Neutral
CL/XP: 5/240

Aqueous orbs are bubble creatures that levitate above the surface of the water, leaving a long, tube-like feeding tail dangling into the water below. Liquid and nutrients are pulled up through the tail to the bubble-like body, which thrives on rotting carrion in the surrounding water. An aqueous orb glows with green luminescence when attacking: those who fail a saving throw will walk toward the orb, enter the water, and most likely drown. The feeding tail can also be used as a weapon, piercing foes for 1d4 hit points of damage and inflicting 1d4 points of damage automatically thereafter, as it sucks blood from the victim. An aqueous orb is immune to all but piercing weapons; the feeding tail is immune to all but slashing weapons.

Orc

Hit Dice: 1
Armour Class: 14
Attacks: Spear (1d6) or scimitar (1d8)
Saving Throw: 17
Movement: 12
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 1/15

Orcs are brutish humanoids with green skin. Most live in tribal societies, but some are organised in cities or whole empires. Many orcs live underground and prefer to attack during the night. Orcs value bravery and strength and do not tolerate cowardice or any other form, especially not among their leaders.

Origami Warrior

Hit Dice: 2
Armour Class: 14
Attacks: Yari (1d6)
Saving Throw: 15
Magic Resistance: 10%
Movement: 12
Intelligence: None
Alignment: Neutral
CL/XP: 2/30

The origami warrior is a creation made of intricately folded paper, in the shape of a full sized human warrior. They move fast and blunt weapons inflict only half damage against them. Piercing weapons pass through the paper construction without causing any damage at all, but cutting weapons inflict one additional point of damage. Fire inflicts double damage. Origami warriors wield normal spears. They are generally found in the service of powerful sorcerers.

Ornitholestes

Hit Dice: 2
Armour Class: 15
Attacks: Bite (2d4)
Saving Throw: 16
Movement: 24
Intelligence: Animal
Alignment: Neutral
CL/XP: 2/30

The ornitholestes is an exceptionally fast carnivorous dinosaur. It eats insects, eggs and creatures its own size. Due to its speed, it is difficult to actually hit an ornitholestes.

Orog

Hit Dice: 2+1
Armour Class: 14
Attacks: Weapon (1d6+2)
Saving Throw: 16
Movement: 12
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 2/30

The orog is the offspring of a female ogre and a male orc. In comparison to the ogrillon, he has more mental capabilities and less uncanny aggressiveness. Orogs are disciplined and live usually among other orcs. They are sometimes referred to as great orcs. In gang or battalions of orcs, orogs easily become the leaders.

Orpsu

Hit Dice: 1+6
Armour Class: 12
Attacks: Bite (1d3), horn (1d4+3)
Saving Throw: 18
Movement: 2/15
Intelligence: Semi
Alignment: Lawful Evil
CL/XP: 3/60

The orpsu is a nocturnal flyer native to the East. It has sharp teeth, a rat-like tail and four bony horns. These horns are winged and are actually legs. Orpsus hunt in swarms and can see in darkness. Once per day, an orpsu can use *Hold Monster*, but may only target a single creature. If a target successfully saves against the effect, it is affected by *Slow*. Wounds caused by an orpsu bite continue to bleed and result in a loss of one point of constitution per turn until the wound is treated. Orpusus hunt a night and rest in caves or ruins during daytime. They cannot be charmed.

Osquip
Hit Dice: 3+1
Armour Class: 12
Attacks: Bite (2d6)
Saving Throw: 14
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

The osquip is a dog-sized rat-like rodent with grotesquely oversized teeth and up to four pairs of legs. It has pale yellow hide. The osquip's teeth can dig through stone. It digs fast enough to come out of the floor quickly and surprise its prey.

Dire **O**strich
Hit Dice: 3
Armour Class: 12
Attacks: Bite (1d6)
Saving Throw: 14
Movement: 18
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

If raised by humanoids from birth on, dire ostriches are large enough to be ridden as mounts, and might be for sale in southern lands or large cities.

Giant **O**tter
Hit Dice: 5
Armour Class: 14
Attacks: Bite (3d6)
Saving Throw: 12
Movement: 9/18
Intelligence: Semi
Alignment: Neutral
CL/XP: 5/240

Giant otters dwell in lakes or rivers. They love to play and are not very dangerous, but will fight ferociously if cornered or threatened. Giant otter pelts in good shape are very valuable and sell for up to 1,000 gp.

Otyugh
Hit Dice: 7
Armour Class: 16
Attacks: Tentacles (2x1d8), bite (1d4+1)
Saving Throw: 9
Movement: 6
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 8/800

Otyughs live underground, hiding in piles of refuse, for they are scavengers. These bizarre creatures are slightly larger than a human, a mass of flesh mounted on three squat, elephant-like legs. The otyugh has a sensory-organ stalk, and two rough, bone-ridged tentacles used for attacking enemies. Anyone bitten by an otyugh's mouth and failing a saving throw vs. death will catch a terrible disease and die in 3d6 days. Although they are relatively stupid, otyughs use rudimentary telepathy to communicate with each other and other telepathic beings, if they are encountered.

Neo-**O**tyugh
Hit Dice: 9
Armour Class: 19
Attacks: Tentacles (2x1d10), bite (1d8)
Saving Throw: 6
Movement: 6
Intelligence: Average
Alignment: Neutral
CL/XP: 10/1,400

Neo-otyughs are larger, more developed relatives of the otyughs. They share the same telepathic language. Additionally, the neo-otyugh's sensory organs are so advanced that it's impossible to surprise one.

Owl
Hit Dice: 1
Armour Class: 14
Attacks: Beak (1d2), Claws (2x1d2)
Saving Throw: 17
Movement: 1/24
Intelligence: Animal
Alignment: Neutral
CL/XP: 1/15

Owls are nocturnal birds of prey. During night time, they are hard to spot and fly silently, resulting in a -4 malus to surprise rolls for its opponents.



Giant **O**wl

Hit Dice: 4
Armour Class: 13
Attacks: Break (1d4+1), claws (2x2d4)
Saving Throw: 13
Movement: 3/18
Intelligence: Very
Alignment: Neutral
CL/XP: 4/120

Giant owls look mostly like a larger version of the common owl, but are way more intelligent and have their own language. Giant owls are as stealthy as common ones, resulting in a -4 malus to surprise rolls for its opponents. The giant owl is a symbol of wisdom in some cultures, a sign of imminent death in others.

Talking **O**wl

Hit Dice: 2+2
Armour Class: 17
Attacks: Beak (1d2), Claws (2x1d4)
Saving Throw: 15
Magic Resistance: 20%
Movement: 1/32
Intelligence: Exceptional
Alignment: Lawful Good
CL/XP: 4/120

Talking owl are rare and magical creatures. They can sense the presence of other beings near them and are impossible to surprise. Talking owls are very wise and immune to spells causing fear or resulting in control over them. Sometimes, talking owls aid heroes on dangerous quests. They know many languages and can *Detect Good* at will.

Owlbear

Hit Dice: 5+1
Armour Class: 14
Attacks: Paws (2x1d6), bite (2d6)
Saving Throw: 12
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 5/240

The owlbear resembles a cross between a bear and an owl. It might be product of a magical experiment gone bad. Foul-tempered and territorial, owlbears are a menace to anyone crossing their territory and not being prepared. If the owlbear manages to hit an opponent with both paws in one round, it hugs it for another 2d8 points of damage. The smell of an owlbear pelt will keep regular bears away, but attracts owls.

Kaiser **O**wlbear

Hit Dice: 8+2
Armour Class: 16
Attacks: Paws (2x1d12), bite (2d10)
Saving Throw: 9
Movement: 12
Intelligence: Semi
Alignment: Neutral to Chaotic Neutral
CL/XP: 9/1,100

Twice as tall as the common owlbear, with grey feathers and eyes glowing red in the dark, the kaiser owlbear is feared by every peasant living even remotely close to its territory. Its hug causes 3d8 points of damage. The kaiser owlbear's roar makes creatures with less than three hit dice flee in terror. Creatures with more hit dice have to make a saving throw or will be stunned for one round.

Spotted **O**wlbear

Hit Dice: 2+1
Armour Class: 11
Attacks: Paws (2x1d4), bite (1d6)
Saving Throw: 14
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 4/120

The spotted owlbear is a dextrous climber and lives in the mountains. It likes to jump at its prey, which deals 1d10 point of damage. The pelt of spotted owlbears is very popular and worth at least 450 gp.

Winged **O**wlbear

Hit Dice: 6
Armour Class: 14
Attacks: Paws (2x1d6), bite (2d6)
Saving Throw: 11
Movement: 12/18
Intelligence: Animal
Alignment: Neutral
CL/XP: 6/400

In comparison to the regular owlbear, the winged owlbear can actually use its wings. They allow it to glide towards its prey and ram it once for 2d8 points of damage. Surprising to many, the winged owlbear can run up steep solves and walls. Some wizards tried to tame winged owlbear, but there is no successful attempt known.

Ox Sorcerer

Hit Dice: 4+2
Armour Class: 12
Attacks: Fist (1d6) or weapon (1d8+2)
Saving Throw: 13
Movement: 12
Intelligence: Highly
Alignment: Lawful Neutral
CL/XP: 7/600

An ox sorcerer may at first glance be mistaken for a minotaur. It is a member of a race of humanoid oxen, gifted with magical abilities, clad in an embroidered silken robe, taller than humans, and bearing long curving horns capped with tassels. All ox sorcerers have the spell abilities of a mage of the fifth level. Twice per day they may catch a weapon aimed at them and cause it to rot or rust away within seconds. Each morning they consult their horoscopes for favourable signs, and so once per day may add a +2 bonus to any one dice roll. However, if they neglect to observe their chosen taboo – not drinking alcoholic beverages, for example, or making an offering of incense to nature spirits – they suffer a -2 penalty to all dice rolls relating to their spells on that day. Lastly, anyone who speaks with an ox sorcerer for more than one turn will act as if affected by *Charm Person*. Having the strength and stamina of an ox, an ox sorcerer is willing to undertake hard work if he should fall upon hard times, and one of them can easily perform the work of three average humanoid labourers.

Paka

Hit Dice: 5
Armour Class: 13
Attacks: Claws (2x1d6) or weapon
Saving Throw: 11
Magic Resistance: 20%
Movement: 15
Intelligence: Very
Alignment: Lawful Evil
CL/XP: 6/400

The paka are a race of feline shapeshifters. They live among humans as they pass for one and sometimes are not discovered for years. If a paka's eyes are caught in light, they shine red. A paka's true form looks like a feline humanoid, not unlike a werecat's hybrid form. It has retractable claws in either from. Common felines can be telepathically commanded by a paka. Some paka packs are in turn lead by a cat lord. By licking its wounds clean, a paka can heal 2d4 additional hit points per day. Pakas are strictly carnivorous and can sometimes be identified due to this habit. Canines and therianthropes will notice that something is amiss if they met a paka, but not necessarily identify one as a paka.

Paleocinthus

Hit Dice: 9
Armour Class: 22
Attacks: Tail (2d6)
Saving Throw: 6
Movement: 6
Intelligence: Animal
Alignment: Neutral
CL/XP: 10/1,400

The paleocinthus is a walking dreadnought related to the ankylosaurus. It attacks with its spiked tail and fears few other creatures. A predator trying to bite a paleocinthus will suffer 3d4 points of damage due to its spiny, plated skin.

Palimpset

Hit Dice: 3
Armour Class: 10
Attacks: Paper cut (1d3)
Saving Throw: 14
Magic Resistance: 10%
Movement: 3
Intelligence: Semi
Alignment: Neutral
CL/XP: 5/240

The palimpsest is a magically awakened sheet of parchment. It usually lives in libraries and other places where common parchment can be found as well. The palimpsest waits until a victim is near and then attacks by cutting it. If the attack roll is a critical hit or at least four higher than needed, the victim will be absorbed. Absorbing takes two rounds. Once absorbed, the victim is visible on the parchment. The Palimpset can absorb other objects as well, though they are not nutritious. To free a victim, it has to be animated with

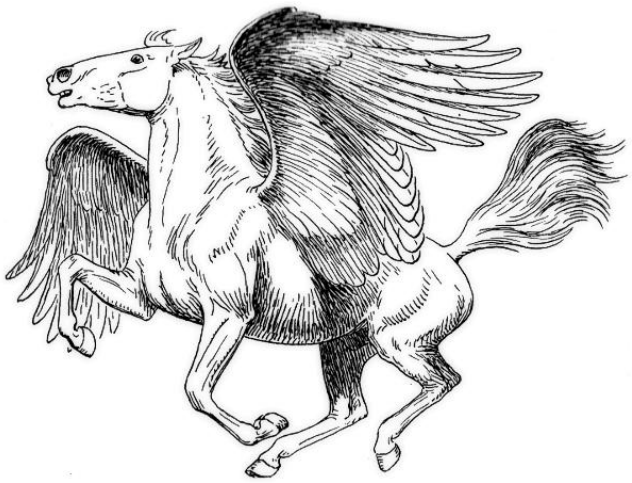
Remove Curse, cut out of the paper with *Restoration* and reanimated with *Raise Dead*.

Panther
Hit Dice: 4
Armour Class: 16
Attacks: Claws (2x1d4), bite (1d8)
Saving Throw: 12
Movement: 21
Intelligence: Animal
Alignment: Neutral
CL/XP: 5/240

The panther, most well-known for its variant with black fur, is a cat of prey. It is smaller than some other felines, but can reach and impressive speed and rarely lets its prey escape.

Pech
Hit Dice: 4
Armour Class: 17
Attacks: Weapon (1d8+3)
Saving Throw: 13
Magic Resistance: 25%
Movement: 9
Intelligence: Very
Alignment: Neutral Good
CL/XP: 5/240

The pech are a race of benevolent humanoids with ties to the Elemental Plane of Jedi. They are small, but have great strength. Once per day, a pech can use *Shape Stone* and *Stone Tell*. Four pech can use *Wall of Stone* or *Stone to Flesh* at a level equal to their combined hit dice.



Pegasus
Hit Dice: 4
Armour Class: 13
Attacks: Hooves (2x1d8)
Saving Throw: 13
Movement: 24/48
Intelligence: Semi
Alignment: Neutral
CL/XP: 4/120

The pegasus is a winged horse. It is smarter than a normal horse and can be tamed to be used as a mount. Taming an adult pegasus is very difficult.

Pembling
Hit Dice: 1d4 hp
Armour Class: 16
Attacks: Bite (1d4)
Saving Throw: 18
Movement: 9
Intelligence: None
Alignment: Neutral
CL/XP: B/5

Pemblings are mindless lesser creatures from the Elemental Plane of Earth. They look like fist-sized rocks when dormant. Once awakened, they roll towards their target and attack by leaping and biting. Pemblings have a mouth full of sharp teeth and are immune to edged pointed weapons. They take only half damage from normal fire was well.

Albino Penguin
Hit Dice: 1+2
Armour Class: 12
Attacks: Beak (1d6+1)
Saving Throw: 17
Movement: 6/15
Intelligence: Animal
Alignment: Neutral
CL/XP: 1/15

Albino penguins moved underground millennia ago, when dangers from the surface drove them into caves. They have no eye, but excellent senses of smell and hearing and are good swimmers. They take one point of damage less from every damage die of cold-based attacks.

Dire **P**enguin

Hit Dice: 2+2
Armour Class: 14
Attacks: Beak (1d8+2)
Saving Throw: 16
Movement: 12/21
Intelligence: Animal
Alignment: Neutral
CL/XP: 2/15

Dire penguins are almost as large as a human and have glowing red eyes. They usually appear in groups and let they prey approach before they start the assault. During their initial attack, they gain a +2 THACO bonus and will knock over a human-sized or smaller target in one out of two cases.

Pentaceratops

Hit Dice: 12
Armour Class: 15
Attacks: Horns (2x1d10), bite (1d6)
Saving Throw: 3
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 12/2,000

The pentaceratops is a quadrupedal dinosaur. It has three horns and two horn-like cheekbones. If in panic, it will trample on smaller creatures and inflict 2d10 points of damage.

Pernicon

Hit Dice: 1 hp
Armour Class: 16
Attacks: Bite (1)
Saving Throw: 18
Movement: 12
Intelligence: Semi
Alignment: Lawful Neutral
CL/XP: A/5

The pernicon resembles a colourful wingless grasshopper. It is mostly peaceful, but will attack in large numbers if threatened. Pernicons attack in swarms of at least ten individuals. Blunt weapons can kill more than one pernicon at once. Fur each five points of damage done by pernicons, a victim will suffer the loss of one point of constitution due to the water that these insects suck out of the bodies of their targets. Pernicons live in underground colonies in desert regions. They are expert water finders and much requested by folk travelling the deserts.

Peryton

Hit Dice: 4
Armour Class: 13
Attacks: Antlers (2d8)
Saving Throw: 13
Movement: 9/24
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 6/400

Perytons have the body of a giant eagle, the head of a stag (but with sharp teeth), and cast the shadow of a human. They eat the hearts of their victims, and lair in high mountain aeries. A magical weapon is required to hit a peryton.

Phantom Stalker

Hit Dice: 6
Armour Class: 16
Attacks: Claws (2x1d8)
Saving Throw: 11
Movement: 12/24
Intelligence: Semi
Alignment: Neutral
CL/XP: 6/500

The phantom stalker is a creature from the Elemental Plane of Fire. On the Material Plane, it is only found as a servant for powerful wizards. It is humanoid in shape, with a large elongated head with oversized, empty eyes. Phantom stalkers are known to appear in other forms as well, though. The stalker is immune to fire, but suffers one additional point of damage per damage die from cold-based attacks. It can lower its body temperature to touch things without incinerating them right away. If reduced to naught hit points, the phantom stalker explodes in a *Fireball*. For some reason, phantom stalkers are not fond of their existence on the Plane of Fire and are grateful to anyone who summons them to a different plane. If a phantom stalker's summoner is killed, it will shift to the Ethereal Plane to look for the killer and do everything to track him down.

Phoenix

Hit Dice: 18
Armour Class: 22
Attacks: Claws (2x1d8), beak (2d12)
Saving Throw: 2
Magic Resistance: 50%
Movement: 6/39
Intelligence: Genius
Alignment: Chaotic Good
CL/XP: 20/4,400

The phoenix is a legendary bird. It has a wing span of more than twelve metres and multi-colour feathers. Phoenixes are benevolent beings and defenders of freedom. A phoenix will always open a fight with a shriek that will give all creatures with less than thirteen hit dice a -3 malus to initiative rolls. It is immune to fire and can use *Detect Evil*, *Detect Magic*, *Dispel Evil*, *Fire Path*, *Flash Fire*, *Manipulate Fire*, *Produce Fire*,

Pyrotechnics, *Reincarnate*, *Sustain Fire* and *Wall of Fire* at will. If slain, the phoenix will be reborn after 4d4 weeks. It is unclear how a phoenix can be killed permanently.



Phororhacos
Hit Dice: 7+7
Armour Class: 13
Attacks: Claws (2x1d4), bite (1d2)
Saving Throw: 9
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 7/600

The phororhacos is a flightless bird with a powerful beak. This species has roamed the surface world for millions of years already. The phororhacos is a fearless killer and will attack even if outnumbered. In combat, it will emit a fierce battle cry that is also used to scare away other males. It can use a jumping attack that allows it to inflict double damage with its claws.

Giant **P**ike
Hit Dice: 4
Armour Class: 14
Attacks: Bite (4d4)
Saving Throw: 13
Movement: 24
Intelligence: Animal
Alignment: Neutral
CL/XP: 4/120

Giant pike inhabit deep lakes and are aggressive predators. If hungry, they do not hesitate to attack creatures larger than they are. They are granted a +2 bonus to surprise rolls and are sometimes tamed by nixies.

Giant **P**illbug
Hit Dice: 1
Armour Class: 15
Attacks: Bite (1d3)
Saving Throw: 17
Movement: 6
Intelligence: None
Alignment: Neutral
CL/XP: 1/15

Giant pillbugs are heavily armoured for an insect and are usually found among their smaller specimen. If a giant pillbug loses more than half of its hit points, it rolls up into a ball and tries to escape. Rolled up, it gains a +4 bonus to armour class and saving throws as well as a +3 bonus to speed.

Piranha
Hit Dice: 1d4 hp
Armour Class: 11
Attacks: Bite (1d2)
Saving Throw: 17
Movement: 9
Intelligence: None
Alignment: Neutral
CL/XP: A/5

Piranhas have large, sharp teeth and attack prey in large swarms. They are mostly harmless unless trapped in small water compounds during the dry season.

Dire **P**iranha
Hit Dice: 3+3
Armour Class: 13
Attacks: Bite (1d8)
Saving Throw: 16
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

These giant fish live in warm, moving water, and can reach a length of one and a half metres. They will attack nearly anything that moves, and if blood is scented they will feed at

a feverish pace and fight to the death. As many as eight giant piranhas may attack a single victim at a time.

Pixie
Hit Dice: 1d4 hp
Armour Class: 15
Attacks: Pixie sword (1d4), pixie bow (1d3)
Saving Throw: 17
Magic Resistance: 25%
Movement: 6/12
Intelligence: Exceptional
Alignment: Lawful Neutral
CL/XP: 1/15

Pixies are small fey. They live in forests, look like tiny elves with very long ears and have silver wings similar to that of a moth. Pixies use small swords and bows. Apart from normal arrows, they sometimes carry a special arrow that deals only one point of damage, but erases the victim's memories of the last three days unless a saving throw is made. Family and community loyalty is very important to pixies.

Plateosaurus
Hit Dice: 8
Armour Class: 14
Attacks: Strike (1d8)
Saving Throw: 8
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 8/800

Plateosaurus is a heavy herbivorous dinosaur. If attacked, it will try to flee and defends itself actively only if cornered.

Plesiosaurus
Hit Dice: 20
Armour Class: 12
Attacks: Bite (6d6), flippers (2x2d6)
Saving Throw: 3
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 20/4,400

The plesiosaurus is an aquatic dinosaur with a long neck and four flippers. It tends to very aggressive and considers and larger creature coming near to it a challenge. In combat, it uses its powerful jaw as well as its fore flippers.

Podokesaurus
Hit Dice: 2+2
Armour Class: 15
Attacks: Claws (2x1), bite (1d4+1)
Saving Throw: 16
Movement: 21
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

The podokesaurus is a swift carnivorous dinosaur. Though it is more than three metres long, it is very light. In dire times, the podokesaurus will turn on its fellows.

Poltergeist
Hit Dice: 1d4 hp
Armour Class: 10
Attacks: None
Saving Throw: 15
Turned: 15
Movement: 6
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 2/30

The poltergeist is the spirit of a restless dead. It is similar to a haunt, but more malicious. A poltergeist will terrorise the living by howling and throwing furniture around. It is often, but not always, bound to a certain place. Poltergeists are invisible. Those who can see invisible creatures describe them as a ghostly image of their former self with twisted features. Poltergeists attack by throwing objects around and gain a +5 THACO bonus while doing so. Anyone hit has to make a saving throw or will flee in terror for 2d12 rounds. A successful throw renders the target immune to that poltergeist's powers. Poltergeists can only be hit by silver or magical weapons. They are said to be the spirits of people that committed great crimes that remained unpunished.

Flying Polyp
Hit Dice: 12
Armour Class: 18
Attacks: 2d6 Tentacles (2d6x1d8)
Saving Throw: 4
Movement: 9/15
Intelligence: Highly
Alignment: Lawful Evil
CL/XP: 15/4,300

Flying polyps are floating abominations several metres tall. They consist of a semi-corporeal mass of flesh that constantly changes, extruding and reabsorbing organs, creating tentacles and sloughing off dead matter. Flying polyps can turn invisible at will and control wind to knock off everybody off their feet within a radius of ten metres who does not make a saving throw. Flying polyps once had a mighty empire with cities made of grey, windowless towers. Nowadays, their numbers are diminished and they are waiting patiently for their time to come again.

Giant **P**olyp

Hit Dice: 7
Armour Class: 13
Attacks: Tentacles (24x1d2)
Saving Throw: 9
Movement: 0
Intelligence: Semi
Alignment: Neutral Evil
CL/XP: 10/1,400

The tree-like giant polyp is a semi-sentient malignant plant creature similar to the sea anemone. It attacks with tentacles attached to a strong core. The average polyp has twenty-four tentacles, but their position makes it impossible to use more than three of them at once against a single opponent. Every time a tentacle hits, a saving throw vs. paralysis at a +2 bonus has to be made or the target will be paralysed for 2d4 rounds. During this time, the polyp will drag the helpless victim to its concealed mouth. A target will be fully digested within 4d4 rounds. Four points of cutting damage will sever a tentacle. The polyp's trunk is covered by razor-sharp spikes. Anyone engaging the polyp in melee suffers 1d4 points of damage per round.

Pony

Hit Dice: 1+2
Armour Class: 13
Attacks: Kick (1d3)
Saving Throw: 18
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 1/15

Ponies are smaller than horses, but also a bit cheaper and popular among short races.

Dire **P**orcupine

Hit Dice: 6
Armour Class: 14
Attacks: Bite (2d4+1), quills (1d8x1d4)
Saving Throw: 11
Movement: 6
Intelligence: Animal
Alignment: Neutral
CL/XP: 6/400

The dire porcupine is not very smart, but easily defends itself is threatened. It can bite, but usually prefers to shoot quill over a distance of up to ten metres at its enemies. The porcupine's quills are up to two metres long. Anyone coming that close to it suffers 1d4 points of damage per round.

Powrie

Hit Dice: 4
Armour Class: 17
Attacks: Bite (1d2), weapon (1d4)
Saving Throw: 13
Movement: 6/12
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 4/120

The powries, also called redcaps, are sadistic evil fey allied to the unseelie. They are specialised in espionage and assassination. Powries have snake-like slit eyes and wasp wings. A powrie can assume the form of a wasp for three hour per day. Direct exposure to sunlight deals 1d4 points of damage per turn. A powries grin is so malicious that anyone who sees it has to make a saving throw or will ebs truck by *Fear*.

Pteranodon

Hit Dice: 3+3
Armour Class: 12
Attacks: Beak (2d4)
Saving Throw: 14
Movement: 3/15
Intelligence: Animal
Alignment: Neutral
CL/XP: 4/120

The pteranodon, a flying dinosaur, usually hunts marine creatures, but will attack other creatures that seem to be easy prey as well. It has no teeth, but a dangerous beak. The pteranodon can carry creatures up to the weight of a human.

Pterosaurus

Hit Dice: 6+6
Armour Class: 14
Attacks: Bite (3d4)
Saving Throw: 11
Movement: 3/12
Intelligence: Animal
Alignment: Neutral
CL/XP: 7/600

The pterosaurus looks ghastly and has a very long, snake-like tail. It swoops down from the sky to attack, imposes a -3 penalty on its opponent's surprise rolls and inflicts double damage. It can carry a creature up to the weight of two humans.

Puck

Hit Dice: 1
Armour Class: 16
Attacks: Weapon (1d4)
Saving Throw: 15
Movement: 15
Intelligence: Very
Alignment: Neutral Good
CL/XP: 1/15

A puck is a small fey protecting a house and its inhabitants. It can be summoned via the spell of the same name. If slain, it return after 1d12 months provided the family has not moved on. A puck can use *Auditory Illusion*, *Haunting* and *Invisibility* thrice per day.

Black **P**udding

Hit Dice: 10
Armour Class: 13
Attacks: Acidic strike (3d8)
Saving Throw: 5
Movement: 6
Intelligence: None
Alignment: Neutral
CL/XP: 11/1,700

The acidic black pudding is an amorphous blob living underground. It is immune to cold-based attacks and divides into two black puddings if struck by lightning. Any metal getting into contact with the black pudding dissolves. Objects as heavy as plate mail may take two hits before they are destroyed.

Blood **P**udding

Hit Dice: 4+4
Armour Class: 14
Attacks: Bite (2d10)
Saving Throw: 13
Movement: 3/18
Intelligence: Semi
Alignment: Chaotic Evil
CL/XP: 5/240

The blood pudding is a blob-like bloodsucker that lives in space as well on various planets. It crawls slowly and prefers to float. Blood pudding can detect warm-blooded victims and move silently. Victims suffer a -1 malus to initiative rolls. If a blood pudding kills a victim, it automatically sucks out its brain fluids as well, together with the target's memories and identity. Unless the blood pudding's fluid is poured over the victim before a resurrection, it will lose its identity. Catching the blood pudding later may open up other ways to restore the personality.

Grey **P**udding

Hit Dice: 6
Armour Class: 13
Attacks: Strike (2d10)
Saving Throw: 9
Magic Resistance: 20%
Movement: 6
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 8/800

Like other puddings, the grey pudding lives mostly underground. It is mildly magic resistant and ignores any armour while attacking striking at an opponent. It does not corrode equipment, though.

White **P**udding

Hit Dice: 9
Armour Class: 12
Attacks: Acidic strike (7d4)
Saving Throw: 6
Movement: 9
Intelligence: None
Alignment: Neutral
CL/XP: 9/1,100

The white pudding has adapted to a live in artic regions and is almost invisible on snow or ice. It prefers to eat animals or plants, but can also filter massive amounts of snow and live on the few nutrients it provides. A white pudding's attack will eat a whole in leather or similar material if successful. It is completely immune to any kind of cold.

Pyrolisk

Hit Dice: 6+2
Armour Class: 13
Attacks: Bite (1d4)
Saving Throw: 11
Movement: 6/18
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 8/800

The pyrolisk is a relative of the cockatrice and looks almost identical to it short of its reddish feathers. The pyrolisk enjoys spreading mayhem. Its gaze will set everyone looking at it ablaze and causes 1d12+1 points of damage. Anyone making a saving throw is immune to the gaze of that particular pyrolisk thereafter. Once per round, the pyrolisk can use *Pyrotechnics*.

Giant **P**ython

Hit Dice: 5
Armour Class: 13
Attacks: Bite (1d4)
Saving Throw: 11
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 5/240

The giant python attacks first with a bite, and on a successful hit it is also able to constrict a victim for an additional 2d4 points of damage. The constriction continues on subsequent rounds.

Quaggoth

Hit Dice: 2+2
Armour Class: 13
Attacks: Fists (2x1d4) or weapon (1d8+1)
Saving Throw: 15
Movement: 12
Intelligence: Low
Alignment: Neutral
CL/XP: 2/30

Quaggoths are humanoids with long, shaggy, white hair that live underground or in the mountains. They are very territorial and sometimes carry crude weapons, but never wear clothes. If reduced to one quarter of its maximum hit points, a quaggoth will go into berserker rage. It gains a +2 bonus to THACO and damage and will not stop fighting until all enemies are dead or out of sight.

Quasit

Hit Dice: 3
Armour Class: 17
Attacks: Claws (2x1d2), bite (1d4)
Saving Throw: 9
Magic Resistance: 25%
Movement: 6/15
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 5/240

The quasit is a malicious little creature and looks like an imp with bat wings. Each quasit can assume to other forms. Mostly common are bat, giant centipede, wolf or frog. Anyoen struck by a quasit's claws has to make a saving throw vs. death or will lose one point of dexterity. A quasit can use *Invisibility*, *Detect Good* and *Detect Magic* at will and regenerates one hit point per round. Quasites sometimes serve evil wizards or priests as familiars.

Quickling

Hit Dice: 1+4
Armour Class: 21
Attacks: Weapon (3x1d4)
Saving Throw: 8
Movement: 48
Intelligence: Highly
Alignment: Chaotic Evil
CL/XP: 4/120

The blue-skinned quicklings are fey related to brownies and buckawns. A long time ago, quicklings sought dark and dangerous magical power too strong for them. It may be that they intended to use them for good, but the evil magic as too strong and corrupted them. Quicklings are cruel and devilishly fast. Their speed allows them to attack thrice per round and makes them almost impossible to hit. If not moving, a quickling is invisible. Quicklings age fast and sometimes use poisoned weapons. Once per day, they can use *Flame Touch*, *Flash*, *Levitate* and *Shatter*.

Quickwood

Hit Dice: 7
Armour Class: 15
Attacks: Roots (3d4)
Saving Throw: 9
Movement: 1
Intelligence: Very
Alignment: Chaotic Neutral
CL/XP: 7/600

Quickwood, also called the spy tree, looks like an oak, but closer inspection reveals a twisted humanoid face. Quickwood has darkvision and cannot be surprised. It attacks with one of its 1d6+6 roots. A root is destroyed if it takes ten points of damage independently from the quickwood itself. The quickwood will retreat if more than five of the roots are destroyed. It is immune to fire, lightning, poison and gasses as well as most spell that do not affect plants specifically. Blunt weapons do no damage to quickwood, piercing weapons only one point. Edged weapons do full damage. A qucikwood can control 2d4 common oaks and use them to gather information. If controlled by another creature and used as a guardian, the quickwood can emit a drumming sounds that can be heard over a distance of up to one mile.

Rakshasa

Hit Dice: 7
Armour Class: 23
Attacks: Claws (2x1d3), bite (1d6)
Saving Throw: 9
Movement: 15
Intelligence: Very
Alignment: Lawful Evil
CL/XP: 12/2,000

Rakshasa are tiger-headed demonic beings from another plane. They have the natural ability to change their shape to hide their true form. The rakshasa are immune to non-

magical weapons and spell of levels lower than seven. Weapons blessed by benign gods grant a +3 THACO bonus against rakshasa. Many rakshasa are spellcasters. *Magic Missile*, *Mirror Image*, *Web* and *Fly* belong to their usual spell repertoire.

Rastipede

Hit Dice: 5
Armour Class: 15
Attacks: Melee weapon (2x1d10) or bow (1d12)
Saving Throw: 12
Movement: 15
Intelligence: Very
Alignment: Lawful Neutral
CL/XP: 5/240

The rastipede is an intelligent insectoid. It looks not unlike mantis-kin and has a vaguely humanoid upper body with two arms as well as a lower body with six legs. Due to their appearance, rastipedes are often referred to as insectoid centaurs. Rastipdes are born underground from eggs laid by their queen, but like to explore the surface world. They are very cultivated, good mathematicians and mostly peaceful. Rastipdes are the favoured henchmen of the arcane and many are traders themselves.

Giant **R**at

Hit Dice: 1d4 hp
Armour Class: 12
Attacks: Bite (1d3)
Saving Throw: 18
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: A/5

Giant rats are a tough breed of rats and can be dangerous in swarms. About one in twenty rats transmits a disease, so wounds caused by rats should be handled with care. The disease will half the victim's rate of regeneration for 3d6 days.

Lab **R**at

Hit Dice: 1
Armour Class: 12
Attacks: Bite (1d4)
Saving Throw: 16
Magic Resistance: 5%
Movement: 12
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 2/30

Wizard's lab rats are giant rats that have been subjected to any number of strange scientific or magical experiments, and have acquired one of a variety of permanent conditions. A lab rat will either move at double speed, score double damage, be able to walk on walls, be immune to fire, immune to ice or a +3 THACO bonus. A character bitten by a lab rat has with a critical hit will gain the lab rat's condition for 1d6+1 turns.

Monstrous **R**at

Hit Dice: 3
Armour Class: 13
Attacks: Claws (2x1d3) ,bite (1d6)
Saving Throw: 14
Movement: 12
Intelligence: Semi
Alignment: Lawful Neutral
CL/XP: 4/240

Monstrous rats are often the result of magical accidents or alchemical experiments. They grow as large as a fox and sometimes lead groups of smaller rats.

Slither **R**at

Hit Dice: 4
Armour Class: 14
Attacks: Bite (1d6+1)
Saving Throw: 13
Movement: 12/9/24
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 4/120

Slither rats are a bizarre variant of the giant rat, sometimes found in places with heavy crystalline mineral deposits. These rodents have a long snakelike body covered in fur, with four almost vestigial legs on each side. The long body tapers into a rat-like tail at the end. The head, although large, is clearly that of a giant rat; but the long front teeth glitter, for they are made of thin, sharp diamond. Because the teeth are so hard and sharp, slither rats attack with a +1 bonus to THACO and inflict 1d6+1 point of damage. These strange creatures use their teeth to dig through earth and solid rock when they encounter such obstacles, but they pass through crystal at double speed as if it were not even present, leaving no trace of their passage. The diamond teeth from a single slither rat are worth 250 gp.

Vapour **R**at

Hit Dice: 2
Armour Class: 13
Attacks: Bite (1d2)
Saving Throw: 14
Movement: 12/6
Intelligence: Low
Alignment: Chaotic Neutral
CL/XP: 2/30

Vapour rats look like large grey rats and live on the substantial cloud islands where cloud giants build their homes. If a vapour rat is killed, it turns into vapour. Anyone within a radius of two metres has to make a saving throw vs. death or will be unable to attack for 1d4+1 rounds. Vapour rats can also assume a gaseous form, which grants them a +2

armour class bonus and makes them invulnerable to mundane weapons and any effects that do not affect vapour.

Ratling
Hit Dice: 1
Armour Class: 10
Attacks: Bite (1d6)
Saving Throw: 17
Movement: 12
Intelligence: Low
Alignment:
CL/XP: 2/30

Being no taller than one and a half metres, ratlings – as their name implies – resemble humanoid rodents. Although not much of a threat individually, ratlings tend to attack in packs of 4d6 individuals. Ratlings dealing damage via a bite may infect their victims with a disease. The disease will half the victim's rate of regeneration for 3d6 days.



Raven
Hit Dice: 1d2 hp
Armour Class: 13
Attacks: Beak (1d2) or claw (1d2)
Saving Throw: 17
Movement: 1/32
Intelligence: Animal
Alignment: Neutral
CL/XP: A/5

Ravens are large black bird. Many people consider them to be bearers of bad news. Common ravens are actually quite intelligent and have their own limited language. When scoring a critical hit, a raven will peck out one of its opponent's eyes.

Great Raven
Hit Dice: 1
Armour Class: 14
Attacks: Beak (1d2+1)or claw (1d4)
Saving Throw: 16
Movement: 1/28
Intelligence: Semi
Alignment: Lawful Neutral
CL/XP: 1/15

The great raven is a good deal larger than the common raven and a popular familiar of witches, wizards and other spellcasters. The great raven peaks out its opponent's eye on a roll of a natural nineteen or twenty.

Dire Raven
Hit Dice: 3+2
Armour Class: 16
Attacks: Beak (1d4+2)
Saving Throw: 14
Movement: 3/18
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 3/60

Dire ravens are huge. They are large enough to carry a halfling or gnome, but can be used a mounts only be even smaller races. Dire ravens are malicious creatures. They like to swoop down on enemies and carry them away to separate groups of humanoids or animals they attack.



Zombie **R**aven
Hit Dice: 1d6 hp
Armour Class: 11
Attacks: Bite (1d4)
Saving Throw: 18
Magic Resistance: 5%
Turned: 1
Movement: 1/18
Intelligence: None
Alignment: Chaotic Evil
CL/XP: B/10

Zombie ravens are the rotting, undead bodies of ravens. They are tougher but also slower as living ravens.

Raven-kin
Hit Dice: 1+1
Armour Class: 13
Attacks: Peak (1d3)
Saving Throw: 18
Movement: 6/27
Intelligence: Very
Alignment: Neutral Good
CL/XP: 3/60

Raven-kin are a race of anthropomorphic ravens. They never wear clothes, but sometimes jewels. On an attack roll of nineteen or twenty, a raven-kin will peck out the target's eye. Half-blind targets fight with a -2 THACO penalty. Only a spell like *Heal* or stronger magic cast shortly afterwards will restore the eye. Raven-kin can employ three mage spells of the first level. About one in five is a full spellcaster with three mage spells of levels one to three. Raven-kin live in isolated communities and avoid stranger unless they get directly contacted. They are omnivorous, but rarely bother to hunt. A raven-kin community is usually accompanied by several hundred crows. The raven-kin cannot directly control the crows, but train them as sentries and messengers and – so rumour says – see through their eyes.

Sting **R**ay
Hit Dice: 1d6 hp
Armour Class: 12
Attacks: Sting (1d3)
Saving Throw: 17
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

Sting rays are common in tropical and subtropical waters around the world. They are very difficult to see on the ocean floor. They have a poison sting which they use to defend themselves when danger comes near. Sting ray poison causes paralysis for 3d6 turns and also inflicts 3d6 points of damage. A successful saving throw vs. death avoids all effects from the poison.

Razor Thorn
Hit Dice: 2
Armour Class: 12
Attacks: Whips (2x1d3)
Saving Throw: 16
Movement: 0
Intelligence: None
Alignment: Neutral
CL/XP: 2/30

The razor thorn is a plant with sharp points all over its vines. If approached, the vines will lash out at random. Opponents with no armour receive a -2 armour class penalty. The razor thorn is immune against blunt, piercing and missile weapons. After a successful hit, a thorn will stick in the victim's flesh and cause one point of damage per round until plugged out.

Razor Wing
Hit Dice: 1
Armour Class: 12
Attacks: Beak (1d4) and claw (1d4) or razor wing (1d6)
Saving Throw: 17
Movement: 9/12
Intelligence: Animal
Alignment: Neutral
CL/XP: 2/30

Razor wings get their name from their razor sharp wings, which they use to bring down potential prey. Razor wings resemble large crows with shinning steel-like feathers tipping their wings. They attack in groups, swarming over prey from above. Razor wings will swoop down from above with such swiftness that anyone acting after the Razor wings initiative is unable to engage it in hand-to-hand combat.

Reaver
Hit Dice: 4+3
Armour Class: 15
Attacks: Claws (2x2d6), bite (2d4)
Saving Throw: 13
Movement: 6/18
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 6/400

The reavers are a race of evil fish-like humanoids that live in the sea. They have scales, webbed fingers and toes, a needle-filled mouth and fish-like eyes. On a successful attack with both claws, the reaver grapples its opponent and does an additional 1d6 points of damage with its sharp scales each round. A strength check is required to escape. On a successful escape, the victim still takes 1d4 points of damage. On an unsuccessful roll, it takes 1d6 points of damage. Reavers live in schools and consider all other sentient beings in their territory hostile, even if their own lair was established later. Sometimes reavers are exiled from their school and forced to leave the sea. They often establish themselves in inland bodies of freshwater.

Recurser

Hit Dice: 5+10
Armour Class: 18
Attacks: Entropic touch (3d6)
Saving Throw: 8
Movement: 9
Intelligence: Highly
Alignment: Chaotic Neutral
CL/XP: 7/600

Recursers are intelligent entities from a chaotic dimension. They are never encountered randomly, but are drawn to the Material Plane by those who try to alter space or time through the use of magic. Recursers appear as shimmering spheres of black electricity, which seem to absorb light rather than emit it. When a recurser appears, it will begin moving towards the one responsible for its appearance immediately, and cannot be diverted. Recursers attack their victims by absorbing them with an entropic touch, which passes through armour or any magical protection as if the target was completely unprotected. Recursers can only be hit by magical weapons. These creatures – or manifestations – are essentially mindless, and exist purely to destroy anyone or anything that attempts to alter the course of fate. They do not bargain, nor will they surrender. The sight of a recurser is terrifying, and anyone who observes one must make a saving throw or be paralyzed by fear for 1d3 rounds. Recursers do not need food or sleep, and will track the object of their attention tirelessly until they are successful or defeated. There can never be more than one recurser on the Material Plane at any time.

Rhagodessa

Hit Dice: 4+2
Armour Class: 14
Attacks: Bite (2d8)
Saving Throw: 13
Movement: 15
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 5/480

The rhagodessa is a nocturnal carnivorous arachnid that closely resembles a spider, but has immense crushing mandibles. They have a chestnut-coloured thorax and are tan or mustard-coloured on their remaining bodies. These monsters have shorter legs than spiders, but are able to climb walls. The rhagodessa's front legs have suction pits that do not deal damage, but on a successful hit they can pull an opponent to the mandibles that deal 2d8 hit points of damage on the second round, with no extra attack roll needed.

Rhaumbusun

Hit Dice: 1+2
Armour Class: 13
Attacks: Bite (1d3)
Saving Throw: 17
Movement: 9
Intelligence: Semi
Alignment: Neutral
CL/XP: 2/30

The rhaumbusun is a reptile distantly related to the basilisk. It has dorsal spikes and eight legs. To defend itself, the rhaumbusun relies on its paralysing glare. Once per round, it can paralyse a creature for 3d4 turns over a distance of eight metres unless it makes a saving throw. The rhaumbusun's gaze has to meet the victims for the gaze to work. A rhaumbusun can be paralysed if its own gaze is reflected back to it, but will not be paralysed by the gaze of another rhaumbusun. Rhaumbusun are usually encountered as mated pairs. They have their own simple language and are sometimes kept as guards by powerful wizards.

Rhinoceros

Hit Dice: 6
Armour Class:
Attacks: Butt (2d4) or trample (2d8)
Saving Throw: 11
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 6/400

The rhinoceros is infamous for its bad temper and willingness to charge intruders. They deal double damage after charging. A herd of these beasts will stampede if threatened, in any direction to be determined randomly.



Woolly **R**hinoceros

Hit Dice: 8
Armour Class: 12
Attacks: Butt (2d6) or trample (2d12)
Saving Throw: 10
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 8/800

The woolly rhino is a rhinoceros that is larger and covered in a dense, coarse hair. It takes one point of damage less from every damage die from cold-based attacks.

Reef Walker

Hit Dice: 7
Armour Class: 13
Attacks: Arm (1d6)
Saving Throw: 9
Movement: 9
Intelligence: Semi
Alignment: Neutral
CL/XP: 8/800

Reef walkers are a cluster of anemones with a rudimentary intelligence, shaped into a large bipedal body covered all over in the stinging tentacles characteristic of anemones. They walk slowly through coral reefs, stopping often to flatten out into a less threatening shape and wait for schools of fish to approach. Their random meanderings sometimes take them onto land, where they can survive for up to two hours or so, and they continue hunting along the coastline before returning to their reefs. If a reef walker should stumble upon a coastal village, it may return several times to find more prey, for a village full of humans is an excellent hunting ground. If a reef walker hits an opponent, its stinging tentacles inject a paralytic poison. The poison paralyses the target for 4d6 rounds, but can be avoided by a saving throw vs. paralysis at a -3 penalty.

Remorhaz

Hit Dice: 8
Armour Class: 19
Attacks: Bite (5d6)
Saving Throw: 8
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 10/1,400

Remorhaz live in arctic regions, burrowing tunnels into the snow and ice. They resemble massive centipedes with fan-like rudimentary wings and a body length of up to ten metres. They generate intense internal heat. The top of a remorhaz glows red with heat, and will melt non-magical weapons and also dealing 2d10 points of damage to anyone touching it. If attacked at the head or underside, remorhaz receives a -2 armour class penalty.

Greater **R**emorhaz

Hit Dice: 12
Armour Class: 19
Attacks: Bite (6d6)
Saving Throw: 4
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 14/2,600

The greater remorhaz has all the capabilities and downsides of its smaller relative and additionally swallows a victim on a critical hit. The greater remorhaz is so hot inside that it kills anyone swallowed in 1d4 rounds.

Retriever

Hit Dice: 10
Armour Class: 20
Attacks: Claws (4x1d8)
Saving Throw: 5
Movement: 9
Intelligence: None
Alignment: Neutral
CL/XP: 12/2,000

Retrievers are massive mechanical spiders built of metal. Some claim that these infernal devices are actually built in the Abyss and underworlds, which is not certain, but the malign intelligence built into them is unquestionably evil and destructive. If one of the retriever's claws hits on a natural roll of twenty, it holds the victim and crushes for automatic damage in future rounds. Every third round, the retriever can shoot a magical ray from its eyes. The ray requires a normal attack roll. It can either do 4d6 points of fire, cold or lightning damage. In any case, a saving throw is permitted for half damage. It may also work as *Flesh to Stone*, but can be entirely avoided with a saving throw vs. paralysis. The effect the ray will have is always random.

Revenant

Hit Dice: 8
Armour Class: 10
Attacks: Strike (2d8)
Saving Throw: 7
Turned: 8
Movement: 9
Intelligence: Average
Alignment: Neutral
CL/XP: 8/800

The revenant looks similar to a zombie and is indeed an undead creature with the common traits all undead share. However, it is an angry and vengeful spirit that has risen to avenge its death and has not been animated by dark powers. Thus, a revenant is not necessarily evil. Anyone hit by a revenant has to make a saving throw vs. paralysis or will be stunned for 2d4 rounds. Against his murderer or the person a revenant considers to be responsible for its death, it gains a

+2 THACO bonus and does double damage. If a revenant's body no longer exists at the moment of its return from afterlife, it can take over the body of another dead creature nearby. Nevertheless, the revenant's target will always recognise it. A revenant's body decays very slowly. Once it has fulfilled its mission, its soul will rest and the body disintegrates immediately. If a part of a revenant's body is cut off, it will act independently and will only stop if reduced to small pieces.

Aquatic **R**evenant

Hit Dice: 3
Armour Class: 19
Attacks: Touch (1d4)
Saving Throw: 14
Turned: 4
Movement: 36
Intelligence: Average
Alignment: Chaotic Neutral
CL/XP: 4/120

The aquatic remnant is the spirit of a humanoid that has died and was throw into an unconsecrated, aquatic grave. Left like this, the remnant remains in a state of sorrow and haunts the area around its resting place. An aquatic remnant will never communicate with anyone without using magic. A remnant's touch drains one point of dexterity. To attack, the remnant has to become semi-ethereal. While in this state, it has a -6 armour class penalty and can be damaged by magic or silver weapons. Aquatic remnants are not always hostile, but tend to attack members of the race that caused their misery. Once per hour, they can even draw a creature partly into the Ethereal Plane with an effect equal to *Water Breathing*.

Roc

Hit Dice: 12
Armour Class: 15
Attacks: Claws (2x2d6), bite (3d12)
Saving Throw: 3
Movement: 3/30
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 12/2,000

The roc is a tremendously huge bird from the South. It is large enough to prey on most other animals, including large mammals like elephants. Rocs can be trained as mounts and their eggs or fledglings are worth high sums of money.

Rock Hermit

Hit Dice: 2
Armour Class: 10
Attacks: Kick (1d6)
Saving Throw: 16
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 2/30

The rock hermit is a large crab-like crustacean with a body looking like a rock. If it rests, it legs and eyes are hidden and it is hard to distinguish from an actual rock. If prey approaches, the rock hermit attacks once and then starts running around, attacking its victim further while trying to avoid getting hit itself. Every now and then, it additionally squirts a stream of foul liquid for 1d6 points of damage. A saving throw is permitted for half damage. All attackers get a -2 THACO penalty against the rock hermit unless they use a bludgeoning weapon.

Giant **R**ockfish

Hit Dice: 5+5
Armour Class: 13
Attacks: Spines (4x1d4)
Saving Throw: 9
Movement: 18
Intelligence: Animal
Alignment: Neutral
CL/XP: 5/480

These giant fish are passive but deadly. They closely resemble the rocky sea surface that they call home, and blend in well since there is only a 30% chance that an observer will recognise the fish is present. The giant rockfish will attack if threatened, and its deadly spines are also poisonous, requiring a saving throw versus poison, or the victim dies. Should a being touch a rockfish due to mistaking it for its surroundings, it is struck by all four spines with no attack roll required.

Dark **R**ohch

Hit Dice: 8
Armour Class: 17
Attacks: Claws (6x1d6), bite (1d2)
Saving Throw: 8
Movement: 12
Intelligence: Semi
Alignment: Chaotic Evil
CL/XP: 9/1,100

The rohch is a horrid magical crossbreed between wolf and beetle. It has four two six legs and two or more claws. No two rohches look alike, but all display features of wolf and beetle. They are naturally vicious and eat everything that crosses their path. The solitary dark rohch is largest and most dangerous rohch subtype. They have six claws. Victims bitten by a dark rohch have to make a saving throw vs. death or will

catch a disease. The disease will drain one point from each ability score per day until it is cured.

Killer **R**ohch

Hit Dice: 3
Armour Class: 11
Attacks: Claws (2x1d4), bite (1d4)
Saving Throw: 14
Movement: 15
Intelligence: Animal
Alignment: Lawful Neutral
CL/XP: 3/60

The killer rohch is less common and more dangerous than the wood rohch. Killer rohches roam forests in packs and are especially fond of humanoid flesh. Once they tasted it, they will search the area thoroughly to find more.

Swamp **R**ohch

Hit Dice: 4
Armour Class: 14
Attacks: Claws (2x1d6), bite (1d6)
Saving Throw: 13
Movement: 12/9
Intelligence: Low
Alignment: Neutral
CL/XP: 4/120

Swamp rohches have adapted to swamps and marshes. They can swim and rather smart. One of their favourite tactics includes staying submerged and then attacking their prey from all sides.

Wood **R**ohch

Hit Dice: 1
Armour Class: 10
Attacks: Claws (2x1d2), bite (1d2)
Saving Throw: 18
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 1/15

Wood rohches live in forests in large packs. They help to keep the local vermin population in check, but are a bane to livestock farms. Thanks to their fur, wood rohches are able to withstand extreme climates. Apes and gnomes are especially fond of rohch meat.

Roper

Hit Dice: 10
Armour Class: 19
Attacks: Bite (2d10)
Saving Throw: 5
Movement: 3
Intelligence: Highly
Alignment: Chaotic Evil
CL/XP: 11/1,700

Ropers are shapeless but extremely tough-skinned organisms, with about the body mass of a hill giant. They look very much like stone, and can shape themselves to resemble a natural pillar, stalagmite, lump, or any other simple rock formation. To attack, the roper hurls out long tendrils with a range of twenty metres (one per round); the roper can use as many as six of these tentacles at a time. If the tentacle hits, it grabs the victim and draws him three metres per round toward the roper's huge, tooth-filled mouth. The victim must make a saving throw or lose half his strength points due to the secretions on the tentacle for 3d6 turns. A successful strength check breaks the roper's hold. Ropers are immune to electricity and take only half damage from cold, but they are susceptible to fire, taking one additional point of damage per damage die inflicted by fires

Rot Grub

Hit Dice: 1d2 hp
Armour Class: 9
Attacks: None
Saving Throw: 19
Movement: 9
Intelligence: None
Alignment: Neutral
CL/XP: A/5

Although rot grubs can be found in animal waste and other foul refuse, they prefer to consume tissue that is still alive. Upon contact with a living being, rot grubs will begin to vigorously burrow deep into the body. Fire must be applied to the site of contact at once in order to prevent the rot grubs from burrowing further. This application of flame inflicts 1d6 hit points of damage per instance. If not stopped immediately, within 1d3x10 rounds the rot grubs will find the heart and kill their victim. *Cure Disease* will destroy the rot grubs in a victim's body.

Rothran

Hit Dice: 5
Armour Class: 16
Attacks: Claws (1d6)
Saving Throw: 12
Magic Resistance: 90%
Movement: 9
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 7/600

Strange ursine humanoids from a dark dimenion, rothran often inhabit ruins and dungeons where they seek out magical treasures, which draw them as honey draws earthly bears. Rothran show a strong animosity towards arcane spellcasters. So consumed are they by this vicious hostility that they will seek out spellcasters in combat whenever possible, even to the extent of leaving themselves vulnerable to other attackers. Rothran are extraordinarily resistant to magic, can *Detect Magic* at will and receive a +2 THACO bonus against arcane spellcasters .

Rusalka

Hit Dice: 3+3
Armour Class: 16
Attacks: Bite (1d2)
Saving Throw: 14
Turned: 5
Movement: 12/18
Intelligence: Very
Alignment: Neutral Evil
CL/XP: 7/600

Rusalka are undead maiden-witches that haunt the cold rivers and lakes in which they drowned. In appearance, rusalka first appear to be comely maidens, clad only in fog. Upon close inspection, however, they are cadaverous with dishevelled hair and eyes that shine with evil green fire. Anyone who gazes into the rusalka's eyes must make a saving throw vs. magic or fall under the effect of a *Charm Person*. The rusalka then leads her charmed individuals under the cold water to drown. Drowning victims will awaken from the charm, but take 2d8 points of damage first. The touch of a rusalka paralyses for 1d4 turns, but can be avoided with a saving throw vs. paralysis. Paralysed victims are carried down to the monster's underwater lair to drown. Magic weapons are needed to strike a rusalka. Once per day, a rusalka may create a *Wall of Fog*. Females slain by a rusalka will themselves rise as rusalkas the next night, and will serve the rusalka who slew them until that rusalka herself is destroyed. Rusalkas are repulsed by holy symbols and by the herb absinth.

Rushlight

Hit Dice: 6
Armour Class: 15
Attacks: Strike (3d4)
Saving Throw: 11
Magic Resistance: 30%
Movement: 18
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 8/600

The rushlight is a malevolent fire spirit. It appears as a floating ball of fire with the hands and face of a tortured soul. Rushlights are usually invisible. They can only be seen from the corner of the eye. Anyone who attempts to look directly at one will see nothing. Thus, a creature attacking a rushlight suffers a -2 THACO penalty. Anyone struck by the rushlight will be ignited and suffer another 2d4 points of damage per round. Only *Dispel Magic* or a similar spell will extinguish the fire. Immersion in water will only temporarily stop it. Rushlights are immune to fire, cold and mind-controlling effects. They can only be hit by magical weapons. Rushlights are said to be the vengeful souls of people burned alive.

Ruster

Hit Dice: 5
Armour Class: 17
Attacks: Bite (1d4+1)
Saving Throw: 12
Movement: 12
Intelligence: Animal
Alignment: neutral
CL/XP: 6/400

The body of this monster resembles a giant armadillo, and it has a long scaly tail. The hide of these creatures varies in colour from a yellowish tan underside to a rust-red upper back. A ruster's prehensile antennae can rust metals on contact, as can their hide when struck with metal weapons. All ordinary metal armour and weapons either struck by antennae or contacting a ruster's hide instantly becomes utterly and permanently useless from severe rusting. Due to this effect, ordinary metal weapons do not harm rusters. Magic items will first lose their enchantments, one at a time, until they are ordinary items of their type. Any subsequent contact will then rust the item. Each enchantment grants the item a 10% probability of surviving contact unscathed. A ruster feeds upon the rust it creates in this manner.

Sahuagin
Hit Dice: 2+2
Armour Class: 14
Attacks: Bite (1d2), rear legs (2x1d4), Weapon (1d4)
Saving Throw: 15
Movement: 12/18
Intelligence: Highly
Alignment: Lawful Evil
CL/XP: 4/120

Sahuagin, also called sea devils, are a race of evil fish-like beings. They resemble anthropomorphic piranhas. Sahuagin are hated my most other aquatic races as well as by sailors,whose ships they like to capture. Sahuagin form small kingdoms and tribes. Sahuagin are sensitive to light and fight at a -2 THACO penalty in bright light. They are fierce fighters and can attack with their teeth, their rear legs and a weapon almost at the same time.

Fire Salamander
Hit Dice: 7
Armour Class: 15
Attacks: Strike (1d6), weapon (1d6)
Saving Throw: 9
Movement: 9
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: 8/800

The fire salamander is an intelligent creature from the Elemental Plane of Fire. It has a serpent body and head, two arms and moves upright. Fire salamanders are not always hostile, but have little tolerance for intruders in their territory. The various fire salamander nations differ greatly and can be savage tribes as well as civilised empires. It combat, a salamander likes to its opponents with its tail. Apart from 1d6 initial points of damage, the victim suffers 2d8 points of damage per round due to constriction and the heat the salamander radiates. Targets immune to fire suffer only half damage. Salamander scales can be turned into leather armour offering a +1 bonus to armour class and reducing fire damage by one point. It also keeps the wearer warm at night.

Saltweed
Hit Dice: 5
Armour Class: 16
Attacks: None
Saving Throw: 12
Movement: 9/12
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 5/240

The saltweed is animate seaweed that can take the rough form of a sea creature. Once per day, it can charm a male humanoid. The target is permitted a saving throw at a -2 penalty. If it fails, the victim will think the saltweed is a desirable female. The saltweed will wrap itself around the target and drown it for 2d10 points of damage. Saltweed takes only half damage from fire or none if a saving throw is made.

Sand Screamer
Hit Dice: 2+2
Armour Class: 15
Attacks: Bite (1d8)
Saving Throw: 16
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 2/30

The sand screamer is a reptilian ferret-like creature the size of a pony, with a long slender body and sandy scales. They can burrow about under the surface of loose sand, leaving a trail like a desert mole, as fast as they dart about when in the open. Sand screamers feed upon tiny creatures hiding from the hot sun, whether in the sand or up a palm tree, and gain their name from the excited hissing noise they make when bursting from the sands. Sand screamers can be trained as mounts for small desert-dwelling humanoids, but they have unpredictable tempers and selective loyalty.

Sandling
Hit Dice: 4
Armour Class: 16
Attacks: Strike (2d8)
Saving Throw: 13
Movement: 12
Intelligence: None
Alignment: Neutral
CL/XP: 4/120

The sandling is a solitary life form not based on carbon. It appears as a vaguely humanoid mass of sand and is not aggressive unless provoked. If enough water is purred on a sandling, it will move at half speed and do half damage. Sandlings live only on minerals and can move underground at half speed.

Sandman
Hit Dice: 4
Armour Class: 14
Attacks: Strike (1d4)
Saving Throw: 13
Movement: 9
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 5/480

The sandman is an elemental from the Plane of Earth. On the Material Plane, sandmen usually appear as servants of slavers. Sandmen live on minerals on are not very strong. They consist of sand hold together by energy from the Plane of Earth. They communicate only telepathically are made of sand, so projectiles will pass straight though them and fall to the ground. Anyone within a radius of three metres of a

sandman has to make a saving throw or will falls sleep straight away. Slavers appreciate this ability, as it allows them to easily take slaves without risking to kill them.

Satyr

Hit Dice: 5
Armour Class: 15
Attacks: Horns (2x1d4)
Saving Throw: 1
Magic Resistance: 50%
Movement: 18
Intelligence: Very
Alignment: True Neutral
CL/XP: 6/400

Satyrs are a fey race that appears as a mix between goat and human. They have brown, rarely red, fur and often live near centaurs. They are exclusively male and can have offspring with other fey. Quite a few satyrs play the pan flute. They can use it to put *Charm* on attractive females, *Sleep* on offenders or *Fear* on truly hostile creatures. A bard playing another instrument nullifies the effect of the pan flute. Anyone who made a saving throw vs. a pan flute is immune against that particular flute. Satyrs love wine and like to celebrate with dryads, nymphs, centaurs and other sylvan creatures.



Grave Scarab

Hit Dice: 8
Armour Class: 17
Attacks: Bite (4d6)
Saving Throw: 8
Movement: 9
Intelligence: None
Alignment: Neutral
CL/XP: 8/800

The grave scarab is a huge scarab beetle that lives underground. It can bury at half speed and sometimes buries still-living victims for later consumption.

Scarecrow

Hit Dice: 3+1
Armour Class: 10
Attacks: Strike (2x1d6)
Saving Throw: 14
Movement: 6
Intelligence: None
Alignment: Neutral
CL/XP: 3/60

Scarecrow can be animated by malign magic and given the task to destroy a target. An animated scarecrow has glowing eyes and will chase its victim relentlessly. Scarecrows are immune to all forms of sleep and mind control. They take double damage from fire, but only have damage from cold and cannot be poisoned. After killing its target, a scarecrow will collapse to dust. There is a small chance that a scarecrow awakens and becomes sentient. In that case, it will go north, as it tolerates cold well, and kill any target on the way.

Dread Scarecrow

Hit Dice: 6
Armour Class: 12
Attacks: Strike (1d8), scythe (1d6+1)
Saving Throw: 12
Movement: 9
Intelligence: Semi
Alignment: Chaotic Evil
CL/XP: 6/400

While some scarecrows are animated tools, others contain the spirits of a vengeful dead. The dread scarecrow ill not rest until it has either destroyed those who wronged it in life or is destroyed itself. Dread scarecrows have all the immunities of the animated scarecrow, takes only half damage from lightning-based attacks and take one additional point of damage per damage die from fire-based attacks. Once per round, the scarecrow can glare at a creature. If that creature is currently looking at the scarecrow, it has to make a saving throw or will freeze. The target remains motionless for 2d6 rounds or until it is damaged.

Scathe

Hit Dice: 4+4
Armour Class: 14
Attacks: Claws (2x1d4), beak (2d6)
Saving Throw: 13
Movement: 3/24
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 5/240

The scathe is a slightly reptilian humanoid with a milky-white skin. A thin membrane stretches between its arms, body and knees. In snow, scathes are hard to spot. They cannot be damaged by cold-based attacks and have darkvision. If a scathe hit a target with its beak, the target has to make as saving throw at a +3 bonus or will suffer an additional 2d6 points of damage as well as a cumulative -1 THACO malus

for the duration of the fight. Scathes move slowly, and thsu prefer to glide into combat and surprise their enemies. Scathes live on icy plains in small bands and lay eggs. In a warm environment, scathes become lethargic. They move at half speed and do only half damage.

Spectral Scavenger

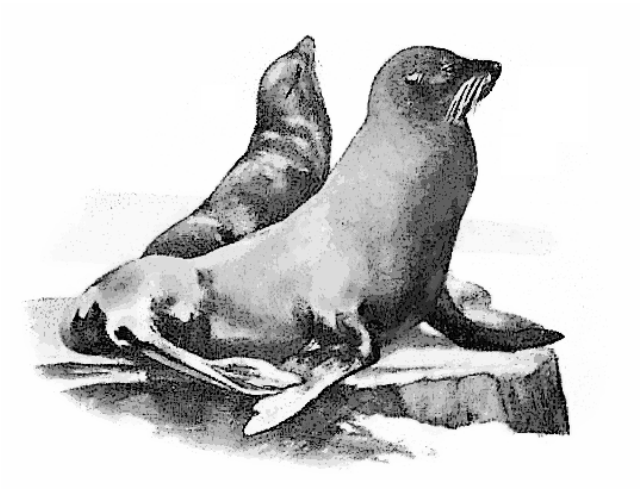
Hit Dice: 8
Armour Class: 18
Attacks: Sword (1d8)
Saving Throw: 8
Turned: 10
Movement: 12
Intelligence: Avenger
Alignment: Chaotic Evil
CL/XP: 11/1,700

The spectral scavenger is an undead creature appears as a dark, billowing, wraith-like creature, with a skull for a head and bony claws for hands. It can attack with its bony claws, but will generally attack with any magical weapons it has, or with its spell-like powers noted below. These creatures can use any magical sword to hurl a *Lightning Bolt* thrice per day. A spectral scavenger can also cause bony hands to erupt from the ground, twice per day completely restraining 1d3 targets. This attack has a range of fifteen metres and can be avoided by a saving throw. Being of a wraith-like nature, these monsters cannot be damaged by weapons of a non-magical nature. They regenerate at the rate of two hit points per round, except from damage caused by holy water, fire, acid, or spells. If one slays an opponent with a magical sword, it additionally regenerates 1d8 hit points in that round. A spectral scavenger will usually possess a magical sword.

Giant Scorpion

Hit Dice: 3+3
Armour Class: 17
Attacks: Claws (2x1d8), sting (1d4)
Saving Throw: 13
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 4/120

These aggressive giant scorpions are about two metres long. Any time that a claw successfully strikes, the sting attack receives a +2 THACO bonus. If stung, a victim needs to succeed at a saving throw vs. death or die. Giant scorpions can be found in labyrinths, rock shelters, ruins, and hot environments.



Sea Lion

Hit Dice: 3
Armour Class: 13
Attacks: Bite (1d8)
Saving Throw: 14
Movement: 3/24
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

Sea lions resemble huge seals, but are fierce predators with a dangerous bite. Normally, they feed on penguins and fish.

Sea Spawn Master

Hit Dice: 10
Armour Class: 14
Attacks: Claws (2x1d6), bite (1d10)
Saving Throw: 5
Movement: 9/9
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 10/1,400

The sea spawn is an evil creature from the ocean. It infests coastal settlements with its minions and takes over the minds of the villagers. The master looks like a large humanoid with black, pupilless eyes, claws and a generally fish-like appearance. It has webbed hands and scales. Outside water, a sea spawn master will asphyxiate in 1d6+10 rounds. Twice per day, a master can use *Monster Summoning IV* to summon aquatic creature. Anytime someone is bitten by a master, he has to make a saving throw vs. death. If the save is not made, the wound will be infected and will not heal until treated with *Cure Disease* or equal treatment. Sea spawn master are born from sea spawn minions that somehow manage to get back into the sea. They apparently need consume land-based prey at least every once in a while.

Sea Spawn Minion

Hit Dice: 1
Armour Class: 14
Attacks: Bite (1d2)
Saving Throw: 17
Movement: 3/3
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 1/15

Sea spawn minions are tiny slug-like creatures send out by a sea spawn master to infest the skull of a humanoid, take over the body and provide its master with fresh flesh. Unless the target makes a saving throw vs. paralysis, the bite of a minion will paralyse a victim for 1d4 turns. Being infested by a minion results in a change of personality. *Cure Disease* or stronger magic will drive out a sea spawn minion, though it will cause 3d6 points of damage in the process. Minions communicate telepathically and will lower the intelligence score of their victims by one per day of infestation.

Selkie

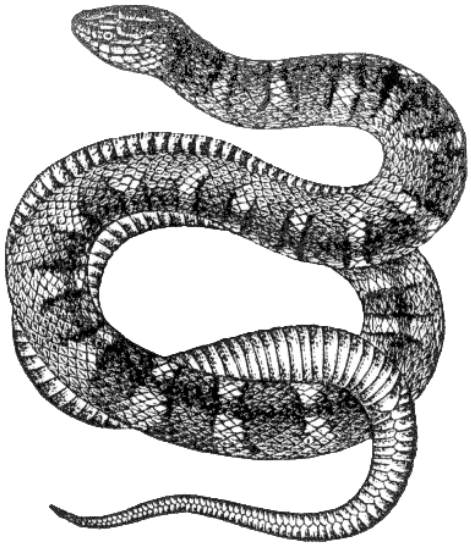
Hit Dice: 3+3
Armour Class: 14
Attacks: Bite (1d6) or weapon (1d8)
Saving Throw: 14
Movement: 12/36
Intelligence: Average
Alignment: Neutral Good
CL/XP: 4/120

Selkies are seal-like beings that can turn into humans. In seal form, they are almost indistinguishable from common seals, but can be identified by their vaguely human-like hands and facial features. Selkies are humane, but rather conservative and not very innovative. They sometimes react violently to unexpected change.

Feathered Serpent

Hit Dice: 2+2
Armour Class: 12
Attacks: Bite (1d3)
Saving Throw: 16
Movement: 12/24
Intelligence: Highly
Alignment: Chaotic Evil
CL/XP: 4/120

The feathered serpent is an evil creature with a snake-like winged body a human head. They reach a body length of up to five metres and have a seductive voice. The lair of a feathered serpent will usually be well-hidden and trapped. All feathered serpent can cast two illusionist spell of the first level, often *Alter Self*, *Auditory Illusion*, *Dancing Lights* or *Wall of Fog*. They can use *Hypnotise* at will instead of attacking. Anyone bitten by one has to make a saving throw vs. death or will fall asleep for 2d4 rounds. Feathered serpents are usually found alone, sometimes with a partner and always with a number of slaves. The scent glands of a feathered serpent can be used to make perfume that increases the user's charisma value by one for twenty-four hours.



Herald Serpent

Hit Dice: 4+4
Armour Class: 14
Attacks: Bite (2x1d4)
Saving Throw: 11
Movement: 24
Intelligence: Very
Alignment: Neutral Good
CL/XP: 6/400

The black-gold herald serpent is a swift-moving reptile. It has sapphire-coloured as and serves as a messenger for higher beings. The herald serpent usually tried to avoid combat and prefers to talk is way out of trouble. It can cast *Hypnotise*, *Hypnotic Pattern*, *Invisibility*, *Silver Tongue* and *Tongues* once per day as a spellcaster.

Hoard Serpent

	Copper	Silver	Gold
Hit Dice:	1	2	3
Armour Class:	15	15	15
Attacks: Strike	1d6-1	1d6-1	1d6
Saving Throw:	17	16	14
Movement:	6	6	6
Intelligence:	Semi	Semi	Low
Alignment:	Neutral	Neutral	Neutral
CL/XP:	1/15	2/30	3/60

The hoard serpent is a spirit that guards a treasure hoard and punishes anyone too greedy to keep away from it. The hoard serpent looks like snake formed out of coins with two gems as eyes. The gems are worth ten gold pieces per hit die of the serpent. It attacks with either a dagger in its jaw or a sword at its tail. The hoard serpent is immune to missile weapons and fire. One killed, it drops to the ground and shatters into normal treasure.

Serpent-kin

Hit Dice: 4
Armour Class: 15
Attacks: Bite (1d6), tail (1d6) or weapon (1d8+1)
Saving Throw: 12
Movement: 12
Intelligence: Very
Alignment: Lawful Evil
CL/XP: 4/120

The serpent-kin are a race of immortal upright serpents with arms and legs. They are very sophisticated and like to wear robes. Their scales are green, brown or black. Serpent-kin live in isolated settlement, though they once rules over vast kingdoms. Many serpent-kin are spellcasters. Their bite is poisonous and will half the movement rate of a victim bitten and failing a saving throw vs. death for 1d12 rounds.

Shadow Serpent

Hit Dice: 3+3
Armour Class: 13
Attacks: Bite (1d4+1)
Saving Throw: 14
Magic Resistance: 40%
Movement: 4/21
Intelligence: Highly
Alignment: Lawful Evil
CL/XP: 5/240

The shadow serpent resembles a black-scaled snake with leathery wings. It has amber eyes that turn red if the shadow serpent is hungry or angry. Despite its looks, it is not related to any serpents from the Material Plane, but a fey creature. Shadow serpents can use *Darkness Globe* at will. They prefer to hide in the artificial darkness and swoop down on prey. A bite from a shadow serpent requires a saving throw vs. death. If the save is made, the target takes only half damage from subsequent bites from any shadow serpent, but has to make a saving throw to avoid side effects nevertheless. If the save is not made, 1d6 is rolled. On a one, the victim flees for 1d4 rounds. On a two, victims will less than eight hit dice fall into a coma for 2d4 turns, whereas victims with more hit dice are unaffected. On a three, the target is stunned for 1d6 rounds, but can still defend itself. On a four, the target suffers double damage. Rolling a six has no effect. An opponent can only suffer from one of these effects. Once bitten, future saving throw are permitted for half damage.

Sylvan Serpent

Hit Dice: 11
Armour Class: 17
Attacks: Bite (2d8)
Saving Throw: 6
Movement: 24/12
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 13/2,300

The sylvan serpent is a huge snake living deep in the forest. It hoards treasure like a dragon and hates beauty. It can swim and is invisible to animals. They can cast *Pass Plants* at will and *Sticks to Snakes* thrice a day.

Teak Serpent

Hit Dice: 8+8
Armour Class: 17
Attacks: Bite (1d6), constriction (2d6)
Saving Throw: 8
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 9/1,100

The teak serpent is a large snake – almost ten metres long – that lives in tropical forests. It is well-camouflaged while preying in trees and puts a -2 penalty on its opponents' surprise roll. If is successfully attacks a target with its constriction attack, it automatically squeezes the opponent for 2d6 points of damage each round thereafter. A successfully strength check by two people – the target can be one of them – is required to break free. Using the skin of a teak serpent while casting *Bark Skin* adds a +2 armour class bonus.

Winged Serpent

Hit Dice: 4+2
Armour Class: 13
Attacks: Bite (1d4)
Saving Throw: 12
Movement: 12/18
Intelligence: Semi
Alignment: Neutral
CL/XP: 4/120

Winged serpents are colourful snakes that live in the jungles in the south. They are very agile and get a +3 bonus to initiative. The winged serpent is venomous. Its corroding venom has an onset time of round and inflicts 2d4 points of damage in the two round thereafter. A saving throw vs. death is permitted each time for half damage. Additionally, winged serpents can breathe a shower of sparks once per turn that inflicts 2d8 points of damage to everyone in a line of four metres. A winged serpent that is attacked by fire and fails a saving throw at a -2 penalty has its wings incinerated. It won't be able to fly or use its spark attack until the wings grow back in 2d4 weeks.

Serpent Vine

Hit Dice: 10
Armour Class: 16
Attacks: Bite (1d12), constriction (4d4)
Saving Throw: 6
Magic Resistance: 5%
Movement: 15
Intelligence: Average
Alignment: Neutral to Neutral Evil
CL/XP: 12/2,000

The huge serpent vine a magical crossbreed of a constrictor snake and a plant. It has leaves all over its body and is well-camouflaged, gaining a +2 bonus to surprise rolls. Once per day, a serpent vine can use *Charm Person*, *Hold Person*, *Mass Suggestion* and *Suggestion*. Three times per day, it can use *Spectral Force*; usually to make its tree appear as a nice fruit tree. Serpent vines provide to the ecosystem by killing more prey than they eat and providing others with food. However, as they like to eat tasty gnomes and halflings, they are often hunted by druids and rangers.

Shaaz

Hit Dice: 1
Armour Class: 14
Attacks: Bite (1d4) or weapon (1d6)
Saving Throw: 18
Movement: 6
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: 2/30

The shaaz are a race of incetoid humanoids that live in artic regions. They have fluffy white down that protects them from cold weather. A shaaz has a humanoid torso and head, but six insect legs. The shaaz have a hierarchical society with all shaaz warriors being male. They can use bows with a -2 THACO penalty. Being bitten by a shaaz – which is not the preferred way shaaz attack – causes 1d6 points of damage each round until a saving throw vs. death is made. Shaaz queens and leader are spellcasters. They reside in hives dug into glaciers. The shaaz queen is rumoured to live several centuries.

Shade, Ethereal

Hit Dice: 8
Armour Class: 18
Attacks: Icy touch (2d6)
Saving Throw: 8
Turned: 9
Movement: 9
Intelligence: Semi
Alignment: Chaotic Evil
CL/XP: 10/1,400

An ethereal shade resembles a mass of black, wispy smoke, which billows and contracts as it floats about. Ethereal shades are undead. At night, or in darkness, they become nearly invisible. Battling an ethereal shade in dimly illuminated environments incurs a -4 THACO penalty. The ethereal shade inflicts damage by use of its icy touch. Ethereal shades are immune to damage from non-magical weapons. By wrapping itself around a victim's head, the ethereal shade may momentarily distract and befuddle its foe. The effects are similar to *Confusion* and last as long as the ethereal shade remains wrapped around the victim's head. Any damage inflicted upon the creature while it is wrapped around a foe will result in the ethereal shade taking half the damage, and its engulfed victim taking the other half.

Shadow

Hit Dice: 3+3
Armour Class: 12
Attacks: Touch (1d4)
Saving Throw: 14
Turned: 4
Movement: 12
Intelligence: None
Alignment: Chaotic Evil
CL/XP: 4/120

The shadow is an incorporeal undead. It resembles and actual shadow, but is of almost unnatural blackness. Shadows can only be harmed by magical weapons or magic. Their touch drains energy from a living victim and lowers their strength score by one. Anyone drained to naught strength by a shadow will turn into one. Otherwise, the strength point will be restored after two hours.

Arch Shadow

Hit Dice: 7+4
Armour Class: 15
Attacks: Lich touch (1d8)
Saving Throw: 6
Turned: 9
Movement: 6
Intelligence: Genius
Alignment: Neutral Evil
CL/XP: 9/1,100

Contrary to what the names suggests, the arch shadow is not a greater shadow, but a spellcaster that failed to fully transform into a lich. Most of those who fail simply die, but the arch shadow survived and turned into a weaker undead, even if still with extraordinary powers. Against its paralysing touch, targets are permitted a saving throw. It can only be hit by magical weapons and is a spellcaster, most often a necromancer. Most arch shadows are bitter being frustrated by their failure to become a full lich. To compensate, many search for alternate way to gain more power.

Shadow Asp
Hit Dice: 1d4 hp
Armour Class: 17
Attacks: Bite (1d2)
Saving Throw: 18
Movement: 6
Intelligence: Animal
Alignment: Neutral
CL/XP: 2/30

The shadow asp is an artificially created snake made of darkness. It is completely silent and imposes a -4 penalty on its opponent's surprise rolls. Unless a saving throw vs. death is made, the bite of a shadow asp will inject the victim will so-called shadow venom. The victim will gradually turn into a shadow over the course of 1d6 turns. *Remove Curse* or *Dispel Magic* will halt the change. Light-based spell cast directly on a shadow asp will kill a single one of these creatures. Shadow asps are usually used as guardians by clerics.

Shadow Mastiff
Hit Dice: 3
Armour Class: 13
Attacks: Bite (1d6+1)
Saving Throw: 14
Movement: 18
Intelligence: Semi
Alignment: Chaotic Evil
CL/XP: 5/240

Shadow mastiffs are large dogs with glossy black coats and powerful jaws. They are hunters of the night, almost invisible in shadowy places In bright light, however, their movement rate is halved and they immediately lose 1d6 hit points. The baying of shadow mastiffs causes panic in anyone failing a saving throw vs. death, causing anyone affected to drop everything and run for 3d6 turns.

Creeping Shadow
Hit Dice: 4
Armour Class: 11
Attacks: Touch (1d4)
Saving Throw: 13
Turned: 5
Movement: 12
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 5/240

The creeping shadow is an undead creature that looks like an amorphous blob of blackness. It seems to grow and shrink in size while moving and can assume vague shapes if it wants. Creeping shadows impose a -6 penalty on its opponent's surprise rolls. With a successful attack, the shadow attaches itself to its target and inflicts 1d4 points of cold damage per round until either the shadow or the victim is dead. A creeping shadow also halves the target's movement speed. Additional shadows will half the speed again. The creeping shadow can only be damaged by magical or silver weapons. It has the common advantages and downsides of all undead and is additionally immune to cold and lightning damage. It cannot be charmed or immobilised in any way. Creeping shadows roam the world where the layer between Material Plane and afterworld is thin. They are probably cursed humanoids damned to exist between both planes.

Shantak
Hit Dice: 8
Armour Class: 15
Attacks: Bite (1d8), trample (2d6)
Saving Throw: 9
Movement: 12/18
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 8/800

The shantak is a huge, red scaly dragon-like being. Like the wyvern, it has two legs and wings, but no arms. It lives in mountains and deserts. Some species tame shantaks and use them as mounts. For some reason, shantaks fear nightgaunts.

Bull Shark
Hit Dice: 2
Armour Class: 13
Attacks: Bite (2d4)
Saving Throw: 16
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 2/30

Bull sharks are so named because of their stocky, broad build. They are able to tolerate fresh water, and often travel up rivers in search of prey.

Great White Shark
Hit Dice: 8
Armour Class: 19
Attacks: Bite (2d10)
Saving Throw: 8
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 8/800

Great white sharks range from four to five metres in length on the average, though specimens ranging up to ten metres in length have been reported. They are apex predators. Great white sharks have the ability to sense the electromagnetic fields of living creatures, allowing them to find prey even when light or water clarity are poor, and are able to smell blood at great distances.

Mako Shark

Hit Dice: 4
Armour Class: 15
Attacks: Bite (2d6)
Saving Throw: 13
Movement: 18
Intelligence: Animal
Alignment: Neutral
CL/XP: 4/120

Mako sharks are fast-moving predators found in temperate and tropical seas. They average two to six metres in length and weigh up to eight hundred kilogrammes. Mako sharks are known for their ability to leap out of the water; they are able to leap up to six metres in the air.

Shedu

Hit Dice: 9+9
Armour Class: 16
Attacks: Hooves (2x1d6)
Saving Throw: 6
Magic Resistance: 25%
Movement: 12/24
Intelligence: Highly
Alignment: Lawful Good
CL/XP: 10/1,400

The shedu are a race of equine beings with a human head and feathered wings. They live in arid climates and can travel to either the Astral or Ethereal Plane once per day. A shedu always radiates *Greater Protection from Evil*. Shedu are immune against psionic attacks and cannot be mind-controlled. About one in three shedu is a sorcerer with four spells of levels one to four.

Sheet Phantom

Hit Dice: 3
Armour Class: 16
Attacks: None
Saving Throw: 14
Turned: 5
Movement: 6
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 3/60

The sheet phantom appears as a floating rectangular, translucent sheet. It has to greenly glowing eyes, but those are only visible shortly before it attacks a victim. With a successful attack, the sheet phantom envelopes a victim. From the second round on, the victim suffers 1d4 points of damage due to suffocation. One human-sized being or two halfling-sized beings can be enveloped at the same time. A successful strength check as well as a failed saving throw by the phantom sheet are needed to break free. If the victim dies, the sheet merges with its body and creates a sheet ghoul.

Shocker

Hit Dice: 9
Armour Class: 19
Attacks: Touch (3d6)
Saving Throw: 6
Movement: 15
Intelligence: Average
Alignment: Chaotic Neutral
CL/XP: 10/1,400

The shocker appears as a living suit of armour surrounded by cracks of blue lightning. It is not a construct, though, but a curious alien being that loves to walk around the Material Plane and examine its flora and fauna. If the shocker attacks with its electric touch, protection by metal armour is ignored. Against metal-coated opponent, the shocker also attacks with a +2 THACO bonus. Every other round, the shocker can sue *Chain Lightning*. It will lose a hit die when doing so, though. If attacked by metal weapons, the shocker receives a -8 armour class malus. An attack with a metal weapon will also shock the attacker for 3d4 points of damage, though. Against fire- and cold-based attack, the shocker is permitted a saving throw. If the save is made, it takes no damage. Lightning-based attacks directly restore the shocker's hit points. Shockers are immune to immobilisation, poison, mind control and similar effects. If a shocker is killed, it will crumble to dust. Fine gems worth 50d100 gp will be left behind.

Shoggoth

Hit Dice: 7
Armour Class: 16
Attacks: Pseudopods (2x2d4)
Saving Throw: 8
Movement: 6/9
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 9/1,100

The shoggoth is a slimy amorphous blob laced with pseudopods, eyes and several mouths. Shoggoths constantly change and were artificially created by the elder ones as slave workers. They can live on land as well as in water. Sharp weapons afflict only half damage on a shaggoth. I can try to swallow a human-sized target whole if their opponent fails to make a saving throw vs. death. It can also spit poison over a distance of ten metres. The poison will blind a target for 1d8 rounds.

Shrangaathi
Hit Dice: 1
Armour Class: 15
Attacks: Bite (1d6)
Saving Throw: 19
Turned: 3
Movement: 9
Intelligence: Semi
Alignment: Chaotic Evil
CL/XP: B/10

Shrangaathi are malevolent river spirits that spend most of their time in the form of almost transparent river fish. In this form, they pose no threat. However, when a school of shrangaathi encounters a village that does not have some sort of shrine or spirit to protect it, they will wait until nightfall, change form, and attack the unprotected settlement. When attacking on land, the shrangaathi become small humanoids with white, opalescent skin, needle-like teeth, and spindly limbs. They swarm ashore like a school of predatory fish, often stopping to feed on prey that have fallen in battle against them – a single shrangaathi can devour a human to the bones in four rounds and then look for more to eat. Shrangaathi are affected by turning, although they are not truly undead. If successfully turned, up to 1d10 of them must make a saving throw or flee back to the river, never to return to that settlement for 1d6+10 days.

Giant Shrew
Hit Dice: 1
Armour Class: 15
Attacks: Bite (2x1d6)
Saving Throw: 18
Movement: 18
Intelligence: Animal
Alignment: Neutral
CL/XP: 2/30

Giant shrews are rodents, and in some ways resemble giant rats. However, shrews have slightly longer snouts and are burrowing animals with reduced eyesight. They can jump up to two metres. Giant shrews are able to echolocate in a fashion not unlike bats, by emitting small squeaks. With this kind of vision they are able to see twenty metres far. A deafened – and thus blinded – giant shrew has an effective AC 8 and suffers a -4 penalty to attack rolls. Giant shrews are insectivores, and are highly territorial. They will attack trespassers, and are extremely fast. They automatically have initiative on the first round of combat, and have a +1 bonus on the second round. Giant shrews are fearsome, vicious fighters and they are extremely intimidating. Any opponent with three hit dice or fewer must succeed in a saving throw vs. death or flee.

Shrieker
Hit Dice: 3
Armour Class: 12
Attacks: None
Saving Throw: 14
Movement: 1
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

The shrieker is a large mushroom with a tough, fibrous body. If light shines on it or it is disturbed in a different way, it will start to shriek in a high-pinched voice. The noise will deal one point of damage per round to anyone not deaf and failing a saving throw within a radius of twenty metres. Furthermore, the noise is likely to attract other creatures in proximity. Shriekers taste bitter, but are nutritious and not poisonous.

Simpathetic
Hit Dice: 1
Armour Class: 12
Attacks: Beak (1d4)
Saving Throw: 16
Magic Resistance: 90%
Movement: 3/18
Intelligence: Highly
Alignment: Chaotic Evil
CL/XP: 4/120

The simpathetic looks like a relatively large ordinary bird, but is actually not related at all to real birds. Something about it indicates that there is something sinister and alien behind the bird-like appearance. Simpathetics try to avoid physical combat, but a simpathetic couple will always defend their nest to the death. If benevolent humanoids are nearby, the simpathetic pretends to be an injured bird. The target has to make a saving throw vs. magic at a -5 penalty or will be charmed. Unaligned or evil characters are immune to this charm. Someone that makes the save will be immune to the charm in the future. A charmed character will take the simpathetic along for 1d4 rounds. Each round, another saving throw is required. If it is successful, the jinx is broken. If it is not made, the victim becomes more and more evil. Reversing this process will require powerful magic or divine power. Simpathetics are immune to all kinds of fire.

Sinewy Mugger
Hit Dice: 2
Armour Class: 15
Attacks: Braches (6x1)
Saving Throw: 16
Movement: 3
Intelligence: Low
Alignment: Chaotic Neutral
CL/XP: 3/60

The sinewy mugger is a corrupted offshoot of the treant. It resembles a twisted tree stump with six branch-like two

metre-long appendages. The sinewy mugger can use all appendages at once. Each tentacle requires two points of cutting damage to sever. Muggers are carnivorous but relatively weak and prefer to attack small solitary mammals.



Siren

Hit Dice: 5+2
Armour Class: 17
Attacks: Weapon (1d6)
Saving Throw: 11
Magic Resistance: 20%
Movement: 12/24
Intelligence: Exceptional
Alignment: Neutral
CL/XP: 6/400

Sirens are aquatic fey that look like beautiful human females. They have pale blue skin and blue or black hair. Sirens are often solitary and antisocial. They can breathe water and air and have darkvision. Once per day, sirens can use *Charm Person*, *Improved Invisibility*, *Fog Cloud* and *Polymorph Self*. They are immune against gas attacks. Sirens live to sing and often sit on rocks and sing about the ocean and old legends connected to it.

Sith

Hit Dice: 4
Armour Class: 15
Attacks: Rapier (2x1d6)
Saving Throw: 11
Movement: 18/18
Intelligence: Exceptional
Alignment: Lawful Evil
CL/XP: 5/240

The sith are fey creatures almost as tall as a human. They always have white hair, black wings and like to wear white robes. In battle, sith use their unnatural speed. They gain a +2 bonus to initiative rolls and strike twice with their weapon. Sith always whisper and can assume the form of a natural shadow. While in shadow form, they cannot attack. Direct sunlight deals 1d3 points of damage to a sith.

Skarusoi

Hit Dice: 6
Armour Class: 16
Attacks: Weapon (1d8+2), arm shields (2x1d8)
Saving Throw: 11
Movement: 15
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: 8/800

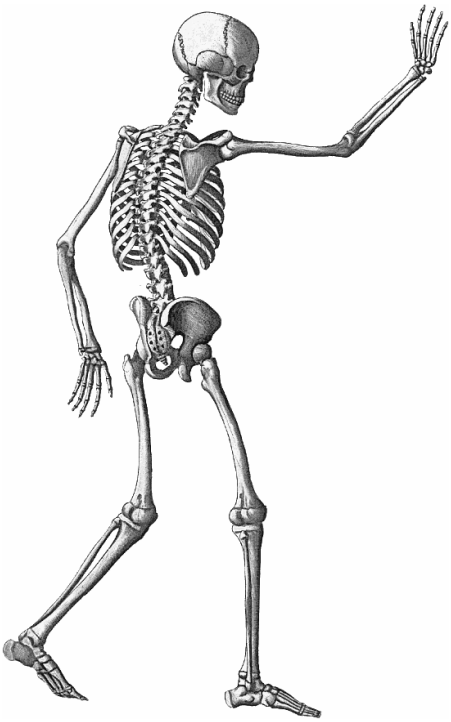
The skarusoi are a race of insectoid bipeds from another world or dimension. Tall and brown, they have shield-like carapaces on their forearms and long feelers sprouting from their heads. They make a muted chittering noise, but seem to communicate with each other through a series of gestures and feeler flicks. A skarusoi can leap fifteen metres and attack in the same round. The skarusoi also possess strange mental powers. If it foregoes a melee attack, a skarusoi may cause *Cone of Force*, *Force Armour*, *Force Field* or *Wall of Force*. The attack are mental attacks and not magical. The Skarusoi may use the above mental powers a total of five times per day. In addition, three or more Skarusoi concentrating together can summon an *Insect Swarm*. The Skarusoi are believed to be a mercenary race in a dimensional war that has left countless worlds in ruin. When encountered, they are likely to be upon some mission relating to this war, pursuing tactical objectives incomprehensible to other humanoid races.

Skeleton

Hit Dice: 1
Armour Class: 11
Attacks: Strike (1d6)
Saving Throw: 17
Turned: 1
Movement: 12
Intelligence: None
Alignment: Chaotic Evil
CL/XP: 1/15

Humanoid skeletons are often animated by necromancers to serve them as guards or workers. Sometimes, the presence of

dark energies is enough to raise skeletons, which will then haunt the area in packs. Skeletons take only half damage from piercing weapons.



Skeleton Archer

Hit Dice: 2
Armour Class: 13
Attacks: Bow (1d6) or strike (1d6)
Saving Throw: 16
Turned: 2
Movement: 12
Intelligence: None
Alignment: Chaotic Evil
CL/XP: 2/30

If a blooded arrowhead is placed on a skeleton's forehead before it is animated, it can be turned into a skeleton archer. During the reanimation, the arrowhead fuses with the skeleton's skull. Skeleton archers take only half damage from piercing weapons. Their arrows will damage creature usually immune to mundane weapons.

Bloody Skeleton

Hit Dice: 1+2
Armour Class: 12
Attacks: Strike (1d6)
Saving Throw: 17
Turned: 2
Movement: 12
Intelligence: None
Alignment: Chaotic Evil
CL/XP: 2/30

This skeleton is covered with a thick layer of red blood. The blood allows the bloody skeleton to regenerate one hit point per round. They collapse after losing all hit points, but have to be reduced to 1d4 negative hit points before being destroyed.

Burning Skeleton

Hit Dice: 2+1
Armour Class: 12
Attacks: Strike (1d8)
Saving Throw: 16
Magic Resistance: 20%
Turned: 3
Movement: 15
Intelligence: None
Alignment: Chaotic Evil
CL/XP: 3/60

The burning skeleton is permanently ablaze, but never burns down. Rumour says that burning skeletons are the remains of creatures burned alive on purpose. They are immune to any form of fire, common and magical, but not protected from cold, like other undead. If a burning skeleton is killed, it will explode and everyone within a radius of three metres takes 1d6 points of damage. A saving throw is permitted for half damage.

Skeleton Fury

Hit Dice: 3
Armour Class: 12
Attacks: Claws (2x1d6), gore (1d6)
Saving Throw: 14
Turned: 3
Movement: 12/12
Intelligence: Semi
Alignment: Chaotic Evil
CL/XP: 3/60

The skeleton fury is an undead creature created from the skeleton of a horse, with claws or talons grown from the hooves, horns or antlers grown from the skull, the bones of large bat-like wings grown from the shoulders, and a red glow burning in the eye sockets. Silhouetted against the moon or illuminated by moonlight, faint wispy material seems to line its bones, creating the illusion of ghostly flesh. They are not completely mindless and sometimes display equine mannerisms, such as pawing at the ground or tossing their heads, in a twisted mockery of life. Any attempt to read or contact the mind of a skeletal fury that is under the control of a spellcaster may result in a brief mental image of the controlling wizard.

Giant **S**keleton

Hit Dice: 4+4
Armour Class: 16
Attacks: Strike (1d12)
Saving Throw: 12
Movement: 15
Intelligence: None
Alignment: Chaotic Evil
CL/XP: 5/240

The giant skeleton is created from the remains of a dead giant. Powerful magic is needed to animate such a large skeleton. Between the giant skeleton's ribs, a bright but cold fire burns. Every six turns, it can use this fire to throw a *Fireball* that deals 8d6 points of damage. Giant skeletons take only half damage from piercing weapons and have the usual undead traits. They are immune to fire-based attacks as well.

Fossilised **S**keleton

Hit Dice: 2
Armour Class: 13
Attacks: Weapon (1d8)
Saving Throw: 16
Movement: 9
Intelligence: None
Alignment: Chaotic Evil
CL/XP: 2/30

Fossilised skeletons are normally found only in underground caverns or complexes that have been left undisturbed for millennia, although they might also be found in inter-dimensional pockets, or in areas where the fossilisation has been deliberately induced. In some limestone caverns where the mineralised water is in constant contact with the bones, skeletons might also fossilise relatively quickly – over the course of a hundred years rather than a thousand. Older fossilised skeletons may even show pre-human features. Since fossilised skeletons are effectively made of rock rather than bone, they are harder to hit and harder to kill than normal skeletons.

Monstrous **S**keleton

Hit Dice: 6
Armour Class: 13
Attacks: Weapon (1d10+2)
Saving Throw: 11
Turned: 6
Movement: 12
Intelligence: None
Alignment: Chaotic Evil
CL/XP: 6/400

A monstrous skeleton is a reanimated monstrous humanoid. It usually attacks with an oversized weapon, but is otherwise identical to other common skeletons.

Obsidian **S**keleton

Hit Dice: 4+4
Armour Class: 14
Attacks: Strike (2x1d6)
Saving Throw: 13
Turned: 5
Movement: 12
Intelligence: None
Alignment: Chaotic Evil
CL/XP: 5/240

The obsidian skeleton has black, shiny bones and an obsidian on its forehead. The obsidian has six hit points and AC 4. Obsidian skeletons have to drain life energy from their environment to survive. If reduced to naught hit points, an obsidian skeleton collapses. The next round, it drains all life energy within a radius of three metres, turning all vegetation into ash, and rises with full hit points. Any living creature in the proximity has to make a saving throw or will suffer a -3 initiative penalty on their next initiative roll. Striking the skeleton while it is inert has no effect. Only destroying the obsidian will put it to rest.

Thinking **S**keleton

Hit Dice: 2+1
Armour Class: 12
Attacks: Weapon (1d8)
Saving Throw: 14
Turned: 4
Movement: 12
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 2/30

While most animated skeletons are mindless beings, some manage to regain their sentience. These skeletons are cunning and malicious. Their often lead packs of other skeletons.

Skeleton Warrior

Hit Dice: 8+4
Armour Class: 15
Attacks: Weapon (2d10+2)
Saving Throw: 6
Magic Resistance: 90%
Turned: 8
Movement: 12
Intelligence: None
Alignment: Chaotic Evil
CL/XP: 8/800

Skeleton warriors are fallen soldiers resurrected by dark powers. They have retained their fighting skills and are taller than the average skeleton. Additionally, they wear armour. Skeleton warriors are highly resistant to magic and take only half damage from piercing weapons.

Skin Thief

Hit Dice: 2+2
Armour Class: 12
Attacks: Claws (2x1d6), bite (1d4)
Saving Throw: 14
Movement: 12
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 3/60

Skin thieves are bizarre beast-like humanoids that steal the skin from their victims and assume their identity. In their true from, they are furred and bear-like. Skin thieves have no language of their own, but speak a mix of a dozen different languages instead. If a skin thief wear someone's skin, the disguise is superficially perfect. However, if the skin thief is hit in combat, it has to make a saving throw or the skin will be damaged and reveal the true nature of its wearer. Skin thieves are nomadic an avoid staying in one place too long.

Skulk

Hit Dice: 2
Armour Class: 12
Attacks: Dagger (1d4) or short sword (1d6)
Saving Throw: 16
Movement: 12
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 3/60

Skulks are a race of evil humanoids with the chameleon-like ability to blend with the background. They have blue eyes, graceful limbs and are completely devoid of hair. Bands of skulks survive at the edges of civilisation by theft and murder. A skulk moves with absolute silence and imposes a -3 penalty of its opponent's surprise roll. Skulks prefer to backstab their enemies. If doing so, they gain a +4 THACO bonus and do triple damage. In the wilderness, skulks pass almost without trace. A common tactic of skulk gangs is to disrupt a society by murdering a local politician, cause discord and use the trouble to continue murdering and looting.

Skull Creeper

Hit Dice: 1d4 hp
Armour Class: 12
Attacks: Bite (1d3)
Saving Throw: 18
Turned: 1
Movement: 9
Intelligence: None
Alignment: Chaotic Evil
CL/XP: A/15

The skull creeper consists of two hands attacked to one skull. It is usually created by a necromancer to serve as a scout or to fit in narrow passages. After the skull creeper has successfully bitten target, it will try to crawl onto it. If it makes another successful attack one round later, it will start strangling the victim for 1d6 points of damage per round.

Skullbird

Hit Dice: 6+6
Armour Class: 17
Attacks: Beak (3d4), claws (2x1d8)
Saving Throw: 11
Movement: 6/15
Intelligence: Semi
Alignment: Neutral Evil
CL/XP: 7/600

Skullbirds are large carrion birds named for their bony, skull-like heads. They live on space as well as on a number of plants. Sailors consider sight of a skullbird to be a bad omen. If no carrion is available, skullbirds all also attack live prey. They have oily feather that keep them confortable during flight and protected them against weapons. However, the oil is also flammable and the skullbird takes two additional hit points of damage per damage die from fire-based attacks. Skullbird meat is edible, but tastes foul.

Skullmural

Hit Dice: 3
Armour Class: 13
Attacks: Strike (1d6)
Saving Throw: 16
Movement: 3
Intelligence:
Alignment:
CL/XP: 3/60

The skullmural appears to be a horrifying skull-like design carved into a wall. It is in fact a bizarre amoeboid creature, suffused with dark mystical power. It may seep slowly along walls, ceilings, and other surfaces, positioning itself for attack, which can cause adventurers to think they have made a mistake in mapping. If anyone touches the skullmural, the creature gains a free attack at a +4 THACO bonus. The skullmural attacks by fastening tiny protoplasmic hooks and suckers into flesh to drink the victim's blood and other juices. Once attached, it drains 1d6 points per round and does not stop until killed or driven off with flame, alcohol, or melted butter. If blood is poured out near a skullmural, it will occupy itself with the blood rather than attacking humanoids. A sated skullmural changes to a reddish colour and bloats slightly, seeping back to its original position.

Skum

Hit Dice: 2+2
Armour Class: 14
Attacks: Strike (2d8)
Saving Throw: 16
Movement: 6/15
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 3/60

The skum are a race of fish-like being bred by the aboleth as servants. Apparently, they originate from various humanoids races mixed with sea creatures. Skum have a long tail and

four strong limbs. In combat, they prefer to concentrate on one enemy at a time. On land, they suffer a -2 THACO penalty. Skum are bred to be susceptible to mind control and thus suffer a -4 penalty to saving throws against *Charm* or similar spells.

Giant Skunk

Hit Dice: 4
Armour Class: 12
Attacks: Bite (1d6)
Saving Throw: 13
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 6/400

Giant skunks spray a horrible-smelling musk at anyone attacking them, and it is so much more powerful than the musk of normal-sized skunks as to actually be corrosive. The cloud of spray fills a cone twenty metres long and twenty metres wide at the end. Any cloth or unprotected paper in this area dissolves. Leather items will dissolve in one out of five cases. Living creatures are overcome by nausea for 1d6 turns unless a successful saving throw is made, and may also be blinded for 3d6 turns which can be avoided by a second saving throw. Nausea puts a -2 THACO and armour class malus on a creature. The stench remains forever until 1d6 days of washing are completed.

Skuz

Hit Dice: 11
Armour Class: 19
Attacks: Fists (2x2d6)
Saving Throw: 4
Turned: 11
Movement: 1/15
Intelligence: Exceptional
Alignment: Chaotic Evil
CL/XP: 11/1,400

The skuz is a powerful undead that haunts lakes, swamps and other bodies of stagnant water. Like many undead, they hate life and will try to drag other creatures into their watery grave whenever possible. A skuz does not fear daylight and appears as a slimy, algae-like coating and shape its body to take humanoid form. In combat, it uses two pseudo-arms. Twice per day, the skuz can use *Animate Dead*, *Mirror Image*, *Reflection* and *Suggestion*. It can only be harmed by +2 magical weapons or better, is immune to fire-based attacks and takes 2d10 points of damage from *Lower Water* and *Part Water*. *Raise Dead* will immediately kill it. A skuz does not leave is pond. Sometimes a group of skuz cooperates and uses its abilities to appear as a group of drowning people. If a water bodies becomes too crowded with skuz, some will crawls out slowly and search for a new lair.

Skyfisher

Hit Dice: 4+2
Armour Class: 16
Attacks: Beak (1d8+3), claws (2x1d6)
Saving Throw: 12
Movement: 3/24
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 6/400

The huge vulture-like carnivorous skyfisher is a relative of the kingfisher. Every time it attacks someone with its claws, the target has to make a dexterity check. If the check is not made, the victim is carried away for 1d4 rounds. Afterwards, it will be dropped and suffers 1d6 points of damage for every round it was in the air. The skyfisher will also drop the victim if it receives ten points of damage or more.

Walking Slime

Hit Dice: 2
Armour Class: 11
Attacks: Fist (1d6)
Saving Throw: 16
Movement: 6
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 4/120

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 roll of fifteen or more, the victim must make a saving throw or begin transforming into a walking slime in 1d4 days. Walking slimes are harmed only by fire or extreme cold, but cannot be harmed by normal weapons.

Sloorg

Hit Dice: 4
Armour Class: 14
Attacks: Touch (1d8)
Saving Throw: 14
Movement: 6
Intelligence: None
Alignment: Neutral
CL/XP: 6/400

Sloorgs are a form of animate filth. Lumpy brown and oozing constantly, with distended vaguely human-like features at one end, they seem to arise spontaneously from poorly maintained sewers and midden heaps. Missiles are ineffective against them, adding mass to the body instead of damaging it. Any hand-held weapon striking it may be added to the body if the wielder fails a saving throw. The sloorg gains one hit point for each item accidentally added to it, often making a low rumbling sound like a mockery of laughter when it does so. The sloorg flows through semi-permeable barriers such as gratings, chairs, and hasty barricades, and might pause to spend a round adding the obstacle to its mass. Anyone within

a radius of six metres must make a saving throw or suffer a -2 penalty to all dice rolls from nausea. Anyone coming into contact with it – whether attacking or attacked – must make a saving throw to avoid contracting a non-fatal but debilitating disease. Sloorg take 1d6 points of damage per level of the caster if *Cure Disease*, *Neutralise Poison*, *Locate Object* or *Purify Food and Drink* is cast on them. All physical attacks against a sloorg cause minimum damage.

Giant **S**lug

Hit Dice: 12
Armour Class: 11
Attacks: Bite (1d12)
Saving Throw: 3
Movement: 6
Intelligence: Animal
Alignment: Neutral
CL/XP: 13/2,000

A giant slug can grow up to thirty metres long. Its skin is so leathery that it takes only half damage from blunt weapons. The giant slug has surprisingly sharp teeth and can spit acidic salvia. The salvia has a range of twenty metres and does 6d6 points of damage. The targets are permitted a saving throw for half damage.

Meat **S**lug

Hit Dice: 2
Armour Class: 10
Attacks: Bite (1d4)
Saving Throw: 16
Movement: 6
Intelligence: Animal
Alignment: neutral
CL/XP: 1/15

The meat slug lives in the underground and is especially common in pantries or waste deposits of underground races. Anyone stepping on the meat slug's slime trail will stop moving and needs one additional round to get free. If the slug is struck for maximum damage or with critical hit, the attacker's weapon will get stuck. One round is required to get it free.

Sword **S**lug

Hit Dice: 4+4
Armour Class: 14
Attacks: Strike (3d4)
Saving Throw: 11
Movement: 12
Intelligence: Low
Alignment: Chaotic Neutral
CL/XP: 5/240

The sword slug looks like a huge normal slug, but has one distinctive ability: It can create magnetic fields. The field has a reach of ten metres around the slug and affects all but very small quantities of metal. The objects will approach the sword slug with an average speed of three metres per round. The objects never strike the slug, but from a *Blade Barrier* instead.

Slurg

Hit Dice: 7+3
Armour Class: 14
Attacks: Claws (2x1d4), kicks (2x2d8), bite (2d6)
Saving Throw: 9
Movement: 6
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 9/1,100

The slurg are a race of tall demonic anthropomorphic frogs. While slurg live on the Material Plane, they are thought to originate from a hellish dimension. They can use *Polymorph Self* twice per day and sometimes appear as human males. Once per fight, a slurg can use a loud croak to petrify everyone nearby who fails a saving throw vs. paralysis for two rounds. More powerful slurg can open a dimensional gate twice per day can call 1d3-1 additional slurg.

Snapper Saw

Hit Dice: 5
Armour Class: 14
Attacks: (1d4+2x1d4+1)
Saving Throw: 12
Movement: 0
Intelligence: None
Alignment: Neutral
CL/XP: 5/240

The snapper saw, also called the forester's bane, is a dangerous plant. The snapper saw has white fruit that smell delicious as well as several large dark green leaves that hide 1d4+2 purple saw-like stalks. A creature near the plant will be attacked by the leaves. The attack ignores any armour class bonus from armour and traps the victim if successful. A successful strength check is required to break free. Every round, even if the victim manages to break free right away, the saw stalks will attack the victim and hit automatically. They can also attack other target, which requires a regular attack roll.

Snyad

Hit Dice: 1d5 hp
Armour Class: 22
Attacks: None
Saving Throw: 12
Movement: 21
Intelligence: Low
Alignment: Neutral
CL/XP: 2/30

Snyads are distant relatives of mites. They are obsessed by treasures and shiny things in general and will go long ways to steal them. Snyads never fight and rely on their unnaturally

quick reflexes to avoid being hit. They always surprise their enemies and successfully steal things in nine out of ten cases.

Soulspinner

Hit Dice: 4
Armour Class: 14
Attacks: Bite (1d6)
Saving Throw: 13
Movement: 12
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 7/600

These spirit creatures inhabit ghostly planes of existence, but often hunt in the material planes – often making their lairs in dark or desolate places. They resemble spiders, but their eight eyes are human rather than insectoid. They are insubstantial, and can only be hit by magical or silver weapons; they are affected normally by spells. The soulspinner spins an incorporeal web, and can shoot these out as a cone fifteen metres in length and to a width at the end of the cone. Anyone entering these webs – which are visible but ghostly – must make a saving throw or become enervated, operating at a -2 malus to all ability scores. Clerical spells cannot be cast through the webs, although arcane spells operate normally for a webbed character. The webs adhere to anyone entering the webs, but their effects wear off after 1d6 hours. If a soulspinner bites a victim, the victim must make a saving throw or be affected in the same way as if caught in the webs. The effect of the bite is cumulative. Anyone killed by a soulspinner, if raised from the dead, will gain a malicious personality unless or until some additional magical remedy is provided, such as *Remove Curse*. The soulspinner is not undead.

Spectral

Hit Dice: 5
Armour Class: 18
Attacks: Touch (1d4)
Saving Throw: 5
Turned: 9
Movement: 12/15
Intelligence: Genius
Alignment: Neutral
CL/XP: 7/600

The spectral is a ghostly wizard that has retained its ability to cast spells in undeath. It appears as it did during life, but its colours seem washed out and it is slightly translucent. The spectral is incorporeal. In bright light, it is almost invisible, but in darkness, it emits and eerie glow. If fought on the Ethereal Plane, the spectral gets a -6 armour class penalty. Being touched by a spectral will paralyse a random limb for 2d4 rounds unless a saving throw vs. paralysis is made. It can float, is immune to mundane weapons and has all the abilities and weaknesses of an undead. Spectrals use all kinds if spell and favour *Magic Missile*, *Sleep*, *Air Bolt*, *Lighting Bolt* and *Wall of Fire*.

Spectre

Hit Dice: 7
Armour Class: 12
Attacks: Touch (1d10)
Saving Throw: 9
Turned: 9
Movement: 12/30
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 8/800

The spectre is an incorporeal undead similar to the wraith. Forced to wander on the Material Plane, it is full of dark thoughts and hatred for all living beings. The spectre is immune to mundane weapons. Its dark touch causes the victim to lose 1d3 points of a random ability score. The lost points can only be restored by divine magic or powerful magical items.

Parasitic Spectre

Hit Dice: 7
Armour Class: 17
Attacks: Strike (1d8)
Saving Throw: 9
Turned: 10
Movement: 15
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 9/1,100

Tortured by their insubstantial existence, parasitic spectres hunger to obtain corporeal bodies by possessing humanoid creatures. Possessed creatures are under the total control of the spectre, although they are somehow unable to cause direct harm to themselves. The victim of a parasitic spectre may make a new saving throw each round to expel the spectre; success deals 1d8 points of damage both to the victim and to the spectre, and expels the spectre. If a possessed creature is slain, the corpse will instantly transform into an undead creature, having abilities identical to those of a wight. If such a wight is destroyed, the spectre is expelled, taking 2d8 points of damage in the process. Non-magical weapons cannot harm a parasitic spectre. Note that parasitic spectres can possess corpses as well as living beings, and transform them immediately into wight form, but they cannot possess corpses that have been dead more than a few minutes.

Sphinx, Androsphinx

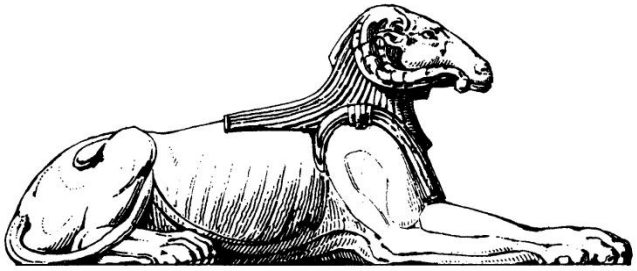
Hit Dice: 10
Armour Class: 17
Attacks: Claws (2x1d6)
Saving Throw: 3
Movement: 18/24
Intelligence: Exceptional
Alignment: Neutral
CL/XP: 15/2,900

The noble androsphinx has the bearded head of a man, the body of a lion, and the wings of an eagle. The roar of an androsphinx is mythic: the first roar causes *Fear* within a hundred metres, the second roar causes paralysis for 1d4 rounds within eighty metres, and the third roar causes the loss of 2d6 points of strength, within fifty metres. The strength points recover at a rate of one point per round. Creatures within ten metres of the third roar must also make a saving throw or be stunned for 2d6 rounds. The androsphinx can roar thrice a day. All effects of the roar can be avoided with a successful saving throw.

Sphinx, Astrosphinx

Hit Dice: 9
Armour Class: 16
Attacks: Horns (2x1d6), bite (4d6), claws (2x1d6)
Saving Throw: 6
Magic Resistance: 25%
Movement: 18/24
Intelligence: Highly
Alignment: Chaotic Evil
CL/XP: 12/2,000

The bizarre astrosphinxes are a malevolent breed of sphinxes scattered over asteroids and sparsely populated planets. An astrosphinx has a lion's body with bronze scales, but often stands upright and is twice as tall as a human. It has bat wings and its head resembles the skull of a goat. Astrosphinxes like to challenge all intruders in their territory to a contest of riddles, much like gynosphinxes. However, astrosphinxes are insane by common standards and their riddles are illogical and unanswerable. In the rare case that someone answers a question correctly – the chance being one in a hundred – the astrosphinx will kill itself. If not, the sphinx breathes narcotic gas that works like *Sleep* and attacks the answerer and his companions. The astrosphinx can use *Lightning Bolt* once per turn.



Sphinx, Criopshinx

Hit Dice: 10
Armour Class: 17
Attacks: Claws (2x1d8), head butt (2d6)
Saving Throw: 5
Movement: 18/24
Intelligence: Very
Alignment: Neutral
CL/XP: 10/1,400

The criosphinx has the head of a ram, the body of a lion, and the wings of an eagle. This variety of sphinx is neutral with regard to humanoid affairs, and they have a tendency to create impromptu toll roads.



Sphinx, Gynosphinx

Hit Dice: 8
Armour Class: 18
Attacks: Claws (2x1d8)
Saving Throw: 8
Movement: 18/24
Intelligence: Highly
Alignment: Chaotic Neutral
CL/XP: 9/1,100

A gynosphinx has the head and upper torso of a woman, the body of a lion, and the wings of an eagle. The female human arms become lion legs by the point of the forearm. Gynosphinxes are probably smarter than other varieties of sphinx and enjoy riddles, but they are quite willing to consider humanoids as prey. The gynosphinx can use *Dispel Magic* three times per day. They also have considerable powers of divination, being able to answer most questions posed to them – but for a hefty price.



Sphinx, Hieracosphinx
Hit Dice: 9
Armour Class: 16
Attacks: Claws (1d6+1), bite (1d10)
Saving Throw: 7
Movement: 9/30
Intelligence: Very
Alignment: Neutral Evil
CL/XP: 9/1,100

The hieracosphinx has the head and forelegs of a hawk, with the hindquarters of a lion. This variety of sphinx is decidedly malevolent in temperament.

Bone Spider
Hit Dice: 1
Armour Class: 8
Attacks: Bite (1d3)
Saving Throw: 18
Movement: 9
Intelligence: None
Alignment: Neutral
CL/XP: 1/15

The bone spider is well-known for the bone-shaped pattern on its back. While not as large as some of its relatives and not venomous, it is dangerous in swarms.

Giant Spider
Hit Dice: 1+1
Armour Class: 11
Attacks: Bite (1 hp)
Saving Throw: 17
Movement: 9
Intelligence: None
Alignment: Neutral
CL/XP: 3/60

Giant spiders are not only quick and dextrous, but also poisonous. Anyone bitten by one who fails a saving throw vs. death with a +2 bonus will suffer 1d6 points of damage per round until healed. Giant spider eyes are popular components used by spellcasters or alchemists.

Leng Spider
Hit Dice: 8
Armour Class: 15
Attacks: Bite (2d6)
Saving Throw: 6
Movement: 12
Intelligence: Very
Alignment: Chaotic Evil
CL/XP: 9/1,100

Leng spiders are purple arachnid monstrosities which live in the same realms as the Men of Leng. Their cunning and intellect distinguishes them from common spiders. The Leng spiders have webbed whole valley with their web. They never stop growing and can reach a gargantuan size over decades. Thrice a day, they can launch a poisonous bite doing 3d6 additional points of damage to a target. A saving throw for half damage is permitted. They can also shoot a web over a distance of ten metres to paralyse a target for 1d4 rounds.

Monstrous Spider
Hit Dice: 2+2
Armour Class: 13
Attacks: Bite (1d6)
Saving Throw: 16
Movement: 18
Intelligence: Animal
Alignment: Neutral
CL/XP: 5/240

The monstrous spider is a threat to every cattle owner or traveller happening to pass its territory. Anyone who is bitten by one has to make a saving throw vs. death with a +1 bonus or will be poisoned and suffer 1d8 points of damage per round. This spider is stealthy and will surprise its prey on a roll of one to five on a d6.

Phase Spider
Hit Dice: 2+2
Armour Class: 16
Attacks: 1d8+2
Saving Throw: 16
Movement: 18
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 6/400

The phase spider is not poisonous, but dangerous nevertheless. It can move to the ethereal plane at will, only to reappear later, preferably behind its prey.

Sword Spider
Hit Dice: 4+2
Armour Class: 15
Attacks: Bite (1d6+2)
Saving Throw: 13
Movement: 6
Intelligence: Semi
Alignment: Lawful Evil
CL/XP: 7/600

The sword spider is malicious and cunning. It often commands a number of weaker spiders and rules a huge spider web. Anyone trying to walk on the web has to make a saving throw. If successful, the one can walk on it with half speed. The sword spider's bite requires a saving throw to avoid being poisoned; otherwise, the victim will suffer 1d10 points of damage per round. Sword spider web can be turned into extremely stable rope by a ropemaker.

Spiderweed
Hit Dice: 2
Armour Class: 12
Attacks: Thorn slashes (2x1d4)
Saving Throw: 16
Movement: 6
Intelligence: None
Alignment: Neutral
CL/XP: 2/30

Spiderweed is an ambulatory plant that has adapted to mimic the appearance of giant spiders as a means of defence. A single spiderweed is usually about the size of a dog, although they can grow much larger in the wild. In conditions of poor light, such as in a dungeon or a dense forest, one will appear to be a giant spider. If it is attacked, spiderweed responds by lashing out with two of its thorny appendages. These cause 1d4 damage, and secrete a sticky, poisonous sap. This sap will stick to flesh and clothing, unless thoroughly washed off. It inflicts no damage, but causes a very painful rash for 4d4 hours that causes a penalty of -2 to all die rolls. The sap can be avoided with a successful saving throw. Goblins are immune to spiderweed rash.

Spouter
Hit Dice: 5+7
Armour Class: 13
Attacks: Claws (2x1d4+1)
Saving Throw: 11
Movement: 12/12
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 7/600

The spouter looks a bit like a gargoyle, but is more of a sentient automaton that an animated being. Spouters remain as rain gutters on the roofs of the building they have been assigned to. If someone else than their master or someone authorised passes by, they attack by spitting acid over a distance of two metres. It can be used every four rounds and deals 2d20 points of damage. A saving throw is permitted for half damage. The spouter itself cannot be damaged by acid.

Spriggan
Hit Dice: 8+4
Armour Class: 15
Attacks: Weapon (2d8+7), throwing knife (1d6)
Saving Throw: 8
Movement: 15
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 9/1,100

The spriggan is small, muscular and ugly. It usually has the size of a gnome, but is able to become giant-sized at will. Spriggans have no hair but facial hair and always carry some throwing knife. If a spriggan decides to enlarge himself, its equipment will grow with it. When small, it can use *Scare* and *Shatter* at will and backstab opponents for triple damage. Spriggans never form long-term alliances and prefer to work as mercenaries or bandits, moving to new places often. Spriggans despise other humanoids generally and gnomes specifically.

Meadow Sprite
Hit Dice: 1
Armour Class: 13
Attacks: Weapon (1d3)
Saving Throw: 15
Movement: 9/18
Intelligence: Very
Alignment: True Neutral
CL/XP: 2/30

Meadow sprites are shy and reclusive fey. Most have elven features and small, translucent wings. Sprites hate evil and ugliness, but first and foremost care about the balance of their natural environment. Nevertheless, they prefer to live in areas with a low density of aggressive or dangerous creatures. Druids are known to cooperate with meadow sprites. Meadow sprites can become indivisible at will, which grants them a +2 THACO bonus. They can also *Detect Good* and *Detect Evil* within a radius of fifteen metres whenever they like. All sprites have these abilities in common.

Sea Sprite
Hit Dice: 1
Armour Class: 13
Attacks: Melee weapon (1d3) or crossbow (1d3)
Saving Throw: 15
Movement: 6/24
Intelligence: Very
Alignment: Chaotic Neutral
CL/XP: 2/30

Sea sprites have no wings, but webbed fingers and toes, cheerful faces and fish-like eyes. Their crossbow bolts are treated with a toxin that puts anyone hit who fails a saving

throw to sleep for 1d4 hours. They have the same special abilities all sprites have in common and additionally use *Water Breathing* once per day.

Squeaker

Hit Dice: 1d4 hp
Armour Class: 10
Attacks: Strike (1d2)
Saving Throw: 18
Movement: 12
Intelligence: Low
Alignment: Neutral
CL/XP: 1/15

Squeakers are tiny fairy creatures created by a failed magical experiment. They do not have to eat, but reproduce very quickly. Their high numbers are balanced by carnivorous animals and monsters. They like to molest people and prefer to throw rocks over a distance of up to ten metres, which grants them a +2 THACO bonus and does 1d2 poinst of damage. Squeakers are hairless, have an oversized head, large blues ears and blue feet.

Squealer

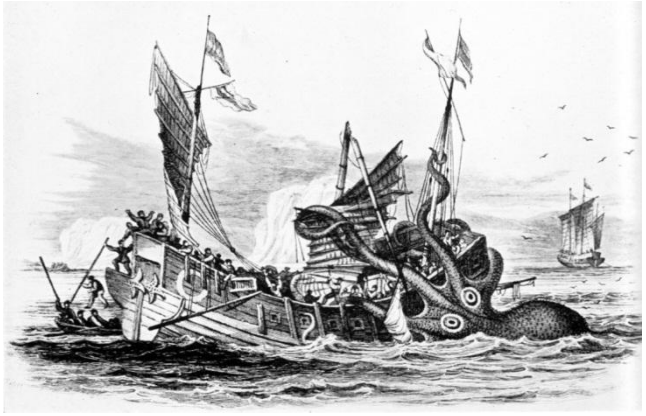
Hit Dice: 10
Armour Class: 16
Attacks: Bite (1d6+6), fists (3x1d4+1)
Saving Throw: 5
Movement: 9/18
Intelligence: Semi
Alignment: Neutral
CL/XP: 11/1,700

The squealer is tall, ferocious creature and with a boar-like face as well as three arms and two legs. It is an excellent climber and climbs twice as fast as it runs. The most distinctive feature of the squealer is its talent to imitate all kinds of voices and noises, which it uses to lure prey into a trap. The squealer can attack while hanging from a branch or something similar with one hand or may grab an opponent with two hands with two successful attacks rolls. In this case, the opponent loses all dexterity-based benefits and receives a -2 malus to armour class and THACO.

Giant Squid

Hit Dice: 6
Armour Class: 16/12
Attacks: Tentacles (10x1d3)
Saving Throw: 11
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 9/1,100

Giant squids are feared by sailors and known for their large appetite as well as their many tentacles. The tentacles have AC 12, whereas the main body has AC 16. After the initial hit of tentacle, it will do 1d6 points of damage each following round until the target manages to free itself. In one out of four cases, a tentacle manages to immobilise one limb of a target. In emergency situations, the giant squid can use a jet of water to triple its swimming speed. A giant squid can destroy a medium-sized ship in ten rounds.



Giant Aerial Squid

Hit Dice: 12
Armour Class: 12
Attacks: Tentacles (8x1d8+1), beak (5d4)
Saving Throw: 3
Movement: 21
Intelligence: Animal
Alignment: Neutral
CL/XP: 14/2,600

Giant aerial squids are cousins of the normal giant squid, but their bodies are filled with lighter-than-air gases that allow them to float in the air. In general, they are found in mountains, where they pick mountain goats and goblins off the slopes as food. Giant aerial squid can grow up to twenty metres in length. The squid's tentacles constrict for 1d8+1 points of damage after the first hit, and they are used to pull food to the sharp beak. When a tentacle hits, roll 1d6. The result equals the limbs being held by the squid, with a result of one or two meaning that no limb is held at all The tentacles can take ten points of damage before being severed, but attacking tentacles does not affect the squid's actual hit point total – only attacks to the body and head affect the squid's true hit points. The squid's main body is granted a +4 armour class bonus. These creatures are not good mounts, for they have a tendency to reach back and eat their riders.

Black **S**quirrel

Hit Dice: 2+2
Armour Class: 14
Attacks: Bite (1d8+1)
Saving Throw: 14
Magic Resistance: 5%
Movement: 18
Intelligence: Semi
Alignment: Neutral Evil
CL/XP: 2/30

The malicious black squirrel is most likely an unnatural creature. It moves with uncanny speed and likes to steal shiny objects from careless individuals.

Giant **S**quirrel

Hit Dice: 1
Armour Class: 13
Attacks: Bite (1d4)
Saving Throw: 15
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 1/15

Giant squirrels are very agile and much larger than common squirrels. They mainly eat plants, but are not above preying on smaller animals.

Giant Flying **S**quirrel

Hit Dice: 1d4 hp
Armour Class: 12
Attacks: Bite (1d2)
Saving Throw: 18
Movement: 6/12
Intelligence: Animal
Alignment: Neutral
CL/XP: B/10

These squirrels, larger than normal flying squirrels, are carnivorous. They may attack humanoids if provoked, enchanted, or in sufficient numbers to feel confident of success.

Stag

Hit Dice: 3
Armour Class: 13
Attacks: Hooves (2x1d3), antlers (2d4)
Saving Throw: 13
Movement: 24
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

Stags are the males of a deer herd. They are usually docile and passive, but can be very aggressive if threatened or cornered. A stag's antlers can be worth up to 25 gp.

Ghost **S**tag

Hit Dice: 3+2
Armour Class:19
Attacks: Hooves (2x1d3), antlers (2d4)
Saving Throw: 14
Movement: 24
Intelligence: Semi
Alignment: Chaotic Evil
CL/XP: 5/240

The ghost stag is the vengeful spirit of a stag slain while defending its herd. It is immune to all weapons but silver and magic ones. A creature hit by a ghost stag loses one point of a random ability score.

Giant **S**tag

Hit Dice: 5+1
Armour Class: 13
Attacks: Hooves (2x1d4), antlers (4d4)
Saving Throw: 12
Movement: 21
Intelligence: Animal
Alignment: Neutral
CL/XP: 5/240

Giant stags look like common stags, but are huge. As even predator other than giant ones avoid them, they usually do not fear humanoids or other sentient beings.

White **S**tag

Hit Dice: 10
Armour Class: 19
Attacks: Hooves (2x1d6), antlers (1d12)
Saving Throw: 5
Magic Resistance: 20%
Movement: 21
Intelligence: Highly
Alignment: True Neutral
CL/XP: 11/1,700

Every once in a while, the forces of nature decide to create a guardian. If this creature is a stag, it will be a white stag with powers way beyond that of a normal animal. The white stag can communicate via telepathy. It is a preserver of natural balance and not necessarily friendly toward humanoids. A white stag can move through dense undergrowth without any penalty, use *Call of the Forest* once, *Bless* thrice per day and communicate with animals at will. If a white stag is slain, its body dissolves immediately. For one month, the killers will be marked appear tainted to any creature close to nature.

Invisible Stalker

Hit Dice: 8
Armour Class: 16
Attacks: Strike (4d4)
Saving Throw: 8
Movement: 12
Intelligence: Semi
Alignment: Neutral
CL/XP: 9/1,100

The invisible stalker is almost always created by the mage spell of the same name. It can fly and follows a single command of the caster.

Archer Statue

Hit Dice: 4+5
Armour Class: 13
Attacks: Arrow (1d10)
Saving Throw: 13
Movement: 9
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 5/240

The malicious archer statue is an animated statue usually formed like a winged angel or a ferocious amazon. It shoots magical stone arrows over a distance of thirty metres with a +1 THACO bonus and is employed as a guardian. If found in the wilderness, the archer statue will be on an endless hunt against all living beings it encounters. The archer statue can only be hit by magical weapons.

Living Crystal Statue

Hit Dice: 3
Armour Class: 16
Attacks: Fists (2x1d6)
Saving Throw: 14
Movement: 6
Intelligence: None
Alignment: Neutral
CL/XP: 3/60

Living statues are magically animated. They are true automatons, though, unlike golems, which are solely animated by magic. While this means that living statues have no chance of going berserk, it also means that they may only perform simple programmed activities. They may not be commanded in any meaningful fashion. 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 commonly are made to look like humanoids. Crystal living statues have no particular special powers, unlike those made of iron or stone.

Living Iron Statue

Hit Dice: 4
Armour Class: 18
Attacks: Fists (2x1d8)
Saving Throw: 13
Movement: 6
Intelligence: None
Alignment: Neutral
CL/XP: 4/120

If struck by a non-magical metal – even partially metal – weapon, the weapon may become stuck in the monster. If this happens, it cannot be removed until the statue is destroyed. The wielder is allowed a saving throw vs. magic to avoid this.

Living Stone Statue

Hit Dice: 6
Armour Class: 16
Attacks: Lava spray (2d6)
Saving Throw: 11
Movement: 4
Intelligence: None
Alignment: Neutral
CL/XP: 6/400

A stone living statue attacks by spraying molten rock from its fingertips. The range of the spray is three metres. It takes only half damage from edged and piercing weapons.

Marrosian Statue

Hit Dice: 3
Armour Class: 18
Attacks: Stone weapon (1d8)
Saving Throw: 14
Movement: 12
Intelligence: Neutral
Alignment: None
CL/XP: 5/240

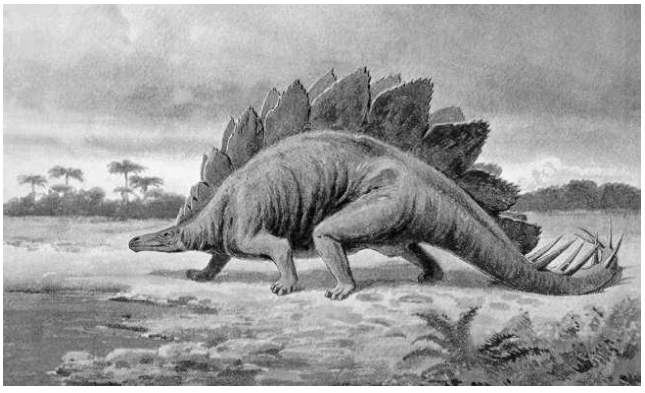
Marrosian statues are animated statues of human warriors created from a rare, magical marble-like stone frequently used by a lost civilization. Marrosian statues move with a silent, fluid grace that belies their inorganic nature. Creatures damaged by a marrosian statue must make a saving throw or suffer from a deep, soul-chilling cold that radiates outward from the wound. Failure results in a -2 malus to all subsequent saving throws and combat rolls. This penalty dissipates over the course of the following twenty-four hours. Marrosian statues are partially immune to damage from slashing and piercing weapons, taking only half damage from these sources.

Living Steel
Hit Dice: 10
Armour Class: 20
Attacks: Strike (2x1d10)
Saving Throw: 3
Movement: 12
Intelligence: Average
Alignment: Chaotic Neutral
CL/XP: 12/2,000

The living steel is a creature made of shiny liquid steel. It moves in fluid motions and often takes a humanoid form, turning its hands into razor-sharp blades if necessary. The living steel is not necessarily aggressive, but shows no mercy if threatened. It can change its form at will and squeeze through narrow gaps. The transformation takes one round, during which the living steel gets a -5 malus to armour class. It is immune to lighting and any fire. Cold-based attacks inflicting more than ten points of damage reduce its speed by half and limit it to one attack per round for 1d4 rounds. If two living steel meet, they will always fight to the death. The winner will absorb the loser.

Stegosaurus
Hit Dice: 11+4
Armour Class: 17
Attacks: Tail (2d8) or bite (1d6), trample (2d8)
Saving Throw: 4
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 11/1,700

Although fearsome looking, the stegosaurus is actually a peaceable creature and will only fight in self-defence, either biting, trampling, or using its spiked tail, depending on where the opponent is standing in relation to the dinosaur. A stegosaurus cannot use its tail and bite attacks against the same creature in the same round.



Dire Stegosaurus
Hit Dice: 18
Armour Class: 17
Attacks: Spiked tail (5d4)
Saving Throw: 3
Movement: 6
Intelligence: Animal
Alignment: Neutral
CL/XP: 18/3,800

The dire stegosaurus is a gigantic, not very smart herbivorous dinosaur and a larger subtype of the common stegosaurus. It defends itself and its herd aggressively. The stegosaurus is mainly found in plains and jungles.

Stirge
Hit Dice: 1+1
Armour Class: 12
Attacks: Proboscis (1d3)
Saving Throw: 17
Movement: 3/18
Intelligence: None
Alignment: Neutral
CL/XP: 1/15

Resembling small, feathered, winged anteaters, stirges have a proboscis which they jab into their prey to drain blood. After a stirge's first hit, it drains blood automatically and inflicts 1d4 points of damage per round.

Stoneflower
Hit Dice: 3
Armour Class: 18
Attacks: Hurled stones (1d6x1d3)
Saving Throw: 14
Movement: 9
Intelligence: Semi
Alignment: Neutral
CL/XP: 5/240

A stoneflower resembles a pile of rock about one and a half metres in diameter, covered with exquisitely realised carved flowers. In actuality, these beasts are from some other dimension, or possibly the Elemental Plane of Earth. The whole growth, including the rock, is a sentient predator that can morph through stone walls, flowing along quite rapidly as long as it is touching stone. They cannot cross water or wooden surfaces. The flowers of the growth are its weapons; they can eject rocks at very high speeds, causing 1d3 points of damage. In any combat round, the stoneflower can eject 1d6 such missiles. The growth is also extremely magnetic. Any metal weapon touching the stoneflower will stick to it until the creature is killed. Creatures with a strength score of at least fifteen can get the weapon free in one round.

Giant Strider
Hit Dice: 2
Armour Class: 15
Attacks: Bite (1d8) or kick (1d10)
Saving Throw: 16
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 2/30

The giant strider is an ostrich-like featherless bird with orange and white skin that lives in hot climates. Firenewts train and breed striders and use them as mounts. Giant striders attack with the beak or a kick and usually target the last enemy that attacked them. They are immune to all forms of fire, gain a +2 saving throw bonus against fire-based attacks and regenerate 1d6 hit points from extensive heat. Liquids throw at a strider cause 1d2 points of damage. Drinking larger amount of water will kill it. Giant striders live in volcanic reasons and breathe smoke from their beak. They mature fast and have a short life expectancy.

Struthiominus
Hit Dice: 6+3
Armour Class: 13
Attacks: Claws (2x1d2), bite (2d4)
Saving Throw: 11
Movement: 18
Intelligence: Animal
Alignment: Neutral
CL/XP: 6/400

The struthionimus is an omnivorous dinosaur. It has no quarrel attacking humanoids smaller than humans and lives in areas with tall grass.



Dire Sturgeon
Hit Dice: 10+2
Armour Class: 19
Attacks: Bite (2d10)
Saving Throw: 7
Movement: 18
Intelligence: Animal
Alignment: Neutral
CL/XP: 10/1,400

These immense grey scaly fish can reach a length of ten metres. If their attack roll is equal to or greater than eighteen, a victim is swallowed. A being that is swallowed takes 2d6 hit points of damage per round inside the dire sturgeon belly. In addition, if a victim does not succeed in a saving throw vs. paralysis, he is paralysed. Otherwise, he may attack the sturgeon from the inside.

Stwinger
Hit Dice: 1d4 hp
Armour Class: 12
Attacks: None
Saving Throw: 15
Movement: 6
Intelligence: Highly
Alignment: Chaotic Neutral
CL/XP: A/5

Stwingers are tiny humanoid fey that look like nauseate cute females. All they want is to have fun. Stwingers occasionally annoy others, but prefer to have fun together with them. It can use *Mirror Image* thrice per day and *Charm Person* an unlimited number of times, but only on one person at a time. Stwingers like dwarves and occasionally ally with them. Every couple of years, they give birth to a child. Should they give birth to multiples, then those will be liked via telepathy. A stwinger has wings that allow it to leap over short distances, but not stay in air for a prolonged period of time.

Styracosaurus
Hit Dice: 9
Armour Class: 16
Attacks: Strike (2d8)
Saving Throw: 6
Movement: 6
Intelligence: Animal
Alignment: Neutral
CL/XP: 9/1,100

The styracosaurus is an aggressive herbivore. It will charge at anything it considers a threat. Anyone attacking the styracosaurus from the front suffers 1d8 points of damage from sharp spikes.



Su
Hit Dice: 5+5
Armour Class: 14
Attacks: Claws (4x1d4), bite (2d4)
Saving Throw: 12
Movement: 9
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 6/400

The su looks like a thin grey monkey. It can attack while hanging from the ceiling with the help of its tails, using all four claws and its sharp teeth. Su are immune to telepathic attacks. Their minds cannot be read. Once per turn, a su can crush the mind of an opponent in sight. If the target fails a saving throw, it will attacks random targets for 1d4+1 rounds. Su sometimes hunt in packs. If they do so, it will always be during dawn or sunset.

Sull
Hit Dice: 6
Armour Class:
Attacks: Ram (1d4) or bite (4d4)
Saving Throw: 12
Movement: 18
Intelligence: Very
Alignment: Neutral
CL/XP: 6/400

The sull is a strange creature. It looks like a fleshy sphere with a radius of three metres, a dome atop and a mouth with sharp teeth below. Their otherwise featureless body is light blue. A sull attacks by ramming its opponent or, if it can get atop of one, by biting it with its powerful jaw. It may also release noxious gases. Anyone nearby has to make a saving throw vs. death or will suffer a -4 THACO penalty while exposed to the gas. Sulls are secretive and conceal their true intelligence. They are sometimes forced into the servitude of other beings and used as aerial platforms.

Giant Sundew
Hit Dice: 8
Armour Class: 13
Attacks: Tendrils (6x1d3)
Saving Throw: 8
Movement: 1
Intelligence: Semi
Alignment: Neutral
CL/XP: 8/800

The giant sundew is a tall mound of grey and green tangles and rags. The air around one is always infested with flies and holds thick, sweet odour. The sundew has mobile hair-like roots and attacks with up to six tendrils per target. The plant has hundreds of tendrils, so it is unlikely for an attack to be repelled by hacking them all off. If a tendril successfully attacks a victim, it attaches itself to it. Per three tendrils, the target receives a -1 armour class malus. Each tendril has to be removed with a separate strength check.

Survivor
Hit Dice: 10
Armour Class: 10
Attacks: Strike (1d4)
Saving Throw: 4
Movement: 1
Intelligence: Exceptional
Alignment: Neutral
CL/XP: 10/1,400

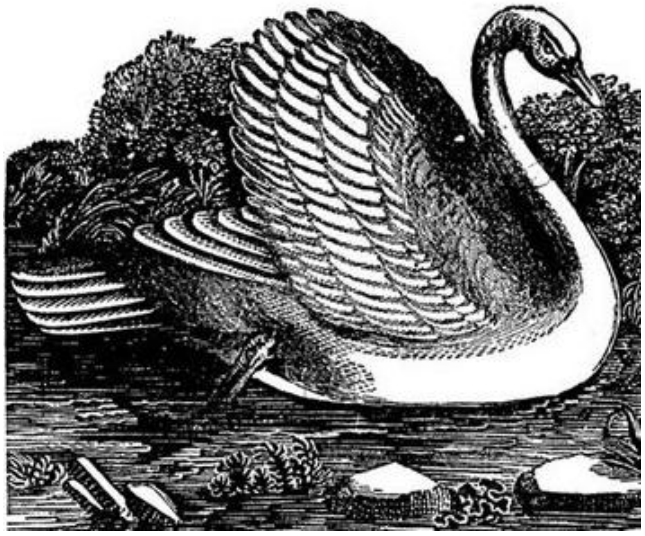
Survivors are highly intelligent humanoids who have been trapped in space for years, maybe centuries, in a stasis. It is unclear why some creatures become survivor whereas most others simply die. Survivors have grey skin, but look otherwise normal. If found and taken aboard a ship, they will appear weak and awaken only for a few minutes or hours per day. If surrounded by humanoids, the survivor gradually starts to take control of them, starting with the least intelligent one. One creature per day is taken over, but permitted a saving throw at a -2 penalty. After a week, controlled creatures will become emotion- and humourless. The survivor hungers only for sensory input and can control a number of people equal to ten times his intelligence score. The control can be broken with *Dispel Magic*.

Sussurus
Hit Dice: 10+6
Armour Class: 16
Attacks: Claws (2x3d6)
Saving Throw: 5
Movement: 15
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 13/2,300

The sussurus is a plant creature that looks like a large humanoid pile of rotting bamboo. It moves on all four limbs. Anyone struck by both of the sussurus's front claws will be impaled and suffers an additional 3d8 points of damage. The sussurus is immune to lighting and suffers only half damage from all weapons but piercing weapons. It can only be found in warm regions with a lot of rainfall and dense vegetation.

Dire Swan
Hit Dice: 2+2
Armour Class: 13
Attacks: Beak (1d4), wing slap (2d4)
Saving Throw: 16
Movement: 6/24
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

The dire swan has the beauty and elegance of a common swan, but is more aggressive and also carnivorous. Being slapped by its wings can be absolutely lethal for an unsuspecting victim. A creature hit by a wing has to make a saving throw vs. paralysis or will be stunned for 1d4 rounds and can only defend, not attack.



Great Swan

Hit Dice: 3+3
Armour Class: 15
Attacks: Beak (1d6), wing slap (2d6)
Saving Throw: 13
Movement: 6/36
Intelligence: Semi
Alignment: Neutral Good
CL/XP: 5/240

Great swans look like normal swans, but are much larger and intelligent. They are generally benevolent, but can have quite a nasty temper if not treated well. Great swans will knock over a human-sized or smaller target with a slap of their wings in one out of four cases. Some humanoids, mainly elves, tame great swans and use them as mounts, which halves their flying speed.

Swanmay

Hit Dice: 4
Armour Class: 12
Attacks: Fists (1d2), kick (1d3) or weapon (1d8)
Saving Throw: 12
Magic Resistance: 15%
Movement: 15/21
Intelligence: Exceptional
Alignment: True Neutral
CL/XP: 4/120

Swanmays are human females that can assume swan form with the help of a magical token. They are guardians of nature and can only be hit by magical weapons. New swanmays are recruited by a local swanmay circle after they have been observed for months. A swanmay can only be created by existing swanmays and requires the attention of several of them. A token will only work for one specific swanmay. Without it, she will be trapped in her current form. In swan form, the token usually melts with the swanmay's body. A common token among swanmays is the faux skin of a swan.



Sycorex

Hit Dice: 5
Armour Class: 17
Attacks: Claws (2x1d4)
Saving Throw: 12
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 7/600

The sycorex is a flying, feathered lizard, vast in size, which prefers warmer climates and is a voracious carnivore. Sycorex are only slightly smaller than black dragons, but they are not related to dragon-kind, having a long, straight beak with sharp teeth, and feathers rather than hard scales. They have an ear-piercing shriek that is typically heard as they enter a hawk-like dive from out of the sun, deafening their prey and relying on the sunlight to partially blind them as well. The shriek of a sycorex functions as *Hold Person*. It is rumoured that humans in some areas may have tamed the sycorex, and ride them into battle.

Sylph
Hit Dice: 3
Armour Class: 11
Attacks: Strike (1d4)
Saving Throw: 14
Magic Resistance: 50%
Movement: 12/36
Intelligence: Average
Alignment: Neutral Good
CL/XP: 4/120

The sylph looks like a small human female with dragonfly wings. Sylphs are partly translucent, have colourful hair and are apparently related to nymphs and air elementals. They are exclusively female reproduce with elves as well as humans and halflings. Sylphs can become invisible at will and summon an air elemental once per week. They are spellcasters and like spells like *Air Bolt*, *Magic Missile*, *Sleep*, *Unseen Servant*, *Wall of Ice* and *Web*.



Tabaxi
Hit Dice: 2
Armour Class: 14
Attacks: Claws (2x1d3), bite (1d3) or axe (1d8)
Saving Throw: 15
Movement: 15
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: 2/30

Tabaxi are anthropomorphic leopards. They are clever and organise and get a +2 bonus to surprise rolls. Tabaxi live mostly in the jungles and swamps of the south, but sometimes move further north to trade or raid caravans. Some tabaxi use obsidian magical axes that ignore an opponent's armour class bonus from armour.

Tabaxi Lord
Hit Dice: 8
Armour Class: 16
Attacks: Claws (2x1d4), bite (1d10+1)
Saving Throw: 8
Movement: 18
Intelligence: Highly
Alignment: Neutral Evil
CL/XP: 9/1,100

The tabaxi appears as a giant leopard. Some say tabaxi lords are a distinct species, other claims they are cursed tabaxi. Tabxi lords are mostly solitary, but sometimes take over a tabaxi tribe temporarily. During this time, they mate, the offspring always being a male tabaxi lord. Tabaxi lords can use *Blind*, *Detect Evil*, *Detect Good*, *Detect Invisibility* and *Hypnotise* at will.

Taer
Hit Dice: 3+6
Armour Class: 15
Attacks: Bite (1d6), weapon (1d8+1)
Saving Throw: 14
Movement: 18
Intelligence: Low
Alignment: Neutral
CL/XP: 4/120

The nomadic taer are a race of shaggy humanoids living in cold climates. Superficially, they have traits from apes and cave men. Some taer use throwing spears with a +1 bonus to THACO and a +3 bonus to damage. Anyone near a taer has to roll a saving throw or will be nauseated by the smell of its pores. The pores secrete a greasy substance that coats the taer's fur. Taer are superstitious by nature and distrust metal. Some taer clans worship stone idols, powerful creatures like dragons or true gods.

Tako
Hit Dice: 3
Armour Class: 13
Attacks: Weapons (4x1d6)
Saving Throw: 13
Movement: 12/18
Intelligence: Very
Alignment: Lawful Neutral
CL/XP: 4/120

Tako appear rather like human-sized octopi, but they are actually intelligent and use tool and weapons. They generally live underwater, either fresh or salt, but are fully amphibious and can breathe on land as well as underwater. Tako walk on four of their eight legs and use the other four as arms. In combat, tako use various combinations of four weapons. They do not typically use pulled bows, but may occasionally make use of crossbows. Due to their wide-set eyes and multiple arms, it is virtually impossible to flank a tako or successfully attack one from behind.

Tako are attracted to shiny objects and often carry a number of items of jewellery with them as prized possessions. Tako are renowned for their mechanical abilities, and a tako lair is typically a very dangerously trapped location. Tales of magic-using tako are often told, but have yet to be verified. Depending on the source, it is also reported that tako are either outright hostile towards or firmly allied with salt hags. It is possible, of course, that different groups of tako may have different allegiances.

Tanystropheus

Hit Dice: 6+6
Armour Class: 14
Attacks: Bite (1d8+4)
Saving Throw: 11
Movement: 6/18
Intelligence: Animal
Alignment: Neutral
CL/XP: 7/600

The tanystropheous resembles a snake with thin, projecting legs with the rear set being webbed for swimming. Its jaw is filled with many sharp teeth. The tanystropheous lurks at river banks and is stealthy, imposing a -6 penalty in its opponents' surprise roll.

Tao-Kun

Hit Dice: 2+1
Armour Class: 15
Attacks: Strike (1d4+1), weapon (1d8)
Saving Throw: 15
Movement: 9/18
Intelligence: Highly
Alignment: Lawful Evil
CL/XP: 2/30

The tao-kun are an ancient subterranean race of aquatic fish-like humanoids. Once, they ruled a mighty empire, but inbreeding and decadence lead to its decline. Now, the tao-kun are shattered and divided into clans. Nevertheless, they are highly intelligent and often haver between brilliance and craziness. Some tao-kun carry shields with a sticky glue, which grants them a +2 armour class bonus. Every second missed attack against such a tao-kun will result in the attacker losing its weapons.

Tasloi

Hit Dice: 1
Armour Class: 14
Attacks: Claws (2x1d3) or weapon (1d6)
Saving Throw: 18
Movement: 9
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 2/30

Tasloi are flat-headed humanoid with long legs. They walk in a crouching way and have greenly skin. Tasloi like to hide in tree tops and drop down on unwary prey. They like to use nets. A strength check at a -2 penalty is required to escape a net. Tasloi live in loosely organised family units. They sometimes train huge spiders or giant bees.

Tarrasque

Hit Dice: 34+30
Armour Class: 22
Attacks: Claws (2x2d6), bite (10d5), tails (2d12)
Saving Throw: 2
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 40/10,400

The legendary tarrasque is a monstrosity native to the Material Plane. It is truly gargantuan and it is said that only one tarraque exist at a time. The tarrasque resembles a scaly biped with a long tail. Once per turn, it can charge, doing 4d10 of trample damage to everything in its path and inflicting 3d10 poinst of damage with its horns to one target. The tarrasque is immune to fire, psionics and mundane weapons. It regenerates one hit point per round. Every once in a while, the tarraque awakens and will eat every plant and life form in a large area around it. Killing a tarraque is very difficult, as it can regrow from any body part left.

Tatzelwurm

Hit Dice: 1d6
Armour Class: 13
Attacks: Bite (1d3)
Saving Throw: 18
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

These curious creatures inhabit cold alpine peaks. In appearance, they look like silvery fat-bodied lizards lacking hind legs. They can move surprisingly fast, slithering on their stomachs, and can leap up to three metres. They are notoriously aggressive and will not hesitate to attack larger creatures that intrude upon their territory. When leaping to the attack, they gain a +1 bonus to THACO. The bite of a tatzelwurm is deadly, and a victim must successfully save vs. death or will die in 1d4 days. These cold-loving reptiles save at +1 against cold-based attacked, and such damage against them is reduced by one hit point per damage die. They are not weak against fire.

Tcho-toch

Hit Dice: 3
Armour Class: 12
Attacks: Weapon (1d6+2)
Saving Throw: 14
Movement: 9
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 3/60

The tcho-tcho are a race of short humanoids with bald heads and red eyes. They originate from jungles of the East, but secretly live among human nowadays. Tch-tcho are extremely violent and run secret operations to destroy the sanctuary of deities opposed to their own strange gods.

Temnodontosaurus

Hit Dice: 10
Armour Class: 15
Attacks: Bite (5d4)
Saving Throw: 5
Movement: 24
Intelligence: Animal
Alignment: Neutral
CL/XP: 10/1,400

The temnodontosaurus is a dinosaur-like large reptile. If attacked from behind, it can use its tail to attack in addition to its bite for 2d6 points of damage.

Tempest

Hit Dice: 10
Armour Class: 17
Attacks: Wind buffet (2d8)
Saving Throw: 5
Movement: 24
Intelligence: Low
Alignment: Chaotic Neutral
CL/XP: 13/2,300

The tempest is a sentient storm. It appears as conglomerate of dark clouds and sometimes a vaguely humanoid or bestial face can be seen in its centre. Tempests are very territorial and consider any violation of their airspace a direct challenge. Once per round, a tempest can use *Wall of Wind* or *Guest of Wind* instead of attacking directly. Additionally, it can also create a whirlwind with an average diameter of eight metres. One round is needed to create it. It blows away and kills all creatures with less than three hit dice and inflicts 2d6 points of damage to everyone else. Flying creatures that do not make a saving throw vs. paralysis will drop to the ground. Once per round, a tempest can also use *Lightning Bolt* or *Chill Touch*. It is immune to mind control and wind-, gas- and water-based effects and takes only half damage from electricity and cold. Tempests can only be hit by +2 or better magical weapons and can cause rainfall.



Arctic Tempest

Hit Dice: 12
Armour Class: 18
Attacks: Wind buffet (2d10)
Saving Throw: 3
Movement: 28
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 15/2,900

The malicious arctic is only found in cold regions. It is similar to the common tempest, but causes snowfall instead of rain. Anyone within a radius of ten metres suffers 9d4+9 points of damage from unnatural cold. A saving throw is permitted for half damage. Once per round, an artic tempest can also use *Ice Storm* instead. In addition to one of these cold-based attacks, it can also use *Guest of Wind* or attack with its wind buffet.

Tengu

Hit Dice: 2+2
Armour Class: 13
Attacks: Weapon (1d6+1)
Saving Throw: 14
Movement: 9/24
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: 5/240

Tengu are humanoid creatures with the head and beak of a crow, and crow wings sprouting from their back. They are skilled swordsmen, and capable spellcasters.

Tentamort

Hit Dice: 4
Armour Class: 18
Attacks: Tentacles (2x1d6)
Saving Throw: 13
Movement: 1
Intelligence: None
Alignment: Neutral
CL/XP: 4/120

The tentamort is a dungeon- and swamp-dwelling creature related to the squid. It consists of a main body, a fleshy sphere covered with chitinous plates, as well as eight tentacles. Six of these serve as feet and can attach themselves to almost any surface. The other two are used for attacking prey. Each tentacle has eight hit points and is attacked at a -3 armour class penalty. A severed tentacle will regrow after 2d6 days. A tentamort can only be killed by destroying the main body.

Teratosaurus

Hit Dice: 10
Armour Class: 14
Attacks: Claws (2x1d3), bite (3d6)
Saving Throw: 5
Movement: 18
Intelligence: Animal
Alignment: Neutral
CL/XP: 10/1,700

The teratosaurus is a fierce carnivorous dinosaur that lives on the plains. It will only hunt on dry land and is rather heavy for its size.

Terror from Beyond

Hit Dice: 3
Armour Class: 12
Attacks: Tendril (2d8)
Saving Throw: 17
Movement: 9
Intelligence: Semi
Alignment: Chaotic Evil
CL/XP: 5/240

The terrors from beyond are entities that only partically exist on the Material Plane. Their main part is their own strange dimension. They are usually invisible, but anyone who can see them will see them as blobs of semi-translucent flesh. If a victim under attack by a terror from beyond falls unconscious, it will be dragged into the terror's dimension, though its items will remain on the Material Plane.

Therianthropes

Infected by a mysterious disease, therianthropes are people forced to transform into a hybrid form of man and beast at full moon. The transformation clouds the mind, but over time, therianthropes can gain some control over their curse and transform at will. If someone loses more than half of his hit points to a therianthrope, the disease is transmitted. A rarer breed of therianthropes are manbeats. The manbeast's natural form is that of the animal hybrid. They turn into humanoids only at full moon or if they wish to do so. Depending on the planet and plane a therianthrophe is on, those rules may change. Therianthropes can only be damaged by magical or silver weapons.

Therianthrope, Loup de Noir

Hit Dice: 6+3
Armour Class: 17
Attacks: Claw (2d6) or weapon (1d8+2)
Saving Throw: 7
Movement: 12
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 8/800

The loup de noir is a therianthrope that can change into a wolf by donning the skin of a wolf. Without the skin, the loup de noir cannot become a wolf, not even a full moon. The loup de noir has to transform at least once every three days, or else it will be driven insane by the desire to assume beast form. The loup de noir is usually a loner. It passes down its ability to its descendant, but can also transmit the curse by biting other humanoids. In beast from, the loup de noir retains its human intelligence.

Therianthrope, Lowland Loup Garou

Hit Dice: 6+4
Armour Class: 16
Attacks: Claws (2x1d4+1), bite (2d4+2)
Saving Throw: 11
Magic Resistance: 20%
Movement: 15
Intelligence: Highly
Alignment: Chaotic Evil
CL/XP: 8/800

The loup garou is a powerful cousin of the common werewolf. It can assume wolf, werewolf or humanoid from and is a dangerous opponent in all forms. A loup garou can only be hit by magical or silver weapons and imposes a -2 malus on its opponent's surprise and initiative rolls.

Therianthrope, Mountain Loup Garou

Hit Dice: 9+6
Armour Class: 17
Attacks: Claws (2x1d4+2), bite (2d6+2)
Saving Throw: 6
Magic Resistance: 40%
Movement: 18
Intelligence: Exceptional
Alignment: Chaotic Evil
CL/XP: 12/20400

The mountain loup garou is even mightier than its lowland relative. It can only be harmed by gold or magical weapons and regenerates two hit points per round. This loup garou has dark fur and red glowing eyes.

Therianthrope, Manjackal

Hit Dice: 4
Armour Class: 15
Attacks: Bite (2d4) or weapon (1d8)
Saving Throw: 13
Movement: 12
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 5/240

A manjackal is an evil spirit with the body of a jackal, but it can also assume a human form. Manjackals can make a victim fall asleep by looking deeply into its eyes for a few moments unless the target makes a successful saving throw.

Therianthrope, Manwolf

Hit Dice: 5+3
Armour Class: 17
Attacks: Bite (2d6), weapon (1d8)
Saving Throw: 11
Magic Resistance: 10%
Movement: 15
Intelligence: Highly
Alignment: Neutral Evil
CL/XP: 7/600

The manwolf is a vicious and cruel creature. In comparison to a werewolf, its natural from is that of an anthropomorphic wolf and the full moon transforms it into a humanoid of great physical beauty. Additioally, it can also turn into a large wolf. Only cold iron or magical weapon will damage a manwolf. Manwolves are usually solitary and use their charisma to lure humanoid prey, but some have formed communities that can appear as humanoid settlements if necessary.

Therianthrope, Greater Manwolf

Hit Dice: 8+2
Armour Class: 18
Attacks: Claws (2x1d6), bite (2d8), weapon (1d8+6)
Saving Throw: 7
Magic Resistance: 50%
Movement: 18
Intelligence: Exceptional
Alignment: Neutral Evil
CL/XP: 11/1,700

The dreaded greater manwolf is a bane to everything near its territory. Cunning and powerful, it tolerates no other strong creatures in its area and will hunt and kill any trespassers without mercy. Greater manwolves usually lead packs of dire wolves or other manwolves. They despise werewolves and attack them on sight.

Therianthrope, Werebat

Hit Dice: 4+2
Armour Class: 14
Attacks: Claws (2x1d4)
Saving Throw:
Movement: 9/15
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 5/240

Werebat appear either as a humanoid, a giant vampire bat or a winged hybrid. True werebats born to werebat parents, have all three form; infected werebats have only two of them.

Therianthrope, Werebear

Hit Dice: 7+3
Armour Class: 17
Attacks: Claws (2x1d4), bite (1d8)
Saving Throw: 9
Movement: 9
Intelligence: Average
Alignment: Chaotic Neutral
CL/XP: 8/800

Werebears are often found in temperate forests. Humans and orcs are very susceptible for this specific kind of therianthropy.

Therianthrope, Wereboar

Hit Dice: 5+2
Armour Class: 15
Attacks: Bite (2d6)
Saving Throw: 12
Movement: 12
Intelligence: Average
Alignment: Neutral
CL/XP: 6/400

The wereboar likes to live in the wilderness far away from civilisation. Many wereboars are cursed dwarves or gnomes.

Therianthrope, Werepanther

Hit Dice: 5+1
Armour Class: 14
Attacks: Claws (2x1d4), bite (1d6)
Saving Throw: 12
Movement: 12/18
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 6/400

The black werepanthers live in isolated communities in the jungles of the South. Their claws are very sharp. On a critical hit, the werepanther will leave a permanent scar on the victim. Werepanthers do not transmit their curse. Only the panther lord, the strongest member and leader of a werepather community, does so. If the panther lord is killed, all other werepanthers will turn back into their original humanoid form.

Therianthrope, Wererat

Hit Dice: 3
Armour Class: 13
Attacks: Bite (1d3), weapon (1d6)
Saving Throw: 14
Movement: 12
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 4/120

In comparison to many other therianthropes, wererats are frequently found in cities. The wererat often lives in sewers or is associated with the local guild of thieves. It can control swarms of rats and will surprise its opponents on a one to four on a d6.

Therianthrope, Wereraven

Hit Dice: 5+3
Armour Class: 13
Attacks: Beak (2d6)
Saving Throw: 12
Movement: 3/28
Intelligence: Highly
Alignment: Lawful Neutral
CL/XP: 6/400

Wereraven belong to the oldest of all therianthrope types. They are very secretive and avoid infecting too many other humanoids with their disease. Wereravens can only be hit by silver weapons or weapons with a +2 enchantment.

Therianthrope, Wereshark

Hit Dice: 10+3
Armour Class: 19
Attacks: Bite (5d4)
Saving Throw: 4
Movement: 12/18
Intelligence: Very
Alignment: Neutral Evil
CL/XP: 11/1,700

Weresharks are usually of human and sometimes of sahuagin origin. They have no hybrid form and appear either as bulky humanoid or as a giant white shark. In human for, the wereshark will tear off an opponent's limb on a critical hit inflicting more than twenty-five point of damage. In shark form, the opponent will be swallowed whole on a critical hit and suffer 3d6 points of damage per round. In the stomach, the victim can attack with any weapon no larger than a short sword. If the wereshark loses half its hit points, the victim will be spit out. Weresharks sometimes command common sharks.

Therianthrope, Weretiger

Hit Dice: 6
Armour Class: 16
Attacks: Claws (2x1d4), bite (1d10)
Saving Throw: 11
Movement: 15
Intelligence: Very
Alignment: Neutral
CL/XP: 7/600

Weretigers live deep in the South, but also appear in regions with a more temperate climate. They are very fast and cunning. Some native tribes worship weretigers and consider them higher beings.

Therianthrope, Wereweasel

Hit Dice: 3+2
Armour Class: 14
Attacks: Bite (1d6+1), weapon (1d8)
Saving Throw: 13
Movement: 12
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 5/240

Wereweasels tend to be aggressive, cruel and vicious. In their lycanthrope form, they are sleek and quick, biting for 2d4 points of damage in addition to any weapons they may wield. They continue to drain blood after a successful bite, inflicting an additional 2d4 points of damage per melee round until slain or until they release their prey. These lithe creatures are fast, gaining a +1 bonus on initiative rolls. Wereweasels are often found with 1d4 giant weasels, which obey their commands. In human form, wereweasels tend to be thin and wiry, dark of aspect with sharp features.



Therianthrope, Werewolf

Hit Dice: 4+4
Armour Class: 14
Attacks: Bite (2d4)
Saving Throw: 13
Movement: 15
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 5/240

Werewolves are probably the most common among the therianthropes. Most of them live as eremites and avoid contact with humanoids, whereas others live in communities undetected. In some cases, werewolves form packs and live alongside normal wolves.

Thornslinger

Hit Dice: 4
Armour Class: 12
Attacks: Thorns (2d4), acid (1d3)
Saving Throw: 13
Movement: 1
Intelligence: None
Alignment: Neutral
CL/XP: 4/120

The thornslinger is a spidery carnivorous plant with pale white blossoms. It can shoot thorns over a distance of ten metres. The plant shoots so many thorns at once that victims are hit automatically. Victims hit with a strength of thirteen ore more can break free from the adhesive sap on the thorns, everyone else is trapped and cannot break free without help. Once a victim is dead or trapped, the thornslinger slowly crawls to it can starts to digest it.

Thylacine

Hit Dice: 2+1
Armour Class: 12
Attacks: Bite (1d6+1)
Saving Throw: 16
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 2/30

Commonly known as the lemurian wolf or ekaru, thylacines are carnivorous marsupials with a body somewhat like a wolf's, although they are not related to wolves or dogs. Thylacines are found in all climates, but prefer forested hills to open areas. Hunters have killed thylacines that measured more than two metres from the tip of the nose to end of the tail. 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 groups similar to wolf packs. When agitated a thylacine will rear up on its hind legs and secrete a musky odour before leaping on the intended victim. Though they have a poor sense of smell their eyesight is very sharp. Their keen intellect and pack hunting instincts see them employed as guards in certain noble's or wizard's gardens.

Giant Tick

Hit Dice: 3
Armour Class: 15
Attacks: Bite (1d4)
Saving Throw: 14
Movement: 3
Intelligence: None
Alignment: Neutral
CL/XP: 3/60

Giant ticks are dangerous, as they suck huge amounts of blood and may transmit diseases. After the initial hit, a giant tick temporarily drains one point of constitution per round. It can only be remove by fire or by killing it.

Tiefling

Hit Dice: 6+1
Armour Class: 16
Attacks: Weapon (2d8+2)
Saving Throw: 8
Movement: 12
Intelligence: Very
Alignment: Neutral Evil
CL/XP: 6/400

Tieflings are humanoids with demonic blood. They often show some devilish traits in their appearance and radiate and aura of evil, even if there are not malicious. Tieflings can use *Darkness Globe* once per day and take only half damage from fire and electricity. Many tieflings are spellcasters. They rarely form communities and are often travellers.



Tiger
Hit Dice: 6
Armour Class: 14
Attacks: Claws (2x1d6), bite (1d6)
Saving Throw: 9
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 6/400

Tigers are strong and dangerous animals, feared by humanoids living in jungles. Their pelt is a popular trophy and decorative object and can be sold for several hundred gold pieces.



Sabre-Tooth Tiger
Hit Dice: 8
Armour Class: 14
Attacks: Claws (2x1d8), bite (2d8)
Saving Throw: 7
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 8/800

The sabre-tooth tiger has a monstrous size, even for a cat of prey. Its distinguishing feature is its two sabre-like teeth, though.

Snow Tiger
Hit Dice: 7+1
Armour Class: 15
Attacks: Claws (2x1d6), bite (1d10)
Saving Throw: 8
Movement: 15
Intelligence: Semi
Alignment: Neutral
CL/XP: 7/600

The snow tiger lives in the north. It looks like a large tiger and, like other animals of subartic regions, changes its colour depending on the season. Once during combat, a snow tiger can concentrate its powers and move at double speed for 1d4 rounds.



Titan

Hit Dice: 24
Armour Class: 21
Attacks: Weapon (7d6+14)
Saving Throw: 3
Magic Resistance: 50%
Movement: 21
Intelligence: Exceptional
Alignment: Any Lawful
CL/XP: 24/5,600

Titans are muscular and charismatic humanoids that tower over almost all other creatures. They radiate a divine aura and are indeed close to the gods. Titans use arcane as well as divine magic and usually have two cleric spells prepared for each level up to the seventh. Nondivine beings with less than fifteen hit dice cannot harm a titan.

Titanothere

Hit Dice: 12+8
Armour Class: 15
Attacks: Butt (2d6), trample (3d8)
Saving Throw: 3
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 12/2,000

Titanotheres are a huge animals and an ancient species. 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 attacking smaller creatures that enter their territory.



Thunder Child

Hit Dice: 7
Armour Class: 20
Attacks: Strike (2d8)
Saving Throw: 9
Movement: 6/18
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 9/1,100

The thunder child is a malicious creature from another dimension. It appears as a shiny black, gaunt humanoid with slender limbs and a pair of glowing eyes. If a creature is successfully attacked by a thunder child, it has to make a saving throw or will receive another ten points of lighting damage. Every three round, the thunder child can cast either *Chain Lighting*, *Darkness Globe*, *Fog Cloud* or *Gust of Wind*. Thunder children can also turn into a small black cloud and fly. They like to terrorise people during thunder storms and can sense fear. Each round a victim is scared by a thunder child, it has to make a saving throw vs. paralysis or will lose one point of wisdom. If all points are lost, the target goes insane. Lightning does not damage a thunder child. Some thunder children dwell in hollow clouds similar to those clouds which storm giants use to build their homes on.

Claw Toad

Hit Dice: 2
Armour Class: 12
Attacks: Claws (1d2)
Saving Throw: 16
Movement: 3/12
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

Claw toads are levitating amphibians with the body of a very large toad but with long, clawed front legs and no back legs at all. The hind end of a claws toad is a tail, like that of a tadpole; the full length of a claw toad is one metre. These bizarre creatures move by lashing through the air with their tadpole-like tails, and attack by swooping in at opponents, scratching with their tiny claws and lashing out with their long tongues. A claw toad's tongue does no damage, but if the attack succeeds the tongue has whipped around the character's neck. If this happens, the claw toad lands at the back of the victim's neck; it holds tight with its tiny claws and begins to strangle the opponent, using its muscular tongue as a garrotte. When a claw toad is attached in this way, the strangling character will find it difficult to reach around and attack. Each round, a constitution check has to be made to avoid unconsciousness. The check is made at a cumulative +1 malus every round. Once the character passes out, the toad strangles him to death in three rounds.

Giant **T**oad

Hit Dice: 3
Armour Class: 13
Attacks: Bite (1d8)
Saving Throw: 14
Movement: 6
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

Giant toads are about the size and weight of a human. They are predators, willing to attack creatures as large as common humanoids. Giant toads can attack at the end of a hop, which is in addition to the toad's normal move. They can hop over a distance of ten metres.

Fire **T**oad

Hit Dice: 4+1
Armour Class: 10
Attacks: Bite (1d2)
Saving Throw: 13
Movement: 6
Intelligence: Low
Alignment: Neutral
CL/XP: 4/120

The fire toad is a large read toad covered with purple warts. While its bite is very weak, the fire toad can also throw a ball of fire over a distance of ten metres with a blast radius of two metres that deals 2d8 points of damage. A saving throw is permitted for half damage. The fire toad is immune to heat. Water will no damage it, but cause it to retreat immediately. During the retreat, the toad will spit two more fireballs at the assailant.

Ice **T**oad

Hit Dice: 5
Armour Class: 14
Attacks: Bite (1d10+2)
Saving Throw: 12
Movement: 9
Intelligence: Average
Alignment: Neutral
CL/XP: 6/400

These large, bizarre creatures are as intelligent as humans and use their long, unwebbed foretoes 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 within a radius of three metres once every second round, causing 2d6 points of damage. They can also hop over a distance of three metres to attack, as giant toads do. In the wilds of the arctic regions, in the deserts of snow and ice, there may be entire cities of these unusual beings, perhaps even civilizations remaining from times before known history.

Toxic **T**oad

Hit Dice: 2
Armour Class: 12
Attacks: Bite (1d6)
Saving Throw: 16
Movement: 6
Intelligence: Animal
Alignment: Neutral
CL/XP: 4/120

Giant toxic toads bite with dangerous 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 their ten-metre hop, just as non-poisonous giant toads do. These toads can sometimes be brightly coloured in vibrant reds and greens. Their poison inflicts 2d12 points of damage unless a saving throw vs. death is made.

Toadstool Man

Hit Dice: 3
Armour Class: 14
Attacks: Fist (1d6)
Saving Throw: 14
Movement: 12
Intelligence: Low
Alignment: Neutral
CL/XP: 5/240

Standing one and a half metres in height, toadstool men resemble humanoid toadstools endowed with both arms and legs. Toadstool men are usually found in natural caves, caverns, and underground passages. Toadstool men are initially created by magic. Once given life through magic they reproduce by way of spores. When a toadstool men dies, it releases 1d6 spores which grow into toadstool men with one hit die less than the parent within 1d4. Those with only one hit die do not produce spores. The spores have two hit points before becoming fully formed toadstool men.

Todawan Master

Hit Dice: 8
Armour Class: 18
Attacks: Staff (d6) or kick (1d6)
Saving Throw: 5
Movement: 12
Intelligence: Highly
Alignment: Neutral
CL/XP: 11/1,700

Todawan masters are an enigmatic race of solitary giant toads that have achieved mystic enlightenment. They wear robes and carry a staff. Living solitary lives in the depths of dangerous swamps, todawan masters do not accept students but occasionally answer questions about the future when worthy individuals seek them out.
Unfortunately, some todawan masters go bad. These subtle servants of chaos and ruin may assemble bands of minions, often yurmp, and begin to act as evil masterminds. Such todawan masters do not often leave their swamps, but their

influence can be felt far and wide through the use of assassins, spies, and soldiery. Any todawan master is a formidable foe. In combat, provided they have at least twelve metres for the jump, they can leap into battle and deliver a tremendously powerful kick with their hind legs for 2d8 points of damage. The victim must make a saving throw or be hurled back three metres to lie prone on the ground, stunned for 1d4 rounds. Todawan masters can block missile weapons with their whirling staffs, with a 75% chance to deflect incoming missiles before the to-hit roll is even made. Their mental discipline is such that they take only half damage from fire and cold. They are immune to all forms of mental control and illusion. Once per day, a todawan master can make a powerful mental attack, suggesting that the victim not follow some course of action. If the victim fails a saving throw made at a -4 penalty, he will become unable to force himself to follow whatever course of action the todawan master has prohibited. The skin of a todawan master is coated in an extremely hallucinogenic substance.

Toro-Aka

Hit Dice: 1
Armour Class: 13
Attacks: Weapon (1d6)
Saving Throw: 19
Movement: 9
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 1/15

The toro-aka are short, scaly humanoids with small horns on their slightly pointed heads. They have coarse black hair, and coal black eyes. These evil beings are known to raid villages to steal slaves and cattle. They are typically armed with clubs and whatever weapons they can steal. These toro are said to be born of fire in the pits of the earth, as such they are almost impervious to fire damage, suffering only half normal damage from any fire based attack.

Toro-Kage

Hit Dice: 1
Armour Class: 12
Attacks: Weapon (1d6)
Saving Throw: 17
Movement: 9
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 1/15

The toro-kage are short, black-skinned humanoids with large pale eyes. They dwell in dark caves and deep bamboo thickets. They detest bright lights and suffer a -1 penalty to all rolls in daylight. Their natural coloration and keen night vision allows them to excel in the dark, they never suffer penalties in complete darkness, and can become almost invisible if there is no light.

Toro-Yama

Hit Dice: 2
Armour Class: 14
Attacks: Weapon (1d6+1)
Saving Throw: 17
Movement: 12
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 2/30

The toro-yama are large, grey-skinned humanoids with short tusks protruding from their mouths. They dwell in remote mountain caves and forgotten ruins. They often prey upon merchants and travellers that pass through their territories, and are typically armed with such weapons as they can take from their victims. They wear an assortment of armour that is often misused, but still functional. These large toro bully, and sometimes make slaves of the lesser toro.

Torpor Remora

Hit Dice: 1d4 hp
Armour Class: 11
Attacks: Bite (1d2-1)
Saving Throw: 18
Movement: 6
Intelligence: Animal
Alignment: Neutral
CL/XP: B/10

The torpor remora lives in shallow and murky water. It lives on smaller fish, but also attacks the feet of people moving through its terrain. It has a knack for hitting soft spots, halving the target's armour class. After an attack, the remora attaches itself to the victim. If the target fails a saving throw vs. death, it is slowed to half speed for one hour. One save is required per round. It is likely not notice the bite straight away. If two different remoras bite a target and it fails both saving throws, it will be paralysed for one hour.

Trachodon

Hit Dice: 11
Armour Class: 14
Attacks: Tail (1d4)
Saving Throw: 4
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 11/1,700

The trachodon is a duckbilled dinosaur that is mostly peaceful. It is heavy and will flee rather than fight. If cornered or if its family is threatened, it will attack with its tail.

Slithering **T**racker

Hit Dice: 4
Armour Class: 14
Attacks: None
Saving Throw: 13
Movement: 12
Intelligence:
Alignment:
CL/XP: 6/400

Slithering trackers are a form of transparent slug, possibly related to gelatinous cubes. They are very difficult to see. Unless they are starving, they do not attack moving prey. Instead, they follow the potential prey until it sleeps or camps. They can ooze under doors and through fairly small cracks, so even a barricaded room with a closed door is probably not safe. When it attacks, the victim must make a saving throw or be paralyzed by the tracker's secretions. A paralysed victim will be sucked dry of all body fluids in five turns, losing one fifth of its hit points per turn.

Trapper

Hit Dice: 11
Armour Class: 16
Attacks: None
Saving Throw: 4
Movement: 1
Intelligence: Animal
Alignment: Neutral
CL/XP: 12/2,000

The trapper is a creature similar to manta ray that lurks for prey on stone floors of dungeons and caves, well concealed due to its grey skin. If someone steps on the trapper, it folds around the victim and asphyxiates it within seven turns. Killing the trapper will release the victim. The trapper is immune to cold and takes only half damage from fire. A coat made of trapper skin will grants the wearer a +5 bonus to Hide in Shadows, provided the environment is dungeon-like.

Treant

	Young	Adult
Hit Dice:	7	10
Armour Class:	17	17
Attacks: Strike	2x2d6	2x3d6
Saving Throw:	9	5
Movement:	12	12
Intelligence:	Average	Very
Alignment:	True Neutral	True Neutral
CL/XP:	7/600	10/1,400

The treant is a sentient tree-like creature and protector of the forest. It is sometimes benevolent, but will never tolerate any disturbance of the forest. Treants like to cooperate with druids and sylvan creatures. Treant wood burns very long and is suitable for building rafts, though the fresh smell of a recently killed treant will be noticed by other creatures of the forest. If set on fire, a treant takes 1d4 or more additional points of damage per round.

Dark **T**reant

Hit Dice: 7
Armour Class: 17
Attacks: Strike (2x2d6)
Saving Throw: 7
Movement: 12
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 8/800

The dark treant is a malicious treant that gives nothing about the balance of nature. Often corrupted by dark powers, the dark treant terrorises everyone in its territory. A dark treant can animate 1d3+1 trees as treelings. In comparison to normal treants, dark treants do not photosynthesis, but are carnivorous instead.

Elder **T**reant

Hit Dice: 12
Armour Class: 18
Attacks: Strike (2x4d6)
Saving Throw: 3
Movement: 12
Intelligence: Highly
Alignment: True Neutral
CL/XP: 13/2,300

The elder treant leads a group of treants and carefully watches over the life in its forest. If the elder treant successfully attacks an opponent twice in one round, the opponent is entangled for 1d6 rounds and unable to move. Elder treants can animate 1d6+1 trees around them as treelings.

Hollow **T**reant

Hit Dice: 11
Armour Class: 17
Attacks: Strike (2x3d8)
Saving Throw: 3
Turned: 14
Movement: 12
Intelligence: Very
Alignment: Chaotic Evil
CL/XP: 12/2,000

The hollow treant is a dark treant that did not accept that its many years would come to an end soon and chose to continue to exist as an undead. Some are also treants reanimated by necromantic energies. The strike of a hollow treant will knock a victim unconscious for 1d6 rounds on a natural roll of a nineteen or twenty. A hollow treant is immune against cold, but takes double damage from fire. It can animate 1d4+1 dead trees as undead treelings. Every three rounds, a hollow treants can sting a victim close to it with its poisonous roots. Anyone hit by the roots failing a saving throw vs. poison will suffer 1d4 points of damage per round.

Treacherous Treasure

Hit Dice: 7
Armour Class: 16
Attacks: Slam (3d6)
Saving Throw: 9
Movement: 6
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 7/600

At first glance, a treacherous treasure appears to be an envious pile of riches. In reality, a treacherous treasure is a large, slime-like creature that exudes a sticky film from its pores. Throughout its life span, the slimy critter gathers up various coins, gems, and riches found within most dungeons. These objects stick to the slime's adhesive secretion, giving it the appearance of a pile of treasure. Once the slimy beast is slain, it will take 1d4 weeks for the adhesive film to lose its bonding properties. Only then may the adventurers claim the slime beast's hoard.

Arrow Tree

Hit Dice: 7
Armour Class: 13
Attacks: Needles (1d4x1d6)
Saving Throw: 9
Movement: 1
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 8/800

The arrow tree is a walking pine tree. Some of its needles are extremely long, though that is hard to notice. The arrow tree can fire 1d4 of those needles per round on a target up to thirty metre away. If anyone hot by a needle fails a saving throw vs. paralysis, he will be paralysed for 2d8 turns.

Corpse Tree

Hit Dice: 5+2
Armour Class: 15
Attacks: Bite (2d6)
Saving Throw: 8
Movement: 12
Intelligence: Semi
Alignment: Neutral Evil
CL/XP: 7/600

These stunted, gnarled trees look like worn down, time ravaged tree trunks ranging in height from two to three metres, with a corpse-like shape, arms stretched forth, budding from the trunk. Every corpse tree has a tree ghost that is part of it. Corpse trees are created when a vampire or wraith kills a dryad; the dryad's tree becomes the corpse tree and the dryad herself becomes a tree ghost. At the base of the tree is an opening leading to a strange chamber beneath, where the corpse tree's victims are slowly digested. The corpse-like part of the tree animates to keep anyone but the tree ghost and her victims from entering the tree's chamber. A corpse tree can only harmed by magic and silver weapons. Magic fire will affect the tree but ice, electricity, and acid will have no effect, nor will normal fire. The tree ghost instantly knows of any harm coming to the corpse tree, and she can teleport to the tree to defend it against harm. If either the corpse tree or the tree ghost dies, the other will die as well. If the corpse tree hits an opponent with both fists, it will hug him for another 2d6 points of damage.

Tree Ghost

Hit Dice: 3
Armour Class: 13
Attacks: Claws (1d3)
Saving Throw: 14
Movement: 12
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 10/1,400

Tree ghosts are the undead form of a dryad associated with the corpse tree. They are gaunt and emaciated ghostly horrors, with fingers ending in thorn-like claws, reeking of rotting plant matter. Vines of thorn and briar grow from a tree ghost's body, writhing around her like snakes. Tree ghosts are partially incorporeal, and are invisible until they attack. In close combat, a tree ghost uses her claws to tear at victims, but she can also hurl a spray of thorns from her serpentine thorn-vines to attack a single opponent at a distance of up to twenty metres. Both the thorns and the tree ghost's claws carry a virulent sap; anyone hit by one of the tree ghost's attacks must make a saving throw or become ill with a strange delirium that drains away his willpower. The victim loses 1d4 points of charisma per hour, and once his charisma reaches naught he becomes a servant of the tree ghost's will. He will follow her back to the corpse tree and begin sprouting runners and twigs, becoming absorbed into the corpse tree. The victim loses 1d4 points of constitution per day, and upon reaching a constitution of naught becomes part of the tree. If the corpse tree or the tree ghost is killed, anyone under the tree ghost's power who has not started the absorption process will regain lost charisma points at a rate of 1d4 per hour, and will suffer no other effects. Those that have already started to become absorbed into a corpse tree will need to rest of a week and be treated with *Remove Curse* daily to regain recover. Tree ghosts are immune to normal weapons and can only be harmed by silver and magical weapons. Magic fire affects them, but ice, electricity, and acid have no effect, nor does normal fire. If a tree ghost is killed, but her corpse tree is not, the tree ghost will be reborn twenty-four hours after being killed. A tree ghost can use *Insect Plague* once per day and *Warp Wood* at will.

Hangman Tree
Hit Dice: 5
Armour Class: 16
Attacks: Limbs (4x1d6)
Saving Throw: 12
Movement: 0
Intelligence: Semi
Alignment: Chaotic Evil
CL/XP: 5/240

Hangman trees are horrible, semi-animate creatures that fertilise themselves with dead bodies. A hangman tree has four animated limbs that can wrap around the necks of living creatures that pass beneath, strangling for 1d6 points of damage per round. 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.

Singing Tree
Hit Dice: 12+4
Armour Class: 13
Attacks: Leaves (1d100+20x1)
Saving Throw: 4
Movement: 0
Intelligence: Neutral
Alignment: Semi
CL/XP: 12/2,000

The singing tree is a rare tree that lures creatures to rest in its shadow and then drains their blood. Every leaf of the singing tree sings in a beautiful voice, with the tree itself adding the bass. The tree has a humanoid face, but can conceal it to avoid suspicion. When the tree sings, everyone within proximity of a hundred metres has to make a saving throw or will be tempted to rest under the tree. The tree can send out as many leaves at it has hit points, but usually sends out no more than 1d6 leaves to avoid notice. The leaves will each drain blood, cause one point of damage and then float back to the tree. Each leave has one hit point. If attacked, the tree sends out all leaves to attack. Everyone surrounded by the whirlwind of leaves gats a -2 THACO penalty. Singing trees are sometimes kept as guardians or to enrich a garden, as some races seem to be immune to its charm.

Treeling
Hit Dice: 2+2
Armour Class: 15
Attacks: Strike (1d6)
Saving Throw: 11
Movement: 3
Intelligence: None
Alignment: Neutral
CL/XP: 3/75

Treelings are trees awakened by an elder treant. They move very low and are sometimes called by the treants to protect the forest in case of an emergency. Treelings will turn back into normal trees if there is no treant round to command them.

Tren
Hit Dice: 3+3
Armour Class: 15
Attacks: Claws (2x1d3) and bite (1d6+1) or weapon
Saving Throw: 14
Movement: 12/9
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 4/120

Tren are crossbreeds of troglodytes and newt-kin. They generally hate warm-blooded creatures and dwarves specifically. Tren possess a chameleon-like ability to blend with their background. As long as their do not move and nobody looks directly at them, such tren are considered invisible. In case of an emergency, a tren can secrete foul-smelling oil. Every creature nearby has to make a saving throw vs. death or will lose 1d6+1 points of strength for 1d10 rounds. Tren live in loosely organised clans, sometimes with a shaman.

Triceratops
Hit Dice: 16
Armour Class: 17
Attacks: Horns (2x1d12), ram (1d8)
Saving Throw: 3
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 16/3,200

The triceratops is a large, horn-faced dinosaur. Of all ceratopians, it is the most aggressive. Triceratops males use their horns to defend themselves or fight for dominance in the herd. Creatures rammed by a triceratops that are smaller than a human take double damage.

Trickster
Hit Dice: 1d4 hp
Armour Class: 15
Attacks: Strike (1d2)
Saving Throw: 14
Movement: 15
Intelligence: Average
Alignment: Chaotic Neutral
CL/XP: 1/15

The tricksters are a versatile race of intelligent mammals. They are very cunning, have a fast tongue and appear as small humanoids similar to rabbits, foxes or other animals. They can use *Alter Self*, *Auditory Illusion* and *Dancing Light* at will. The trickster avoids open combat and prefers to distract a target and the take its stuff.

Trifleur

Hit Dice: 2+8
Armour Class: 11
Attacks: Enzymes (2d4), tendrils (1d6)
Saving Throw: 16
Movement: 0
Intelligence: None
Alignment: Neutral
CL/XP: 4/120

The trifleur is a huge plant with trumpet-shaped blossoms in three colours: Orange, yellow and red. The orange one sends out 2d4 venomous tendrils. Anyone hit by one has to make a saving throw vs. death or will fall into a coma for 1d4 hours. The yellow one sends out tendrils to find the victim and shakes down a shower of enzymes over it that do 2d4 points of damage until washed off. The red blossom extends its tendrils into the victim and drains body fluids for 1d6 points of damage per round.

Triton

Hit Dice: 3
Armour Class: 14
Attacks: Trident (1d8+1)
Saving Throw: 14
Magic Resistance: 90%
Movement: 1/18
Intelligence: Very
Alignment: Lawful Neutral
CL/XP: 4/120

Tritons are almost indistinguishable from mermen, but for their nobler appearance. They are, however, a much more magical race entirely. They are, for instance, almost entirely resistant to magic. Their leaders carry conch horns that summon giant sea horses and panic normal sea animals aiding enemies of the tritons. Many triton leaders also have spell casting powers.

Troglodyte

Hit Dice: 2+2
Armour Class: 14
Attacks: Claws (2x1d4), bite (1d4)
Saving Throw: 16
Movement: 12
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 3/60

These reptilian humanoids are green, scaly, and have a bony spine along the centre of the top of their heads, backs, and backs of their arms. Troglodytes are malicious and warlike, and will attempt to slay any creatures that cross their paths. They have the ability to blend into their environment like a chameleon, and are granted a +2 bonus to surprise rolls. Their bodies are covered in small glands that produce a stinky, slimy coating on their scaly hide. All humanoids that come near a troglodyte are required to make a saving throw or suffer a -2 THACO penalty due to the disgusting, horrid stench.

Troll

Hit Dice: 6+3
Armour Class: 15
Attacks: Claws (2x1d6), bite (1d8)
Saving Throw: 11
Movement: 12
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 8/800

The troll is a fearsome and savage creature. It sharp teeth, a long nose and is as tall as an ogre. Trolls regenerate three hit points per round and can regrow entire limbs or even their head. Fire or acid are the only methods to surely kill a troll. Any troll skin leather armour grants a +2 AC bonus and lets the wearer regenerate one hit point per hour.

Desert Troll

Hit Dice: 7+7
Armour Class: 15
Attacks: Claws (2x1d4+2), bite (1d8+2)
Saving Throw: 9
Movement: 12
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 10/1,400

Desert trolls are immune to heat and cold and regenerate three hit points per round. Acid and magical fire will damaged them permanently. Pure water will do so as well, dealing 1d4 points of damage per bottle. Desert trolls are often solitary and live near the edges of populated areas, waylaying travellers and poisoning sources of water.

Giant Troll

Hit Dice: 10
Armour Class: 15
Attacks: Weapon (2d8+8) or claws (1d8+2)
Saving Throw: 5
Movement: 12
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 12/2,000

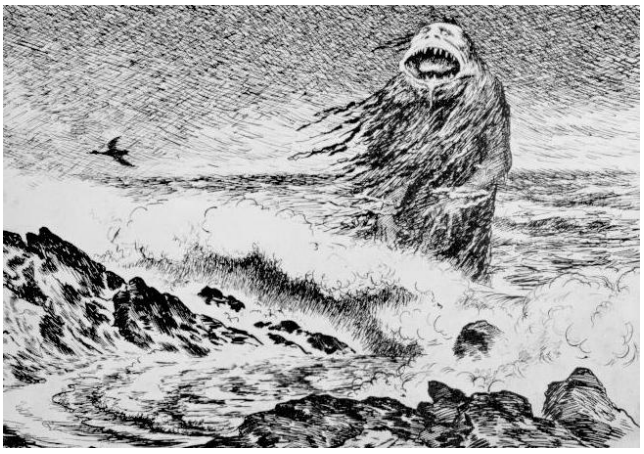
The hideous giant troll is probably a crossbreed between hill giant and troll. It resembles a giant common troll with reddish skin and glowing red eyes. The giant troll's favoured weapon is a spike club. It will attack with its claws only if disarmed. Sometimes, a giant troll will grab an opponent and use it as a club. A successful attack is necessary to do so. Each successful attack also deals 1d6 points of damage to the opponent used as a weapon. A giant troll regenerates five hit points per round.



Ice **T**roll

Hit Dice: 2
Armour Class: 11
Attacks: Claws (2x1d6)
Saving Throw: 15
Movement: 9
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 3/75

Ice trolls are smaller than trolls from temperate areas, but no less aggressive. They prefer to attack in groups and regenerate two hit points per round. The ice troll takes double damage from fire-based attacks and can only be killed irrevocably with acid or fire.



River **T**roll

Hit Dice: 5+5
Armour Class: 16
Attacks: Claws (2x1d4+1), bite (3d4)
Saving Throw: 12
Movement: 3/12
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 6/400

The river troll, also called scrag or freshwater troll, is a gilled troll. It has very thin and fragile arms, but a large mouth with many sharp teeth. A river troll regenerates three hit points per round if emerged in water. River trolls can be killed permanently only with acid or by keeping them away from water for at least twenty-four hours.

Sea **T**roll

Hit Dice: 6+12
Armour Class: 17
Attacks: Claws (2x1d4), bite (1d8+8)
Saving Throw:
Movement: 6/12
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 9/1,100

The pale sea troll, also called salt scrag, is similar to the river troll. Sea trolls have webbed toes and fingers and regenerate three hit points per round if emerged in saltwater. They have lairs near the coast or below city docks and sometimes leave the water to hunt for humanoid flesh.

Snow **T**roll

Hit Dice: 4+2
Armour Class: 13
Attacks: Claws (2x1d6), bite (1d4+1)
Saving Throw: 13
Movement: 12
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 6/400

The snow troll is smaller than a troll from temperate areas, but larger than an ice troll. It is pale and partly covered with white fur. Snow trolls regenerate two hit points per round. Once a year, all snow trolls in an area gather to mate. Snow trolls fight a perpetual war with ice troll over territory. As both species can only be killed permanently with fire or acid, these wars have few actual casualties.

Spectral **T**roll

Hit Dice: 8
Armour Class: 19
Attacks: Claws (2x1d4+2), bite (1d8+2)
Saving Throw: 7
Turned: 8
Movement: 12
Intelligence: Very
Alignment: Chaotic Evil
CL/XP: 9/1,100

The spectral trolls, also called troll wraith, is a ghostly troll tormented by the memories of its former life. It can only be harmed by silver or magical weapons and regenerates three hit points per round. Anyone killed by a spectral troll will return as one three days later unless properly buried, even if the victim was not a troll in life. Only a blessed weapon can permanently kill a spectral troll. In sunlight, a spectral troll will fade away. It will not be damaged, but merely disappears from view and will return during night time.

Two-Headed **T**roll

Hit Dice: 8
Armour Class: 15
Attacks: Claws (2x1d6), bites (2x1d10)
Saving Throw: 10
Movement: 12
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 11/1,700

Some trolls are born with two heads. This does not necessarily provide them with more intelligence, but with a conflicting personality. Two-headed trolls are tougher than their single-headed brethren and, like other trolls, can only be killed for sure by fire or acid. Two-headed trolls regenerate two hit points per round.

War **T**roll

Hit Dice: 7+4
Armour Class: 16
Attacks: Weapon (1d12+2), bite (1d8)
Saving Throw: 9
Movement: 12
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 9/1,1000

War trolls are not only the largest and most brutal members of their race, but often smarter than most other trolls too. The war troll wears armour and fights with a weapon. Many war trolls work as mercenaries and acquire their equipment from other races, as very few trolls do manufacture weapons. War trolls regenerate four hit points per round and only die surely from fire or acid.

Zombie **T**roll

Hit Dice: 8+2
Armour Class: 17
Attacks: Claws (2x1d4+4), bite (1d8+4)
Saving Throw: 11
Turned: 6
Movement: 6
Intelligence: None
Alignment: Chaotic Evil
CL/XP: 10/1,400

This undead troll has grey skin and hollow, black eyeholes. It is even more sinister than the common troll and exists only to cause destruction and chaos. A zombie troll regenerates four hit points per round and can only be destroyed permanently by burning it with blessed fire. A zombie troll has the common traits all undead share. It never makes a noise while moving.

Tunnel Brute

Hit Dice: 8+8
Armour Class: 18
Attacks: Fists (2x3d4), bite (1d10)
Saving Throw: 8
Movement: 6
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 10/1,400

Tunnel brutes are insect-like, bulky humanoids that live underground. They have strong mandibles and can dig at half speed. Tunnel brutes like to dig close to a tunnel wall and jump out if prey passes by. They automatically gain the initiative if doing so. Looking into a tunnel brute's eyes causes *Confusion* to anyone not making a saving throw. Tunnel brutes fight to the death only if cornered. They are tribal, but have no known culture.

Tunnel Prawn

Hit Dice: 1
Armour Class: 15
Attacks: Pincers (1d2)
Saving Throw: 17
Movement: 6
Intelligence: None
Alignment: Neutral
CL/XP: 1/15

Tunnel prawns are scavengers resembling very large lobsters, with a hard, rocklike shell. These creatures wander through subterranean caverns eating bugs and fungi from the wall, floor, and ceiling. A tunnel prawn can scale walls and move along ceilings with no more difficulty than walking along a floor. These dungeon vermin are easily antagonized, and will attack any living beings venturing near. One tunnel prawn can provide the equivalent of a day's rations. The meat is tough and very chewy, and keeps for only one day, but is actually quite delicious.

Giant Sea **T**urtle

Hit Dice: 15
Armour Class: 15
Attacks: Bite (4d6)
Saving Throw: 3
Movement: 3/12
Intelligence: Semi
Alignment: Neutral
CL/XP: 15/2,900

Giant sea turtles do not hunt humanoids, but they are aggressive in their territory, and are large enough to capsize small ships. Occasionally, they leave the sea and visit the beach to lay eggs.

Giant Snapping **T**urtle

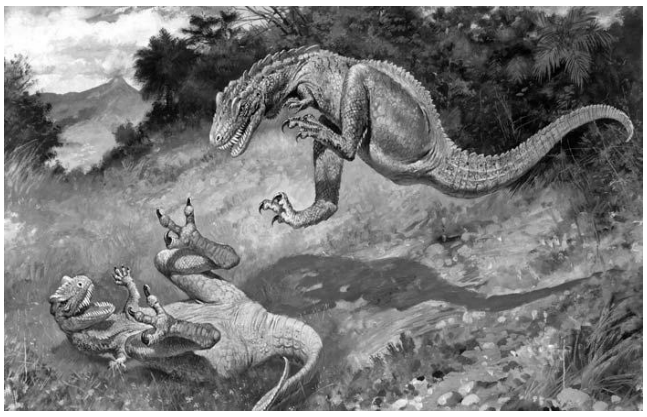
Hit Dice: 8
Armour Class: 15
Attacks: Bite (4d6)
Saving Throw: 8
Movement: 4/9
Intelligence: Animal
Alignment: Neutral
CL/XP: 8/800

Giant snapping turtles are massive, having a shell with a diameter of almost three metres. Their shells are incredibly thick. A physical attack hitting a snapping turtle does only half damage.

Tyrannosaurus Rex

Hit Dice: 18+12
Armour Class: 23
Attacks: Bite (8d6)
Saving Throw: 3
Movement: 18
Intelligence: Animal
Alignment: Neutral
CL/XP: 18/3,800

The tyrannosaurus rex is a bipedal carnivorous dinosaur. Despite its enormous size and six tons of weight, a tyrannosaurus is a swift runner. Its head is nearly three metres long, and its teeth are up to fifteen centimetres in length. It is slightly more than ten metres long from nose to tail. A tyrannosaurus pursues and eats just about anything it sees. Its tactics are simple – charge in and bite.



Dire **T**yrannosaurus Rex

Hit Dice: 24+16
Armour Class: 25
Attacks: Bite (6d12)
Saving Throw: 2
Movement: 15
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 24/5,600

The dire tyrannosaurus rex is even larger than the common tyrannosaurus and its size and power easily rivals that of an adult dragon. This immense predator is very rare. The roar of a dire tyrannosaurus will make every creature with less than six hit dice flee in terror for 3d4 rounds.

Giant **T**uatara

Hit Dice: 6
Armour Class: 16
Attacks: Claws (2x1d4), bite (2d6)
Saving Throw: 11
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 6/400

Giant tuataras are large 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.

Tween

Hit Dice: 1
Armour Class: 10
Attacks: Weapon (1d6)
Saving Throw: 17
Movement: 9
Intelligence: Very
Alignment: Neutral
CL/XP: 1/15

The tween is a parasitic creature from the Ethereal Plane. On its native plane, it appears as a short, ugly, squat humanoid. A

tween can only attack on the Ethereal Plane. With a successful attack on the Material Plane, it can bind itself to host and appears as a vague grey shadow around it. A tween can see a few seconds into the future and manipulate light amount of matter. Thus, its host gets two attacks per round. However, it also drains luck from everyone else within a radius of twenty metres. Whenever a creature in this area makes a die roll, it makes tow and takes the less advantageous. A tween cannot voluntarily break the bond to its host. If the host or the tween is killed, a system shock survival check is required for the remaining creature to survive.

Twilight Bloom

Hit Dice: 3
Armour Class: 12
Attacks: None
Saving Throw: 16
Movement: 0
Intelligence: None
Alignment: Neutral
CL/XP: 4/120

The twilight bloom is a huge flower with purple blossoms. It has a pleasant scent. Anyone with a sense of smell within a radius of ten metres has to make a saving throw or will be drawn to the plant. Once close, the plant drips poison on the victim. If an attack roll is successful and the victim fails a saving throw vs. death, it will die in 1d6 turns and its corpse will be consumed by the plant later on.

Tyrg

Hit Dice: 6
Armour Class: 14
Attacks: Bite (1d12), forepaw (1d4)
Saving Throw: 9
Movement: 18
Intelligence: Semi
Alignment: Neutral
CL/XP: 6/400

The tyrg is a predator with canine and feline features. It is as watchful as a dog and can stalk like a tiger. It has white fur with grey and black spots. A tyrg pack will open combat with a mildly stunning howl that imposes a -2 penalty on initiative rolls and THACO of their opponents for the following three rounds. If an opponent is overborn due to being attacked by more three or more tyrgs or otherwise prone on the ground, the tyrgs will additionally attack with their forepaws. Tyrgs are a young race that reproduces quickly. It is not known where they originally come from.

Umpebly

Hit Dice: 6
Armour Class: 15
Attacks: Strike (1d4)
Saving Throw: 11
Movement: 9
Intelligence: Low
Alignment: Neutral
CL/XP: 7/600

The umpebly is a tall humanoids entirely covered by long brown fur. It is mostly peaceful and ignorant, but loves to collect precious metals and gems. The umpebly can store electricity in its body and unleash up to fifty points of lightning damage per day. However, it usually attacks by only dealing 1d8+8 points of electrical damage at once. The umpebly is immune to all kinds of lighting damage. If bribed, it sometimes allies with adventures. Blue dragons consider the umpebly a delicatessen.

Unicorn

Hit Dice: 4+5
Armour Class: 17
Attacks: Hooves (2x1d8), horn (1d8)
Saving Throw: 13
Movement: 24
Intelligence: Average
Alignment: Neutral Good
CL/XP: 5/240

The unicorn is a mystical horse, almost always white, with a horn on its forehead. Unicorns are benevolent and shy, but will intervene to help innocent creatures in danger. Once a day, they can teleport over a distance of a hundred metres and cure 1d8 points of damage. Unicorn horn is a valuable ingredient for all kinds of potions and rituals and is said to have healing powers. However, many races considers taking a unicorn's horn, even that of a unicorn which died of age, a great sin.



Shadow Unicorn

Hit Dice: 6+4
Armour Class: 17
Attacks: Hooves (2x1d8), bite (1d12) or horn (3d12)
Saving Throw: 9
Movement: 24
Intelligence: Very
Alignment: Chaotic Evil
CL/XP: 8/800

The shadow unicorn is a terrifying creature that always seeks to cause pain and suffering. It looks mostly like the common unicorn, but can have a number of fur colours. Some shadow unicorn are even white, but can be identified by their black, menacing eyes. Despite its size, a shadow unicorn always moves silently. If it makes a hammering sound with its hooves on purpose, all creatures with less than three hit dice will flee in panic. Creatures with less than eight hit dice need to make a saving throw or will flee as well. Terrified victims have a 5% of their hair turning permanently white. The horn of a shadow unicorn causes horrible wounds, but cannot be used in the same round as hooves and bite. Three times per day, a shadow unicorn can use *Blink*. It cannot be harmed by poison, be mind-controlled, affected by death magic or held magically.

Urchin

	Black	Green	Red
Hit Dice:	1+1	2+1	3+1
Armour Class:	15	16	17
Attacks: Spines	2x1d4	2x1d6+1	3x1d8
Saving Throw:	17	16	14
Movement:	6/6	6/6	6/6
Intelligence:	Semi	Semi	Semi
Alignment:	Neutral	Neutral	Neutral
CL/XP:	1/15	2/30	3/60

Urchins are semi-sentient marine creatures that, like oysters, are hunted for the valuables stones found in their bodies. They resemble a sphere with a diameter of about one metre covered with thousands of spikes. Urchins can fire these spikes at their opponents with a +2 THACO bonus. Attacking an urchin with bare fists deals an equal amount of damage. Each urchin has gems worth 1d4 gp multiplied with its hit points.

Land Urchin

Hit Dice: 4+2
Armour Class: 16
Attacks: Spines (6x1d2)
Saving Throw: 13
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 4/120

The land urchin is a distant relative of the sea urchin that lives strictly on land. Land urchins move on tiny legs and are very shy. They spines contain paralytic poison that paralyses anyone who for 1d8 turns unless a saving throw is made. Land urchins contain 2d6 pearls worth 100x1d6 gp.

Urd

Hit Dice: 3
Armour Class: 11
Attacks: Strike (1d3) or weapon (1d4)
Saving Throw: 14
Movement: 6/15
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 3/60

The urd is a small, winged humanoid and a distant relative of the kobold. It has reddish skin and two ivory horns. Like kobolds, urds prefer to attack their victims in overwhelming numbers. One of their favourite tactics is dropping rocks on unexpecting prey.

Urgoblin

Hit Dice: 2+4
Armour Class: 14
Attacks: Weapon (1d8)
Saving Throw: 16
Movement: 9
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 4/120

Urgoblins seems to be hobgoblins at first glance, but are actually a mutant subspecies. They can reproduce with hobgoblin females and regenerate two hit points per round. Some hobgoblin tribes consider urgoblins an abomination, and kill them whenever they can be identified. Other hobgoblin tribes employ them as bodyguards for the chieftain, and accord them great honour. There are even rumours of a tribe entirely made up of urgoblins, with kidnapped hobgoblin females as their mates; reportedly they slit the throats of all infants born to their mates, so that only those who have the power of regeneration survive.

Uruak

Hit Dice: 2
Armour Class: 14
Attacks: Weapon (1d10)
Saving Throw: 16
Movement: 12
Intelligence: Highly
Alignment: Lawful Evil
CL/XP: 2/30

Uruak, also known as scrap gnolls, are a race of hyena-like humanoids, similar to gnolls in appearance, but much more intelligent. They are civilised and fanatically obsessed with mechanical devices and inventions. Scrap gnolls spend most of their time creating and testing tools and devices, for they are instinctively gifted artificers. Many scrap gnolls are skilled in alchemy, clockwork, mining and smithing, and they may

possess crude explosives or firearms. Any weapons they make will be finely crafted and lovingly cared for. In a group of six or more scrap gnolls, there will be a leader with arcane spells and the vision to direct the gnolls in working together towards a major task, as well as a pet snake or scorpion as their mascot. For every male actively inventing, scrounging, or repairing, there will be a female of close kin seeing to the more mundane domestic tasks.

Vampire

	Young	Mature	Elder
Hit Dice:	7	8	9
Armour Class:	17	17	17
Attacks: Slam	1d8	1d10	1d12
Saving Throw:	9	8	6
Turned:	10	11	12
Movement:	12/18	12/18	12/18
Intelligence:	Average	Average	Average
Alignment:	Any Evil	Any Evil	Any Evil
CL/XP:	9/1,100	10/1,400	11/1,700

Vampires are powerful blood-sucking undead. They are immune to non-magical weapons and will return to their coffin as a gas cloud after slain in battle. Vampire regenerate three hit points per round and can turn into a gaseous form or a giant bat at will. They can also summon 4d6 bats or 2d8 wolves. Anyone who looks directly into a vampire's eyes has to make a saving throw at a -2 malus or will be charmed. A vampire slam attack drains energy and causes a loss of 1d4 points of a random score. Vampire develop their abilities with age, so creature turned into vampires not too long ago may lack some of the abilities mentioned above. Vampire can be killed for good by exposing them to direct sunlight, immersing them in running water or driving a wooden stake though their heart. Garlic and symbols of gods opposing undeath will repel a vampire.



Fire Vampire

Hit Dice: 2+2
Armour Class: 17
Attacks: Strike (2d6)
Saving Throw: 11
Movement: 15
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 4/120

The fire vampire is a being composed of living fire, but does not originate from the Plane of Fire. Only +2 magical weapons or water may harm a fire vampire. A bucket of water deals 1d6 points of damage to it. Magic spell, unless fire-based, harm them normally. Fire vampires are sentient. If summoned, they appear as flaming meteors in the sky. A swarm of fire vampires is a beautiful as it is destructive.

Star Vampire

Hit Dice: 6+2
Armour Class: 16
Attacks: Trunks (2x1d10)
Saving Throw: 8
Movement: 12
Intelligence: Very
Alignment: Chaotic Evil
CL/XP: 7/600

The star vampire is a huge mass of pulsing, moving jelly with dozens of scarlet tentacular trunks. It is an alien creature and can apparently survive in outer space. It is usually invisible, but if it drinks blood, it becomes partly visible, as the star vampire lacks the ability to hide the drunken blood. Being hit by the trunk of a star vampire means blood loss leading to temporary loss of one point of constitution. If an opponent of the star vampire falls unconscious, it will drain it within 1d4+1 rounds.

Vampire Dwarf

Hit Dice: 9+3
Armour Class: 19
Attacks: Slam (1d12+2) or weapon
Saving Throw: 6
Turned: 12
Movement: 12
Intelligence: Very
Alignment: Chaotic Evil
CL/XP: 11/1,700

Vampiric dwarves have silver beards, are short and stocky and look mostly like they did in life. As living dwarves, they enjoy fighting and often challenge opponents for sheer love of combat. A vampire dwarf attacks with a +1 THACO bonus and have a +5 bonus to saving throws vs. magic. It can only be damaged by +2 or stronger magical weapon. Other weapons will just pass through it. Vampire dwarves regenerate four hit points per round and have all the abilities of human vampires. They can walk through stone at will, but cannot cross a line of powdered metal. Only driving a

stalactite or stalagmite through its heart will permanently kill a dwarf vampire.

Vampire Elf

Hit Dice: 7+3
Armour Class: 17
Attacks: Slam (1d6+2)
Saving Throw: 9
Magic Resistance: 25%
Turned: 10
Movement: 15
Intelligence: Genius
Alignment: Chaotic Evil
CL/XP: 10/1,400

The vampire elf is a tragic creature. Unlike others of its kind, it cannot move along its race freely. Its face is twisted and horrid; the more beautiful it was in life, the uglier it will be in undeath. Vampire elves attack with a +1 THACO and a +2 damage bonus. They have the benefits of human vampires, can only be damaged by magical weapons and regenerate two hit points per round. Anyone who sees the twisted face of a vampiric elf has to make a saving throw or will be paralysed for 1d4 rounds. A vampire elf lives on vital, creative energy. A hit by a vampire elf drains two points of charisma which can only be regained by slaying the vampire. Unlike other vampires, vampire elves rest at night and roam the woods during daytime. They command the creatures of the forest – even against their will – and cannot cross a line of flowers.

Vampire Gnome

Hit Dice: 6+3
Armour Class: 20
Attacks: Claws (2x1d8)
Saving Throw: 11
Turned: 9
Movement: 15
Intelligence: Genius
Alignment: Chaotic Evil
CL/XP: 9/1,100

Vampiric gnomes are enigmatic, devilishly fast creatures. They attack with a +4 THACO bonus and are immune to mundane weapons. A vampire gnome regenerates two hit points per round can turn its face into a horrible grimace once per turn. This ability functions like *Belly Aching*. It has the traits of a human vampire, but cannot change it shape without using magic. Vampiric gnomes can use *Spider Climb* at will. They usually live in deep caverns. Sometimes they abduct other humanoids and drain their youthfulness, which is the essence they live on.

Vampire Halfling

Hit Dice: 5+4
Armour Class: 16
Attacks: Slam (1d4)
Saving Throw: 10
Magic Resistance: 20%
Turned: 8
Movement: 9
Intelligence: Highly
Alignment: Chaotic Evil
CL/XP: 8/800

When halflings become vampires, they abandon the joyful life they had and become malignant, aggressive creatures that try to forget. Anyone hit by a halflings vampire loses one point of strength and constitution that can only be regained by burning the vampire. Halflings vampires share most of the benefits of human vampires and regenerate one hit point per round. They are immune to mundane weapons unless wooden weapons. While attacking with missile weapons, vampiric halflings have a +3 THACO bonus. Vampire halflings radiate an aura of lethargy. Anyone coming six metres or closer to one has to make a saving throw will suffer a -3 THACO penalty for the duration of the fight. Three times per day, a vampire halfling can use *Create Food* and *Create Water*.

Vampire Thorn

Hit Dice: 8
Armour Class: 15
Attacks: Tendril (1d4)
Saving Throw: 8
Movement: 1
Intelligence: None
Alignment: Neutral
CL/XP: 10/1,400

The vampire thorn appears as a patch of thorny vines. If warm-blooded prey comes near, a two metre-long vine lashes out and attacks a victim. The vampire thorn holds the victim and drain one quarter of its maximum hit points per round. Initially, a system shock survival check is required or the victim will fall unconscious due to intense pain.

Vampyre

Hit Dice: 8+3
Armour Class: 15
Attacks: Claws (2x1d4), bite (1d6)
Saving Throw: 8
Movement: 12
Intelligence: Exceptional
Alignment: Lawful Evil
CL/XP: 9/1,100

The vampyre is an evil creature that lives on the blood of its victims. It is not undead, though, and has none of the weaknesses or advantages of an undead. Vampyres are physically beautiful and looks mostly like humans. Anyone bitten by a vampyre – who prefers a victim of the opposite

gender – has to make a saving throw vs. death or will be charmed. For every two points of damage done by the bite, the saving throw is modified by a -1 penalty. Vampyres live in packs of a dozen individuals of both genders. Rarely, they in other packs in a feast of murder and blood-spilling. During this time, members of both packs will also mate with members of the other pack. Vampyres age slower than humans and preserve an attractive appearance even longer.

Vapour Crane

Hit Dice: 5
Armour Class: 15
Attacks: Bite (1d4+5)
Saving Throw: 12
Movement: 5/12
Intelligence: Animal
Alignment: Neutral
CL/XP: 6/400

Vapour cranes make their homes where geysers spews and hot springs make great boiling pools, arranging their rock nests so that they fill with boiling water. Strangely, they do not eat, but draw their sustenance from the steaming waters they inhabit. They will attempt to fly away if they are endangered but they will fight to the death if cornered. Touching a vapor crane without the proper precautions can be deadly, for their bodies are boiling hot and inflict 1d6+5 points of damage if touched. They are also able to spew clouds of steam from their nostrils as both an offensive and a defensive measure and will use this ability to flee, unless guarding a nest. The steam cloud can be used thrice a day in one of two ways. If the crane is attacking, it blows the steam in a cone ten metres long and wide at the end, inflicting 1d6+5 points of damage. When used defensively, the crane surrounds itself with the cloud in a radius of five metres, which not only inflicts damage but also obscures the bird from sight. In normal combat, a vapour crane attacks with its beak, which is filled with needle-sharp teeth.

Vargouille

Hit Dice: 2
Armour Class: 11
Attacks: Bite (1d4)
Saving Throw: 17
Movement: 12
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 4/120

Vargouilles are demonic creatures, a horrid head, bearded with small, writhing tentacles, with bat wings protruding from the back. Their bite is deadly. Unless a saving throw is made, the hit point loss from their bite can only be recovered by resting, but by potion, healing magic or other means.

Verbeeg

Hit Dice: 5+5
Armour Class: 16
Attacks: Weapon (1d6+4)
Saving Throw: 11
Movement: 18
Intelligence: Very
Alignment: Neutral to Neutral Evil
CL/XP: 6/400

The verbeeg are a race of tall humanoids related to humans and hill giants. They are smart and often in charge of gangs of hill giants and ogres, which sometimes include goblins and worgs as well. The verbeeg's favourite weapon is his spear.



Assassin Vine

Hit Dice: 7
Armour Class: 14
Attacks: Vine (1d6+1)
Saving Throw: 9
Movement: 1
Intelligence: None
Alignment: Neutral
CL/XP: 8/800

The assassin vine is a semi-mobile plant that feeds on dead animals it crushes itself. The plant consists of a main vine, about six metres long, and a number of smaller vines

branching off. The assassin vine can animate plants within a radius of ten metres. The plants will entangle anyone who fails a saving throw.

Hungering **V**ine

Hit Dice: 8
Armour Class: 10
Attacks: Strike (4d10)
Saving Throw: 8
Movement: 15
Intelligence: None
Alignment: Neutral
CL/XP: 12/2,000

The hungering vine live in darkness, with a ravenous hunger that can only be satiated by blood and flesh. This creature resembles a writhing mass of vines coming together at a trunk, supported by four huge roots. Many eye-stalks jut from the trunk, peering about for food; the hungering vine is almost never surprised. The vines pull fresh carrion under its roots, where there is a huge mouth that consumes the plant's victims. The vine can move surprisingly fast in a shambling gait, once it pulls its roots from the ground or rock into which it has settled. It takes one round for its vines to push it from the earth and allow it to move. The hungering vine attacks any and all creatures that stray within a distance of three metres for 1d8 points of damage, or will twist its vines into a tail, which can batter a single target for 4d10 points of damage. Any target hit by the tail will be knocked down and backward 1d8 metres. The hungering vine can also *Darkness Globe* once per turn. It takes only half damage from lighting-based attacks. A saving throw is required each combat round to resist the horror of the hunger radiating from the vine. If a character fails his saving throw, he is paralysed by horror and unable to act that round.

Strangling **V**ine

Hit Dice: 2
Armour Class: 12
Attacks: None
Saving Throw: 16
Movement: 0
Intelligence: None
Alignment: Neutral
CL/XP: 2/30

The strangling vine is carnivorous plant consisting of a maw and a mass of vines. The twines lash out at random if the vine is approached. If they hit on a multiple of four, the target takes 1d4 points of damage on that round and each subsequent one. Otherwise, the vines will merely entangle the victim's limbs. Per limb, the victim gets a cumulative -2 malus to THACO and armour class. The twines are not harmed by blunt or missile weapons.

Javelin **V**iper

Hit Dice: 1
Armour Class: 12
Attacks: Impale (1d6)
Saving Throw: 17
Movement: 6
Intelligence: Animal
Alignment: Neutral
CL/XP: 2/30

These snakes can be found anywhere that they may obtain a position where they can fall upon their intended victims. They strike as a thrown javelin with a +3 THACO bonus. The points of their heads are very sharp. These snakes are very fond of wine and will go out of their way to obtain some, thus wine merchants are often the targets of their attacks. One of their most distinguishing features is their three-pronged tongue.

Pit **V**iper

Hit Dice: 2
Armour Class: 13
Attacks: Bite (1d4)
Saving Throw: 17
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

This grey-green snake is one and a half metres long and the pits on its head are able to sense heat to a distance of twenty metres. Pit vipers are extremely fast, and will automatically have initiative every round. They have a venomous bite that requires a successful saving throw vs. death, or the victim suffers and additional 2d6 points of damage.

Voadkyn

Hit Dice: 6+3
Armour Class: 15
Attacks: Weapon (1d10+3)
Saving Throw: 13
Movement:
Intelligence: Highly
Alignment: Chaotic Good
CL/XP: 6/400

The voadkyn, sometimes also called wood giants, are a race of muscular, hairless humanoids closely related to giants. They are proficient with bow and sword and have a long face and pointy ears. Voadkyn are very rarely surprised by enemies if in their native environment, the forest.

Volt
Hit Dice: 2+1
Armour Class: 16
Attacks: Bite (1d4)
Saving Throw: 14
Movement: 6
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

The volt is a curious but bad-tempered creature. It appears as floating little sphere with spikes of bristly grey hair and a single eye. Volts are surrounded by an aura of electricity and emit a low humming sound. They locate prey by detecting electric neuronal activity. If bitten by a volt, the target has to make a saving throw or will be shocked for an additional 2d6 points of damage. Electricity heals volts.

Voormis
Hit Dice: 1
Armour Class: 12
Attacks: Claw (1d4) or weapon (1d6)
Saving Throw: 17
Movement: 12
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: 1/15

The voormis are race of humanoids covered with brown fur that communicate with dog-like howls. They are most likely related to humans, but were separated from them during an early stage of their development. Voormis are primitive, brutal and live in caves. Gnophkehs and voormis are bitter enemies, though the two group do not meet two often, as the voormis live in more temperate climates.

Vorlog
Hit Dice: 6
Armour Class: 16
Attacks: Slam (1d4+4)
Saving Throw: 11
Movement: 12
Intelligence: Highly
Alignment: Chaotic Evil
CL/XP: 7/600

Transforming a chosen living humanoid into a companion is an exhausting process for a vampire and requires a lot of passion and blood. For about one hour after the transformation, the vampire will be unconscious. If it is slain during this time, the bride's or groom's transformation will be interrupted and the creature will turn into a vorlog. A vorlog looks like normal member of its race, but has long fangs visible when it speaks. It can use *Charm Person* at will. A vorlog is not truly undead, but can nevertheless only be harmed by magic or silver weapons and is immune to poison, sleep, charm and mind control. A strike of a vorlog requires the victim to make a saving throw vs. death or it will lose 1d2 points of wisdom. The wisdom points are regained at a rate of one per hour. A vorlog regenerates one hit point per hour. If near a charmed victim, the rate increases to one hit point per round. If reduced to naught hit points, a vorlog will melt into a pool of tears and try to escape to a safe place to regenerate. It is not bound to a coffin or specific resting place.

Vulture
Hit Dice: 1
Armour Class: 10
Attacks: Beak (1d4)
Saving Throw: 17
Movement: 3/15
Intelligence: Animal
Alignment: Neutral
CL/XP: 1/15

Vultures are scavenging birds, often with featherless heads and necks. They usually do not attack live prey, but may do so if they are very hungry.

Dire Vulture
Hit Dice: 2
Armour Class: 12
Attacks: Beak (1d4)
Saving Throw: 16
Movement: 3/15
Intelligence: Animal
Alignment: neutral
CL/XP: 2/30

The dire vulture has twice the size of a normal vulture and do not only live on dead creatures. Additionally, they attack weakened live prey. If dire vultures target a group of creatures, they will always go for the most injured individual.

Vurgens
Hit Dice: 7+7
Armour Class: 15
Attacks: Bite (2d6) or tail slap (3d4)
Saving Throw: 9
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 8/800

The vurgnes is is a deep sea predator. It looks like an eel with an oversized head and a detachable jaw with bony ridges. Its bite radius is two metres. The vurgens can prefers to swallow a victim whole. A target the size of a human or smaller will be swallowed if it is successfully attacked and does not make a saving throw. A creature in the stomach of the vurgens suffers 4d4 points of acid damage per round. The vurgens is always on an endless journey through the ocean looking for other creatures to eat.

War Mech

Hit Dice: 15
Armour Class: 17
Attacks: Machine gun (8x2d6), mortar (4d6)
Saving Throw: 3
Movement: 12
Intelligence: None
Alignment: Neutral
CL/XP: 19/4,100

The war mech is a war machine created by an ancient civilisation. The knowledge needed to create one is long-lost, though some war mechs still exist here and there. They are up to six metres tall. They tend to be sleek in design and most highly advanced. These heavy combat machines have machine guns for hands, each making four attacks per turn, a chest-mounted mortar that damages all in a radius of two metres of the target, and can fire a cone of heat from its head that is thirty metres long and ten metres wide at its end. It inflicts damage equal to thrice the robot's initial hit dice. A saving throw is permitted for half damage.

Giant Wasp

Hit Dice: 4
Armour Class: 15
Attacks: Sting (1d4)
Saving Throw: 13
Movement: 6/21
Intelligence: None
Alignment: Neutral
CL/XP: 6/400

Giant wasps are as large as humans, and are incredibly aggressive. Their sting paralyzes for 1d4+1 days at the end of which time, wasp larvae eat the victim from the inside out.. A saving throw vs. paralysis is allowed to avoid this. Cure disease will kill the larvae. The wasp wings are paper-thin, and flammable.

Water Bubble

Hit Dice: 1d4 hp
Armour Class: 12
Attacks: None
Saving Throw: 18
Movement: 9/15
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 1/15

The water bubble is a minor water elemental. It appears a head-sized bubble of water and moves by hopping over the ground. It will jump at an opponent. Its corrosive nature reduces the armour class bonus of a random piece of equipment by one unless a saving throw is made. After 1d3 rounds, it reaches the target's head and starts drowning it for 1d6 points of damage unless another saving throw is made. The water bubble can only be damaged by hand-held impact weapons or lighting-based magic.

Giant Water Strider

Hit Dice: 1
Armour Class: 13
Attacks: Bite (1d6)
Saving Throw: 17
Movement: 6/12
Intelligence: None
Alignment: Neutral
CL/XP: 1/15

The giant water strider walks on water with the help of a vicious substance it produces. It can spit the substance over a range of five metres at enemies for 1d4 points of damage. Giant striders clearly prefer moving on water over being on land. If no water is accessible, it will try to climb up something to have an advantage. Turbulent water will half the giant strider's movement rate.

Water Weird

Hit Dice: 3+3
Armour Class: 15
Attacks: Strike (1d6)
Saving Throw: 13
Movement: 12
Intelligence: Low
Alignment: Chaotic Evil
CL/XP: 5/240

The water weird is a malicious creature from the Elemental Plane of Water. While dormant, the water weird is invisible in water. When prey is near, it takes the form of a serpent and attacks. Anyone hit who does not make a saving throw vs. paralysis is dragged into the water and will drown in 1d6 rounds. The water weird takes one point of damage from sharp and full damage from blunt weapons. Fire does only half damage. Cold-based attacks half its moving speed for 1d6 rounds. If in contact with larger amount of water, the water weird reforms in 1d6+2 rounds after being killed. *Lower Water*, *Part Water* and *Purify Water* will kill a water weird permanently.

Dire Weasel

Hit Dice: 4+2
Armour Class: 13
Attacks: Bite (1d4)
Saving Throw: 13
Movement: 15
Intelligence: Animal
Alignment: Neutral
CL/XP: 47120

These creatures are three metres long and brown, tan, or white. They are fierce hunters, and when they successfully attack with their bite they cling to the victim, sucking blood for 2d4 points of damage each round. They cannot be removed, and will cling until either the victim has dies or the weasel has been killed. These creatures can see in the dark

with twilight vision, and have a very keen sense of smell that they use to track prey. These burrowing creatures live in the tunnels they create in the earth, and will sometimes venture or burrow into labyrinths.

Rock **W**easel

Hit Dice: 4
Armour Class: 17
Attacks: Bite (2d6)
Saving Throw: 13
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 5/240

Rock weasels are large weasels that have come into contact with potent transmutative magic, becoming attuned to the elemental earths. This magical attunement manifests itself in the form of a breath attack; rock weasels can spit forth a three metre-long cone of rock shards and pebbles, inflicting eight points of damage to all within this area. The attack can be avoided with a successful saving throw. Rock weasels emit low, grumbling vocalisations reminiscent of stone grinding against stone, and their eyes are black as coal. Their earthy nature makes them slower than dire weasels, but sturdier opponents in close combat.

Living **W**eb

Hit Dice: 1
Armour Class: 10
Attacks: Touch (1d4)
Saving Throw: 17
Movement: 6
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 1/15

The living web is a small, amorphous creature that resembles filaments of dusty cobwebs. Touching one delivers am electrical shock that deals 1d4 points of damage. Living webs are immune to electrical damage and permanently gain a hit dice for every eight points of lightning damage. They inflict and additional 1d6 points of damage for every two additional hit points. Living webs are unaffected by fire, cold, acid and water attacks. Blunt weapons deal only half damage to them. If a living web has four or more hit dice, a successful attack by an edged weapon will cut it into two smaller creatures. Living webs roam the underground and dark forests looking for vermin an small animals to consume.

Memory **W**eb

Hit Dice: 6
Armour Class: 17
Attacks: Choke (1d6)
Saving Throw: 11
Movement: 3
Intelligence: Very
Alignment: Chaotic Neutral
CL/XP: 6/400

The memory web is a sentient shiny web six metres in diameter that can roll itself together into a tight ball and perform a jump attack over a distance of up to thirty metres. It will unfold in mid-air and automatically catch anyone below it. All targets are choked and suffer 1d6 points of damage. The memory web suffers half damage from mundane weapons and fire. The memories of every killed victim will be absorbed into the web. If the web is killed, it will send out a telepathic shockwave with a radius of thirty metres that contains memories of its last victims, often incomprehensible.

Wemic

Hit Dice: 5+8
Armour Class: 13
Attacks: Claws (2x1d4), weapon (1d8)
Saving Throw: 12
Movement: 12
Intelligence: Average
Alignment: Lawful Neutral
CL/XP: 6/400

A wemic is a centaur-like being with a leonine body, a human torso and a long mane. Wemic live in tribes and attack with both their front claws and their weapon. Some carry shields that grant them a +1 armour class bonus. Wemic are traditionalists, very proud and also superstitious. Sometimes, wemic tribes fall under the control of a renegade wizard or shaman. Despite their human-level intelligence, wemic do not know how to work metal and are centuries behind other cultures technologically.

Wenelian

Hit Dice: 1+1
Armour Class:
Attacks: Calcite dart (1d8)
Saving Throw: 18
Movement: 6
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 2/30

The wenelians are a race of floating leech-like being that raids other worlds through portals. They shot calcite dart from their snouts over a distance of up to fifteen metres and use *Obscuring Mist* once per day, usually to cover their retreat. The wenelians are thought to be native to the Dream World.

Killer Whale
Hit Dice: 6
Armour Class: 13
Attacks: Bite (1d20)
Saving Throw: 12
Movement: 24
Intelligence: Animal
Alignment: Neutral
CL/XP: 7/600

These immense whales typically reach a length of eight metres. They prefer colder waters of the North or extreme South. They prey on many different animals of the sea. They will swallow any creature of a size less than a human if their attack roll result is a critical hit. A creature that is swallowed suffers 1d6 points of damage each round, and drowns after ten rounds.

Whale, Narwhal
Hit Dice: 12
Armour Class: 12
Attacks: Bite (2d6), horn (1d8)
Saving Throw: 8
Movement: 18
Intelligence: Animal
Alignment: Neutral
CL/XP: 12/2,000

These large whales prefer colder waters of the North or extreme South. They are rather intelligent for an animal and have a magic horn on their heads that resembles the horn of a unicorn. Some say that this horn, even when severed, will vibrate in the vicinity of evil creatures. Even if this rumour is false, the horns are valuable for their ivory, fetching up to 3,000 gp.

Sperm Whale
Hit Dice: 28
Armour Class: 13
Attacks: Bite (3d20)
Saving Throw: 4
Movement: 18
Intelligence: Animal
Alignment: Neutral
CL/XP: 30/8,400

These gigantic whales typically reach a length of twenty metres. They will swallow any creature of a size equal to or less than a human if their attack roll result is at least four higher than the attack roll required to strike. A creature that is swallowed suffers 3d6 hit points of damage each round. When a sperm whale encounters a sea vessel, it usually leaves it undisturbed, but may decide to attack. A sperm whale can slam into a ship with its immense head, sinking medium-sized ships with three hits.

Whipweed
Hit Dice: 4
Armour Class: 14
Attacks: Whips (2x1d10)
Saving Throw: 13
Movement: 3
Intelligence: Semi
Alignment: Neutral
CL/XP: 4/120

The whipweed is twice as tall as a human and has two stalks with whip-like appendages. The whipweed's base has small legs and neuronal system that is very advanced for a plant. If the whipweed is killed, its whips go berserk continue to attack for one round. In this round, each whip attacks three times and inflicts double damage.

Red Widow
Hit Dice: 6+3
Armour Class: 15
Attacks: Bite (1d3)
Saving Throw: 11
Movement: 9
Intelligence: Highly
Alignment: Neutral Evil
CL/XP: 8/800

The red widow is a malicious shapechanger. Her first from is that of a beautiful human female. Her second from, a giant red spider with a black hourglass on its back, is only assumed of the red widow is about to kill a victim. Anyone watching a red widow transform has to make a saving throw for will be stunned by the shock for one round. If the red widow was holding her victim tight before the transformation, a strength check is required to escape her grab. Anyone held is automatically bitten. The bite is weak, but the red widow's poison requires a saving throw vs. death or the target faces immediate death. Alternatively, she can throw a web that functions as *Web*. The red widow herself is never affected by webs in any way and can move as if affected by *Spider Climb* and can summon 10d10 hit dice of spiders once per day. She survives by drinking the blood of at least one human per week.

Wight
Hit Dice: 3
Armour Class: 14
Attacks: Claws (1 hp)
Saving Throw: 14
Turned: 5
Movement: 9
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 5/240

The wight is an undead living in tombs or on graveyards. It is a twisted reflection of the living creature it once was. Wights can be hurt only by magical or silver weapons. Anyone killed by a wight turns into one and joins the other wrights. The

attack of a wight drains energy and the target loses one hit die. The hit die can be regained by *Restoration*.

Will-o'-the-Dawn

Hit Dice: 6
Armour Class: 25
Attacks: Strike (1d4)
Saving Throw: 11
Movement: 18
Intelligence: Exceptional
Alignment: Chaotic Good
CL/XP: 6/400

The will-o'-the-dawn is a begin will-o'-the-wisp variant. It appears at dawn and sometimes helps travellers. The will-o'-the-dawn will only fight to defend itself or protect others. In combat, it rarely attacks and prefers to use *Colour Spray* and *Hypnotic Pattern*, which it can do at will. *Darkness* will stun a will-o'-the-dawn for 1d6 rounds. *Darkness Globe* will stun it and, if it fails a saving throw vs. death, kill it. It is immune to all other spells.



Will-o'-the-Deep

Hit Dice: 5+3
Armour Class: 19
Attacks: Sparks (4x1d4)
Saving Throw: 12
Movement: 12
Intelligence: Highly
Alignment: Neutral Evil
CL/XP: 7/600

The subterranean will-o'-the-deep is a small flickering creature made of energy. It is a malignant being that prefers to lure others into traps and engages in direct combat only if necessary. Sometimes, it is found in small groups or clans. Additionally, the will-o'-the-deep sometimes purposefully causes cave gas explosions, which usually inflict 1d10 points of damage within a radius of three metres. They might also cause cave-ins. Will-o'-the-deeps can become invisible at will. They are vulnerable to common weapons, but can only be harmed by electricity-based spells.

Will-o'-the-Mist

Hit Dice: 7
Armour Class: 25
Attacks: Shock (2d8)
Saving Throw: 9
Movement: 18
Intelligence: Highly
Alignment: Chaotic Neutral
CL/XP: 8/800

The will-o'-the-mist can only be found in the mountains or other misty areas, but never in swamps. Usually icy blue, the will-o'-the-mist sometimes also appears in colours ranging from light gold to green. When it uses its shock against an opponent, a saving throw is permitted for half damage. Targets wearing metal armour gain a +4 bonus to their rolls due to the metal's grounding effect. Any spells and magical barriers do not affect will-o'-the-mist. According to sages, the will-o'-the-mist feeds on the electrical energy generated by humanoid brains.

Will-o'-the-Sea

Hit Dice: 10
Armour Class: 23
Attacks: Lighting bolt (10d6)
Saving Throw: 5
Movement: 21
Intelligence: Very
Alignment: Chaotic Evil
CL/XP: 13/2,300

The will-o'-the-sea appears as a long, shifting cascade of glowing energy. It lives on and around the sea and is especially prevalent during thunderstorms. Unlike other will-o'-the-wisp variants, the will-o'-the-sea cannot turn invisible, but instead take the shape of objects and lure ships into deadly traps. Only cold-based spells will affect a will-o'-the-sea. It can use its shock every third round, but will use it only to stop escaping sailors of a successfully sunken ship. Victims of the will-o'-the-sea seem to be more likely to return as undead.

Will-o'-the-Wisp

Hit Dice: 9
Armour Class: 27
Attacks: Shock (2d6)
Saving Throw: 6
Movement: 18
Intelligence: Highly
Alignment: Chaotic Evil
CL/XP: 10/1,400

The will-o'-the-wisp is a malicious entity that looks like a sphere of eerie light glowing the darkness. It likes to lure travellers into swamps or quicksand. Touching a will-o'-the-wisp electrocutes the victim. It is immune to lightning damage.

Black Willow

Hit Dice: 12
Armour Class: 17
Attacks: Branches (8x1d4)
Saving Throw: 3
Movement: 0.5
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 12/2,000

The black willow appears a common willow of especially dark colour, but is actually a malignant sentient tree. Treants will identify black willows immediately, but even druids will have trouble doing to right away. In combat, the willow relies on its whip-like branches. If a creature touches the black willow, it can but it to sleep by causing magical drowsiness. A saving throw is only permitted for creatures that are not tired anyway. No action will be visible on the side of the black willow. The willow will absorb unconscious victims into its hollow trunk and start to digest them. The victim suffers 1d4 points of damage per round and will be completely digested when reaching twenty negative hit points. Only weapons smaller than a short sword can be used within the willow. A black willow regenerates one hit point per round and cannot be harmed by electricity as long as it is grounded. Black willows usually reside in areas where common willows are found as well. They drain nutrients from the ground, but have to eat flesh too to survive.

Wind Walker

Hit Dice: 6+3
Armour Class: 12
Attacks: Whirlwind cut (3d6)
Saving Throw: 10
Magic Resistance: 15%
Movement: 18
Intelligence: Very
Alignment: Neutral
CL/XP: 7/600

The wind walker is an ethereal creature from the Elemental Plane of Wind. It can only be hit by magical weapons and is able to use its whirlwind cut on all creatures in melee range. *Calm Weather* and *Control Weather* will kill a wind walker instantaneously. *Haste* will reduce it to half hit points, but also doubles its attack speed. *Hold Wind* deals 1d6 points of damage, *Control Winds* 2d8 points of damage. One the Material Plane, wind walkers usually live high in the mountains or on cavern deep under the surface.

Withered One

Hit Dice: 1+2
Armour Class: 11
Attacks: Weapon (1d6)
Saving Throw: 17
Movement: 12
Intelligence: Semi
Alignment: Neutral
CL/XP: 2/30

Withered ones are a degenerated slave race of humanoids breed to fatstock for their masters, most likely a race of aberrations. Withered ones walk upright and wear crude clothes, but have intelligence slightly above that of animals. Their behaviour will always complement that of their opponent. If approached friendly, they will react with hatred. If attacked right away, they will submit or try to escape. Withered ones may even cooperate with other creatures, but will ultimately always look for a way to overwhelm and eat them.

Witherweed

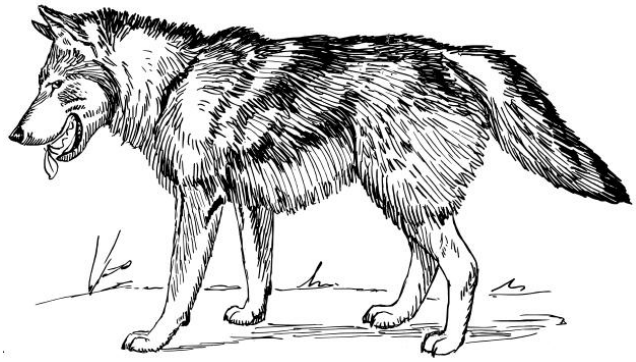
Hit Dice: 5
Armour Class: 11
Attacks: None
Saving Throw: 12
Movement: 0
Intelligence: None
Alignment: Neutral
CL/XP: 5/240

The witherweed appears as a large, dried-out patch of weed. Anyone on the weed will be attacked and suffers 1d4 points of dexterity damage. A saving throw is permitted for half damage. Targets suffering the full four points of damage will additionally be stunned for one round. The witherweed takes only half damage from blunt weapons. Burning witherweed produces toxic smoke. Anyone near the smoke suffers 1d8 points of damage per round.

Wolf

Hit Dice: 2+2
Armour Class: 12
Attacks: Bite (1d4+1)
Saving Throw: 16
Movement: 18
Intelligence: Animal
Alignment: Neutral
CL/XP: 2/30

Wolves are carnivorous pack hunters. Significantly larger creatures are the only ones they will avoid – and if they are very hungry, not even those. If the alpha wolf of a pack is killed, either the second strongest wolf will take over or the pack will flee.



Dire **W**olf

Hit Dice: 4
Armour Class: 13
Attacks: Bite (1d6+1)
Saving Throw: 13
Movement: 18
Intelligence: Animal
Alignment: Neutral
CL/XP: 4/120

The dire wolf is twice as large as a regular wolf, stronger and more cunning. Pack of dire wolves always dominate their territory and will hunt down any other large carnivores trying to settle there. Dire wolf pelt is soft and well-suited to be turned into warm clothes.

Ghost **W**olf

Hit Dice: 3
Armour Class: 19
Attacks: Bite (1d4+1)
Saving Throw: 14
Turned: 5
Movement: 18
Intelligence: Semi
Alignment: Chaotic Evil
CL/XP: 5/240

The ghost wolf is vengeful spirit of deceased wolf. It can only be harmed by magic or silver weapons. A creature bitten by a ghost wolf loses one point of a random ability score.

Mist **W**olf

Hit Dice: 3+3
Armour Class: 13
Attacks: Bite (2d6)
Saving Throw: 14
Magic Resistance: 10%
Movement: 18
Intelligence: Average
Alignment: Neutral Good
CL/XP: 3/60

Mist wolves are intelligent, magical wolves with light fur and completely black eyes. They are benevolent creatures, but their fearsome appearance leads to many humanoids not trusting them anyway. Mist wolves can *Detect Evil* at will and exhale a *Wall of Fog* twice per day. The fog lasts five rounds and does not require the wolf's concentration.

Winter **W**olf

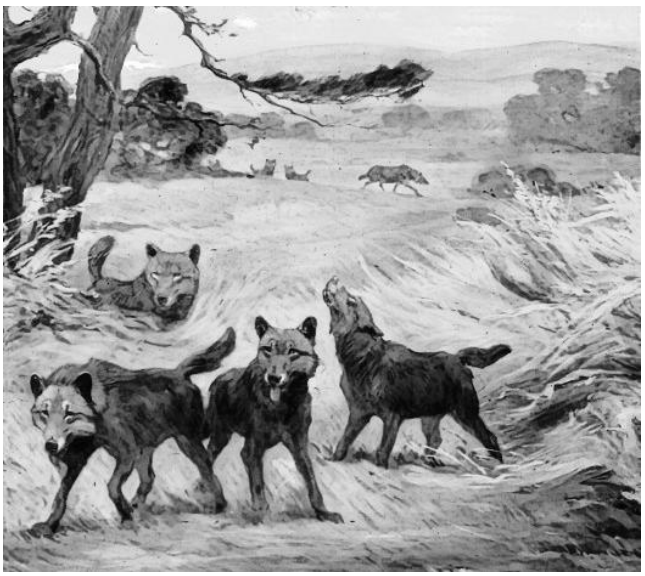
Hit Dice: 5
Armour Class: 13
Attacks: Bite (1d6+2)
Saving Throw: 10
Movement: 18
Intelligence: Semi
Alignment: Lawful Neutral
CL/XP: 5/240

The winter wolf lives in artic regions. It is not as malicious as the worg, but a dangerous beast nevertheless. The winter wolf can unleash a stream of frosty air from their lungs, doing 4d4 points of damage to anyone within a range of three metres. A saving throw is permitted for half damage. Winter wolves are immune to cold, but take one additional point of damage per die of damage from fire. The winter wolf's silver pelt shimmers beautifully. In good condition, such a pelt can be worth up to 2,500 gp. The ice-blue eye of a winter wolf will extinguish a medium-sized fire.

Vampiric **W**olf

Hit Dice: 6+4
Armour Class: 16
Attacks: Bite (2d6+1)
Saving Throw: 9
Turned: 7
Movement: 21
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 8/800

Vampiric wolves are wolves corrupted by a blood ritual as puppets. They are led by the cleric who turned them into vampiric wolves. If their leader shows any weakness, they will turn on him, kill him and make on of their own their new alpha wolf. If a target is bitten by a wolf and fails a saving throw vs. paralysis, if falls over. Vampiric wolves are only surprised on a roll of one or two on a d6. They have no coffin, but are destroyed in direct sunlight. With their master within a range of thirty metres, the wolves gain a +2 bonus to their turning difficulty.



Zombie **W**olf

Hit Dice: 3+2
Armour Class: 15
Attacks: Bite (1d6+1)
Saving Throw: 12
Turned: 3
Movement: 15
Intelligence: Animal
Alignment: Neutral Evil
CL/XP: 4/120

Zombie wolves are either servants of an evil spellcaster or raises by dark forces infesting the place where they died. They look much like normal wolves, but have empty eyes and sometimes missing body parts. They have the same traits as other undead and roam their territory in packs half as small as regular wolf packs. Zombie wolves are immune to cold.

Wolverine

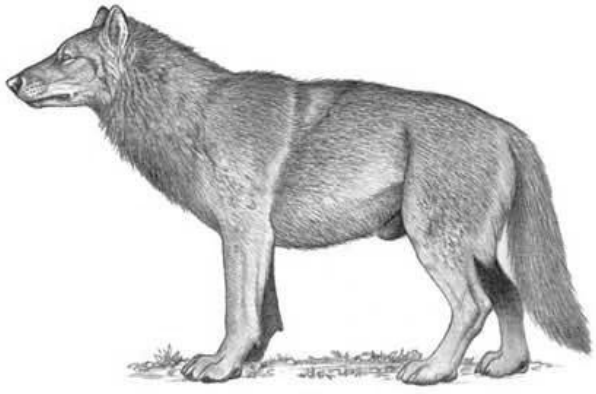
Hit Dice: 3
Armour Class: 13
Attacks: Bite (1d6+3)
Saving Throw: 14
Movement: 12
Intelligence: Animal
Alignment: Neutral
CL/XP: 4/120

Wolverines are vicious and tough, living in arctic regions of the world. Its musk is not dangerous, but the smell remains for days, and it spoils food. They attack with a +4 THACO bonus for their ferocity.

Dire **W**olverine

Hit Dice: 6
Armour Class: 14
Attacks: Claws (2x1d4), bite (1d6)
Saving Throw: 11
Movement: 12
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 7/600

Dire wolverines are larger than their normal cousins, and some of them may be possessed of a malign intelligence. Like common wolverines, dire wolverines attack with a +4 THACO bonus.



Worg

Hit Dice: 6+2
Armour Class: 13
Attacks: Bite (1d8+2)
Saving Throw: 11
Movement: 18
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 6/400

Worgs are monstrous, intelligent and evil wolves. Their packs have a strict hierarchy. If the leader shows any weakness, it will be killed by the rest of the pack and replaced by the second-strongest worg. Among some evil races, worgs stolen as pups are used as mounts.

Fire **W**orm

	Young	Adult	Elder
Hit Dice:	3	5	9
Armour Class:	14	15	16
Attacks: Strike	2x1d6	2x2d6	2x3d6
Saving Throw:	14	13	12
Movement:	6	6	6
Intelligence:	Animal	Animal	Animal
Alignment:	Neutral	Neutral	Neutral
CL/XP:	4/240	6/400	10/1,400

The fire worm is a serpent-like creature with a size between two and twelve metres. The fire worm has blue and orange segments and a hard hide. Through the segments, one can see their flaming bodies. Fire worms alive in jungles or underground and are immune to heat. Sometimes, hoards of

them roam and burn the landscape, only for them not to be seen again in decades.

Giant Blood **W**orm

Hit Dice: 6
Armour Class: 15
Attacks: Bite (1d8)
Saving Throw: 11
Movement: 6
Intelligence: None
Alignment: Neutral
CL/XP: 6/400

The giant blood worm is dark green in colour with a brown underbelly. If hungry or stepped on, it automatically attaches itself to its target and deals 1d8 points of damage until killed or removed. Removing a blood worm requires a successful strength check and deals an additional 1d4 points of damage. To re-attach, the worm has to make a successful regular attack.

Book **W**orm

Hit Dice: 1d2 hp
Armour Class: 18
Attacks: None
Saving Throw: 17
Movement: 12
Intelligence: None
Alignment: Neutral
CL/XP: A/5

Book worms can change their normal grey colour to match their surroundings and impose a -6 malus to their opponent's surprise roll. A book worm will dig through dead wood, leather and paper at half speed and is feared by librarians.

Great Lantern **W**orm

Hit Dice: 30
Armour Class: 12
Attacks: Acid spray (3d4)
Saving Throw: 3
Movement: 6
Intelligence: Animal
Alignment: neutral
CL/XP: 30/8,400

Great lantern worms are huge megadriles that grow thirty metres or more in length, exceeding three metres in width. They are subterranean, chewing tunnels in rock before swelling to fit the tunnel. Almost their entire length is taken up by the empty stomach, with their organs on the exterior, covered by a tough membrane of earthen hue. At the rear of the worm's long gut is a photophore, a light-emitting organ used as a lure for prey. Once the prey has travelled halfway down the stomach, the worm's mouth will close and acid will be sprayed from various points along the gut wall, requiring a saving throw each round to dodge. Should the entrapped prey try to cut their way out, any weapon that succeeds in hitting the stomach wall has a chance of dissolving. The chance for a non-magic weapon to dissolve is 15%, the oen for magic weapons 10%. Each time a weapon avoids being dissolved, 5% is added to the chance of dissolving upon the next hit. If a victim manages to stay alive long enough to return to the mouth, he can attempt to force it open with two strength checks. Victims are digested within 1d6 hours.

Purple **W**orm

Hit Dice: 15
Armour Class: 13
Attacks: Bite (2d12), sting (1d8)
Saving Throw: 3
Movement: 9
Intelligence: Animal
Alignment: Neutral
CL/XP: 17/3,500

The purple worm is a giant subterranean worm which can grow up to a length of fifteen metres. Its jaws are strong enough to dig tunnels into the rock. On a roll four higher than or on a critical hit, the purple worm swallows its opponent whole. It can swallow anything up to the size of a horse. Anyone stung by the purple worm has to make a saving throw vs. death or will suffer 1d8 points of damage per round from poison. Purple worm teeth can be turned into excellent tools that can dig though almost anything.

Ring **W**orm

Hit Dice: 1 hp
Armour Class: 17
Attacks: None
Saving Throw: 18
Movement: 1
Intelligence: None
Alignment: Neutral
CL/XP: A/5

The ring worm looks like a plain gold ring. If analysed, it appears to be a magical ring granting a +1 armour class bonus. When worn, the ring worm begins to drain magic. An arcane caster wearing the ring loses one spell level per. The spell of the lost levels will simply vanish after being memorised. After all spell levels have been drained – or if the wearer is not a spellcaster – the worm begins to drain magical items. All magical items the wearer carries have a daily cumulative chance of 10 % to fail. To remove the worm, *Dispel Magic* is needed as if cast against a creature with six hit dice. The ring worm can only be harmed by +2 magical weapon or magical fire. If attacked by fire, it detaches itself and tries to escape. Once the worm has left the wearer, all spell levels and magical items recover within twenty-four hours.

Sky **W**orm

Hit Dice: 3+1
Armour Class: 13
Attacks: Bite (1d6), tail lash (1d4)
Saving Throw: 14
Movement: 6/18
Intelligence: Animal
Alignment: Neutral
CL/XP: 4/120

Sky worms are spiny worms three metres long, with bat wings sprouting from behind a monstrous head. They are generally dark purple-grey in colour, with red eyes; some have segmented bodies, while others are more rubbery. The sky worm's head is a nightmare catfish-like thing, with long feelers and a gaping maw. Native to distant, cloud-wrapped mountain peaks, sky worms can be captured and trained to serve as aerial mounts. A sky worm's tail lash is capable of dismounting an enemy rider. Trained worms of the sky can roll in mid-flight to tail-lash a mounted opponent or block their riders from arrows. They are also trained to dive after and catch a falling rider. Trained sky worms develop an empathic bond with their riders, gaining a vicious +2 bonus on to THACO and damage if the bonded rider is slain or incapacitated. In the wild, they dance in thunderstorms.

Star-Mouthed **W**orm

Hit Dice: 10
Armour Class: 15
Attacks: Mouths (1d10)
Saving Throw: 5
Movement: 9
Intelligence: Animal
Alignment: Chaotic Neutral
CL/XP: 12/2,000

The star-mouthed worm is a horrendous creature eight metres in length; a massive segmented worm. The front of the worm's body trifurcates into three parts, each with a swallowing mouth surrounded by a membranous fan of skin. In combat, the worm bites with its mouths, the membranes around each mouth flailing and contracting to grab and pull prey inside. If the worm hits with a natural attack roll of nineteen or twenty, human-sized or smaller prey will be swallowed whole. Being swallowed whole inflicts an automatic 1d8 points of damage per round from digestive juices. One can, however, attack the worm from within, using a dagger-sized weapon against the worm's internal armour class of ten. Star-mouthed worms cannot swallow more than two human-sized meals, and will generally seek to retreat peacefully once they have filled themselves. If they accidentally swallow a third person, they will choke and die in 1d4 rounds.

Translucent **W**orm

Hit Dice: 1d4 hp
Armour Class: 14
Attacks: Bite (1d4)
Saving Throw: 18
Movement: 6
Intelligence: None
Alignment: Neutral
CL/XP: B/10

Translucent worms are half a thick as an arm and grow up to a length of one metre. They live in brushwood or shallow water. If a translucent worm rolls a four on a damage roll or scores a critical hit, it burrows into the victim's flesh and automatically hit each round thereafter. If a worm with more than one hit point is hit, it will split up into two worms with half the hit points rounded up. Only a worm with one hit point will die on a successful hit. One of the two new worms will need one round to re-orientate before it can attack.

Wraith

Hit Dice: 4
Armour Class: 16
Attacks: Touch (1d6+1)
Saving Throw: 13
Turned: 6
Movement: 9
Intelligence: Very
Alignment: Neutral Evil
CL/XP: 6/400

The wraith is an undead similar to the wight, but more powerful. Only silver weapons will do full damage on it; even magical weapons do only half damage. As the wraith is continuously shifting between dimensions, it exists only partly on the Material Plane. Arrows, even magic or silver arrows, will only do one point of damage. The touch of a wraith temporarily drains a hit die. Some wraiths ride steeds. Those are usually nightmares or undead horses, as no normal horse will tolerate the presence of a wraith.

Oblivion **W**raith

Hit Dice: 12
Armour Class: 18
Attacks: Touch (3d6)
Saving Throw: 3
Movement: 15/30
Intelligence: Very
Alignment: Chaotic Evil
CL/XP: 12/2,600

An oblivion wraith appears very much like a wraith, and shares the same immunity to non-magic weapons and cold, but it is not actually undead, but a creature of the void. An oblivion wraith's touch shreds the raw existence of the creature hit, dealing 3d6 points of damage and also temporarily draining one point from the target's highest attribute. The recovery takes three day per score point. In addition, if a creature brings any nonliving object into contact

with an oblivion wraith, the object is irrevocably disintegrated unless it is magical. Oddly, oblivion wraiths are unable to actively disintegrate objects by touching them.

Sword **W**raith

Hit Dice: 7
Armour Class: 16
Attacks: Sword (1d10)
Saving Throw: 9
Turned: 9
Movement: 9
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 8/800

The sword wraith is a warrior killed on the battlefield but kept alive by his indomitable will. Sword wraiths only appear at night or underground in places with no natural sunlight. While their armour is material, their actual body is incorporeal. A sword wraith can only be hit by a +2 magical weapon. Every hit of one drains one point of strength that can only be regained by eight hours of full rest. Sword wraiths are stubborn and still think tactically. A group of them will act as the squad of trained soldiers they were in life.

Wyvern

	Young	Adult
Hit Dice:	5	8
Armour Class:	14	16
Attacks:	Bite (2d4)	Bite (2d8)
Saving Throw:	10	8
Movement:	6/18	6/24
Intelligence:	Animal	Animal
Alignment:	Neutral	Neutral
CL/XP:	6/400	9/1,100

The wyvern is a relative of the dragon. It is smaller, has only two legs. It has not breath weapon, but a poisonous sting at the end of its tail. The poison is not lethal, but makes the victim lethargic, tired and easy prey. A saving throw vs. death is permitted. The wyvern cannot use both its bite and the sting one round. The sting does half as much damage as the bite.

Xaren

Hit Dice: 5+5
Armour Class: 19
Attacks: Claws (3x1d3), bite (4d4)
Saving Throw: 12
Movement: 9
Intelligence: Average
Alignment: Chaotic Neutral
CL/XP: 6/400

Xaren are closely related to xorn, but are slightly smaller and have a shiny, metallic skin. They eat minerals, but also require magical metal, which they can smell over a distance of up to forty metres. For each enchantment a xaren eats, it gains one temporary hit point. Xaren expect handouts and will attack if they do not receive them. They rarely cooperate with other creatures and are fairly egocentric.

Xaver

Hit Dice: 3
Armour Class: 17
Attacks: Strike (1d4+1)
Saving Throw: 14
Movement: 9
Intelligence: Very
Alignment: Lawful Neutral
CL/XP: 4/120

The xaver is an intelligent creature looking exactly like a sword. It walks on tiny, worm-like legs and eats ferrous metals. The xaver itself never corrodes until it dies. In combat, it dances around swiftly and attacks with its razor-sharp blade at a +2 THACO bonus. Any ferrous mundane metal will corrode if touching a xaver. Xavers live for centuries and sometimes ally with sword masters and allows them to use them in combat.

Xill

Hit Dice: 5
Armour Class: 19
Attacks: Fists (4x1d4) or weapon
Saving Throw: 12
Magic Resistance: 75%
Movement: 15
Intelligence: Very
Alignment: Lawful Evil
CL/XP: 7/600

The xill is a short, four-armed humanoid from the Ethereal Plane with bright red skin. It hunts on the Material Plane for other humanoid as host for its offspring. Xills can switch between both planes at will. If a xill successfully hit a target with at least four fists, the victim is knocked out. Within tow rounds, the xill will escape with the victim to the Ethereal Plane to inject its eggs into it. While fading from the Material Plane, it gets a +2 armour class bonus each round. Xills communicate only telepathically.

Xorn

Hit Dice: 7
Armour Class: 21
Attacks: Claws (3x1d3), bite (4d6)
Saving Throw: 9
Movement: 9
Intelligence: Average
Alignment: Neutral
CL/XP: 8/800

Xorn are bizarre creatures, originally from the elemental planes of earth, which eat precious metals and other minerals. They have a rock-like consistency and appear to be made of stone. Xorn have a barrel-shaped body, radially symmetrical with three eyes, three arms, three stubby legs, and a powerful

mouth set in the top of the creature's body. The stone-like appearance grants the xorn a tremendously good chance of surprising its enemies. These creatures are immune to fire and cold damage, and take only half damage from electrical attacks. A xorn can move through stone, but requires a full melee round to enter solid rock, during which time it cannot attack. *Phase Door* will utterly destroy a xorn that is traveling through rock or readjusting its composition.
Xorn are particularly vulnerable to spells that affect earth and stone. *Move Earth* may be used to hurl a xorn backwards ten metres and stun them for a full round. *Stone to Flesh* and *Rock to Mud* spells weaken the xorn's elemental structure, increasing the creature's armour class to eight until the xorn concentrates for a full round to readjust its composition. *Pass Wall* spells inflict 1d10+10 points of damage with no saving throw.

Xvart

Hit Dice: 1d5 hp
Armour Class: 13
Attacks: Strike (1d4+1) or weapon (1d8)
Saving Throw: 17
Movement: 6
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 1/15

Xvarts are a race of cruel, blues-skinned humanoids. They are stronger than goblins, but weaker than orcs. Xvarts attack only if their have superior numbers or are cornered. They fear humans, but hate halflings.

Yaka-Ten Abomination

Hit Dice: 9
Armour Class: 19
Attacks: Bite (1d10), tail (1d14), claws (2x1d6)
Saving Throw: 6
Magic Resistance: 15%
Movement: 12
Intelligence: Highly
Alignment: Lawful Evil
CL/XP: 11/1,400

The yaka-ten are cursed humans with snake features. Once human, yaka-ten were magically altered by a dark entity and bearded children with snake features. Centuries of mixing with other humans created a multitude of different yaka-ten. Yaka-ten abominations have only a single human feature, like arms or a head. Some consider them cursed monstrosities, others think they are the truly blessed yaka-ten. Most yaka-ten are organised in groups that have features of a nation, a religious cult and a criminal organisation. All yaka-ten can speak with snakes.

Yaka-Ten Halfbreed

Hit Dice: 6
Armour Class: 16
Attacks: Weapon (1d8+1)
Saving Throw: 11
Movement: 12
Intelligence: Very
Alignment: Lawful Evil
CL/XP: 7/600

Yaka-ten halfbreeds are part human and part snake. If they have a snake head, they can bite for 1d10 points of damage. Snakes instead of arms allow them to attack for 1d6 points of damage twice. Tough snake scales grant them a +4 armour class bonus. A snake tail lets them automatically do 1d4 points of constriction damage after one successful attack.

Yaka-Ten Pureblood

Hit Dice: 4
Armour Class: 14
Attacks: Weapon (1d8)
Saving Throw: 13
Movement: 12
Intelligence: Genius
Alignment: Lawful Evil
CL/XP: 4/120

The yaka-ten pureblood is mostly human. Three out of four purebloods can pass for human, but have always have at least one snake-like aspect, like a forked tongue, slit eyes or small fangs. Purebloods can use *Sticks to Snakes* twice and *Hypnotise*, *Snake Body* and *Snake Charm* thrice per day.

Yama-Uba

Hit Dice: 6
Armour Class: 15
Attacks: Claw (d6)
Saving Throw: 7
Movement: 12
Intelligence: Very
Alignment: Chaotic Evil
CL/XP: 8/800

The yama-uba, sometimes also called 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. Yama-uba feast on all manner of flesh; but they prefer humans, attacking with their long claws and wicked mouths that stretch from ear to ear. A few yama-uba have magical powers.

Yaruga
Hit Dice: 3
Armour Class: 14
Attacks: Kick (1d6)
Saving Throw: 14
Movement: 18
Intelligence: Animal
Alignment: Neutral
CL/XP: 3/60

Named after their distinctive call, yaruga are agile, hammerheaded lizards, which walk on two long bird-like legs. Yaruga graze on plants and grasses by day, but become vicious hunters by night. During the day yaruga are skittish and scare easily. They excrete a foul-smelling gas if approached within fifteen metres, then run away. The gas blinds anyone within three metres of the yaruga for 1d4 rounds. A saving throw is permitted to avoid this. At night, yaruga become extremely dangerous and aggressive, chasing their prey down and kicking them to death before feasting on them. When they make the initial charge, a yaruga's running kick inflicts double damage on a successful hit. Anyone sprayed by yaruga gas during the day becomes the main target of the savage lizards by night. In the wild, yaruga are usually encountered in pairs, day or night, but there may be 2d4 together during mating season.

Yellow Musk Creeper
Hit Dice: 3
Armour Class: 12
Attacks: None
Saving Throw: 14
Movement: 0
Intelligence: None
Alignment: Neutral
CL/XP: 3/60

The yellow musk creeper is a dark green climbing plant with yellow blossoms and ivy-like leaves. If a creature gets within a radius of three metres around the plant, the plant will attack it with its pollen. Unless a saving throw is made, the victim will move to the plant and a green bulb will extend its roots into its brain within two rounds. The victim loses 1d4 points of intelligence every round thereafter. If reduced to naught intelligence points, it turn into a yellow musk zombie. A yellow musk creeper has 2d6 blossoms and can control two zombie per blossom.

Yeth
Hit Dice: 3+3
Armour Class: 19
Attacks: Bite (2d8)
Saving Throw: 14
Magic Resistance: 10%
Movement: 15/27
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 5/240

The yeth is a demonic canine creature that hunts humanoids and fey. It is very tall, has grey fur, cold eyes and pointy ears. If a yeth pack howls, everyone within a radius of thirty metres who hears the unnatural sound has to make a saving throw or will flee in panic. Yeth can only be damaged by silver or magical weapons. Being creatures of the night, yeth cannot stand natural sunlight. While exposed to it, they suffer a -3 THACO penalty. Sages think that yeth have been created by demons but managed to escape to the Material Plane, which would explain their supernatural abilities.



Yeti
Hit Dice: 5
Armour Class: 13
Attacks: Fists (2x1d6)
Saving Throw: 12
Movement: 14
Intelligence: Very
Alignment: Any Lawful
CL/XP: 7/600

The yeti is a distant relative of the human. It is completely covered with white fur and lives high up in the North. If a yeti strikes an opponent with both fists, it can hug him for another 2d6 points of damage. Additionally, the target has to make a saving throw vs. paralysis or will be stunned for 1d3 rounds, during which the yeti automatically hits. Yetis are smarter than generally assumed and like to attack during the night, as they can see in the dark. They are immune against cold.

Yienhool

Hit Dice: 1
Armour Class: 11
Attacks: Claw (1d6)
Saving Throw: 18
Movement: 9
Intelligence: Semi
Alignment: Lawful Neutral
CL/XP: 1/15

Yienhools are pale humanoids with long, thin arms and elongated, clawed hands. Their bulging, white eyes are well adapted to dim light, but they are virtually blind in sunlight and never emerge from below ground unless forced to do so. They are deep-dwellers of the underground, but small groups of them are occasionally found in the upper reaches of the subterranean world. Yienhools are more intelligent than animals, but barely so – they can communicate and follow orders, and in packs they can hunt with considerable cunning, but their ability to act independently of a pack or a strong leader is very weak.
Yienhool packs swarm their prey, the first ranks grabbing, clutching, and immobilizing to allow their total numbers to swarm over the foe and bring them down. If a yienhool hits, it has grabbed successfully at one of the foe's arms, rendering weapon or shield unusable as the yienhool clings on, regardless of danger. Such attacks are made at a -1 THACO penalty. While holding on, the yienhool can make more attempts to grab the other arm as well. Yienhool can swarm over the backs of their fighting brethren to climb past front ranks and into the rear ranks of their opponents. If a yienhool is not already holding an enemy, and chooses not to make grabbing attacks, it can attack with its claws. These creatures are usually encountered in large numbers, for they do not divide into packs of fewer than six.

Yurmp

Hit Dice: 5+3
Armour Class: 13
Attacks: Pole arm (1d6+1)
Saving Throw: 10
Movement: 12
Intelligence: Low
Alignment: Lawful Evil
CL/XP: 6/400

Fat and ugly toad-like humanoids, the yurmp are bandits and scroungers. Though of fine material, such as silk, their clothes are torn and soiled. Any armour is mismatched and poorly maintained, held together by rusty buckles and double-wrapped cords. Yurmp have sour expressions and grumpy attitudes, often becoming impatient and bored while waiting beside a road or path for someone to ambush. Their weapons are generally pole arms looted from battle sites. If yurmp are able to coordinate an ambush, they have an increased chance of surprising their opponents by rolling one to three on a d6. In villages that tolerate their presence they are usually part of any organised crime; in areas where they are not tolerated, yurmp live by stealing and digging through the garbage of other races, bemoaning their poor luck all the while.

For every five yurmp in a group, there is a wrestler yurmp present. These grossly fat yurmps disdain weapons and armour, and strike for 1d6 damage in unarmed combat. If the unarmed attack succeeds by four or more points, the wrestler has a firm hold on the foe and can throw him to the ground, disarm him, prevent attacks, or inflict continuous 1d6 points of strangling damage per round. Wrestler yurmps have an effective Strength score of 18, and usually enjoy challenging humans to arm wrestling contests. The rest of the yurmp enjoy gambling on these contests. If yurmp are able to attack by stealth or surprise from behind, they gain +4 THACO bonus and inflict double damage.

Zaratan

Hit Dice: 50
Armour Class: 25
Attacks: Bite (10d10)
Saving Throw: 2
Movement: 1/2
Intelligence: Average
Alignment: Neutral
CL/XP: 40/10,400

The zaratan is a gargantuan turtle living in the southern seas. It is rather passive and spends most of its time in a deep slumber. The zaratan appears as a small island and does in fact move so slowly that vegetation can grow on it and attract animals. Mundane weapons have absolutely no effect on a zaratan. If attack from below, it has a -5 armour class bonus. A zaratan that is attacked will withdraw into its shell. If it loses more than 5% of its total hit points, it will come out an strike back. Anyone hit by a zaratan on a roll of four more than needed to hit will be swallowed and suffer 1d4 points of damage per turn from digestive acid. Due to its incredibly slow metabolism, a zaratan cannot be poisoned and is immune to a number of other attacks. Zaratans can eat while asleep and are probably immortal.

Zetan Leader

Hit Dice: 3
Armour Class: 12
Attacks: Weapon (1d8)
Saving Throw: 14
Movement: 9
Intelligence: Highly
Alignment: Lawful Evil
CL/XP: 5/240

Smaller zetans seem to function most often as workers; the taller leader-types are conjectured to have more independence, but still serve the collective. For every fifteen zetans there will always be at least one leader type. A leader must be present for transport of any mortals or livestock. If a zetan is killed on the Prime Material plane it is dispatched back to the collective unless its leader is killed as well, in which case it is dispersed. More permanent zetan fortresses may exist under some of the more inaccessible desert areas of the world; nomads speak of the sound of great machines beneath the sands.

Zetan Worker

Hit Dice: 1
Armour Class: 9
Attacks: Weapon (1d10)
Saving Throw: 17
Movement: 6
Intelligence: Average
Alignment: Lawful Evil
CL/XP: 3/60

Zetans are a grey-skinned collective-intelligence race originally hailing from somewhere beyond the material plane. Workers are about one and a half metres tall. All zetans have thin arms and legs, oversized heads and eyes, and extremely long fingers. They are encountered most frequently on the Ethereal and Astral Planes. Their purpose in visiting the Material Plane is a mystery, although they have been known to abduct mortals or livestock, sometimes in broad daylight. Zetans have an aura which causes *Fear* in everyone failing a saving throw, and they are immune to non-magical weapons. It is believed that zetans are not truly evil, but merely inscrutable and totally alien in motivation; individuals that have met the zetans will have wildly different stories to tell about them. Zetans travel in a thought conveyance which is only temporarily physical, glows various unearthly colors, and is able to become invisible by entering the Ethereal Plane at will.

Zombie

Hit Dice: 2
Armour Class: 11
Attacks: Strike (1d6)
Saving Throw: 16
Turned: 2
Movement: 6
Intelligence: None
Alignment: Chaotic Evil
CL/XP: 2/30

Zombies are mindless walking dead. They are usually reanimated servants of spellcasters or dead awakened by dark energies. Some zombies carry a disease that causes their victims to turn into zombies too. Zombies are immune to spells inducing sleep and cannot be charmed like living beings. They are slow and always strike last in combat.

Desert Zombie

Hit Dice: 2
Armour Class: 12
Attacks: Strike (1d8)
Saving Throw: 16
Turned: 3
Movement: 9
Intelligence: None
Alignment: Chaotic Evil
CL/XP: 3/60

Desert zombies looks like dried-out humanoid corpses. They have almost all traits of common zombies, but do not suffer an initiative penalty. Desert zombies can swim through sand at half speed. If below a target, a desert zombie can garb it with an attack against the target's armour class modified only by the dexterity bonus. A grabbed victims suffers a -2 penalty to armour class and THACO.

Zombie Fog

Hit Dice: 7
Armour Class: 19
Attacks: None
Saving Throw: 9
Movement: 6
Intelligence: Semi
Alignment: Chaotic Evil
CL/XP: 10/1,400

The zombie fog is a semi-sentient entity consisting of a dense fog cloud with a diameter of twenty metres per hit die. The zombie fog is immune to all but magic weapons. It can put fear into the hearts of a sentient being thrice per night. If the target does not make successful saving throw, it will be stunned until attacked. The first attacker is granted a +4 THACO bonus. The zombie fog itself does not attack directly, but it commands 4d10 cadavers and strives to add more. The fog can control a maximum number of zombies equal to its current hit points.

Hungering Zombie

Hit Dice: 3
Armour Class: 11
Attacks: Strike (1d8)
Saving Throw: 14
Turned: 3
Movement: 6
Intelligence: None
Alignment: Chaotic Evil
CL/XP: 5/240

Hungering zombies are a rare variety of zombie, appearing as bloated, swollen-headed walking corpses. They hunger for the brains of intelligent creatures, especially those with the ability to cast spells. Hungering zombies are capable of absorbing the energy of magical spells cast near them, negating any effect they might have had. A hungering zombie may absorb up to 2d4 spell levels, its head growing ever larger during the process. When its capacity is reached, the

hungering zombie's head violently explodes. It regains the ability to absorb an additional spell level with each fresh brain it eats.

Juju **Z**ombie

Hit Dice: 3+12
Armour Class: 13
Attacks: Strike (3d4)
Saving Throw: 14
Turned: 4
Movement: 9
Intelligence: Low
Alignment: Neutral Evil
CL/XP: 4/120

A juju zombie is a humanoid whose life energy has been drained completely. It has grey, hard, leathery skin and has retained some of its intelligence. Juju zombies hate all living things and are good climbers. They take full damage only from edged weapons; all other weapons do half damage. Only magical weapon will harm a juju zombie. It is immune to electricity and *Magic Missile* and takes only half damage from fire.

Leprous **Z**ombie

Hit Dice: 1
Armour Class: 13
Attacks: Claws (1d6)
Saving Throw: 17
Turned: 3
Movement: 9
Intelligence: None
Alignment: Chaotic Evil
CL/XP: 3/60

Leper zombies are clearly undead, afflicted with a horrific disease resembling a form of leprosy, more agile than other types of zombies, and far more deadly: Any who battle them must make a saving vs. death at the end of the fight or will get zombie leprosy. Victims die in three days and return as a leprous zombie. Anyone slain by a leprous zombie reanimates as a one in 1d6 rounds. Carrying equipment, arms or armour of one slain by a leprous zombie or used to destroy a leprous zombie carries a risk to the bearer. He must make a saving throw vs. death at a +4 bonus each day to avoid becoming sick. Holy water, Remove Curse and other methods of cleansing may render the gear safe again.

Monstrous **Z**ombie

Hit Dice: 6
Armour Class: 13
Attacks: Strike (4d4)
Saving Throw: 11
Turned: 6
Movement: 9
Intelligence: None
Alignment: Chaotic Evil
CL/XP: 6/400

The monstrous zombie is the reanimated corpse of a monstrous humanoid. It is large and physically powerful, but otherwise identical to a common zombie.

Pyre **Z**ombie

Hit Dice: 2
Armour Class: 11
Attacks: Weapon (1d8) or strike (1d8)
Saving Throw: 16
Turned: 3
Movement: 6
Intelligence: None
Alignment: Chaotic Evil
CL/XP: 3/60

These undead creatures are weirdly enchanted with some sort of necromancy. When hit by a melee weapon, they burst violently into flame, inflicting 1d6 points of damage to anyone within a radius of three metres. Only the bones remain after this conflagration. The remaining skeleton fights as a skeleton rather than as a zombie. The flesh re-grows rapidly, and the creature will fight as a zombie again in ten combat rounds, including the restored ability to immolate itself.

Sea **Z**ombie

Hit Dice: 5
Armour Class: 12
Attacks: Strike (1d10)
Saving Throw: 13
Turned: 4
Movement: 6/12
Intelligence: Semi
Alignment: Chaotic Evil
CL/XP: 5/400

The sea zombie is the corpse of a humanoid that died at sea. Anyone hear a sea zombie has to make a saving throw vs. death or will be nauseated and suffers a -1 malus to THACO and armour class for 2d4 rounds. Sea zombie move slowly on land, but swim with frightening speed.

Thinking **Z**ombie

Hit Dice: 3+1
Armour Class: 13
Attacks: Strike (1d8) or weapon
Saving Throw: 14
Turned: 5
Movement: 9
Intelligence: Average
Alignment: Chaotic Evil
CL/XP: 3/60

Thinking zombies have regained their ability to think and are sentient beings, though it is not clear why some zombies awaken while most stay mindless. Thinking zombies can rebel against their master if he does not pay attention and regenerate their rotting flesh by eating members of their former species or a closely related species. Thinking zombies may search for equipment or wield weapons.

Zombie Lord

Hit Dice: 6
Armour Class: 13
Attacks: Fists (2x2d4)
Saving Throw: 1
Turned: 8
Movement: 6
Intelligence: Average
Alignment: Neutral Evil
CL/XP: 7/600

Zombie lords are sentient zombies that are mostly created by resurrection spells gone awry. They look like they did in life, but their flesh has turned grey and begun to decay. A zombie can use *Talk to the Dead* by touching a corpse and use *Command Undead* and *Detect Undead* at will. Non-sentient zombies will always be taken over by the zombie lord and are not permitted a saving throw, unless they are under the control of a master with more hit dice than the zombie lord. Once per day, a zombie lord can use *Animate Dead*. It can also use this power against a living creature with less hit dice. If that creature fails a saving throw vs. death, it dies and comes back as a zombie after 1d4 rounds. Anyone near zombie lord has to make a saving throw or will suffer a -3 THACO penalty due to the stench. Zombie lords often make their lair on graveyards. They are arrogant and consider themselves superior to both living creatures and lesser undead.

Zoog

Hit Dice: 1d4 hp
Armour Class: 16
Attacks: Bite (1d2), tiny dagger (1d2)
Saving Throw: 18
Movement: 6
Intelligence: Average
Alignment: Neutral
CL/XP: B/10

The zoog is a small, brown, rodent-like creature. It has a mouth full of sharp teeth and small tentacles on its snout. Zoogs are intelligent and cunning as well as excellent climbers. They live in families and are very curious.

Zygom

Hit Dice: 3
Armour Class: 13
Attacks: None
Saving Throw: 14
Movement: 1
Intelligence: Semi
Alignment: Neutral Evil
CL/XP: 5/240

A zygom is a semi-sentient colony of fungi with ovoid caps. If a zygom comes into rough contact with another creature, a fungal cap will break in one out of six cases and the creature will come in contact with the zygom's blue glue-like milk. The milk will glue things together for 1d4+1 days. Any creature affected by the glue will also be infested by zygom spores which allow the zygom to control the creature. Most of the time, the zygom will infest small to medium-sized animals. The victim will be drained of its energy and die in 1d8+1 weeks. Apart from rare drugs, only *Cure Disease* will heal a zygom infestation.

Zygraat

Hit Dice: 1+1
Armour Class: 16
Attacks: Beak (1d4)
Saving Throw: 18
Movement: 24
Intelligence: Semi
Alignment: Chaotic Neutral
CL/XP: 2/30

The zygraat, also called spider hawk, is a horrid eight-legged mix between bird and spider. It hunts by creating a large, hardly visible net and swoops down on any creature that runs into it. On a successful attack, the target has to make a saving throw vs. death or will suffer and additional 2d4 points of damage from the zygraat's poison. Thrice per day, the zygraat can throw a net to immobilise a victim. The victim is permitted a roundly saving throw vs. paralysis to escape and cannot attack while trapped.

TEMPLATES

The rules for the creation of playable characters do not apply for creating monster. Using the rules would limit the game master and exclude many interesting options, so it is best to simply make monsters as the game master sees them fit. Creating and changing monsters is strongly encouraged, as new and tailored monsters enhance the atmosphere, surprise the players and increase the overall fun.

There are a number of possible variations that fit many monsters. To ease the modification, the game master can use templates. Templates are simply a standardised method to change an existing monster. The templates presented here can be used like they are or may simply serve as source for inspiration.

Artic

The creature is similar to its relatives living in warmer climates, but has adapted to its cold environment. The monster gains white fur or skin and takes only half damage from cold-based attacks. It receives a +2 bonus to saving throws vs. cold-related hazards and a -2 malus vs. fire-based attacks.

Awakened

This template can be applied to animals. An awakened animal has become sentient, either by a magical spell or by exposition to supernatural forces. The creature becomes sentient and a magical beast. Its animal-level intellect is replaced by 3d6 points of intelligence. The animal will also gain an alignment, usually one similar to the caster that awakened it.

Berserker

Berserkers are particularly ferocious and wild fighters. They usually neglect their defence, but make up for that by storming into the row of their enemies with the will to win. A berserker receives a THACO and damage bonus equal to half its hit points, but also an armour class penalty just as high. Furthermore, its speed increases by three. A berserker cannot be mind-controlled in any way and is immune to fear.

Blessed

Sometimes the forces of good decide to grant a creature special power and divine protection. A blessed creature radiates an aura of good. Its base attack does 1d6 additional points of damage to evil or corrupted creatures and it gains a +2 saving throw bonus against death and paralysis. Blessed ones only take half damage from lighting-based attacks and can decide to perform a stunning strike thrice per day. If the target of this attack fails a saving throw vs. paralysis, it is stunned for 1d6 rounds.

Chirurgic Horror

The chirurgic horror is creature whose natural appendages have been surgically replaced by weapons. It is often the result of mad experiments or was made to save a scrupulous master. Unleashed chirurgic horrors tend to roam the land and try cause as much terror and suffering as they had to endure themselves.

A chirurgic horror gains one additional hit point per hit die as well as a +3 armour class bonus. Its speed is halved should an important limb have been altered and it becomes immune to fear and insanity. It natural attack do double damage. Once per battle, a chirurgic horror can try to slice and opponent open. If it succeeds, the opponent loses hit points equal to one hit die.

Clockwork Creature

The clockwork creature is a mass of gears, wire and bolts shaped like a creature and granted the soul of a living being by its master. Practically any soul can be used for a clockwork creature. The result will be best if the new body matches the old one in shape and size.

A clockwork creature gains a +5 armour class bonus. It is intelligent, but has to learn everything from the day of its creation on and does always obey its master. It takes double damage from electricity. After a critical hit, a clockwork creature will malfunction in one out of four cases and has to be repaired completely before being able to act again. A clockwork creature cannot be healed, but repairing magic has double effect on it. For a clockwork creature to function for a full day, it has to be winded up with a key in its back.

Corrupted

Corrupted creatures haven been touched by darkness and altered in a terrible way. Most corrupted creatures take a demonic appearance, but some look normal on the outside and hide the evil within. Corrupted creatures gain a +1 armour class bonus for every three hit dice they have, but at least a +3 bonus. It natural attack does an additional 1d6 points of damage for every five hit dice and deals an additional damage equal to its hit dice to non-evil creatures. Corrupted creatures heal 1d6 points of damage per round. They are granted a +3 saving throw bonus vs. death.

Crystalline

Crystalline creatures have been turned into a living crystal by magic or alchemy. They look like a moving crystal statue, are translucent and shimmer in a colour resembling their attitude or former race.

Crystalline creatures gain a +4 armour class bonus and have at least twilight vision. Cold, lighting, acid and fire do only half damage to them. Light-based attacks like *Prismatic Spray* have no effect, but will blind everybody looking at the crystal creature when the spell hits for 1d4 rounds. In normal light, the crystalline creature sheds light within a radius of ten metres. Within this area, all seeing creatures have to make a saving throw or will be dazzled and receive a -1 THACO penalty.

Dire Animal

While many animals, especially predators, are feared for their power and hunger, few of them are actually truly aggressive. Most of them are only dangerous if hungry threatened or cornered. However, every now and then, a feral breed of animals appears. Dire animals have one additional hit die for every two hit dice of their normal brethren. They are more aggressive and often exclusively carnivorous. Some dire creatures are born in normal families and become solitary hunters. They gain a +3 bonus to armour class

Dragon Lich

Members of many humanoid races can transform into liches with the appropriate arcane knowledge or divine support, and so can dragons. Dragon liches are usually evil dragons unwilling to accept death or dragons transformed by necromancers. The dragon lich retains most of the abilities it had in life, including its breath weapon and spell casting abilities. Depending on its age, it will be either a dragon with dried scales or party or fully skeletal. Independently, a dragon lich can always identified by the cold glow in its otherwise empty eye sockets.

A dragon lich has all the benefits and downsides of an undead. It is turned with a difficulty equal to its hit dice +4, but cannot be turned in its lair. The dragon lich gains a +2 armour class bonus. Its gaze will paralyse any creature with less than six hit dice. Creatures with at least six hit dice are permitted a saving throw vs. paralysis and granted a +3 bonus to it. If one such saving throw is successful, the target is permanently immune to the gaze of that particular lich. All physical attacks of a dragon lich do an additional 2d8 points of cold damage and will paralyse the target for 2d6 rounds unless a saving throw vs. paralysis is made. Once per day, dragon liches can sue *Charm Undead*. All undead receive a -3 malus to their saving throw. Like many liches, a dragon lich own a special magic item that contains part of its essence and has to be destroyed to permanently destroy the dragon lich.

Fireborn

Some creatures are touched by another plane, even though no of their parents is an elemental or outsider. A fireborn creature has a high affinity for fire. Its hair, fur or skin is often reddish or orange.

It takes only half damage from fire attacks and is not damaged by attacks dealing less than five points of fire damage. Due the intense heat it radiates, all of its natural attacks and attacks with metal weapons do one additional point of fire damage. Fireborn take one additional point of damage for every damage die from cold-based attacks.

Frozen One

The frozen plains of the North have brought death to more than one creature. However, if a freezing creature clings to life with all its will, it can freeze and return as a frozen one. A frozen one is immune to cold damage, but takes double damage from fire. If exposed to temperatures above the freezing point for more than one day, it dies. Frozen ones gain two hit points for every hit die and a +4 bonus to armour class and saving throws. All their attacks do cold damage. If someone is touched by a frozen one and fails a saving throw, he suffers frost bite for 1d4 rounds. Unless close to a source of heat, the victim will suffer damage equal to the frozen ones base attack every round as long as the frost bite lasts. Frozen ones with more than seven hit dice can use *Ice Storm* twice per day.

Gelatinous

Most ooze creatures occur naturally and are part for their respective ecosystem. However, some oozes are other creatures corrupted by evil powers, cursed by a demon or punished by a good. Gelatinous creatures move at half speed and will have trouble flying, if they could originally do it. All natural base attacks turn into slam attacks. For every hit die, the slam attack will do 1d4 points of damage up to a maximum of 6d4 points of damage. The ooze is immune to poison, acid, sleep and cannot be transformed. Its attack may either be poisonous or acidic. Critical hit do normal full damage on a gelatinous creature, not double damage. Twice per day, the ooze can emit slippery ooze within a radius of three metres around it. Anyone moving on the ooze has to make a dexterity check or will fall.

Ghost

A ghost is a creature that died, but remained on the Material Plane as an incorporeal undead for various reasons. Many, but not all creatures can be become ghosts. A ghost gains two additional hit points for every hit dice it has. It is turned with a difficulty equal to its number of hit dice +3. Ghosts can only harm ethereal creatures with their former physical attack, but can drain 1d4 points from a random ability score from a living creature by touching it. Ghosts also have a corrupting gaze with range of ten metres that deals 2d10 points of damage and 1d4 points of charisma damage. It can be avoided with a successful saving throw. As ghost are incorporeal, they can only be harmed by magic, magical weapons or certain special attacks. Ghost retain most of their special abilities. Destroyed ghost usually return after 2d4 days unless it is determined why their remained in the world of the living.

Mirror Creature

A mirror creature looks mostly like a normal monster, but has some supernatural traits. It is healed by taking damage and damaged by healing magic or substances. If it has any weaknesses or resistances, those are not reversed. It is not clear what kind of powers turns a creature into a mirror creature. The connection to the Plane of Mirrors is doubted by some sages.

Mummy

Mummification is used by some cultures to preserve the bodies of their ancestors. Some mummies turn into undead creatures, while others are purposely created to serve a necromancer. Basically any living corporeal creature can be

turned into a mummy. A mummy gains a +4 bonus to armour class and is and undead. It gains one additional hit point for every hit die it has. Mummies take only half damage from magical weapons and are immune to mundane weapons. Anyone touched by a mummy who fails a saving throw vs. death is cursed and his regeneration rate will be reduced by three quarters.

Septic

A septic creature is the carrier of the disease. I can transmit the disease, but in comparison to a normal carrier, the septic one is affected only mildly by the disease. Septic creatures transmit the disease either touching other creatures, attacking them successfully or by simply being close to them. Septic creatures are immune against poisons.

Skeleton

Skeletons are not the most powerful undead, but nevertheless very popular among necromancers. They do not rot or smell, look threatening and are not effected by many environmental hazards. Skeletons have all the benefits and drawbacks of being undead. Their turning level equals the number of their hit dice. Skeletons have a natural armour class of elven and gain a +1 AC bonus for every three dice they have. They take only half damage from piercing and edged weapons. Skeletons can no longer many special powers, mainly non-physical ones, they previously had.

Taxidermic

Taxidermy is a popular method to preserve hunting trophies, but it can also be used in more sinister ways. A prepared creature can be awakened by magic. It will gain three additional hit points for every hit die it has. Taxidermic creatures are similar to constructs and cannot be mind-controlled, charmed or affected by similar abilities. They take double damage from fire, but only half damage from cold-based and none at all from poison-based attacks. Animated taxidermic creatures are sometime used as guardians.

Thinking Undead

Sometimes, a mindless undead regains its ability to think. It is not entirely clear why this happens. The undead gains 3d6 points of intelligence. Turning it becomes twice as difficult, though the turning difficulty caps at eight unless it was higher before. Thinking undead may lead other undead. They can prevent their body from rotting by eating members of a species close to the one they used to belong to.

Yellow Musk Zombie

A yellow musk zombie is a creature whose intelligence has been completely drained by a rare plant, the yellow musk creeper. Only creatures that are corporeal at least semi-intelligent can be turned into such a zombie. A yellow musk zombie is a living creature and cannot be turned, by is also immune to mind control, sleep and takes only half damage from cold-based attacks like an undead. The creature does 1d8 points of damage or damage by weapon and attacks as a creature with two hit dice, independently from the hit dice it actually has. Yellow musk zombies lose all benefits from high ability scores. They never use special abilities, only physical attacks. After 3d4 months, a yellow musk zombie stops guarding his host plant, moves at least half a kilometre away from it and collapses. A new yellow musk creeper will grow from its head. A yellow musk zombie has pale yellow skin and white eyes. It is considered a plant. It has darkvision and cannot move more than two hundred metres away from the host plant. If a yellow musk zombie is attacked, the host plant will know it.

Zombies

Zombies are mindless, undead rotting corpses. They are usually animated by a necromancer or by dark powers near the place they died. If a creature is turned into a common zombie, it becomes mindless and unintelligent and gains the usual benefits and drawback of an undead. Zombies are turned with a difficulty equal to their hit dice. They move at half speed. Zombies have a natural armour class of ten and gain a +2 armour class bonus for every two hit dice they have. Zombies can no longer many special powers, mainly non-physical ones, they previously had.

Grey Matter
Character Record Sheet

Name: _____
Race: _____
Class: _____
Alignment: _____

XP: _____
Level: _____

Ability Scores

Str
- THACO Bonus
- Damage Bonus

Dex
- Missile THACO Bonus
- AC Modifier

Con
- Hit Point Bonus
- System Shock Survival Rate

Int
- Bonus Languages

Wis

Cha
- Number of Specialist Hirelings

Attributes & Combat

Hit Points

Saving Throw
- vs. Death
- vs. Paralysis
- vs. Magic

THACO | Armour Class | Movement Rate

Armour Worn

Weapon	THACO Bonus	Damage	Range

Special Abilities

Money & Equipment

GP | SP | CP

Name: _____ Alignment: _____

Race: _____ Level: _____

Class: _____ XP: _____

Grey Matter

Character Record Sheet

Ability Scores

Str _____ THACO Bonus _____ Damage Bonus _____

Int _____ Bonus Languages _____

Dex _____ Missile THACO Bonus _____ AC Modifier _____

Wis _____

Con _____ Hit Point Bonus _____ System Shock Survival Rate _____

Cha _____ Number of Specialist Hirelings _____

Attributes & Combat

Hit Points		THACO	Armour Class	Movement Rate

Weapon	THACO Bonus	Damage	Range

Money & Equipment

GP	SP	CP

Saving Throw

vs. Death _____

vs. Paralysis _____

vs. Magic _____

Armour Worn

Special Abilities

Grey Matter

Grey Matter is a retro-clone of popular role-playing rules form the 1970s, streamlined, polished and updated.

This book is a complete ruleset in one volume and contains a huge selection of thirty different classes, more than forty playable races, hundreds of monsters and spells for all occasions, a unique setting, a cosmology – all ones needs to play, apart from a set of dice.

Grey Matter is for everyone who wants to be a hero, a treasure hunter, a thief or anyone else searching for gold, power, glory or justice.